

SPELLCASTING ABILITY: \_\_\_\_\_

SPELL SAVE DC: \_\_\_\_\_

SPELL ATTACK BONUS: \_\_\_\_\_

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

# Spell slots

## Based on Malena's Aethelbaldsotter Spells

### Friends

Enchantment

Level: **Cantrip**

Casting time: **1 Action**

Range: **Self**

Components: **S, M (a small amount of makeup applied to the face as this spell is cast)**

Duration: **Concentration, up to 1 minute**

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

### Message

Transmutation

Level: **Cantrip**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S, M (a short piece of copper wire)**

Duration: **1 round**

You point your finger toward a creature within range and whisper a message.

The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

### Prestidigitation

Transmutation

Level: **Cantrip**

Casting time: **1 Action**

Range: **10 feet**

Components: **V, S**

Duration: **Up to 1 hour**

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
  - You instantaneously light or snuff out a candle, a torch, or a small campfire.
  - You instantaneously clean or soil an object no larger than 1 cubic foot.
  - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
  - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
  - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.
- If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

### Ray of Frost

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S**

Duration: **Instantaneous**

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At higher level

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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## Disguise Self

Illusion

Level: **1**  
Casting time: **1 Action**  
Range: **Self**  
Components: **V, S**  
Duration: **1 hour**

You make yourself – including your clothing, armor, weapons, and other belongings on your person – look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

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## Snilloc's Snowball Swarm

Evocation

Level: **2**  
Casting time: **1 Action**  
Range: **90 feet**  
Components: **V, S, M**  
Duration: **Instantaneous**

(a piece of ice or a small white rock chip)

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

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## Thunderwave

Evocation

Level: **1**  
Casting time: **1 Action**  
Range: **Self (15-foot cube)**  
Components: **V, S**  
Duration: **Instantaneous**

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At higher level**

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

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## Suggestion

Enchantment

Level: **2**  
Casting time: **1 Action**  
Range: **30 feet**  
Components: **V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)**  
Duration: **Concentration, up to 8 hours**

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed.

If you or any of your companions damage the target, the spell ends.