



CANTRIPS:

Eldritch Blast: Casting time: 1 action. Range: 120 ft. Components: V,S. Duration: Instantaneous.

A beam of crackling energy streaks towards a creature in range. Make a spell attack against the target. On a hit the target takes 1d10+3 (Agonising Blast) force damage. More beams are created at higher levels.

Friends: Casting time: 1 action. Range: Self. Components: S, M. Duration: Concentration, up to 1 min.

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile towards you. When the spell ends, the creature realises you used magic to influence its mood and becomes hostile towards you. It may seek some kind of retribution.

Mask of Many Faces: (disguise self) Casting time: 1 action. Range: Self. Components: V, S. Duration: 1 hr.

You make yourself - including any belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot taller or shorter and can appear fat, thin or in between. You can't change your body type, so 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. If you use this spell to appear shorter 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 an action to inspect your appearance and must succeed on an INT (Investigation) check against your spell save DC.

Thaumaturgy: Casting time: 1 action. Range: 30 ft. Components: V. Duration: Up to 1 min.

You manifest a minor supernatural effect within range, eg: harmless tremors in the ground, your voice booms three times as loud; flames flicker, brighten, dim or change colour; an instantaneous sound originates from a point of your choice within range; an unlocked door or window slams open or shut; you alter the appearance of your eyes.

If you cast this spell multiple times you may have three effects active at a time, and may dismiss an effect as an action.

LEVEL 1: SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 3

Burning Hands: Casting time: 1 action. Range: Self (15 ft cone). Components: V,S. Duration: Instantaneous.

As you hold your hands with thumbs touching, and fingers spread, a thin sheet of flame shoots from your fingertips. Each creature in a 15ft cone must make a DEX saving throw. A creature takes 3d6 damage on a failed save and half that on a successful one. Any flammable objects not being worn or carried catch fire.

Command: Casting time: 1 action. Range: 60ft. Components: V. Duration: One round.

You speak a one word command to a creature you can see within range. The target must succeed on a WIS saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language or if your command is directly harmful to it.

Hex: Casting time: 1 bonus action. Range: 90 ft. Components: V, S, M. Duration: Concentration, up to 1 hr.

You place a curse on a creature you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 HP before the spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.