

# SAORA EMBERVALE'S SPELLBOOK

CHARACTER LEVEL 3

## CANTRIPS

### MINOR ILLUSION

Level 0 Illusion (Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** Action

**Range:** 30 feet

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

**Sound.** If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

**Image.** If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

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### VICIOUS MOCKERY

Level 0 Enchantment (Bard)

**Casting Time:** Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

**Cantrip Upgrade.** The damage increases by 1d6 when you reach level 5 (2d6), level 11 (3d6), and level 17 (4d6).

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## LEVEL 1

### CHARM PERSON

Level 1 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 1.

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### COLOR SPRAY

Level 1 Illusion (Bard, Sorcerer, Wizard)

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a pinch of colorful sand)

**Duration:** Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot Cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

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### DISSONANT WHISPERS

Level 1 Enchantment (Bard)

**Casting Time:** Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

**Using a Higher-Level Spell Slot.** The damage increases by 1d6 for each spell slot level above 1.

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### HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

**Using a Higher-Level Spell Slot.** The healing increases by 2d4 for each spell slot level above 1.

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## LEVEL 2

### ENLARGE/REDUCE

*Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S, M (a pinch of powdered iron)

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

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

**Enlarge.** The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

**Reduce.** The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

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### MIRROR IMAGE

*Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.