

CHARACTER NAME

## EXPERIENCE POINTS

CHARISMA

5

20

## 6 PROFICIENCY BONUS



30  
SPEED

TEMPORARY HIT POINTS

SUCCESSES ○=○=○  
FAILURES ○=○=○  
DEATH SAVES

- ☐ -1 Strength
- ☒ 8 Dexterity
- ☐ 1 Constitution
- ☐ 1 Intelligence
- ☐ 2 Wisdom
- ☒ 11 Charisma

## SAVING THROWS

- 8 Acrobatics (Dex)
- 5 Animal Handling (...)
- 4 Arcana (Int)
- 2 Athletics (Str)
- 17 Deception (Cha)
- 4 History (Int)
- 8 Insight (Wis)
- 11 Intimidation (Cha)
- 4 Investigation (Int)
- 5 Medicine (Wis)
- 4 Nature (Int)
- 14 Perception (Wis)
- 17 Performance (Cha)
- 17 Persuasion (Cha)
- 4 Religion (Int)
- 8 Sleight of Hand (...)
- 8 Stealth (Dex)
- 5 Survival (Wis)

## SKILLS

24 PASSIVE WISDOM (PERCEPTION)

WEAPON: Martial, Simple

## OTHER PROFICIENCIES &amp; LANGUAGES

## ATTACKS & SPELLCASTING

CP SP EP GP PP

- 1 Cloak of Displacement
- 1 Rapier
- 1 Entertainer's pack
- 1 Lute
- 1 Panflute
- 1 Violin
- 1 Thieves tools

## EQUIPMENT

Nobody stays angry at me or around me for long, since I can defuse any amount of tension. I'll settle for nothing less than perfection.

## PERSONALITY TRAITS

The world is in need of new ideas and bold action. (Chaotic)

## IDEALS

I idolize a hero of the old tales and measure my deeds against that person's.

## BONDS

I'm a sucker for a pretty face.

## FLAWS

Ability Score Increase

Hare-Trigger

## Leporine Senses

## Lucky Footwork

## Rabbit Hop

## Bardic Inspiration

## Jack of All Trades

Song of Rest

### Magical Inspiration

### Bonus Proficiencies

### Cutting Words

### Additional Magical Secrets

## Expertise

Actor

Shadow Touched

### Font of Inspiration

Countercharm

## Magical Secrets

Fighting style

## Second Wind

### Action Surge


### Bonus Proficiencies

Rune Carver

Fire Rune
Cloud Rune
Stone Rune
Giant Might
Runic Shield
Telepathic
Alert
Extra Attack
Expanded spell list
Hexblade's Curse
Hex Warrior
Eldritch Invocations
Agonizing Blast
Devil's Sight
Pact Boon: Pact of the blade
Cloak of Displacement
pendant of protection

**FEATURES & TRAITS**

[illegible]



SPELLCASTING CLASS

CHARISMA

19

11

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- ☐ Prestidigitation
- ☐ Vicious Mockery
- ☐ Mage Hand
- ☐ Light
- ☐ Eldritch Blast
- ☐ Chill Touch

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Silvery Barbs
- ☐ Feather Fall
- ☐ Faerie Fire
- ☐ Dissonant Whispers
- ☐ Disguise Self
- ☐ Witch Bolt
- ☐ Charm Person

2

5

- ☐ Locate Object
- ☐ Invisibility
- ☐ Shatter
- ☐ Hold Person
- ☐ Earthbind
- ☐ Darkness
- ☐ Detect Thoughts

3

3

- ☐ Tiny Hut
- ☐ Speak with Plants
- ☐ Water Breathing
- ☐ Thunder Step

4

3

- ☐ Dimension Door
- ☐ Psychic Lance
- ☐ Phantasmal Killer

5

2

- ☐ Scrying
- ☐ Mass Cure Wounds

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## Ability Score Increase

Increase one ability score by 2, and increase a different one by 1, or increase three different scores by 1.

## Hare-Trigger

You can add your proficiency bonus to your initiative rolls.

## Leporine Senses

You have proficiency in the Perception skill.

## Lucky Footwork

When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

## Rabbit Hop

As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

## Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

## Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

## Magical Inspiration

At 2nd level, if a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

## Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

## Cutting Words

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

## Additional Magical Secrets

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

## Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

## Actor

Skilled at mimicry and dramatics, you gain the following benefits: Increase your Charisma score by 1, to a maximum of 20. You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person. You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

## Shadow Touched

Your exposure to the Shadowfell's magic has changed you, granting you the following benefits: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. You learn the Invisibility spell and one 1st-level spell of your choice. The 1st-level spell must be from the Illusion or Necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

## Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

## Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

## Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any classes at 14th level and again at 18th level.

**Fighting style**

Dueling (PHB). When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Second Wind**

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge**

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

**Bonus Proficiencies**

When you choose this archetype at 3rd level, you gain proficiency with smith’s tools, and you learn to speak, read, and write Giant.

**Rune Carver**

Starting at 3rd level, you can use magic runes to enhance your gear. You learn two runes of your choice, from among the runes described below, and each time you gain a level in this class, you can replace one rune you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes, as shown in the Runes Known table.

Runes Known	Fighter
Level	Number of Runes
3rd	2
7th	3

**Fire Rune**

This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool. In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Cloud Rune**

This rune emulates the deceptive magic used by some cloud giants. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks. In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Stone Rune**

This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet. In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Giant Might**

At 3rd level, you have learned how to imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute: If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change. You have advantage on Strength checks and Strength saving throws. Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

**Runic Shield**

At 7th level, you learn to invoke your rune magic to protect your allies. When another creature you can see within 60 feet of you is hit by an attack roll, you can use your reaction to force the attacker to reroll the d20 and use the new roll. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Telepathic**

You awaken the ability to mentally connect with others, granting you the following benefits: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically. You can cast the Detect Thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

**Alert**

Always on the lookout for danger, you gain the following benefits: You can't be surprised while you are conscious. You gain a +5 bonus to initiative. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

**Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Expanded spell list**

The Hexblade lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Hexblade Expanded Spells Spell Level Spells 1st Shield, Wrathful Smite 2nd Blur, Branding Smite

**Hexblade's Curse**

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits: You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus. Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point). You can't use this feature again until you finish a short or long rest.

### Hex Warrior

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons. The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

### Eldritch Invocations

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. A level prerequisite refers to your level in this class. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

### Agonizing Blast

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

### Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

### Pact Boon: Pact of the blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

### Cloak of Displacement

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

### pendant of protection

You gain a +1 bonus to AC and saving throws while wearing this pendant

# SPELLS

## Prestidigitation

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** See text

**Components:** V S

**Duration:** Up to 1 hour

### Description:

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.

## Vicious Mockery

Enchantment cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see and that can hear you within range

**Components:** V

**Duration:** Instantaneous

### Description:

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

## Mage Hand

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A point you choose within range

**Components:** V S

**Duration:** 1 minute

### Description:

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Light

Evocation cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** One object that is no larger than 10 feet in any dimension

**Components:** V M

**Duration:** 1 hour

### Description:

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## Eldritch Blast

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S

**Duration:** Instantaneous

### Description:

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## Chill Touch

Necromancy cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** The space of a creature within range

**Components:** V S

**Duration:** 1 round

### Description:

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Silvery Barbs

Enchantment 1

**Casting Time:** 1 reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or a saving throw

**Range:** 60 ft

**Target:**

**Components:** V

**Duration:** Instantaneous

### Description:

You magically distract the triggering creature and turn its momentary uncertainty into encouragement for another creature. The triggering creature must reroll the d20 and use the lower roll. You can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this spell at a time.

## Feather Fall

Transmutation 1

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Target:** Up to five falling creatures within range

**Components:** V M

**Duration:** 1 minute

### Description:

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.



**Faerie Fire**

Evocation 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object in a 20-foot cube within range

**Components:** V

**Duration:** ConcentrationUp to 1 minute

**Description:**

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can’t benefit from being invisible.

**Dissonant Whispers**

Enchantment 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:**

**Components:** V

**Duration:** Instantaneous

**Description:**

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make 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 as its speed allows away from you. The creature doesn’t move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn’t have to move away. A deafened creature automatically succeeds on the save.

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

**Disguise Self**

Illusion 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 1 hour

**Description:**

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.

**Witch Bolt**

Evocation 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:**

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell’s range or if it has total cover from you.

***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

**Charm Person**

Enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A humanoid you can see within range

**Components:** V S

**Duration:** 1 hour

**Description:**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

**Locate Object**

Divination 2

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** ConcentrationUp to 10 minutes

**Description:**

Describe or name an object that is familiar to you. You sense the direction to the object’s location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can’t locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

**Invisibility**

Illusion 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S M

**Duration:** ConcentrationUp to 1 hour

**Description:**

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target’s person. The spell ends for a target that attacks or casts a spell.

***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**Shatter**

Evocation 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point of your choice within range

**Components:** V S M

**Duration:** Instantaneous

**Description:**

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

**Hold Person**

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Earthbind**

Transmutation 2

**Casting Time:** 1 action

**Range:** 300 feet

**Target:**

**Components:** V

**Duration:** ConcentrationUp to 1 minute

**Description:**

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.

**Darkness**

Evocation 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point you choose within range

**Components:** V M

**Duration:** ConcentrationUp to 10 minutes

**Description:**

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Detect Thoughts**

Divination 2

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

**Tiny Hut**

Evocation 3

**Casting Time:** 1 minute

**Range:** Self (10-foot-radius hemisphere)

**Target:** A 10-foot-radius around and above you

**Components:** V S M

**Duration:** 8 hours

**Description:**

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can’t extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

**Speak with Plants**

Transmutation 3

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Target:** Plants within 30 feet of you

**Components:** V S

**Duration:** 10 minutes

**Description:**

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell’s area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the GM’s discretion. The spell doesn’t enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the entangle spell to release a restrained creature.

**Water Breathing**

Transmutation 3

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to ten willing creatures you can see within range

**Components:** V S M

**Duration:** 24 hours

**Description:**

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

**Thunder Step**

Conjuration 3

**Casting Time:** 1 action

**Range:** 90 feet

**Target:**

**Components:** V

**Duration:** Instantaneous

**Description:**

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn’t exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

***At Higher Levels:*** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

**Dimension Door**

Conjuration 4

**Casting Time:** 1 action

**Range:** 500 feet

**Target:** See text

**Components:** V

**Duration:** Instantaneous

**Description:**

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45-degree angle, 300 feet.” You can bring along objects as long as their weight doesn’t exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

**Psychic Lance**

Enchantment 4

**Casting Time:** 1 action

**Range:** 120 feet

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature’s name. If the named target is within range, it becomes the spell’s target even if you can’t see it. If the named target isn’t within range, the lance dissipates without effect. The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn’t incapacitated.

***At Higher Levels:*** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

**Phantasmal Killer**

Illusion 4

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature you can see within range

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

**Description:**

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target’s turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

***At Higher Levels:*** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

**Scrying**

Divination 5

**Casting Time:** 10 minutes

**Range:** Self

**Target:** A particular creature you choose that is on the same plane of existence as you

**Components:** V S M

**Duration:** ConcentrationUp to 10 minutes

**Description:**

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you’re casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) –5 Connection Save Modifier Likeness or picture –2 Possession or garment –4 Body part, lock of hair, bit of nail, or the like –10 On a successful save, the target isn’t affected, and you can’t use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn’t move.

**Mass Cure Wounds**

Evocation 5

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point of your choice within range

**Components:** V S

**Duration:** Instantaneous

**Description:**

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

***At Higher Levels:*** When you cast this spell using a spell slot of 6th level or higher, the Healing increases by 1d8 for each slot level above 5th.