



DUNGEONS &amp; DRAGONS®

Cithara von der Vogelweide

CHARACTER NAME

Bard 6

CLASS &amp; LEVEL

Half-Elf

RACE

Gefehlte Liaison

BACKGROUND

PLAYER NAME

Chaotic Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	1
	12

DEXTERITY	2
	15

CONSTITUTION	2
	14

INTELLIGENCE	0
	10

WISDOM	-1
	8

CHARISMA	4
	18

PASSIVE WISDOM (PERCEPTION)	12
-----------------------------	----

INSPIRATION
-------------

PROFICIENCY BONUS	3
-------------------	---

SAVING THROWS
<input type="radio"/> 1 Strength
<input checked="" type="radio"/> 5 Dexterity
<input type="radio"/> 2 Constitution
<input type="radio"/> 0 Intelligence
<input type="radio"/> -1 Wisdom
<input checked="" type="radio"/> 7 Charisma

SKILLS
<input type="radio"/> 2 Acrobatics (Dex)
<input type="radio"/> -1 Animal Handling (...)
<input checked="" type="radio"/> 3 Arcana (Int)
<input type="radio"/> 1 Athletics (Str)
<input checked="" type="radio"/> 7 Deception (Cha)
<input type="radio"/> 0 History (Int)
<input type="radio"/> -1 Insight (Wis)
<input checked="" type="radio"/> 7 Intimidation (Cha)
<input type="radio"/> 0 Investigation (Int)
<input type="radio"/> -1 Medicine (Wis)
<input type="radio"/> 0 Nature (Int)
<input checked="" type="radio"/> 2 Perception (Wis)
<input checked="" type="radio"/> 7 Performance (Cha)
<input checked="" type="radio"/> 7 Persuasion (Cha)
<input type="radio"/> 0 Religion (Int)
<input type="radio"/> 2 Sleight of Hand (D...
<input type="radio"/> 2 Stealth (Dex)
<input type="radio"/> -1 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)	12
-----------------------------	----

TOOL: Dice Set, Lute, Playing Card Set, Shawm

LANGUAGE: Common, Dwarvish, Elvish

ARMOR: Light Armor

WEAPON: Hand Crossbow, Simple weapons

OTHER PROFICIENCIES &amp; LANGUAGES

14	ARMOR CLASS
----	-------------

2	INITIATIVE
---	------------

30	SPEED
----	-------

Hit Point Maximum	39
-------------------	----

CURRENT HIT POINTS

Total	6
-------	---

HIT DICE

SUCCESES	○○○○
FAILURES	○○○○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Vicious Mock...	DC15	1d4 Psychic
Cure Wounds		1d8+4 Healing
Thunderwave	DC15	2d8 Thunder
Dagger	+5	1d4+2 Piercing
Sword of Stars	+4	1d10+4
Mass Healing...		1d4+4 Healing

## ATTACKS &amp; SPELLCASTING

CP	SP	EP	440	GP	PP
----	----	----	-----	----	----

- 1 Dagger
- 1 Entertainer's Pack
- 1 Lute
- 1 Leather Armor
- 2 costume
- 1 Backpack
- 1 Bedroll

## EQUIPMENT

PERSONALITY TRAITS
--------------------

IDEALS
--------

BONDS
-------

FLAWS
-------

- Bardic Inspiration
- Ritual Casting
- Darkvision
- Fey Ancestry
- Jack of All Trades
- Song of Rest
- Combat Inspiration
- Mantle of Inspiration
- Enthralling Performance
- Font of Inspiration
- Countercharm
- Mantle of Majesty

## FEATURES &amp; TRAITS

NAME

ATK

DAMAGE/TYPE

CP

SP

EP

GP

PP

Total: 4

3

BARDIC INSPIRATION

Total:

**ATTACKS & SPELLCASTING**

5 Candle

5 Rations

1 Waterskin

1 Disguise kit

1 Medaillon

1 Schwert der Sterne

1 Harfe

3 lila Pilze

1 Helm der Sprachen (lame)

2 Heiltrank

1 Waterskin mit Wein

1 Waterskin mit Spirituose?

1 Dokument mit Siegel der Zwerge für erfüllten Auftrag

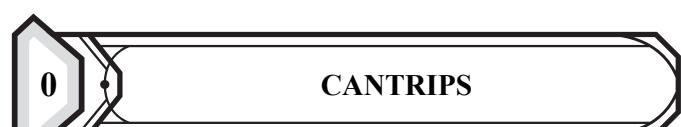
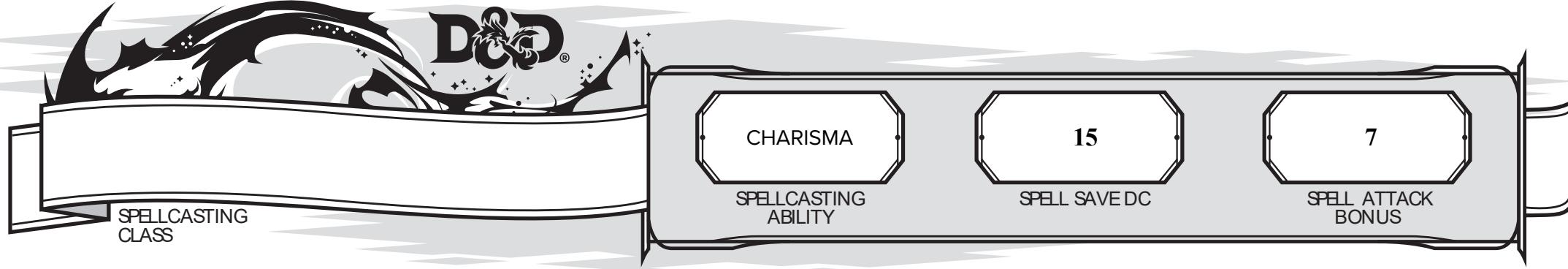
Total:

Total:

Total:

Total:

**EQUIPMENT**



Vicious Mockery

Minor Illusion

Blade Ward

Mage Hand

Message



Charm Person

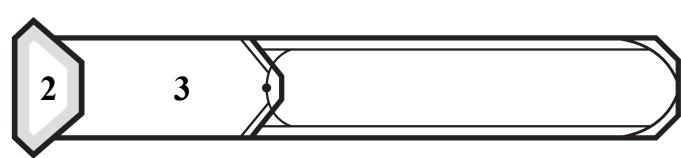
Cure Wounds

Hideous Laughter

Thunderwave

Dissonant Whispers

Command



Redegewandtheit

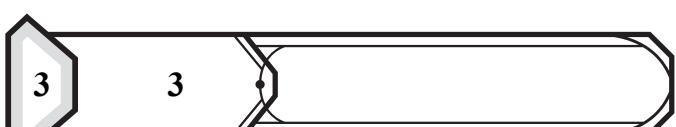
Krone des Wahnsinns

Enlarge Reduce

Aid

Zone of Truth

Calm Emotions



Leomund's Tiny Hut

Tongues

Bestow Curse

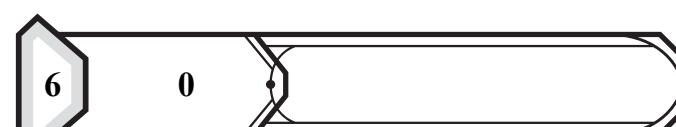
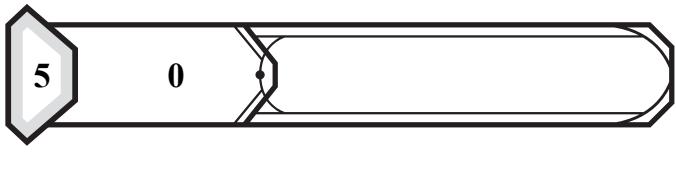
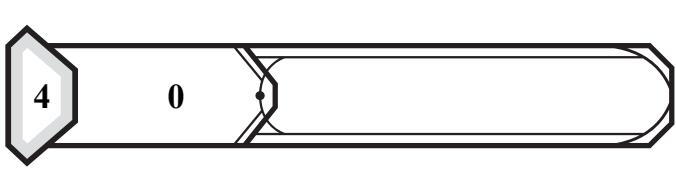
Glyph of Warding

Mass Healing Word

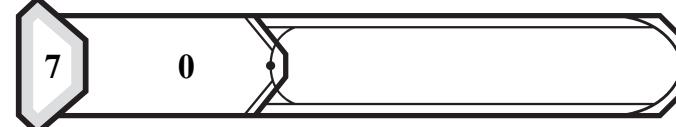
Motivational Speech

Antagonize

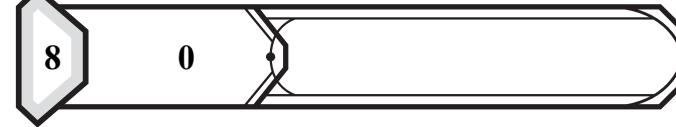
Intellect Fortress



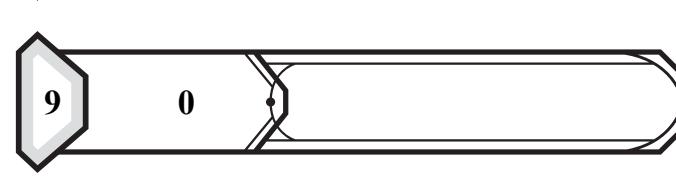
0



0



0



0

# FEATURES & TRAITS

## 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.

## Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

## Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

## 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. Healt 2d6 bei Halb-Orks

## Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

## Mantle of Inspiration

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed. As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks. The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

## Enthralling Performance

Starting at 3rd level, you can charge your performance with seductive, fey magic. If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

## 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).

## Mantle of Majesty

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast Command, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a bonus action on each of your turns, without expending a spell slot. Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature. Once you use this feature, you can't use it again until you finish a long rest.

# SPELLS

## 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.

## Minor Illusion

Illusion cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** See text

**Components:** S M

**Duration:** 1 minute

### Description:

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. 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. 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, because things can pass through it. If a creature uses its 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.

## Blade Ward

Abjuration cantrip

**Casting Time:**

**Range:**

**Target:** Self

**Components:** V S M

**Duration:** 1 Runde

### Description:

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Mage Hand

Conjunction 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.

## Message

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S M

**Duration:** 1 round

### Description:

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.

## 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.

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

### Description:

A creature you touch regains a number of hit points equal to  $1d8 +$  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 2nd level or higher, the Healing increases by  $1d8$  for each slot level above 1st.

## Hideous Laughter

Enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A creature of your choice that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

### Description:

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## Thunderwave

Evocation 1

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Target:** Self (15-foot cube)

**Components:** V S

**Duration:** Instantaneous

### Description:

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 Levels:** 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.

## Dissonant Whispers

Conjuration 1

**Casting Time:**

**Range:** 60 ft

**Target:**

**Components:** V

**Duration:**

**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.

## Command

Enchantment 1

**Casting Time:** 1 action

**Range:** 60 feet

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

**Components:** V

**Duration:** 1 round

**Description:**

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom 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. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

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

## Redegewandtheit

Enchantment 2

**Casting Time:**

**Range:** Self

**Target:**

**Components:** V S

**Duration:** sofort, 6 Sekunden in die Vergangenheit

**Description:**

Wenn du diesen Zauber sprichst, formst du geschickt die Erinnerungen der Zuhörer in deiner unmittelbaren Umgebung um, so dass jede Kreatur deiner Wahl im Umkreis von 5 Fuß alles vergisst, was du in den letzten 6 Sekunden gesagt hast. Diese Kreaturen erinnern sich dann daran, dass du die Worte, die du als verbale Komponente des Zaubers sprichst, tatsächlich gesagt hast.

## Krone des Wahnsinns

Enchantment 2

**Casting Time:**

**Range:** 120 ft.

**Target:**

**Components:** V S

**Duration:** Concentration 1 Minute

**Description:**

Ein Humanoid deiner Wahl, den du in Reichweite sehen kannst, muss einen Weisheitswurf bestehen oder wird für die Dauer des Zaubers von dir verzaubert. Während das Ziel auf diese Weise verzaubert wird, erscheint eine verdrehte Krone aus gezacktem Eisen auf seinem Kopf, und in seinen Augen leuchtet ein Wahnsinn. Das verzauberte Ziel muss seine Aktion nutzen, bevor es sich in seinem Zug bewegt, um einen Nahkampfangriff gegen eine andere Kreatur als sich selbst durchzuführen, die du geistig auswählst. Das Ziel kann in seinem Zug normal agieren, wenn du keine Kreatur auswählst oder wenn sich keine in seiner Reichweite befindet. In deinen folgenden Zügen musst du deine Aktion nutzen, um die Kontrolle über das Ziel zu behalten, oder der Zauber endet. Außerdem kann das Ziel am Ende jedes seiner Züge einen Schutzwurf in Weisheit ablegen. Bei einem Erfolg endet der Zauber.

## Enlarge Reduce

Transmutation 2

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A creature or an object you can see within range

**Components:** V S M

**Duration:** Concentration Up to 1 minute

**Description:**

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

## Aid

Abjuration 2

**Casting Time:**

**Range:** 30 ft.

**Target:**

**Components:** V S

**Duration:** 8 Stunden

**Description:**

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

## **Zone of Truth**

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A 15-foot-radius sphere centered on a point of your choice within range

**Components:** V S

**Duration:** 10 minutes

### **Description:**

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

## **Calm Emotions**

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each humanoid in a 20-foot-radius sphere centered on a point you choose within range

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

### **Description:**

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

## **Leomund's Tiny Hut**

Conjuration 3

**Casting Time:** 1 Minute

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

### **Target:**

**Components:** V S

### **Duration:**

### **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.

## **Tongues**

Divination 3

**Casting Time:** 1 action

**Range:** Touch

**Target:** The creature you touch

**Components:** V M

**Duration:** 1 hour

### **Description:**

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

## **Bestow Curse**

Necromancy 3

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

### **Description:**

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. While cursed, the target has disadvantage on attack rolls against you. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

**At Higher Levels:** If you cast this spell using a spell slot of 4th level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the Duration is 8 hours. If you use a spell slot of 7th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a Duration that doesn't require Concentration.

## **Glyph of Warding**

Abjuration 3

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Either a surface or within an object that can be closed

**Components:** V S M

**Duration:** Until dispelled or triggered

### **Description:**

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph.

**Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one. **Spell Glyph.** You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

**Mass Healing Word**

Evocation 3

**Casting Time:** 1 bonus action**Range:** 60 feet**Target:** Up to six creatures of your choice that you can see within range**Components:** V**Duration:** Instantaneous**Description:**

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to  $1d4 +$  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 4th level or higher, the Healing increases by  $1d4$  for each slot level above 3rd.

**Motivational Speech**

Enchantment 3

**Casting Time:** 1 minute**Range:** 60 feet**Target:****Components:** V**Duration:** 1 hour**Description:**

Choose up to five creatures within range that can hear you. For the duration, each affected creature gains 5 temporary hit points and has advantage on Wisdom saving throws. If an affected creature is hit by an attack, it has advantage on the next attack roll it makes. Once an affected creature loses the temporary hit points granted by this spell, the spell ends for that creature. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 5 for each slot level above 3rd.

**Antagonize**

Enchantment 3

**Casting Time:** 1 action**Range:** 30 feet**Target:****Components:** V S**Duration:** Instantaneous**Description:**

You whisper magical words that antagonize one creature of your choice within range. The target must make a Wisdom saving throw. On a failed save, it takes  $4d4$  psychic damage and must immediately use its reaction, if available, to make a melee attack against another creature of your choice that you can see. If no other creature is within range, the target has disadvantage on the next attack roll it makes before the start of your next turn. At Higher Levels. . When you cast this spell using a spell slot of 4th level or higher, the damage increases by  $1d4$  for each slot level above 3rd.

**Intellect Fortress**

Evocation 3

**Casting Time:** 1 action**Range:** 30 feet**Target:****Components:** V**Duration:** ConcentrationConcentration, up to 1 hour**Description:**

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.