

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

CONDITIONAL

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Healing Hands (Action—1/Long Rest). You can touch a creature and roll a number of d4s equal to your 6. The creature regains a number of hit points equal to the total rolled.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

Celestial Revelation.

Radiant Consumption (Bonus Action—1/Long Rest). You can unleash the celestial energy within yourself, gaining following benefits:

For the duration, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes 6 radiant damage. Until the transformation ends, once on each of your turns, you can deal an extra 6 radiant damage to one target when you deal damage to it with an attack or a spell.

Your transformation lasts for 1 minute or until you end it as a bonus action.

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Greatsword, Simple Weapons, Martial Weapons

Tool Proficiencies. Navigator's tools

Languages. Common, Celestial, Primordial

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I love a good puzzle or mystery.
I might fail, but I will never give up.

PERSONALITY TRAITS

Death Wish. Nothing is more exhilarating than a
narrow escape from the jaws of death. (Chaotic)

IDEAL

I have a friendly rival. Only one of us can be the best,
and I aim to prove it's me.

BOND

I can't leave a room without searching it for secret
doors.

FLAW

When you enter a ruin or dungeon, you can correctly
ascertain its original purpose and determine its
builders, whether those were dwarves, elves,
humans, yuan-ti, or some other known race. In
addition, you can determine the monetary value of
art objects more than a century old.

BACKGROUND FEATURE

TRINKET

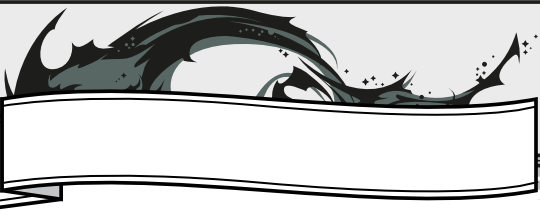
BACKGROUND STORY

ADDITIONAL FEATURES



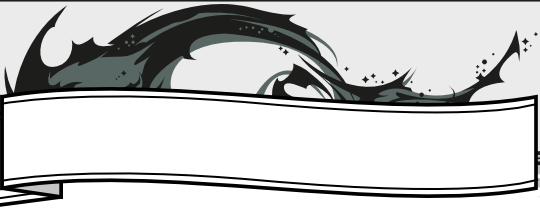
SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS		
1ST LEVEL		
2ND LEVEL		
3RD LEVEL		
4TH LEVEL		
5TH LEVEL 4 SPELL SLOTS		
6TH LEVEL		
7TH LEVEL		
8TH LEVEL		
9TH LEVEL		



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS		
----------	--	--



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

1ST LEVEL

2ND LEVEL

Booming Blade

Evocation Cantrip

CASTING TIME	1 action
RANGE	Self (5-foot radius)
DURATION	1 round
COMPONENTS	V, M (a melee weapon worth at least 1 sp)

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Pact Magic (Warlock)

Tasha's Cauldron of Everything

Eldritch Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	{{spell:range}} feet
DURATION	Instantaneous
COMPONENTS	V, S

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.

Pact Magic (Warlock)

Player's Handbook

Green-Flame Blade

Evocation Cantrip

CASTING TIME	1 action
RANGE	Self (5-foot radius)
DURATION	Instantaneous
COMPONENTS	V, M (a melee weapon worth at least 1 sp)

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

Pact Magic (Warlock)

Sword Coast Adventurer's Guide

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

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.

Light Bearer (Aasimar)

Player's Handbook

Lightning Lure

Evocation Cantrip

CASTING TIME	1 action
RANGE	Self (15-foot radius)
DURATION	Instantaneous
COMPONENTS	V

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

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

Pact Magic (Warlock)

Sword Coast Adventurer's Guide

Bless

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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.

Fey Touched

Player's Handbook

Hex

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (the petrified eye of a newt)

You place a curse on a creature that 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 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Pact Magic (Warlock)

Player's Handbook

Protection from Evil and Good

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Pact Magic (Warlock)

Player's Handbook

Wrathful Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage.

Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Pact Magic (Warlock)

Player's Handbook

Branding Smite

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

Pact Magic (Warlock)

Player's Handbook

Earthbind

2nd-level transmutation

CASTING TIME	1 action
RANGE	300 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

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 safely descends at 60 feet per round until it reaches the ground or the spell ends.

Pact Magic (Warlock)

Princes of the Apocalypse

Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Prepared (I)

Player's Handbook

Counterspell

3rd-level abjuration

CASTING TIME	1 reaction, which you take when you see a creature within 60 feet of you casting a spell
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	S

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Pact Magic (Warlock)

Player's Handbook

Hypnotic Pattern

3rd-level illusion

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Pact Magic (Warlock)

Player's Handbook

Summon Fey

3rd-level conjuration

CASTING TIME	1 action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a gilded flower worth at least 300 gp)

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood. Fuming, Mirthful, or Tricksy. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

Pact Magic (Warlock)

Tasha's Cauldron of Everything

Banishment

4th-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Pact Magic (Warlock)

Player's Handbook

Dimension Door

4th-level conjuration

CASTING TIME	1 action
RANGE	500 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Pact Magic (Warlock)

Player's Handbook

Staggering Smite

4th-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

Pact Magic (Warlock)

Player's Handbook

Banishing Smite

5th-level abjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Pact Magic (Warlock)

Player's Handbook

Contact Other Plane

5th-level divination (ritual)

CASTING TIME	1 minute
RANGE	Self
DURATION	1 minute
COMPONENTS	V

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

Pact Magic (Warlock)

Player's Handbook

Hold Monster

5th-level enchantment

CASTING TIME	1 action
RANGE	90 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Pact Magic (Warlock)

Player's Handbook

Wall of Light

5th-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a hand mirror)

A shimmering wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that ends its turn in the wall's area takes 4d8 radiant damage.

Until the spell ends, you can use an action to launch a beam of radiance from the wall at one creature you can see within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the walls length drops to 0 feet, the spell ends.

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

Pact Magic (Warlock)

Xanathar's Guide to Everything

Mass Suggestion

6th-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	24 hours
COMPONENTS	V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and 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 automatically negates the effect of the spell.

Each 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 group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

Mystic Arcanum (Warlock)

Player's Handbook

Forcecage

7th-level evocation

CASTING TIME	1 action
RANGE	100 feet
DURATION	1 hour
COMPONENTS	V, S, M (ruby dust worth 1,500 gp)

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by dispel magic.

Mystic Arcanum (Warlock)

Player's Handbook

Power Word Stun

8th-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Mystic Arcanum (Warlock)

Player's Handbook

True Polymorph

9th-level transmutation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into a nonmagical object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

Mystic Arcanum (Warlock)

Player's Handbook

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

You gain a +3 bonus to attack and damage rolls made with this magic vorpal sword. In addition, the weapon ignores resistance to slashing damage.

When you use this weapon to attack a creature that has at least one head and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, it doesn't have or need a head, it has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

While attuned to *Snicker-Snack* you have proficiency with greatswords, and you can use your Charisma modifier instead of your Strength modifier for attack and damage rolls made with the weapon.

Sentience. *Snicker-Snack* is a sentient, chaotic good greatsword with an Intelligence of 9, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. It can speak, read, and understand Common, and its voice sounds silvery and melodic. *Snicker-Snack* craves the destruction of evil Dragons and urges you to seek out these creatures and slay them.

Snicker-Snack has a fickle personality. It ends its attunement to you if you miss on attack rolls with the weapon three times in a row. Each time you finish a long rest after that happens, you can attempt to regain the sword's trust by making a contested Charisma check against *Snicker-Snack*. If you win the contest, your attunement to the weapon is instantly restored. Your attunement to the weapon can't be restored in any other way.

It is believed that this polished and beautifully detailed leather armor was a gift from Melora, bestowed on a long-forgotten archdruid and champion of the natural world before the terrors of the Calamity.

Dormant. While wearing the armor in its dormant state, you gain the following benefits:

- The armor grants you a +1 bonus to AC.
- While you are transformed by an effect that replaces any of your game statistics with those of another creature, you have a +1 bonus to melee attack and damage rolls, and you retain the benefits of this armor.
- As an action, you can use the armor to cast polymorph on yourself, transforming into a giant owl while retaining your Intelligence, Wisdom, and Charisma scores. This property can't be used again until the next dawn.

Awakened. When the armor reaches an awakened state, it gains the following properties:

- The AC bonus of the armor increases to +2.
- While you are transformed by an effect that replaces any of your game statistics with those of another creature, your bonus to melee attack and damage rolls increases by 1 (to +2).
- When you cast the polymorph spell using this armor, you can transform into a cave bear (use the polar bear statistics).

Exalted. When the armor reaches an exalted state, it gains the following properties:

- The AC bonus of the armor increases to +3.
- While you are transformed by an effect that replaces any of your game statistics with those of another creature, your bonus to melee attack and damage rolls increases by 1 (to +3).
- When you cast the polymorph spell using this armor, you can transform into a guardian wolf (see the accompanying stat block).