

DUNGEONS & DRAGONS

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 cause it to regain 8 hp.

Light Bearer. You know the light cantrip. (Spellcasting: Charisma)

Radiant Soul (Action—1/Long Rest). Your transformation lasts for 1 minute or until you end it as a bonus action. You have a flying speed of 30 feet, and once on each of your turns, you can deal 8 extra radiant damage to one target when you deal damage to it with an attack or a spell.

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

ATTACKS & SPELLCASTING

Darkvision. 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.

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Divine Sense (Action—6/Long Rest). You can open your awareness to detect presence of strong evil. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands (Action—20/Long Rest). You can touch a creature and draw power from the pool to restore a number of hp to that creature, up to the maximum amount remaining in your pool. You can expend 5 hp from your pool of healing to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead and constructs.

Fighting Style.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health. The divine magic flowing through you makes you immune to disease.

Oath of Vengeance.

Harness Divine Power (Bonus Action—1/Long Rest). You touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than 2.

Abjure Enemy (Action—Channel Divinity). You present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity (Bonus Action—Channel Divinity). You can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Eldritch Invocations.

Improved Pact Weapon. You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

Agonizing Blast. When you cast eldritch blast, add 5 to the damage it deals on a hit.

Pact of the Blade (Action). Create a pact weapon in your empty hand. 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.

Hexblade's Curse (Bonus Action—1/Short Rest). Choose one creature you can see within 30ft. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits: You gain a +3 bonus to damage rolls against the cursed target and 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 8 hp.

Hex Warrior. 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 +8 for the attack and +5 damage.

Bardic Inspiration (Bonus Action—5/Long Rest). Inspire one creature other than yourself within 60 feet of you who can hear you. It 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.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Disguise kit, Lute, Horn

Languages. Common, Celestial

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEMS

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS

This character sheet was generated by Aurora, a character builder for Dungeons & Dragons 5th edition.

Petitioner of Tyr - You gain an additional +2 damage to any spell or attack that deals radiant damage. You may also choose to have your eldritch blast deal radiant damage.

You gain rebuke the violent.

NOTES

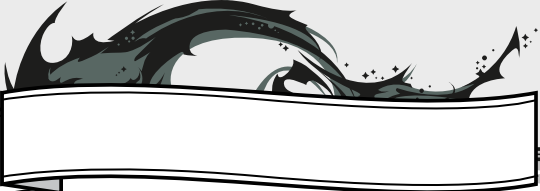
Transforming weapon- As a bonus action, you may cause Ingrid to change its form. It may change into any weapon. You also have additional options for this feature:

The Claymore- Ingrid transforms into a giant claymore. This weapon deals 2d6 slashing damage and 16 radiant damage. The claymore has a range of 10 feet and you do not have disadvantage on attack rolls if they are within 5 feet of you.

The Crown- Ingrid transforms into a floating halo that shines atop your head. The halo emanates 5 feet of dim light centered at your head. While you have this crown, you may add your proficiency bonus to your spell attacks and cantrips. You also gain advantage on all persuasion checks. Additionally, any effects you get from your pact weapon affect your spells.

The cape - Ingrid transforms into a flowing cape lined with gold. While you have this cape, you may add your charisma modifier to your AC.

NOTES

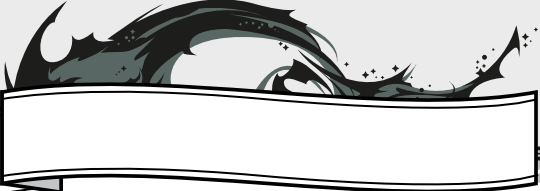


SPELLCASTING ABILITYSPELL ATTACK BONUSAVING THROW DCSPILLS TO PREPARE

CANTRIPS

1ST LEVEL4 SPELL SLOTS

2ND LEVEL2 SPELL SLOTS



SPELLCASTING ABILITYSPELL ATTACK BONUSAVING THROW DCSPILLS TO PREPARE

CANTRIPS

Booming Blade

Evocation Cantrip

CASTING TIME	1 action
RANGE	5 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Pact Magic (Warlock)

Sword Coast Adventurer's Guide

Eldritch Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 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

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

Prestidigitation

Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

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.

Spellcasting (Bard)

Player's Handbook

Voice of Battle

Enchantment Cantrip

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	V

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that is adjacent to one of your allies. That target must make a Wisdom saving throw. If the target fails the saving throw, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target. The sound of the battle cry can be heard up to 100 feet away.

At Higher Levels. This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Spellcasting (Bard)

The Blackstaff's Codex

Angelic Guardian

1st-level conjuration (angelic)

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You conjure a minor celestial manifestation to protect a creature you can see within range. A faintly glowing figure resembling a human head and shoulders hovers within 5 feet of the target for the duration. The figure moves to interpose itself between the target and any incoming attacks, granting the target +2 to AC. If the target fails a Dexterity saving throw while the spell is active, it can use its reaction to roll a new save. The spell then ends.

Prepared (Paladin)

Deep Magic: Angelic Seals

Bane

1st-level enchantment

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

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from 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.

Oath Spells (Paladin)

Player's Handbook

Beguile

1st-level enchantment

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

You point at a creature within range and suggest a short phrase of up to 5 words, forcing the target to make a Wisdom saving throw. On a failure, the creature is forced to shout the nearest approximation to the proffered phrase that exists in their native tongue. If the creature fails its saving throw by 5 or more, it can take no other actions during this round.

Pact Magic (Warlock)

Grimlore's Grimoire

Blade of Nightmares

1st-level necromancy

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 is weathed in dark energy that freezes your foe in terror. The attack deals an extra 1d6 psychic damage, and if the target is not immune to the frightened condition, its speed is reduced to 0 until the end of its next turn. If the attack was an opportunity attack, the target is also frightened until the end of its next turn.

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

Prepared (Paladin)

The Blackstaff's Codex

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.

Prepared (Paladin)

Player's Handbook

Cauterizing Flame

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A willing creature you touch regains a number of hit points equal to 2d10 + your spellcasting ability modifier. However, the creature can no longer regain hit points by any other means until it completes a short or long rest. This spell has no effect on undead or constructs.

At Higher Levels. The healing increases by 1d10 for each slot level above 1st.

Prepared (Paladin)

Grimlore's Grimoire

Ceremony

1st-level abjuration (ritual)

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (25 gp worth of powdered silver, which the spell consumes)

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Prepared (Paladin)

Xanathar's Guide to Everything

Ceremony

1st-level abjuration (ritual)

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (25 gp worth of powdered silver, which the spell consumes)

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment

Bless Water. You touch one vial of water and cause it to become holy water.

Brother of the Faith. You touch one humanoid that has been dedicated to your god's service for at least one year. A symbol of your god is inscribed somewhere on the target's body, most commonly upon a hand or on the forehead. This symbol is invisible to other creatures, with the exception of other humanoids that bear the same symbol. A creature with truesight can also see the symbol.

The symbol lasts until it is dispelled.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Prepared (Paladin)

Blazing Dawn Player's Companion

Command

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

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 DM 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.

Gravel. 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.

Prepared (Paladin)

Player's Handbook

Compelled Duel

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you

Prepared (Paladin)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Paladin)

Player's Handbook

Defiant Smite

1st-level abjuration

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

None shall turn you from your task, nor break your resolve.

The first time you hit with a melee weapon attack during this spell's duration, wrathful energy rushes through your weapon. The attack deals an extra 1d6 force damage to the target. Additionally, if the target is a creature, its ability to attack is hindered. Until the spell ends, the creature must make a Charisma saving throw at the start of each of its turns. If it fails, the first time it hits with an attack before the end of its turn, it is knocked prone.

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

Prepared (Paladin)

The Compendium of Forgotten Secrets

Defy Ruin

1st-level abjuration

CASTING TIME	1 action
RANGE	30 feet
DURATION	8 hours
COMPONENTS	V, S

Preserve stability, for the world must persist.

You point to an object that you can see, filling it with preservative magic. The object gains resistance to all damage, and cannot be damaged by any effect that would inflict less than 5 damage. You can touch the object as a bonus action to remove this magical effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 8 hours per spell slot level above 1st.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Detect Chaos and Order

1st-level divination

CASTING TIME	1 action
RANGE	Self (15-foot-radius sphere)
DURATION	Up to 10 minutes
COMPONENTS	V, S

For the duration, you are able to determine the nature of creatures within range in relation to how they conform to societal norms. Creatures will have auras about them relating to their alignment:

- A crisp, lawful aura for those who follow the rules of society, often at the expense of their personal wishes
- A muddled, neutral aura for those who balance their whims against the expectations of society, doing what they can within the confines of order
- A jagged, chaotic aura for those with a tendency toward acting on their feelings and whims, regardless of society's expectations

Prepared (Paladin)

Grimlore's Grimoire

Detect Evil and Good

1st-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place of object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Poison and Disease

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Divine Arm

1st-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a nonmagical weapon)

Your deity imbues a melee weapon you currently possess with an essence of their power and launches it at a foe within 60 feet. Make a melee spell attack against a creature you can see within range. If successful, the target takes the weapon's normal damage plus an additional 2d10 radiant or necrotic damage (your choice). The weapon breaks after it is used in this manner.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for every two slot levels above 1st.

Prepared (Paladin)

Grimlore's Grimoire

Divine Favor

1st-level evocation

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

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Prepared (Paladin)

Player's Handbook

Draconic Smite

1st-level evocation (dragon)

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 the spell's duration, your weapon momentarily takes on the form of a silver dragon's head. Your attack deals an extra 1d6 cold damage, and up to four other creatures of your choosing within 30 feet of the attack's target must each make a successful Constitution saving throw or take 1d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra cold damage and the cold damage done to the secondary creatures increases by 1d6 for each slot.

Prepared (Paladin)

Deep Magic: Dragon Magic

Helm's Everwatchful Eye

1st-level abjuration

CASTING TIME	1 reaction, which you take when you see a creature within range fail a saving throw
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You plead for the Vigilant One to use his divine grace to help one of your allies in their time of need. When you see a creature within range fail a saving throw, you can use your reaction to roll a d20. On a roll of 16 or higher, Helm will intervene and allow the target to succeed their saving throw instead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you reduce the die score required by 2 for every slot level above 1st.

Prepared (Paladin)

Grimlore's Grimoire

Heroism

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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.

Prepared (Paladin)

Player's Handbook

Hobble Mount

1st-level necromancy (battle)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

When you cast hobble mount as a successful melee spell attack against a horse, wolf, or other four-legged or two-legged beast being ridden as a mount, that beast is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 2d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

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

Prepared (Paladin)

Deep Magic: Battle Magic

Hunter's Mark

1st-level divination

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. 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 mark a new creature.

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.

Oath Spells (Paladin)

Player's Handbook

Id Insinuation

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

Spellcasting (Bard)

UA: Fighter, Rogue, and Wizard

Insightful Maneuver

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice). Additionally, if the target has any other vulnerabilities, you learn them.

Prepared (Paladin)

Deep Magic: Combat Divination

Interpret Bone

1st-level divination

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a bone from a creature that has been dead for longer than 10 days but less than a year and are able to see a brief vision of how that creature died.

Prepared (Paladin)

Grimlore's Grimoire

Lesser Wish

1st-level conjuration

CASTING TIME	1 action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

This is not that spell.

The only use of this spell is to duplicate any cantrip. You don't need to meet any requirements in that cantrip, including costly components. The cantrip simply takes effect.

Spellcasting (Bard)

A Plethora of Paladins

Light of Lunia

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

You begin to glow with the silvery radiance of Lunia, the first layer of Celestia. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can use an action to fire a ray of silver light toward a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 2d6 radiant damage. Firing the ray shrinks your silvery radiance by half. You can then use an action to fire a second ray of silver light like the first. Your silvery radiance then disappears.

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.

Prepared (Paladin)

Mirt's Undermountain Survival Guide

Litany of Sure Hands

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

This litany allows the recipient to perform clumsy tasks with speed and alacrity. The target of the litany ignores the loading property of weapons and can drink a potion as a bonus action for the duration of the spell.

Prepared (Paladin)

Deep Magic: Combat Divination

Machine's Load

1st-level transmutation (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a 1-lb weight)

You touch a creature and give it the capacity to carry, lit, push, or drag weight as if it were one size category larger. If you're using the encumbrance rules, the target is not subject to penalties for weight. Furthermore, the subject can carry loads that would normally be unwieldy.

When you cast this spell using a spell slot higher than 1st, you can touch one additional creature for each spell level.

Prepared (Paladin)

Deep Magic: Clockwork

Malice of Arachia

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S, M (a weapon)

The first of the Arachi developed a clever toxin that turns the weak upon their former friends.

You coat a weapon in a deadly enchanted venom. The first time this weapon inflicts damage to a creature, the venom enters the target's veins, cursing them with terrible hallucinations and compulsions. The cursed target must make a Constitution saving throw at the start of each of its turns for one minute. Each time it fails, choose a creature within 5 feet of it that you can see. The cursed target uses its reaction to make a single melee weapon attack targeting the creature. Once it lands a successful attack caused by this effect, the effect ends. A creature that is immune to the poisoned condition is immune to this effect.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, the effect on the cursed target lasts for one additional successful hit using its reaction per slot level above 1st.

Pact Magic (Warlock)

The Compendium of Forgotten Secrets

Meteor Strike

1st-level evocation (ritual)

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 during the spell's duration, your weapon strikes with the momentum of a meteor. The attack deals an extra 1d6 fire damage, and the target must succeed on a Strength saving throw or be knocked prone or pushed 5 feet away from you (your choice). A Large or larger creature has advantage on this saving throw.

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

Prepared (Paladin)

All the Lights in the Sky are Stars

Nobility/Peasantry

1st-level enchantment

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

This spell changes how other creatures perceive you. When you interact with a creature during the duration, that creature must first make a Wisdom saving throw. A creature that you have already interacted with for at least 1 minute during the past 24 hours before casting this spell automatically succeeds on the saving throw. When you cast the spell, you choose nobility or peasantry as the spell's effect. The effect of a creature failing this saving throw depends on your choice. A creature that succeeds on the saving throw does not notice your attempted enchantment.

Nobility. You give off an aura of esteem and high status for the duration. On a failed save, a creature sees you as an important, high class member of society, such as a member of a noble family or aristocrat, and treats you as such for the duration. Whenever a creature witnesses you acting in a manner contrary to how a high class member of society is expected to act, the creature can repeat this saving throw, ending the effect on it on a success.

Peasantry. You give off an aura of insignificance and low status for the duration. On a failed save, a creature sees you as an unimportant, low class member of society, such as a lowly farmer or beggar, and treats you as such for the duration. Whenever a creature witnesses you acting in a manner contrary to how a low class member of society is expected to act, the creature can repeat this saving throw, ending the effect on it on a success.

End of the Effect. When this effect ends on a creature, that creature realizes that its perception of you was altered by magic.

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

Spellcasting (Bard)

Blazing Dawn Player's Companion

Pendulum

1st-level enchantment (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (small pendulum or metronome made of brass and rosewood worth 10 gp)

You give the target creature a degree of regularity in its motions and fortunes. If the target fails a Wisdom saving throw, then for the duration of the spell it doesn't make d20 die rolls but instead follows the sequence 20, 1, 19, 2, 18, 3, 17, 4, and so on.

Prepared (Paladin)

Deep Magic: Clockwork

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.

Prepared (Paladin)

Player's Handbook

Purify Food and Drink

1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Paladin)

Player's Handbook

Ray of Respite

1st-level evocation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You release a beam of rejuvenating golden light that strikes a target of your choice within range. Until the spell ends, the target gains the following benefits:

- The target may ignore the effects of any one condition or disease of your choice afflicting the creature.
- The target removes one level of exhaustion.

Once the spell ends, the creature again experiences the full effects of any condition or disease removed by this spell, and the target regains any levels of exhaustion.

Prepared (Paladin)

The Great Dale

Searing Smite

1st-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 the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

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

Prepared (Paladin)

Player's Handbook

Shield of Devotion

1st-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

A gleaming shield appears around a creature of your choice within range, causing any critical hit against them to become a normal hit for the duration. The target also gains 1d8 temporary hit points when you cast this spell.

Prepared (Paladin)

Grimlore's Grimoire

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Paladin)

Player's Handbook

Slippery Fingers

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You set a series of small events in motion that cause the targeted creature to drop one nonmagical item of your choice that it's currently holding unless it makes a successful Charisma saving throw. This spell can't cause magic items to be dropped.

Spellcasting (Bard)

Deep Magic: Combat Divination

Spur Mount

1st-level transmutation (battle)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	1 round
COMPONENTS	V, S, M (an apple or sugar cube)

You urge your mount to greater speed. Until the beginning of your next turn, your mount can Dash or Disengage as a bonus action. This spell has no effect on a creature that you are not riding or that your GM deems is not a mount.

Prepared (Paladin)

Deep Magic: Battle Magic

Stanch

1st-level transmutation (blood)

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S

The target's blood coagulates rapidly, so that a dying target stabilizes and any ongoing bleeding or wounding effect on the target ends. The target can't be the source of blood for any spell or effect that requires even a drop of blood.

Prepared (Paladin)

Deep Magic: Blood & Doom

Starlight Shroud

1st-level abjuration (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	10 minutes
COMPONENTS	V, S

Ghostly starlight surrounds your body, casting bright light in a 10-foot radius and dim light for an additional 10 feet. The first time you take damage after casting this spell, the starlight explodes outward and the spell ends. Each creature within 10 feet of you must make a Dexterity saving throw, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Prepared (Paladin)

All the Lights in the Sky are Stars

Thunderous Smite

1st-level evocation

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

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Prepared (Paladin)

Player's Handbook

Trick Question

1st-level enchantment (hieroglyph)

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You phrase a question in a way that can be answered by one word, to a target that can hear you. The target must make a successful Wisdom saving throw or be compelled to answer your question truthfully. When the spell ends, the target knows that you used magic to compel an answer.

Pact Magic (Warlock)

Deep Magic: Hieroglyphic Magic

Warning Shout

1st-level transmutation

CASTING TIME	1 action
RANGE	Self (half a mile)
DURATION	Instantaneous
COMPONENTS	V

You can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound (a banshee's wail, for example). Although the words become incredibly loud, they do not damage nearby creatures.

Prepared (Paladin)

The Blackstaff's Codex

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.

Prepared (Paladin)

Player's Handbook

Zealous Accusation

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, S

You point at one humanoid within range and condemn its actions, ordering it to halt. It must succeed on a Wisdom saving throw or be forced to stand at attention for the duration. An affected creature's movement speed becomes 0, and it must drop any weapon or shield it holds in its hands. 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. On a failure, it again drops any weapon or shield it holds in its hands.

Prepared (Paladin)

A Plethora of Paladins

Suggestion

2nd-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 8 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 a creature you can see within range 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 ends the spell.

The target must make a Wisdom saving throw. On a failed save, it purses 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 knight five her warhorse to the first beggar she meets.

If the condition isn't met before the spell expires, the activity isn't preformed. If you or any of your companions damage the target, the spell ends.

Pact Magic (Warlock)

Player's Handbook

RANGE

ATTACK

DAMAGE

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

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

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

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.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

By 3rd level, the divine magic flowing through you makes you immune to disease.

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice.

Tenets of the Ancients
The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

Fight the Greater Evil. Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked. Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary. My qualms can't get in the way of exterminating my foes.

Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

3rd-level paladin feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

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. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

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.

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Prerequisite: eldritch blast cantrip

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

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.

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.

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.

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 GM 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.