

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ \_\_\_ Strength
- ☐ \_\_\_ Dexterity
- ☐ \_\_\_ Constitution
- ☐ \_\_\_ Intelligence
- ☐ \_\_\_ Wisdom
- ☐ \_\_\_ Charisma

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 WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR  
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5














































9

SPELLS KNOWN



<div> <div>Light</div> <div> <div>Aasimar Cantrip Evocation DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,M</div> <div>1 hr</div> </div> <div>A firefly or phosphorescent moss</div> </div> </div> <p>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.</p>	<div> <div>Bane</div> <div> <div>Paladin Level 1 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> <div>A drop of blood</div> </div> </div> <p>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.</p>	<div> <div>Bless</div> <div> <div>Paladin Level 1 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> <div>A sprinkling of holy water</div> </div> </div> <p>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.</p>
<div> <div>Ceremony</div> <div> <div>Paladin Level 1 Abjuration DC 15 Spell Mod +7</div> <div> <div>1 hr (ritual)</div> <div>Touch</div> <div>V,S,M</div> <div>Inst</div> </div> <div>25 gp worth of powdered silver, which the spell consumes</div> </div> </div> <p>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</p>	<div> <div>Chaos Bolt (Izzet)</div> <div> <div>Paladin Level 1 Evocation DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>120 ft</div> <div>V,S</div> <div>Inst</div> </div> </div> </div> <p>You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below. 1 Acid 2 Cold 3 Fire 4 Force 5 Lightning 6 Poison 7 Psychic 8 Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by this casting of the spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level</p>	<div> <div>Command</div> <div> <div>Paladin Level 1 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V</div> <div>1 Rnd</div> </div> </div> </div> <p>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone</p>
<div> <div>Compelled Duel</div> <div> <div>Paladin Level 1 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 B.A.</div> <div>30 ft</div> <div>V</div> <div>Conc, 1 min</div> </div> </div> </div> <p>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; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.</p>	<div> <div>Cure Wounds</div> <div> <div>Paladin Level 1 Evocation DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S</div> <div>Inst</div> </div> </div> </div> <p>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.</p>	<div> <div>Detect Evil and Good</div> <div> <div>Paladin Level 1 Divination DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S</div> <div>Conc, 10 mins</div> </div> </div> </div> <p>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 or 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.</p>

<p><b>Command</b> <i>(reverse)</i> 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.</p>	<p><b>Chaos Bolt (Izzet)</b> <i>(reverse)</i> above 1st</p>	<p><b>Ceremony</b> <i>(reverse)</i> 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.</p>

<p><b>Detect Magic (ritual)</b> </p> <p>Paladin Level 1 Divination DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>Self</b>  <b>V,S</b>  <b>Conc, 10 mins</b></p> <p>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 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.</p>	<p><b>Detect Poison and Disease (ritual)</b> </p> <p>Paladin Level 1 Divination DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>Self</b>  <b>V,S,M</b>  <b>Conc, 10 mins</b></p> <p>A yew leaf</p> <p>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 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.</p>	<p><b>Divine Favor</b> </p> <p>Paladin Level 1 Evocation DC 15 Spell Mod +7</p> <p> <b>1 B.A.</b>  <b>Self</b>  <b>V,S</b>  <b>Conc, 1 min</b></p> <p>Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.</p>
<p><b>Gift of Alacrity (Dunamancy)</b> </p> <p>Paladin Level 1 Divination DC 15 Spell Mod +7</p> <p> <b>1 min</b>  <b>Touch</b>  <b>V,S</b>  <b>8 hrs</b></p> <p>You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.</p>	<p><b>Heroism</b> </p> <p>Paladin Level 1 Enchantment DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>Touch</b>  <b>V,S</b>  <b>Conc, 1 min</b></p> <p>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.</p>	<p><b>Hunter's Mark</b> </p> <p>Paladin Level 1 Divination DC 15 Spell Mod +7</p> <p> <b>1 B.A.</b>  <b>90 ft</b>  <b>V</b>  <b>Conc, 1 hr</b></p> <p>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.</p>
<p><b>Magnify Gravity (Dunamancy)</b> </p> <p>Paladin Level 1 Transmutation DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>60 ft</b>  <b>V,S</b>  <b>1 Rnd</b></p> <p>The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p>	<p><b>Protection from Evil and Good</b> </p> <p>Paladin Level 1 Abjuration DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>Touch</b>  <b>V,S,M</b>  <b>Conc, 10 mins</b></p> <p>Holy water or powdered silver and iron, which the spell consumes</p> <p>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.</p>	<p><b>Purify Food and Drink (ritual)</b> </p> <p>Paladin Level 1 Transmutation DC 15 Spell Mod +7</p> <p> <b>1 Act.</b>  <b>10 ft</b>  <b>V,S</b>  <b>Inst</b></p> <p>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.</p>




## Searing Smite

Paladin Level 1 Evocation DC 15 Spell Mod +7

1 B.A. Self V Conc, 1 min

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 spell 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 above 1st.

## Shield of Faith

Paladin Level 1 Abjuration DC 15 Spell Mod +7

1 B.A. 60 ft V,S,M Conc, 10 mins

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.

## Thunderous Smite

Paladin Level 1 Evocation DC 15 Spell Mod +7

1 B.A. Self V Conc, 1 min

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.

## Wrathful Smite

Paladin Level 1 Evocation DC 15 Spell Mod +7

1 B.A. Self V Conc, 1 min

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 end this spell.

## Aid

Paladin Level 2 Abjuration DC 15 Spell Mod +7

1 Act. 30 ft V,S,M 8 hrs

A tiny strip of white cloth

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

## Branding Smite

Paladin Level 2 Evocation DC 15 Spell Mod +7

1 B.A. Self V Conc, 1 min

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's 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.

## Find Steed

Paladin Level 2 Conjuration DC 15 Spell Mod +7

10 mins 30 ft V,S Inst

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast

## Fortune's Favor (Dunamancy)

Paladin Level 2 Divination DC 15 Spell Mod +7

1 min 60 ft V,S,M 1 hr

A white pearl worth at least 100 gp, which the spell consumes

You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this spell on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Hold Person

Paladin Level 2 Enchantment DC 15 Spell Mod +7

1 Act. 60 ft V,S,M Conc, 1 min

A small, straight piece of iron

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

		<p><b>Find Steed (reverse)</b> that targets only you also target your steed. When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.</p>

**Immovable Object (Dunamancy)**

Paladin Level 2 Transmutation DC 15 Spell Mod +7

**1 Act. Touch V,S,M 1 hr***Gold dust worth at least 25 gp, which the spell consumes*

You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet. At Higher Levels. If you cast this spell using a spell slot of 4th or 5th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast this spell using a spell slot of 6th level or higher, the DC to move the object

**Lesser Restoration**

Paladin Level 2 Abjuration DC 15 Spell Mod +7

**1 Act. Touch V,S Inst**

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**Locate Object**

Paladin Level 2 Divination DC 15 Spell Mod +7

**1 Act. Self V,S,M Conc, 10 mins***A forked twig*

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

**Magic Weapon**

Paladin Level 2 Transmutation DC 15 Spell Mod +7

**1 B.A. Touch V,S Conc, 1 hr**

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

**Misty Step**

Paladin Level 2 Conjuration DC 15 Spell Mod +7

**1 B.A. Self V Inst**

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

**Protection from Poison**

Paladin Level 2 Abjuration DC 15 Spell Mod +7

**1 Act. Touch V,S 1 hr**

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

**Wristpocket (Dunamancy)**

Paladin Level 2 Conjuration DC 15 Spell Mod +7

**1 Act. Self S Conc, 1 hr**

You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

**Zone of Truth**

Paladin Level 2 Enchantment DC 15 Spell Mod +7

**1 Act. 60 ft V,S 10 mins**

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

		<b>Immovable Object (Dunamancy)</b> <i>(reverse)</i> increases by 10, it can carry up to 20,000 pounds of weight, and the effect is permanent until dispelled.