



HEDGEIE (HEGEMONY)

Bard : 2

CLASS & LEVEL

CHA

SPELLCASTING

+5

ATTACK BONUS

13

SAVE DC

CANTRIPS:

Friends: Casting time: 1 action. Range: Self. Components: S, M. Duration: Concentration, up to 1 min.

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile towards you. When the spell ends, the creature realises you used magic to influence its mood and becomes hostile towards you. It may seek some kind of retribution.

Vicious Mockery: Casting time: 1 action. Range: 60 ft. Components: V. Duration: Instantaneous.

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

LEVEL 1: SPELL SLOTS: 3 / LONG REST

SPELLS KNOWN: 3

Comprehend Languages: Casting time: 1 action. Range: Self. Components: V, S, M. Duration: 1 hr.

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

Disguise Self: Casting time: 1 action. Range: Self. Components: V, S. Duration: 1 hr.

You make yourself - including any belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot taller or shorter and can appear fat, thin or in between. You can't change your body type, so must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat. If you use this spell to appear shorter than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use an action to inspect your appearance and must succeed on an INT (Investigation) check against your spell save DC.

Faerie Fire: Casting time: 1 action. Range: 60 ft. Components: V. Duration: Concentration, up to 1 min.

Each object in a 20 ft cube within range is outlined in blue, green or violet light (your choice). Any creature in the area when the spell was cast is also outlined in light if it fails a DEX saving throw. For the duration, objects and affected creatures shed dim light in a 10 ft radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.