



# Cedric Swiftclaw

Charlatan (Baldur's Gate)

Male tabaxi

Level 6 (Bard 5, Warlock [Multiclass] 1)



<https://dicecloud.com/character/yjwAh5bmv4KDrMEgm>

-1

STRENGTH

8

+3

DEXTERITY

16

+1

CONSTITUTION

12

+1

INTELLIGENCE

13

+0

WISDOM

10

+4

CHARISMA

18

LOAD BARD SPELLS

LOAD WARLOCK SPELLS

30

SPEED

16

ARMOR CLASS

60

DARKVISION

20

CLIMBING SPEED

1

PACT SPELL SLOT LEVEL

+3

PROFICIENCY BONUS

+4

INITIATIVE

TOTAL: 39

HIT POINTS

TOTAL: 6d8

HIT DICE

BARDIC INSPIRATION

HEALING LIGHT

HEALING LIGHT AMOUNT

SPELL SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

PACT SPELL SLOTS

-1 Strength Save

+6 Dexterity Save

+1 Constitution Save

+1 Intelligence Save

+0 Wisdom Save

+7 Charisma Save

SAVING THROWS

- +6 Acrobatics
- ☾ +1 Animal Handling
- ☾ +2 Arcana
- +2 Athletics
- ⦿ +10 Deception
- ☾ +2 History
- ☾ +1 Insight
- ☾ +5 Intimidation
- ☾ +2 Investigation
- ☾ +1 Medicine
- ☾ +2 Nature
- +3 Perception (13)
- ☾ +5 Performance
- +7 Persuasion
- ☾ +2 Religion
- ⦿ +9 Sleight of Hand
- +6 Stealth
- ☾ +1 Survival

#### SKILLS

- Shortsword
- Longsword
- Rapier
- Hand Crossbow
- Simple Melee Weapons
- Simple Ranged Weapons

#### WEAPONS

- Light Armor

#### ARMOR

- Disguise Kit
- Forgery Kit

#### TOOLS

- Common
- Deep Speech

#### LANGUAGES

#### ACTION

##### Performance of Creation

Cost: 1 performanceOfCreationUses


As an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you.

#### ACTION

##### Attempt To Play (Instrument of the Bards)


 DC 15 Wisdom Save

 On failed save

 2d4 psychic damage ...

#### ATTACK

**+2** Cat's Claws

 d4 slashing damage

#### BONUS ACTION

##### Bardic Inspiration

Cost: 1 Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a **1d[8]**.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

**BONUS ACTION****Healing Light**

Cost: 2 Healing Light

You can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once is **null**. Roll the dice you spend, add them together, and restore a number of hit points equal to the total.



2d6 healing

**LONG ACTION****Song of Rest**

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra **1d8** hit points.



d8 healing

**LONG-LOST HEIR**

You're well-versed in the mannerisms and idiosyncrasies of Baldurian patriars and other nobles, imitating them smoothly enough to convince even the snootiest family heads of your authenticity. You're skilled at posing as the long-lost heir to some imaginary or extinguished patriar lineage.

Because of your skill in passing yourself off as a patriar, you have a Watch token that allows you alone into the Upper City of Baldur's Gate. You might be able to bluff others through with you, or even convince members of the Watch that you're a patriar. However, any true test of your authenticity is likely to reveal your deception.

**FREE ACTION****Feline Agility**

When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.



Feline Agility

**DARKVISION**

You have a cat's keen senses, especially in the dark.

**FELINE AGILITY**

Your reflexes and agility allow you to move with a burst of speed.

**CAT'S CLAWS**

Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes.

**SPELLCASTING [BARD]**

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

#### BARDIC INSPIRATION

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a **1d8**.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

#### JACK OF ALL TRADES

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

#### SONG OF REST

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra **1d6** hit points.

#### MAGICAL INSPIRATION

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

#### PERFORMANCE OF CREATION

As an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you. The item must appear on a surface or in a liquid that can support it. The gp value of the item can't be more than **100**, and the item must be **Medium** or smaller. The item glimmers softly, and a creature can faintly hear music when touching it. The created item disappears after **3** hours. For examples of items you can create, see the equipment chapter of the Player's Handbook.

Once you create an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to use this feature again. You can have only one item created by this feature at a time; if you use this action and already have an item from this feature, the first one immediately vanishes.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

#### MOTE OF POTENTIAL

Whenever you give a creature a Bardic Inspiration die, you can utter a note from the Song of Creation to create a Tiny mote of potential, which orbits within 5 feet of that creature. The mote is intangible and invulnerable, and it lasts until the Bardic Inspiration die is lost. The mote looks like a musical note, a star, a flower, or another symbol of art or life that you choose.

When the creature uses the Bardic Inspiration die, the mote provides an additional effect based on whether the die benefits an ability check, an attack roll, or a saving throw, as detailed below:

**Ability Check.** When the creature rolls the Bardic Inspiration die to add it to an ability check, the creature can roll the Bardic Inspiration die again and choose which roll to use, as the mote pops and emits colorful, harmless sparks for a moment.

**Attack Roll.** Immediately after the creature rolls the Bardic Inspiration die to add it to an attack roll against a target, the mote thunderously shatters. The target and each creature of your choice that you can see within 5 feet of it must succeed on a Constitution saving throw against your spell save DC or take thunder damage equal to the number rolled on the Bardic Inspiration die.

**Saving Throw.** Immediately after the creature rolls the Bardic Inspiration die and adds it to a

#### FONT OF INSPIRATION

You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

#### EXPANDED SPELL LIST

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### HEALING LIGHT

At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals **2**.

As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals **4**. Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

#### PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

## INVENTORY



Weight Carried: 80.3 lb



Net worth: 193 gp 2 sp 5 cp



Items attuned:

## EQUIPPED

### +1 STUDDED LEATHER ARMOR



13 lb

You have a +1 bonus to AC while wearing this armor.

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

## INSTRUMENT OF THE BARDS (ANSTRUTH HARP)



### (REQUIRES ATTUNEMENT)

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

All instruments of the bards can be used to cast the following spells: fly, invisibility, levitate, and protection from evil and good.

In addition, the Anstruth harp can be used to cast control weather, cure wounds (5th level), and wall of thorns.

If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Proficiency with a musical instrument indicates you are familiar with the techniques used to play it. You also have knowledge of some songs commonly performed with that instrument.

**History.** Your expertise aids you in recalling lore related to your instrument.

**Performance.** Your ability to put on a good show is

## CARRIED

### CLOTHES, FINE





15 gp

6 lb

## DISGUISE KIT



 25 gp

 3 lb

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

**Components.** A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

**Deception.** In certain cases, a disguise can improve your ability to weave convincing lies.

**Intimidation.** The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

**Performance.** A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

**Persuasion.** Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

**Create Disguise.** As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

Disguise Kit

## 2 WEIGHTED DICE





## LIGHT CROSSBOW



25 gp

5 lb

A 25gp, 5 lb, simple ranged weapon, that deals 1d8 piercing damage and has the following properties:

- **Ammunition (range 80/320):** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. Loading a one-handed weapon requires a free hand. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.
  - **Range:** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.
- **Improvised Weapons:** If a character uses a ranged weapon to make a melee attack, it deals 1d4 damage.
- **Loading:** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.
- **Two-Handed:** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

## BACKPACK



2 gp

5 lb

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

## BEDROLL



1 gp

7 lb

## 2 CLOTHES, COSTUME



10 gp

8 lb

5 gp each

4 lb each

## 5 CANDLES



5 cp

1 cp each

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

## 5 DAYS OF RATIONS



2 gp 5 sp

10 lb

5 sp each

2 lb each

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

## WATERSKIN



2 sp

5 lb

A waterskin can hold up to 4 pints of liquid.

DISGUISE KIT



25 gp

3 lb

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

**Components.** A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

**Deception.** In certain cases, a disguise can improve your ability to weave convincing lies.

**Intimidation.** The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

**Performance.** A cunning disguise can enhance an audience’s enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

**Persuasion.** Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

**Create Disguise.** As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

Disguise Kit

LUTE



35 gp

2 lb

Proficiency with a musical instrument indicates you are familiar with the techniques used to play it. You also have knowledge of some songs commonly performed with that instrument.

**History.** Your expertise aids you in recalling lore related to your instrument.

**Performance.** Your ability to put on a good show is improved when you incorporate an instrument into your act.

**Compose a Tune.** As part of a long rest, you can compose a new tune and lyrics for your instrument. You might use this ability to impress a noble or spread scandalous rumors with a catchy tune.

Musical Instrument

Activity	DC
Identify a tune	10
Improvise a tune	20

## DAGGER



2 gp

1 lb

A 2gp, 1lb, simple melee weapon, that deals 1d4 piercing damage and has the following properties:

- **Finesse:** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.
- **Light:** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.
- **Thrown (range 20/60):** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.
  - **Range:** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property.  
The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

## LEATHER ARMOR



10 gp

10 lb

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

## THIEVES' TOOLS



25 gp

1 lb

This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

**Components.** Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

**History.** Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

**Investigation and Perception.** You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

**Set a Trap.** Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

### Thieves' Tools

Activity	DC
Pick a lock	Varies
Disable a trap	Varies



### BELT POUCH



5 sp



15 gp contents



1 lb



0.3 lb contents

### 0 PLATINUM PIECES



10 gp



0.02 lb

### 15 GOLD PIECES



15 gp



1 gp each



0.3 lb



0.02 lb each

### 0 SILVER PIECES



1 sp



0.02 lb

### 0 COPPER PIECES



1 cp



0.02 lb



## SPELLS

### BARD SPELLS

Spell Save DC: 15  
Spell casting ability: charisma  
Spell casting ability modifier: 4  
Spell Attack Bonus: 7  
Maximum prepared spells: 8  
Cantrips known: **3**.

### MAGE HAND

conjunction cantrip  
Casting Time: action  
Range: 30 feet  
Components: Verbal, Somatic  
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

### PRESTIDIGITATION

transmutation cantrip  
Casting Time: action  
Range: 10 feet  
Components: Verbal, Somatic  
Duration: Up to 1 hour  
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.

### **VICIOUS MOCKERY**

enchantment cantrip

Casting Time: action

Range: 60 Feet

Components: Verbal

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a **DC 15** Wisdom saving throw or take **2d4** psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

### **HEALING WORD**

1st-level evocation

Casting Time: bonus action

Range: 60 feet

Components: Verbal

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to **1d4 + 4**. 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 1d4 for each slot level above 1st.

### **DISGUISE SELF**

1st-level illusion

Casting Time: action

Range: Self

Components: Verbal, Somatic

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you 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, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner 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 its action to inspect your appearance and must succeed on a **DC 15** Intelligence (Investigation) check.

### **CURE WOUNDS**

1st-level evocation

Casting Time: action

Range: Touch

Components: Verbal, Somatic

Duration: Instantaneous

A creature you touch regains a number of hit points equal to **1d8 + 4**. 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.

### COMPREHEND LANGUAGES

1st-level divination (ritual)

Casting Time: action

Range: Self

Components: Ritual, Verbal, Somatic, Material (a pinch of soot and salt)

Duration: 1 hour

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 you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

---

### LESSER RESTORATION

2nd-level abjuration

Casting Time: action

Range: Touch

Components: Verbal, Somatic

Duration: Instantaneous

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

---

### KNOCK

2nd-level transmutation

Casting Time: action

Range: 60 ft

Components: Verbal

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

---



## HEAT METAL

2nd-level transmutation

Casting Time: action

Range: 60 feet

Components: Concentration, Verbal, Somatic, Material (a piece of iron and a flame)

Duration: up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes **2d8** fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a **DC 15** Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

---

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## MAJOR IMAGE

3rd-level illusion

Casting Time: action

Range: 120 feet

Components: Concentration, Verbal, Somatic, Material (a bit of fleece)

Duration: **\*\*{slotLevel < 6 ? "up to 10 minutes" : "Until dispelled without requiring concentration"}\*\***

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful **DC 15** Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

---

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

### CELESTIAL BONUS CANTRIPS

Spell Save DC: 15  
Spell casting ability: charisma  
Spell casting ability modifier: 4  
Spell Attack Bonus: 7  
Maximum prepared spells:

### WARLOCK SPELLS

Spell Save DC: 15  
Spell casting ability: charisma  
Spell casting ability modifier: 4  
Spell Attack Bonus: 7  
Maximum prepared spells: 2  
Cantrips known: 2.

### LIGHT

evocation cantrip  
Casting Time: action  
Range: Touch  
Components: Verbal, Material (A firefly or phosphorescent moss)  
Duration: 1 hour  
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 **DC 15** Dexterity saving throw to avoid the spell.

### ELDRITCH BLAST

evocation cantrip  
Casting Time: action  
Range:  $\{(120 + (180 * eldritchSpear)) * (1 + spellSniper)\}$  feet  
Components: Verbal, Somatic  
Duration: Instantaneous  
**2** beam(s) 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.

### SACRED FLAME

evocation cantrip  
Casting Time: action  
Range: 60 feet  
Components: Verbal, Somatic  
Duration: Instantaneous  
Flame-like radiance descends on a creature that you can see within range. The target must succeed on a **DC 15** Dexterity saving throw or take **2d8** radiant damage. The target gains no benefit from cover for this saving throw.

### CREATE BONFIRE

conjuration cantrip

Casting Time: action

Range: 60 feet (5 foot cube)

Components: Concentration, Verbal, Somatic

Duration: 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a **DC 15** Dexterity saving throw or take **2d8** fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

---

### DIMENSION DOOR

4th-level conjuration

Casting Time: action

Range: 500 feet

Components: Verbal

Duration: Instantaneous

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.

---

### ANTAGONIZE

3rd-level enchantment

Casting Time: action

Range: 30 feet

Components: Verbal, Somatic, Material (a playing card depicting a rogue)

Duration: Instantaneous

You whisper magical words that antagonize one creature of your choice within range. The target must make a Wisdom saving throw. On a failed save, the target takes **4d4** psychic damage and must immediately use its reaction to make a melee attack against another creature of your choice that you can see. If the target can't make this attack (for example, because there is no one within its reach or because its reaction is unavailable), the target instead has disadvantage on the next attack roll it makes before the start of your next turn. On a successful save, the target takes half as much damage only.

---

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.