

Draco

CHARACTER NAME

Bard 9  
CLASS & LEVEL

Acolyte  
BACKGROUND

PLAYER NAME

Dragonborn  
RACE

Lawful Evil  
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

2

14

CONSTITUTION

1

12

INTELLIGENCE

-1

9

WISDOM

1

12

CHARISMA

4

18

INSPIRATION

4

PROFICIENCY BONUS

- 3 Strength
- 8 Dexterity
- 3 Constitution
- 1 Intelligence
- 3 Wisdom
- 10 Charisma

SAVING THROWS

- 5 Acrobatics (Dex)
- 4 Animal Handling (Wis)
- 2 Arcana (Int)
- 4 Athletics (Str)
- 9 Deception (Cha)
- 2 History (Int)
- 6 Insight (Wis)
- 7 Intimidation (Cha)
- 2 Investigation (Int)
- 4 Medicine (Wis)
- 2 Nature (Int)
- 10 Perception (Wis)
- 13 Performance (Cha)
- 7 Persuasion (Cha)
- 4 Religion (Int)
- 5 Sleight of Hand (Dex)
- 5 Stealth (Dex)
- 4 Survival (Wis)

SKILLS

14

ARMOR CLASS

5

INITIATIVE

30

SPEED

Hit Point Maximum 52

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK DAMAGE/TYPE

Healing Word 1d4+4 Healing

Thunderwave DC16 2d8 Thunder

Vicious Mockery DC16 1d4 Psychic

Heat Metal DC16 2d8 Fire

Sleep 5d8 Hit Points o...

Rapier +1 +7 1d8+2 Piercing...

Shortbow +6 1d6+2 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

0

1 Leather Armor of Resistance (Fire)

1 Vestments

1 Common Clothes

1 Belt Pouch

1 Rapier +1

1 Shortbow

1 Dagger

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Bardic Inspiration

Ritual Casting

Damage Resistance

Breath Weapon

Shelter of the Faithful

Jack of All Trades

Song of Rest

Font of Inspiration

Countercharm

Song of Rest

War Caster

Mantle of inspiration (8 hp)

Enthralling Performance

Mantle of Majesty

FEATURES & TRAITS

20

PASSIVE WISDOM (PERCEPTION)

TOOL: Flute, Lute, Pan Flute

LANGUAGE: Abyssal, Common, Draconic, Infernal

ARMOR: Light Armor

WEAPON: Hand Crossbow, Longsword, Rapier,

Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE
Dagger	+6	1d4+2 Piercing
<b>ATTACKS &amp; SPELLCASTING</b>		

CP	SP	EP	GP	PP
1 Cloak of Protection				
1 Stone of Good Luck				
<b>EQUIPMENT</b>				

Total: 4	Total: _____
4	
BARDIC INSPIRATION	
Total: _____	Total: _____
Total: _____	Total: _____

CHARISMA

16

8

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Prestidigitation

Minor Illusion

Vicious Mockery

Mage Hand

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
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1

4

○ Healing Word

○ Thunderwave

○ Faerie Fire

○ Charm Person

○ Hideous Laughter

○ Feather Fall

○ Bane

○ Comprehend Languages

○ Heroism

○ Sleep

2

3

○ Hold Person

○ Heat Metal

○ Silence

○ See Invisibility

3

3

○ Dispel Magic

○ Stinking Cloud

○ Hypnotic Pattern

4

3

○ Confusion

○ Greater Invisibility

○ Compulsion

5

1

○ Dominate Person

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## 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 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 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.

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.

## Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

## Damage Resistance

You have resistance to acid damage.

## Breath Weapon

You can use your action to exhale destructive energy. Your draconic ancestry means this exhalation is a 5 by 30 ft. line dealing acid damage.

When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

## Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

## Jack of All Trades

Starting at 2nd level, 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 at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

## Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

## Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

## 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 at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase to 1d8 at 9th level.

## War Caster

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

## Mantle of inspiration (8 hp)

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

## Enthralling Performance

Starting at 3rd level, you can charge your performance with seductive, fey magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

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

## Mantle of Majesty

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast Command, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a bonus action on each of your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature.

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

# SPELLS

## Prestidigitation

transmutation cantrip

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** See text

**Components:** V S

**Duration:** Up to 1 hour

### Description:

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.

## Minor Illusion

illusion cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** See text

**Components:** S M

**Duration:** 1 minute

### Description:

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Vicious Mockery

enchantment cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see and that can hear you within range

**Components:** V

**Duration:** Instantaneous

### Description:

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 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

## Mage Hand

conjuration cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A point you choose within range

**Components:** V S

**Duration:** 1 minute

### Description:

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.

## Healing Word

evocation 1

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** A creature of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

### Description:

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

## Thunderwave

evocation 1

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Target:** Self (15-foot cube)

**Components:** V S

**Duration:** Instantaneous

### Description:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**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.

## Faerie Fire

evocation 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object in a 20-foot cube within range

**Components:** V

**Duration:** ConcentrationUp to 1 minute

### Description:

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

## Charm Person

enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A humanoid you can see within range

**Components:** V S

**Duration:** 1 hour

### Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**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. The creatures must be within 30 feet of each other when you target them.

## Hideous Laughter

enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A creature of your choice that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

### Description:

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## Feather Fall

transmutation 1

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Target:** Up to five falling creatures within range

**Components:** V M

**Duration:** 1 minute

### Description:

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

**Bane**

enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to three creatures of your choice that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

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.

**Comprehend Languages**

divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** 1 hour

**Description:**

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.

**Heroism**

enchantment 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature you touch

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

**Description:**

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.

**Sleep**

enchantment 1

**Casting Time:** 1 action

**Range:** 90 feet

**Target:** Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)

**Components:** V S M

**Duration:** 1 minute

**Description:**

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

**Hold Person**

enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

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 an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Heat Metal**

transmutation 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A manufactured metal object that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

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 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 above 2nd.

**Silence**

illusion 2

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 20-foot-radius sphere centered on a point you choose within range

**Components:** V S

**Duration:** ConcentrationUp to 10 minutes

**Description:**

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

**See Invisibility**

divination 2

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** 1 hour

**Description:**

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

**Dispel Magic**

abjuration 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** One creature, object, or magical effect within range

**Components:** V S

**Duration:** Instantaneous

**Description:**

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

**Stinking Cloud**

conjuration 3

**Casting Time:** 1 action

**Range:** 90 feet

**Target:** A 20-foot-radius sphere centered on a point within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

**Hypnotic Pattern**

illusion 3

**Casting Time:** 1 action**Range:** 120 feet**Target:** A 30-foot cube within range**Components:** S M**Duration:** ConcentrationUp to 1 minute**Description:**

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.<br />The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

**Confusion**

enchantment 4

**Casting Time:** 1 action**Range:** 90 feet**Target:** Each creature in a 10-foot-radius sphere centered on a point you choose within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the radius of the Sphere increases by 5 feet for each slot above 4th.

**Greater Invisibility**

illusion 4

**Casting Time:** 1 action**Range:** Touch**Target:** You or a creature you touch**Components:** V S**Duration:** ConcentrationUp to 1 minute**Description:**

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

**Compulsion**

enchantment 4

**Casting Time:** 1 action**Range:** 30 ft**Target:****Components:** V S**Duration:** ConcentrationUp to 1 minute**Description:**

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to&nbsp;you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

**Dominate Person**

enchantment 5

**Casting Time:** 1 action**Range:** 60 feet**Target:** A humanoid that you can see within range**Components:** V S**Duration:** ConcentrationUp to 1 minute**Description:**

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.<br />While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.<br />You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.<br />Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.<br />At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.