

PAOLO2

CA 15

72 HP

Razza: Aven | Classe: Ranger 8 | Campagna: PROVA 2026 | Edizione: D&D 2014

Iniziativa +5

Velocità 25 ft

FORZA

+1

13

DESTREZZA

+5

20

COSTITUZIONE

+3

16

INTELLIGENZA

+3

16

SAGGEZZA

+3

17

CARISMA

+2

15

TIRI SALVEZZA

| | |
|--|----|
| <input checked="" type="radio"/> Forza | +4 |
| <input checked="" type="radio"/> Destrezza | +8 |
| <input type="radio"/> Costituzione | +3 |
| <input type="radio"/> Intelligenza | +3 |
| <input type="radio"/> Saggezza | +3 |
| <input type="radio"/> Carisma | +2 |

ABILITÀ & COMPETENZA (+3)

| | |
|---|----|
| <input type="radio"/> Acrobazia (Des) | +5 |
| <input type="radio"/> Addestrare Animali (Sag) | +3 |
| <input type="radio"/> Arcano (Int) | +3 |
| <input checked="" type="radio"/> Atletica (For) | +4 |
| <input type="radio"/> Inganno (Car) | +2 |
| <input type="radio"/> Storia (Int) | +3 |
| <input checked="" type="radio"/> Intuizione (Sag) | +6 |
| <input checked="" type="radio"/> Intimidire (Car) | +5 |
| <input checked="" type="radio"/> Indagine (Int) | +6 |
| <input checked="" type="radio"/> Medicina (Sag) | +6 |
| <input type="radio"/> Natura (Int) | +3 |
| <input checked="" type="radio"/> Percezione (Sag) | +6 |
| <input type="radio"/> Intrattenimento (Car) | +2 |
| <input checked="" type="radio"/> Persuasione (Car) | +5 |
| <input type="radio"/> Religione (Int) | +3 |
| <input checked="" type="radio"/> Rapidità di Mano (Des) | +8 |
| <input checked="" type="radio"/> Furtività (Des) | +8 |
| <input checked="" type="radio"/> Sopravvivenza (Sag) | +6 |

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Ranger

- Level: 4
- Extra Attack: 1

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Aven

Background: Gate Warden

Talenti Acquisiti:

- Discendente dei Piani Esteri

Lingue conosciute: Any 2 Languages

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Incantesimi da Razza, Talenti o Sottoclasse

Scion of the Outer Planes: Minor Illusion (sempre prep. · 1/riposo lungo) Chill Touch (sempre prep. · 1/riposo lungo)
Sacred Flame (sempre prep. · 1/riposo lungo) Guidance (sempre prep. · 1/riposo lungo) Mage Hand (sempre prep. · 1/riposo lungo)

Sempre Preparati (non contano nel limite)

Alchemist: Healing Word Ray Of Sickness

RISORSE / RESOURCES

Slot Incantesimo

Slot di 1° livello r. lungo

 Slot di 2° livello r. lungo

Generale

Ispirazione

Ranger

Agguato Oscuro r. lungo

)}}

TRATTI RAZZIALI — TESTO COMPLETO

Age

Like humans, aven reach adulthood in their late teens and can live into their 80s.

Alignment

Aven are inclined toward the lawful good alignment of the Church of Serra

Size

Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Flight

You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

Languages

You can speak, read, and write Common and Aven.

Hawkeyed

You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

PRIVILEGI DI RANGER (LV 4) — TESTO COMPLETO

Deft Explorer (Lv 1)

optional feature, which replaces the Natural Explorer feature)

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

Canny.

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

Nemico Prediletto (Lv 1)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Favored Foe (Lv 1)

optional feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature)

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

Esploratore Naturale (Lv 1)

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Stile di Combattimento (Lv 2)

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

Lancio di Incantesimi (Lv 2)

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See 10 for the general rules of spellcasting and 11 for the ranger spell list.

Spell Slots.

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

Spells Known of 1st Level and Higher.

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability.

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell.

Spell.

Spellcasting Focus (Lv 2)

optional feature}

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Primal Awareness (Lv 3)

optional feature, which replaces the Primeval Awareness feature}

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

| Ranger Level | Spell |
|--------------|---------------------|
| 3rd | speak with animals |
| 5th | beast sense |
| 9th | speak with plants |
| 13th | locate creature |
| 17th | commune with nature |

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Consapevolezza Primordiale (Lv 3)

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Archetipo del Ranger (Lv 3)

At 3rd level, you choose an archetype that you strive to emulate from the list of available archetypes. Your choice grants features at 3rd level, and again at 7th, 11th, and 15th level.

Martial Versatility (Lv 4)

optional feature)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

Sottoclasse: Gloom Stalker

Gloom Stalker (Lv 3)

Gloom Stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a Gloom Stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

Dread Ambusher (Lv 3)

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Gloom Stalker Magic (Lv 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gloom Stalker Spells

| Ranger Level | Spells |
|--------------|----------------------|
| 3rd | disguise self |
| 5th | rope trick |
| 9th | fear |
| 13th | greater invisibility |
| 17th | seeming |

Umbral Sight (Lv 3)

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

PRIVILEGI DI ARTIFICER (LV 4) — TESTO COMPLETO

Armeggiamento Magico (Lv 1)

1st-level artificer feature

You've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Optional Rule: Firearm Proficiency (Lv 1)

The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in 9 of the Dungeon Master's Guide and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

Lancio di Incantesimi (Lv 1)

1st-level artificer feature

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

Tools Required.

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an 'M' component when you cast it). You must be proficient with the tool to use it in this way. See 4, "Equipment," in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

The Magic of Artifice

As an artificer, you use tools when you cast your spells. When describing your spellcasting, think about how you're using a tool to perform the spell effect. If you cast cure wounds using alchemist's supplies, you could be quickly producing a salve. If you cast it using tinker's tools, you might have a miniature mechanical spider that binds wounds. When you cast poison spray, you could fling foul chemicals or use a wand that spits venom. The effect of the spell is the same as for a spellcaster of any other class, but your method of spellcasting is special.

The same principle applies when you prepare your spells. As an artificer, you don't study a spellbook or pray to prepare your spells. Instead, you work with your tools and create the specialized items you'll use to produce your effects. If you replace cure wounds with heat metal, you might be altering the device you use to heal—perhaps modifying a tool so that it channels heat instead of healing energy.

Such details don't limit you in any way or provide you with any benefit beyond the spell's effects. You don't have to justify how you're using tools to cast a spell. But describing your spellcasting creatively is a fun way to distinguish yourself from other spellcasters.

Cantrips (0-Level Spells).

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

Preparing and Casting Spells.

The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infondere Oggetti (Lv 2)

2nd-level artificer feature

You've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Artificer Infusions

Artificers have invented numerous magical infusions, extraordinary processes that rapidly create magic items. To many, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete.

The description of each of the following infusions details the type of item that can receive it, along with whether the resulting magic item requires attunement.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

Infusing an Item.

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "7" in chapter 7 of the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Infusions Known (Lv 2)

When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

Specializzazione da Artefice (Lv 3)

3rd-level artificer feature

Choose the type of specialist you are, each of which is detailed at the end of the class's description. Your choice grants you features at 5th level and again at 9th and 15th level.

Lo Strumento Giusto (Lv 3)

3rd-level artificer feature

You've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Sottoclasse: Alchemist

Alchemist (Lv 3)

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.

Alchemist Spells (Lv 3)

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Alchemist Spells

| Artificer Level | Spell |
|-----------------|-----------------------------------|
| 3rd | healing word, ray of sickness |
| 5th | flaming sphere, Melf's acid arrow |
| 9th | gaseous form, mass healing word |
| 13th | blight, death ward |
| 17th | cloudkill, raise dead |

Experimental Elixir (Lv 3)

Beginning at 3rd level, whenever you finish a long rest, you can magically produce an experimental elixir in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature. Creating an experimental elixir requires you to have alchemist's supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.

You can create additional experimental elixirs by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table.

Experimental Elixir

| d6 | Effect |
|----|---|
| 1 | Healing. The drinker regains a number of hit points equal to 2d4 + your Intelligence modifier. |
| 2 | Swiftiness. The drinker's walking speed increases by 10 feet for 1 hour. |
| 3 | Resilience. The drinker gains a +1 bonus to AC for 10 minutes. |
| 4 | Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute. |
| 5 | Flight. The drinker gains a flying speed of 10 feet for 10 minutes. |
| 6 | Transformation. The drinker's body is transformed as if by the alter self spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes. |

Tool Proficiency (Lv 3)

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Scion of the Outer Planes (SatO 2014)

Your connection to an Outer Plane infuses you with the energy there. Choose a type of plane listed in the Planar Infusion table. Your choice gives you resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose when you select this feat).

| Plane | Damage Resistance | Cantrip |
|---------------------|-------------------|----------------|
| Chaotic Outer Plane | Poison | Minor illusion |
| Evil Outer Plane | Necrotic | Chill touch |
| Good Outer Plane | Radiant | Sacred flame |
| Lawful Outer Plane | Force | Guidance |
| The Outlands | Psychic | Mage hand |

INCANTESIMI — TESTO COMPLETO

Trucchetti (Livello 0)

Tocco Gelido (Negromanzia — PHB 2014)

Tempo: 1 azione | **Gittata:** 120 ft (36 m) | **Componenti:** V, S | **Durata:** 1 round

Crei una mano scheletrica spettrale nello spazio di una creatura nel raggio d'azione. Effettua un attacco con incantesimo a distanza contro la creatura per assalirla con il freddo della tomba. Se colpisci, il bersaglio subisce 1d8 danni necrotici e non può recuperare punti ferita fino all'inizio del tuo prossimo turno. Fino ad allora, la mano si aggrappa al bersaglio. Se colpisci un bersaglio non-morto, questo ha anche svantaggio ai tiri di attacco contro di te fino alla fine del tuo prossimo turno. Il danno di questo incantesimo aumenta di 1d8 quando raggiungi il 5° livello (2d8), l'11° livello (3d8) e il 17° livello (4d8).

Guida (Divinazione, Concentrazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S | **Durata:** 1 minuto

Tocchi una creatura consenziente. Una volta, prima che l'incantesimo termini, il bersaglio può tirare un d4 e aggiungere il numero ottenuto a un tiro di abilità a sua scelta. Può tirare il dado prima o dopo aver effettuato il tiro di abilità. L'incantesimo termina.

Mano Magica (Evocazione — PHB 2014)

Tempo: 1 azione | **Gittata:** 30 ft (9 m) | **Componenti:** V, S | **Durata:** 1 minuto

Una mano spettrale e fluttuante appare in un punto scelto da te entro la portata. La mano dura per l'intera durata o finché non la congiedi con un'azione. La mano svanisce se si trova a più di 30 piedi di distanza da te o se lanci nuovamente questo incantesimo. Puoi usare la tua azione per controllare la mano. Puoi usare la mano per manipolare un oggetto, aprire una porta o un contenitore non chiuso a chiave, riporre o recuperare un oggetto da un contenitore aperto, o versare il contenuto di una fiala. Puoi muovere la mano fino a 30 piedi ogni volta che la usi. La mano non può attaccare, attivare oggetti magici o trasportare più di 10 libbre.

Illusione Minore (Illusione — PHB 2014)

Tempo: 1 azione | **Gittata:** 30 ft (9 m) | **Componenti:** S, M (a bit of fleece) | **Durata:** 1 minuto

Crei un suono o l'immagine di un oggetto entro la portata che dura per l'intera durata. L'illusione termina inoltre se la interrompi con un'azione o se lanci nuovamente l'incantesimo. Se crei un suono, il suo volume può variare da un sussurro a un urlo. Può essere la tua voce, la voce di qualcun altro, il ruggito di un leone, il battere di tamburi o qualsiasi altro suono tu scelga. Il suono continua incessantemente per tutta la durata, oppure puoi produrre suoni distinti in momenti diversi prima che l'incantesimo termini. Se crei l'immagine di un oggetto — come una sedia, impronte fangose o un piccolo forziere — esso non deve essere più grande di un cubo di 1,5 metri. L'immagine non può creare suono, luce, odore o qualsiasi altro effetto sensoriale. L'interazione fisica con l'immagine rivela che si tratta di un'illusione, poiché gli oggetti possono attraversarla. Se una creatura usa la sua azione per esaminare il suono o l'immagine, può determinare che si tratta di un'illusione superando una prova di Intelligenza (Indagine) contro il CD di salvataggio del tuo incantesimo. Se una creatura scorge l'illusione per ciò che è, l'illusione diventa tenue per tale creatura.

Fiamma sacra (Invocazione — PHB 2014)

Tempo: 1 azione | **Gittata:** 60 ft (18 m) | **Componenti:** V, S | **Durata:** Istantanea

Una radianza simile a una fiamma scende su una creatura che puoi vedere entro l'area di effetto. Il bersaglio deve superare un tiro salvezza su Destrezza o subirà 1d8 danni radiosi. Il bersaglio non trae alcun beneficio dalla copertura per questo tiro salvezza. Il danno dell'incantesimo aumenta di 1d8 quando raggiungi il 5° livello (2d8), l'11° livello (3d8) e il 17° livello (4d8).

Incantesimi di 1° Livello

Parola curativa (Invocazione — PHB 2014)

Tempo: 1 azione bonus | **Gittata:** 60 ft (18 m) | **Componenti:** V | **Durata:** Istantanea

Una creatura a tua scelta che puoi vedere entro la portata recupera punti ferita pari a 1d4 + il tuo modificatore di capacità di incantesimo. Questo incantesimo non ha effetto su non morti o costrutti.

Ai Livelli Superiori.

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.

Raggio di Malattia (Negromanzia — PHB 2014)

Tempo: 1 azione | **Gittata:** 60 ft (18 m) | **Componenti:** V, S | **Durata:** Istantanea

Un raggio di energia verdastra nauseabonda scatta verso una creatura entro gittata. Effettua un attacco magico a distanza contro il bersaglio. In caso di colpo, il bersaglio subisce 2d8 danni da veleno e deve effettuare un tiro salvezza su Costituzione. Se fallisce il tiro salvezza, è inoltre avvelenato fino alla fine del tuo turno successivo.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d8 for each slot level above 1st.