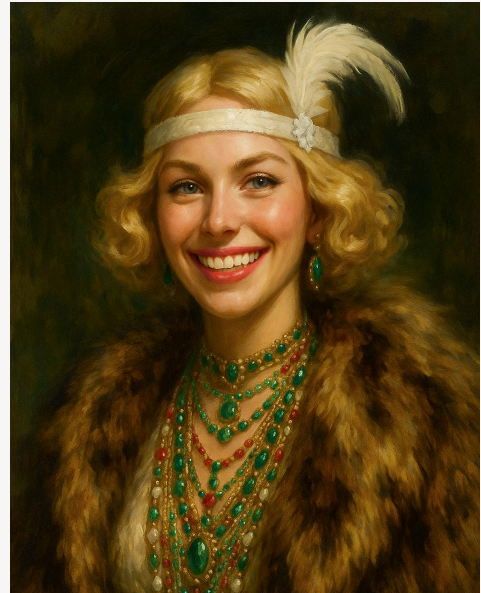


## Greta aka “Silver Silvane” ✨

### Level 8 Warlock Human, Charlatan

Silver Silvane is a street-raised Könningburg warlock-charlatan who rebuilt an abandonment wound into a weaponized stage persona, specializing in disguise, social engineering and illusion/enchantment magic. Mechanically, she is a high-Charisma party face with a notably strong Deception, Insight, Investigation and Persuasion who runs an “urban druid” fortune-telling and energy-healing front while secretly laundering money and trading information for *Varin & Sons*.



In combat she operates as a long-range controller and damage dealer: a 300-ft *Eldritch Blast* with +10 to hit for reliable force damage, backed by high-impact control like *Raulothim's Psychic Lance*, *Hypnotic Pattern* and *Banishment*; she also uses Darkness tactically so her melee-focused twin brothers can work unseen and unbothered inside the chaos.

Out of combat she shines as a networked operator embedded in multiple factions, leveraging a *Helm of Telepathy*, a deep portfolio of false identities and constant “networking” to pull secrets out of nobles, criminals and clients alike. Her core drives are simple and sharp: absolute loyalty to her brothers, an obsessive hunger for status&security and a half-conscious urge to keep her Archfey patron *Psittacopassere* and the Seelie Court entertained, as if her whole life were a show she refuses to let get cancelled.

Ability	Modifier	Saving 🎯	Skill	Modifier	Notes
STR	-1		Athletics	-1	
DEX	+2		Sleight of Hand 🖐️	+5	<b>ARMOR CLASS: 13</b> <i>dis if invisible</i>
			Acrobatics Stealth	+2	
CON	+1				<b>HIT POINTS: 51</b>
INT	+1		Investigation 🔍	+4	
			Arcana History Nature Religion		
WIS	+2	+5	Insight 👁️	+5	
			Animal Handling Medicine Perception Survival	+2	
CHA	+5	+8	Deception 😏	+8	<i>Advantage Acting</i>
			Performance 🎤	+5	<i>Advantage Acting</i>
			Persuasion 😎 Intimidation 🗨️	+5	
<b>Languages:</b> Common, Sylvan, Sign					
<b>Features:</b> Actress, False Identity, Fey Presence, Misty Escape					

School	C	L1	L2	L3	L4
Enchantment	Vicious Mockery		Calm Emotions Suggestion*		Raulothim's Psychic Lance
Illusion	Minor Illusion	Disguise Self	Phantasmal Force	Major Image Hypnotic Pat	Greater Invisibility
Abjuration				Remove Curse	Banishment
Divination			Detect Thoughts		
Transmutation	Druidcraft Prestidigit				
Evocation	Eldritch Blast	Darkness		Sending	
Conjuration	Mage Hand				

### 3 slots 4th level

Book of Shadows

Archfey Expanded

Helm of Telepathy-> limitless or \*per day, bonus action telepathic message

Mask of Many Faces (Disguise Self), Far Scribe (Sending) -> limitless

Agonizing Blast + Eldritch Spear (for Eldritch Blast)

Rod of the Pact Keeper: a bonus (+2) to spell attack rolls and to the spell save DCs of your warlock spells, one warlock spell slot (long rest)

**Spell Attack Roll (to hit) = d20 + 10** (for Eldritch Blast)

**Spell Save DC = 18**

Int: Phantasmal Force, Raulothim's Psychic Lance

Wis: Vicious Mockery, Hold Person, Hypnotic Pattern

Cha: Calm Emotions, Banishment

### Damage:

Raulothim's Psychic Lance: 7d6 psychic, incapacitated, speed 0

Agonizing Eldritch Blast: 2 × (1d10 +5), 300 ft

Vicious Mockery: 2d4 psychic, next attack disadvantage

Phantasmal Force: 1d6 psychic

**Instant:** Cantrips, Disguise Self, Remove Curse, Sending, Raulothim's Psychic Lance

## ★ ABILITY SCORES & SKILLS

Ability Scores: from 27 Point Buy: (8-13-12-12-13-15), Variant Human (+2 ASI), Lvl 8 Warlock (+4 ASI), Actor feat (+1 Charisma) to a FINAL: 8-14-12-12-14-20

Saving Throw Proficiency: from Warlock Class (Wisdom, Charisma)

### Skill Proficiencies:

from Charlatan Background (Deception, Sleight of Hand), Variant Human (1 skill proficiency: Insight), Warlock (2 skill prof chosen from Arcana, Deception, History, Intimidation\*, Investigation\*, Nature or Religion), Actor Feat (advantage on Deception and Performance)

### Language:

From Human (Common, +1 extra: Sylvan), Family story (Sign language)

### Hit Points:

according to Warlock Class

Hit Dice: 1d8 per warlock level, Hit Points at 1st Level: 8 +your Constitution modifier (+1), Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st, PHB: dice 5

## ★ RACE: HUMAN (VARIANT)

### **Ambitious, adaptable opportunist**

**Age:** Adult (26 yo)

**Size:** Medium Humanoid (1.7m height, 56 kg body mass)

**Speed.** Base walking speed is 30 feet (6 squares/round on the grid)

( ~1.5 m/s = 5.5 km/h; 30 ft ≈ 9.144 m/round; 1 square = 5 ft ≈ 1.5m; 1 round= 6s)

### **Description** 🎀👄

*“Silver Silvane has the poise of a woman who misses nothing. Her bright sea-blue eyes move with quiet calculation, catching every flicker of emotion in others. Fair porcelain skin and expertly applied makeup give her an immaculate, almost doll-like allure. She wears her honey-blonde hair in a wavy bob, often adorned with a feathered headband that sways as she moves.*

*She speaks in a high-pitched yet unwaveringly confident voice, as if she possesses all the knowledge and power in the world. Her manners shift effortlessly with the room’s rhythm and power balance, knowing when to command and when to yield. When it serves her, she can appear as meek as a scolded kitten, all wide eyes and trembling hands. Yet with her mute brothers, her tone transforms entirely: rough, witty, full of slang and camaraderie, like a street-born tomboy from another life.”*

## FEATURES

### **Actress:**

*from Variant Human*

Skilled at mimicry and dramatics, you gain the following benefits:

Increase your **Charisma score by 1**, to a maximum of 20.

You have **advantage on Deception and Performance** checks when trying to pass yourself off as a different person. You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A **successful Wisdom (Insight) check** contested by your **Charisma (Deception) check** allows a listener to determine that the effect is faked.

### **False Identity:**

*from Charlatan Background*

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

### **Fey Presence:**

*from Archfey Patron*

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey.

As an action, you can cause each creature in a **10-foot (2 sq) cube** originating from you to make a **Wisdom saving throw** against your **warlock spell save DC (16)**. The creatures that fail their saving throws are all **charmed or frightened** by you (your choice) until the end of your next turn.

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

### **Misty Escape:**

*from Archfey Patron*

Starting at 6th level, you can vanish in a puff of mist in response to harm.

When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet (18m, 12sq) to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

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

## ★CLASS: WARLOCK

### Otherworldly Patron: The Archfey

Psittacopassere (they/them) 🌸 from Seelie, Summer Court

The Seelie Court looks like pure sunlight and champagne at first glance, but that's just the filter. Every favor comes wrapped in music, perfume and fine print; every kindness has a hook hidden under the velvet. They don't help you, they cast you.

Psittacopassere is right at home there. Peacock-feather coat, rings like stained-glass windows, smile like they already know the next three plot twists. They don't rule armies, they run ratings. Greta isn't a servant or a chosen saint to them. She's prime-time content, "Greta, das Straßenkind" every friday on faeryscreen. Psittacopassere picked Greta because she has stage-light in her veins. Other fey lounge on golden balconies, placing bets on her love life and near-death moments, while Psittacopassere sips shimmering wine and watches their little warlock star stumble, rise, scheme and shine. Charm, drama and wicked fun in perfect ratio, the kind of presence that makes even an ancient fey lean over the balcony and say, 'Oh gods, run that scene again.

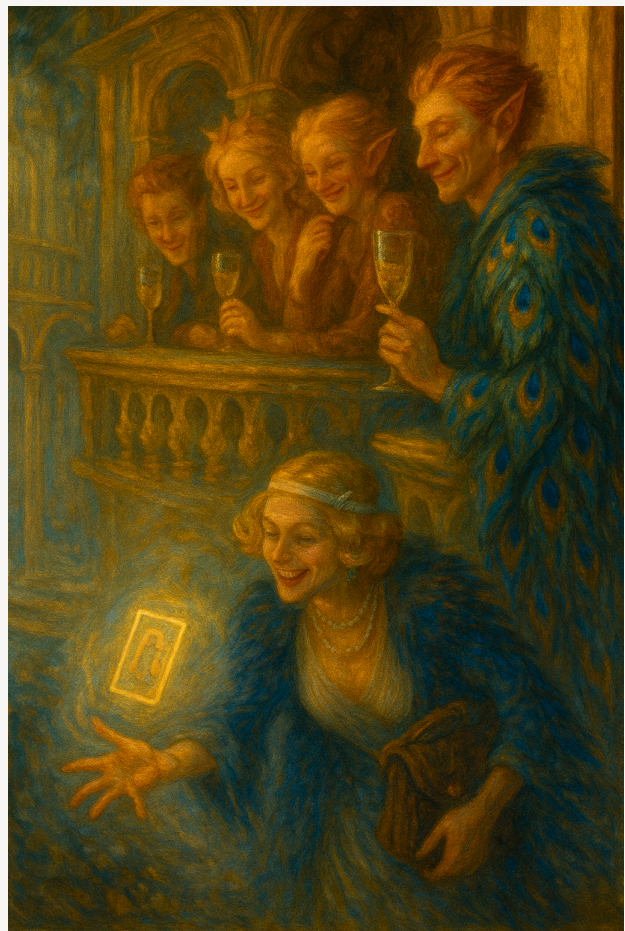
### "My Ratings to the Gods

Street rap style 🎤 ehem..

I know you're watching me,  
your favorite drama on repeat  
front-row throne, with popcorn souls  
or whatever fey snack they eat.  
Roll credits on Greta sobbing in the street;  
start the next season with Silver Silvane  
in silk please.

I look up at the invisible balcony and think,  
Did you enjoy the scene, Psittacopassere?  
The crying widow with the dead dog,  
the trembling hands,  
the "blocked heart chakra" bit?  
I sell the light at the end of the tunnel;  
you get the ratings, symbiosis.

There are a thousand other desperate little  
rats in this city,  
but you tuned into my channel  
not the pretty noble daughter  
not the legitimate priest  
I was the child left on the curb,  
luggage of no one  
Now I am the warlock on stage,  
Hand-picked, watched, adored.  
That almost feels like revenge.  
So watch, Psittacopassere,  
as I turn this rotten city into a ladder.  
Good episode. Nice twist. Stay tuned."



## ★TOOLS, EQUIPMENT and ITEMS

**Armor & Weapons** from Warlock Class

### Armor:

Leather armor, AC= 11 + Dex = 13

### Weapons:

Rod of the Pact Keeper ( also as **Quarterstaff**, simple melee weapon)

Attack Roll: d20+2 (Proficiency +3, STR -1)

Damage (one-hand): 1d6 - 1 bludgeoning

Damage (two-hand / versatile): **1d8 - 1** bludgeoning

### **2 Daggers**

Attack Roll= d20 +5 (Proficiency +3, DEX +2)

Damage (melee or thrown): **1d4 + 2 piercing**

Range (thrown): 20/60 ft

## **Equipment**

Arcane focus: Rod of the Pact Keeper, Talisman

Scholars pack: backpack, book, ink, quill, parchment, etc., used for readings, fake charts and “ritual notes”

A pouch containing 15 gp

*from Charlatan Background*

**Disguise Kit:** used to create and maintain multiple personas, change appearance, makeup, wigs, and costumes.

**Forgery Kit:** used to craft fake documents, letters, permits, seals and “official” spiritual certificates.

**Tools of the con for an urban druid:** Ten stoppered bottles filled with vividly colored liquid, sold as “chakra oils”, aura cleansers and ritual elixirs... Colored powders, dried herbs, feathers, bits of crystal and wax, a set of weighted dice, a deck of marked cards and a signet ring of an imaginary duke.

**A set of fine clothes** (elegant Könningburg-style outfit)

## **Items**

### **Helm Of Telepathy**

Wondrous item, uncommon (requires attunement)

While wearing this helm, you can use an action to cast the detect thoughts spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply – using a bonus action to do so – while your focus on it continues.

While focusing on a creature with detect thoughts, you can use an action to cast the suggestion spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

### **Rod of the Pact Keeper, rare (+2)**

While holding this rod, you gain a bonus (+2) to spell attack rolls and to the saving throw DCs of your warlock spells. This bonus is determined by the rod's rarity.

In addition, you can regain one warlock spell slot as an action while holding the rod. You can't use this property again until you finish a long rest.

## ☀️ BACKGROUND

### Charlatan

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment-nothing more than a bit of fat with a sprinkle of silver dust-can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

Charlatans are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

### Family Story

Silver Silvane was born Greta, the youngest child of Eduard, a famed druid of the streets, and a breathtaking woman who never really wanted to be a mother.

Her twin brothers, Tobias and Einzig, remember their father as a bastard; Greta was raised on the story of a fallen hero, and clings to that version. When Eduard died in some half-whispered "druid business," their mother dumped all three children on a weary aunt and rode off with a richer man, leaving Greta literally running after the carriage until she couldn't breathe.

The aunt's drunk husband beat them until one day the twins beat him back and they were thrown out; later, Eduard's enemies cut the twins' tongues, so they now speak in sign while Greta talks enough for all three of them.

Their mother's new children grew up rich and polished, treating Greta and her brothers like a disease, which only sharpened Greta's obsession with climbing higher than all of them.

Somewhere along the way a grave, uncanny parrot named Edgar attached itself to the siblings, Greta half-believes her father is



watching through those eyes, judging every choice she makes.

Now, in Greta's head, there are only three real loyalties in this rotten world: Tobias, Einzig, and the ghost of the father she's decided to remember as a hero.

Occasionally she likes to cook for her caring brothers some "Köningsburg cuisine" classics she's picked up in bits and pieces from a stylish cooking club, just to make it feel like a decent home. Schnitzel, bratwurst, Käsespätzle, potato pancakes, apfelstrudel... Edgar gets his own plate of "parrot feed". Dried figs stuffed with unsalted roasted almonds and glittering pomegranate seeds, easily the most elegant thing on the table.

**Alignment:** Neutral Evil.

Evilish pragmatist (with a bit chaotic flavor from ArchFey Aura)

Failed to develop moral values integrity

### Urban Druid & Consultant ✨🔮

Silver runs a small but carefully curated fortune-telling shop in the Southdocks, styling herself as a nature-tuned "urban druid" for anxious nobles and merchants who don't want to be seen in real temples. By day she reads palms, auras and star charts; by night she launders Varin's coin as "ritual fees" and sells bottled hope with a smile. Her service menu includes Celestial Quantum Tuning, Crystal Chakra Workshops, Twin Flame Binding Rituals, Aura Firewall Installation, Generational Karmic Breaks, Past Life Debugging, Rainbow Bridge Resonance and Lunar Path Consultations, none of them guaranteed to work, all of them guaranteed to be expensive.

"I diagnose *blocked energy*, then sell whatever junk I have as enlightenment."

### 🧠 Favorite Scam

"Hope is the most profitable illusion."

Actually her entire career is her favorite scam... The best energy healer in the city, welcome to Silver Silvane:

### 🗨️ Personality Trait

"I never just listen; I'm always mining for leverage."

"Every stranger is either a story to sell or a ladder to climb."

"People don't deserve the truth. They deserve what they can afford."

"Good is expensive, darling."

### ☀️ Ideal

"Climb high, look expensive, and make my mother regret everything."

### 🔗 Bond

"My twin brothers are family; everyone else is marketing data."

### 💀 Flaw

"I sell delusional hope so well I sometimes believe my own bullshit."

"If there wasn't an audience, I don't really know who I am."

"Any woman who reminds me of my mother gets one free chance... and then I destroy her twice as hard."



## ☀️ ALLIES & ORGANIZATIONS



### Varin & Sons Shipping 💰

Silver works as a “respectable” spiritual consultant and very real money launderer for Varin, a.k.a. Old Smoke, a quiet crime lord who runs the Southdocks. Her twin brothers, Tobias and Einzig, serve as Varin’s muscle and unofficially as Silver’s personal retaliation squad, anyone who threatens her tends not to walk straight for a while. Silver cleans coin through fake druid rituals, sells gossip from her clients as discreet intelligence, and occasionally joins Varin’s tighter operations. She’s not family on paper, but in the books and in the streets, she’s part of Varin’s inner circle.

### The Traum Circle (Dr. Moritz Traum) 🕉️💕

Dr. Moritz Traum is a foreign “mind-healer” who runs small, invitation-only evening circles in a dim incense-heavy townhouse near the nicer districts of Könningburg. He speaks softly with the perfectly measured voice, never rushes, and somehow whole rooms fall quiet just to hear him ask, “And when did you first start feeling this way?” While candles flicker and faint chalk diagrams fade on the floor, people laugh, cry, confess and walk out convinced they’ve been seen all the way to the bone and a little more willing to do whatever he gently suggests next. Session by session the room grows fuller, the silences heavier, and the way they watch him has shifted from interest to something very close to worship.



Silver goes to the Traum Circle like a believer and an admiring pupil. She lets herself sink into the cushions, follows his voice down into that warm, spinning dark, and feels old hurts stir... but behind her closed eyes she’s also watching how one man’s charm can turn pain into loyalty, he’s proof of how far raw Charisma can go if you treat the human mind like a temple you plan to quietly take over.

Note: Dr. Moritz Traum could be a professional of Enchantment Magic in an undercover mission.

### **The Emerald Veil of Könningburg** 🏰✨

A semi-formal guild of city “healers,” street druids, herbalists and fortune-tellers who have agreed on two sacred principles: a shared minimum price list (“no undercutting, we’re not barbarians”) and a code of “ethical divination” that mostly means don’t promise miracles you can’t fake twice. They pool suppliers, set standard fees, and present themselves as a responsible spiritual association for anxious nobles and merchants. In practice, half the membership is flamboyantly queer, everyone knows everyone’s business, and guild meetings feel like group therapy with better jewelry. Silver is a member on paper, using the Veil’s rules as a shield when clients try to bargain, and its gatherings as an endless buffet of gossip and unofficial gay best friends.

### **The Gilded Ladle Society (Yıldızlı Kepçe)** 😊🍴

An exclusive cooking club composed of palace chefs, head cooks from the most fashionable restaurants, and the private kitchen masters of old aristocratic houses. Silver slipped in thanks to one royal chef on her client list and never left; officially she’s there to “learn more about Könningburg cuisine,” but in truth she’s there for the wine and the weaponized gossip. Over shared recipes for schnitzel, sauces and seasonal menus, the Gilded Ladle swaps stories about who is dining where, with whom, and at whose expense, information Silver quietly files away for later use in both her readings.

### **The Aurora Mirror Club** 🍷🍸🍹

The Aurora Mirror is an invitation-only night club where Könningburg’s money and genetics pool at the same bar. Inside, it’s all mirrored walls, designer cocktails and slow-burning dance floors where fashionable nobles, rich merchants’ heirs and painfully attractive “nobodies” blur together. Silver didn’t force her way in; someone simply noticed that she was pretty enough, well put-together, and could keep a table entertained. Now she’s on the guest list as a familiar face. Drinking, people-watching, making small talk that sounds harmless and isn’t. For her, the Aurora Mirror is part bar, part runway, and part quiet information stream.

### **Mistress Sisters** 🤝👠👠

A strictly off-book, word-of-mouth sisterhood of mistresses, escorts, dancers and “companions” who were tired of getting hurt in silence. They meet in rotating safe rooms, share the names and patterns of violent, manipulative or cheating clients, and quietly coordinate how to protect each other or ruin the right man when necessary. The club is ultra-secret; no men, no patrons, no managers are ever meant to know it exists.

Silver doesn’t enter as Silver Silvane but under a softer alias, posing as a part-time “companion” who does energy readings on the side.

She doesn’t come in as Silver Silvane, but as Elsa, hair darker, dress simpler, voice softer. She first slipped into the circle after breaking down in front of one of the Sisters, telling a shaky story about “private readings” in a rich man’s townhouse that ended with his temper and his hands both getting too heavy. The story was mostly fiction, but the pattern was real enough; the girl believed her, brought her in, and nobody in the Mistress Sisters Club asks too many questions. For her, the Mistress Sisters are the single richest source of information in the city: pillow talk turned into intel. She listens, nods, pulls a few cards, and walks away with names, habits, routes and weaknesses.

## SILVER PACT MAGIC NOTES

You regain all expended Pact Magic spell slots when you finish a short or long rest.

Spellcasting Ability Mechanics:

**Spell save DC = 18** (8 + prof bonus + Cha Mod + Rod of the Pact Keeper Bonus)

**Spell attack modifier = 10** (prof bonus + Cha Mod + Rod of the Pact Keeper Bonus)

### Pact of The Tome (Book of Shadows)

Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey.

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose **three cantrips from any class's spell list** (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless

warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

## Eldritch Invocations

### 1. Agonizing Blast

Her *Eldritch Blast* ışıınına +CHA mod ( +5 ) ekler → 2 beam = her tur  $2 \times (1d10+5)$ .

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

### 2. Eldritch Spear

EB menzili: 120 ft → 300 ft

### 3. Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

### 4. Far Scribe

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

## Enchantment Secrets

### VICIOUS MOCKERY

Enchantment **cantrip**

Casting Time: 1 action

Range: **60 feet**

Components: V

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 **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.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### CALM EMOTIONS

**2nd**-level enchantment

Casting Time: 1 action

Range: **60 feet**

Components: V, S

Duration: Concentration, up to **1 minute**

You attempt to **suppress strong emotions** in a group of people. **Each humanoid in a 20-foot-radius** sphere centered on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This **indifference ends if the target is attacked** or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

### SUGGESTION

*from item*

**2nd**-level enchantment

Casting Time: 1 action

Range: **30 feet**

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to **8 hours**

You **suggest a course of activity (limited to a sentence or two)** and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously **harmful act ends the spell**.

The target must make a **Wisdom saving throw**. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the

spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will **trigger a special activity during the duration**. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed. If you or any of your companions damage the target, the spell ends.

### Raulothim's PSYCHIC LANCE

**4th**-level Enchantment

Casting Time: 1 action

Range: **120 feet**

Components: V

Duration: **Instantaneous**

You unleash a shimmering **lance of psychic power from your forehead** at a creature that you can **see within range**. Alternatively, you can **utter a creature's name**. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect.

The target must make an **Intelligence saving throw**. On a failed save, the target takes **7d6 psychic damage** and is **incapacitated** until the start of your next turn. **On a successful save, the creature takes half as much damage** and isn't incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

## Illusion Secrets

### MINOR ILLUSION

Illusion **cantrip**

Casting Time: 1 action

Range: **30 feet**

Components: S, M (a bit of fleece)

Duration: **1 minute**

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.

## DISGUISE SELF

From *eldritch invocations*

**1st**-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

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 an **Intelligence (Investigation) check** against your spell save DC.

## PHANTASMAL FORCE

**2nd**-level illusion

Casting Time: 1 action

Range: **60 feet**

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to **1 minute**

You craft **an illusion that takes root in the mind** of a creature that you can **see within range**. The target must make an **Intelligence saving throw**. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a **10-foot cube** and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm **includes sound, temperature, and other stimuli**, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target **rationalizes any illogical outcomes** from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall; it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. **Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target.** Each round on your turn, the phantasm can deal **1d6 psychic damage** to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a

creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

### MAJOR IMAGE

**3rd**-level illusion

Casting Time: 1 action

Range: **120 feet**

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to **10 minutes**

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 **Intelligence (Investigation) check** against your spell save DC. 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. In this form it is sometimes considered a different spell, known as Permanent Image.

### HYPNOTIC PATTERN

**3rd**-level illusion

Casting Time: 1 action

Range: **120 feet**

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to **1 minute**

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**.

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.

## GREATER INVISIBILITY

### 4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to **1 minute**

**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.

## Abjuration Secrets

### REMOVE CURSE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

### BANISHMENT

4th-level abjuration

Casting Time: 1 action

Range: **60 feet**

Components: V, S, M (an item distasteful to the target)

Duration: Concentration, up to **1 minute**

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a **Charisma saving throw** or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. **While there, the target is incapacitated.** The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## Divination Secrets

### DETECT THOUGHTS

*from item*

Source: Player's Handbook

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to **1 minute**

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within **30 feet** of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a **Wisdom saving** throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, **the target knows that you are probing into its mind**, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell **can penetrate barriers**, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## Transmutation Secrets

### DRUIDCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

You create a tiny, harmless **sensory effect that predicts what the weather** will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

You instantly **make a flower blossom, a seed pod open, or a leaf bud bloom**.

You create an instantaneous, harmless sensory effect, such as **falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk**. The effect must fit in a 5-foot cube. You instantly light or snuff out a candle, a torch, or a small campfire.

### PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 action

Range: **10 feet**

Components: V, S

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.

### Evocation Secrets

#### ELDRITCH BLAST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet->**300 feet**

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d10 + 5** (agonizing) 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.

#### DARKNESS

2nd-level evocation

Casting Time: 1 action

Range: **60 feet**

Components: V, M (bat fur and a drop of pitch or piece of coal)

Duration: Concentration, up to **10 minutes**

Magical darkness spreads from a point you choose within range to fill a **15-foot radius** sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and **nonmagical light can't illuminate it**.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the

darkness.

If any of this spell's area overlaps with an area of light created by a spell of **2nd level** or lower, the spell that created the light is dispelled.

### SENDING

*from Eldritch Invocation (Far Scribe)*

3rd-level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of **twenty-five words or less** to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across **any distance** and **even to other planes** of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

## Conjuration Secrets

### MAGE HAND

Casting Time: 1 action

Range: **30 feet**

Components: V, S

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 magical items, or carry more than 10 pounds.**



# *GRETA das Straßenkind*

*every friday on faeryscreen*