

## CHARMS

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**Charm of Animal Conjuring.** As an action you can cast *conjure animals*. Once used 3 times, this charm disappears.

**Charm of Beast Speech.** You can talk to beasts as if you are effected by the *speak with animals* spell. This effect lasts 9 days and then the charm disappears.

**Charm of Chaotic Energy.** This charm has 3 charges. As an action you can expend 1 charge to cast *fireball*, *lightning bolt*, *sleet storm*, or *stinking cloud*. Once all the charges are expended, this charm disappears.

**Charm of Death's Animation.** As an action you can cast *animate dead*. Once used 3 times, this charm disappears.

**Charm of Death Speech.** As an action you can cast *speak with dead*. Once used 3 times, this charm disappears.

**Charm of Deceptive Speech.** You have advantage on Charisma (Deception) checks made while lying. This effect lasts 9 days and then the charm disappears.

**Charm of Disease Removal.** As an action you touch a creature suffering from a disease and it is cured of its disease. Once used 3 times, this charm disappears.

**Charm of Evil Annihilation.** When you deal damage to evil-aligned creatures they take an extra 1d6 radiant damage. This charm lasts for 3 days and then disappears.

**Charm of Extra Attacks.** As a bonus action you can make a melee or ranged attack. Once used 10 times, this charm disappears.

**Charm of Fear.** As an action you can cast fear. Once used 3 times, this charm disappears.

**Charm of Fiery Resistance.** You are resistant to fire damage. This charm lasts for 9 days and then disappears.

**Charm of Fiery Wrath.** As an action you can cast the *fireball* spell. Once used 3 times, this charm disappears.

**Charm of Flight.** As an action you cast *flight* on yourself. Once used 3 times, this charm disappears.

**Charm of Good Annihilation.** When you deal damage to good-aligned creatures they take an extra 1d6 necrotic damage. This charm lasts for 3 days and then disappears.

**Charm of Healing.** As an action you regain 3d8 + 5 hit points. Once used 3 times, this charm disappears.

**Charm of Madness Infliction.** As an action one creature you see must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness. Once used 3 times, this charm disappears.

**Charm of Meld into Stone.** As an action you cast *meld into stone* on yourself. Once used 3 times, this charm disappears.

**Charm of Murderous Efficiency.** When you drop a chaotic-aligned creature to 0 hit points with a spell or attack you gain 5 temporary hit points. This effect lasts 9 days and then the charm disappears.

**Charm of Plant Talking.** This charm has 6 charges. As an action you can expend charges to cast *entangle* (2 charges) or *speak with plants* (3 charges). Once all the charges are expended, this charm disappears.

**Charm of Radiant Resistance.** You are resistant to radiant damage. This charm lasts for 9 days and then disappears.

**Charm of Reincarnation.** The next time you die this charm casts the *reincarnate* spell on you. Once used, this charm disappears.

**Charm of Savagery.** When you hit with an attack you can use this charm to deal an extra 3d8 damage of the attack's type. Once used 3 times, this charm disappears.

**Charm of Slayer's Healing.** Whenever you reduce a creature to 0 hit points, you regain 5 hit points. This charm lasts for 9 days

and then disappears.

**Charm of Slaying.** When you score a critical hit you roll all of the attack's damage dice three times and add them together with any modifiers to calculate damage. After scoring three critical hits with this charm, it disappears.

**Charm of Victorious Armor.** As an action you gain 20 temporary hit points. Once used 3 times, this charm disappears.

**Charm of Water Breathing.** As an action you cast *water breathing* on yourself. Once used 3 times, this charm disappears.