



NAME	ATK BONUS	DAMAGE	f
Longbow	1d20 + <b>7</b>	1d8+3 piercing	FAVOURED ENEMY   Twi Long Rest
Scimitar	1d20 + <b>5</b> 1d20 +	1d6+3 slashing	You always have the Hun Mark spell prepared. You it twice without expendir
20 Arrows	000000	0000	slot, and you regain all ex uses of this ability when y a Long Rest.
OTHE Inventory: Bedroll, boo oil, scimitar, studded l clothes Languages: Common, GP: SP: CP:	leather armour, tra	aveller's	HEALER   Whenever you roll a die t determine the number of Points you restore with a you can reroll the die if it and you must use the new

STUFF I	CAN DO
FAVOURED ENEMY   Twice per Long Rest You always have the Hunter's	DARKVISION   You have Darkvision with a range of 60 feet.
Mark spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.	FEY ANCESTRY   You have Advantage on saving throws you make to avoid or end the Charmed condition.
HEALER   Whenever you roll a die to determine the number of Hit Points you restore with a spell, you can reroll the die if it rolls a 1,	TRANCE   You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain

consciousness.



	Alarm	ł
RANGE	CASTING TIME	SAVE
30 ft (20ft cube)	1 Action	-
DURATION	COMPON	NENTS
8 Hours	V,S,	Μ
PREPARED	SPELL EFFECT	

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

		LEV
	Entangle	51
RANGE	CASTING TIME	SAVE
90 ft (20ft cube)	1 Action	STR DC12
DURATION	COMPO	DNENTS
CONC   1 Minute	V	,S
DREDARED	SPELL EFFECT	

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

		LEVEL
	Cure Wounds	1
RANGE	CASTING TIME	SAVE
Touch	1 Action	-
DURATION	COMPON	ENTS
Instantaneous	V,S	5
OPPEDADED	SPELL EFFECT	

## )PREPARED]

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

	Hunter's Mark	LEVE 1
RANGE	CASTING TIME	SAVE
90 ft	1 Bonus Action	-
DURATION	COMPON	IENTS
CONC   1 Hour	V	
OPREPARED	SPELL EFFECT	

## You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.