

Talan Gravesend

CHARACTER NAME

Oath of the Crown Palad... Knight

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Variant Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

3

16

DEXTERITY

1

12

CONSTITUTION

2

14

INTELLIGENCE

0

10

WISDOM

-1

8

CHARISMA

2

14

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 3 Strength
- ☐ 1 Dexterity
- ☐ 2 Constitution
- ☐ 0 Intelligence
- ☒ 2 Wisdom
- ☒ 5 Charisma

SAVING THROWS

- ☐ 1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ 6 Athletics (Str)
- ☐ 2 Deception (Cha)
- ☒ 3 History (Int)
- ☐ -1 Insight (Wis)
- ☒ 5 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ 2 Performance (Cha)
- ☒ 5 Persuasion (Cha)
- ☒ 3 Religion (Int)
- ☐ 1 Sleight of Hand (Dex)
- ☐ 1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

9

PASSIVE WISDOM (PERCEPTION)

TOOL: Playing Card Set

LANGUAGE: Common, Dwarvish, Halfling

ARMOR: Heavy Armor, Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Longsword (On... +6 1d8+3 Slashing

Longsword (Tw... +6 1d10+3 Slashing

Javelin +6 1d6+3 Piercing

Searing Smite DC13 1d6 Fire

Thunderous S... DC13 2d6 Thunder

Branding Smite 2d6 Radiant

ATTACKS & SPELLCASTING

CP

SP

EP

25

GP

PP

1 Holy Symbol

1 Scroll of Pedigree

1 Purse

1 Longsword

1 Shield

5 Javelin

1 Explorer's Pack

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Lay on Hands

Divine Sense

Retainers

Divine Smite

Divine Health

Harness Divine Power

Channel Divinity

Channel Divinity: Champion Challenge

Channel Divinity: Turn the Tide

Extra Attack

Fighting Style: Blessed Warrior

Tenets of the Crown

Sentinel


Shield Master

FEATURES & TRAITS

[illegible]

Total: 25 25 LAY ON HANDS	Total: 3 3 DIVINE SENSE
Total: 1 1 CHANNEL DIVINITY	
Total:	Total:
Total:	Total:

Every day was spent in disciplined study and rigorous combat training, forging both body and spirit into a weapon of righteousness. Now a fully anointed paladin, Talan stands as a stalwart defender of the crown, ready to face any threat that dares challenge the Queen's rule or the peace of Greater Kryal.



SPELLCASTING CLASS

CHARISMA

13

5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Resistance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Bless

☐ Ceremony

☐ command

☐ compelled duel

☐ Cure Wounds

☐ Detect Evil and Good

☐ Detect Magic

☐ Detect Poison and Disease

☐ Divine Favor

☐ Heroism

☐ Protection from Evil and Good

☐ Purify Food and Drink

☐ Searing Smite

☐ Shield of Faith

☐ Thunderous Smite

2

2

☐ Aid

☐ Branding Smite

☐ Find Steed

☐ Gentle Repose

☐ Lesser Restoration

☐ Locate Object

☐ Magic Weapon

☐ Prayer of Healing

☐ Protection from Poison

☐ warding bond

☐ zone of truth

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Retainers

You have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo. Your retainers are commoners who can perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused. As a knight, one of your commoner retainers is replaced by a noble who serves as your squire, aiding you in exchange for training on his or her own path to knighthood. Your two remaining retainers might include a groom to care for your horse and a servant who polishes your armor (and even helps you put it on).

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Harness Divine Power

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Channel Divinity: Champion Challenge

As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Channel Divinity: Turn the Tide

As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fighting Style: Blessed Warrior

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

Tenets of the Crown

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets. Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected. Loyalty. Your word is your bond. Without loyalty, oaths and laws are meaningless. Courage. You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will? Responsibility. You must deal with the consequences of your Actions, and you are responsible for fulfilling your duties and obligations.

Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits: When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield: If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

SPELLS

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Bless

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to 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.

Ceremony

Abjuration 1

Casting Time: 1 hour

Range: Touch

Target: See text

Components: V S M

Duration: Instantaneous

Description:

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water. You touch one vial of water and cause it to become holy water. Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication. You touch one humanoid who wishes to be dedicated to your god’s service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite. You touch one corpse, and for the next 7 days, the target can’t become undead by any means short of a wish spell. Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

command

Enchantment 1

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V

Duration: 1 round

Description:

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn’t understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can’t follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn’t move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

compelled duel

Enchantment 1

Casting Time: 1 bonus action

Range: 30 feet

Target: One creature that you can see within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn’t restrict the target’s movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + 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 1d8 for each slot level above 1st.

Detect Evil and Good

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Divine Favor

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

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.

Protection from Evil and Good

Abjuration 1

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink

Transmutation 1

Casting Time: 1 action

Range: 10 feet

Target: A 5-foot-radius sphere centered on a point of your choice within range

Components: V S

Duration: Instantaneous

Description:

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Searing Smite

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the Attack increases by 1d6 for each slot level above 1st.

Shield of Faith

Abjuration 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Thunderous Smite

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Aid

Abjuration 2

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures within range

Components: V S M

Duration: 8 hours

Description:

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Branding Smite

Evocation 2

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Find Steed

Conjuration 2

Casting Time: 10 minutes

Range: 30 feet

Target: An unoccupied space within range

Components: V S

Duration: Instantaneous

Description:

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with each other telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Gentle Repose

Necromancy 2

Casting Time: 1 action

Range: Touch

Target: A corpse or other remains

Components: V S M

Duration: 10 days

Description:

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Lesser Restoration

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: Instantaneous

Description:

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object

Divination 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Magic Weapon

Transmutation 2

Casting Time: 1 bonus action

Range: Touch

Target: A nonmagical weapon

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Prayer of Healing

Evocation 2

Casting Time: 10 minutes

Range: 30 feet

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

Components: V

Duration: Instantaneous

Description:

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + 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 3rd level or higher, the Healing increases by 1d8 for each slot level above 2nd.

Protection from Poison

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: 1 hour

Description:

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

warding bond

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V S M

Duration: 1 hour

Description:

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

zone of truth

Enchantment 2

Casting Time: 1 action

Range: 60 feet

Target: A 15-foot-radius sphere centered on a point of your choice within range

Components: V S

Duration: 10 minutes

Description:

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.