



DIVINATIONS OF FORTUNE

BLESSING OF LUCK

5th-level divination (Bard, Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a coin with divine iconography)

Duration: Concentration, up to 1 minute

You touch one willing creature and grant it a prophecy of luck. Until the spell ends, the target can grant itself advantage on any attack roll, ability check, or saving throw that it makes, and it can impose disadvantage on any attack roll made against it. It can only do this up to twice per turn, and must do so before the roll is made.

TWIST FATE

4th-level divination (Bard, Wizard)

Casting Time: 1 reaction, which you take when a creature that you can see within range makes an attack roll, ability check, or saving throw

Range: 60 feet

Components: V, S, M (a set of weighted cheating dice)

Duration: Instantaneous

You change the roll on the die into your choice of an 18 or a 3, potentially changing the result. This spell affects both rolls under advantage or disadvantage.

If you attempt to alter the saving throw of an unwilling target, the target must make a Charisma saving throw. On a failed saving throw, the spell affects it normally. On a successful saving throw, the spell has no effect.