

NAME **Narset**

INIT **+3** PROF BONUS **+4** SPEED **40ft.** PASS PERCEP **12**

STR **+0** ● +4 SAVING THROWS ○ +0 ATHLETICS
11

DEX **+3** ● +7 SAVING THROWS ○ +3 ACROBATICS ○ +3 SLEIGHT OF HAND ○ +3 STEALTH
16

CON **+1** ○ +1 SAVING THROWS
12

INT **+4** ○ +4 SAVING THROWS ● +8 ARCANA ● +8 HISTORY ○ +4 INVESTIGATION ○ +4 NATURE ● +8 RELIGION
18

WIS **+2** ○ +2 SAVING THROWS ○ +2 ANIMAL HANDLING ● +6 INSIGHT ○ +2 MEDICINE ○ +2 PERCEPTION ○ +2 SURVIVAL
15

CHA **+0** ○ +0 SAVING THROWS ○ +0 DECEPTION ○ +0 INTIMIDATION ○ +0 PERFORMANCE ○ +0 PERSUASION
10

CLASS **Monk 5 Wizard 5** SUB CLASS **Astral Self/Abjuration**

RACE **Human** ALIGN **Neutral Good**



ACTIONS

NAME	RANGE	HIT/DC	DAMAGE
Dart	20/60ft.	+7	1d4+3 Piercing
Quarterstaff	5ft.	+7	1d6+3 Bludgeoning
Unarmed Strike	5ft.	+7	1d6+3 Bludgeoning
Arms of the Astral Self	10ft.	+7	1d6+3 Force

BONUS ACTIONS

Summon Arms of the Astral Self	10ft.	Dex 14	2d6 Force
Unarmed Strike	5ft.	+7	1d6+3 Bludgeoning
Flurry of Blows	5ft.	+7	1d6+3 Bludgeoning

REACTIONS

Deflect Missile Attack	20/60ft.	+7	1d6+3
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SPELLS

Cast a Spell	see spell	see spell	see spell
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HP **CURRENT** **MAX 58** **TEMP** AC **15**

DEATH SAVES **SUCCESS** **FAILURE** INSP **XP 64k**

SPELL CASTING **ABILITY INT** **SAVE DC 16** **ATTACK BONUS +8**

SPELL SLOTS			MAX USED			NOTES
1	4		4		7	
2	3		5		8	
3	2		6		9	

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Encode Thoughts	· · · · · Self	· · · · · No	· · · · · Action
0	Mage Hand	· · · · · 30ft.	· · · · · No	· · · · · Action
0	Message	· · · · · 120ft.	· · · · · No	· · · · · Action
0	True Strike	· · · · · 30ft.	· · · · · Yes	· · · · · Action
1st	Absorb Elements	· · · · · Self	· · · · · No	· · · · · Reaction
1st	Identify	· · · · · Touch	· · · · · No	· · · · · 1 Minute
1st	Magic Missile	· · · · · 120ft.	· · · · · No	· · · · · Action
2nd	Dragon's Breath	· · · · · Touch	· · · · · Yes	· · · · · Bonus Action
2nd	Misty Step	· · · · · Self	· · · · · No	· · · · · Bonus Action
2nd	Shatter	· · · · · 60ft.	· · · · · No	· · · · · Action
3rd	Counterspell	· · · · · 60ft.	· · · · · No	· · · · · Reaction
3rd	Dispel Magic	· · · · · 120ft.	· · · · · No	· · · · · Action
3rd	Intellect Fortress	· · · · · 30ft.	· · · · · Yes	· · · · · Action
3rd	Lightning Bolt	· · · · · Self	· · · · · No	· · · · · Action

MONK FEATURES

Unarmored Defense. While not wearing armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts. While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use Dexterity instead of Strength for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action. Your Martial Arts die is a d6, and it increases as you gain monk levels.

Ki. You have 5 ki points, which you can spend to fuel various ki features. If one of these features requires a save, use your ki save DC, which is 8 + your proficiency bonus + your Wisdom modifier. You know the following ki features: Flurry of Blows, Patient Defense, Step of the Wind, Deflect Missiles, and Stunning Strike.

Flurry of Blows. After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Deflect Missiles. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 8. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

Stunning Strike. When you hit with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Unarmored Movement. Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

Monastic Tradition (Way of the Astral Self).

Arms of the Astral Self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 ft. of you must succeed on a Dexterity saving throw or take 2d6 force damage. For 10 minutes, You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws. You can use the spectral arms to make unarmed strikes. When you make an unarmed strike with the arms on your turn, your reach for it is 5 ft. greater than normal. The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls, and their damage type is force.

Slow Fall. You can use your reaction when you fall to reduce any falling damage you take by 5 times your monk level.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

WIZARD FEATURES

Spellcasting. You can cast prepared wizard spells using Intelligence as your spellcasting ability and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus. See the Player's Handbook for further details.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Arcane Tradition (School of Abjuration).

Abjuration Savant. The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Arcane Ward. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has a hit point maximum equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

ARMOR
None

WEAPONS
Shortsword
Simple Weapons

TOOLS
Calligrapher's Supplies

LANGUAGES
Celestial
Common
Draconic
Orc

10 darts

Quarterstaff

Arcane focus

CLASS FEATURES

Expertise. Your proficiency bonus is doubled for any ability check you make using your Acrobatics, Investigation, Perception, or Stealth skills.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft.. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Cunning Action. You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Roguish Archetype (Phantom).

Whispers of the Dead. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Wails from the Grave. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 ft.. of the first creature and it takes 3d6 necrotic damage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Tokens of the Departed. As a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. You can have a maximum of 4 soul trinkets, and you can't create one while at your maximum. You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.
- When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

FEATS

Dual Wielder. You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Piercer. Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll. When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

Shadow Touched. You learn the invisibility and inflict wounds spells and can cast each of these spells without expending a spell slot, recharging on a long rest. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for these spells is Wisdom.

ARMOR
Light Armor

WEAPONS
Hand Crossbow
Longsword
Rapier
Shortsword
Simple Weapons

TOOLS
Thieves' Tools

LANGUAGES
Celestial
Common
Elvish
Thieves' Cant
Undercommon

2 +1 Daggers

2 +1 Handaxes

studded leather armor

NAME **Chandra**

INIT **+1** PROF BONUS **+4** SPEED **30ft.** PASS PERCEP **9**

STR **+0** ☐ +0 SAVING THROWS ☐ +0 ATHLETICS **10**

DEX **+1** ☐ +1 SAVING THROWS ☐ +1 ACROBATICS ☐ +1 SLEIGHT OF HAND ☐ +1 STEALTH **13**

CON **+2** ☒ +6 SAVING THROWS **15**

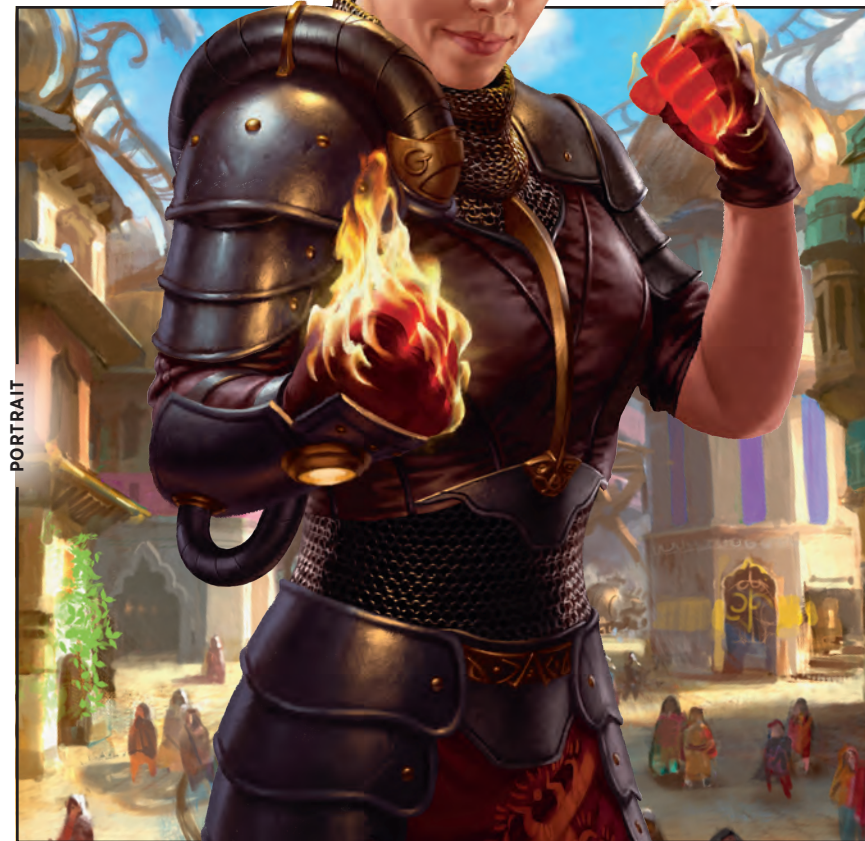
INT **+1** ☐ +1 SAVING THROWS ☒ +5 ARCANA ☐ +1 HISTORY ☐ +1 INVESTIGATION ☐ +1 NATURE ☒ +5 RELIGION **12**

WIS **-1** ☐ -1 SAVING THROWS ☐ -1 ANIMAL HANDLING ☒ +3 INSIGHT ☐ -1 MEDICINE ☐ -1 PERCEPTION ☐ -1 SURVIVAL **8**

CHA **+5** ☒ +9 SAVING THROWS ☐ +5 DECEPTION ☒ +9 INTIMIDATION ☐ +5 PERFORMANCE ☒ +9 PERSUASION **20**

CLASS **Sorcerer 10** SUB CLASS **Draconic Bloodline**

RACE **Human** ALIGN **Chaotic Good**



PORTRAIT

ACTIONS
NAME RANGE HIT/DC DAMAGE
Fire Bolt 120ft. +9 2d10 Fire
SPILLS
Cast a Spell see spell see spell see spell

MAGIC THE GATHERING
DUNGEONS & DRAGONS

ATTACKS

HP **72** AC **14**

DEATH SAVES **SUCCESS** **FAILURE** INSP **XP 64k**

ABILITY **CHA** SAVE DC **17** ATTACK BONUS **+9**

SPELL SLOTS

	MAX	USED		MAX	USED		MAX	USED	NOTES
1	4		4	3		7			
2	3		5	2		8			
3	3		6			9			

SPELLBOOK

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Control Flames	60ft.	No	Action
0	Create Bonfire	60ft.	Yes	Action
0	Dancing Lights	120ft.	Yes	Action
0	Fire Bolt	120ft.	No	Action
0	Message	120ft.	No	Action
0	Prestidigitation	10ft.	No	Action
1st	Absorb Elements	Self	No	Reaction
1st	Burning Hands	Self	No	Action
2nd	Dragon's Breath	Touch	Yes	Bonus Action
2nd	Flaming Sphere	60ft.	Yes	Action
2nd	Scorching Ray	120ft.	No	Action
3rd	Fireball	150ft.	No	Action
3rd	Lightning Bolt	Self	No	Action
4th	Dimension Door	500ft.	No	Action
4th	Fire Shield	Self	No	Action
4th	Wall of Fire	120ft.	Yes	Action
5th	Immolation	90ft.	Yes	Action

SORCERESS FEATURES

Spellcasting. You can cast known sorcerer spells using Charisma as your spellcasting ability. You can use an arcane focus as a spellcasting focus.

Sorcerous Origin (Draconic Bloodline).

Dragon Ancestor (Red Dragon). You have a specific dragon type as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for Charisma checks involving dragons. The damage type associated with each dragon is used by features you gain later.

Draconic Resilience. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Font of Magic. You have 10 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action. See the Player's Handbook for further details.

Elemental Affinity (Fire). When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +5 to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Metamagic. You gain the ability to twist spells to suit your needs. See the Player's Handbook for further details.

Transmuted Spell. When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Empowered Spell. When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

Heightened Spell. When you cast a spell that forces a creature to make a saving throw, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

FEATS

Elemental Adept (Fire). Spells you cast ignore resistance to fire damage, and when you roll damage for a spell you cast that deals fire damage, you can treat any 1 on a damage die as a 2.

ARMOR
None

WEAPONS
Light Crossbow
Dagger
Dart
Quarterstaff
Sling

TOOLS
None

LANGUAGES
Common
Draconic
Elvish
Leonin
Primordial

Elemental Essence Shard (fire)

Pyromancer's Robes

NAME **Yanggu & Mowu**

INIT **+2** PROF BONUS **+4** SPEED **30ft.** PASS PERCEP **14**

STR **+0** ☐ +0 SAVING THROWS ☒ +4 ATHLETICS
11

DEX **+2** ☐ +2 SAVING THROWS ☐ +2 ACROBATICS ☐ +2 SLEIGHT OF HAND ☐ +2 STEALTH
14

CON **+3** ☐ +3 SAVING THROWS
16

INT **-1** ☒ +3 SAVING THROWS ☐ -1 ARCANA ☐ -1 HISTORY ☐ -1 INVESTIGATION ☒ +3 NATURE ☐ -1 RELIGION
9

WIS **+4** ☒ +8 SAVING THROWS ☒ +8 ANIMAL HANDLING ☐ +4 INSIGHT ☐ +4 MEDICINE ☐ +4 PERCEPTION ☒ +8 SURVIVAL
18

CHA **+2** ☐ +2 SAVING THROWS ☐ +2 DECEPTION ☐ +2 INTIMIDATION ☐ +2 PERFORMANCE ☐ +2 PERSUASION
14

CLASS **Druid 10** SUB CLASS **Circle of the Shepherd**

RACE **Human & Mastiff** ALIGN **Neutral Good**



ACTIONS
NAME RANGE HIT/DC DAMAGE
Quarterstaff 5ft. +4 . 1d6/1d8 Bludgeoning
SPILLS
Cast a Spell see spell see spell see spell

MAGIC
THE GATHERING
DUNGEONS & DRAGONS

HP **CURRENT** **MAX 83** **TEMP** AC **13**

DEATH SAVES **SUCCESS** **FAILURE** INSP **XP 64k**

SPELL CASTING **ABILITY WIS** **SAVE DC 16** **ATTACK BONUS +8**

SPELL SLOTS			MAX USED			MAX USED			MAX USED			NOTES
1	4		4	3		7						
2	3		5	2		8						
3	3		6			9						

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Guidance	Touch	Yes	Action
0	Resistance	Touch	Yes	Action
0	Shillelagh	Touch	No	Bonus Action
0	Thunderclap	5ft.	No	Action
1st	Animal Friendship	30ft.	No	Action
1st	Beast Bond	Touch	Yes	Action
1st	Cure Wounds	Touch	No	Action
1st	Detect Poison & Disease	Self	Yes	Action
2nd	Enhance Ability	Touch	Yes	Action
2nd	Enlarge/Reduce	30ft.	Yes	Action
2nd	Healing Spirit	60ft.	Yes	Bonus Action
3rd	Aura of Vitality	Self	Yes	Action
3rd	Conjure Animals	60ft.	Yes	Action
3rd	Revivify	Touch	No	Action
4th	Charm Monster	30ft.	No	Action
4th	Polymorph	60ft.	Yes	Action
5th	Commune with Nature	Self	No	1 Minute
5th	Greater Restoration	Touch	No	Action

DRUID FEATURES

Druidic. You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages.

Spellcasting. You can cast prepared druid spells using Wisdom as your spellcasting ability and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus. See the Player's Handbook for further details.

Wild Shape. As an action, you can magically assume the shape of a beast or CR 1 or less that you have seen before twice per short rest. You can stay in beast shape for 5 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die). See the Player's Handbook for further details.

Druidic Circle (Circle of the Shepherd)

Speech of the Woods. You learn to speak, read, and write Sylvan, and beasts can understand your speech, and you gain the ability to decipher their noises and motions.

Spirit Totem. As a bonus action, you can magically summon a spirit to a point you can see within 60 ft. that lasts for 1 minute (or until you're incapacitated). The spirit creates an aura in a 30-ft. radius around that point and can be moved up to 60 ft. as a bonus action. The spirit's aura effect depends on its type:

Bear. You and your allies gain 15 temporary hit points and have advantage on Strength checks and saving throws.

Hawk. You and your allies have advantage on Perception checks and you can use your reaction to give an ally advantage on an attack against an enemy in the aura.

Unicorn. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

Mighty Summoner. Any beast or fey you conjure appears with more HP than normal (2 extra HP per Hit Die) and the damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance.

Guardian Spirit. Your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

ARMOR

Light Armor
Medium Armor
Shields

WEAPONS

Club
Dagger
Dart
Javelin
Mace
Quarterstaff
Scimitar
Sickle
Sling
Spear

TOOLS

Flute
Herbalism Kit

LANGUAGES

Common
Druidic
Elvish
Sylvan

Leather Armor

Quarterstaff

Druidic Focus.

NAME **Liliana**

INIT **+1** PROF BONUS **+4** SPEED **30ft.** PASS PERCEP **11**

STR **-1** ☐ +0 SAVING THROWS ☐ -1 ATHLETICS **9**

DEX **+1** ☐ +1 SAVING THROWS ☐ +1 ACROBATICS ☐ +1 SLEIGHT OF HAND ☐ +1 STEALTH **12**

CON **+3** ☐ +3 SAVING THROWS **16**

INT **+1** ☐ +1 SAVING THROWS ☒ +5 ARCANA ☐ +1 HISTORY ☐ +1 INVESTIGATION ☐ +1 NATURE ☐ +1 RELIGION **12**

WIS **+1** ☒ +5 SAVING THROWS ☐ +1 ANIMAL HANDLING ☒ +5 INSIGHT ☒ +5 MEDICINE ☐ +1 PERCEPTION ☐ +1 SURVIVAL **12**

CHA **+5** ☒ +9 SAVING THROWS ☒ +9 DECEPTION ☒ +9 INTIMIDATION ☐ +5 PERFORMANCE ☒ +9 PERSUASION **20**

CLASS **Warlock 10** SUB CLASS **The Undying**

RACE **Human** ALIGN **Neutral Evil**



ACTIONS

NAME	RANGE	HIT/DC	DAMAGE
Chill Touch	120ft.	+9	2d8 Necrotic
Eldritch Blast	120ft.	+9	1d10+5 Force
Toll the Dead	60ft.	WIS 17	2d8 or 2d12 Necrotic

SPILLS

Cast a Spell	see spell	see spell	see spell
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DUNGEONS & DRAGONS

HP **83** AC **11**

DEATH SAVES **SUCCESS** **FAILURE** INSP **XP 64k**

ABILITY **CHA** SAVE DC **17** ATTACK BONUS **+9**

SPELL SLOTS

	MAX	USED		MAX	USED		MAX	USED	NOTES
1			4			7			
2			5	2		8			
3			6			9			

SPELLBOOK

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Chill Touch	120ft.	No	Action
0	Eldritch Blast	120ft.	No	Action
0	Friends	Self	Yes	Action
0	Spare the Dying	Self	No	Action
0	Toll the Dead	60ft.	No	Action
1st	Arms of Hadar	Self	No	Action
1st	Hex	90ft.	Yes	Bonus Action
1st	Mage Armor	Touch	No	Action
2nd	Hold Person	60ft.	Yes	Action
2nd	Ray of Enfeeblement	60ft.	Yes	Action
3rd	Animate Dead	10ft.	No	1 Minute
3rd	Fear	Self	Yes	Action
3rd	Summon Undead	90ft.	Yes	Action
3rd	Vampiric Touch	Self	Yes	Action
4th	Shadow of Moil	Self	Yes	Action
5th	Danse Macabre	60ft.	Yes	Action
5th	Negative Energy Flood	60ft.	No	Action

CLASS FEATURES

Otherworldly Patron (The Undying).

Pact Magic. You know a number of cantrips and warlock spells, and can cast known warlock spells using Charisma as your spellcasting ability. You can use an arcane focus as a spellcasting focus. See the Player’s Handbook for further details.

Among the Dead. You learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. If an Undead targets you directly with an attack or spell, that creature must make a Wisdom saving throw against your spell save DC. On failure, they must choose a new target or waste the attack or spell. On success or if you target the creature with an attack or spell, the creature is immune to this effect for 24 hours.

Eldritch Invocations. In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. You gain a number of Eldritch Invocations based on your warlock level. See the Player’s Handbook for further details and a full list of invocations.

Agonizing Blast. When you cast *eldritch blast*, add +5 to the damage it deals on a hit.

Armor of Shadows. You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Undying Servitude. You can cast *animate dead* without using a spell slot. Once you do so, you can’t cast it in this way again until you finish a long rest.

Eldritch Mind. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Pact Boon (Pact of the Talisman). Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.



If you lose the talisman, 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 amulet. The talisman turns to ash when you die.

Defy Death. Once per long rest, you can regain 1d8 + 3 HP when you succeed on a death saving throw or when you stabilize a creature with spare the dying.

Undying Nature. You age at a slower rate and can hold your breath indefinitely, and you don’t require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests.

ARMOR
Light Armor
WEAPONS
Simple Weapons
TOOLS
None
LANGUAGES
Abyssal
Common
Draconic
Inferanal

Arcane Focus (chain veil)

RACE	CLASS	SUB CLASS
	ALIGN	
PORTRAIT		
ATTACKS		
 		

[illegible]

FEATURES

INVENTORY

PROFICIENCIES

NOTES