

## Warlock1

CHARACTER NAME

Warlock 20

CLASS & LEVEL

Kenku

RACE

Uthgardt Tribe Member

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

15

CHARISMA

+2

15

0

INSPIRATION

+6

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
  - ☐ +1 Dexterity
  - ☐ +1 Constitution
  - ☐ +1 Intelligence
  - ☒ +8 Wisdom
  - ☒ +8 Charisma

- SKILLS
- ☐ +1 Acrobatics (Dex)
  - ☐ +2 Animal Handling (Wis)
  - ☒ +7 Arcana (Int)
  - ☐ -1 Athletics (Str)
  - ☒ +8 Deception (Cha)
  - ☒ +7 History (Int)
  - ☐ +2 Insight (Wis)
  - ☒ +8 Intimidation (Cha)
  - ☐ +1 Investigation (Int)
  - ☐ +2 Medicine (Wis)
  - ☐ +1 Nature (Int)
  - ☐ +2 Perception (Wis)
  - ☐ +2 Performance (Cha)
  - ☐ +2 Persuasion (Cha)
  - ☐ +1 Religion (Int)
  - ☐ +1 Sleight of Hand (Dex)
  - ☐ +1 Stealth (Dex)
  - ☐ +2 Survival (Wis)

12

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Dagger

ATK BONUS

+7

DAMAGE/TYPE

1d4+1/p

Armor: Leather armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:  
Light armor, simple weapons.

Languages:  
Elvish, Common, Auran

OTHER PROFICIENCIES & LANGUAGES

CP 0  
SP 0  
EP 0  
GP 0  
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Ascendant Step  
--Beast Speech  
--Dark One's Blessing (22 HP)  
--Dark One's Own Luck  
--Devil's Sight  
--Eldritch Invocations  
--Eldritch Master  
--Expert Forgery  
--Eyes of the Rune Keeper  
--Fiendish Resilience  
--Hurl Through Hell  
--Mimicry  
--Mystic Arcanum  
--Pact of the Blade  
--Sculptor of Flesh  
--Sign of Ill Omen  
--Thirsting Blade  
--Uthgardt Heritage  
--Whispers of the Grave

=====  
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# Warlock 20

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK  
BONUS

0

CANTRIPS

Blade Ward (V,S)  
Levitate (V,S) (C)  
Minor Illusion (S,M)  
Speak with Animals (V,S) (R)  
Speak with Dead (V,S)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

Hex (V,S,M) (C)  
Witch Bolt (V,s,m) (C)

2

0

Darkness (V,M) (C)

3

0

Fly (V,S,M) (C)

4

0

5

4

Scrying (V,S,M) (C, \$)

6

0

7

0

8

0

9

0

SPELLS KNOWN

# Features and Magic Items

## Warlock1

### Subclasses

#### Subclass: The Fiend Patron

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz-Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths

### Features

#### Ascendant Step

**Source:** Warlock (Eldritch Invocations)

You can cast levitate on yourself at will, without expending a spell slot or material components.

**Prerequisite:** 9th level

#### Beast Speech

**Source:** Warlock (Eldritch Invocations)

You can cast speak with animals at will, without expending a spell slot.

#### Dark One's Blessing (22 HP)

**Source:** Warlock (The Fiend Patron)

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1)

#### Dark One's Own Luck

**Source:** Warlock (The Fiend Patron)

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

#### Devil's Sight

**Source:** Warlock (Eldritch Invocations)

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

#### Eldritch Invocations

**Source:** Warlock

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

#### Eldritch Master

**Source:** Warlock

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

#### Expert Forgery

**Source:** Race (Kenku)

You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

#### Eyes of the Rune Keeper

**Source:** Warlock (Eldritch Invocations)

You can read all writing.

#### Fiendish Resilience

**Source:** Warlock (The Fiend Patron)

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

## Hurl Through Hell

**Source:** Warlock (The Fiend Patron)

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can't use it again until you finish a long rest.

## Mimicry

**Source:** Race (Kenku)

You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

## Mystic Arcanum

**Source:** Warlock

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

## Pact of the Blade

**Source:** Warlock

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if

you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## Sculptor of Flesh

**Source:** Warlock (Eldritch Invocations)

You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

**Prerequisite:** 7th Level

## Sign of Ill Omen

**Source:** Warlock (Eldritch Invocations)

You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.

**Prerequisite:** 5th Level

## Thirsting Blade

**Source:** Warlock (Eldritch Invocations)

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

**Prerequisite:** 5th Level, Pact of the Blade

## Uthgardt Heritage

**Source:** Background (Uthgardt Tribe Member)

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the North. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including members of druid circles, tribes of nomadic elves, the Harpers, and the priesthoods devoted to the gods of the First Circle.

## Whispers of the Grave

**Source:** Warlock (Eldritch Invocations)

You can cast speak with dead at will, without expending a spell slot

**Prerequisite:** 9th Level

## **Magic Items**

# Spell Descriptions

Warlock1

## Blade Ward

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Levitate

*Transmutation Cantrip (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the targets altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spells range. When the spell ends, the target floats gently to the ground if it is still aloft.

## Minor Illusion

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone elses voice, a lions roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an objectsuch as a chair, muddy

footprints, or a small chestit must be no larger than a 5-foot cube. The image cant create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Speak with Animals

*Divination Cantrip (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

## Speak with Dead

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and cant be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesnt return the creatures soul to its body, only its animating spirit. Thus, the corpse cant learn new information, doesnt comprehend anything that has happened since it died, and cant speculate about future events.

## Hex

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S, M (The petrified eye of a newt)

**Duration:** Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early. At higher level: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## Witch Bolt

*Evocation Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, s, m

**Duration:** Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spells range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## Darkness

*Evocation Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, M (bat fur and a drop of pitch or piece of coal)

**Duration:** Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision cant see through this darkness, and nonmagical light cant illuminate it. If the point you choose is on an object you are holding or one that isnt being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque

object, such as a bowl or a helm, blocks the darkness. If any of this spells area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## Fly

*Transmutation Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a wing feather from any bird)

**Duration:** Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## Scrying

*Divination Level 5 (concentration)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

**Duration:** Concentration, Up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge - Save Modifier

Secondhand (you have heard of the target) - +5

Firsthand (you have met the target) +0 Familiar (you know the target well) - -5

Connection - Save Modifier

Likeness or picture - -2

Possession or garment - -4

Body part, lock of hair, bit of nail, or the like - -10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.