



DUNGEONS &amp; DRAGONS®

## Garen, the Eldritch Knight

CHARACTER NAME

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

9

-1

CHARISMA

15

+2

INSPIRATION

+2 PROFICIENCY BONUS

- +5 Strength
- +1 Dexterity
- +4 Constitution
- +1 Intelligence
- 1 Wisdom
- +2 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- 1 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- 1 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

## Languages:

Common

## Armor:

All Armor, Shields

## Weapons:

Simple Weapons, Martial Weapons

## Tools:

Dice Set

OTHER PROFICIENCIES &amp; LANGUAGES

Fighter 2 / Warlock 1 Soldier

CLASS &amp; LEVEL

Mountain Dwarf  
RACE

M4RZ

PLAYER NAME

BACKGROUND

Lawful Neutral  
ALIGNMENT

EXPERIENCE

17 ARMOR CLASS  
+1 INITIATIVE  
25ft SPEED

Hit Point Maximum 29

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10 / 1d8  
2d10 / 1d8 HIT DICE  
SUCCESSES O=O  
FAILURES O=O DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Morning Star	0	1d8 p (v)
Handaxe	0	1d6 s

## Soulreaper's Morning Star

2 Handaxes

## Armor:

- Scale Mail
- Shardbound Shield

ATTACKS &amp; SPELLCASTING

backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50ft. hempen rope, set of bone dice, set of common clothes

140

EQUIPMENT

**Pragmatic and Resolute:** Garen is unwavering in the face of challenges, never backing down from a fight or a duty. He approaches problems with a practical mindset, focusing on solutions that work best in the given situation. PERSONALITY TRAITS**Protection:** Garen's primary goal is to protect his homeland and those he cares about, even at great personal risk.

IDEALS

**The Sunhammer Legion:** He is devoted to his comrades in the Sunhammer Legion, considering them family and would do anything for them.

BONDS

**Stubborn:** Garen's strong will can lead to stubbornness, making it challenging for him to accept alternative viewpoints.

FLAWS

## Mountain Dwarf Traits

- Darkvision
- Dwarven Resilience
- Dwarven Combat Training
- Dwarven Armor Training
- Stonescunning

## Soldier

## Fighter Traits

- Fighting Style
- Second Wind
- Action Surge

## Warlock Traits

- Otherworldly Patron (The Hexblade)

FEATURES &amp; TRAITS



# Garen, the Eldritch Knight

CHARACTER NAME

120

AGE

5'

HEIGHT

220lbs

WEIGHT

Fiery Amber

EYES

Tanned Olive

SKIN

Dark Brown

HAIR



Garen, the Mountain Dwarf, stands tall and imposing in black armor that glows with a mysterious purple hue. His determined eyes flicker with an otherworldly light, hinting at the magical powers he wields. Despite his fearsome appearance, his noble heart is dedicated to protecting the innocent and upholding his Dwarven heritage.

CHARACTER APPEARANCE

Garen was born and raised in the heart of the mountainous kingdom. From a young age, he was taught the ways of war and craftsmanship, following in the footsteps of his ancestors.

As Garen matured, his prowess in battle caught the attention of the military commanders. Recognizing his potential as a scout, he was tasked with venturing into dangerous territories to gather vital information.

During one fateful scouting mission, Garen and his companions stumbled upon an ancient dungeon, forgotten by time. Venturing inside, they discovered a hidden chamber housing a mysterious morning star. Drawn to the weapon's dark allure, Garen reached out and touched it, initiating a powerful connection with an ancient force.

From that moment, Garen's life changed forever. He found himself wielding not only the strength of his Mountain Dwarf heritage but also the eldritch might of The Hexblade. Embracing his newfound magical abilities, he became an Eldritch Knight, blending martial skill with Warlock magic.

CHARACTER BACKGROUND

The Sunhammer Legion is a renowned military organization among the Mountain Dwarfs, celebrated for its unyielding dedication to defending their homeland and the ancient mountains they call home. Under thire banner, the Mountain Dwarfs stand united, ready to face any threat that dares to challenge the sanctity of their homeland. Whether it be monstrous invaders, ancient evils, or any foe that threatens the mountains they cherish, the Sunhammer Legion stands firm, their spirits as unyielding as the mountains themselves.

Within the Mountain Dwarf society, being part of the Sunhammer Legion is an esteemed honor, and those who join its ranks are considered the elite protectors of the realm. Their discipline and fearlessness in battle are legendary, and they are respected by allies and feared by enemies alike.

ALLIES &amp; ORGANIZATIONS

NAME

Sunhammer Legion



SYMBOL

**Ancestral Wisdom:** Raised among seasoned Dwarven warriors, Garen has been steeped in the wisdom passed down through generations. He possesses a deep understanding of Dwarven lore, ancient history, and the sacred traditions that guide his people.

**Pact Weapon Mastery:** Through an enigmatic pact, Garen summoned a weapon imbued with eldritch power. This weapon, whether a revered relic or an ancient artifact, has become an extension of his identity, and he wields it with the grace and precision of a master.

**Aura of Courage:** A true leader on the battlefield, Garen's presence inspires courage in those who fight alongside him. His unwavering commitment to protecting others grants his allies an inner strength that helps them stand firm against fear and adversity.

**Enduring Loyalty:** The bonds forged in the crucible of battle are sacred to Garen. His loyalty to his comrades in the Sunhammer Legion runs deep, and he will stop at nothing to protect them, even if it means enduring pain or danger in their stead.

ADDITIONAL FEATURES &amp; TRAITS

**1. Shardbound Shield:** A magnificent shield, bound by a mystical shard infused with elemental powers. Gifted to Garen by a grateful Earth Elemental after rescuing its kin from encroaching darkness, the Shardbound Shield provides unparalleled protection.

**2. Gauntlets of the Forge:** Masterfully crafted gauntlets that radiate warmth and power. Forged by Garen himself during his early days as a blacksmith, they symbolize his journey from a skilled craftsman to a formidable warrior. The Gauntlets of the Forge amplify his strength, enhancing his strikes and granting him greater control over the weapons he wields.

**3. Chain of Eternity:** A finely-crafted, silver chain necklace adorned with intricate Dwarven symbols. Passed down to Garen by a wise elder, the Chain of Eternity is said to protect its wearer from malevolent forces.

TREASURE



# Warlock

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

## 0 CANTRIPS

*Eldritch Blast (V, S)*

*True Strike (S)*

3

O \_\_\_\_\_

6

O \_\_\_\_\_

4

O \_\_\_\_\_

8

O \_\_\_\_\_

5

O \_\_\_\_\_



# Eldritch Knight

## SPELLCASTING CLASS

INT

11

+3

## SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0 CANTRIPS

3

6

SLOTS TOTAL

### SLOTS EXPENDED

1

1

4

o\_

SPELLS KNOWN

# FEATURES, MAGIC ITEMS AND SPELLS

## MOUNTAIN DWARF TRAITS

### DARKVISION

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shade of gray.

### DWARVEN RESILIENCE

You have advantage on saving throws against poison, and you have resistance against poison damage.

### DWARVEN COMBAT TRAINING

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

### DWARVEN ARMOR TRAINING

You have proficiency with light and medium armor.

### STONECUNNING

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## FIGHTER TRAITS

### FIGHTING STYLE (DEFENSE)

While you are wearing armor, you gain a +1 bonus to AC.

### SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 + \text{your fighter level}$ . Once you use this feature, you must finish a short or long rest before you can use it again.

### ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## WARLOCK TRAITS

### OTHERWORLDLY PATRON (THE HEXBLADE)

#### EXPANDED SPELL LIST

The Hexblade lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### LAW DOMAIN SPELLS

Spell Level	Spells
1st	Shield, Wrathful Smite
2nd	Blur, Branding Smite
3rd	Blink, Elemental Weapon
4th	Phantasmal Killer, Staggering Smite
5th	Banishing Smite, Cone of Cold

### HEXBLADE'S CURSE

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

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

### HEX WARRIOR

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This

benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

## MAGICAL ITEMS

### SOULREAPER'S MORNING STAR

rare (*requires attunement*)

#### Properties:

**Versatile** (1d10) - Garen can wield Soulreaper's Morning Star with two hands to deal additional damage (1d10) instead of the usual 1d8. He can choose the damage type as either piercing or necrotic.

#### Special Ability: Soulreaper's Embrace.

Once per long rest, when Garen lands a critical hit against a creature, he can invoke Soulreaper's Embrace. On that attack, the Morning Star deals an additional 2d6 necrotic damage, as the dark essence of the entity within courses through his strike.

#### Warlock Bond: Eldritch Connection.

As Garen's pact weapon, Soulreaper's Morning Star counts as a spellcasting focus for his Warlock spells. Additionally, while attuned to the Morning Star, he gains a +1 bonus to his Warlock spell attack rolls and spell save DC.

#### Personality and Influence.

Soulreaper's Embrace carries the essence of an ancient entity known as Soulreaper. While Garen remains in control of the Morning Star, the entity's whispers and presence are ever-present. It provides cryptic visions and insights into the unknown, but also seeks to nudge Garen towards darker paths. The Dwarf's willpower and sense of duty have thus far prevented Soulreaper from overtaking him, but the struggle continues.

## SPELLS

### CANTRIP (WARLOCK)

#### ELDRITCH BLAST

*Evocation Cantrip*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against one target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or

at different ones. Make a separate attack roll for each beam.

#### TRUE STRIKE

*Divination Cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

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

You point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

### LEVEL 1 (WARLOCK)

#### ARMS OF HADAR

*1st-Level Conjuration*

**Casting Time:** 1 Action

**Range:** Self (10-foot Radius)

**Components:** V, S

**Duration:** Instantaneous

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength Saving Throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

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

#### HELLISH REBUKE

*1st-Level Evocation*

**Casting Time:** 1 Reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity Saving Throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot above the 1st.