

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

CONDITIONAL

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

**War Caster.** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

**Fey Touched.** You can cast this feat's spells without a spell slot once per long rest. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for these spells is Charisma.

**Lucky (3/Long Rest).** Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

**Eldritch Adept.**

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

**Eldritch Versatility.** Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following:

- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.
- If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

**Harness Divine Power (Bonus Action—1/Long Rest).** You touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than 2.

**Eldritch Invocations.**

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

**Eldritch Smite (1/Turn).** When you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

**Devil's Sight.** You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Pact of the Blood.** You can cast blood seal at will as a 2nd-level spell, without expending a spell slot or material components. You still need to pay the hemomancy cost as normal.

**Pact of the Blade (Action).** Create a pact weapon in your empty hand. 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.

**Hexblade's Curse (Bonus Action—1/Short Rest).** Choose one creature you can see within 30ft. The target is cursed for 1 minute or until target dies, you die, or you are incapacitated. Until the curse ends, you gain a +4 bonus to damage rolls against the cursed target and 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 13HP.

**Hex Warrior.** 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 +9 for the attack and +5 damage.

**Accursed Specter (1/Long Rest).** When you slay a humanoid, you can cause it to rise as a Specter until the end of your next long rest, it gains 4 temporary hp. You roll separate initiative for the specter. It obeys your verbal commands, and gains a +5 bonus to attack rolls.

**Spellcasting.** You can cast cleric spells as rituals. You can prepare 4 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

**Channel Divinity (1/Short Rest).**

**Turn Undead (Action—Channel Divinity).** Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Soul Sight.** You can detect the presence of spirits and souls within 60 feet. This ability extends into the ethereal, and only detects spirits, souls and incorporeal undead. It imparts no more information than a creature's approximate location and if it is on your plane or the ethereal, but you can see such creatures even if their incorporeality would normally render them invisible.

**Draw Upon Host (Bonus Action—Channel Divinity).** Expend your Channel Divinity, drawing upon the host of gathered souls to augment you. For 1 minute you may generate one of the following effects, and you may end the ability at any time as a free action: Spectral Arms – you generate arms of force that act with your natural strength and dexterity but are invulnerable to harm. You gain a reach of 10 feet and may use any weapons, tools or skills normally Concealing Ectoplasm – you are surrounded by swirling ectoplasmic ghosts. You gain a +2 to AC against all attacks that rely on sight to target you. Uplifting Spirits – your host gathers around you, gripping and lifting at your command. You gain a fly speed equal to your speed. Intimidating Display – Your host swirls aggressively, darting forth with spectral claws outstretched. You gain advantage to Intimidation checks.

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** –

**Languages.** Common, Infernal, Undercommon, Elvish

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

En vahşi veya dişli insanlarla bile tatlı dil aracılığıyla iletişim kurabilir ve onların fikirlerini bir nebze bile olsa değiştirebilirim. Tercihim olmasa da tatlı dil ile iletişim kuramayacağımı anlarsam zor yoldan da iletişim kurmakta becerikliyimdir. Savaşmakta iyi sayılır mıyım emin değilim ama o günden itibaren kendimi ve başkalarını nasıl korumam gerektiğini öğrendim. Eğer ben hata yapmadıysam, kimse benim istemim dışında bana kolay kolay fiziksel hasar veremez.

PERSONALITY TRAITS

Benim ideallerim o gün öldü, fakat Matronum sayesinde/yüzünden bir yenisini kazandım. İronik olsa da, adını bile bilmediğim o kız ile aramda garip bir bağ var. Bu bağın ipi kopmadan önce o kıızı tekrar görmek ve onunla konuşmak istiyorum. Onu kurtarmak, ona yeni bir hayat vermek istiyorum.

IDEAL

Matronuma olan bağım benim için hem bir lütuf, hem de bir lanet. Bu bağ ile ne yapacağıma zaman ile karar vereceğim.

BOND

Eğer bir şey kafama takmışsam ve onu istiyorsam görgü veya saygı gereksizdir. Mühim olan o ihtiyacın o anda giderilmesidir. Harekete geçilmesi gerektiğini düşünüyorsam beklemek, yapılabilecek en anlamsız ve manasız eylemdir. Zaman kaybetmek bile diğer bir yandan bir şeyler kazandırır. Bazen görmek istemediğim şeyleri zorla görüyorum. Bu beni korkutuyor ve çileden çıkarıyor. Kargalar ile iyi anlaşmıyorum. Bana kötü anılarımı hatırlatıyorlar. Mükün mertebede hiçbir zaman bir karga görmek istemiyorum.

FLAW

Hayat sana iyi davranmasa da sen insanlara iyi davranmaktan vaz geçmedin. Yaşadığın olaylar sonrasındaki 10 yıl süreçte pek fazla insan görmesen de gördüklerine kucak açtın ve onların kalplerini kazanmayı genelde her zaman başardın. İnsanların önyargılarını kırmakta üstüne olmadığı için insanlar sana kolayca açılırlar ve yaşadıkları veya duydukları bilgileri seninle daha kolay paylaşırlar.

BACKGROUND FEATURE

Çolak oyununda kardeşinin kullandığı sopaya ait küçük bir dal parçası

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR

#lb

MAGIC ITEMS

#lb

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

#lb

COPPER

SILVER

ELECTRUM

GOLD

PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIEDCARRY CAPACITYPUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

**Sanguinary Bloodreaper.** The Bloodreaper is a longsword made of dark obsidian, almost vantablack in color. The blade is slightly curved and glimmers with a faint crimson sheen. The handle is wrapped in black leather, and the pommel is adorned with a red gemstone that seems to pulse with energy. The sword seems to sing a haunting melody when wielded in battle. Effect: When a hexblade warlock wields the Bloodreaper, they gain the following benefits:

- The sword is a +3 magic weapon made of obsidian.
- Whenever the user lands a successful hit with the sword, they regain 1d8 + Constitution modifier hit points.

**Blood Bond:** The sword has a special ability called Blood Bond. Whenever the user successfully hits a creature with the sword, they form a blood bond with that creature. While the bond is active, the user can use their bonus action to make a melee spell attack against the creature, dealing an additional 2d6 necrotic damage. The bond lasts for 24 hours or until the creature dies. If the user becomes unconscious, the bond vanishes immediately. This bonus action melee spell attack does not count as a "successful hit with the sword," so the user can't regain hit points by using the bonus attack.

**Sanguine Strike:** The sword also has an ability called Sanguine Strike. Once per short or long rest, the user can teleport up to 15 feet forward and stab the sword into the ground. After the jump, all creatures within a 15-foot radius centered on the user are pushed 5 feet away from the center point, and all creatures in this area must make a Dexterity saving throw with a DC equal to 8 + the user's proficiency bonus + the user's Charisma modifier. On a failed saving throw, they take 6d6 necrotic damage, or half as much damage on a successful one. Creatures who succeed on the saving throw are not pushed away.

**Bloodletting:** The sword has a passive ability called Bloodletting. Whenever the user is struck by a melee attack, they can use their reaction to make a melee attack against the attacker with the Bloodreaper. If the attack hits, the attacker takes an extra 1d6 necrotic damage, and the user regains hit points equal to the damage dealt. The user can only use this reaction when bonded with the "Blood Bond" ability; otherwise, the user can't use this reaction.

**Half Plate +1.** You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

**Amulet of the Devout, +1.** This amulet bears the symbol of a deity inlaid with precious stones or metals. While you wear the holy symbol, you gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells. While you wear this amulet, you can use your Channel Divinity feature without expending one of the feature's uses. Once this property is used, it can't be used again until the next dawn.

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

#lb

STORED ITEM

#lb

STORED ITEMS

QUEST ITEMS & TRINKETS



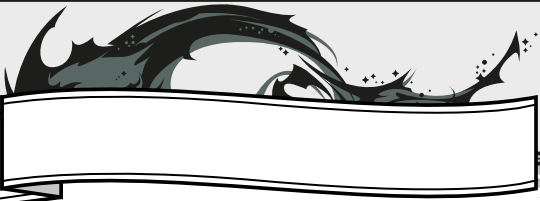
SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

3RD LEVEL

4TH LEVEL    2 SPELL SLOTS



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS



## Booming Blade

### Evocation Cantrip

CASTING TIME	1 action
RANGE	Self (5-foot radius)
DURATION	1 round
COMPONENTS	V, M (a melee weapon worth at least 1 sp)

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Pact Magic (Warlock)

Sword Coast Adventurer's Guide

## Eldritch Blast

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the 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.

Pact Magic (Warlock)

Player's Handbook

## Guidance

### Divination Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

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.

Spellcasting (Cleric)

Player's Handbook

## Minor Illusion

### Illusion Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	S, M (a bit of fleece)

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 else's voice, a lion's 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 object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't 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.

Pact Magic (Warlock)

Player's Handbook

## Resistance

### Abjuration Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a miniature cloak)

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 the saving throw. The spell then ends.

Spellcasting (Cleric)

Player's Handbook

## Spare the Dying

### Necromancy Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Spellcasting (Cleric)

Player's Handbook

## Detect Evil and Good

### 1st-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

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 of 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.

Domain Spells (Cleric)

Player's Handbook

## Detect Magic

### 1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Cleric)

Player's Handbook

## Endurance

### 1st-level transmutation

CASTING TIME	1 minute
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S, M (two days worth of rations, worth at least 1 gp in total, which the spell consumes)

You touch a creature, granting it supernatural endurance. For the duration, the creature ignores the effects of extreme heat, extreme cold, frigid water, and high altitude. Also, it can hold its breath for twice as long as normal. Lastly, the creature has advantage on any saving throws made to avoid or recover from exhaustion. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can touch an additional creature during the cast time for each slot level above 1st. Each creature you touch is granted this spell's effect.

Prepared (Cleric)

Blazing Dawn Player's Companion

## Gift of Alacrity

1st-level divination (dunamancy)

CASTING TIME	1 action
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S

You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.

Fey Touched

Explorer's Guide to Wildemount

## Protection from Evil and Good

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

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.

Domain Spells (Cleric)

Player's Handbook

## Sanctuary

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S, M (a small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Prepared (Cleric)

Player's Handbook

## Speak With Inanimate Object

1st-level divination (ritual, hieroglyph)

CASTING TIME	1 action
RANGE	Touch
DURATION	1 minute
COMPONENTS	V, S

You awaken a spirit that resides inside an inanimate object such as a rock, sign, or table, and can ask it questions. The spirit is neutral toward you unless you've done something to harm or help it. The spirit can give you information about its environment and about things it has observed (with its limited senses), and it can act as a spy for you in certain situations.

Prepared (Cleric)

Deep Magic: Hieroglyph Magic

## Trick Question

1st-level enchantment (hieroglyph)

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You phrase a question in a way that can be answered by one word, to a target that can hear you. The target must make a successful Wisdom saving throw or be compelled to answer your question truthfully. When the spell ends, the target knows that you used magic to compel an answer.

Pact Magic (Warlock)

Deep Magic: Hieroglyph Magic

## Blood Seal

2nd-level necromancy (hemomancy)

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 hour
COMPONENTS	V, S, M (an ornate dagger worth at least 25 gp)

Hemomancy HP cost min/max: 4/15

You inflict a wound upon yourself to create a protective seal on another creature within range. As you cast the spell, you expend a number of hit points and the target gains 1d8 + the number of hit points spent as temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target gains 1d8 additional temporary hit points for each slot level above 2nd.

Pact of the Blood (Warlock)

Dark Arts Player's Companion

## Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Fey Touched

Player's Handbook

## Counterspell

3rd-level abjuration

CASTING TIME	1 reaction, which you take when you see a creature within 60 feet of you casting a spell
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	S

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. **At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Pact Magic (Warlock)

Player's Handbook

## Spirit Shroud

3rd-level necromancy

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable.

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

Pact Magic (Warlock)

Tasha's Cauldron of Everything

## Thunder Step

3rd-level conjuration

CASTING TIME 1 action

RANGE 90 feet

DURATION Instantaneous

COMPONENTS V

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Pact Magic (Warlock)

Xanathar's Guide to Everything

## Vampiric Touch

3rd-level necromancy

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V, S

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Pact Magic (Warlock)

Player's Handbook

## Banishment

4th-level abjuration

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Pact Magic (Warlock)

Player's Handbook

## Phantasmal Killer

4th-level illusion

CASTING TIME 1 action

RANGE 120 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Pact Magic (Warlock)

Player's Handbook

## Shadow of Moil

4th-level necromancy

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (an undead eyeball encased in a gem worth at least 150 gp)

Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.

Pact Magic (Warlock)

Xanathar's Guide to Everything

## Sickening Radiance

4th-level evocation

CASTING TIME 1 action

RANGE 120 feet

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends.

When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

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The Bloodreaper is a longsword made of dark obsidian, almost vantablack in color. The blade is slightly curved and glimmers with a faint crimson sheen. The handle is wrapped in black leather, and the pommel is adorned with a red gemstone that seems to pulse with energy. The sword seems to sing a haunting melody when wielded in battle.

Effect: When a hexblade warlock wields the Bloodreaper, they gain the following benefits:

- The sword is a +3 magic weapon made of obsidian.
- Whenever the user lands a successful hit with the sword, they regain 1d8 + Constitution modifier hit points.

**Blood Bond:** The sword has a special ability called Blood Bond. Whenever the user successfully hits a creature with the sword, they form a blood bond with that creature. While the bond is active, the user can use their bonus action to make a melee spell attack against the creature, dealing an additional 2d6 necrotic damage. The bond lasts for 24 hours or until the creature dies. If the user becomes unconscious, the bond vanishes immediately. This bonus action melee spell attack does not count as a "successful hit with the sword," so the user can't regain hit points by using the bonus attack.

**Sanguine Strike:** The sword also has an ability called Sanguine Strike. Once per short or long rest, the user can teleport up to 15 feet forward and stab the sword into the ground. After the jump, all creatures within a 15-foot radius centered on the user are pushed 5 feet away from the center point, and all creatures in this area must make a Dexterity saving throw with a DC equal to 8 + the user's proficiency bonus + the user's Charisma modifier. On a failed saving throw, they take 6d6 necrotic damage, or half as much damage on a successful one. Creatures who succeed on the saving throw are not pushed away.

**Bloodletting:** The sword has a passive ability called Bloodletting. Whenever the user is struck by a melee attack, they can use their reaction to make a melee attack against the attacker with the Bloodreaper. If the attack hits, the attacker takes an extra 1d6 necrotic damage, and the user regains hit points equal to the damage dealt. The user can only use this

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

This amulet bears the symbol of a deity inlaid with precious stones or metals. While you wear the holy symbol, you gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells.

While you wear this amulet, you can use your Channel Divinity feature without expending one of the feature's uses. Once this property is used, it can't be used again until the next dawn.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

If you are proficient with the Playing Card Set, you can add your proficiency bonus to ability checks you make to play a game.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate normally.

In a similar way, you can use an action to speak a second command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.