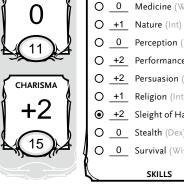


PERSONALITY TRAITS



Dagger 1d4 piercin Armor: None Shield: None ATTACKS & SPELLCASTING Dark orb (Arcane

ATK BONUS

Light crossl 2

Quarterstaf 2

DAMAGE/TYPE

1d8 piercin

1d6 bludge

Proficiencies: Light armor, simple weapons. Languages: Common, infernal.

OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)

0

focus), Book of lore ink pen, little bag of sand, Bolts (20), set of weighted dice, belt pouch Backpack, bottle of ink, 10 sheets of parchment, small knife, a set of dark clothes, crowbar you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-levei spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. \*\*Dark One's Blessing (The Fiend)\*\* When you reduce a hostile creature to O hit-points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1). **FEATURES & TRAITS** 

\*\*Hellish Resistance\*\* You have

\*\*Infernal Legacey\*\* You know

the thaumatugJy cantrip. Once

resistance to fire damage.

**EOUIPMENT** 

0 CANTRIPS	3	6
Poison Spray	C Eldritch Blast	0
Thaumaturgy	0	0
	0	0
	O	0
	0	0
SPELL LEVEL	O	0
SLOTS TOTAL SLOTS EXPENDED	O	
	0	
SPELL NAME  Armor of Agathys	0	0
O Burning Hands	4	0
O		0
0	0	0
0	O	0
0	0	0
0	O	8
0	0	
	0	0
2	0	0
0	0	0
0	5	0
0		
0	O	9
0	O	0
0	0	O
0	O	0
0	0	O
0	0	0

# Spells and Incantations

#### Io Desolata

## **Armor of Agathys**

Abjuration Level 1

Casting Time: 1 action

Range: Self

Components: V, S, M (A cup of water)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

### **Burning Hands**

Evocation Level 1

Casting Time: 1 action Range: Self (15 foot cone) Components: V, S Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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 level above 1st.

#### Eldritch Blast

Evocation Level 3

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 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. Evocation Cantrip

#### Poison Spray

Conjuration Cantrip
Casting Time: 1 action

Range: 60 ft

Components: V, S Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spells damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

#### Thaumaturgy

Transmutation Cantrip
Casting Time: 1 action

Range: 60 ft Components: V

**Duration:** Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute. - You cause flames to flicker, brighten, dim, or change color for 1 minute. - You cause harmless tremors in the ground for 1 minute. - You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or omi- nous whispers. - You instantaneously cause an unlocked door or win- dow to fly open or slam shut. - You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.