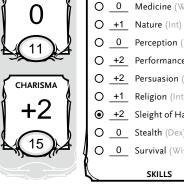


PERSONALITY TRAITS



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 spell's 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.