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1 Fiend Warlock Features

- 3 cantrips
- 2 spell slots (Lv. 3)
 - 7 spells known
 - Spell save DC 14 (8 + CHA + PB)
- Pact of the Tome
 - 3 additional cantrips from any class

1.1 Spells (as of 3/13/21):

1.1.1 Cantrips

- Eldritch Blast
- Frostbite
- Shocking Grasp
- Message
- Shape Water
- Thaumaturgy
- Toll the Dead

1.1.2 Pact Magic (3rd Level)

- Fireball
- Counterspell (in Sasha's)
- Major Image
- Armor of Agathys
- Hex
- Invisibility
- Misty Step

TODO: After next long rest, update to 4th level slots, drop Invisibility, and add Banishment and Shadow of Moil

1.2 Eldritch Invocations

1. Agonizing Blast (+CHA to EB)
2. Mask of Many Faces (Disguise Self at will)
3. Fiendish Vigor (False Life at will)

TODO: After next long rest, add Maddening Hex

1.3 Dark One's Own Luck

- Once per short/long rest, you can add a d10 to an ability check or saving throw.
- Can choose to add the d10 after seeing the initial roll, but must choose whether to add it before effects occur

2 Feats

2.1 Actor

- Advantage on CHA (Deception) and CHA (Performance) checks when passing yourself off as another person
- Can mimic speech/sound made by other people/creatures
 - Must have heard the sound for 1 minute
 - WIS (Insight) contested by your CHA (Deception) to tell that it's fake

2.2 Observant

- Can read lips if you can see a creature's mouth and it is speaking a language you understand
- +5 to passive WIS (Perception) and passive INT (Investigation)

3 Magic Items

3.1 Sasha's Scatterbrained Spell-Storer

Description

This ring once belonged to Sasha, an infamously forgetful sorcerer who used it to ensure that he would always be able to cast his favorite spells, whether he remembered how to invoke them or not. According to legend, he lost this ring in a duel when he forgot its Command Word.

Usage (requires attunement)

The ring has 5 charges, and recovers 1d4 charges at the end of a long rest.

You can speak the ring's Command Word (with the same casting time as the original spell) to cast its held spell without using a spell slot. The spell's level is determined by the number of charges consumed:

Level	1	2	3
# Charges	2	3	5

At the end of a long rest, you can change the spell held in this item, or remove the currently held spell.

The ring can hold one spell at a time, and the chosen spell is not on your spell list as long as it remains in the item.

This item does not remove the Concentration requirement from its held spell.