

Celadin

CHARACTER NAME

Warlock 5

CLASS & LEVEL

Fallen Aasimar

RACE

Far Traveler

BACKGROUND

Lawful good

ALIGNMENT

Lehman

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+0

11

CONSTITUTION

-1

8

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+4

18

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +0 Dexterity
- ☐ -1 Constitution
- ☐ +0 Intelligence
- ☒ +4 Wisdom
- ☒ +7 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +7 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Proud. Prone to literally state feelings. Tries to relax people with ASMR.

PERSONALITY TRAITS

Obeys celestial guardian.

IDEALS

Wants to bring his family home.

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4+2/p

Quarterstaff

+5

1d6+2/b

Spear +1

+6

1d6+3/p

Armor: Studded Leather

Armor

Shield: None

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Chess, ASMR, light Armor, simple weapons.

Languages:

Dwarvish, Common, Celestial

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

2062

PP

0

Coins of Communication, Glowing Sword, Lightning Spear, Pipe of Smoke Monsters, Staff (focus).
Dungeoneer's Pack. Chess set. Piece of Jewelry (10 GP). 1 DA Coin, 2 bloodstones, 1 Moonstone, 10 large rubies

EQUIPMENT

(See Features Page)

--All Eyes on You
--Celestial Resistance
--Dark One's Blessing (9 HP)
--Darkvision (60')
--Eldritch Invocations
--Eldritch Sight
--Eyes of the Rune Keeper
--Healing Hands
--Light Bearer
--Necrotic Shroud
--Pact of the Chain

Update HP for Level 5
Add new Spell Known

FEATURES & TRAITS

Features and Magic Items

Celadin

Subclasses

Subclass: The Fiend Patron

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz-Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths

Features

All Eyes on You

Source: Background (Far Traveler)

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland.

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

Celestial Resistance

Source: Race (Aasimar)

You have resistance to necrotic damage and radiant damage.

Dark One's Blessing (9 HP)

Source: Warlock (The Fiend Patron)

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1)

Darkvision (60')

Source: Race

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 shades of gray.

Eldritch Invocations

Source: Warlock

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Eldritch Sight

Source: Warlock (Eldritch Invocations)

You can cast detect magic at will, without expending a spell slot.

Eyes of the Rune Keeper

Source: Warlock (Eldritch Invocations)

You can read all writing.

Healing Hands

Source: Race (Aasimar)

As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer

Source: Race (Aasimar)

You know the light cantrip. Charisma is your spellcasting ability for it.

Necrotic Shroud

Source: Race (Fallen Aasimar)

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

Pact of the Chain

Source: Warlock

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Magic Items

Coins of Communication

Requires Attunement: False

Rarity: Uncommon

This set of multiple coins are virtually indistinguishable from regular Gold Pieces, but are connected by magic. Once per day, a holder of any of any coin can whisper a single word into it, after which all coins will immediately vibrate and the word will replace a word in the traditional Kings Message imprinted on the coin. This ability cannot be used again by the holder of any of the coins until the following dawn.

Pipe of Smoke Monsters

Requires Attunement: False

Rarity: Common

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghe-moth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

Lightning Spear

Requires Attunement: True

Rarity:

When you hurl it and speak its Command Word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The Lightning Bolt turns back into a spear when it reaches the target.

Make a ranged weapon Attack against the target. On a hit, the target takes damage from the spear plus 4d6 lightning damage.

The spear's property can't be used again until the next dawn. In the meantime, the spear can still be used as a Magic Weapon.

Glowing Sword

Requires Attunement: False

Rarity:

This strange longsword glows at odd times.

Spell Descriptions

Celadin

Chill Touch

Necromancy Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack including spell attack bonus, against the creature to assail it with the chill of the grave. On a hit, the target takes **1d8** necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

Detect Magic

Divination Cantrip (ritual, concentration)

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: Concentration, Up to 10 minutes

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.

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 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

Light

Evocation Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

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.

Command

Enchantment Level 1

Casting Time: 1 action

Range: 60 ft

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. **Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. **Drop.** The target drops whatever it is holding and then ends its turn. **Flee.** The target spends its turn moving away from you by the fastest available means. **Grovel.** The target falls prone and then ends its turn. **Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Find Familiar

Conjuration Level 1

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Hellish Rebuke

Evolcation Level 1

Casting Time: 1 reaction

Range: 60 ft

Components: V, S

Duration: Instantaneous

Reaction: you are being damaged by a creature within 60 feet of you that you can see. 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 level above 1st.

Hex

Enchantment Level 1 (concentration)

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (The petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early. **At higher level:** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When

you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Illusory Script

Illusion Level 1 (ritual)

Casting Time: 1 minute

Range: Touch

Components: S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Unseen Servant

Conjuration Level 1 (ritual)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a piece of string and a bit of wood)

Duration: 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Darkness

Evocation Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, M (bat fur and a drop of pitch or piece of coal)

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Enthrall

Level 2

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Hold Person

Enchantment Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Invisibility

Illusion Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invis-

ible as long as it is on the targets person. The spell ends for a target that attacks or casts a spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Misty Step

Conjuration Level 2

Casting Time: 1 bonus action

Range: 60 ft

Components: V

Duration: Instantaneous

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

Shatter

Evocation Level 2

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spider Climb

Transmutation Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Suggestion

Enchantment Level 2 (concentration)

Casting Time: 1 action

Range: 60 ft

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.