

## Celadin

CHARACTER NAME

Warlock 7

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

13

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d8

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 of Light

+6

1d6+3/p

Armor: +1 Studded Leather

Armor

Shield: None

Lightning Spear: command word "Caranda!"

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

1400

PP

0

Coins of Communication, Lightning Spear, Pipe of Smoke Monsters, Staff (focus). Dungeoneer's Pack. Chess set. Piece of Jewelry (10 GP). 2 bloodstones, 1 Moonstone, 10 large rubies, 6 large emeralds, 10 pearl/topaz/shell necklaces. 2x potions, Map of Sumer Hills

EQUIPMENT

(See Features Page)

--All Eyes on You  
--Celestial Resistance  
--Cloak of Flies  
--Dark One's Blessing (11 HP)  
--Dark One's Own Luck  
--Darkvision (60')  
--Eldritch Invocations  
--Eldritch Sight  
--Healing Hands  
--Light Bearer  
--Necrotic Shroud  
--Pact of the Chain  
--Voice of the Chain Master

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TODO: One 4th Level Spell Known

4th Eldritch Invocation

FEATURES & TRAITS



# Warlock 7

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK  
BONUS

0

CANTRIPS

Chill Touch (V,S)  
Detect Magic (V,S) (R, C)  
Eldritch Blast (V,S)  
Light (V,M)  
Mage Hand (V,S)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

- ☒ Command (V)
- ☒ Find Familiar (V,S,M) (R)
- ☒ Hex (V,S,M) (C)

2

0

- ☒ Darkness (V,M) (C)
- ☒ Misty Step (V)

3

0

- ☒ Dispel Magic (V,S)
- ☒ Hunger Of Hadar (V,S,M) (C)
- ☒ Remove Curse (V,S)

4

2

5

0

6

0

7

0

8

0

9

0

SPILLS KNOWN

# 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.

### Cloak of Flies

**Source:** Warlock (Eldritch Invocations)

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks.

Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

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

**Prerequisite:** 5th level

### Dark One's Blessing (11 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)

### Dark One's Own Luck

**Source:** Warlock (The Fiend Patron)

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

### 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.

## 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.

## Voice of the Chain Master

**Source:** Warlock (Eldritch Invocations)

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

**Prerequisite:** Pact of the Chain

## 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 froghearth. 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.

# Spell Descriptions

Celadin

## Chill Touch

*Necromancy Cantrip*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 120 feet

**Components:** V, S

You create a ghostly, skeletal hand in the space of a creature within range.

Make a ranged spell attack 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.

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

## Command

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 60 feet

**Components:** V

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.

## Darkness

*Evocation Level 2 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** 60 feet

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

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.

## Detect Magic

*Divination Cantrip (ritual, concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**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.

## Dispel Magic

*Abjuration Level 3*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 120 feet

**Components:** V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

## Eldritch Blast

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 120 feet

**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.

At Higher Levels: The spell creates more than one beam when you reach higher levels: Two beams at 5th level Three beams at 11th level 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.

## Find Familiar

*Conjuration Level 1 (ritual)*

**Casting Time:** 1 hour

**Duration:** Instantaneous

**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)

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.

## Hex

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Duration:** Concentration, up to 1 hour

**Range:** 90 feet

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

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 Levels: 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.

## Hunger Of Hadar

*Conjuration Level 3 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 150 feet

**Components:** V, S, M (A pickled octopus tentacle)

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

## Light

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** Touch

**Components:** V, M (A firefly or phosphorescent moss)

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

**Duration:** 1 minute

**Range:** 30 feet

**Components:** V, S

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.

## Misty Step

*Conjuration Level 2*

**Casting Time:** 1 bonus action

**Duration:** Instantaneous

**Range:** Self

**Components:** V

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

## Remove Curse

*Abjuration Level 3*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.