

## Korth Jhank

CHARACTER NAME

Warlock 6

CLASS & LEVEL

Lizardfolk

RACE

Urban Bounty Hunter

BACKGROUND

Chaotic Neutral 0

ALIGNMENT

Larissa

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+0

11

CHARISMA

+3

16

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☒ +3 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30 (30 swim)

SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Keep calm.  
Don't let emotion control me.  
very calculating.

PERSONALITY TRAITS

The world is how the world  
is

IDEALS

Paying off old debt (to  
patron)

BONDS

If there is a plan, I  
forget/ignore it.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Bite

+6

1d4+3/p

Maul (Retal)

+8

2d6+5/b

Armor: Leather Armor  
Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons,  
martial weapons, medium  
armor, shields, bite.

Languages:

Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Bracers of  
Magnetism, Coins of  
Communication,  
Eagle Whistle, Maul  
of Retaliation, arcane  
focus (orb),  
dungeoneers pack,  
hydra bone pendant,  
palota ball, black  
dagger from

EQUIPMENT

(See Features Page)

--Accursed Specter  
--Agonizing Blast  
--Cunning Artisan  
--Devil's Sight  
--Ear to the Ground  
--Eldritch Invocations  
--Hex Warrior  
--Hexblades Curse  
--Hold Breath  
--Hungry Jaws  
--Natural Armor  
--Pact of the Blade  
--Thirsting Blade

FEATURES & TRAITS



# Warlock 6

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

Chill Touch (V,S)

Eldritch Blast (V,S)

True Strike (S) (C)

3

2

● Blink (V,S)

● Hypnotic Pattern (S,M) (C)

● Vampiric Touch (V,S) (C)

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

PREPARED

SPELL NAME

● Hellish Rebuke (V,S)

4

0

4

0

7

0

8

0

2

0

● Mirror Image (V,S)

● Shatter (V,S,M)

● Spider Climb (V,S,M) (C)

5

0

9

0

SPELLS KNOWN

# Features and Magic Items

Korth Jhank

## Subclasses

### Subclass: Hexblade Patron

You have made your pact with a mysterious entity from the Shadowfella force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Black-razor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends

## Features

### Accursed Specter

**Source:** Warlock (Hexblade)

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its Spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

### Agonizing Blast

**Source:** Warlock (Eldritch Invocations)

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

### Cunning Artisan

**Source:** Race (Lizardfolk)

As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

### Devil's Sight

**Source:** Warlock (Eldritch Invocations)

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

### Ear to the Ground

**Source:** Background (Urban Bounty Hunter)

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

### 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.

### Hex Warrior

**Source:** Warlock (Hexblade)

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapons type

## Hexblades Curse

**Source:** Warlock (Hexblade)

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

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

## Hold Breath

**Source:** Race (Lizardfolk)

You can hold your breath for up to 15 minutes at a time.

## Hungry Jaws

**Source:** Race (Lizardfolk)

In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

## Natural Armor

**Source:** Race (Lizardfolk)

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

## Pact of the Blade

**Source:** Warlock

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## Thirsting Blade

**Source:** Warlock (Eldritch Invocations)

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

**Prerequisite:** 5th Level, Pact of the Blade

## Magic Items

### Bracers of Magnetism

**Requires Attunement:** True

**Rarity:**

When wearing these bracers, you can use a bonus action to speak their command word, causing them to become magnetically attractive to each other.

While active, the wearer's arms are secured together, requiring a successful DC 25 STR (Athletics) check to separate them by six inches. The wearer has advantage on all STR (Athletics) checks made to grapple, but disadvantage on all weapon attacks and DEX (Sleight of Hand) checks.

The wearer can use another bonus action to speak the command word and deactivate the magnetic effect.

The magnetic effect fails if the bracers are more than 10' apart.

## 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.

## Maul of Retaliation

**Requires Attunement:** True

**Rarity:**

While you hold this maul and it is attuned to you, you can use a reaction to make a single melee attack with it against any creature within reach that deals damage to you. You have advantage on the attack roll, and any damage dealt with this attack ignores any damage immunity or resistance the target has.

## Eagle Whistle

**Requires Attunement:** False

**Rarity:**

While you blow an eagle whistle continuously, you can fly twice as fast as your walking speed. You can blow the whistle continuously for a number of rounds equal to 5 plus five times your CON modifier (minimum of one round) or until you talk, hold your breath, or start suffocating. A use of the whistle also ends if you land. If you are aloft when you stop blowing the whistle, you fall. The whistle has three uses. It regains expended uses daily at dawn.

# Spell Descriptions

Korth Jhank

## Blink

*Transmutation Level 3*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** Self

**Components:** V, S

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## 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).

## 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.

## Hellish Rebuke

*Evocation Level 1*

**Casting Time:** Special

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S

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.

## Hypnotic Pattern

*Illusion Level 3 (concentration)*

**Casting Time:** 1 action

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

**Range:** 120 feet

**Components:** S, M (A glowing stick of incense or a crystal vial filled with phosphorescent material)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

## Mirror Image

*Illusion Level 2*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** Self

**Components:** V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so its impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spells duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attacks target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicates AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it cant see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## Shatter

*Evocation Level 2*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S, M (A chip of mica)

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 isnt being worn or carried also takes the damage if its in the spells 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

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

**Range:** Touch

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

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.

## True Strike

*Divination Cantrip (concentration)*

**Casting Time:** 1 action

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

**Range:** 30 feet

**Components:** S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the targets defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasnt ended.

## Vampiric Touch

*Necromancy Level 3 (concentration)*

**Casting Time:** 1 action

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

**Range:** Self

**Components:** V, S

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.