

Vampiric Strike

The *Gulthias Staff* serves as a magic quarterstaff. Has a maximum of **10 charges**.

upon successful melee hit By expending one charge,

- Regain hitpoints equal to the damage dealt.
- You must succeed a Wis12 save or suffer short-term madness.

daily at dusk Replenish 1d6 + 4 charges.

Cruelty

Per long rest, you have a number of **cruelty dice** equal to your proficiency.

Expending a die grants one of the following effects:

when attack deals damage

* Add +1d6 damage.

upon critical hit

Restore +1d6 hitpoints.

ability checks

Gain advantage on Intimidation checks which inflict pain.



Poe the Quasit

AC 13, HP 7, Speed 40ft

str 5 -3 dex 17 +3 con 10 +0 int 7 -2 wis 10 +0 cha 10 +0

Resists lightning, cold, fire; nonmagic pierce, slash, and bludg., **Immune** to poison. Advantage on spell saves.

Telepathy within 100ft., use bonus action to see or hear. Familiar may use reaction to **deliver** your *touch* spells.

Once daily, **frighten** target in 20ft. failing **Wis10** save.

Turn Invisibile. Darkvision.



Armor of Agathys

VSM / Self / Abjuration

upon activation

Receive +5 temp HP per Warlock Spell Level.

while active

₩ When hit by a melee attacker, deal 5 cold damage per Warlock Spell Level.

when temp HP depleted The spell ends.



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while active

The target's base armor class becomes 13+DEX.

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& 8 hours

Form of Dread

upon activationReceive **temp HP** equal to

1d10 + Warlock Level

while active

Tou are immune to the frightened condition.

once per turn

On a successful attack roll, target failing Wis save becomes frightened until the end of your next turn.

(1 minute

Madness (Short)

- 1-20 Paralyzed
- 21-30 *Incapacitated* due to extreme emotions
- 31-40 Frightened, must flee
- 41-50 babbling impedes speech, spellcasting
- 51-60 must attack nearest creature with action
- 61-70 hallucinate, disadv. to all ability checks
- 71-75 obey all commands
- 76-80 irresistable hunger for unusual things
- 81-90 Stunned
- 91-100 Unconscious

1d10 minutes

Frightened

A frightened creature can't willingly move closer to the source of its fear.

While the source of fright is within line of sight,

- A frightened creature has disadvantage on all attack rolls.
- A frightened creature has disadvantage on all ability checks.

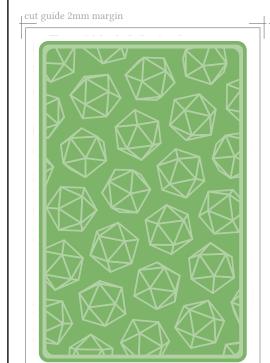
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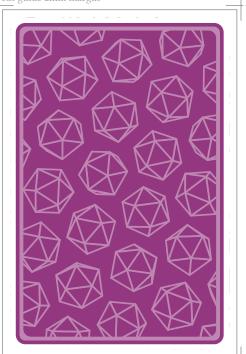
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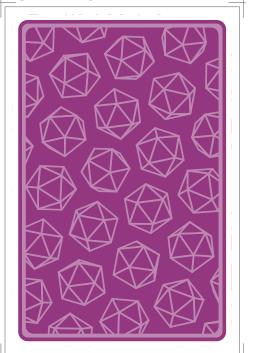
Madness (Short)

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Incapacitated

An incapacitated creature cannot take actions, bonus actions, or reactions.

(The creature can still move, provided it suffers no other conditions which restrict movement.)

An incapacitated creature makes initiative rolls with disadvantage.

Invisible

Invisible creatures cannot be seen without the aid of magic or a special sense.

The creature's location can still be detected by sounds it makes or tracks it leaves.

- Attacks against invisible creatures have disadvantage.
- Invisible creatures have advantage when attacking.
- Invisible creatures make initiative rolls with advantage.

Paralyzed

A paralyzed creature is **incapacitated** and can't move or speak.

- Attack rolls against paralyzed creatures have advantage.
- Paralyzed creatures automatically fail Str and Dex saves.
- Any attack that hits a paralyzed creature becomes **critical** if the attacker is within **5ft**.

Stunned

A stunned creature is **incapacitated**, can't move, and can speak only falteringly.

- Attack rolls against stunned creatures have advantage.
- Stunned creatures automatically fail
 Str and Dex saves.

Stunned

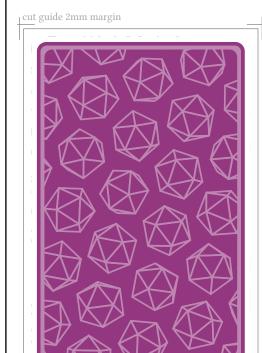
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ncapacitated

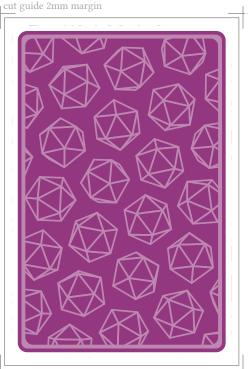
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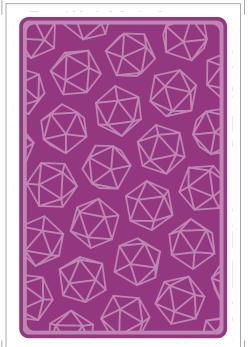
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Unconscious

An unconscious creature is **incapacitated**, can't move or speak, and is unaware of its surroundings.

The creature drops any items it is holding and falls **prone**.

- Attack rolls against unconscious creatures have advantage.
- Automatically fail Str and Dex saves.
- Any attack that hits the creature becomes **critical** if the attacker is within 5ft.

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Unconscious Condition

