

Vampiric Strike

Gulthias Staff

Vampiric Strike

The *Gulthias Staff* serves as a magic quarterstaff.

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**.

Cruelty

Feat (Tal'Dorei)

Cruelty

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

Expendng 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

Find Familiar

Poe the Quasit

AC 13, HP 7, Speed 40ft

	mod		mod
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 Invisible. Darkvision.

Armor of Agathys

Warlock Spell

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.

🕒 1 hour

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Mage Armor

Warlock Spell

Mage Armor

VSM / Touch / Abjuration

Touch a willing creature not wearing armor.

while active

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

8 hours

Form of Dread

Warlock (Undead Patron)

Form of Dread

upon activation

Receive **temp HP** equal to

1d10 + Warlock Level

while active

You 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)

Condition

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 irresistible hunger for unusual things
- 81-90 *Stunned*
- 91-100 *Unconscious*

1d10 minutes

Frightened

Condition

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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Incapacitated Condition

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 Condition

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 Condition

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 Condition

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.

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Unconscious Condition

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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