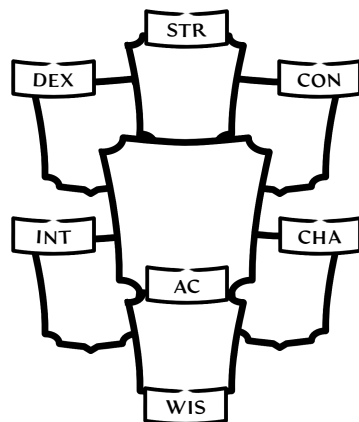
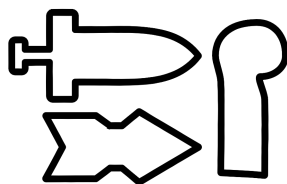
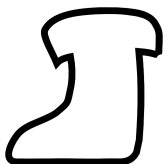
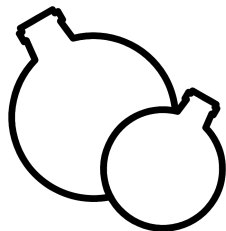
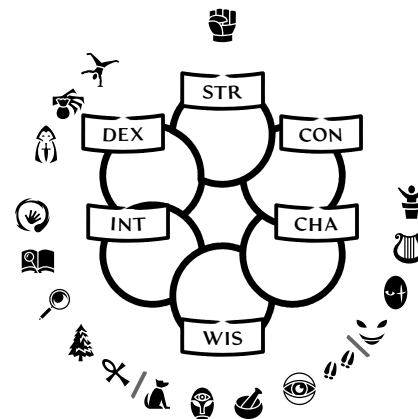
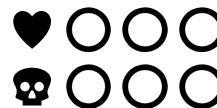


LV: EXP: PROF:



SPELL ATTACK:



| ABILITY | DESCRIPTION | # | LV | SOURCE |
|-----------------|---|------|----|--------|
| h. determ. | sklll chek bAd???? u roll agen ! *cheer* | 1/LR | — | 'BREW |
| fey presence | (A, until end of next turn) creatures in 10' cube, spell vs. wis: charm/fear (choose) | 1/R | 1 | PHB109 |
| misty escape | (R, take DMG) warp 60' & turn invisible until end of next turn/attack/spell | 1/R | 6 | PHB109 |
| dark delirium | (A, C, 1 MIN/DMG) visible creature within 60', spell vs. wis: charm/fear (choose), target perceives only you, themself, and misty illusory realm of your design | 1/R | 14 | PHB109 |
| eldritch master | (1 MIN) restore pact magic spell slots | 1/LR | 20 | PHB108 |

INVOCATIONS—ABILITIES

| | | | | |
|-----------------|---|-----|------|---------|
| gaze of two m. | (A, until end of next turn) touch humanoid: blind/deaf self, share their senses, repeat (A) to extend | — | — | PHB111 |
| grasp of had. | <i>eldritch blast</i> : on hit, pull target 10' | 1/T | — | XGTE057 |
| lance of leth. | <i>eldritch blast</i> : on hit, reduce target's mv by 10' until end of your next turn | 1/T | — | XGTE057 |
| repelling blast | <i>eldritch blast</i> : on hit, push target 10' | 1/T | — | PHB111 |
| cloak of flies | (BA, until dismissed or incapacitated) aura 5', CH poison DMG; DISADV on CH checks, ADV on intim. | 1/R | LV05 | XGTE056 |
| eldritch smite | PW: expend ss on hit, deal (ss LV+1) D8 force DMG and knock them prone if target is huge or smaller | 1/T | LV05 | XGTE056 |
| madd. hex | (BA) deal CH psychic DMG in 5' sphere around visible cursed target within 30' | — | LV05 | XGTE057 |
| one with shad. | (A) become invisible in dim light or darkness until you move or take action/reaction | — | LV05 | XGTE057 |
| tomb of lev. | (R, take DMG, until end of next turn) gain 10×LV TMP HP, but SPD 0, fire-weak & incapacitated | 1/R | LV05 | XGTE057 |
| ghostly gaze | (A, C, 1 MIN) see objects in 30' as transparent, darkvision 30' | 1/R | LV07 | XGTE056 |
| relentless hex | (BA) teleport within 5' of visible cursed target within 30' | — | LV07 | XGTE057 |

| TRAIT | DESCRIPTION | LV | SOURCE |
|--------------------|--|----|--------|
| pact of the blade | you have proficiency with medium armor/shields; see PACT WEAPON | 3 | PHB107 |
| thirsting blade | attack twice when you take the Attack action on your turn | 5 | PHB111 |
| beguiling defenses | charm immunity; (R, charm attempt on you, 1 MIN/DMG) spell vs. wis: countercharm | 10 | PHB109 |

INVOCATIONS—TRAITS

| | | | |
|------------------|---|------|---------|
| agonizing bl. | <i>eldritch blast</i> : +CH DMG on hit | — | PHB110 |
| beguiling infl. | skill prof. in deception, persuasion | — | PHB110 |
| devil's sight | see 120' in all darkness | — | PHB110 |
| eldritch mind | ADV on CN saves for spell concentration | — | TCE071 |
| eldritch spear | <i>eldritch blast</i> : 300' range | — | PHB111 |
| eyes o.t. r.k. | read all writing | — | PHB111 |
| improved PW | PW: is +1, spell focus, may be ranged | — | XGTE057 |
| gift o.t. depths | breathe water, swim SPD, w. <i>breath</i> . at-will | LV05 | XGTE057 |
| lifedrinker | PW: on hit, +CH necrotic DMG | LV12 | PHB111 |
| witch sight | see illusion/transmutation on creat. in 30' | LV15 | PHB111 |

INVOCATIONS—1/LR SPELLS

| | | | | |
|-----------------------|------------------|-----|------|--------|
| <i>bane</i> | thief of 5 f. | CVS | — | PHB216 |
| <i>animate dead</i> | undying serv. | VS | LV05 | PHB212 |
| <i>bestow curse</i> | sign of ill omen | CVS | LV05 | PHB218 |
| <i>slow</i> | mire the mind | CVS | LV05 | PHB277 |
| <i>compulsion</i> | bew. whisp. | CVS | LV07 | PHB224 |
| <i>confusion</i> | dreadful word | CVS | LV07 | PHB224 |
| <i>freed. of mov.</i> | trickster's esc. | VS | LV07 | PHB244 |
| <i>polymorph</i> | sculpt. of fl. | CVS | LV07 | PHB266 |
| <i>conjure elem.</i> | minions of ch. | CVS | LV09 | PHB225 |

| PACT WEAPON (PW) |
|--|
| • (A) to create a melee weapon of choice or summon a bonded magic weapon |
| • you are proficient & use CHA to attack |
| • it disappears if |
| • 5' away from you for 1 MIN |
| • you dismiss it (free action) |
| • you re-summon it |
| • ! deth ?? ?? NO!!!!!!!!!!!!!! |
| • bonding ritual (1 H, magic weapon) |
| • no sentient or artifact weapon |
| • weapon disappears at end of ritual |
| • weapon returns if you break bond/die |

PATRON SPELLS

| | |
|-----|---|
| LV1 | <i>faerie fire, sleep</i> |
| LV3 | <i>calm emotions, phantasmal fire</i> |
| LV5 | <i>blink, plant growth</i> |
| LV7 | <i>dominate beast, greater invisibility</i> |
| LV9 | <i>dominate person, seeming</i> |

INVOCATIONS—AT-WILL SPELLS

| | | | | |
|-----------------------|----------------------|-----|------|--------|
| <i>detect magic</i> | eldritch sight | CVS | — | PHB231 |
| <i>disguise self</i> | mask of many fac. | VS | — | PHB233 |
| <i>false life</i> | fiendish vigor | VS | — | PHB239 |
| <i>mage armor</i> | armor of shadows | VS | — | PHB256 |
| <i>silent image</i> | misty visions | CVS | — | PHB276 |
| <i>sp. with anim.</i> | beast speech | VS | — | PHB277 |
| <i>jump</i> | otherworldly leap | VS | LV09 | PHB254 |
| <i>levitate</i> | ascendant step | CVS | LV09 | PHB255 |
| <i>sp. with dead</i> | whisp. of the grave | VS | LV09 | PHB277 |
| <i>alter self</i> | mast. of myr. forms | CVS | LV15 | PHB211 |
| <i>arcane eye</i> | vis. of dist. realms | CVS | LV15 | PHB214 |
| <i>invisibility</i> | shroud of shadow | CVS | LV15 | PHB254 |

TOOLBELT ITEMS (O.I. TO GRAB)

TRIVIAL ITEMS

| |
|----|
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
| 9 |
| 10 |
| 11 |
| 12 |

gp
sp
cp
gems (gp)
+
/100= slots

CARRY CAPACITY

| | |
|----------------------------------|------------|
| $SLOTS \leq 5 + STR$ | ready |
| $5 + STR < SLOTS \leq 10 + STR$ | burdened |
| $10 + STR < SLOTS \leq 15 + STR$ | taxed |
| $SLOTS > 15 + STR$ | overloaded |

BEING ENCUMBERED (CUMULATIVE)

| | |
|------------|-------------------------------------|
| ready | — |
| burdened | -10 SPD; no passive SPD bonus |
| taxed | -10 SPD; disadv. phys. checks/saves |
| overloaded | SPD 0; prone |

| CATEGORY | SIZE | # |
|----------|---------------------|-----|
| trivial | palm-sized, worn | — |
| light | dagger/vial/ration | 1/5 |
| normal | shield/quiver/flask | 1 |
| heavy | heavy/big/clunky | 2 |
| m. armor | — | 2 |
| h. armor | — | 4 |

| | |
|----|----|
| 1 | 21 |
| 2 | 22 |
| 3 | 23 |
| 4 | 24 |
| 5 | 25 |
| 6 | 26 |
| 7 | 27 |
| 8 | 28 |
| 9 | 29 |
| 10 | 30 |
| 11 | 31 |
| 12 | 32 |
| 13 | 33 |
| 14 | 34 |
| 15 | 35 |
| 16 | 36 |
| 17 | 37 |
| 18 | 38 |
| 19 | 39 |
| 20 | 40 |