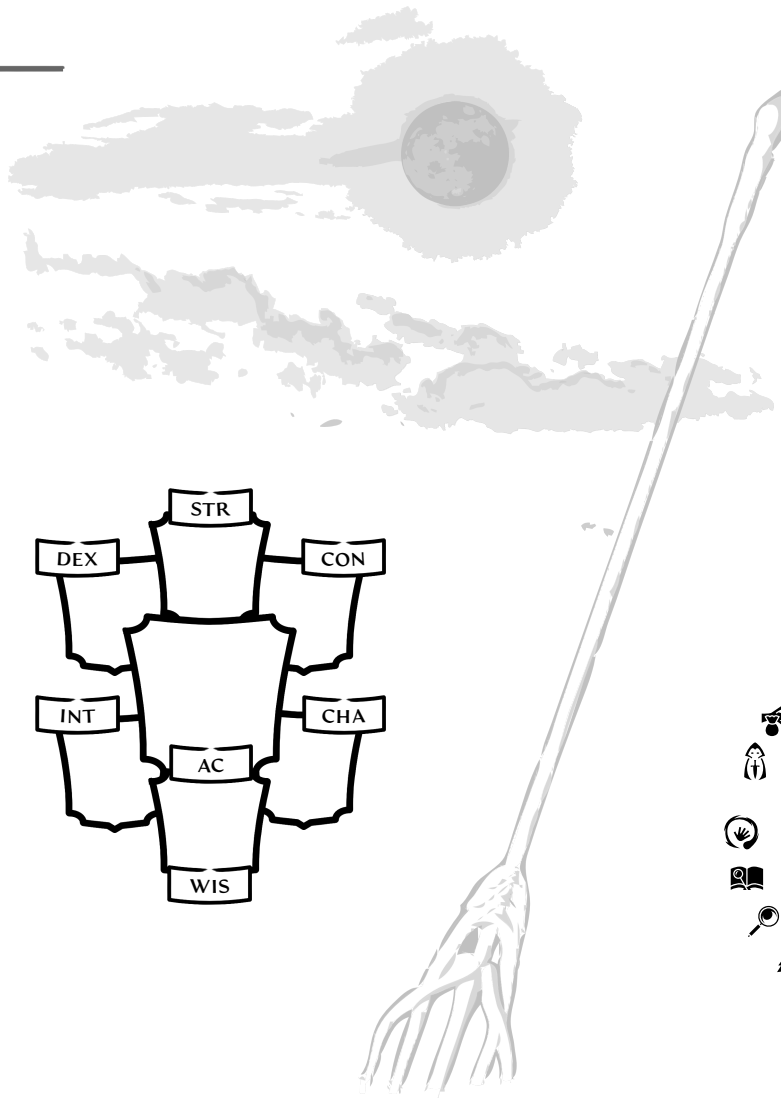
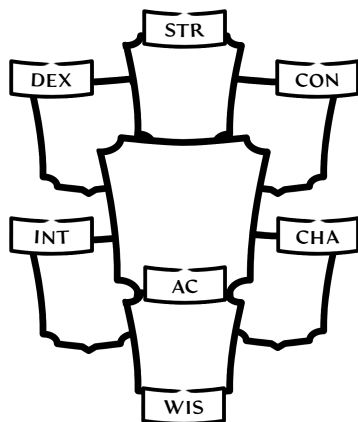
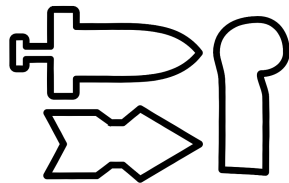
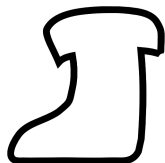
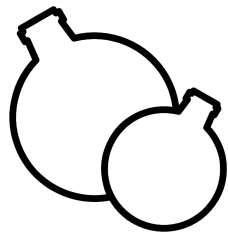


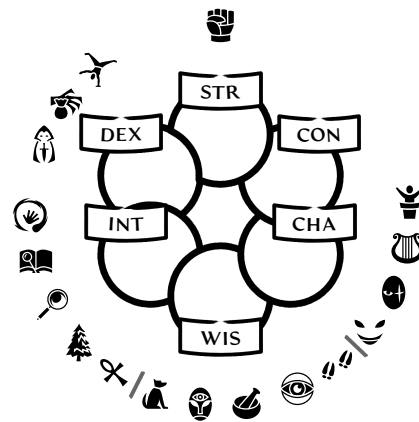
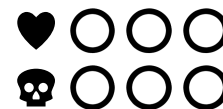
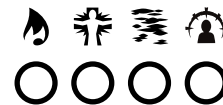
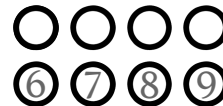
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**SPELL ATTACK:**



ABILITY	DESCRIPTION	#	LV	SOURCE	PACT WEAPON (PW)
h. determ.	<b>sklll chek bAd???? u roll agen ! *cheer*</b>	1/LR	—	'BREW	• (A) to create a melee weapon of choice or summon a bonded magic weapon
fey presence	(A, until end of next turn) creatures in 10' cube, spell vs. wis: charm/fear (choose)	1/R	1	PHB109	• you are proficient & use CHA to attack
misty escape	(R, take DMG) warp 60' & turn invisible until end of next turn/attack/spell	1/R	6	PHB109	• it disappears if
dark delirium	(A, c, 1 MIN/DMG) visible creature within 60', spell vs. wis: charm/fear (choose), target perceives only you, themself, and misty illusionary realm of your design	1/R	14	PHB109	• 5' away from you for 1 MIN
eldritch master	(1 MIN) restore pact magic spell slots	1/LR	20	PHB108	• you dismiss it (free action)
					• you re-summon it
					• <b>! deth ?? ?? NO!!!!!!!!!!!!</b>
					• bonding ritual (1 H, magic weapon)
					• no sentient or artifact weapon
					• weapon disappears at end of ritual
					• weapon returns if you break bond/die
INVOCATIONS—ABILITIES					PATRON SPELLS
gaze of two m.	(A, until end of next turn) touch humanoid: blind/deaf self, share their senses, repeat (A) to extend	—	—	PHB111	LV1 <i>faerie fire, sleep</i>
grasp of had.	<i>eldritch blast</i> : on hit, pull target 10'	1/T	—	XGTE057	LV3 <i>calm emotions, phantasmal fire</i>
lance of leth.	<i>eldritch blast</i> : on hit, reduce target's mv by 10' until end of your next turn	1/T	—	XGTE057	LV5 <i>blink, plant growth</i>
repelling blast	<i>eldritch blast</i> : on hit, push target 10'	1/T	—	PHB111	LV7 <i>dominate beast, greater invisibility</i>
cloak of flies	(BA, until dismissed or incapacitated) aura 5', CH poison DMG; DISADV on CH checks, ADV on intim.	1/R	LV05	XGTE056	LV9 <i>dominate person, seeming</i>
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					INVOCATIONS—1/LR SPELLS
agonizing bl.	<i>eldritch blast</i> : +CH DMG on hit	—	PHB110	<i>bane</i> thief of 5 f. c v s — PHB216	<i>detect magic</i> eldritch sight c v s — PHB231
beguiling infl.	skill prof. in deception, persuasion	—	PHB110	<i>animate dead</i> undying serv. v s LV05 PHB212	<i>disguise self</i> mask of many fac. v s — PHB233
devil's sight	see 120' in all darkness	—	PHB110	<i>bestow curse</i> sign of ill omen c v s LV05 PHB218	<i>false life</i> fiendish vigor v s — PHB239
eldritch mind	ADV on CN saves for spell concentration	—	TCOE071	<i>slow</i> mire the mind c v s LV05 PHB277	<i>mage armor</i> armor of shadows v s — PHB256
eldritch spear	<i>eldritch blast</i> : 300' range	—	PHB111	<i>compulsion</i> bew. whisp. c v s LV07 PHB224	<i>silent image</i> misty visions c v s — PHB276
eyes o.t. r.k.	read all writing	—	PHB111	<i>confusion</i> dreadful word c v s LV07 PHB224	<i>sp. with anim.</i> beast speech v s — PHB277
improved pw	PW: is +1, spell focus, may be ranged	—	XGTE057	<i>freed. of mov.</i> trickster's esc. v s LV07 PHB244	<i>jump</i> otherworldly leap v s LV09 PHB254
gift o.t. depths	breathe water, swim SPD, w. <i>breath.</i> at-will	LV05	XGTE057	<i>polymorph</i> sculpt. of fl. c v s LV07 PHB266	<i>levitate</i> ascendant step c v s LV09 PHB255
lifedrinker	PW: on hit, +CH necrotic DMG	LV12	PHB111	<i>conjure elem.</i> minions of ch. c v s LV09 PHB225	<i>sp. with dead</i> whisp. of the grave v s LV09 PHB277
witch sight	see illusion/transmutation on creat. in 30'	LV15	PHB111		<i>alter self</i> mast. of myr. forms c v s LV15 PHB211
					<i>arcane eye</i> vis. of dist. realms c v s LV15 PHB214
					<i>invisibility</i> shroud of shadow c v s LV15 PHB254
INVOCATIONS—AT-WILL SPELLS					

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≤5+STR	ready
5+STR<SLOTS≤10+STR	burdened
10+STR<SLOTS≤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