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## 1 Fiend Warlock Features

- 3 cantrips
  - Eldritch Blast, Frostbite, Toll the Dead
- 2 spell slots (Lv. 4)
  - 8 spells known
  - Spell save DC 14 (8 + CHA + PB)
- Pact of the Tome
  - 3 additional cantrips from any class
  - Shocking Grasp, Message, Shape Water

### 1.1 Spells (as of level 7):

#### 1.1.1 Cantrips

- Eldritch Blast
- Frostbite
- Shocking Grasp
- Message
- Shape Water
- Thaumaturgy
- Thorn Whip
- Toll the Dead

#### 1.1.2 Pact Magic (4th Level, 8/8 known)

- Fireball
- Counterspell (in Sasha's)
- Major Image
- Armor of Agathys
- Hex
- Misty Step
- Banishment

- Shadow of Moil

## 1.2 Eldritch Invocations

1. Agonizing Blast: +3 (CHA) to EB damage
  2. Mask of Many Faces (Disguise Self at will)
  3. Fiendish Vigor (False Life at will)
  4. Maddening Hex
    - Bonus action
- Target is in vision range, within 30 feet, and cursed by Hex or a warlock feature
  - Psychic damage (= CHA) to target and all creatures of your choice within 5 feet of it

## 1.3 Dark One's Own Luck

- Once per short/long rest, you can add a d10 to an ability check or saving throw.
- Can choose to add the d10 after seeing the initial roll, but must choose whether to add it before effects occur

# 2 Feats

## 2.1 Spell Sniper

- Buffs to ranged attack spells:
  - Doubled range
  - Ignore half and three-quarters cover
- Learn attack roll cantrip from bard/cleric/druid/sorcerer/warlock/wizard list (Thorn Whip)

## 2.2 Observant

- Can read lips if you can see a creature's mouth and it is speaking a language you understand
- +5 to passive WIS (Perception) and passive INT (Investigation)

# 3 Magic Items

## 3.1 Sasha's Scatterbrained Spell-Storer

### Description

This ring once belonged to Sasha, an infamously forgetful sorcerer who used it to ensure that he would always be able to cast his favorite spells, whether he remembered how to invoke them or not. According to legend, he lost this ring in a duel when he forgot its Command Word.

**Usage** (requires attunement)

The ring has 5 charges, and recovers 1d4 charges at the end of a long rest.

You can speak the ring's Command Word (with the same casting time as the original spell) to cast its held spell without using a spell slot. The spell's level is determined by the number of charges consumed:

Level	1	2	3
# Charges	2	3	5

At the end of a long rest, you can change the spell held in this item, or remove the currently held spell.

The ring can hold one spell at a time, and the chosen spell is not on your spell list as long as it remains in the item.

This item does not remove the Concentration requirement from its held spell.

## **4 Build Audit**

### **4.1 Levels**

#### **4.1.1 Level 6**

- 51 HP
- Spell Sniper feat
- +1 CHA (to 17)

#### **4.1.2 Level 7**

- 60 HP (+9; 2 from CON, 7 from d8)

#### **4.1.3 Level 8**

- 67 HP (+7; 2 from CON, 5 from d8)
- Skilled feat (Investigation, Perception, Athletics)
- +1 CHA (to 18)