

I. Aesthetics

- A. Name: Oshtek
- B. Class: Warlock
- C. Race: Tiefling
 - 1. Mutual mistrust
 - 2. If you gain my trust, I will be a fierce Ally and companion.
- D. Alignment: Chaotic Neutral
- E. Skin color: Grey
- F. Gold Horns that travel closely parallel to the head
- G. No hair
- H. Yellow eyes
- I. Spiraling scars traveling up arms, ending at shoulder/neck area - physical manifestation of pact with archfey.
- J. Scars have pulsing shadow energy traveling through them
- K. Background - Charlatan
 - 1. False Identity
 - 2. I put on new identities like I put on clothes
 - 3. Aspiration - I must make something of myself
 - 4. I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
 - a) The Facade in one of its many forms
 - 5. I hate admitting it, and hate myself for it, but I run if the going gets tough.

II. Items

- A. Disguise kit
- B. Crossbow and 20 bolts - 1d8 Piercing, Ammunition (range 80/320), loading, two-handed
- C. 2 daggers - 1d4 piercing, finesse, light, thrown (range 20/60)
- D. Gauntlets of ogre strength
- E. Arcane Focus - Trident - 1d6 piercing, thrown (20/60), versatile (1d8)
- F. Dungeoneer's pack
 - 1. Backpack (2 gp)
 - 2. Crowbar (2 gp)
 - 3. Hammer (1 gp)
 - 4. 10 x Pitons (5 gp)
 - 5. 10 x Torches (0.1 gp)
 - 6. Tinderbox (0.5 gp)
 - 7. 10/1 Day Rations (1 day) (5 gp)
 - 8. Waterskin (0.2 gp)

9. 100' Hemp Rope (1)

10.63 lbs total

G. Some funky fresh threads

H. Tool belt with 15 gp

I. Studded leather armor

J. The Facade's Skin - legendary

1. This this shroud of shade drapes over the Wearer's Body, concealing them in shadow

2. While attuned to this cloak, you add +3 to your AC, and you can use the following benefits once per day each, unless stated otherwise:

a) Dread Space: You Cast 'darkness' (no concentration required) centered on yourself. As a bonus action on your turn you may detach it from yourself and move it in any given direction up to 30 ft.

b) Shadow Lives: As a bonus action, you create an illusory duplicate of yourself originating from a shadow within 60 ft. of you. You can use this ability up to a number of times a day equal to your charisma modifier (3) As long as you can see your duplicate and the attack occur, you can make it appear as if they were attacked and injured. The clones last for a minute each.

c) Grim Veil: You cast 'Hallucinatory Terrain' instantaneously, with the affected area appearing entirely encased in shade, becoming slightly obscured (with insight checks having disadvantage as well). This illusion dissipates after 1 minute when cast this way

(1) Hallucinatory Terrain:

(2) Casting Time: 10 minutes

(3) Range: 300 feet

(4) Components: V, S, M (a stone, a twig, and a bit of green plant)

(5) Duration: 24 hours

(6) You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle

slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

(7) The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

d) Gloom Hunt: As long as an illusion duplicate of yourself is active, you can cast your spells through one of the clones, making it appear as if they had cast it.

III. Skills

A. Pact of the Blade - Trident made of black metal with gold engravings

B. Stealth

1. Stealth: Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

C. Deception

1. Deception: Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

D. Perception

1. Perception: Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in

ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

E. Sleight of hand

1. Sleight of Hand: Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

IV. Invocations

- A. Sculptor of flesh: You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

1. Casting Time: 1 action
2. Range: 60 feet
3. Components: V, S, M (a caterpillar cocoon)
4. Duration: Concentration, up to 1 hour
5. This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.
6. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.
7. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.
8. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.
9. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

- B. Thirsting Blade: You can Attack with your pact weapon twice, instead of once, whenever you take the Attack action on Your Turn.
- C. Mask of many faces: You can cast Disguise Self at will, without expending a spell slot.
 - 1. Casting Time: 1 action
 - 2. Range: Self
 - 3. Components: V, S
 - 4. Duration: 1 hour
 - 5. You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.
 - 6. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in mid air.
 - 7. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.
- D. Devil's sight: You can see normally in Darkness, both magical and non-magical, to a distance of 120 feet.

V. Spells

A. Cantrips

1. Thaumaturgy

- a) Casting Time: 1 action
- b) Range: 30 feet
- c) Components: V
- d) Duration: 1 minute
- e) You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:
 - (1) Your voice booms up to three times as loud as normal for 1 minute.

- (2) You cause flames to flicker, brighten, dim, or change color for 1 minute.
- (3) You cause harmless tremors in the ground for 1 minute.
- (4) You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- (5) You instantaneously cause an unlocked door or window to fly open or slam shut.
- (6) You alter the appearance of your eyes for 1 minute.
- f) If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

2. Eldritch blast

- a) Casting Time: 1 action
- b) Range: 120 feet
- c) Components: V, S
- d) Duration: Instantaneous
- e) A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.
- f) The spell creates more than one beam when you reach higher levels: two beams at 5th level
- g)

3. Chill touch

- a) Casting Time: 1 Action
- b) Range: 120 feet
- c) Components: V,S
- d) Duration: 1 round
- e) You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack including spell attack bonus, against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.
- f) If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

- g) This spell's damage increases by 1d8 when you reach 5th level (2d8)
- h)

4. Sacred flame

- a) Casting Time: 1 action
- b) Range: 60 feet
- c) Components: V, S
- d) Duration: Instantaneous
- e) Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.
- f) The spell's damage increases by 1d8 when you reach 5th level

B. Spells (1+)

1. Darkness

- a) Casting Time: 1 action
- b) Range: 60 feet
- c) Components: V, M (bat fur and a drop of pitch or piece of coal)
- d) Duration: Concentration, up to 10 minutes
- e) Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.
- f) If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.
- g) If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

2. Hellish rebuke

- a) Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
- b) Range: 60 feet

- c) Components: V, S
- d) Duration: Instantaneous
- e) You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.
- f) At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

3. Hex

- a) Casting Time: 1 bonus action
- b) Range: 90 feet
- c) Components: V, S, M (the petrified eye of a newt)
- d) Duration: Concentration, up to 1 hour
- e) You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.
- f) At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

4. Blink

- a) Casting Time: 1 action
- b) Range: Self
- c) Components: V, S
- d) Duration: 1 minute
- e) Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the

spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

- f) While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

5. Armor of agathys

- a) Casting Time: 1 action
- b) Range: Self
- c) Components: V, S, M (a cup of water)
- d) Duration: 1 hour
- e) A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.
- f) At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

6. Fear

- a) Casting Time: 1 action
- b) Range: Self (30-foot cone)
- c) Components: V, S, M (a white feather or the heart of a hen)
- d) Duration: Concentration, up to 1 minute
- e) You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.
- f) While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line

of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

7. Fly

- a) Cast: 1 action
- b) Range: Touch
- c) Components: V, S, M (a wing feather from any bird)
- d) Duration: Concentration, up to 10 minutes
- e) You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends the target falls if it is still aloft, unless it can stop the fall.
- f) At higher levels. When you cast this spell using a slot of the 4th level or higher, you can target one additional creature for each slot above 3rd.

8. Misty step

- a) Casting Time: 1 bonus action
- b) Range: Self
- c) Components: V
- d) Duration: Instantaneous
- e) Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

9. Greater invisibility

- a) Casting Time: 1 action
- b) Range: Touch
- c) Components: V, S
- d) Duration: Concentration, up to 1 minute
- e) You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

C. Patron abilities:

- 1. Fey Presence: Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throw are all charmed or frightened by you (your choice) until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.
- 2. Misty Escape: Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your

reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

VI. Feats

A. Lucky

1. You have inexplicable luck that seems to kick in at just the right moment.
2. You have 3 luck points.
3. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
4. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.
5. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

VII. Ability Scores

- A. Armor - 22
- B. Strength - 14
- C. Dexterity - 10
- D. Constitution - 11
- E. Intelligence - 12
- F. Wisdom - 13
- G. Charisma - 17

VIII. Patron: The Facade

- A. Takes on a different form for every occasion
- B. Shapeshifter
- C. Molded me to be it's loyal servant
- D. Neither affiliated with the Summer Court or the Winter Court
 1. It may have been at one time, but not anymore
 2. It pretty much drifts back and forth between whichever realm suits its needs