

Warlock 1, Bard 4

CLASS & LEVEL

PLAYER NAME

FACTION

Ray

Criminal - Pickpocket
BACKGROUND

Dark Elf (Drow)
RACE

NE
ALIGNMENT

10232 (14000)
EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

-1

9

DEXTERITY

4

18

CONSTITUTION

2

15

INTELLIGENCE

1

12

WISDOM

2

14

CHARISMA

3

16

3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ -7 Dexterity
- ☐ -2 Constitution
- ☐ -1 Intelligence
- ☐ -2 Wisdom
- ☒ -6 Charisma

SAVING THROWS

- ☒ 5 Acrobatics (Dex)
- ☒ 3 Animal Handling (Wis)
- ☒ 4 Arcana (Int)
- ☒ 0 Athletics (Str)
- ☒ 6 Deception (Cha)
- ☒ 4 History (Int)
- ☒ 3 Insight (Wis)
- ☒ 4 Intimidation (Cha)
- ☒ 7 Investigation (Int)
- ☒ 3 Medicine (Wis)
- ☒ 2 Nature (Int)
- ☒ 8 Perception (Wis)
- ☒ 6 Performance (Cha)
- ☒ 6 Persuasion (Cha)
- ☒ 2 Religion (Int)
- ☒ 7 Sleight of Hand (Dex)
- ☒ 7 Stealth (Dex)
- ☒ 3 Survival (Wis)
- ☐ Disguise Kit (Cha)
- ☒ 10 Thieves' Tools (Dex)

SKILLS

18

PASSIVE WISDOM
(PERCEPTION)

17

ARMOR
CLASS

5

INITIATIVE

30

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

d8, d8, d8, d8, d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

CP

23

+1 Studded Leather (Armor)

Antitoxin (Vial) (Adventuring Gear)

Arrow (Adventuring Gear)

SP

47

Arrow Drow Poison (Adventuring Gear)

Arrow, +1 (Weapon)

EP

0

Arrows (20) (Adventuring Gear)

Backpack (Adventuring Gear)

GP

688

Ball Bearings (100) (Adventuring Gear)

Bedroll (Adventuring Gear)

PP

5

Candle (Adventuring Gear)

Clothes, Costume (Adventuring Gear)

Clothes, Dark hooded (Adventuring Gear)

Crossbow Bolt, Hand, Drow Poisoned (Adventuring Gear)

Crossbow, Hand (Weapon)

Crowbar ()

Dagger (Weapon)

EQUIPMENT

I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Greed. I will do whatever it takes to become wealthy. (Evil)

IDEALS

Something important was taken from me, and I aim to steal it back. His home in Spiderhaven was destroyed. He wants to see it rebuilt.

BONDS

When faced with a choice between money and my friends, I usually choose the money.

FLAWS

Ability Score Improvement (Feature)

Awakened Mind (Feature)

Bardic Inspiration (Feature)

Bonus Proficiencies (Lore) (Feature)

College of Lore (Feature)

Criminal Contact - know a poisoner in Spiderhaven, Honest Ned ()

Cutting Words (Feature)

Expanded Spell List (Great Old One) (Feature)

Expertise (Feature)

False Identity - half-elf wool merchant (Feature)

Jack of All Trades (Feature)

Pact Magic (Feature)

Song of Rest (Feature)

Spellcasting (Bard) (Feature)

The Great Old One (Feature)

Drow Magic (Trait)

Drow Weapon Training (Trait)

Dwarven Resilience (Trait)

Fey Ancestry (Trait)

Keen Senses (Trait)

Sunlight Sensitivity (Trait)

Superior Darkvision (Trait)

FEATURES & TRAITS

Common, Elvish

Armor: Light armor, Tool: lute, flute and singing,

Weapon: Simple weapons, Tool: gaming Dice, thieves'

tools; Weapon: Simple weapons, hand crossbows,

longswords, rapiers, shortwords, Armor: Light armor

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger (Finesse, light, thrown (range 20/60))

+7

d4+4 piercing

Dagger (Finesse, light, thrown (range 20/60))

+7

d4+4 piercing

Rapier, Silvered (Finesse, silver)

+7

d8+4 piercing

Crossbow, Hand (Ammunition (range 30/120), light, loading)

+7

d6+4 piercing

Shortbow +1 ()

+8

d6+5 piercing,magic

Arrow, +1 ()

+2

Eldritch Blast [Cantrip](Range 120 feet)

+6

d10 force

ATTACKS & SPELLCASTING



Ray

CHARACTER NAME

97

AGE

5'6"

HEIGHT

123

WEIGHT

EYES

SKIN

HAIR

Acquaintance: Sticky Fingers- Kobold, fence in Waterdeep
 Acquaintance: Red the wagon master, Half-Orc, smuggler who travels the Sword Coast
 grew up in Spiderhaven, until it was destroyed, then made his way with others to Waterdeep.

Trance (Trait)

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

Dice Set Weighted (Tools)

Disguise Kit (Tools)

Dragonchess Set (Tools)

Drow Poison (vial) (Poison)

Horn (Tools)

Kyo Crystal, Small (Wonderous item)

Lyre (Tools)

Mantle of Spell Resistance (Wonderous item)

Oil (Flask) (Adventuring Gear)

Platinum Ring ()

Potion Of Healing (Adventuring Gear)

Rapier, Silvered (Weapon)

Rations (1 Day) (Adventuring Gear)

Rope, Silk (50 Feet) (Adventuring Gear)

Scroll of Disguise Self (Scroll)

Scroll of Friends (Scroll)

Scroll of Knock (Scroll)

Scroll of Knock (Scroll)

Scroll of Tasha's Hideous Laughter (Scroll)

Shortbow +1 (Weapon)

Thieves' Tools (Tools)

Waterskin (Adventuring Gear)

TREASURE

Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Crossbow, Hand	Ammunition (range 30/120), light, loading	20	Yes	+7	d6+4 piercing
Dagger	Finesse, light, thrown (range 20/60)		Yes	+7	d4+4 piercing
Dagger	Finesse, light, thrown (range 20/60)	1	Yes	+7	d4+4 piercing
Rapier, Silvered	Finesse, silver		Yes	+7	d8+4 piercing
Shortbow +1		20	Yes	+8	d6+5 piercing, magic

Spells

Spell Ability: charisma

Base Attack: 6

Base DC: 14

Prepared:

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	3							
0 0 0 0	0 0 0							

Casting Time:

Range:

Duration:

Components:

Source:

Bardic Inspiration



Long Rest

Bardic Inspiration

000 Long Rest

Casting Time:

Range:

Duration:

Components:

Source: Bard

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw that it just made. The creature can wait until after it rolls the die for the ability check, attack roll, or saving throw, but before the DM says whether or not it succeeds or fails before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Cantrip

Dancing Lights (Evocation)

Prepared 0

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Source: Bard, Eldritch Knight, Sorcerer, Wizard, Arca

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Level 1

Cure Wounds (Evocation)

0 Prepared 0

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Components: V, S

Source: Bard, Cleric, Cleric Life Domain, Druid, Paladi

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Heal: d8+3

Dissonant Whispers (Enchantment)

0 Prepared 0

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V

Source: Bard, Eldritch Master (Great Old One)

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Attack: Save vs wisdom DC 17
Damage: d6,d6,d6 psychic

Faerie Fire (Evocation)

Prepared

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Components: V

Source: Bard, Cleric Light Domain, Druid, Eldritch-Mas

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Attack: Save vs dexterity DC 17

Hellish Rebuke (Evocation)

Prepared

Casting Time: 1 reaction, which you take in r

Range: 60 feet

Duration: Instantaneous

Components: V, S

Source: Warlock

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.

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.

Attack: Save vs dexterity DC 14
Damage: d10,d10 fire

Hex (Enchantment)

Prepared

Casting Time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

Components: V, S, M (the petrified eye of a newt)

Source: Warlock

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 subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early. 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.

Tasha's Hideous Laughter (Enchantment)

Prepared

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (tiny tarts and a feather that is waved in the air)

Source: Bard, Eldritch Knight, Eldritch Master (Great O

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Attack: Save vs wisdom DC 14

Level 2

Blindness/Deafness (Necromancy)

Prepared

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Components: V

Source: Bard, Cleric, Eldritch Knight, Eldritch Master (

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Cure Wounds (2nd) (Evocation)

Prepared

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Components: V, S

Source: Bard, Cleric, Cleric Life Domain, Druid, Paladi

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Heal: d8,d8+3

Invisibility (Illusion)

Prepared

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Components: V, S, M (an eyelash encased in gum arabic)

Source: Bard, Druid Grassland Circle, Eldritch Knight,

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. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Lesser Restoration (Abjuration)

Prepared

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Components: V, S

Source: Bard, Cleric, Cleric Life Domain, Druid, Paladi

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Shatter (Evocation)

Prepared

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V, S, M (a chip of mica)

Source: Bard, Cleric Tempest Domain, Eldritch Knight,

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Attack: Save vs constitution DC 17

Damage: d8,d8,d8 thunder

Spells (Bard)

Blade Ward (Abjuration)

Casting Time: 1 action

Range: Self

Duration: 1 round

Components: V, S

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wiz

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Eldritch Blast (Evocation)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Components: V, S

Source: Warlock

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.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Attack: ranged +6 vs AC

Damage: d10 force

Mage Hand (Conjuration)

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Components: V, S

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wizard

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Minor Illusion (Illusion)

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Components: S, M (a bit of fleece)

Source: Bard, Eldritch Knight, Monk, Sorcerer, Warlock

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Vicious Mockery (Enchantment)

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V

Source: Bard

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Attack: Save vs wisdom DC 17

Damage: d4, d4 psychic

Feats, Features, Traits

Feature

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creature who can hear your performance regains any hit points during the short rest, that creature regains 1d6 extra hit points at the end of the rest. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

The extra hit points increase when you reach certain levels in this class: 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw that it just made. The creature can wait until after it rolls the die for the ability check, attack roll, or saving throw, but before the DM says whether or not it succeeds or fails before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

False Identity - half-elf wool merchant

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Criminal Contact - know a poisoner in Spiderhave

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include that bonus.

College of Lore

Bards of the College of Lore know something about everything, collecting bits of knowledge from sources as diverse as ancient tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Features

Spellcasting (Bard)	<p>You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music.</p> <p>Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list.</p> <p>Cantrips</p> <p>You know two cantrips of your choice from the bard spell list. You learn additional bard cant rips of your choice at higher levels, as shown in the Cantrips Known column of the Hard table.</p> <p>Spell Slots</p> <p>The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You must finish along rest to regain any expended spell slots.</p> <p>For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.</p> <p>Spells Known of 1st Level and Higher</p> <p>You know four 1st-level spells of your choice from the bard spell list.</p> <p>The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.</p> <p>Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the bard spell list, which must be of a level for which you have spell slots, as shown on the table.</p> <p>Spellcasting Ability</p> <p>Charisma is your spellcasting ability for your bard spells, since the power of your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.</p> <p>Spell Save DC = 8 + your proficiency bonus + your Charisma modifier</p> <p>Spell Attack modifier = your your proficiency bonus + Charisma modifier</p> <p>Ritual Casting</p> <p>You can cast any bard spell you know as a ritual if that spell has the ritual tag. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, as normal.</p> <p>Spellcasting Focus</p> <p>You can use a musical instrument as the material component for a bard spell, as described in chapter 10.</p>
Cutting Words	<p>When you join the College of Lore at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.</p>
Bonus Proficiencies (Lore)	<p>When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.</p>
Expertise	<p>At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that involves one of the chosen proficiencies.</p> <p>At 10th level, you can choose another two skill proficiencies to gain this benefit.</p>
Ability Score Improvement	<p>When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.</p>
The Great Old One	<p>Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.</p> <p>Entities of this type include Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.</p> <p>Features</p>

Pact Magic	<p>Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.</p> <p>Cantrips</p> <p>You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.</p> <p>Spell Slots</p> <p>The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.</p> <p>For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell witch bolt, you must spend one of those slots, and you cast it as a 3rd-level spell.</p> <p>Spells Known of 1st Level and Higher</p> <p>At 1st level, you know two 1st-level spells of your choice from the warlock spell list.</p> <p>The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.</p> <p>Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.</p> <p>Spellcasting Ability</p> <p>Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.</p> <p>Spell save DC = 8 + your proficiency bonus + your Charisma modifier</p> <p>Spell attack modifier = your proficiency bonus + your Charisma modifier</p> <p>Spellcasting Focus</p> <p>You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.</p>
Expanded Spell List (Great Old One)	<p>The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.</p> <p>Great Old One Expanded Spells</p> <p>Warlock Level - Spell</p>
Awakened Mind	<p>Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.</p>
Trait	
Trance	<p>Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.</p>
Keen Senses	<p>You have proficiency in the Perception skill.</p>
Fey Ancestry	<p>You have advantage on saving throws against being charmed, and magic can't put you to sleep.</p>
Sunlight Sensitivity	<p>You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.</p>
Drow Weapon Training	<p>You have proficiency with rapiers, shortswords and hand crossbows.</p> <p>The Darkness of the Drow</p> <p>Were it not for one renowned exception, the race of drow would be universally reviled. Their depraved society is preoccupied with the favour of Lolth, their spider-queen goddess, who sanctions murder and the extermination of entire families noble houses vie for position.</p> <p>Yet one drow, at least, broke the mold. In the world of the Forgotten Realms, Drizzt Do'Urden, ranger of the North, has proven his quality as a good-hearted defender of the weak and innocent.</p> <p>Drow grow up believing that surface dwelling races are worthless except as slaves. Drow who develop a conscience or find it necessary to cooperate with members of other races find it hard to overcome that prejudice, especially when they are so often on the receiving end of hatred.</p>
Superior Darkvision	<p>Your darkvision extends to a range of 120 feet.</p>
Drow Magic	<p>You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.</p>
Dwarven Resilience	<p>You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).</p>

Inventory

Count	Name	Cost	Weight	Properties
1	Crowbar		5	
1	Platinum Ring	30 gp	0	
	Finely crafted ring of pure platinum			
Adventuring Gear				
1	Antitoxin (Vial)	50 gp	0.02	
	A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.			
15	Arrow	5 cp	0.05	
21	Arrow Drow Poison	5 cp	0.05	
1	Arrows (20)	1 gp	1	
1	Backpack	2 gp	5	
10	Ball Bearings (100)	1 gp	0	
	As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.			
1	Bedroll	1 gp	7	
1	Caltrops (20)	1 gp	2	
	As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.			
5	Candle	1 cp	0	
	For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.			
2	Clothes, Costume	5 gp	4	
1	Clothes, Dark hooded	5 sp	3	
22	Crossbow Bolt, Hand, Drow Poisoned	5 cp	0	
6	Oil (Flask)	1 sp	6	
	Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.			
1	Potion Of Healing	50 gp	0.5	
	A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.			
14	Rations (1 Day)	5 sp	2	
	Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.			
1	Rope, Silk (50 Feet)	10 gp	5	
1	Waterskin	2 sp	5	
Armor				
1	+1 Studded Leather		13	
Poison				
9	Drow Poison (vial)	200 gp	0	
	This poison is typically made only by the draw, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.			
	Each vial contains enough poison to coat one slashing or piercing weapon or 5 pieces of ammunition.			
Scroll				
1	Scroll of Disguise Self	29 gp	0	Magic

Description

This spell scroll bears the words of a single spell, Disguise Self , written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

1	Scroll of Friends	29 gp	0	Magic
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Description

This spell scroll bears the words of a single spell, Friends , written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

1	Scroll of Knock	76 gp	0	Magic
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Description

This spell scroll bears the words of a single spell, Knock , written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

1	Scroll of Knock	136 gp	0	Magic
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Description

This spell scroll bears the words of a single spell, Knock , written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

1	Scroll of Tasha's Hideous Laughter	40 gp	0	Magic
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Description

This spell scroll bears the words of a single spell, Tasha's Hideous Laughter , written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Tools

1	Dice Set Weighted	1 sp	0	
This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming				
1	Disguise Kit	25 gp	3	
These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools				
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.				
1	Dragonchess Set	1 gp	0.5	
This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.				
1	Horn	3 gp	2	
Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus, as described in Part 3: The Rules of Magic, Casting a Spell. Each type of musical instrument requires a separate proficiency.				
1	Lyre	30 gp	2	
Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to				
1	Thieves' Tools	25 gp	1	
These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools				
This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.				

Weapon

11	Arrow, +1	303 gp	0.05	Magic
Description				
You have a bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.				
1	Crossbow, Hand	75 gp	3	Ammunition (range 30/120), light, loading
1	Dagger	2 gp	1	Finesse, light, thrown (range 20/60)
1	Rapier, Silvered	25 gp	2	Finesse, silver
This weapon has been treated with alchemical silver.				
1	Shortbow +1		0	
This finely carved shortbow is of ancient design				

Wonderous item

1	Kyo Crystal, Small	0	
A small (1/4") octahedron crystal of a transparent violet color.			
Once per day during a short rest a character with a spell casting ability can use the energy from this crystal to replace the magical energy of a first level spell slot.			

Wonderous item

1	Mantle of Spell Resistance	0	
You have advantage on saving throws against spells while you wear this cloak.			