

Suluiene (Sue-Lee-En)

Warlock 4
CLASS & LEVEL

Suluiene Warlock
PLAYER NAME

FACTION

Far Traveler
BACKGROUND

Dark Elf (Drow)
RACE

Chaotic Good
ALIGNMENT

2852 (0)
EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH
0
10

DEXTERITY
2
14

CONSTITUTION
2
15

INTELLIGENCE
1
13

WISDOM
0
11

CHARISMA
5
20

2 PROFICIENCY BONUS

- 0 Strength
- 2 Dexterity
- 2 Constitution
- 1 Intelligence
- 2 Wisdom
- 7 Charisma

SAVING THROWS

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

12 PASSIVE WISDOM (PERCEPTION)

13 ARMOR CLASS

2 INITIATIVE

30 SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

d8, d8, d8, d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

- Amulet Of The Noodley One (arcane focus) (A)
 - Backpack (Empty) (Adventuring Gear)
 - Bedroll (Adventuring Gear)
 - Blanket (Adventuring Gear)
 - Book of Shadows (Magic Item)
 - Chalk (1 Piece) (Adventuring Gear)
 - Leather (Armor)
 - Mess Kit (Adventuring Gear)
 - Rations (1 Day) (Adventuring Gear)
 - Rope, Hempen (Adventuring Gear)
 - Shortbow (Weapon)
 - Shortsword (Weapon)
 - Tinderbox (Adventuring Gear)
 - Torch (Adventuring Gear)
 - Waterskin (Adventuring Gear)
- EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Common , Elvish, Giant, Undercommon

Weapon: Simple weapons, Armor: Light armor, Tool: Any one musical instrument or gaming set of your choice, likely something native to your homeland

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
Kukri (Short Sword) (Finesse, light)	+4	d6+2 piercing
Shortbow (Ammunition (range 80/320), two-handed)	+4	d6+2 piercing
Eldritch Blast [Cantrip](Range 120 feet)	+7	d10+5 force
Ray of Sickness [Level 1](Range 60 feet)	+7	3d8 poison
Chill Touch [Cantrip](Range 120 feet)	+7	d8 necrotic
Fire Bolt [Cantrip](Range 120 feet)	+7	d10 fire

ATTACKS & SPELLCASTING



Suluiene (Sue-Lee-En)

CHARACTER NAME

556yr

AGE

223cm

HEIGHT

101.151kg

WEIGHT

EYES

SKIN

HAIR

ni want to change GUIDANCE to firebolt\ni want to change my short bow, to a hand held crossbow (profecy bonus!)

NOTES

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Kukri (Short Sword)	Finesse, light		Yes	+4	d6+2 piercing
Shortbow	Ammunition (range 80/320), two-handed	20	Yes	+4	d6+2 piercing

Spells

Spell Ability: charisma

Base Attack: 7

Base DC: 15

Prepared: 0

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

Cantrip

Chill Touch (Necromancy)

Prepared 0

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

Components: V, S

Source: Eldritch Knight, Sorcerer, Warlock, W

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack 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.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Attack: ranged +7 vs AC

Damage: d8 necrotic

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 glow

Source: Bard, Eldritch Knight, Sorcerer, Wiza

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.

Eldritch Blast (Evocation)

Prepared 0

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 +7 vs AC

Damage: d10+5 force

Fire Bolt (Evocation)

Prepared 0

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Ar

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Attack: ranged +7 vs AC

Damage: d10 fire

Mage Hand (Conjuration)

Prepared 0

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Components: V, S

Source: Bard, Eldritch Knight, Sorcerer, Warl

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)

Prepared O

Casting Time: 1 action**Range:** 30 feet**Duration:** 1 minute**Components:** S, M (a bit of fleece)**Source:** Bard, Eldritch Knight, Monk, Sorcerer

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.

Spare the Dying (Necromancy)

Prepared O

Casting Time: 1 action**Range:** Touch**Duration:** Instantaneous**Components:** V, S**Source:** Cleric

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Thunderclap (Evocation)

Prepared O

Casting Time: 1 action**Range:** 5 feet**Duration:** Instantaneous**Components:** S**Source:** Bard, Druid, Sorcerer, Warlock, Wizard

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Attack: Save vs constitution DC 15**Damage:** d6 thunder

Toll the Dead (Necromancy)

Prepared O

Casting Time: 1 action**Range:** 60 feet**Duration:** Instantaneous**Components:** V, S**Source:** Cleric, Warlock, Wizard

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment.

The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Attack: Save vs wisdom DC 15**Damage:** d8 necrotic**Damage:** d12 necrotic

Level 1

Faerie Fire (Evocation)

Prepared O

Casting Time: 1 action**Range:** 60 feet**Duration:** Concentration, up to 1 minute**Components:** V**Source:** Bard, Cleric Light Domain, Druid, Warlock

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 15

Hex (Enchantment)

Prepared O

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.

Ray of Sickness (Necromancy)

Prepared O

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Artificer

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw.

On a failed save, it is also poisoned until the end of your next turn.

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

Attack: ranged +7 vs AC

Damage: 3d8 poison

Sleep (Enchantment)

Prepared O

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Source: Bard, Eldritch Knight, Warlock (Archfey)

This spell sends creatures into a magical slumber.

Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Level 2

Shatter (Evocation)

Prepared O

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 15

Damage: 3d8 thunder

Feats, Features, Traits

Feat

Spell Sniper Prerequisite: The ability to cast at least one spell

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- * When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- * Your ranged spell attacks ignore half cover and three-quarters cover.
- * You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Feature

The Undying Death holds no sway over your patron, who has unlocked the secrets of everlasting life, although such a prize - like all power - comes at a price. Once mortal, the Undying has seen mortal lifetimes pass like the seasons, like the flicker of endless days and nights. It has the secrets of the ages to share, secrets of life and death. Beings of this sort include Vecna, Lord of the Hand and the Eye; the dread Iuz; the lich-queen Vol; the Undying Court of Aerenal; Vlaakith, lich-queen of the githyanki; and the deathless wizard Fistandantalus. In the Realms, Undying patrons include Larloch the Shadow King, legendary master of Warlock's Crypt, and Gilgeam, the God-King of Unther.

Features

Expanded Spell List (Undying) The Undying 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.

Undying Expanded Spells

Warlock Spell Level - Spell

Among the Dead Starting at 1st level, you learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease.

Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of fireball). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

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.

Cantrips

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.

Spell Slots

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.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

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.

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.

Spellcasting Ability

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.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, the Great Old One, or the Undying, each of which is detailed in their respective chapters. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

All Eyes on You

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland.

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

Eldritch Invocations: Agonizing Blast ϵ In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

A level prerequisite in an invocation refers to warlock level, not character level.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

Name

Prerequisite

Description

Agonizing Blast

eldritch blast cantrip

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

-

You can cast mage armor on yourself at will, without expending a spell slot or material components.

Ascendant Step

9th level

You can cast levitate on yourself at will, without expending a spell slot or material components.

Beast Speech

-

You can cast speak with animals at will, without expending a spell slot.

Beguiling Influence

-

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

7th level

You can cast compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.

Book of Ancient Secrets

Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list. The rituals needn't be from the same spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Chains of Carceri

15th level, Pact of the Chain feature

You can cast hold monster at will—targeting a celestial, fiend, or elemental—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Devil's Sight

-

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

7th level

You can cast confusion once using a warlock spell slot. You can't do so again until you finish a long rest.

Eldritch Sight

-

You can cast detect magic at will, without expending a spell slot.

Eldritch Spear

eldritch blast cantrip

When you cast eldritch blast, its range is 300 feet.

Eyes of the Rune Keeper

-

You can read all writing.

Fiendish Vigor

-

You can cast false life on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Gaze of Two Minds

-

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker

12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

Mask of Many Faces

-

You can cast disguise self at will, without expending a spell slot.

Master of Myriad Forms

15th level

You can cast alter self at will, without expending a spell slot.

Minions of Chaos

9th level

You can cast conjure elemental once using a warlock spell slot. You can't do so again until you finish a long rest.

Mire the Mind

5th level

You can cast slow once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Visions

-

You can cast silent image at will, without expending a spell slot or material components.

One with Shadows

5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Otherworldly Leap

9th level

You can cast jump on yourself at will, without expending a spell slot or material components.

Repelling Blast

eldritch blast cantrip

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

Sculptor of Flesh

7th level

You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

Sign of Ill Omen

5th level

You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.

Thief of Five Fates

-

You can cast bane once using a warlock spell slot. You can't do so again until you finish a long rest.

Thirsting Blade

5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Visions of Distant Realms

15th level

You can cast arcane eye at will, without expending a spell slot.

Voice of the Chain Master

Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

9th level

You can cast *speak with dead* at will, without expending a spell slot.

Witch Sight

15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own. When you let your familiar attack, it does so with its reaction.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.

You can then dismiss the weapon, shunting it into an extra dimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extra dimensional space when the bond breaks.

Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. Any cantrip you cast with this feature is considered a warlock cantrip for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

Pact of the Chain. Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with sprites and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One's nature is inscrutable, any familiar form is suitable for it.

Pact of the Blade. If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.

Pact of the Tome. Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

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.

Trait

Trance	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.
Keen Senses	You have proficiency in the Perception skill.
Fey Ancestry	You have advantage on saving throws against being charmed, and magic can't put you to sleep.
Sunlight Sensitivity	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.
Drow Weapon Training	You have proficiency with rapiers, shortswords and hand crossbows.
Drow Magic	You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day (after completion of a long rest). When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

Inventory

Count	Name	Cost	Weight	Properties
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Adventuring Gear

1	Amulet Of The Noodley One (arcane focus)	5 gp	1	
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A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. The Player's Handbook lists many gods in the multiverse and their typical symbols. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

1	Backpack (Empty)	2 gp	5	
1	Bedroll	1 gp	7	
1	Blanket	5 sp	3	
1	Chalk (1 Piece)	1 cp	0.001	
1	Mess Kit	2 sp	1	

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

10	Rations (1 Day)	5 sp	2	
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Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

1	Rope, Hempen	1 gp	10	
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Rope, made of hemp, has 2 hit points and can be burst with a DC 17 Strength check. There is 50 feet in this coil.

1	Tinderbox	5 sp	1	
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This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch-or anything else with abundant, exposed fuel-takes an action. Lighting any other fire takes 1 minute.

10	Torch	1 cp	1	
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A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

1	Waterskin	2 sp	5	
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Armor

1	Leather	10 gp	10	
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Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Magic Item

1	Book of Shadows		1	
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Weapon

1	Shortbow	25 gp	2	Ammunition (range 80/320), two-handed
1	Shortsword	10 gp	2	Finesse, light