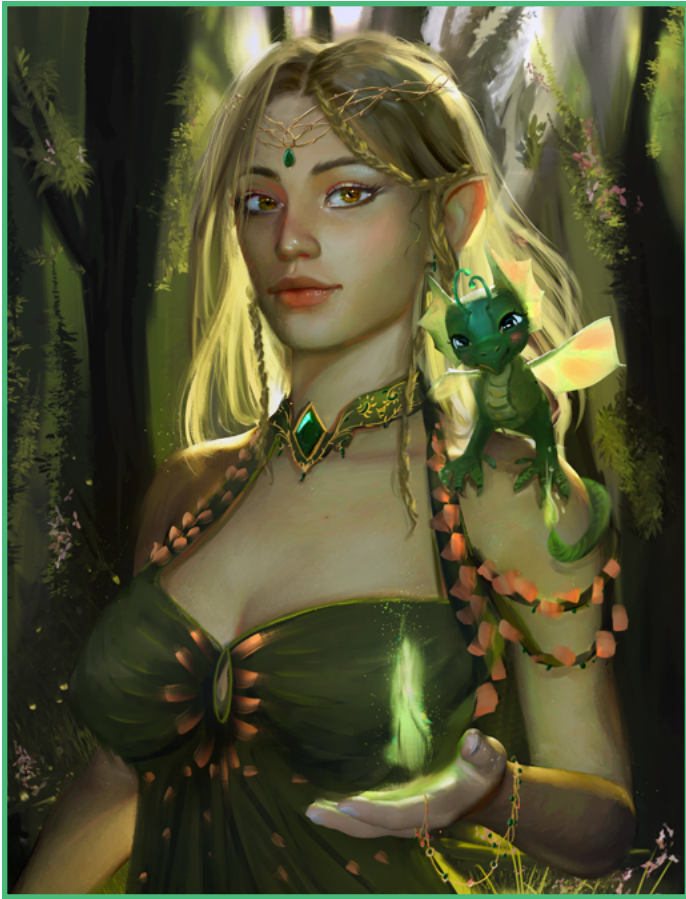


Lena Valenya

Level 6 Half-Elf Warlock



Lena's mother had grown up with warnings about the Fay'aree. While her family was lucky enough not to be born near any of the Unseelie Courts, they still had the Seelie to worry about, with their tricks and japes. She listened to the warnings and paid attention to all the little rituals that would help to keep the fey away. And yet, she fell under an enchantment all the same after milking the family's cow one misty morning.

She found herself led to a grove where diverse peoples danced, lured by a haze. Succumbing to its allure, she indulged in delectable food from a lavish table, sipped sweet wines, and danced until her feet throbbed. It was there that a captivating elf with vibrant green hair caught her eye, and she surrendered herself to his embrace.

When she awoke in a patch of soft grass near her home, silver shoes adorned her feet, and a second gift awaited her arrival nine months later—Lena.

Lena always sensed a magnetic pull towards the whispering trees and hidden glens, longing to explore their mysteries. However, her mother, bound by fear and the tales of caution, kept Lena sheltered within the confines of their ignorant community.

As Lena's sixteenth birthday approached, a restlessness grew within her. She yearned to break free from the stifling confines of her mundane existence, to uncover the secrets that the forest held. On that momentous day, she gathered her courage, cast aside her fears, and escaped into the depths of the woods that had always called to her.

She discovered a world of wonder and enchantment, where the Fay'aree welcomed her with open arms. They revealed the truth about her father—a Wood Elf from a nearby enclave, and she came to know him well as he fully embraced his newfound daughter. Though she found solace in her new life, Lena's heart never ceased to ache for the mother she had left behind. She hoped that one day, her mother would come to understand and accept the choices she had made.

Lena made a solemn pledge to serve as a Warlock in the Fay'aree Court of Geldenslaff and as Lena ventured into the wider world, she marveled at the diverse cultures, encountered perilous adversaries, and witnessed the ebb and flow of power. She observed all of this, all the while sending back reports to the Fay'aree Court. Through her eyes, the Court gains a deeper understanding of the ever-changing landscape of the civilized lands.

SECRET:

Lena often has visions of potential futures, guided through them by a unicorn. One such vision, which is reoccurring, is of a cataclysmic battle between the Seelie and Unseelie courts that draws ever closer. Furthermore, it is becoming clear to Lena that she will play a pivotal part in the battle, and indeed may decide the fate of both the Seelie and Unseelie.

PERSONALITY TRAIT:

When I have a new idea, I get wildly excited about it until I come up with another, better idea.

IDEAL:

Everything in the world happens in threes. I see the "rule of three" everywhere.

BOND:

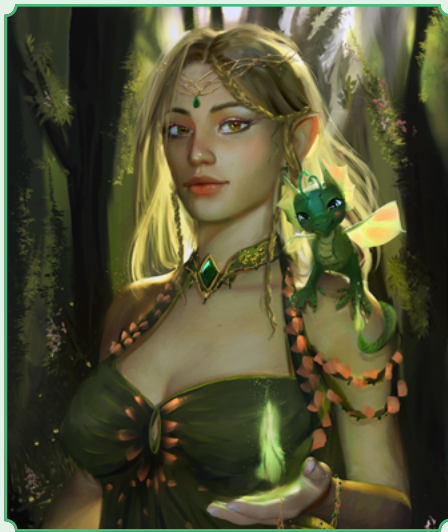
I find magic in all its forms to be compelling. The more magical a place, the more I am drawn to it.

FLAW:

I easily lose track of time. My poor sense of time means I'm always late.



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Character Name
Lena Valenya

Class & Level
Level 6 Chain Warlock (Archfey)

Race / Background
Half-Elf / Friend to the Fey

Alignment
Chaotic Good

Languages
Common, Elvish, Fay'aree, Gnomish

Attacks & Spellcasting

Name	ATK	Damage
Dagger	+7	1d4+4 Piercing
Dagger (Off-Hand)	+7	1d4 Piercing
Dagger (Thrown)	+7	1d4+4 Piercing
Eldritch Blast (2 Beams)	+9	1d10+5 Force
Hex	-	1d6 Necrotic
Phantasmal Force	DC17	1d6 Psychic
Maddening Hex	-	5 Psychic
Frostbite	DC17	2d6 Cold

Equipment

Weapons: Dagger x2 (*Finesse, light, thrown (range 20/60)*)

Armor: Glamored Studded Leather (*See Special Abilities*)

Gear: Viridian Shard (*See Special Abilities*),
Purse Containing 8gp, Backpack, Crowbar,
Hammer, Piton x0, Torch x10, Rations x10,
Tinderbox, Waterskin, 50' Hempen Rope,
Lyre, Traveler's Clothes, Bag of Candy, Carved
Unicorn, Pouch of Wildflower Seeds

Proficiency Bonus
+3

Inspiration

Passive Perception
15

-1
9
Strength

✧ -1
○ -1
Saving Throws
Athletics

+4
18
Dexterity

✧ +4
○ +4
○ +4
○ +4
Saving Throws
Acrobatics
Sleight of Hand
Stealth

+4
16
Constitution

✧ +3

Saving Throws

+1
13
Intelligence

✧ +1
● +4
○ +1
● +4
● +4
○ +1
Saving Throws
Arcana
History
Investigation
Nature
Religion

+2
14
Wisdom

✧ +5
○ +2
○ +2
○ +2
● +5
● +5
Saving Throws
Animal Handling
Insight
Medicine
Perception
Survival

+5
20
Charisma

✧ +8
● +8
○ +5
○ +5
○ +5
Saving Throws
Deception
Intimidation
Performance
Persuasion

Armor Class
17

Initiative
+4

Speed
30 ft.

MAX HP
51

Current HP

Temporary Hit Points

Hit Dice
6 (d8)
Total _____

Death Saves
Success- ○ ○ ○
Failures ○ ○ ○

Spellcasting Ability
CHA

Spell Save DC
17

Spell Attack Bonus
+9

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Saving Throws: Wisdom, Charisma

Tools: Lyre

(Note: ADV vs charmed. Can't be put to sleep.)

Notes

Lena Valenya

Level 6 Special Abilities (Page 1 of 2)



MISTY ESCAPE - 1/SHORT REST ☐

DARKVISION - Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FEY ANCESTRY - You have advantage on saving throws against being charmed, and magic can't put you to sleep.

FRIEND TO THE FEY - Your mannerisms and knowledge of fey customs are recognized by Fey, who see you as one of their own. Because of this, friendly Fey creatures are inclined to come to your aid if you are lost or need help.

WYLD DREAMS - Sometimes, when you are sound asleep or in a deep trance, you receive visions of a unicorn. Compelled to follow the unicorn through the mists of your dreamscape, it leads you to locations you have never seen before, and reveals scenes of your potential future. At the GM's discretion, you may uncover hints of upcoming events.

WYLDHEART PACT - You are pacted to the Wyldheart of the Geldenslaff Court, known as the Windstone. Wyldhearts are sentient manifestations of nature magic and are claimed by the Fay'aree due to their ability to create magically protected enclaves for the Fay'aree to live within. As well, they can grant magic to Druids, Rangers, and Warlocks. In the case of Warlocks, the leaders of a Court initiate the pact for you, and act as intermediaries for the Wyldheart.

FEY PRESENCE - 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 throws 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.

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. 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. Your familiar is Fenniwick, a Wymazee, also known as a Faeriewing Dragon. See *Eldritch Invocations*.

FENNIWICK (TINY DRAGON, CHAOTIC GOOD)

AC: 16 **HP:** 9 **SPEED:** 10 ft. fly 60 ft., swim 40 ft.

STR: 8 (-1) **DEX:** 18 (+4) **CON:** 12 (+2) **INT:** 12 (+1) **WIS:** 12 (+1) **CHA:** 14 (+2)

Skills: Arcana +3, Perception +3, Stealth +6

Damage Resistances: Psychic

Condition Immunities: Charmed

Senses: passive Perception 13

Languages: Can understand but not speak Common, Draconic, and Fay'aree

Mimicry. The wymazee can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by the wymazee's Charisma (Deception) check.

Pack Tactics. The wymazee has advantage on an attack roll against a creature if at least one of the wymazee's allies is within 5 ft of the creature and the ally isn't incapacitated.

Innate Spellcasting. The wymazee's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material or verbal components: **Unlimited:** *Mage Hand*, *Minor Illusion*. **1/day:** *Hideous Laughter*, *Sleep*, *Invisibility*.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Euphoria Breath (Recharge 5-6). The wymazee exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 13 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

Lena Valenya

Level 6 Special Abilities (Page 2 of 2)



ELDRITCH INVOCATIONS - In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. You have three Eldritch Invocations.

- **ELDRITCH INVOCATION: AGONIZING BLAST** - When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.
- **ELDRITCH INVOCATION: MADDENING HEX** - As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.
- **ELDRITCH INVOCATION: INVESTMENT OF THE CHAIN MASTER** - When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:
 - The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
 - As a bonus action, you can command the familiar to take the Attack action.
 - The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to non-magical attacks.

- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

MISTY ESCAPE - 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.

UIRIDIAN SHARD - While you are wearing this shard you can use it as a spellcasting focus for your spells with a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells. In addition, you can regain one warlock spell slot as an action while wearing the shard. You can't use this property again until you finish a long rest.

GLAMORED STUDDERED LEATHER - While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Lena Valenya

Level 6 Spells (Page 1 of 3)



CANTRIPS (UNLIMITED)

ELDRITCH BLAST (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature or two creatures within range

Components: V, S

Duration: Instantaneous

Description: 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. You can target the same creature with the second beam, or choose a different target.

MINOR ILLUSION (ILLUSION)

Casting Time: 1 action

Range: 30 feet

Target: See Text

Components: S, M (A bit of fleece)

Duration: 1 minute

Description: 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 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.

FROSTBITE (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A creature within range

Components: V, S

Duration: Instantaneous

Description: You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

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

LEVEL 1 (SPELLS ARE CAST USING 3RD LEVEL SPELL SLOTS)

FAERIE FIRE (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: Concentration, Up to 1 minute

Description: 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.

CHARM PERSON (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V, S

Duration: 1 hour

Description: You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

HEX (ENCHANTMENT)

Casting Time: 1 bonus action

Range: 90 feet

Target: A creature that you can see within range

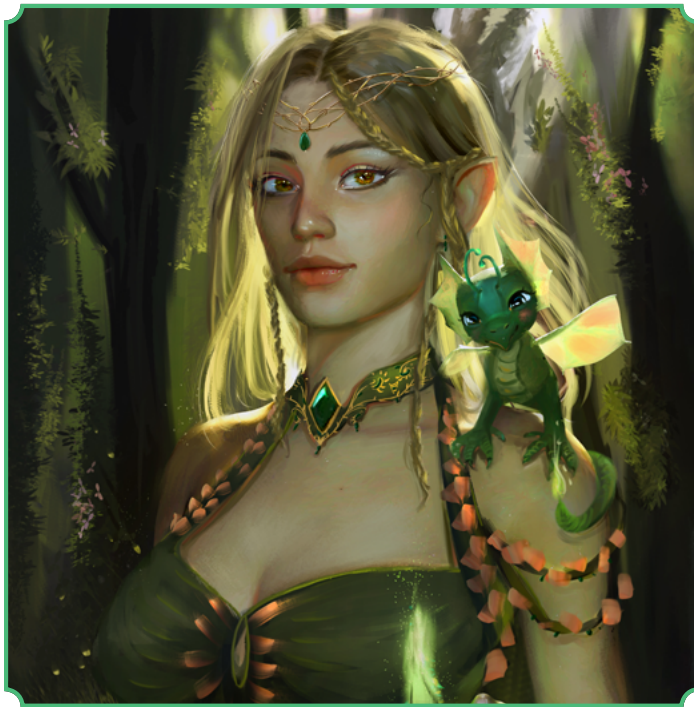
Components: V, S, M (A petrified eye of a newt)

Duration: Concentration, Up to 1 hour

Description: 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.

Lena Valenya

Level 6 Spells (Page 2 of 3)



LEVEL 1 (CONTINUED)

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.

FIND FAMILIAR (CONJURATION)

RITUAL

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

Description: You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than

one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

LEVEL 2 (SPELLS ARE CAST USING 3RD LEVEL SPELL SLOTS)

PHANTASMAL FORCE (ILLUSION)

Casting Time: 1 action

Range: 60 feet

Target: A creature that you can see within range

Components: V, S, M (A bit of fleece)

Duration: Concentration, Up to 1 minute

Description: You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

ENTHRALL (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: Creatures of your choice that you can see within range and that can hear you

Components: V, S

Duration: 1 minute

Description: You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Lena Valenya

Level 6 Spells (Page 3 of 3)



erwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

LEVEL 3 (4 SLOTS) ☐ ☐ ☐ ☐

DISPEL MAGIC (ABJURATION)

Casting Time: 1 action

Range: 120 feet

Target: One creature, object, or magical effect within range

Components: V, S

Duration: Instantaneous

Description: Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

GASEOUS FORM (TRANSMUTATION)

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V, S, M (A bit of gauze and a wisp of smoke)

Duration: Concentration, Up to 1 hour

Description: You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or oth-