

PONK DINGLEBERRY

Small Tiefling · Cleric 3 (Tempest Domain) · Pact Seeker · 2024 rules

3
LEVEL

COMBAT



ARMOR CLASS

CURRENT HIT POINTS	TEMP HP
MAX 24	

30 _{FT}
SPEED

-1
INITIATIVE

+2
PROFICIENCY

12
SPELL SAVE DC
INT spells: 10

+4
SPELL ATTACK
INT spells: +2

	SCORE	CHECK	SAVE
STRENGTH	14	+2	+2
DEXTERITY	8	-1	-1
CONSTITUTION	15	+2	+2
INTELLIGENCE	10	+0	+0
WISDOM	15	+2	+4 •
CHARISMA	13	+1	+3 •

12	PASSIVE PERCEPTION
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12	PASSIVE INSIGHT
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10	PASSIVE INVESTIGATION
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SENSES Darkvision 60 ft
LANGUAGES Common, Turmic, Aglarondan, Sylvan
RESISTANT Poison
DEATH SAVES success ☐ ☐ ☐ failure ☐ ☐ ☐
EXHAUSTION ☐ ☐ ☐ ☐ ☐ ☐ each level: -2 to d20 rolls, -5 ft speed
CONCENTRATING ON **CONDITIONS**

Took damage? CON save +2 against DC 10 or half the damage, whichever is higher.

RESOURCES **1ST SLOTS** ☐ ☐ ☐ ☐ LR **2ND SLOTS** ☐ ☐ LR **CHANNEL DIVINITY** ☐ ☐ LR · SR 1
WRATH OF THE STORM ☐ ☐ LR **HONEYED WORDS** ☐ LR **RAY OF SICKNESS (FREE)** ☐ LR
HIT DICE D8 ☐ ☐ ☐ LR **HEROIC INSPIRATION** ☐ DM

Tick a box when you use it; erase on the rest shown (SR short, LR long). Spell marks: small number = level, ☒ = concentration. • = proficient.

ON YOUR TURN

ACTION	ATTACK	HIT / DC	DAMAGE	TYPE	RANGE	NOTES
one per turn: pick one	Mace	+4	1d6+2	Bludgeoning	5 ft	
	Unarmed Strike	+4	3	Bludgeoning	5 ft	
	Poison Spray cantrip	+2 INT	1d12	Poison	30 ft	Ranged spell attack
	Sacred Flame cantrip	DC 12 DEX	1d8	Radiant	60 ft	Target gets no benefit from cover
	Toll the Dead cantrip	DC 12 WIS	1d8	Necrotic	60 ft	Uses d12s instead if the target is missing any HP
BONUS ACTION one per turn	Channel Divinity (2 uses) Choose one (full text → Reference) – Divine Spark . 30 ft. Heal 1d8+2, or the target makes a DC 12 CON save: 1d8+2 necrotic or radiant, half on a save. – Turn Undead . Undead within 30 ft make a DC 12 WIS save or are Frightened and Incapacitated for 1 minute, until they take damage. Cast a spell (details → Spells) CANTRIPS: Druidcraft · Guidance ☒ · Thaumaturgy · True Strike ☒ 1ST: Bless ¹ ☒ · Command ¹ · Fog Cloud ¹ ☒ · Inflict Wounds ¹ · Ray of Sickness ¹ · Thunderwave ¹ 2ND: Gust of Wind ² ☒ · Shatter ² · Zone of Truth ² Or: Dash · Disengage · Dodge · Help · Hide · Influence · Magic (use a magic item) · Ready · Search · Study · Utilize (use an object)					
	Cast a spell (details → Spells) 1ST: Healing Word ¹ · Shield of Faith ¹ ☒ If you cast a spell with a bonus action, you can't use another spell slot to cast a spell this turn.					
	Opportunity Attack . When a creature you can see leaves your reach, make one melee attack against it. Wrath of the Storm (2 uses) A creature within 5 ft hits you: it makes a DC 12 DEX save or takes 2d8 lightning or thunder, half on a save. Max 16 with Destructive Wrath .					
	Move Walk 30 ft · split it before and after your action · difficult terrain costs double · standing up from Prone costs half Free Interact with one object (draw or stow a weapon, open a door) · speak briefly Channel Divinity: Destructive Wrath . When you roll lightning or thunder damage, spend a Channel Divinity use to deal the maximum instead.					
MOVE & FREE no action needed						

EXPLORING AND TALKING

NOTICE AND UNDERSTAND

Insight WIS	+2	Read someone's mood or intentions; spot a lie
Investigation INT	+0	Search for clues; work out how something works
Medicine WIS	+4 •	Stabilize the dying; diagnose an illness or cause of death
Perception WIS	+2	Spot, hear or notice something; sense danger
Survival WIS	+2	Track, navigate, forage; read the weather

TALK AND INFLUENCE

Animal Handling WIS	+2	Calm, control or read an animal; ride in a hurry
Deception CHA	+1	Lie, bluff, mislead, keep a straight face
Intimidation CHA	+1	Threaten, frighten, pressure
Performance CHA	+1	Entertain, act, play music, tell a story
Persuasion CHA	+3 •	Convince, negotiate, make a request in good faith

MOVE AND ACT

Acrobatics DEX	-1	Keep your balance, tumble, land on your feet
Athletics STR	+2	Climb, jump, swim; grapple or shove
Sleight of Hand DEX	-1	Pick a pocket, palm or plant an object
Stealth DEX	-1	Sneak or hide

KNOW AND RECALL

Arcana INT	+4 •	Magic, spells, magic items, other planes
History INT	+2 •	Past events, people, places, legends
Nature INT	+2 •	Terrain, plants, animals, weather
Religion INT	+2	Gods, rites, holy symbols, undead and fiends

• proficient

PROFICIENCIES

ARMOR Light Armor, Medium Armor, Shields, Heavy Armor

WEAPONS Simple Weapons, Martial Weapons

TOOLS Calligrapher's Supplies

USEFUL OUTSIDE COMBAT

Druidcraft · Nature tricks: predict the weather, make a flower bloom, a harmless sensory effect, light or snuff a small flame

Guidance [C] · An ally adds 1d4 to checks with one skill you choose

Thaumaturgy · Minor wonders: booming voice, tremors, flickering flames, a door flung open, eerie eyes

Fog Cloud¹ [C] · 20-ft-radius sphere of fog; the area is heavily obscured

Zone of Truth² · 15-ft radius; CHA save or can't lie; you know who failed

Honeyed Words (1 per long rest, tick → Resources) When you fail a Charisma (Deception or Persuasion) check, you can reroll the check, and you must use the new roll. Once this benefit turns a failure into a success, you can't use it again until you finish a Long Rest.

COINS

PP	GP had 9	EP	SP	CP
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EXPLORE

RESTING AND RECOVERING

SHORT REST

1 hour of light activity.

Hit Dice (d8): Spend any number: heal d8+2 each. Long rest: regain all. Tick them → Resources.

– Channel Divinity: regain one expended use.

LONG REST

8 hours, mostly sleeping. You regain the following; erase their ticks → Resources.

- All Hit Points and all spent Hit Dice
- Exhaustion goes down by one level
- 1st-level spell slots
- 2nd-level spell slots
- Channel Divinity
- Wrath of the Storm
- Honeyed Words
- Ray of Sickness (free cast)

SPELLS AT A GLANCE

Wisdom · save DC 12 · attack +4 · INT spells: DC 10, +2
 Slots: 4 × 1st, 2 × 2nd. Tick them → Resources

Spell	Cast if not action	Range	Hit / DC	Effect	Lasts if not instant
Deal Damage					
Poison Spray		30 ft	+2 INT	1d12 Poison · Ranged spell attack	
Sacred Flame		60 ft	DC 12 DEX	1d8 Radiant · Target gets no benefit from cover	
Toll the Dead		60 ft	DC 12 WIS	1d8 Necrotic · Uses d12s instead if the target is missing any HP	
Inflict Wounds ¹		Touch	DC 12 CON	2d10 Necrotic · Half damage on a successful save (2nd: 3d10)	
Ray of Sickness ¹ free 1/long rest → Resources		60 ft	+2 INT	2d8 Poison · Ranged spell attack; on a hit the target is Poisoned until the end of your next turn (2nd: 3d8)	
Thunderwave ¹		Self (15-ft Cube)	DC 12 CON	2d8 Thunder · 15-ft cube from you; on a failed save, pushed 10 ft; half damage on a save (2nd: 3d8) · max 16 with Destructive Wrath	
Shatter ²		60 ft (10-ft Sphere)	DC 12 CON	3d8 Thunder · 10-ft-radius sphere; half damage on a save; constructs save with disadvantage · max 24 with Destructive Wrath	
Heal					
Healing Word ¹	Bonus	60 ft		heals 2d4+2 · One creature you can see (2nd: 4d4+2)	
Ongoing					
Guidance 		Touch		An ally adds 1d4 to checks with one skill you choose	1 min
True Strike 		30 ft		Advantage on your first attack against the target next turn	1 rnd
Bless ¹ 		30 ft		Up to 3 creatures add 1d4 to attack rolls and saves (+1 creature per slot level above 1st)	1 min
Fog Cloud ¹ 		120 ft (20-ft Sphere)		20-ft-radius sphere of fog; the area is heavily obscured	1 hr
Shield of Faith ¹ 	Bonus	60 ft		One creature gets +2 AC	10 min
Gust of Wind ² 		Self	DC 12 STR	60 × 10-ft line; STR save or pushed 15 ft; bonus action to change direction	1 min
Control and Utility					
Druidcraft		30 ft		Nature tricks: predict the weather, make a flower bloom, a harmless sensory effect, light or snuff a small flame	
Thaumaturgy		30 ft		Minor wonders: booming voice, tremors, flickering flames, a door flung open, eerie eyes	1 min
Command ¹		60 ft	DC 12 WIS	One-word order: Approach, Drop, Flee, Grovel (Prone) or Halt (+1 creature per slot level above 1st)	
Zone of Truth ²		60 ft (15-ft Sphere)	DC 12 CHA	15-ft radius; CHA save or can't lie; you know who failed	10 min

Full descriptions → Spellbook



◆ CANTRIPS ◆

DRUIDCRAFT

Transmutation cantrip

CASTING TIME: Action **RANGE:** 30 ft
COMPONENTS: V, S **DURATION:** Instantaneous

FEAT

Whispering to the spirits of nature, you create one of the following effects within range.

Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube.

Fire Play. You light or snuff out a candle, a torch, or a campfire.

GUIDANCE [C]

Divination cantrip

CASTING TIME: Action **RANGE:** Touch
COMPONENTS: V, S **DURATION:** Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

POISON SPRAY

Necromancy cantrip

CASTING TIME: Action **RANGE:** 30 ft
COMPONENTS: V, S **DURATION:** Instantaneous

TIEFLING

Uses Intelligence: save DC 10, attack +2
At your level: +2 (INT), 1d12 Poison

You spray toxic mist at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

SACRED FLAME

Evocation cantrip

CASTING TIME: Action **RANGE:** 60 ft
COMPONENTS: V, S **DURATION:** Instantaneous

At your level: DC 12 DEX, 1d8 Radiant

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

THAUMATURGY

Transmutation cantrip

CASTING TIME: Action **RANGE:** 30 ft
COMPONENTS: V **DURATION:** 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

TOLL THE DEAD

Necromancy cantrip

CASTING TIME: Action **RANGE:** 60 ft
COMPONENTS: V, S **DURATION:** Instantaneous

At your level: DC 12 WIS, 1d8 Necrotic

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. 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.

TRUE STRIKE [C]

Divination cantrip

CASTING TIME: Action **RANGE:** 30 ft
COMPONENTS: S **DURATION:** Concentration, up to 1 round

FEAT

You point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

BLESS¹ [C]

Level 1 Enchantment

CASTING TIME: Action **RANGE:** 30 ft
COMPONENTS: V, S, M (a Holy Symbol worth 5+ GP) **DURATION:** Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

COMMAND¹

Level 1 Enchantment

CASTING TIME: Action **RANGE:** 60 ft
COMPONENTS: V **DURATION:** Instantaneous

At your level: DC 12 WIS

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target has the Prone condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

FOG CLOUD¹ [C]

Level 1 Conjunction

CASTING TIME: Action **RANGE:** 120 ft (20-ft Sphere)
COMPONENTS: V, S **DURATION:** Concentration, up to 1 hour

ALWAYS PREPARED

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by Gust of Wind) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

HEALING WORD¹

Level 1 Abjuration

CASTING TIME: Bonus action **RANGE:** 60 ft
COMPONENTS: V **DURATION:** Instantaneous

At your level: heals 2d4+2

SLOT	1st	2nd
HEALS	2d4+2	4d4+2

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

INFLECT WOUNDS¹

Level 1 Necromancy

CASTING TIME: Action **RANGE:** Touch
COMPONENTS: V, S **DURATION:** Instantaneous

At your level: DC 12 CON, 2d10 Necrotic

SLOT	1st	2nd
DAMAGE	2d10	3d10

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

RAY OF SICKNESS¹

Level 1 Necromancy

CASTING TIME: Action **RANGE:** 60 ft
COMPONENTS: V, S **DURATION:** Instantaneous

ALWAYS PREPARED · TIEFLING

Uses Intelligence: save DC 10, attack +2
Cast free 1× per long rest, or with a spell slot
At your level: +2 (INT), 2d8 Poison

SLOT	1st	2nd
DAMAGE	2d8	3d8

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

SHIELD OF FAITH¹ [C]

Level 1 Abjuration

CASTING TIME: Bonus action **RANGE:** 60 ft
COMPONENTS: V, S, M (a prayer scroll) **DURATION:** Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

THUNDERWAVE¹

Level 1 Evocation

CASTING TIME: Action **RANGE:** Self (15-ft Cube)
COMPONENTS: V, S **DURATION:** Instantaneous

ALWAYS PREPARED

At your level: DC 12 CON, 2d8 Thunder

SLOT	1st	2nd
DAMAGE	2d8	3d8

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

GUST OF WIND²

Level 2 Evocation

CASTING TIME: Action	RANGE: Self
COMPONENTS: V, S, M (a legume seed)	DURATION: Concentration, up to 1 minute
ALWAYS PREPARED	

At your level: DC 12 STR

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

SHATTER²

Level 2 Evocation

CASTING TIME: Action	RANGE: 60 ft (10-ft Sphere)
COMPONENTS: V, S, M (a chip of mica)	DURATION: Instantaneous
ALWAYS PREPARED	

At your level: DC 12 CON, 3d8 Thunder

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save.

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

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

ZONE OF TRUTH²

Level 2 Enchantment

CASTING TIME: Action	RANGE: 60 ft (15-ft Sphere)
COMPONENTS: V, S	DURATION: 10 minutes

At your level: DC 12 CHA

You create a magical zone that guards against deception in a 15-foot-radius Sphere centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save.

An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

FEATURES AND TRAITS

DIVINE ORDERCleric 1

Your choice: Thaumaturge.
You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

CHANNEL DIVINITYCleric 2

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.
You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.
If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).
You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

BONUS PROFICIENCIESCleric 3

At 3rd level, you gain proficiency with martial weapons and heavy armor.

WRATH OF THE STORMCleric 3

Also at 3rd level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.
You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

OTHER ACTIONS

Also available, rarely used at the table: Initiate a Circle Spell, Circle Spell: Augment, Circle Spell: Distribute, Circle Spell: Expand, Circle Spell: Prolong, Circle Spell: Safeguard, Circle Spell: Supplant.

CHANNEL DIVINITY: DESTRUCTIVE WRATHCleric 3

Starting at 3rd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.
When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

DARKVISIONTiefling

You have Darkvision with a range of 60 feet.

OTHERWORLDLY PRESENCE

You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy Trait.

FIENDISH LEGACYTiefling

Your choice: Abyssal Legacy.
The entropy of the Abyss, the chaos of Pandemonium, and the despair of Carceri call to tieflings who have the abyssal legacy. Horns, fur, tusks, and peculiar scents are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.
When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Fiendish Legacies			
Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the Poison Spray cantrip.	Ray of Sickness	Hold Person

FEY PACTFeat

Planar Pact Feat (Prerequisite: Can't Have Another Planar Pact Feat)
You gain the following benefits.
Fey Bond. You know Sylvan. If you already know Sylvan when you select this feat, you instead learn one language of your choice from the language tables in the *Player's Handbook*. You also gain Proficiency in the Nature skill.
Fey Cantrips. You know the *Druidcraft* cantrip and learn one other cantrip of your choice from the Divination or Enchantment school of magic. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).
Honeyed Words. When you fail a Charisma (Deception or Persuasion) check, you can reroll the check, and you must use the new roll. Once this benefit turns a failure into a success, you can't use it again until you finish a Long Rest.

EQUIPMENT

CARRIED

1	Shield (equipped)	6 lb
1	Chain Shirt (equipped)	20 lb
1	Mace (equipped)	4 lb
10	Parchment	
1	Backpack (equipped)	5 lb
1	Calligrapher's Supplies	5 lb
1	Book	5 lb
1	Ink Pen	
1	Ink	
1	Amulet	1 lb
1	Traveler's Clothes	4 lb

BACKGROUND

BACKGROUND: PACT SEEKER

You had a purpose in mind. Perhaps you were seeking out knowledge or power, or maybe you were in search of hidden secrets. One way or another, your journey led you to seek out an extraplanar entity. Once you made contact, a deal was struck, and your life changed.

Ability Scores: Constitution, Intelligence, Charisma **Feat:** Choose one Planar Pact feat **Skill Proficiencies:** Arcana and Persuasion **Tool Proficiencies:** Calligrapher's Supplies **Equipment:** Choose A or B: (A) Book, Calligrapher's Supplies, Ink, Ink Pen, Parchment (10 sheets), Traveler's Clothes, 2 GP; or (B) 50 GP.



BACKPACK

7	Rations	14 lb
1	Robe	4 lb
1	Blanket	3 lb
1	Tinderbox	1 lb
1	Lamp	1 lb
1	Holy Water	1 lb