

Marvek

player: Bernard HP Lockhart-Gilroy
 created 2019 0405; rev 2019 0508



Level	Experience
3	2700
Warlock	
<ul style="list-style-type: none"> • Pact of the Tome • Great Old One 	
Lightfoot Halfling sailor	
Neutral Good	

	STR	DEX	CON	INT	WIS	CHA
raw	8	13+2	12	12	13	15+1
score	8	15	12	12	13	16
bonus	-1	+2	+1	+1	+1	+3
save	-1	+2	+1	+1	+3	+5

AC (mage armor)	16 = 13 + 3 DEX
AC (leather)	14 = 11 + 3 DEX
AC (cloth)	13 = 10 + 3 DEX
speed	25 feet / 5 boxes
initiative (+3 DEX)	

HP (max 17)	<div style="display: flex; gap: 5px;"> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> </div>
-------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Hit Dice 3d8	<div style="display: flex; gap: 5px;"> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> </div>
death saves	<div style="display: flex; gap: 5px;"> <div style="width: 20px; height: 20px; border: 1px solid black; background-color: #90EE90; text-align: center;">😊</div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> </div> <div style="display: flex; gap: 5px; margin-left: 20px;"> <div style="width: 20px; height: 20px; border: 1px solid black; background-color: #FF0000; text-align: center;">☹️</div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> <div style="width: 20px; height: 20px; border: 1px solid black;"></div> </div>

	weapon	abl	hit	range	damage	damage type
•	light crossbow	Dex	+4	80 / 320	1d8 + 2	piercing; two-handed; loading
•	dagger	Dex	+4	20 / 60	1d4 + 2	piercing; finesse, light, thrown
•	handaxe	Str	+1	20 / 60	1d6 - 1	slashing; thrown
•	club (belaying pin)	Str	+1	- / -	1d4 - 1	bludgeoning
•	eldritch blast	Cha	+5	120 / -	1d10	force
•	thorn whip	Cha	+5	30 / -	1d6	piercing; drag target 10 feet closer
•	☞ chill touch	Cha	+5	120 / -	1d8	necrotic; can't heal 1 rnd; undead have disadv
•	dissonant whispers	Cha	+5	60 / -	4d6	psychic+flee (WIS save for ½ damage + no flee)
•	hellish rebuke	Cha	auto	60 / -	3d10	fire (DEX save for ½ damage); reaction to damage
•	cloud of daggers	Cha	auto	60 / -	4d4	slashing, to any creature that moves into or starts turn within 5-foot cube

Languages	Halfling	Common
Awakened Mind	Can communicate telepathically with any visible creature (that possesses language) within 30 feet	

Lucky	May reroll a natural 1 on attack roll, ability check, or saving throw	Naturally stealthy (lightfoot)	May attempt to hide even when obscured only by a creature larger than Small.
Brave	Has advantage on saving throws against being frightened	Otherworldly Patron	Great Old One
Halfling nimbleness	May move through the space of any creature whose size is bigger than Small.	Ship's passage	You can secure free passage on a sailing ship for yourself and companions.

Marvek – spellcasting

Spell save DC: **13** = 8 + 2 prof + 3 CHA; spell attack: **+5** = 2 prof + 3 CHA

Cantrip	Description
Eldritch Blast	1 action; 120 feet; VS; instantaneous Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. An additional beam at 5 th , 11 th , 17 th levels
Thorn Whip	1 action; 30 feet; VSM; instantaneous You create a long, vine-like tube of sparkly force that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage , and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you . Damage increases at 5 th , 11 th , 17 th levels
🔮 Guidance	1 action; touch; VS; concentration up to 1 minute You touch one willing creature, giving it brief flashes of future wordlines . Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.
🔮 Chill Touch	1 action; 120 feet; VS; 1 round Make a ranged spell attack. On a hit, target takes 1d8 necrotic damage and cannot begin to heal until the start of your next turn. Undead targets also suffer disadvantage against you until the end of your next turn.
🔮 Minor Illusion	1 action; 30 feet; VS; 1 minute 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.

2	Spell Slots of	2nd	Level
----------	-----------------------	-----------------------	--------------

--	--

Slots recover at the end of a **short** rest.

Spell	Level	Description
Dissonant Whispers	1	1 action; 60 feet; V; instantaneous One target hears magical whispers and takes 2d6+1d6/slot level psychic damage and must flee, or on a successful WIS save, half damage and no fleeing. Deaf entities are immune.
Hellish Rebuke	1	1 reaction after damage; 60 feet; VS; instantaneous Your assailant must be within 60 feet and visible to you. The assailant is momentarily surrounded by skew lines of force and takes 1d10+1d10/slot level fire damage (half damage on successful DEX save).
Cloud of Daggers	2	1 action; 60 feet; VSM; concentration up to 1 minute You fill the air with spinning swirls of jagged light in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 2d4 + 2d4/slot level slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.
Invisibility	2	1 action; touch; VSM; concentration up to 1 hour Light folds around a creature you touch, rendering it 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.

Invocation	Description
Armor of Shadows	Space nearby your body is warped. You can cast <i>Mage Armor</i> on yourself at will, without expending a spell slot or using material components. <i>Mage Armor</i> : 1 action; touch; VS; 8 hours Your base AC becomes 13+DEX.
Book of Ancient Secrets	Cast the following spells as rituals. <i>Alarm</i> : 1 minute; 30 feet; VSM; 8 hours. <i>Unseen servant</i> : 1 action; 60 feet; VSM; 1 hour. AC 10; 1 HP; STR 2.

Marvek – skills and personal details

age	height	weight
24	3 ft 2 in	40 lb (Small)
eyes	hair	features
left=hazel; right=blue	white, short, bedraggled	<ul style="list-style-type: none"> ▲ ordinary sailor tattoos ▲ on his right palm, an eldritch tattoo of an abstract line pattern that rearranges itself slowly and seemingly randomly.

Personality traits	<ul style="list-style-type: none"> • Often listless and unmotivated. • Distant from others. 	Ideals	<ul style="list-style-type: none"> ▲ There is not balance but tension: <ul style="list-style-type: none"> ▲ The chaos and bustle of the world obscure an underlying order. ▲ The system of order in the world mask an intrinsic randomness ▲ His Goodness lies more in doing no harm than in actively helping.
Bonds	<ul style="list-style-type: none"> • Remains loyal to his former crewmates, if they're still out there; and to their memory. 		
flaws	<ul style="list-style-type: none"> • Sticky-fingered • Lazy, at least regarding ordinary tasks • Cannot stay in one place for long before becoming antsy and irritable 		

Proficiency Bonus	+2
-------------------	-----------

- +2 Acrobatics Dex
- +1 Animal Husbanding Wis
- +3 Arcana Int warlock proficiency
- +1 Athletics Str sailor background
- +5 Deception Cha warlock proficiency
- +1 History Int
- +1 Insight Wis
- +3 Intimidation Cha
- +1 Investigation Int
- +1 Medicine Wis
- +1 Nature Int
- Navigator's tools
- +3 Perception Wis sailor background
- +3 Performance Cha
- +3 Persuasion Cha
- +1 Religion Int
- +2 Sleight of Hand Dex
- +2 Stealth Dex
- +1 Survival Wis
- Vehicle (water) sailor background
- +2 light armor warlock proficiency
- +2 simple weapons warlock proficiency

Marvek – equipment and treasure

platinum pieces	gold pieces	electrum pieces	silver pieces	copper pieces
0.1	1	2	10	100
	10			

Equipment

Book of Shadows
 common clothes
 pouch
 hand axe
 backpack
 crowbar
 tinderbox
 belaying pin
 a needle that never bends
 navigator's tools

crossbow
 bolt case
 hammer

waterskin				
rations				
bolt				
dagger				
pitons				

torches				
---------	--	--	--	--

hempen rope (ft)	5	5	5	5	5
silken rope (ft)	5	5	5	5	5

arcane focus (sextant of the *Duskwind*)

Magic or Special Items

dagger of the mind: The bearer gains advantage on concentration checks. Also, three times per long rest, the bearer may use their reaction to cause someone else to have disadvantage on concentration checks for one round. The target must be within 120 feet of the dagger.

Marvek – backstory

Marvek has always been a bit of an odd halfling. While most seek a life of ease and familiarity, Marvek early on suffered from wanderlust. He sensed that the ordered and tidy lives of halflings stood at odds with the world – not that life is chaos but that life dances to different rules. He felt within him a calling to wander, to see the world, to seek out its hidden regularities; when he reached 14 years, he shook off the dust of his home and took to the road, joining a trading caravan whose captain took a shine to him. Always, he felt drawn westward, eventually to the edge of the great sea, and beyond. At 16, he joined the crew of the *Duskwind*, a seafaring vessel, and learned the sailor's trade. His small size and great agility made him a natural in the ropes and rigging, but his interest lay in the steering of the course.

After a few years aboard the *Duskwind*, he convinced the ship's navigator to tutor him in the ways of navigation and sea-pathfinding. He apprenticed for seven years, dividing his effort between his regular sailing duties and the demands of the navigator, a stout human named Sinder. After taking a wound during a run-in with pirates, Sinder developed a raging infection and died, leaving Marvek the role of navigator. Marvek still felt the tidal pull of the west, and when the captain of the *Duskwind* proposed seeking a legendary lost land where the sun sets, Marvek eagerly supported the plan and promised he could steer the ship there and bring them all home. He proved to be half right.

The *Duskwind* set sail for the mythical west, soon leaving behind all known ports of call. Passing through increasingly agitated seas under skies lit by strange purple fire, the ship encountered stranger and stranger creatures and unnatural tides. Within a few weeks of this, the crew wished to abandon the project but Captain Sparshank held true to his purpose, his eyes taking on a mad intensity as he studied the rare and ominous tomes and maps he had accumulated. Only Marvek matched him in enthusiasm, hearing for the first time the dissonant chords that had haunted him finally drifting into harmony. He felt sure that, if they held their course only a little longer, he would finally understand.

On the seventy-seventh day, the crew had had enough. With supplies running low and no sight of land for weeks, they rose up to challenge the captain. Marvek alone stood by his side. While Sparshank kept the crew at bay with blade and bellows, Marvek kept the ship sailing directly into the sunset. Just as the crew rushed the captain, the setting sun blazed *purple* and baleful, flaring in ever-increasing brilliance just as the notes haunting Marvek reached an aching crescendo. As he felt his grasp on reality fail, just before his consciousness dissolved in the purple glare, Marvek thought he saw the Sun turn into a giant lidless *eye*...

He awoke, dazed and alone, an indeterminate time later on a beach on the western coast of the Iron Confederacy. Through his veins pulsed power he had never known. Behind his eyes danced lines of force and unity. Looking out at the natural world, he sensed that things seem wrong, *off*, not in accord. Straight lines seem slightly bent; harmonious chords sound vaguely discordant. Rather than curing his earlier sense of dissonance, his experience sharpened it, levering even wider the chasm he felt between himself and others. He knows that out there on the endless sea, *something* touched his mind and soul, but he does not know what. He has a dim awareness of it in the recesses of his mind but he comprehends none of its purpose or intent. He does sense, though, that his way no longer lies west; he has been cast back to explore the world of mortals.

It has been nearly two years since his new beginning. In that time, he hasn't heard even the faintest whisper of the *Duskwind* or its crew at the time of the event. There are crewmembers who knew him from before, who had left the ship before the fateful voyage. He is unresponsive to their questions and they offer no insight to him. Once, in Ironkeep, across a crowded market, he glimpsed Sparshank ducking into a nondescript inn; but when he worked his way there and investigated, he did not find his former captain. Sometimes he doubts whether he actually saw Sparshank, or whether it was a delusion or a haunting.

Marvek's experience has left him feeling even more distant and removed from the world of mortals. He maintains a wall between him and any companions; he does not seek to know their inner lives nor volunteer any of his own. He is generally humorless, although he sometimes finds amusement in things others would not see as such. He bears no particular malice or animus towards others but he also doesn't exert himself overly on their behalf. On some days, he thinks he moves through a world of illusion.