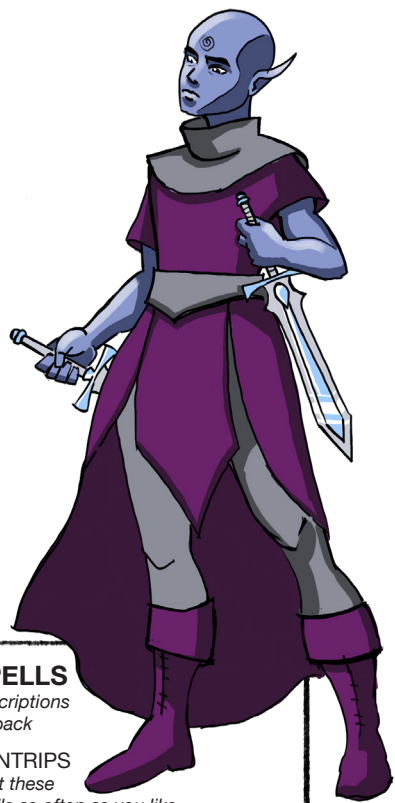


NYX SHADOWHAND

STYGIAN ELF WARLOCK 2nd Level



10 STR	17 DEX	12 CON
+0	+3	+1
12 INT	13 WIS	18 CHA
+1	+1	+4
+2 Proficiency	30' Speed	
+3 INT saving throw	+5 CON saving throw	

ABILITIES

Darkvision

Sunlight Sensitivity

Nyx has disadvantage on attacks, ability checks and saving throws when in direct sunlight.

Armor of the Shadows

Nyx is constantly cloaked in shadow which gives him a boosted armor class.

SKILLS

Deception +6
History +4
Insight +4

Flitr

Nyx's magical companion is an imp named Flitr. The two speak telepathically and Nyx can see through Flitr's eyes. Flitr can transform into a bat, a rat or a spider.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Eldrich Blast
Minor Illusion
Poison Spray

1ST LEVEL

Cast a spell from this list 2 times/day

Charm Person
Magical Rebuke
Scorpion's Bite

DAGGER

+5
to hit

1d4+3
to damage

CROSS-
BOW

+5
to hit

1d6+3
to damage



EQUIPMENT

8 hidden daggers, fine clothing, large scorpion pendant, hooded black cloak, hand crossbow with 12 bolts, history books with extensive notes, pen, ink pot.

TREASURE

40 Gold

NYX SHADOWHAND

STYGIAN ELF WARLOCK 2nd Level

Coming from the mysterious city of Stygia, deep within the southern deserts, the Stygian Elves have a dark and mysterious past. Originally rumored to live underground, they have recently shrugged off their curse and built a massive city in the middle of a sun-scorched waste.

Who is Nyx and why has he traveled so far from his tribal home? Only Flitr, Nyx's imp companion, knows the truth and he isn't telling.

FLITR

Flying Speed 40
Armor Class 13, Hit Points 10
Turn invisible, See in Darkness
Shape change into a raven

PERSONALITY TRAIT: *"Fresh air and clean water? You don't realize how lucky you are."*

IDEAL: *"The truth is like grains of sand. We must constantly remain diligent or it will slip from our fingers."*

BOND: *"Once my mission is complete, I will return to my homeland and restore the honor of my family."*

FLAW: *"I don't need your help. You are beneath me."*

SPELLS & CANTRIPS

ELDRICH BLAST Nyx flings a magical bolt at the target. Nyx is +6 to hit and the bolt does 1d10 +4 damage.

MINOR ILLUSION You create either a sound or a human-sized or smaller illusionary object. The illusion lasts one minute.

POISON SPRAY One creature within 10 feet gets a puff of poison in their face. They take 1d10 damage. They take no damage if they make a Constitution saving throw of 14 or higher.

1st Level Spells **CHARM PERSON** Nyx's target needs to make a Wisdom saving throw of 14 or higher or become Nyx's best friend for the next hour.

MAGICAL REBUKE The next creature to hit Nyx automatically takes 2d10 points of damage, half damage if they make a Dexterity saving throw of 14 or higher.

SCORPION'S BITE For the next minute Nyx's Eldrich Blast attacks do an extra d4 damage. 1d10+4 plus 1d4 damage per bolt!

NUX SHADOWHAND

STYGIAN ELF WARLOCK 2nd Level



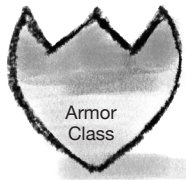
STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

SPELLS

to hit	to damage
to hit	to damage



EQUIPMENT

TREASURE



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

