

TIEFLING WARLOCK 10

"You want to wield power like mine? You want to taste the fire? The price is high, but the flames are sweet."



You made a pact with a fiendish entity years ago. They promised you unstoppable power born in the pits of the Nine Hells in exchange for your servitude and obeisance.

BACKGROUND (HERMIT)

Your path to power was not always so clear. You spent a great deal of time in seclusion, ruminating over whether or not it was worth it to continue, or to abandon your efforts and default on your debt.

Discovery. The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. Work with your DM to determine the details of your discovery and its impact on the campaign.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You connect everything that happens to you to a grand, cosmic plan.

Ideal. Emotions must not cloud our sense of what is right and true, or our logical thinking.

Bond. Should your discovery come to light, it could bring ruin to the world.

Flaw. You would risk too much to uncover a lost bit of knowledge.

TIEFLING FEATURES

Darkvision. 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.

WARLOCK FEATURES

Spellcasting Ability. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

CHARACTER NAME

Medium humanoid (tiefling), The Fiend
otherworldly patron, lawful neutral

Armor Class 14

Hit Points 73 (Hit Dice 10d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	15 (+2)	14 (+2)

INT	WIS	CHA
13 (+1)	10 (0)	20 (+5)

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +4, Cha +9.

Skills Arcana +5, Intimidation +9,
Medicine +4, Religion +5

Weapons Simple

Tools Herbalism kit

Damage Resistances. Fire

Senses Darkvision, Passive
Perception 10

Languages Common, Infernal

ACTIONS

Attack. You can attack when you take this action, using the following:

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 5th-level (2)

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Tome. Your patron gives you a grimoire called a Book of Shadows. While the book is on your person, you can cast the *fire bolt*, *shillelagh*, and *spare the dying* cantrips at will.

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.

OTHERWORLDLY PATRON: THE FIEND

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain 15 temporary hit points.

Dark One's Own Luck. You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after

Eldritch blast. Ranged Spell Attack: +9 to hit, range 120 ft., two attacks, one or two targets.

Hit: 1d10 + 5 force damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

One with Shadows. Warlock invocation.

Dreadful Word. Warlock invocation.

Ascendant Step. Warlock invocation.

OPTIONS

Dark One's Blessing. Warlock feature.

Eyes of the Rune Keeper. Warlock invocation.

Dark One's Own Luck. The Fiend feature.

Fiendish Resilience. The Fiend feature.

Spellcasting. Warlock feature.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 5th-level (2)

seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience. You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

KNOWN SPELLS

Cantrips: *eldritch blast*, *fire bolt**, *minor illusion*, *poison spray*, *prestidigitation*, *shillelagh**, *spare the dying**

1st-level spells: *hellish rebuke*, *hex*

2nd-level spells: *blindness/deafness*, *scorching ray*

3rd-level spells: *fireball*, *vampiric touch*

4th-level spells: *blight*, *fire shield*, *wall of fire*

5th-level spells: *flame strike*

*from Book of Shadows

INVOCATIONS

Agonizing Blast. When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit. Note: This has already been applied in the stat block.

Eyes of the Rune Keeper. You can read all writing.

One with Shadows. 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 reaction.

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

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

EQUIPMENT

Studded leather, two daggers, wand, herbalism kit, explorer's pack, *potion of healing* (5), *alchemist's fire* (5), Book of Shadows, club, money (75 gp)