TIEFLING WARLOCK 6

“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
Darkness. 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 45 (Hit Dice 6d8)
Speed 30 ft.

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

INT WIS CHA
13 (+1) 10 (0) 18 (+4)

Proficiencies (+3 proficiency bonus)
Saving Throws Wis +3, Cha +7.
Skills Arcana +4, Intimidation +7, Medicine +3, Religion +4
Weapons Simple
Tools Herbalism kit
Damage Resistances. Fire
Senses Darkvision, Passive Perception 10
Languages Common, Infernal

Spell Save DC: 15
Spell Attack Modifier: +7
Spell Slots: 3rd-level (2)

KNOWN SPELLS
Cantrips: eldritch blast, fire bolt*, poison spray, prestidigitation, shillelagh*, spare the dying*
1st-level spells: hellish rebuke, hex
2nd-level spells: blindness/deafness, scorching ray
3rd-level spells: fear, fireball, vampiric touch
*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.

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)