

# HAMZA

Human Warlock 4

Diabolist

AGE 57

HEIGHT 6 feet 2 inches

WEIGHT 184 pounds

SIZE Medium

CULTURE Godbound

Armor Class 12

Padded leather

STR 8 (-1)

SAVE

-1

DEX 8 (-1)

SAVE

-1

CON 12 (+1)

SAVE

+1

INT 16 (+3)

SAVE

+5

WIS 14 (+2)

SAVE

+2

CHA 17 (+3)

SAVE

+5

## PROFICIENCIES & LANGUAGES

**Proficiency Bonus** +2; **Maneuver DC** 9

**Saving Throws** Intelligence, Charisma

**Skills** Arcana (*forbidden knowledge* +1d4), History (*legends* +1d4), Insight, Intimidation, Investigation, Medicine, Persuasion (*peacemaking* +1d4), Religion (*fiends* +1d4, *gods* +1d4)

**Passive Perception** 12; **Passive Insight** 14

**Armor** Light armor

**Weapons** Simple weapons

**Tools** Cobbler's tools, game set (cards), jeweler's tools

**Senses** Darkvision 120 ft.

**Languages** Celestial, Common, Infernal

## ARCHETYPE: DIABOLIST

Diabolists are devotees of demons and diabolical deities.

**Hit Points**

25

**Hit Dice**

4 (1d8+1)

**Speed**

30 ft.

**STARTING EQUIPMENT**

Adderwort roots (2), backpack, bandages (10), bedroll, cobbler's tools, healer's satchel (10 uses), jeweler's tools, mess tin, padded leather, quarterstaff (arcane focus), sycamore petal poultice (2; gain an expertise die on Strength saving throws for 1 hour after consumption), tinderbox, torches (10), waterskin, 21 gold, rations (10 Supply)

**DESTINY: METAMORPHOSIS**

Hamza seeks to attain a higher mode of being daring to pursue eternal life in another form. He fulfills his destiny of Metamorphosis when he fully changes into his desired form. Unlike other destinies, he may choose not to gain his fulfillment feature until after 16th level.

**Source of Inspiration**

**Unburdening.** Hamza gains inspiration whenever he makes sacrifices to attain new lore, contacts, or items to aid his transformation into a higher state of moral being beyond the confines of mortality.

**Fulfillment Feature**

**Forever Changed.** Hamza has finally become something greater than he could imagine. Hamza may choose and become a creature with a CR equal to or lower than his class level -2 (as per the spell true polymorph, except that this transformation is permanent and cannot be dispelled.)

**BACKGROUND: GODBOUND**

**Connection** Dejar Grennek, a rival that has no compunctions about lethal violence and who always seems to be one step ahead of him in researching Aphrax.

**Connection** Methodra, a woman who can command beasts and who claims Hamza helped her have a religious epiphany, though he has no memory of when that could have happened.

**Memento** A large tome titled *The Book of Lorem*. It recounts the creation of the world and starts with the words, "Everything in this book is true." Written on the inside cover, Hamza's own handwriting has scrawled, "Hamza does not remember how he got this book," and it's true—he doesn't. The book has resisted all attempts to write anything else in it.

**Forbidden Lore.** When he fails an Arcana or Religion check, Hamza knows what being or book holds the knowledge he seeks.

**Inspiration Feature**

**Unearthly Diplomacy.** As an action, Hamza may spend his inspiration to bond with a non-humanoid creature he can see that has a CR equal to or less than his level minus 1. He communicates freely, even if he does not share a language or the creature would be normally unable to speak. Hamza has no control over the creature but gains an expertise die on checks made to influence it. The knowledge and awareness of a creature is limited by its intellect or perceptions.

**Destiny's Call.** When he gains inspiration through his destiny's source of inspiration, one ally of Hamza's choice within 30 feet also gains inspiration. Hamza can't use this feature again on that creature until he finishes a long rest.

**CURRENT HIT POINTS**

<b>Hit Dice</b>	<b>Maximum Hit Points</b>
Total _____	

**INITIATIVE**

Ability or Skill Check

**RESISTANCES & IMMUNITIES**

**TREASURE**

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**TEMPORARY HIT POINTS**

**SUPPLY**

Max Carried **8**

C.P.

S.P.

E.P.

G.P.

P.P.

**DEATH SAVES**

Successes

Failures

**Fatigue**

**Strife**

# COMBAT

## ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Quarterstaff	<b>A</b>	+1	reach 5 ft	one target	1d6-1 bludgeoning
Eldritch Scythe	<b>A</b>	+5	reach 5 ft	one target	1d8+3 force

### SPECIAL COMBAT FEATURES

**Dark Blessing.** Whenever Hamza reduces a creature to 0 hit points, or a creature under a spell effect he controls is reduced to 0 hit points, Hamza gains 4 temporary hit points.

### ELDRITCH SCYTHE

**Warlock Feature.** Hamza manifests an ephemeral and unearthly blade. On a hit, he can choose a different creature that he can see and that is within his reach. It takes half as much damage.

**Agonising Blast.** When Hamza uses his eldritch scythe, he deals extra damage equal to his spellcasting ability modifier (included).

### QUARTERSTAFF

**Parrying.** When he is wielding this weapon and he is not using a shield, once before his next turn Hamza can gain an expertise die to his AC against a single melee attack made against him by a creature he can see. He cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

**Two-handed.** Hamza must use two hands to wield this weapon.

## SPELLCASTING

**CASTER LEVEL** 4   **SPELLCASTING ABILITY** Intelligence   **SPELL SAVE DC** 13   **SPELL ATTACKS** +5

**SPELL POINTS**

Max **8**

**Eldritch Invocation: Potent Witchcraft.** Hamza's warlock cantrips deal extra damage equal to his spellcasting ability modifier (included above).

**Inexorable Concentration.** Three times between rests, Hamza can reroll a failed Constitution saving throw to maintain concentration.

**Pact Magic.** Hamza casts spells using spell points which are recovered when he finishes a short or long rest.

**Pact of the Tome.** As long as Hamza has his Book of Shadows he knows the *guidance*, *spare the dying*, and *thaumaturgy* cantrips and treats them as warlock spells.

**Religious Education.** Hamza knows the *light* cantrip.

### CANTRIPS

- A Chill Touch (V, S).** *Melee Weapon Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 1d8+3 necrotic damage and the creature cannot regain hit points until the start of Hamza's next turn. If the creature is undead, it makes attack rolls against Hamza with disadvantage until the end of his next turn.
- A Dancing Lights (V, S, M).** Hamza creates up to four hovering lights which appear as torches, lanterns, or glowing orbs that can be combined into a glowing Medium-sized humanoid form. Each sheds dim light in a 10-foot radius. He can use a bonus action to move the lights up to 60 feet so long as each remains within 20 feet of another light created by this spell. A dancing light winks out when it exceeds the spell's range.
- B Friends (S).** Once before the start of Hamza's next turn, when he makes a Charisma ability check against one non-hostile creature, he gains an expertise die. If he rolls a 1 on the ability or skill check, the target realizes its judgment was influenced by magic and may become hostile.
- A Light (V, M).** For one hour, an object which Hamza can touch emits bright light in a 20-foot radius and dim light an additional 20 feet. Light emanating from the target may be any color. Completely covering the target with something that is not transparent blocks the light. The spell ends when he uses an action to dismiss it or if he casts it again. If the target object is held or worn by a hostile creature, they can make a Dexterity saving throw, and the spell fails on a success.

### 1ST-LEVEL (COST: 2 SPELL POINTS)

- A Detect Poison and Disease (V, S, M, Concentration).** On the round Hamza casts it, and as an action on subsequent turns until the spell ends, he can attempt to sense the presence of poisons, poisonous creatures, and disease by making a Perception check. On a success Hamza identifies the type of each poison or disease within range. Typically noticing and identifying a poison or disease is a DC 10 check, but the Narrator may use DC 15 for uncommon afflictions, DC 20 for rare afflictions, or DC 25 for afflictions that are truly unique. On a failed check, this casting of the spell can not sense that specific poison or disease.
- The spell is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of metal, or a thin sheet of lead.

- A Inflict Wounds (V, S).** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3d10 necrotic damage.

- A Protection from Good or Evil (V, S, M, Concentration).** Hamza, or a creature he touches, is protected against the following types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. Creatures of those types have disadvantage on attack rolls against the target and are unable to charm, frighten, or possess the target. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against that effect.

### 2ND-LEVEL (COST: 3 SPELL POINTS)

- A Invisibility (V, S, M, Concentration).** Hamza, or a creature he touches, is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.
- A Shatter (2nd-Level; V, S, M).** An ear-splitting ringing sound fills a 10-foot-radius sphere emanating from a point Hamza can see within 60 feet. Creatures in the area make a DC 13 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save or half damage on a success. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Unattended objects in the area also take the damage.

## EXPLORATION

**Resident Expert.** When Hamza makes a Religion check and rolls lower than 10 on the die, he can treat the result as if he rolled a natural 10.

**Secret of Arcana: Devil's Sight.** Hamza can see normally in all types of darkness (including magical) to a distance of 120 feet.

## SOCIAL

**A Detect Faith.** After speaking with a person for a minute, Hamza can use an action to make an Insight or Religion check opposed by that person's Deception check. On a success, he learns whether their Wisdom score is lower than his, what faith if any they follow, and whether they have class levels in cleric or herald.

**Devotion.** Hamza gains an expertise die (+1d4) on saving throws to resist being charmed or frightened.

**Ominous Tormentor.** Hamza gains proficiency in Insight and Intimidation.

**Siblings in Faith.** Hamza has advantage on checks to socially interact with those whose lands were afflicted by the God of Desert Storms.

**Unearthly Diplomacy.** Hamza may spend his inspiration to form a connection with a non-humanoid creature he can see that has a CR equal to or less than 1. He communicates freely, even if he does not share a language or the creature would be normally unable to speak. Hamza has no control over a creature he connects with in this way but he gains an expertise die (+1d4) on checks made to influence it. This connection lasts for up to 1 hour or until Hamza uses an action to end it.

## OTHER FEATURES

**Destiny's Call.** Hamza's Charisma score increases by 1 (included).

**Fast Learner.** Hamza requires half as much time as normal to train himself in the use of a suit of armor, skill, tool, or weapon during downtime.

**Intrepid (1/Rest).** When Hamza makes an ability check, attack roll, or saving throw, he can choose to gain an expertise die (+1d4) on that roll.

## SPECIAL ITEMS

**Adderwort Roots.** A creature gains an expertise die on Constitution saving throws for 1 hour after consumption

## NOTES

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