

Hamza

Human Warlock (Diabolist), Level 1

HERITAGE Human (Ingenious Focus)

CULTURE Godbound

BACKGROUND Cultist

DESTINY Metamorphosis

Armor Class 12 (padded leather)

Hit Points 9

Hit Dice 1 (1d8+1)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|---------|---------|---------|---------|
| 8 (-1) | 8 (-1) | 12 (+1) | 16 (+3) | 14 (+2) | 16 (+3) |

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

Saving Throws Int +5, Wis +4

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

Tools cobbler's tools, game set (cards), jeweler's tools

Senses passive Perception 12

Languages Celestial, Common, Infernal

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.

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.

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.

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

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.

Pact Magic. Hamza is a 1st level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). He has 2 spell points which are replenished after a short or long rest, and he knows the following spells from the warlock's spell list:

Cantrips: *chill touch*, *friends*

1st-level (2 spell points): *detect poison and disease*, *inflict wounds*

Religious Education. Hamza knows the *light* cantrip.

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.

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1d6 – 1 bludgeoning damage.

Chill Touch (Cantrip; V, S). *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 1d8 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.



AGE 57

HEIGHT 6 feet 2 inches

WEIGHT 184 pounds

SIZE Medium

Eldritch Scythe. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 force damage. In addition, a different creature that Hamza chooses that he can see and is within his reach takes half as much damage.

Inflict Wounds (1st-Level; V, S). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3d10 necrotic damage.

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.

EQUIPMENT

Adderwort roots (2; gain an expertise die on Constitution saving throws for 1 hour after consumption), 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.

SUPPLY

Rations (10 Supply)

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.

DESTINY: METAMORPHOSIS

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.

Unearthly Diplomacy. As an action, 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 (his level). 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. The knowledge and awareness of a creature is limited by its intellect or perceptions, but most give Hamza information about nearby locations, monsters in the area, and knowledge of whatever it perceived within the past day. This connection lasts for up to 1 hour or until Hamza uses an action to end it.

SANCTITY OF LIFE

Although he's perfectly able to and would be supernaturally rewarded for it, Hamza chooses not to kill living creatures when he reduces them to 0 hit points. He never uses *chill touch* on a living foe unless he's sure it won't kill them.

Also, Hamza can use Eldritch Scythe once per turn (not once per round) and he is able to use it in place of a normal weapon attack, such as for an opportunity attack.

OVERVIEW

This wanderer walks a tragic path most would have littered with blood and corpses—but Hamza has rejected a violent destiny, seeking a higher way that defies the power of wicked entities claiming to be gods.

HISTORY

The deserts of Hamza's homeland are cursed with drought by the God of Desert Storms. Every village within relies on its own lesser deity to sustain and protect it—and his had Aphrax. In exchange for bounty and the settlement's survival Aphrax demanded an annual offering: a single child old enough to speak, but with no children of their own. Each year Hamza stained a simple sigil onto his cloak to remember those devoured in Aphrax's lightless cave, hoping the gesture might spare his child from being chosen as tribute.

Indeed his offspring was spared, but fate mocked him for his son died in the womb, killed by the same plague that took Hamza's wife. After weeks of grief and starvation he volunteered himself as the annual tribute. Aphrax was offended by his pathetic offering but was amused at Hamza's rage over his family's death. It offered a bargain: Hamza would be exiled into the wilderness with the power to destroy and consume. Each year Hamza would return and deliver the souls of all he'd slain, and Aphrax would demand no more children from the village.

Four dire, toiling decades have passed since Hamza was cast out, and despite all the vile people that tried to slay him, he has refused to kill anyone, vowing to never give Aphrax a single soul.

PERSONALITY

Instead of becoming a blight upon the world Hamza is a philosopher of morals, distrustful of any god (even those seen as virtuous). Exile taught Hamza much—not to waste words, the value of unlikely resources, and that every living thing has something to offer to the world. He never strikes to kill and humbly tries to avoid conflicts, his quiet compassion tempered by his awareness of the danger that lurks in the darkness and of how few can be trusted with power.

GOALS

When he last returned home Hamza was caught in the first rainstorm he could ever remember. When it passed no trace of the village remained, and even Aphrax had vanished from his cave. In his patron's place Hamza found a mysterious book, and now he wanders to discover what happened.