

JOSAR KHARETH

WARLOCK (GREAT OLD ONE) 9

"THE VEIL IS THIN IN THE PLACES I WALK. I MERELY LISTEN TO WHAT OTHERS DARE NOT HEAR."

MEDIUM HUMANOID (HUMAN)

NEUTRAL

Armor Class 14 (studded leather)

Hit Points 75

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	20 (+5)

Proficiency Bonus +4

Saving Throws Wisdom +5, Charisma +9

Skills Arcana +5, Investigation +5, Insight +5, Deception +9, Intimidation +9, History +5

Senses Passive Perception 11

Languages Common, Deep Speech, Infernal

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Calligrapher's supplies (lore scribe), Ritual Focus

CLASS FEATURES & TRAITS

OTHERWORLDLY PATRON — GREAT OLD ONE

Awakened Mind (1st) Telepathically speak to one creature you can see within 30 ft.

Entropic Ward (6th) As a reaction when a creature makes an attack roll against you, impose disadvantage. If the attack misses, you have advantage on your next attack roll against that creature before the end of your next turn.

PACT BOON — PACT OF THE TOME

Book of Shadows Gain three extra cantrips from any class. You can cast them at will.

ELDRITCH INVOCATIONS

— **Agonizing Blast** Add Charisma modifier to the damage of each eldritch blast beam

— **Eldritch Sight** Detect magic at will, without expending a spell slot.

— **Mask of Many Faces** Disguise self at will.

Book of Ancient Secrets You can ritual cast spells from your Book of Shadows. The book comes inscribed with two 1st-level rituals of your choice; you can add more rituals you find.

— **Inscribed rituals** Comprehend languages, Identify.

— **Gift of the Protectors (Tome)** You can magically inscribe up to your proficiency bonus (4) names in your Book of Shadows. A creature whose name is inscribed drops to 0 HP; it instead drops to 1 HP and the name disappears.



ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +9 to hit, range 120 ft., two beams. Hit: 1d10+5 force per beam.

Chill Touch (Cantrip). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. Hit: 2d8 necrotic; the target can't regain hit points until the start of your next turn; if it's undead, it has disadvantage on attack rolls against you until the end of your next turn.

BONUS ACTIONS

Hex (if active target dies): Move the hex to a new creature.

Misty trickery (disguise): Use Mask of Many Faces at will to instantly alter appearance (disguise self)—no slot.

REACTIONS

Entropic Ward (1/short rest): Impose disadvantage on an attack; on a miss, gain advantage on your next attack against that creature.

Counterspell: Use one of your 5th-level pact slots to attempt to interrupt a spell.

SPELLCASTING (WARLOCK 9)

Spellcasting Ability Charisma (spell save DC 17, spell attack +9).

Cantrips Eldritch Blast, Mage Hand, Prestidigitation, Minor Illusion, Guidance, Spare the Dying

1st Level (3) Hex, Armor of Agathys, Cause Fear

2nd Level (2) Invisibility, Hold Person

3rd Level (2) Counterspell, Hunger of Hadar

4th Level (2) Dimension Door, Banishment

5th Level (1) Contact Other Plane

