

WARLOCK

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities, warlocks piece together arcane secrets to bolster their own power.

WARLOCK

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Arcana +4, Deception +6

Senses darkvision 120 ft., passive Perception 11

Languages any two languages (usually Common and Infernal)

Challenge 5 (1,800 XP)

Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 8 temporary hit points.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *mage armor* (self only)

Spellcasting. The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (2 bolts that deal 1d10 + 3 force damage on a hit), *mage hand*, *minor illusion*

1st-3rd level (2 3rd-level slots): *blindness/deafness*, *burning hands*, *command*, *hold person*, *fireball*, *scorching ray*

Actions

Multiattack. The warlock makes two attacks with its daggers. The second attack has disadvantage.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

