

Athasa the Witch

Medium humanoid (human), warlock 5, lawful evil

Armour Class 13 (leather)

Hit Points 33 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Wisdom +5, Charisma +7

Skills Deception +7, Perception +5, Persuasion +7, Religion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 15

Languages Common, Infernal

Challenge 1/2 (100 XP)

City Secrets. She knows the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, she (and her companions) can travel between any two locations in the city twice as fast as her speed would normally allow.

Otherworldly Patron. She has struck a bargain with an otherworldly being: the archdevil, Asmodeus.

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

Pact Boon: Pact of the Tome. Her patron gives her a grimoire called a *Book of Shadows*. The book has three cantrips from any class's spell list. While the book is on her person, she can cast those cantrips at will. They don't count against her number of cantrips known. The three cantrips are: *Command*, *Vicious Mockery*, *Wrathful Smite*.

Pact Magic. Her arcane research and the magic bestowed on her by her patron have given her facility with spells.

Spellcasting Ability. Charisma is his spellcasting ability for his warlock spells, so he uses his Charisma whenever a spell refers to his spellcasting ability.

Cantrips. She knows three cantrips.

Spells Known: She knows two 3rd-level spell slots.

Spellcasting Focus. She can use an arcane focus as a spellcasting focus for his warlock spells.

Eldritch Invocations. She knows two Eldritch Invocations.

- **Agonizing Blast.** When she casts eldritch blast, add her Charisma modifier to the damage it deals on a hit.

- **Sign of Ill Omen.** She can cast *bestow curse* once using a warlock spell slot. She can't do so again until she finishes a long rest.

War Caster. She has practiced casting spells in the midst of combat, learning techniques that grant her the

following benefits:

- She has advantage on Constitution saving throws that she makes to maintain her concentration on a spell when she takes damage.
- She can perform the somatic components of spells even when she has weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from her, she can use her reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Actions

Dagger: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

Equipment

Leather armour, 2 daggers, light crossbow & 20 bolts, arcane focus (cat skull necklace), a clear glass bottle (with a dead sprite in it), and a small pouch containing 12 gp & a black jasper gem (50 gp).

Background

Athasa grew up as a street urchin on the streets of Radigast City. She had to fight to survive on the streets. In her late teens she was initiated into the Cult of the Devil's Hand. Once she proved her dedication, she accepted Asmodeus as her otherworldly patron. She now seeks power over those who would harm her. She hopes to return to Radigast City one day and raze it to the ground.

Spells Known: Two 3rd-Level Spell Slots, DC 15, +7 Spell Attack

Cantrips	1st Level	2nd Level	3rd Level
Eldritch Blast Minor Illusion Poison Spray Command* Vicious Mockery* Wrathful Smite*	Armour of Agathys Arms of Hadar Expeditious Retreat	Cloud of Daggers Scorching Ray	Major Image

* Book of Shadows