Zompel Stats Sheet

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# General Anthropometrics

Class: Warlock

Race: Forest Gnome

Background: Witch/Hag

Ht: 2’10’’

Wt: 30lb

Age: ~700y

# About

## Background

Zompeldroll Annis Jedza Beria Perchta Hold Jabmeakka Baba, Zompel for those beings always concerned with time. Zompel hasn’t considered the passage of time in centuries.

Zompel is old. She is so old that much of her history is a mystery even to her. What she can recall is usually a muddled confused mixture of local folktales and recipes involving forest fungi. On the edge of her folk memory hints at something dark. Very dark. For ages, at midwinter Zompel traveled about local settlements on the edge of the woods. She would kidnap disobedient children, remove their organs, and stuff them with straw and pebbles. The stuffed child would return to the local village as a scarecrow for the spring planting season. Zompel has a soft spot for women in distress. Tales have it that local women could request that Zompel kidnap step children and replace them with small animals. Young maids who prick their finger on a spindle can offer their blood to curse an evil stepmother or attract a local beau. Zompel didn’t delight in her work, but she wasn’t horrified either. After all she has been in the service of the “The Old One” for as long as she remembers (which is becoming increasingly short). The Old One delighted in her antics. The organs were nourishing, and the changeling babies were excellent for all sorts of dark magicks.

Zompel lives alone in the woods, under a large gnarled Oak Tree. Belief in her in the towns to keep naughty children behaving as dwindled, as has her master’s requests for offal and blood. No longer do washer women tell tales of her as a monstrous cat spiriting away disobedient children. She isn’t even sure anymore if that story was about her. Anymore, Zompel keeps to herself in her hovel. She mutters to her familiar, an ancient fungi growing in a lock of dreaded hair. The fungi once was a mouth piece to the The Old One. However, she hasn’t gotten a response in decades. She spins and weaves. She weaves scenes which she has never seen. She weaves dreams that are not hers. The memory of two sisters skitters at the edge of her mind. Badb, Macha,Nemain is mutters frequently, as if trying to remember (the first being so close to her name). One name sticks in her memory: Popelmann. She has not seen him in centuries, however if she were to she would rip out his throat and scry her future with his entrails.

Goblins have long been a pain to Zompel. Nothing particularly against goblins (except Popelmann). However, they are nasty creatures and have begun to upset the balance in the forest. Trodding over mats of ancient bacteria she considers a long friend. Muddying the hot sulfur springs (one of her few reliefs in this long life). Zompel wonders what is encouraging the goblins out of their traditional cavernous homes. It has been so long since she was curious about anything. They are child sized too. It makes Zompel long for days past, though a goblin scarecrow would leave the land below it fallow. New magic is tickling at the edge of her senses. Like a tune she knows the words to, but not the name of.

* Sage: Two languages and two knowledge skills.
  + Astronomer

## Feat

### Alert

You can’t be surprised while you are conscious.

• You gain a +5 bonus to initiative.

• Other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

## Skills

1. Arcana
2. Deception

## The Great Old One

An eclectic mix of options, the Great Old One focuses on drawing power from something unknowable and being appropriately crazy. Some of the abilities are very potent, but just as many are situational and won't see much use. The end result is that the Great Old One Warlock (Often shortened to "GooLock") feels a lot like an Enchanter Wizard.

Expanded Spell List: A really diverse mix of debuffs, are control, and utilities.

* 1st-level Spells: Two great single-target control effects.
* 2nd-level Spells: Both options are situational, but can be extremely potent if you're clever.
* 3rd-level Spells: Clairvoyance is a fantastic scouting option if you have a normal number of spell slots, but Warlocks really need to save their spell slots for something more significant and impactful. Sending is situational.
* 4th-level Spells: Dominate Beast is very situational, especially since you won't be running into many beasts by the time you can cast 4th-level spells. Black Tentacles is one of the best area control spells.
* 5th-level Spells: Dominate Person is among the best single-target control/debuff spells in the game. Telekinesis is a great utility.
* Awakened Mind: This is basically free permanent Tongues combined with Telepathic Link. With high Charisma and access to Face skills, you can use this a lot.
* Entropic Ward: Not as reliable as other mechanics which respond to being attacked, and since most of your attacks are at range you will frequently need to find a way to move out of your foe's reach before attacking.
* Thought Shield: Both effects are situational. Psychic damage is extremely uncommon.
* Create Thrall: It's not quite Dominate Person, but it's very similar.

# Languages

* Gnomish
* Common language

# 1/19/2020

### Attacks and Spellcasting

#### Cantrips

##### Minor illusion

* + Level: 1
  + Casting Time: 1 action
  + Range: 30 feet
  + Components: S M (A bit of fleece)
  + Duration: 1 minute
  + You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.
  + If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.
  + If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.
  + If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

##### Dissonant whispers

* + Level: 1
  + Casting time: 1 Action
  + Range: 60 feet
  + Components: V
  + Duration: Instantaneous
  + You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain.
  + The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction , if available, to move as far as its speed allows away from you. The creature doesn’t move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn’t have to move away. A deafened creature automatically succeeds on the save.

##### Hideous laughter

* + Level: 1
  + Casting Time: 1 action
  + Range: 30 feet
  + Components: V S M (Tiny tarts and a feather that is waved in the air)
  + Duration: Up to 1 minute
  + A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn’t affected.
  + At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it’s triggered by damage. On a success, the spell ends.

##### Disguise self

* + Casting Time: 1 action
  + Range: Self
  + Components: V S
  + Duration: 1 hour
  + You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can’t change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.
  + The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.
  + To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

##### Unseen servant

* + Casting Time: 1 action
  + Range: 60 feet
  + Components: V S M (A piece of string and a bit of wood)
  + Duration: 1 hour
  + This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can’t attack. If it drops to 0 hit points, the spell ends.
  + Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.
  + If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

#### Spells

##### Bane

* + Casting Time: 1 action
  + Range: 30 feet
  + Components: V S M (A drop of blood)
  + Duration: Up to 1 minute
  + Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.
  + At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

##### Burning hands

* + Casting Time: 1 action
  + Range: Self (15-foot cone)
  + Components: V S
  + Duration: Instantaneous
  + As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoot forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren’t being worn or carried.
  + At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

#### Weapons

##### Dagger

* + Damage: 1d4
  + Damage Type: Piercing
  + Item Rarity: Standard
  + Properties: Finesse, Light, Range, Thrown
  + Range: 20/60
  + Weight: 1

##### Quarter-staff

* + Damage: 1d6
  + Damage Type: Bludgeoning
  + Item Rarity: Standard
  + Properties: Versatile
  + Weight: 4

#### Equipment

##### Thieves tools

* + Category: Items
  + Item Rarity: Standard
  + Weight: 1
* Component pouch
* Scholar’s pack
  + Small knife
  + Black ink quill
  + Letter from dead person
* Pouch with 10gp
* Random pockets
  + Mortar and pestle
  + Mummified globlin hand
  + Necklace of elf fingers (wearing)
  + Dead sprite in bottle
  + Petrified rat head

<https://docs.google.com/spreadsheets/d/156KJer1QRWwcwcumyh5vwfqhXaghfDVZ50k589cLjzA/edit?usp=sharing>