

[Previous](#)[Next](#)

mamoon zhou

2500 x 3235
↔ ↕

Image Dummy

Mamoon Z'hou

Mamoon Z'hou

older adult Dwarf

Chaotic Evil

Level 10 Warlock Pact of The Great Old One

Pronouns -

she/her

Occupations -

Priest

Armor Class -

11

Hit Points -

65 (TODO Hitdice)

Speed -

25.

STR

11 (+1)

DEX

12 (+1)

CON

15 (+3)

INT

15 (+3)

WIS

12 (+1)

CHA

19 (+5)

Saving Throws -

Skills -

{"Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Duergar Abilities"=>[{"Superior Darkvision"=>"You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}, {"Duergar Resilience"=>"You have advantage on saving throws against illusions and against being charmed or paralyzed"}, {"Duergar Magic"=>"When you reach 3rd level, you can cast the Enlarge/Reduce spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the Invisibility spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells"}, {"Sunlight Sensitivity"=>"You have disadvantage on Attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight"}], "Warlock Abilities"=>[{"Pact Magic"=>[{"Spell DC"=>16, "Cantrip"=>"Eldritch Blast, Toll The Dead, Chill Touch, Mage Hand"}, {"Spells"=>"Armor of Agathys, Hex, Hallish Rebuke, Cloud of Daggers, Crown of Madness, Enthrall, Counterspell, Summon Undead, Summon Greater Demon, Sickening Radiance, Danse Macabre"}, {"Spell Slots"=>2, "Slot Level"=>"5th"}], "Eldritch Invocations"=>[{"1"=>"Agaonizing Blast"}, {"2"=>"Armor of Shadows"}, {"3"=>"Protection of the Talisman"}, {"4"=>"Maddening Hex"}, {"5"=>"Rebuke of the Talisman"}], "Pact Boon"=>"Pact of the

Talisman - Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest. If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die."}}, "Pact of The Great Old One Abilities"=>[{"Expanded Spell List"=>[{"1st Level"=>"Dissonant Whispers, Hideous Laughter", "2nd Level"=>"Detect Thoughts, Phantasmal Force", "3rd Level"=>"Clairvoyance, Sending", "4th Level"=>"Dominate Beast, Black Tentacles", "5th Level"=>"Dominate Person, Telekinesis"}]}, "Awakened Mind"=>"your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language", "Entropis Ward"=>"you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest"]}]

Proficiencies -

Proficiency Mod -

+4

Languages -

Duergan Dwarven Undercommon Infernal Common
{ "id"=>"the_order_of_moander_or_another_cult_to_an_old_god_or_god_of_rot_decay_etc_", "name"=>"The Order of Moander [Or another cult to an Old God or God of Rot, Decay, etc.]" }

Adjectives -

Devoted, Manic, Frightening,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

Mamoon will be found near graveyards and crypts preparing to infiltrate them to sacrifice the bodies to her God(dess);

Appearance

Deep, sunken silver eyes. Closely cropped white hair beneath a silver circlet. Lithe for a Duergar and almost sexy, if it weren't for her nearly demonic presence. Wears a necklace of petrified elf fingers.

Expressions

The forgotten Ones will rise again, by my hand

Shall you look into the abyss of the mouth of the Forgotten?

Mannerisms

Rubs the tips of her fingers together, almost as though preparing magic. Relatively inactive gesticulation explodes into wild

swinging of arms and broad facial expressions, almost as though bi-polar or partly possessed.

Motivations

To bring the pantheon of old Gods back to power. She seeks bodies of the dead to sacrifice to her pantheon.

Passions

Necromantic magicks. Any insect that tunnels. Tunneling. Spelunking.

Secrets

The plans of her god

Mamoon Z'houl

older adult Dwarf
Chaotic Evil
Level 10 Warlock Pact of The Great Old One

Pronouns -

she/her

Occupations -

Priest

Armor Class -

11

Hit Points -

65 (TODO Hitdice)

Speed -

25.

STR

11 (+1)

DEX

12 (+1)

CON

15 (+3)

INT

15 (+3)

WIS

12 (+1)

CHA

19 (+5)

Saving Throws -

Saving Throws -

Skills -

{ "Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Duergar Abilities"=>[{"Superior Darkvision"=>"You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Duergar Resilience"=>"You have advantage on saving throws against illusions and against being charmed or paralyzed", "Duergar Magic"=>"When you reach 3rd level, you can cast the Enlarge/Reduce spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the Invisibility spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells", "Sunlight Sensitivity"=>"You have disadvantage on Attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight"}], "Warlock Abilities"=>[{"Pact Magic"=>[{"Spell DC"=>16, "Cantrip"=>"Eldritch Blast, Toll The Dead, Chill Touch, Mage Hand", "Spells"=>"Armor of Agathys, Hex, Hallish Rebuke, Cloud of Daggers, Crown of Madness, Enthrall, Counterspell, Summon Undead, Summon Greater Demon, Sickening Radiance, Danse Macabre", "Spell Slots"=>2, "Slot Level"=>"5th"}], "Eldritch Invocations"=>[{"1"=>"Agaonizing Blast"}, {"2"=>"Armor of Shadows"}, {"3"=>"Protection of the Talisman"}, {"4"=>"Maddening Hex"}, {"5"=>"Rebuke of the Talisman"}], "Pact Boon"=>"Pact of the Talisman - Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest. If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die."}], "Pact of The Great Old One Abilities"=>[{"Expanded Spell List"=>[{"1st Level"=>"Dissonant Whispers, Hideous Laughter", "2nd Level"=>"Detect Thoughts, Phantasmal Force", "3rd Level"=>"Clairvoyance, Sending", "4th Level"=>"Dominate Beast, Black Tentacles", "5th Level"=>"Dominate Person, Telekinesis"}], "Awakened Mind"=>"your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language", "Entropis Ward"=>"you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest"}] }

Proficiencies -

Languages -

Duergan Dwarven Undercommon Infernal Common

{ "id"=>"the_order_of_moander_or_another_cult_to_an_old_god_or_god_of_rot_decay_etc_", "name"=>"The Order of Moander [Or another cult to an Old God or God of Rot, Decay, etc.]" }

Adjectives -

Devoted, Manic, Frightening,

Special Abilities

-

Special Equipment

-

-

Combat Tactics

Ferocious and Short-sighted; Leaps into Combat

Actions

-

Factions

Roleplaying

Introduction

Mamoon will be found near graveyards and crypts preparing to infiltrate them to sacrifice the bodies to her God(dess);

Appearance

Deep, sunken silver eyes. Closely cropped white hair beneath a silver circlet. Lithe for a Duergar and almost sexy, if it weren't for her nearly demonic presence. Wears a necklace of petrified elf fingers.

Expressions

The forgotten Ones will rise again, by my hand

Shall you look into the abyss of the mouth of the Forgotten?

Mannerisms

Rubs the tips of her fingers together, almost as though preparing magic. Relatively inactive gesticulation explodes into wild swinging of arms and broad facial expressions, almost as though bi-polar or partly possessed.

Motivations

To bring the pantheon of old Gods back to power. She seeks bodies of the dead to sacrifice to her pantheon.

Passions

Necromantic magicks. Any insect that tunnels. Tunneling. Spelunking.

Secrets

Background Story

Aspiring to be the Fountainhead of Clax, the High Duergar God of Pestilence and Destruction, Mammoon will stop at nothing to incarnate herself as the ultimate High Priestess; clad in the bones of a thousand dead, each bone tied to the next with the flesh of a thousand more. Mammoon's aspirations come from her abuse at the hands of a former spouse. Married young and corralled into the traditional power positions of a Duergar wife, Mammoon sought power over everything else and would be ruthless in this pursuit. She sought the faith of her village, the surrounding region, and eventually the Underdark. Vying for a position as Loxxed Priestess, comparable to a magistrate, Mammoon watched as her competitor gained greater and greater favor. This favor grew as her competitor finally had a child. This Duergard tribe had a particularly hard time reproducing and this was a sign from their God. Not only did she face ongoing abuse from her husband about her barren womb, Mammoon now faced imminent defeat in her pursuit of power. As the almost Spartan culture would allow, Mammoon snatched the child from its bed and brought it to the center idol of Clax, ringing the town bell. Many of her tribe flooded the streets to watch Mammoon sacrifice the child in offering to Clax. The statue reached down, scooped up the body, and consumed it violently. Mammoon was then imbued with an overwhelming sense that she was destined for greater things. She denounced the tribe in an animal growl and fled the Underdark in search of greater sacrifices to Clax. Seeing such violence in sacrifice has become her primary goal.