



Mamoon Z'houl

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 | DEX | CON | INT | WIS |
|---------|---------|---------|---------|---------|
| 11 (+1) | 12 (+1) | 15 (+3) | 15 (+3) | 12 (+1) |

Saving Throws - Skills -

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

Proficiencies -
Proficiency Mod - +4

Languages -
Duergan Dwarven Undercommon Infernal
{ "id"=>"the_order_of_moander_or_another_cult_to_an_old_god_or_god_o "name"=>"The Order of Moander [Or another cult to an Old God or G etc.]" }

Adjectives - Devoted, Manic, Frightening,

Special Abilities -

Special Equipment -

2500 x 3235

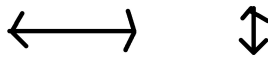


Image Dummy

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

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Saving Throws - Saving Throws - Skills -

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Proficiencies -

Languages -
Duergan Dwarven Undercommon Infernal
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Adjectives - Devoted, Manic, Frightening,

Special Abilities -

Special Equipment -

Combat Tactics - Ferocious and Sl

Actions -

Combat Tactics

Actions

Factions

Ferocious and Short-sighted; Leaps into Combat

Actions

Factions