



# Sekhmet the Seeker

Class: Warlock (level 4)  
Race: Tiefling  
Languages: Common, Infernal  
Alignment: Neutral Evil  
Background: Spy

Max HP: 27  
Hit Dice: 4d8  
Armor Class: 13 (no armor)  
Speed: 30 ft.  
Initiative: +3  
Passive Perception: 16  
Passive Investigation: 18  
Passive Insight: 11  
Darkvision: 120 feet  
Resistance: Fire/Cold damage

## Proficiencies (Bonus +2)

- Light Armor
- Simple Weapons
- Thieves' Tools
- Dice Set

SKILLS	MODIFIER
Acrobatics (DEX)	+3
Animal Handling (WIS)	+1
<b>Arcana (INT)</b>	<b>+3</b>
Athletics (STR)	+0
<b>Deception (CHA)</b>	<b>+5</b>
History (INT)	+1
Insight (WIS)	+1
Intimidation (CHA)	+3
<b>Investigation (INT)</b>	<b>+3</b>
Medicine (WIS)	+1
Nature (INT)	+1
Perception (WIS)	+1
Performance (CHA)	+3
Persuasion (CHA)	+3
Religion (INT)	+1
Sleight of Hand (DEX)	+3
<b>Stealth (DEX)</b>	<b>+3</b>
Survival (WIS)	+1

STATS	SCORE	MODIFIER	SAVE
Strength	10	+0	+0
Dexterity	16	+3	+3
Constitution	10	+0	+0
Intelligence	12	+1	+1
<b>Wisdom</b>	12	+1	<b>+3</b>
<b>Charisma</b>	16	+3	<b>+5</b>

An accomplished arms dealer who never brandishes weapons nor boasts armor, Sekhmet is known to flaunt the latest fashions of Waterdeep no matter the season. In her quest to obtain and broker arcane and otherworldly weaponry, Sekhmet made a pact with the Archdevil Dispater, Lord of the Second. Few who have seen the Seeker don her dark arsenal have lived to tell the tale...

ATTACKS	HIT	DAMAGE	NOTES
Pact Scimitar	+5	1d6+3 slashing	Finesse, Light
Pact Shortsword	+5	1d6+3 piercing	Finesse, Light
Pact Rapier	+5	1d8+3 piercing	Finesse
Pact Dagger	+5	1d4+3 piercing	Finesse, Light, Thrown (20/60 ft.)
Pact Whip	+5	1d4+3 slashing	Finesse, Reach (10 ft.)
Pact Dart	+5	1d4+3 piercing	Finesse, Thrown (20/60 ft.)
Unarmed	+2	1 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
2 Spell Slots (LEVEL 2)	+3	+5	13

**Pact Weapon:** As an action, you can create or dismiss a pact weapon in your hand. You can choose the form, and you're proficient with it. You can also transform a magic weapon into your pact weapon by performing a special ritual.

**Dark One's Blessing:** When you reduce a hostile creature to 0 HP, you gain 7 temporary HP.

**Devil's Sight:** You can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

**Ring of Warmth (attuned):** While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

**Observant:** If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.

**Criminal Contact:** You have a reliable and trustworthy contact who acts as your liaison to a network of other spies or criminals. You know how to get messages to and from your contact, or even over great distances.

**Spellcasting:** You can cast 2 spells (other than those noted At Will), and your spell slots are refreshed upon a short or long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Shadow Armor (At Will)	Touch	-	If you are not wearing armor, a protective magical force of shadows surrounds you for 8 hours. Your base AC becomes 13 + its Dexterity modifier (16 for you). The spell ends if you don armor or if you dismiss the spell as an action.
Mage Hand (At Will)	30 ft.	-	For 1 minute, a spectral, floating hand appears at a point you choose within range, and it dissipates if it is ever more than 30 feet away from you. You can you use your action to control the hand, open an unlocked door, pour contents out of a vial, etc. You can move the hand up to 30 ft. You can't attack, activate magic items, or carry more than 10 pounds.
Minor Illusion (At Will)	30 ft.	-	You create a sound or an image of an object within range that lasts for 1 minute. 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, etc. 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 ft. 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 DC 13 Investigation check.
Thaumaturgy (At Will)	30 ft.	-	You manifest a minor wonder, a sign of supernatural power, within range. You can make your voice boom up to 3 times as loud as normal for 1 minute, cause flames to flicker, brighten, dim, or change color, create an instantaneous sound that originates from a point of your choice within range, cause an unlocked door or window to fly open or slam shut, or alter the appearance of you eyes for 1 minute.
Toll the Dead (At Will)	60 ft.	WIS 13	You point at one creature you can see within range and the sound of a dolorous bell fills the air around it. The target must succeed on a WIS saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.
Disguise Self (At Will once per Long Rest)	Self	-	You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for 1 hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller, or appear thin or 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. To discern that you are disguised, a creature can use its action to inspect you appearance and must succeed on a DC 13 Investigation check.
Command	60 ft.	WIS 13	You speak a one-word command to up to 2 creatures you can see within range and within 30 ft. of each other. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, doesn't understand your language, or if your command is directly harmful to it. You could tell them to approach, drop an item, flee, grovel, halt, etc.
Darkness (Concentration)	60 ft.	-	Magical darkness spreads from a point you choose within range to fill a 30 ft. diameter sphere for up to 10 minutes. A creature with darkvision can't see through this darkness unless by magical means and nonmagical light can't illuminate it.
Shadow Blade (Concentration)	Self	-	For 1 minute, you weave a sword of shadow which is a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). When you use the sword to attack a target that is in dim light or darkness, you have advantage. If you drop or throw it, it dissipates at the end of turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.
Mind Spike (Concentration)	60 ft.	WIS 13	You reach into the mind of one creature you can see within range. The target must make a WIS saving throw, taking 3d8 psychic damage on a failed save, or half as much on a successful one. On a failed save, you also always know the target's location for up to 1 hour while maintaining concentration, but only while the two of you are on the same plane of existence. The target can't become hidden or invisible from you.
Witch Bolt (Concentration)	30 ft.	+5	A sustained arc of lightning forms between you and a target. Make a ranged spell attack. On a hit, it takes 2d12 lightning damage. On each of your turns, you can use your action to deal 2d12 damage automatically. The spell ends if you use your action do do anything else or leaves range or is behind total cover from you.