

# FARIDEH

Medium humanoid (tiefling), neutral good

**Armor Class** 12 (15 with mage armor)

**Hit Points** 82 (12d8 + 24)

**Speed** 30 ft.

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

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**Saving Throws** Wis +5, Cha +8

**Skills** Arcana +6, Athletics +4, Deception +8, History +6, Insight +5, Persuasion +8

**Damage Resistances** fire

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Draconic, Infernal

**Challenge** 9 (5,000 XP)

**Special Equipment.** Farideh has a rod that adds 1 to her spell save DC and spell attack modifier (included in stat block), Book of Shadows (adds fire bolt, light, and shocking grasp cantrips; included in stat block)

**Dark One's Blessing.** When Farideh reduces a hostile creature to 0 hit points, she gains 16 temporary hit points.

**Dark One's Own Luck.** Farideh can call upon her patron, the cambion Lorcan, to alter her fate in her favor. When she makes an ability check or saving throw, she can use this feature to add a d10 to her roll. She must finish a long or short rest to use this feature again.

**Fiendish Resilience.** Farideh can choose a damage type when she finishes a long or short rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

**Agonizing Blast.** On a hit, Farideh adds 4 to the damage of her eldritch blast.

**Devil's Sight.** Farideh can see normally in both magical and nonmagical darkness to a distance of 120 feet.

**Innate Spellcasting.** Farideh's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor*

1/day each: *circle of death*, *darkness*, *hellish rebuke*

**Spellcasting.** Farideh is a 12th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 17, +9 to hit with spell attacks). Spells Farideh casts are cast as 5th-level spells, and she has 3 spell slots which return when she finishes a long or short rest. Farideh knows the following spells from the warlock's spell list:

Cantrips (at will): *chill touch*, *eldritch blast*, *fire bolt*, *light*, *mage hand*, *shocking grasp*, *thaumaturgy*, *true strike*

1st level: *burning hands*, *hellish rebuke*, *protection from evil and good*

2nd level: *misty step*, *scorching ray*, *shatter*

3rd level: *dispel magic*, *fireball*

4th level: *banishment*, *fire shield*

5th level: *flame strike*

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## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**One With Shadows.** When in an area of dim light or darkness, Farideh can use an action to become invisible until she moves or takes an action or reaction.