

# Oyuna Osaka, “Lady Nightraven”

3<sup>rd</sup>-Level Neutral Variant Human (Shou) Warlock

**Proficiency Bonus:** +3 (Light Armor, Simple Weapons)

| STR    | DEX     | CON     | INT     | WIS*    | CHA*                          |
|--------|---------|---------|---------|---------|-------------------------------|
| 8 (-1) | 14 (+2) | 14 (+2) | 12 (+1) | 10 (+0) | 16 (+3) <i>(27 Point Buy)</i> |

**Hit Points:** 24 (3d8+2 Hit Dice) (1<sup>st</sup>—10, +7)

**Armor Class:** 13 (Leather)

**Speed:** 30 feet (Initiative +2)

**Skills:** Arcana +3, Deception +5, Intimidation +5, Perception +2, Persuasion +5

**Feat(s):** Human Bonus Feat—*Spell Sniper*

**Class Features:** Otherworldly Patron—*Great Old One*, Awakened Mind, Pact Magic, Eldritch Invocations, Pact Boon—*Pact of the Tome*

◆ **Eldritch Blast:** +7 to hit (240 feet); ignore ½ and ¾ cover; 1d10+4 force damage, two beams

**Cantrips:** You know the *eldritch blast*, *guidance*, *mage hand*, *minor illusion* and *vicious mockery* cantrips, and you can use them at will.

**Spell Slots:** You have two 2<sup>nd</sup>-level spell slots that you can expend to cast your warlock spells. You regain all expended spell slots when you finish a short or long rest.

**Spells Known:** You know the following spells from the warlock spell list: *detect thoughts*, *dissonant whispers*, *hex*, *Tasha's hideous laughter*

**Rituals Known:** 1<sup>st</sup>—*find familiar*, *unseen servant*

**Eldritch Invocations:** You know the *agonizing blast* and *book of ancient secrets* invocations.

**Otherworldly Patron:** Myojin of Night's Reach

**Familiar:** Raven

**Equipment:** A ceremonial stone dagger, an arcane focus (a bone wand), *The Book of Counted Shadows*, a white mask, a wand of magic detection, an explorer's pack, a set of eastern-style clothes, a belt pouch, 47 gp, 12 sp, 15 cp.

**Background:** Cultist

**Feature:** Cult Network

**Home:** Xiousing (Cormyr)

**Languages:** Common, High Shou, Deep Speech

**Origin:** Oyuna was banished from Shou Lung for practicing forbidden magic.

**Personality Trait:** ???

**Ideal:** ???

**Bond:** ???

**Flaw:** ???

**OYUNA**

GENDER: Feminine

USAGE: Mongolian

OTHER SCRIPTS: (unavailable)

PRONOUNCED: oi-YOO-nah

Meaning & History

Feminine version of the Mongolian boys' name OYUN or OYUUN, meaning "mind" or "of the mind."

## Formless Spawn

*Tiny aberration (shapechanger), neutral evil*

**Armor Class** 10

**Hit Points** 13

**Speed** 10 ft.

| <b>STR</b> | <b>DEX</b> | <b>CON</b> | <b>INT</b> | <b>WIS</b> | <b>CHA</b> |
|------------|------------|------------|------------|------------|------------|
| 10 (+0)    | 10 (+0)    | 10 (+0)    | 10 (+0)    | 10 (+0)    | 10 (+0)    |

**Skills** Stealth +2

**Damage Resistances** cold, fire, lightning, bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, exhaustion, poisoned, prone

**Senses** Blindsight 60 ft., Passive Perception 10

**Languages** Common, Deep Speech, Telepathy 60 ft.

**Familiar.** The formless spawn can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the formless spawn senses as long as they are within 1 mile of each other. While the formless spawn is within 10 feet of its companion, the companion shares the formless spawn's Magic Resistance trait.

**Shapechanger.** The formless spawn can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), a spider (20 ft., climb 30 ft.) or a toad (40 ft., swim 40 ft.) or back into its true formless state (which can pass under doors or through small gaps in stone). Its statistics are the same in each form, except for the speed changes noted. It reverts to its true form if it dies.

**Magic Resistance.** The formless spawn has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Slam (Bite in Beast Form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage plus 4 (1d4 + 2) poison damage. If the target is killed by this damage, it is absorbed into the formless spawn.

**Invisibility.** The formless spawn magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the formless spawn wears or carries is invisible with it.

**Tsathoggua, The Sleeper of N'kai** (or Zhothaquah) is a Great Old One, a godlike being from the Far Realm world of N'kai. The Book of Counted Shadows says of him:

*He was very squat and pot-bellied, his head was more like a monstrous toad than a deity, and his whole body was covered with an imitation of short fur, giving somehow a vague sensation of both the bat and the sloth. His sleepy lids were half-lowered over his globular eyes; and the tip of a queer tongue issued from his fat mouth.*

And:

*In that secret cave in the bowels of N'kai abides from eldermost eons the Old One Tsathoggua. You shall know Tsathoggua by his great girth and his batlike furriness and the look of a sleepy black toad which he has eternally. He will rise not from his place, even in the ravening of hunger, but will wait in divine slothfulness for the sacrifice.*

- >Have Great Old One patron
- >Pact of the Chain, my familiar is a Formless Spawn of Tsathoggua
- >It can shapechange into a cat, toad, raven, or a mass of black ichor that can seep under doors and through cracks in stone
- >talk to niggas in they brains all day
- >take Voice of the Chain Master to speak through the "mouth" of my familiar anywhere on Toril
- >have the familiar manifest my face from the black mush when it speaks
- >have 12 int, fuck studying in a library
- >study the Book of Counted Shadows instead, unlock the secrets of power

**Background:** Cultist

**Skills:** Religion, Persuasion

**Language:** Two of your choice

**Feature:** Cultist Network

The Xi-Bu (“Never Stop” in High Shou) are a group of rogue arcanists from Shou Lung who fled into the west after an imperial edict made the use of pact magic illegal across the empire. The Xi-Bu serve elder powers from the Far Realm and are often involved in organized crime and other unsavory activities. They have been known to recruit desperate immigrants from Xiousing, a Shou settlement in Cormyr.

Warlock 3/Sorcerer 17

10 14 14 12 10 16

Warlock 3

Cantrips: Eldritch Blast, Light

Spells: Hex, ???, ???, ???

Spell Slots: 2 (2<sup>nd</sup> level)

Invocations: Agonizing Blast, Repelling Blast

Sorcerer 3

Cantrips: ???, ???, ???, ???

Spells: ???, ???, ???, ???

Spells Per Day: 4/2

Sorcery Points: 3

Quickened Spell: When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Oyuna left the Hordelands to study the Art in the west.

10 14 14 16 12 10

14 14 14 12 10 16



## Warlock

**Hit Dice:** 1d8

### Eldritch Blast

**Casting Time:** 1 action; **Range:** 120 feet

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 + your Charisma modifier force damage. The spell creates more than one beam when you reach higher levels: two beams at 5<sup>th</sup> level, three beams at 11<sup>th</sup> level, and four beams at 17<sup>th</sup> level. You can direct beams at the same target or at different ones. Make a separate attack roll for each beam.

### Hex

**Casting Time:** 1 bonus action; **Range:** 120 feet

You place a curse on a creature that you can see within range that lasts until that creature dies or you end the effect as a free action. You deal an extra 1d6 necrotic damage to the cursed target whenever you hit it with an attack. Also, when you reduce a cursed creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier.

### Eldritch Sight

You gain enhanced sight and can see things others can't. You have darkvision out to a range of 60 feet. Also, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

### Magical Armor

**Casting Time:** 1 bonus action

A shimmering magical force surrounds you, granting you extra protection until you end the effect as a free action. You gain +3 AC and resistance to one damage type of your choice.

### Flight

**Casting Time:** 1 bonus action

You gain a flying speed of 60 feet until you end the effect as a free action.