

FIRE IN THE BLOOD

BY ERIN M. EVANS

OCTOBER, 14, 2014



FARIDEH

Medium humanoid (tiefling), neutral good

Armor Class 12 (15 with mage armor)

Hit Points 82 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +8

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

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic, Infernal

Hellish Resistance. Farideh has resistance to fire damage.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

Infernal Legacy. Farideh knows the thaumaturgy cantrip, and may cast hellish rebuke (as a 2nd-level spell) and darkness each once per day. Charisma is her spellcasting ability for these spells.

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.

Mystic Arcanum. Farideh can cast circle of death once per day without expending a spell slot. She must finish a long rest before she can cast this spell again.

Pact of the Tome. Lorcan grants Farideh a grimoire called a Book of Shadows. While she carries this book, she can cast fire bolt, light, and shocking grasp in addition to the cantrips she knows.

ACTIONS

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

ELDRITCH INVOCATIONS

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

Armor of Shadows. Farideh can cast mage armor at will, without expending a spell slot or material components.

Beguiling Influence. Farideh is proficient in the Deception and Persuasion skills (included in her skills).

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

Eldritch Sight. Farideh can cast detect magic at will, without expending a spell slot.

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.

Special Equipment. Farideh has a rod that adds 1 to her spell save DC and spell attack modifier.

Spellcasting. Farideh is a 12th-level spellcaster. Her spellcasting ability is Charisma (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 can cast mage armor at will and knows the following spells:

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*

6th level: *circle of death*

FARIDEH

Farideh is a warlock, using her powers to protect the people she cares about (and the various cities she travels to) from the Nine Hells and other villainous groups. Adopted by a male dragonborn named Mehen, she has an identical twin, Havilar, who fights with a glaive and is a bit flighty. Farideh gained her powers when Havilar accidentally summoned Lorcan, a cambion from the Sixth Layer (Malbolge) who happened to be looking for an heir of Bryseis Kakistos, the Brimstone Angel, to fill out his set. Farideh happened to be that heir as well as being hungry for better control over her life and a way to protect her sister. She was easily swayed by Lorcan, who is very attractive and very manipulative.

Bryseis Kakistos is a warlock who performed a ritual with twelve other tiefling warlocks to help Asmodeus ascend to godhood and change the tiefling race to become true-breeding Asmodeans. All tieflings who descend from that time are Asmodeans because of her coven, the Toril Thirteen. Bryseis Kakistos wasn't given her promised reward swiftly enough, and she began scheming, which led to her death. Twenty-five years ago, she escaped the Nine Hells and attempted to reincarnate through her heirs and followers, but the zygote she attempted to attach to twinned in the process, tearing her ghost apart.

Two pieces remained, which the twins' souls eventually formed around. With these two pieces resides the knowledge of how to destroy the god of sin.

During the Sundering, Farideh and Havilar developed powers as Chosen of Asmodeus. What they do not realize is that these powers were actually meant for Bryseis Kakistos, the payment for her assistance. But Asmodeus also knows that the knowledge of his doom resides in the twins—and wishes them thoroughly and quietly taken care of.

Why were they not dealt with sooner? Both twins have a powerful protection laid upon them, which makes them impossible to scry on without workarounds in place (for example, Lorcan collects a sample of Farideh's blood, which allows him to call up the rest of her blood) and which repels the ghost of Bryseis Kakistos. The origins of the protection are unknown; some speculate it might have something to do with Selune and a tiefling called Alyona that Bryseis Kakistos can't quite remember.

The twins are connected to the Harpers of Waterdeep, having assisted Tam Zawad in a mission before he became a High Harper. Two of their companions are Harpers: Dahl Peredur (a fallen paladin of Oghma and Harper handler) and Aubrin "Brin" Crownsilver (a Cormyrean nobleman and field agent-at-large).

They have also clashed with devils, Zhentarim, Netherese wizards (dead and alive), Red Wizards, aboleths, Cormyrean nobles, and Ashmadai cultists. Books so far have been set in and around Neverwinter, the Nether Mountains, Waterdeep and the High Forest, and Cormyr.

CHOSEN AS ASMODEUS

As a Chosen of Asmodeus, Farideh has inherited two special features, as described below.

Soul Gaze. When Farideh uses this feature, she can view the state of any given mortal soul. Tapping into this power, she gets a sense for how corrupt someone is and can tell where the creature lies along the spectrum of good/neutral/evil. Additionally, she can tell if the creature has been essentially claimed by a deity, such as a cleric or paladin, or even one of the Chosen.

Infernal Aspect. Farideh can take an action to project an aura of menace, affecting hostile creatures within 30 feet of her. Each of these creatures must succeed at a DC 17 Wisdom saving throw or be frightened and be affected as though struck by a ray of enfeeblement. At the end of each of its turns, an affected creature can make another Wisdom saving throw. On a success, the creature is immune to Farideh's aura of menace for the next 24 hours. The aura of menace lasts up to 1 minute and requires concentration.

Additionally, while the effect is active, Farideh is surrounded by a nimbus of flame, and a pair of fiery wings appears to sprout from her back. Farideh and anyone or anything she is holding are immune to the heat from this fire. Whenever a creature within 5 feet of you hits her with a melee attack, the nimbus erupts with flame and the attacker takes 2d8 fire damage.

Once Farideh has used this ability, she must finish a long rest before she can do so again.