

MIVAL DUMEIN, 9TH WARLOCK

Medium humanoid (any race), any non-good alignment Armor Class 11 (14 with mage armor) Hit Points 40 (9d8) Speed 30 ft.	STR 12 (+1) DEX 12 (+1) CON 11 (+0) INT 14 (+2) WIS 10 (+0) CHR 18 (+4)	Saving Throws Wis +3, Cha +7 Skills Arcana +5, Deception +7, Intimidation +7, Persuasion +7 Senses darkvision 120 ft., passive Perception 10 Languages Any three languages Challenge 4 (1,100 XP)
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Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 13 temporary hit points.

Pact of the Tome. Part of the warlock's power is bound into a magical tome called a Book of Shadows. While the warlock's Book of Shadows is on its person, it can cast the following cantrips at will:

- chill touch (2d8)
- produce flame (2d8)
- thaumaturgy

In addition, the **Book of Shadows** contains the following spells that the warlock can cast as rituals:

- augury
- comprehend languages
- contact other plane
- identify
- phantom steed
- unseen servant

Devil's Sight. The warlock's darkvision functions in both magical and normal darkness.

Eldritch Invocations. The warlock can cast the following spells at will, without using a spell slot and without material components:

- levitate (self only)
- mage armor (self only)
- speak with dead

Spellcasting. The warlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit). The warlock casts all of its non-cantrip spells using 5th-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

- Cantrips (at will): eldritch blast (two beams, 1d10 each), mage hand, prestidigitation
- 5th level (2 slots): darkness, dimension door, enthrall, hellish rebuke, hex, hold monster, magic circle, scorching ray, scrying, wall of fire

ACTIONS

Dagger of Venom. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 2) piercing damage, DC15 CON vs. 2d10 and "Poisoned".