

Zebadiah Zorandor

Class: Warlock 5

Race: Human (Vennite -- extinct; closest analogue is Weohstan)

Background: Acolyte (Vennite tradition -- no living practitioners)

Alignment: Chaotic Good

Age: Unknown (imprisoned for approximately 6,000 years)

Gender: Male

Height: 5'11

Weight: 172 lbs

13 Armor Class	60 Hit Points	30 ft Speed	+2 Initiative	+3 Prof. Bonus	16 Passive Perc.
STR 12 +1	DEX 14 +2	CON 14 +2	INT 16 +3	WIS 16 +3	CHA 18 +4

Saving Throws

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +3 Intelligence
- +6 Wisdom
- +7 Charisma

Skills

- +2 Acrobatics (DEX)
- +3 Animal Handling (WIS)
- +6 Arcana (INT)
- +1 Athletics (STR)
- +7 Deception (CHA)
- +6 History (INT)
- +3 Insight (WIS)
- +7 Intimidation (CHA)
- +3 Investigation (INT)
- +3 Medicine (WIS)
- +3 Nature (INT)
- +3 Perception (WIS)
- +4 Performance (CHA)
- +4 Persuasion (CHA)
- +3 Religion (INT)
- +2 Sleight of Hand (DEX)
- +2 Stealth (DEX)
- +3 Survival (WIS)

Spellcasting

Class: Warlock **Spell Save DC:** 15 **Spell Attack:** +7

3rd Level
2 slots

Cantrips

Eldritch Blast, Guidance, Mage Hand, Minor Illusion, Spare the Dying, Toll the Dead

Level 1 Spells

Armor of Agathys

Level 2 Spells

Hold Person

Level 3 Spells

Hunger of Hadar, Hypnotic Pattern, Sending, Speak with Dead

Features & Traits

Pact of the Tome

Book of Shadows grants three additional cantrips: Guidance, Toll the Dead, Spare the Dying -- the cantrips of someone who spent millennia keeping a seal alive.

Awakened Mind

Can telepathically speak to any creature within 30 feet in any language. The creature understands him even without a shared language.

Vennite Aspect (Fey Presence)

As an action, each creature in a 10-ft cube makes a WIS save (DC 15) or becomes Charmed or Frightened (his choice) until end of his next turn. Does not look like magic -- it looks like becoming suddenly, undeniably aware of what he is and what he has done. Recharges on short or long rest.

Invocation: Armor of Shadows

Can cast Mage Armor on himself at will, without expending a spell slot or material components.

Invocation: Eldritch Mind

Advantage on CON saving throws to maintain concentration on a spell.

Invocation: Thirsting Blade

Can attack twice with pact weapon whenever taking the Attack action.

Invocation: Devil's Sight

Can see normally in magical and nonmagical darkness out to 120 feet.

Invocation: Agonizing Blast

Add CHA modifier (+4) to Eldritch Blast damage rolls. Two beams at Warlock 5, each +7 to hit for 1d10+4 force damage.

Equipment

Item	Qty	Notes
Ancient Vennite Longsword	1	Pact weapon -- bound to him, cannot be permanently separated. Marked with characters not in any current script. Scholars of pre-Reckoning history have a 50% chance of recognizing it as Vennite.
Traveling Clothes	1	Cut and fastening style that does not match any current regional fashion.
Carved Stone Tablet	1	Covered in Vennite script. He checks it periodically, as if confirming something. Does not explain what.
Book of Shadows	1	Contains cantrips: Guidance, Toll the Dead, Spare the Dying.

Personality

Personality Traits	Ideals
Refers to events from six millennia ago as if they happened last year -- with names, context, and emotional weight -- without understanding that this context no longer means anything to anyone alive. Does not do this dramatically. Does it the way you mention a friend in conversation.	The prison failed. That is my responsibility. Everything else is secondary.
Bonds	Flaws
The people of Venn asked me to do this and I did it. They are gone. I carry their ask.	He does not yet understand the scale of what he has lost -- not power, but context. Everyone he ever knew is six thousand years dead and he has not fully processed this.

Languages & Proficiencies

Languages: Common (archaic Vennite accent), Vennite (dead language -- no other living speakers), Infernal, Abyssal

Distinguishing Features: Clothes of a cut and fastening style that does not match any current regional

fashion -- simply different. Speaks Common with an archaic Vennite accent that marks him as wrong somehow without being identifiable. Carries a small carved stone tablet covered in Vennite script that he checks periodically.

Backstory

Zebadiah Zorandor was sealed inside Charoth's prison approximately six millennia ago. He entered willingly -- the soul of a dedicated opponent of Charoth was required to complete the seal, and no one who had fought the Corruptor longer or harder was available. His words at the threshold were recorded by the assembled Wizards, Clerics, and Warlocks present. The prison held for six thousand years. It no longer holds. He describes himself as "a shadow of my former self." He does not know what year it is. He does not know how the prison was opened. He knows one thing with perfect clarity: Charoth cannot be allowed to continue.