

# Ophelia Graves, Witch

Class: Sorcerer (level 4)  
Race: Human  
Languages: Common, Infernal,  
Dwaarvish, Elvish  
Alignment: Chaotic Good  
Background: Sage

Max HP: 15  
Hit Dice: 4d6  
Armor Class: 12 (no armor)  
Speed: 30 ft.  
Initiative: +3  
Passive Perception: 11  
Passive Investigation: 13  
Passive Insight: 11  
Darkvision: 120 feet

Proficiencies (Bonus +2)  
- Crossbow, Dagger, Staff, Sling

STATS	SCORE	MODIFIER	SAVE
Strength	9	-1	-1
Dexterity	14	+2	+2
<b>Constitution</b>	10	+0	<b>+2</b>
Intelligence	16	+3	+3
Wisdom	12	+1	+1
<b>Charisma</b>	16	+3	<b>+5</b>

*Sporting a retro, wide-brimmed witch's hat, Ophelia Graves and her black cat are far from subtle, even in the metropolitan city of Waterdeep. Combining an innate ability to manipulate the Weave with formalized arcane studies, Ophelia Graves is proud to fit the classical definition of a witch.*

ATTACKS	HIT	DAMAGE	NOTES
Staff	+1	1d6-1 slashing	1d8-1 if used with 2 hands
Dagger	+4	1d4+2 piercing	Finesse, Light, Thrown (20/60 ft.)

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+3	+5	13
3 Spell Slots (LEVEL 2)			
You have <b>4 sorcery points</b> that you regain when you finish a long rest			

SKILLS	MODIFIER
Acrobatics (DEX)	+2
Animal Handling (WIS)	+1
<b>Arcana (INT)</b>	<b>+5</b>
Athletics (STR)	-1
Deception (CHA)	+3
<b>History (INT)</b>	<b>+5</b>
Insight (WIS)	+1
Intimidation (CHA)	+3
Investigation (INT)	+3
Medicine (WIS)	+1
Nature (INT)	+3
Perception (WIS)	+1
Performance (CHA)	+3
<b>Persuasion (CHA)</b>	<b>+5</b>
<b>Religion (INT)</b>	<b>+5</b>
Sleight of Hand (DEX)	+2
Stealth (DEX)	+2
Survival (WIS)	+1

**Sorcery Points:** You have 4 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points as a bonus action.

**Familiar:** You have a black cat familiar (see *find familiar*, below).

**Strength of the Grave:** When damage (that isn't radiant or from a critical hit) reduces you to 0 HP, you can make a Charisma saving throw (DC 5 + damage taken). On a success, you instead drop to 1 HP and can't use this feature again until you finish a long rest.

**Eyes of the Dark:** You have darkvision out to 120 ft. You can cast the darkness spell with a spell slot or with 2 sorcery points, and you can see through the darkness created by the spell if cast using sorcery points.

**Metamagic:** You can twist spells to suit your needs.

- **Subtle Spell:** When you cast a spell, you can spend 1 sorcery point to cast it without any verbal or somatic components.
- **Quicken 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.

**Ritual Caster:** You have a ritual spell book which lets you cast certain spells as a ritual (which takes more time but does not use a spellslot). You can copy new ritual spells you find into the spellbook over 2 hours and costing 50 gold, so long as the spell isn't higher than level 2.

**Researcher:** When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

**Spellcasting:** Aside from your ritual spells, you have four Level 1 spell slots and three level 2 spell slots. Your spell slots are refreshed upon a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Find Familiar (As Ritual)	10 ft.	-	You have the service of a familiar, a spirit that is currently in the form of a black cat. The familiar acts independently of you but obeys your commands. In combat, it rolls its own initiative and acts on its own turn but cannot attack. While within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar into a pocket dimension, and as another action cause it to reappear with 30 ft. When you cast a spell with a range of "touch," your familiar can deliver the spell as if it had cast the spell as long as it is within 100 feet. When the familiar drops to 0 HP, it disappears, leaving behind no form. It reappears in any form you wish after casting this spell again over 1 hour + 10 minutes and burning 10 gold worth of charcoal, incense, and herbs in a brass brazier.
Alarm (As Ritual)	30 ft.		After casting for 11 minutes, you set an alarm against unwanted intrusion. Choose a door, window, or area within range that is no larger than a 20-foot cube. Until the spell ends, and alarm alerts you audibly or mentally whenever a creature enters the warded area. You can designate creatures that won't set off the alarm. The alarm lasts for 8 hours.
Gentle Repose (As Ritual)	Touch	-	After touching a corpse or other remains and casting for 10 minutes, the target is protected from decay and can't become undead for 10 days. The spell also effectively extends the time limit on resurrecting the target from the dead.
Gust (At Will)	30 ft.	-	You choose one of three options: 1) one medium or smaller creature must succeed a Strength saving throw or be pushed up to 5 feet, 2) you create a small blast of air capable of moving a small object up to 10 feet, or 3) you create a harmless sensory effect you air such as causing leaves to rustle or wind to slam shutters shut.
Mage Hand (At Will)	30 ft.	-	For 1 minute, a spectral, floating hand appears at a point you choose within range, and it dissipates if it is ever more than 30 feet away from you. You can use your action to control the hand, open an unlocked door, pour contents out of a vial, etc. You can move the hand up to 30 ft. You can't attack, activate magic items, or carry more than 10 pounds.
Mending (At Will)	Touch	-	After casting for 1 minute, you repair a single break or tear in an object such as a broken chain link, a cloak, leaking wineskin, etc. as long as the break or tear is no larger than 1 ft. in any dimension. This spell can physically repair a magic item or construct but can't restore the magic to such an object.
Message (At Will)	120 ft.	-	You point your finger toward a creature within range and whisper a message. The target and only the target hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood blocks the spell.
Shocking Grasp (At Will)	Touch	+ 5	Lightning springs from your hand. Make a melee spell attack, and you have advantage if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage and can't take reactions until the start of its next turn.
Mage Armor (Level 1)	Touch	-	If you or the target are not wearing armor, a protective magical force surrounds you for 8 hours. Your base AC becomes 13 + its Dexterity modifier (15 for you). The spell ends if you don armor or if you dismiss the spell as an action.
Witch Bolt (Level 1, Concentration)	30 ft.	+5	A sustained arc of lightning forms between you and a target. Make a ranged spell attack. On a hit, it takes 1d12 lightning damage. On each of your turns, you can use your action to deal 1d12 damage automatically. The spell ends if you use your action to do anything else or leaves range or is behind total cover from you. If you cast at Level 2, increase the damage to 2d12 lightning.
Sleep (Level 1)	90 ft.	-	Roll 5d8; the total is how many Hit Points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current HP, ignoring unconscious creatures. Starting with the creature that has the lowest current HP, each creature affected falls unconscious for 1 minute or until they take damage or is awoken. Undead and creatures immune to being charmed aren't affected by this spell. When cast at Level 2, roll an additional 2d8 to determine the HP pool.

SPELLS	RANGE	HIT/DC	EFFECT
Darkness (Level 2, Concentration)	60 ft.	-	Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for up to 10 minutes. Darkness spreads around corners, and a creature with darkvision can't see through this darkness although you can. Nonmagical light cannot illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source with an opaque object blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2 <sup>nd</sup> level or lower, the spell that created the light is dispelled.
Hold Person (Level 2, Concentration)	60 ft.	WIS 13	Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for up to 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.
Shatter (Level 2)	60 ft.	CON 13	A sudden loud ringing noise erupts from a point of your choice within range. Each creature within 10 feet must make a Constitution saving throw, taking 3d8 thunder damage on a failed save or half as much on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

## CAT

*Tiny beast, unaligned*

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**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 40 ft., climb 30 ft.

**Senses** Passive Perception 13

**Languages** --

**Challenge** 0 (10 XP)

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STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

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**Skills** Perception +3, Stealth +4

**Keen Smell.** The cat has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.