

NAME **Liliana**

INIT **+1** PROF BONUS **+4** SPEED **30ft.** PASS PERCEP **11**

STR **-1** ☐ +0 SAVING THROWS ☐ -1 ATHLETICS **9**

DEX **+1** ☐ +1 SAVING THROWS ☐ +1 ACROBATICS ☐ +1 SLEIGHT OF HAND ☐ +1 STEALTH **12**

CON **+3** ☐ +3 SAVING THROWS **16**

INT **+1** ☐ +1 SAVING THROWS ☒ +5 ARCANA ☐ +1 HISTORY ☐ +1 INVESTIGATION ☐ +1 NATURE ☐ +1 RELIGION **12**

WIS **+1** ☒ +5 SAVING THROWS ☐ +1 ANIMAL HANDLING ☒ +5 INSIGHT ☒ +5 MEDICINE ☐ +1 PERCEPTION ☐ +1 SURVIVAL **12**

CHA **+5** ☒ +9 SAVING THROWS ☒ +9 DECEPTION ☒ +9 INTIMIDATION ☐ +5 PERFORMANCE ☒ +9 PERSUASION **20**

CLASS **Warlock 10**

RACE **Human**

SUB CLASS **The Undying**

ALIGN **Neutral Evil**



ACTIONS

NAME	RANGE	HIT/DC	DAMAGE
Chill Touch	120ft.	+9	2d8 Necrotic
Eldritch Blast	120ft.	+9	1d10+5 Force
Toll the Dead	60ft.	WIS 17	2d8 or 2d12 Necrotic

SPILLS

Cast a Spell	see spell	see spell	see spell
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DUNGEONS & DRAGONS

HP **83** CURRENT MAX TEMP

AC **11**

DEATH SAVES **SUCCESS** **FAILURE**

INSP

XP **64k**

SPELL CASTING **ABILITY** **CHA** **SAVE DC** **17** **ATTACK BONUS** **+9**

SPELL SLOTS			MAX USED			NOTES
1			4			
2			5	2		
3			6			

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Chill Touch	120ft.	No	Action
0	Eldritch Blast	120ft.	No	Action
0	Friends	Self	Yes	Action
0	Spare the Dying	Self	No	Action
0	Toll the Dead	60ft.	No	Action
1st	Arms of Hadar	Self	No	Action
1st	Hex	90ft.	Yes	Bonus Action
1st	Mage Armor	Touch	No	Action
2nd	Hold Person	60ft.	Yes	Action
2nd	Ray of Enfeeblement	60ft.	Yes	Action
3rd	Animate Dead	10ft.	No	1 Minute
3rd	Fear	Self	Yes	Action
3rd	Summon Undead	90ft.	Yes	Action
3rd	Vampiric Touch	Self	Yes	Action
4th	Shadow of Moil	Self	Yes	Action
5th	Danse Macabre	60ft.	Yes	Action
5th	Negative Energy Flood	60ft.	No	Action

CLASS FEATURES

Otherworldly Patron (The Undying).

Pact Magic. You know a number of cantrips and warlock spells, and can cast known warlock spells using Charisma as your spellcasting ability. You can use an arcane focus as a spellcasting focus. See the Player’s Handbook for further details.

Among the Dead. You learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. If an Undead targets you directly with an attack or spell, that creature must make a Wisdom saving throw against your spell save DC. On failure, they must choose a new target or waste the attack or spell. On success or if you target the creature with an attack or spell, the creature is immune to this effect for 24 hours.

Eldritch Invocations. In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. You gain a number of Eldritch Invocations based on your warlock level. See the Player’s Handbook for further details and a full list of invocations.

Agonizing Blast. When you cast *eldritch blast*, add +5 to the damage it deals on a hit.

Armor of Shadows. You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Undying Servitude. You can cast *animate dead* without using a spell slot. Once you do so, you can’t cast it in this way again until you finish a long rest.

Eldritch Mind. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Pact Boon (Pact of the Talisman). Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

Defy Death. Once per long rest, you can regain 1d8 + 3 HP when you succeed on a death saving throw or when you stabilize a creature with spare the dying.

Undying Nature. You age at a slower rate and can hold your breath indefinitely, and you don’t require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests.

ARMOR

Light Armor

WEAPONS

Simple Weapons

TOOLS

None

LANGUAGES

Abyssal

Common

Draconic

Inferanal

Arcane Focus (chain veil)