D&D BEYOND

Iliara Skyheart

CHARACTER NAME

Warlock 17
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+0 (10)
WISDOM	+1 (12)
CHARISMA	+5 (20)

○	-1	Strength
○	+2	Dexterity
⊙	+9	Constitution
○	+0	Intelligence
⊙	+7	Wisdom
⊙	+11	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+1	Animal Handling	WIS
Ⓟ	+6	Arcana	INT
○	-1	Athletics	STR
○	+5	Deception	CHA
○	+0	History	INT
Ⓟ	+7	Insight	WIS
○	+5	Intimidation	CHA
Ⓟ	+6	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
○	+1	Perception	WIS
○	+5	Performance	CHA
○	+5	Persuasion	CHA
Ⓟ	+6	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+1	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
19
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 60 ft. (Swimming)
SPEED

Max HP	Current HP	Temp HP
139		--

HIT POINTS

Total 17d8
HIT DICE

SUCCESSES ○=○=○
FAILURES ○=○=○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common, Primordial, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 6d4 hit points.

=== BONUS ACTIONS ===
Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal to your walking speed. In addition, once on each of your turns, you can deal an extra 6 radiant damage to one target when you deal damage to it with an attack or spell.

Healing Light • 18 / Long Rest
You have a 18d6 healing pool that resets when you finish a long rest. As a bonus action, you can heal one creature you can see within 60 ft., spending dice from the pool (max 5d6 at once).

=== REACTIONS ===
War Caster

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
16	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+10	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +2	+10	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+13	1d10+5 Force	Count: 4, V/S
Thorn Whip	+11	4d6 Piercing	V/S/M
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Iliara Skyheart

CHARACTER NAME

Warlock 17		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

=== WARLOCK FEATURES ===

* Hit Points • PHB 106

* Proficiencies • PHB 107

* Otherworldly Patron • PHB 107
You have struck a bargain with an otherworldly being.

| The Celestial

* Pact Magic • PHB 107
You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 19, Spell Attack +11). You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • XGtE 54
Additional spells are added to the warlock spell list for you.

* Bonus Cantrips • XGtE 54
You learn the light and sacred flame cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

* Healing Light • XGtE 54
You have a 18d6 healing pool that resets when you finish a long rest. As a bonus action, you can heal one creature you can see within 60 ft., spending dice from the pool (max 5d6 at once).

| 18 / Long Rest • 1 Bonus Action

* Eldritch Invocations • PHB 107
You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

| Agonizing Blast • PHB 110
When you cast eldritch blast, add +5 to the damage it deals on a hit.

| Armor of Shadows • PHB 110
You can cast mage armor on yourself at will, without expending a spell slot or material components.

| Ascendant Step • PHB 110
You can cast levitate on yourself at will, without expending a spell slot or material components.

| Aspect of the Moon • XGtE 56
You no longer need to sleep and can't be forced to sleep by any means, and you gain the benefits of a long rest while doing light activity.

| Book of Ancient Secrets • PHB 110
You can now learn and cast ritual spells from any class's spell list in your Book of Shadows.

| Eldritch Sight • PHB 110
You can cast detect magic at will, without expending a spell slot.

| Witch Sight • PHB 111
You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 ft. of you and within line of sight.

* Pact Boon • PHB 107
Your otherworldly patron bestows a gift upon you for your loyal service.

| Pact of the Tome • PHB
Your patron gives you a grimoire called a Book of Shadows that grants you additional cantrips that don't count against your number of cantrips known. If you lose the book, you can perform a 1-hour ceremony to receive a replacement during a short or long rest.

* Ability Score Improvement • PHB 108

* Radiant Soul • XGtE 55
You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you can add +5 to one radiant or fire damage roll of that spell against one of its targets.

| Radiant Soul: No Action

* Celestial Resilience • XGtE 55
You gain +22 temp HP whenever you finish a short or long rest. Additionally, choose up to five creatures you can see at the end of the rest to grant them +13 temp HP.

| Special

* Mystic Arcanum (6th level) • PHB 108
Your patron bestows upon you one 6th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Mystic Arcanum (7th level) • PHB 108
Your patron bestows upon you one 7th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Searing Vengeance • XGtE 55
Once per long rest, when you have to make a death saving throw at the start of your turn, you can instead spring back to your feet and heal 69 HP. Each creature of your choice that is within 30 ft. takes 2d8 +5 radiant damage and it is blinded until the end of the current turn.

| Special

* Mystic Arcanum (8th level) • PHB 108
Your patron bestows upon you one 8th-level warlock spell that you can cast without expending a spell slot once per long rest.

* Mystic Arcanum (9th level) • PHB 108

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	66
PP	40

WEIGHT CARRIED	85.62 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Boots of Elvenkind	1	--
Bracers of Defense	1	--
Cloak of the Manta Ray	1	--
Decanter of Endless Water	1	2 lb.
Immovable Rod	1	--
Pearl of Power	1	--
Ring of Protection	1	--
Ring of Spell Storing	1	--
Potion of Healing (Superior)	2	1 lb.
Crossbow, Light, +2	1	5 lb.
Dagger, +2	1	1 lb.
Rod of the Pact Keeper, +2	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	20	1.5 lb.
Amulet	1	1 lb.

NAME	QTY	WEIGHT
Vestments	1	--
Clothes, Common	1	3 lb.
Case, Crossbow Bolt	1	1 lb.
Pouch	1	1 lb.
Backpack	1	5 lb.
Potion of Healing	2	1 lb.
Component Pouch	1	2 lb.
Book	1	5 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	10	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bracers of Defense	1	--
Rod of the Pact Keeper, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

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D&D BEYOND

Iliara Skyheart

CHARACTER NAME

Warlock 17

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

Your patron bestows upon you one 9th-level warlock spell that you can cast without expending a spell slot once per long rest.

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases ? MotM 5
When determining your character ' s ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) ?
Increase one of these scores by 2 and a different score by 1.

* Languages ? MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type ? MotM 7
You are a Humanoid.

* Size ? MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed ? MotM 7
Your walking speed is 30 ft.

* Celestial Resistance ? MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision ? MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands ? MotM 7
As an action, you can touch a creature and heal it for 6d4 hit points.

| 1 / Long Rest ? 1 Action

* Light Bearer ? MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation ? MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul ?
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 6 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest ? 1 Bonus Action

=== FEATS ===

* War Caster ? PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

* Resilient ? PHB 168
Increase the chosen ability score by 1 and you gain proficiency in saving throws using the chosen ability.

| Constitution ?
Increase your CON score by 1 and you gain proficiency in CON saving throws.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			
Rope, Hempen (50 feet)	1	10 lb.			
Tinderbox	1	1 lb.			
Torch	10	10 lb.			
Waterskin	1	5 lb.			
Little Bag of Sand	1	--			
Small Knife	1	--			
Diamond Dust (100 gp)	3	--			
Diamonds (300 gp)	3	--			

ADDITIONAL EQUIPMENT

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Iliara Skyheart

CHARACTER NAME

Female	25	Small	4' 5"	80
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Lathander, the M	Pale	Radiant blue	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need to listen.
I've spent so long in the temple that I

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEALS

I will do anything to protect the temple where I served.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

In the serene village of Dawn's Light, nestled in the lush valleys of the Celestial Peaks, Iliara Skyheart was born under the auspices of a rare celestial event. As a small-sized Aasimar, her birth was seen as a divine blessing by the local temple of Lathander, the god of dawn and renewal. Iliara's early life was filled with the gentle guidance of the temple's priests and the warm glow of celestial light that seemed to emanate from her very being.

From a young age, Iliara showed a keen interest in the sacred texts and rituals of Lathander. Her days were spent studying the holy scriptures, practicing divine spells, and providing aid to the villagers under the watchful eyes of her mentors. As she grew, so did her connection to the celestial realm, and she was soon able to channel radiant energy through her prayers.

However, Iliara's peaceful existence was shattered when a dark cult, known as the Shadowed Hand, targeted Dawn's Light. Led by a malevolent Warlock named Kaelis Nightshade, the cult sought to extinguish the light of Lathander and plunge the world into eternal darkness. One fateful night, they launched a surprise attack on the village, leaving a trail of destruction in their wake.

The temple, Iliara's sanctuary, was set ablaze, and in the chaos, she was separated from her mentors. Desperate to save the sacred texts and relics, she braved the flames, but it was too late. The temple was reduced to ashes, and with it, the history and knowledge of generations were lost.

Heartbroken and filled with a burning desire for justice, Iliara vowed to avenge her fallen brethren and restore the light of Lathander. She knew that her journey would be fraught with danger, and that she would need to venture beyond the safety of Dawn's Light to gain the strength and allies required to defeat Kaelis Nightshade and his followers.

CHARACTER BACKSTORY

With a heavy heart, Iliara left the ruins of her village, carrying with her the few relics she managed to save. Her travels took her through treacherous lands, where she honed her skills and learned to wield her celestial powers with greater precision. Along the way, she encountered other adventurers who were drawn to her radiant aura and shared her quest for justice.

One such companion was a grizzled warrior named Theron, who had lost his family to the same dark forces that had destroyed Dawn's Light. Together, they formed a bond of friendship and mutual respect, with Theron teaching Iliara the ways of combat and strategy, while she offered him solace and a renewed sense of purpose.

As Iliara's reputation grew, so did the attention of her nemesis. Kaelis Nightshade, aware of the threat she posed, began to send his minions to thwart her efforts. Each encounter with the forces of darkness tested Iliara's resolve, but also strengthened her resolve to end their reign of terror.

Her journey eventually led her to the ancient city of Solara, where it was said that a powerful artifact capable of banishing darkness resided. Iliara knew that obtaining this artifact could be the key to defeating Kaelis Nightshade and his cult. However, the city was under siege by the Shadowed Hand, and the artifact was guarded by a fearsome dragon, corrupted by the cult's dark magic.

With the help of Theron and other allies she had gathered along the way, Iliara launched a daring assault on the city. The battle was fierce, and many brave souls were lost, but Iliara's determination shone like a beacon of hope. In the heart of the city, she confronted the dragon, channeling all her celestial power into a final, radiant strike that pierced the beast's darkened heart.

As the dragon fell, the artifact was revealed, and with it, the chance to turn the tide against the Shadowed Hand. Iliara claimed the artifact, and with its power, she led her allies in a final battle against Kaelis Nightshade and his cult. The conflict was apocalyptic, with the forces of light and darkness clashing in a storm of magic and steel.

In the end, it was Iliara's unwavering faith and the purity of her celestial light that vanquished Kaelis Nightshade, banishing him and his followers to the shadows from whence they came. With the threat eliminated, Iliara returned the artifact to its rightful place in Solara, earning the gratitude and reverence of its people.

Though the battle was won, Iliara knew that her journey was far from over. The world was vast, and there were many more who suffered under the yoke of darkness. With Theron at her side and the light of Lathander guiding her, she set out once more, determined to bring hope and renewal wherever her path might lead.

As she ventured into the unknown, Iliara Skyheart's legend grew, not just as a formidable Aasimar Celestial Warlock but as a beacon of light in a world threatened by darkness. Her first level adventuring career was just the beginning of a saga that would be told for generations to come.

ADDITIONAL NOTES

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D&D BEYOND

Warlock	CHA	21	+13
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Eldritch Blast	Warlock	+13	1A	120 ft.	V,S	Instantaneous	PHB 237	Count: 4, V/S
O	Prestidigitation	Warlock	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Mage Hand	Warlock	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Friends <C>	Warlock	--	1A	Self	S,M	Concentration, up to 1 minute	PHB 244	D: 1m, S/M
P	Light	Light Bearer (Always Prepared)	DEX 19	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Light	Bonus Cantrips	DEX 19	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Sacred Flame	Bonus Cantrips	DEX 19	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Guidance <C>	Pact Boon	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Mending	Pact Boon	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O	Thorn Whip	Pact Boon	+11	1A	30 ft.	V,S,M	Instantaneous	PHB 282	V/S/M
	=== 1st LEVEL ===								
O	Cure Wounds	Warlock	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Hex <C>	Warlock	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Armor of Agathys	Warlock	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
O	Mage Armor	Eldritch Invocations	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Detect Magic [R]<C>	Eldritch Invocations	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Comprehend Languages [R]	Eldritch Invocations	--	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
O	Detect Magic [R]<C>	Eldritch Invocations	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
	=== 2nd LEVEL ===								
O	Lesser Restoration	Warlock	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Hold Person <C>	Warlock	WIS 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Levitate <C>	Eldritch Invocations	CON 21	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
	=== 3rd LEVEL ===								
O	Revivify	Warlock	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Counterspell	Warlock	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Dispel Magic	Warlock	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Remove Curse	Warlock	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
	=== 4th LEVEL ===								
O	Guardian of Faith	Warlock	DEX 21	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Wall of Fire <C>	Warlock	DEX 21	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
	=== 5th LEVEL ===	4 Pact OOOO							
O	Greater Restoration	Warlock	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Synaptic Static	Warlock	INT 21	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S
O	Hold Monster <C>	Warlock	WIS 21	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
	=== 6th LEVEL ===								
O	Mass Suggestion	Mystic Arcanum (6th level)	WIS 21	1A	60 ft.	V,M	24 hours	PHB 258	1/LR, Ext. D: (See Description)*, D: 24h, V/M
	=== 7th LEVEL ===								
O	Crown of Stars	Mystic Arcanum (7th level)	+13	1A	Self	V,S	1 hour	XGtE 152	1/LR, D: 1h, V/S
	=== 8th LEVEL ===								
O	Demiplane	Mystic Arcanum (8th level)	--	1A	60 ft.	S	1 hour	PHB 231	1/LR, D: 1h, S

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Warlock

SPELLCASTING CLASS

CHA	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 9th LEVEL ===								
O	True Polymorph <C>	Mystic Arcanum (9th level)	WIS 21	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 283	1/LR, D: 1h, V/S/M

SPELLS

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