

# Celeste Lightsbane: Evoker

Female Aasimar, Fallen, any alignment

**Armor Class:** 18 (with mage armor)

**Hit Points:** 110 (20d8 +20)

**Speed:** 30ft (9m / 6 sqr)

**Proficiency:** +6

STR	DEX	CON	INT	WIS	CHA
10(+0)	16 (+3)	12 (+1)	18 (+3)	14 (+2)	20(+5)

**Challenge:** 12 (8400 XP)

## Actions

**Quarterstaff.** *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. Hit: 1 (1d6 -2 ) bludgeoning damage.

*Properties:* Versatile (1d8),

## Spells

**Spellcasting.** the Evoker is an 20th-level sorcerer. Its spellcasting ability is Charisma (spell save DC 17, to hit with spell attacks +9)

*Cantrips (at will):* Prestidigitation, Mending, Blade Ward, Acid Splash, Minor Illusion,

*1st level (4 slots):* Disguise Self, Sleep, Witch Bolt, Shield, Charm Person, Mage Armor,

*2nd level (3 slots):* Knock, Blindness/Deafness, Shatter,

*3rd level (3 slots):* Water Breathing, Counterspell, Slow, Daylight,

*4th level (3 slots):* Dimension Door, Wall of Fire, Greater Invisibility, Confusion, Ice Storm,

*5th level (3 slots):* Teleportation Circle, Animate Objects,

*6th level (2 slots):* True Seeing,

*7th level (2 slots):* Teleport,

*8th level (1 slots):* Power Word Stun, Incendiary Cloud,

*9th level (1 slots):* Meteor Swarm,

## Special Abilities

**Elemental Bending:** When casting a area spell that deals fire, ice, lighting or thunder damage the evoker can exclude a number of targets from its area equal to its spellcasting modifier. The target dont receive any damage or effect from that spell.

## Racial Features

**Ability Modifiers:** +1 Str, +2 Cha

**Darkvision:** 60ft (18m / 12sqr)

**Celestial Resistance:** You have resistance to necrotic and radiant damage.

**Necrotic Shroud:** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your CR. Once you use this trait, you can't use it again until you finish a long rest.

**Healing Hands:** As an action, you can touch a creature and cause it to regain a number of hit points equal to your CR. Once you use this trait, you can't use it again until you finish a long rest.

**Light Bearer:** You know the light cantrip. Charisma is your spellcasting ability for it.

**Languages:** speaks Common and Celestial

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