

20th-level Medium Aasimar (Fallen), Neutral

Armor Class	Hit Points	Speed	Challenge	PB	
18 (serpent scale armor, +1 from hybrid form)	130 (20d8 + 40)	40 ft., climb 30 ft.	—	+6	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	20 (+5)

Saving Throws Dex +9, Cha +11

Skills Acrobatics +9, Athletics +17, Deception +11, Intimidation +17, Perception +6, Survival +6

Damage Res. necrotic, radiant

Damage Imm. bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Imm. charmed

Senses Devil's Sight 120 ft., Witch Sight 30 ft., passive Perception 16

Languages Common, Celestial, Sylvan

Alert. Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Eldritch Invocation. Devil's Sight: You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Witch Sight: You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Feature: Feywild Connection. Your mannerisms and knowledge of fey customs are recognized by natives of the Feywild, who see you as one of their own. Because of this, friendly Fey creatures are inclined to come to your aid if you are lost or need help in the Feywild.

Gift of the Protectors. A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus. When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest. As an action, you can magically erase a name on the page by touching it.

Jack of All Trades. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Keen Smell. Aramil has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. Aramil can attack twice

Ring of Water Walking. While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Spellcasting, DC 22, Spell Attack Bonus 14. Agonizing Blast: When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Eldritch Spear: When you cast eldritch blast, its range is 300 feet.

Repelling Blast: When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

At will: invisibility (Shroud of Shadow)

1/rest: command (1/long rest), misty step (1/long rest)

Cantrips (at will): eldritch blast, friends, light, mage hand, message, mold earth, prestidigitation, primal savagery, shape water, toll the dead, vicious mockery

1st level (4 slots): animal friendship, command, healing word, hex, silent image

2nd level (2 slots): darkness, detect thoughts, enlarge/reduce, mirror image, misty step, suggestion, zone of truth

1st-5th level (4 5th-level slots): counterspell, danse macabre, dispel magic, fly, major image, mirror image, mislead, remove curse, shadow of moil, spirit of death, teleportation circle, tongues

6th level: eyebite (1/long rest)

7th level: plane shift (1/long rest)

8th level: power word stun (1/long rest)

9th level: conjure fey Conclave Dryad (1/long rest)

ACTIONS

Necrotic Shroud. (1/long rest). 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 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 level.

Fey Presence. (1/short rest). Your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Dark Delirium (1/short rest). You can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

+3 Rod of the Pact Keeper (1/long rest). In addition, you can regain one warlock spell slot as an action while holding the rod.

Magical Strikes. While the tattoo is on your skin, your unarmed strikes are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks, and you gain a +1 bonus to attack and damage rolls with unarmed strikes.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. *Hit:* 8 (1d4 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 6) slashing damage.

BONUS ACTIONS

Bardic Inspiration (5/long rest). You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

MAGICAL INSPIRATION: If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

COMBAT INSPIRATION: You learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Eldritch Maul. (Eldritch Claw Tattoo). You can empower the tattoo for 1 minute. For the duration, each of your melee attacks with a weapon or an unarmed strike can reach a target up to 15 feet away from you, as inky tendrils launch toward the target. In addition, your melee attacks deal an extra 1d6 force damage on a hit. Once used, this bonus action can't be used again until the next dawn.

REACTIONS

Misty Escape (1/short rest). You can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

Beguiling Defenses. When another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.