

VALINDRA SHADOWMANTLE (COMPANION)

STAT BLOCK CHANGES

Valindra uses the as-written ToA stat block with the following changes:

- No legendary resistances
- No legendary actions
- Immunity to bludgeoning, piercing, and slashing from nonmagical attacks is downgraded to resistance
- No longer immune to charmed, exhaustion, frightened, and paralyzed
- Paralyzing Touch save DC is tied to Int instead of a flat DC 18 Con save
- Valindra is an 18th level spellcaster, but counts as a 10th level Wizard with all Chronurgy subclass features (including Convergent Future) and no ASIs
- I'll make my own spell list, but with blackjack and hookers

FRAYED MIND

Valindra's transformation into a lich was not compatible with her heritage, shattering her mind as her body rejected undeath. Unless she is under the effect of a *Mind Blank* spell, her Intelligence and Wisdom attributes cannot be raised higher than 5.

RESTING

Valindra gains no benefit from taking a long or short rest and does not have hit dice. Instead, she can spend 4 uninterrupted hours in an elf-like trance to draw energy from her phylactery. At the completion of the trance, she can expend charges from her phylactery to regain HP and spell slots. Any effects that would normally end on a long or short rest instead ends when Valindra completes her trance. Any expended class, subclass, or racial features that return on a short or long rest return after the trance.

After completing a trance, Valindra may use Arcane Recovery.

PHYLACTERY

Wonderous item, legendary

A phylactery is a magical device created to contain the soul of a lich. If the phylactery is destroyed, so is the soul: killing the lich instantly and disintegrating their body as the arcane power that holds it together fails. The phylactery has 500 charges. After completing a 4 hour trance, the lich can draw on stored power from the phylactery to regain HP and spell slots. The lich can draw power from their phylactery over any distance, including across planes. If the lich is killed and the phylactery has enough charges, the lich's body will regenerate within 5ft of the phylactery at full HP after 1d10 days. If the phylactery does not have enough charges, the body will regenerate once it does and 1d10 days have passed since the lich has died.

TRANCE RESOURCES

Resource	Charge Cost
HP	1 charge/HP
Spell Slot: 1st	10 charges
Spell Slot: 2nd	15 charges
Spell Slot: 3rd	20 charges
Spell Slot: 4th	30 charges
Spell Slot: 5th	40 charges
Spell Slot: 6th	50 charges
Spell Slot: 7th	75 charges
Spell Slot: 8th	100 charges
Spell Slot: 9th	125 charges
Body Regeneration	200 charges

A creature holding the phylactery can perform a 1 minute ritual and touch the corpse of a humanoid who has died within the last day to devour their soul and convert it into raw magic that can be stored in the phylactery. The phylactery regains charges equal to the dead humanoid's CR times the consumed soul's purity. A creature who's soul has been devoured by the phylactery can not be resurrected by any means.

SOUL PURITY

Humanoid's Alignment	Multiplier
Good	20
Neutral	10
Evil	5

OTHER MAGIC ITEMS

Valindra possesses the following magic items

- Robe of the Archmagi (Black)
- Wand of Enemy Detection
- +2 Wand of the War Mage
- Crystal Ball

Note: She will only attune to both wands if she is not using the Crystal Ball for an extended period of time.

BALANCE CONSIDERATIONS

- My party aren't a bunch of murderhobos, so they will actually pause and think before devouring the soul of a humanoid
- My initial feel on the party is they intend to use most of the charges on *Mind Blank* and HP regeneration.
- She can (passively) recover 5 levels worth of spell slots per day and can only prepare 7 spells
- Having a garbage save DC and to-hit encourages the party asking for buffs like Haste instead of blasting spells
- The Chronurgy subclass features are all supportive in nature