

LILIANA VESS

Liliana Vess is a human planeswalker and a master of necromancy, using her powers to reanimate the dead, corrupt the living, and unlock power from death. She is charismatic, witty, and profoundly egocentric. After the Mending, she made a pact with four demons to secure her youth and power, but at the cost of her soul.

THE CHAIN VEIL

Liliana was given an opportunity to break her pact when one of the demons, Kothophed, tasked her with retrieving an artifact called The Chain Veil for him. Instead of handing it over, Liliana used the tremendous power of the veil to destroy the demon. With this newfound power, Liliana plans on destroying the other three demons and regain possession of her soul, but she's realizing that instead of freeing herself, she might just be trading one group of masters for another.

INNISTRAD

Liliana traveled to Innistrad to deal with Griselbrand, another of her demonic masters. The archdemon has gone missing, however, and Liliana now searches for him.



Liliana of the Veil

Liliana carries *The Chain Veil*, an artifact that grants her incredible powers but at a terrible price. Though reluctant to use it, she will don the veil if pressured. Using the veil increases her challenge rating to 23 (62,000 XP) and grants her the following traits:

Protection of the Onakke. Liliana gains damage resistance against all sources.

Snuff Out Whenever Liliana deals necrotic damage, she deals the maximum amount of damage and that damage ignores any resistances or immunities that would normally apply.

Choice of Damnations. At the end of each turn that Liliana is wearing the veil, she loses 3 hit points and must succeed a DC 13 Constitution saving throw or gain one level of exhaustion. The hit point loss and saving throw DC increases by 1 each consecutive round that Liliana wears the veil.

Liliana Vess

Medium humanoid (human), chaotic evil

Armor Class 18 (natural armor)

Hit Points 221 (26d8 + 104)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	13 (+1)	12 (+1)	22 (+6)

Saving Throws Con +10, Cha +12

Skills Persuasion +12

Senses darkvision 60 ft., passive Perception 11

Languages Common, Abyssal, Infernal

Challenge 18 (20,000 XP)

Innate Spellcasting. Liliana's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spell, requiring no material components:

At will: *animate dead*, *ray of enfeeblement*

3/day: *create undead*

1/day: *circle of death* (9th level)

Legendary Resistance (3/Day). If Liliana fails a saving throw, she can choose to succeed instead.

Master of Undeath. When Liliana casts *animate dead* or *create undead*, she chooses the level at which the spell is cast, and the creatures created by the spells remain under her control indefinitely. Additionally, she can cast *create undead* even when it isn't night.

Planeswalk (Recharges after a Short or Long Rest). Liliana casts *plane shift* targeting only herself. She must concentrate on the spell for 3 rounds prior to casting and requires no material, verbal, or somatic components.

ACTIONS

Multiattack. Liliana makes two *Tendrils of Agony* attacks.

Tendrils of Agony. *Melee or Ranged Spell Attack:* +12 to hit, reach 5 ft., or range 60 ft., one creature. *Hit:* 19 (3d8+6) necrotic damage and the target has disadvantage on Constitution and Wisdom saving throws until the start of Liliana's next turn.

LEGENDARY ACTIONS

Liliana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Liliana regains spent legendary actions at the start of her turn.

Animate Dead. Liliana casts *animate dead*, targeting one corpse or pile of bones.

Command Undead. Liliana mentally commands an undead under her control within 60 feet of her. That undead creature immediately takes one action.

Tendrils of Agony. Liliana makes one *Tendrils of Agony* attack.