

Acererak

Medium, Undead (Lich), Neutral Evil

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ARMOR CLASS

21

HIT POINTS

299 (46d8 + 92)

CHALLENGE

23 | 50,000 XP

PROFICIENCY

+7

Speed Fly 30 ft. (hover), Walk 30 ft.

Initiative +3

Saving Throws Cha +14, Con +9, Int +17, Wis +13

Skills Arcana +17, History +17, Religion +17, Perception +13

Damage Vulnerabilities Radiant

Damage Resistances Cold, Lightning, Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft.; Passive Perception 23

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Languages Common plus many dead languages, telepathy 120 ft.

STR12
+1**DEX**16
+3**CON**14
+2**INT**30
+10**WIS**22
+6**CHA**24
+7

Traits

Tomb Architect. Acererak has Advantage on saving throws against spells and magical effects while inside a tomb, dungeon, shrine, or ruin.

Cruel Phylactery Mind. A creature damaged by Acererak's Necrotic or Psychic damage cannot regain Hit Points until the start of Acererak's next turn.

Actions

Multiattack. Acererak makes three Tomb Ray attacks.

Tomb Ray. Ranged Spell Attack: +17, range 120 ft. Hit: 45 (8d8 + 9) Necrotic or Psychic damage, Acererak's choice.

Word of the Devouring Tomb (Recharge 5-6). Intelligence Saving Throw: creatures of Acererak's choice within 60 feet. Failure: 126 (28d8) Necrotic damage and the target is Stunned until the end of its next turn. Success: Half damage.

Bonus Actions

Crypt Step. Acererak teleports up to 60 feet to an unoccupied space he can see in darkness, stonework, or magical shadow.

Reactions

Tomb Countermeasure. When a creature within 120 feet casts a spell, Acererak deals 18 (4d8) Psychic damage to that creature.

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