

# Alkolith

Medium, Fiend (Demon), Chaotic Evil

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**ARMOR CLASS**

17

**HIT POINTS**

178 (21d8 + 84)

**CHALLENGE**

11 | 7,200 XP

**PROFICIENCY**

+4

**Speed** Walk 20 ft., Climb 20 ft.

**Initiative** +2

**Saving Throws** Con +8, Wis +5

**Skills** Stealth +6

**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Acid, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned, Prone

**Senses** Darkvision 120 ft.; Passive Perception 11

**Passive Perception** 11

**Languages** Understands Abyssal but communicates by bubbling impulses

**STR**18  
+4**DEX**14  
+2**CON**18  
+4**INT**6  
-2**WIS**12  
+1**CHA**14  
+2

## Traits

**Demonic Slime.** The alkolith can move through a space as narrow as 1 inch wide without squeezing.

**Portal Rot.** A creature that starts its turn within 10 feet must succeed on a Wisdom saving throw or have Disadvantage on its next saving throw before the start of its next turn.

## Actions

**Multiattack.** The alkolith makes three Corrosive Tendril attacks.

**Corrosive Tendril.** Melee Attack Roll: +8, reach 10 ft. Hit: 18 (3d8 + 5) Acid damage plus 9 (2d8) Psychic damage.

**Abyssal Leak (Recharge 5-6).** Constitution Saving Throw: creatures within 20 feet. Failure: 63 (14d8) Acid damage and the target is Poisoned until the end of its next turn. Success: Half damage.

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