

Azalin Rex

Medium, Undead (Archlich), Lawful Evil

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ARMOR CLASS

21

HIT POINTS

420 (40d8 + 240)

CHALLENGE

23 | 50,000 XP

PROFICIENCY

+7

Speed Walk 30 ft.

Initiative +4

Saving Throws Cha +13, Con +13, Int +15, Wis +12

Skills Arcana +22, History +15, Insight +12, Religion +15, Deception +13, Perception +12

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

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft.; Passive Perception 22

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Languages Common, Draconic, Elvish, Infernal, telepathy 120 ft.

STR14
+2**DEX**18
+4**CON**22
+6**INT**26
+8**WIS**20
+5**CHA**22
+6

Traits

Legendary Resistance (3/Day). If Azalin Rex fails a saving throw, he can choose to succeed instead.

Archlich Sovereignty. Azalin Rex has Advantage on saving throws against spells and magical effects. Undead of his choice within 60 feet have Advantage on saving throws against being Turned.

Crown of the Dead Mind. Azalin Rex cannot be surprised while conscious. When a creature within 120 feet targets him with a spell, he knows the spell level and school before deciding whether to use a reaction.

Dread Regent's Concentration. Azalin Rex can maintain concentration on up to two spells or magical effects at once. If he fails a Constitution saving throw to maintain concentration, he loses concentration on only one such effect of his choice.

Undying Escape. When Azalin Rex is reduced to 0 Hit Points, his body collapses into ash and blue corpse-fire unless he is destroyed in a place of broken sovereignty or by a secret tied to his own name. He returns after 1d10 days with all Hit Points.

Actions

Multiattack. Azalin Rex makes three attacks, choosing from Royal Necrotic Touch, Grave-Scepter, or Spellfire Ray.

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Royal Necrotic Touch. Melee Spell Attack: +15, reach 5 ft. Hit: 44 (8d8 + 8) Necrotic damage, and the target cannot regain Hit Points until the start of Azalin Rex's next turn.

Grave-Scepter. Melee Attack Roll: +11, reach 5 ft. Hit: 15 (2d10 + 4) Bludgeoning damage plus 27 (6d8) Necrotic damage.

Spellfire Ray. Ranged Spell Attack: +15, range 180 ft. Hit: 45 (10d8) damage. Azalin Rex chooses Acid, Cold, Fire, Lightning, Necrotic, Psychic, or Radiant damage for each ray.

Crown of Oblivion (Recharge 5-6). Intelligence Saving Throw: creatures of Azalin Rex's choice within 60 feet. Failure: 72 (16d8) Psychic damage and 36 (8d8) Necrotic damage, and the target is Stunned until the end of its next turn. Success: Half damage and no Stunned condition.

Royal Edict of the Dead. Azalin Rex targets up to five corpses or undead creatures he can see within 120 feet. Corpses rise as undead servants under his control until destroyed. Undead targets must succeed on a Charisma saving throw or become Charmed by him for 1 minute; while Charmed this way, they obey his spoken commands.

Bonus Actions

Imperious Reposition. Azalin Rex teleports up to 30 feet to an unoccupied space he can see. One allied undead within 30 feet of the destination can also teleport to an unoccupied space within 5 feet of him.

Reactions

Countermand Spell. When a creature Azalin Rex can see within 120 feet casts a spell, Azalin Rex attempts to interrupt it. If the spell is 5th level or lower, it fails. If it is 6th level or higher, Azalin Rex makes an Intelligence check against DC 10 + the spell's level, ending the spell on a success.

Sovereign Defiance. When Azalin Rex is hit by an attack, he gains a +5 bonus to AC against that attack. If the attack misses, the attacker takes 18 (4d8) Psychic damage.

Legendary Actions

Cantrip of Ruin. Azalin Rex makes one Spellfire Ray attack.

Command the Dead. One undead creature Azalin Rex can see within 120 feet moves up to its Speed and makes one attack.

Memory Cage. One creature Azalin Rex can see within 90 feet must succeed on a Wisdom saving throw or take 18 (4d8) Psychic damage and be unable to take Reactions until the end of its next turn.

Dread Spellburst (Costs 2 Actions). Azalin Rex releases necromantic force in a 20-foot-radius sphere centered on a point he can see within 120 feet. Creatures of his choice in the area must make a Dexterity saving throw, taking 36 (8d8) Necrotic damage on a failed save, or half as much on a successful one.

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