

Deathlock Mastermind

Medium, Undead (Warlock), Neutral Evil

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ARMOR CLASS

15

HIT POINTS

127 (17d8 + 51)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

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|-------------------------------|--|
| Speed | Walk 30 ft. |
| Initiative | +2 |
| Saving Throws | Cha +8, Wis +6 |
| Skills | Arcana +6, Religion +6, Deception +8 |
| Damage Vulnerabilities | Radiant |
| Damage Resistances | Necrotic, Poison, Psychic |
| Damage Immunities | Poison |
| Condition Immunities | Charmed, Exhaustion, Poisoned |
| Senses | Darkvision 60 ft.; Passive Perception 13 |
| Passive Perception | 13 |
| Languages | The languages it knew in life |

STR10
+0**DEX**14
+2**CON**16
+3**INT**16
+3**WIS**16
+3**CHA**20
+5

Traits

Pact Beyond Death. The mastermind has Advantage on saving throws against being Charmed or Frightened.

Dead Patron's Favor. When the mastermind deals Necrotic damage, one undead ally within 30 feet gains 10 temporary Hit Points.

Actions

Eldritch Grave Bolt. Ranged Spell Attack: +8, range 120 ft. Hit: 32 (6d8 + 5) Force and Necrotic damage, split evenly.

Mastermind's Curse (Recharge 5-6). Wisdom Saving Throw: creatures of the mastermind choice within 30 feet. Failure: 45 (10d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

Dead Command. One undead ally within 60 feet may move up to half its Speed and make one attack as a Reaction.

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