

Demilich

Tiny, Undead, Neutral Evil

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ARMOR CLASS**20****HIT POINTS****80 (20d4 + 30)****CHALLENGE****18 | 20,000 XP****PROFICIENCY****+6**

Speed Fly 30 ft. (hover), Walk 0 ft.

Initiative +5

Saving Throws Cha +11, Con +6, Int +11, Wis +9

Skills N/A

Damage Resistances Bludgeoning, Piercing, Slashing from magical attacks

Damage Immunities Necrotic, Poison, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

Senses Truesight 120 ft.; Passive Perception 13

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Languages Understands the languages it knew in life but cannot speak

STR**1**
-5**DEX****20**
+5**CON****10**
+0**INT****20**
+5**WIS****17**
+3**CHA****20**
+5

Traits

Avoidance. If the demilich is subjected to an effect that allows a saving throw for half damage, it takes no damage on a success and half damage on a failure.

Legendary Resistance (3/Day). If the demilich fails a saving throw, it can choose to succeed instead.

Turn Resistance. The demilich has Advantage on saving throws against effects that turn Undead.

Actions

Howl (Recharge 5-6). Constitution Saving Throw: creatures near the demilich. Failure can drop a creature to 0 Hit Points.

Life Drain. Constitution Saving Throw: creatures near the demilich take Necrotic damage, and the demilich regains Hit Points.

Legendary Actions

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich swirls dust around itself, potentially blinding nearby creatures.

Energy Drain (Costs 2 Actions). Creatures near the demilich make a saving throw or suffer reduced Hit Point maximum.

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