

# Lich

Medium, Undead, Any Evil Alignment

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**ARMOR CLASS**

17

**HIT POINTS**

135 (18d8 + 54)

**CHALLENGE**

21 | 33,000 XP

**PROFICIENCY**

+7

**Speed** Walk 30 ft.

**Initiative** +3

**Saving Throws** Con +10, Int +12, Wis +9

**Skills** Arcana +18, History +12, Insight +9, Perception +9

**Damage Resistances** Cold, Lightning, Necrotic

**Damage Immunities** Poison; Bludgeoning, Piercing, Slashing from nonmagical attacks

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

**Senses** Truesight 120 ft.; Passive Perception 19

**Passive Perception** 19

**Languages** Common plus up to five other languages

**STR**11  
+0**DEX**16  
+3**CON**16  
+3**INT**20  
+5**WIS**14  
+2**CHA**16  
+3

## Traits

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

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body after a number of days.

**Spellcasting.** The lich casts powerful arcane spells using Intelligence.

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

## Actions

**Paralyzing Touch.** Melee Spell Attack: +12, reach 5 ft. Hit: Cold damage, and the target must resist paralysis.

**Spellcasting.** The lich casts spells such as counterspell, fireball, finger of death, disintegrate, power word kill, and similar archmagic.

## Legendary Actions

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**Cantrip.** The lich casts a cantrip.

**Paralyzing Touch (Costs 2 Actions).** The lich uses Paralyzing Touch.

**Disrupt Life (Costs 3 Actions).** Each non-Undead creature near the lich must make a Constitution saving throw or take Necrotic damage.

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