

Necrichor

Medium, Undead, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

136 (16d8 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Walk 20 ft., Climb 20 ft.

Initiative +2

Saving Throws Cha +7, Con +7, Wis +6

Skills Deception +7, Perception +6

Damage Vulnerabilities Radiant

Damage Resistances Acid, Necrotic, Poison

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Prone

Senses Blindsight 60 ft.; Passive Perception 16

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Languages Common plus the languages of creatures whose blood it has stolen

STR18
+4**DEX**14
+2**CON**18
+4**INT**14
+2**WIS**16
+3**CHA**18
+4

Traits

Undead Blood. The necrichor can move through a space as narrow as 1 inch wide without squeezing.

Possessive Blood. When the necrichor damages a living creature, that creature has Disadvantage on its next Constitution saving throw before the end of its next turn.

Actions

Multiattack. The necrichor makes two Blood Lash attacks.

Blood Lash. Melee Spell Attack: +7, reach 15 ft. Hit: 22 (4d8 + 4) Necrotic damage.

Crimson Command (Recharge 5-6). Constitution Saving Throw: creatures of the necrichor's choice within 30 feet. Failure: 36 (8d8) Necrotic damage and the target is Poisoned until the end of its next turn. Success: Half damage.

Bonus Actions

Blood Slip. The necrichor moves up to 15 feet through a space occupied by a living creature without provoking Opportunity Attacks.

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