

Pact Lich

Medium, Undead (Lich), Any Evil Alignment

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ARMOR CLASS

18

HIT POINTS

247 (33d8 + 99)

CHALLENGE

16 | 15,000 XP

PROFICIENCY

+5

Speed	Walk 30 ft.
Initiative	+3
Saving Throws	Cha +11, Con +8, Int +11, Wis +9
Skills	Arcana +16, History +11, Deception +11, Perception +9
Damage Resistances	Cold, Lightning, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses	Truesight 120 ft.; Passive Perception 19
Passive Perception	19
Languages	Common plus five languages, telepathy 120 ft.

STR

10
+0

DEX

16
+3

CON

16
+3

INT

22
+6

WIS

18
+4

CHA

22
+6

Traits

Infernal Phylactery. When the lich would be reduced to 0 Hit Points, it can instead drop to 1 Hit Point if it has not used this trait since its last long rest equivalent.

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

Actions

Multiattack. The lich makes two Pact Touch attacks.

Pact Touch. Melee Spell Attack: +11, reach 5 ft. Hit: 31 (7d8) Necrotic damage, and the target cannot regain Hit Points until the end of its next turn.

Hellbound Edict (Recharge 5-6). Charisma Saving Throw: creatures of the lich choice within 60 feet. Failure: 90 (20d8) Psychic and Necrotic damage, split evenly, and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

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Contract Step. The lich teleports up to 60 feet to an unoccupied space it can see.

Reactions

Soul Clause. When hit by an attack, the lich reduces the damage by 20 and deals 10 Necrotic damage to the attacker.

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