

TRIBOAR NECROMANCER

SKELETON ARCHER

Medium Undead, Lawful Evil

Armor Class 13 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Shortbow.

Shortbow. *Melee Weapon Attack:* +4 to hit, reach 80/320 ft. ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SKELETON WARRIOR

Medium Undead, Lawful Evil

Armor Class 16 (chainmail)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The Skeleton Warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

FIRE GIANT SKELETON

Huge Undead, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands Giant but can't speak

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Fire Giant Skeleton makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft. ft., one target. *Hit:* 27 (6d6 + 6) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone..

MALRIC DELORNE, NECROMANCER

Medium Humanoid (Human), Neutral Evil

Armor Class 16 (Mage Armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +8, Wis +6, Con +7

Skills Arcana +8, Religion +8, Deception +5

Damage Resistances Necrotic

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Abyssal

Challenge 8 (3,900 XP)

Undead Thralls. When Malric casts *animate dead*, he can target one additional corpse or pile of bones, creating an extra undead minion. His undead also gain an extra 5 HP and deal an additional +3 damage with their weapon attacks.

Reaper's Knowledge. Malric can cast *speak with dead* at will, without expending a spell slot. He also has advantage on ability checks to recall information about undead, curses, and forbidden rituals.

Dark Regeneration (Recharges after a Short or Long Rest). When Malric is reduced to 0 HP but not killed outright, he can drop to 1 HP instead and regain 20 temporary HP as he draws on the life energy of nearby corpses. Each creature within 30 feet must succeed on a DC 16 Constitution saving throw or take 14 (14 (4d6)) necrotic damage, healing Malric for half the damage dealt.

ACTIONS

Multiattack. Malric makes two Grave Bolt attacks.

Grave Bolt. *Melee Weapon Attack:* +8 to hit, reach 120 ft. ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Necrotic Grasp (Recharge 5-6). *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (21 (6d6)) necrotic damage, and the target must make a DC 16 Constitution saving throw. On a failure, the target's hit point maximum is reduced by the necrotic damage taken until the target finishes a long rest. If this effect reduces the target's hit point maximum to 0, the target dies and rises as a zombie under Malric's control after 1 minute.

SPELLCASTING

Malric is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *Cantrips (at will):* chill touch, toll the dead, ray of frost, minor illusion

Cantrips (at will): *1st level (4 slots)* mage armor, magic missile, shield, detect magic

Cantrips (at will): *2nd level (3 slots)* mirror image, misty step, ray of enfeeblement

Cantrips (at will): *3rd level (3 slots)* counterspell, animate dead, vampiric touch

Cantrips (at will): *4th level (3 slots)* blight, phantasmal killer

Cantrips (at will): *5th level (2 slots)* cloudkill, enervation

LEGENDARY ACTIONS (3/ROUND)

Malric can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Grave Bolt. Malric makes one Grave Bolt attack.

Command Undead. Malric targets one undead creature within 30 feet. The creature must succeed on a DC 16 Wisdom saving throw or obey Malric's commands until the end of its next turn.

Shadow Step (Costs 2 Actions). Malric teleports up to 30 feet to an unoccupied space he can see. He gains advantage on the next attack roll he makes before the end of his turn.

LAIR ACTIONS

If Malric is encountered in *The Sunken Chapel*, he can use lair actions on initiative count 20 (losing initiative ties):

Grasping Shadows. Malric causes shadows to rise from the ground in a 20-foot radius centered on a point he can see within 60 feet. Each creature in that area must succeed on a DC 16 Strength saving throw or be restrained until the end of their next turn.

Deathly Chill. Malric creates an aura of necrotic cold in a 10-foot radius around him. Creatures of his choice in that area must succeed on a DC 16 Constitution saving throw or take 10 (10 (3d6)) necrotic damage and have their movement speed halved until the end of their next turn.

Chill Touch Cantrip necromancy **Casting Time:** 1 action **Range:** 120 feet **Components:** V, S **Duration:** 1 round You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. If the target is undead, it also has disadvantage on attack rolls against you until the end of your next turn. The spell's damage increases by 1d8 at 5th, 11th, and 17th levels.

Toll the Dead Cantrip necromancy **Casting Time:** 1 action **Range:** 60 feet **Components:** V, S **Duration:** Instantaneous You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage (1d12 if the target is missing any of its hit points). The damage increases by 1d8 or 1d12 at 5th, 11th, and 17th levels.

Ray of Frost Cantrip evocation **Casting Time:** 1 action **Range:** 60 feet **Components:** V, S **Duration:** Instantaneous A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by

10 feet until the start of your next turn. The spell's damage increases by 1d8 at 5th, 11th, and 17th levels.

Minor Illusion *Cantrip illusion* **Casting Time:** 1 action **Range:** 30 feet **Components:** S, M (a bit of fleece) **Duration:** 1 minute You create a sound or an image of an object within range that lasts for the duration. If you create a sound, it can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound. If you create an image, it must be no larger than a 5-foot cube and cannot make noise or move. Physical interaction reveals it to be an illusion.

Mage Armor *1st-level abjuration* **Casting Time:** 1 action **Range:** Touch **Components:** V, S, M (a piece of cured leather) **Duration:** 8 hours You touch a willing creature who isn't wearing armor, and a magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or you dismiss it as an action.

Magic Missile *1st-level evocation* **Casting Time:** 1 action **Range:** 120 feet **Components:** V, S **Duration:** Instantaneous You create three glowing darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. When cast using a higher-level spell slot, you create one additional dart per slot level above 1st.

Shield *1st-level abjuration* **Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell **Range:** Self **Components:** V, S **Duration:** 1 round An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Detect Magic *1st-level divination* **Casting Time:** 1 action **Range:** Self **Components:** V, S **Duration:** Concentration, up to 10 minutes For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

Mirror Image *2nd-level illusion* **Casting Time:** 1 action **Range:** Self **Components:** V, S **Duration:** 1 minute Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting positions to make it difficult to track which image is real. Each time a creature targets you with an attack, roll a d20 to see if it hits a duplicate. Each duplicate has an AC of 13 and vanishes if it is hit.

Misty Step *2nd-level conjuration* **Casting Time:** 1 bonus action **Range:** Self **Components:** V **Duration:** Instantaneous Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Ray of Enfeeblement *2nd-level necromancy* **Casting Time:** 1 action **Range:** 60 feet **Components:** V, S **Duration:** Concentration, up to 1 minute A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Counterspell *3rd-level abjuration* **Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell **Range:** 60 feet **Components:** S **Duration:** Instantaneous You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails.

Animate Dead *3rd-level necromancy* **Casting Time:** 1 minute **Range:** 10 feet **Components:** V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust) **Duration:** Instantaneous This spell creates an undead servant. Choose a pile of bones or a corpse within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The creature is under your control for 24 hours, after which it stops obeying your commands. To maintain control, you must recast this spell every 24 hours.

Vampiric Touch *3rd-level necromancy* **Casting Time:** 1 action **Range:** Self **Components:** V, S **Duration:** Concentration, up to 1 minute The touch of your shadow-wreathed hand can siphon life force. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

Blight *4th-level necromancy* **Casting Time:** 1 action **Range:** 30 feet **Components:** V, S **Duration:** Instantaneous Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality. The target makes a Constitution saving throw, taking 8d8

necrotic damage on a failed save, or half as much on a success. If the target is a plant or plant creature, it makes the save with disadvantage and takes maximum damage.

Phantasmal Killer *4th-level illusion* **Casting Time:** 1 action **Range:** 120 feet **Components:** V, S
Duration: Concentration, up to 1 minute You tap into the nightmares of a creature you can see, creating an illusory manifestation of its deepest fears. The target must make a Wisdom saving throw, taking 4d10 psychic damage on a failed save and becoming frightened for the duration. At the end of each of the target's turns, it can make a Wisdom save to end the effect.

Cloudkill *5th-level conjuration* **Casting Time:** 1 action **Range:** 120 feet **Components:** V, S
Duration: Concentration, up to 10 minutes You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose. The fog spreads around corners and heavily obscures its area. Each creature in the fog when it appears or that starts its turn there must make a Constitution save, taking 5d8 poison damage on a failure or half as much on a success. The fog moves 10 feet away from you at the start of each of your turns.

Enervation *5th-level necromancy* **Casting Time:** 1 action **Range:** 60 feet **Components:** V, S
Duration: Concentration, up to 1 minute A tendril of shadowy energy reaches from you to a creature within range. The target must make a Dexterity saving throw, taking 4d8 necrotic damage on a failed save or half as much on a success. Until the spell ends, you can use your action on each turn to automatically deal 4d8 necrotic damage to the target if it remains within range.