

Lich

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Arcane Recovery: Regains spell slot of d8 level
Necrotic Conduit: 30', 1 target, when lich takes damage DC 18 Con save or target takes half & lich takes half, until initiative 20/target leaves lair
Summon Spirits: 60', 1 target, DC 18 Con save, 15d6 necrotic, save half

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Cantrip: Cast a cantrip

Paralyzing Touch (2 actions): Paralyzing Touch
Frightening Gaze (2 actions): 10', 1 target, DC 18 Wis save or frightened 1 min/until save, save immune

Disrupt Life (3 actions): 20', living creatures, DC 18 Con save, 6d6 necrotic, save half

Mummy Lord

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Undead Sense: Undead can pinpoint location of living within 120' until initiative 20 next round
Resist Turning: Undead adv vs turning until initiative 20 next round

Punish Spellcasters: If non-undead casts spell <5th lvl, may choose other action or DC 16 Con save, on fail spell has no effect & 1d6 necrotic per spell lvl

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Attack: 1 rotting fist/Dreadful Glare

Blinding Dust: 5', DC 16 Con save or blinded until end of creature's next turn

Blasphemous Word (2 actions): 10', non-undead, DC 16 Con save or stunned until end of mummy lord's next turn

Channel Negative Energy (2 actions): 60', including behind barriers/corners, no HP regain until end of mummy lord's next turn

Whirlwind of Sand (2 actions): Move 60', while moving immune: damage, grapple, petrify, prone, restrain, stun

Solar

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Teleport: Teleport 120'

Searing Burst (2 actions): 10' radius, each creature of choice DC 23 Dex save, 4d6 fire & 4d6 radiant, save half

Blinding Gaze (3 actions): 30', 1 creature, DC 15 Con save or blinded, lesser restoration ends

Tarrasque

NAME

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LEGENDARY ACTIONS

3

ACTIONS

NOTES

Attack: 1 claw/tail

Move: Move half speed

Chomp (2 actions): 1 bite/Swallow

Unicorn

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INITIATIVE

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LEGENDARY ACTIONS

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ACTIONS

NOTES

Hooves: 1 hooves

Shimmering Shield (2 actions): 60', self or 1 creature, +2 AC until end of unicorn's next turn

Heal Self (3 actions): regain 2d8+2 HP

Vampire

NAME

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20

INITIATIVE

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3

ACTIONS

NOTES

Move: Move speed, doesn't provoke opportunity attacks

Unarmed Strike: 1 unarmed strike

Bite (2 actions): 1 bite

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