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Nyh Ilmichh

Name

Size	Type	Alignment
Medium	Humanoid (human)	Lawful Evil

AC: 12 (15 with mage armor)

HP: 71 (13d8+13)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	14	12	17	12	11
-1	+2	+1	+3	+1	+0

Senses:

Passive Perception: 11

Challenge: 9

XP: 5,000

Languages: Comman, Chultan, Draconic, Thayan

Traits

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7

Features

Spellcasting. The necromancer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life* mage armor, ray of sickness**
2nd level (3 slots): *blindness/deafness*, ray of enfeeblement*, web*
3rd level (3 slots): *animate dead*, bestow curse*, vampiric touch**
4th level (3 slots): *blight*, dimension door, stoneskin*
5th level (2 slots): Bigby's hand*, cloudkill*
6th level (1 slot): *circle of death**
7th level (1 slot): *teleport*
* Necromancy spell of 1st level or higher.

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Acions
Withering Touch. *Melee Spell Attack*. +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

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Flesh Golem

Name

Size	Type	Alignment
Medium	Construct	Neutral

AC: 9

HP: 93 (11d8+44)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19	9	18	6	10	5
+4	-1	+4	-2	+0	-3

Senses: Darkvision 60 ft.

Passive Perception: 10

Challenge: 5

XP: 1,800

Languages: understands the languages of its creator but can't speak

Traits

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Features

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.
The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions
Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage

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Stone Golem

Name

Size	Type	Alignment
Large	Construct	Unaligned

AC: 17 (natural armor)

HP: 178 (17d10+85)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22	9	20	3	11	1
+6	-1	+5	-4	+0	-5

Senses: Darkvision 120 ft.

Passive Perception: 10

Challenge: 10

XP: 5,900

Languages: understands the languages of its creator but can't speak

Traits

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Features

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions
Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.