

MALEK, NECROMANCER

Medium human, neutral evil

Armor Class 15 (leather armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Int +9, Wis +8

Skills Arcana +9, History +9, Perception +8

Damage Resistances poison

Damage Immunities necrotic

Condition Immunities poisoned

Senses passive Perception 18

Languages Common, Draconic, Dwarvish, Elvish, Goblin, Giant, Orc, Primordial

Challenge 11 (7,200 XP)

Spellcasting. Malek is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*, *toll the dead*

1st level (4 slots): *cause fear*^{^*}, *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*^{*}, *life transference*^{^*}, *vampiric touch*^{*}

4th level (3 slots): *blight*^{*}, *dimension door*, *stoneskin*

5th level (2 slots): *cloudkill*, *dance macabre*^{^*}

6th level (1 slot): *circle of death*^{*}, *soul cage*^{^*}

7th level (1 slot): *finger of death*^{*}

8th level (1 slot): *Abi-Dalzim's horrid wilting*^{^*}

^{*}Necromancy spell of 1st level or higher

[^]Located in Xanathar's Guide to Everything

This Isn't Even My Final Form. When Malek is killed, his soul is transferred immediately to a waiting clone body in one of his hidden laboratories.

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

Hasten Doom. Any creature that is neither undead or a construct that begins its turn within 10 feet of Malek must make a DC 17 Constitution saving throw or take 2d10 necrotic damage. On a successful save the creature takes no damage from Malek's aura.

ACTIONS

Sword of Wounding. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature, *Hit:* 5 (1d8+1) slashing damage. See DMG page 207 for full details

Soulstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Targets that are struck by the soulstaff that are neither undead or constructs must make a DC 17 Constitution saving throw. If they fail, they have disadvantage on all rolls until the end of their next turn.

Withering Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (4d4) necrotic damage.

SOULSTAFF

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard of evil alignment)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 20 charges for the following properties. It regains 2d8+4 expended charges daily at dawn.

Spells. While holding this staff, you can use an action to expend one or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *animate dead* (3 charges), *create undead* (5 charges), *negative energy flood*^{*} (5 charges), or *ray of enfeeblement* (1 charge).

The Howling. While holding this staff, you can use an action to expend up to 10 charges and surround yourself with a howling wind of negative energy. Creatures within 20 feet of you must make a Constitution saving throw against your spell save DC or take 1d6 necrotic damage per charge you expended.



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