

Lord Vathris

Humanoid, Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 195 (26d8+78)
Speed 40'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	23 (+6)	21 (+5)	18 (+4)

Skills Deception +15, Insight +12, Perception +12
Saving Throws Dex +9, Con +10, Wis +12
Senses True sight: 60', Passive Perception: 20
Challenge 16 (15,000 XP)
Resistance cold, fire lightning
Immunities charmed, exhaustion, frightened, poisoned

ACTIONS

Resistance If Vathris fails a saving throw, he can elect to succeed (2/day)

Infernal Glare Vathris targets one party member within 60 ft who must succeed on a DC 17 Wisdom saving throw or become frightened of Vathris for three turns (2/day)

Wave of Sorrow Can attack twice (great sword), +13 to hit; hit: 20 (4d6+6) slashing plus 10 (3d6) acid damage

Healing One creature Vathris touches (or himself) regains up to 100 hp