



## REANIMATOR

Powerful liches create these undead creatures from the remains of lesser necromancers as lieutenants for their armies. Their sole purpose is to bolster the forces by raising additional troops from among the dead scattered across the battlefields. In this way, the undead army grows with every opponent they kill being added to their numbers.

When used in defense of a lair or other structure, a reanimator is never without a pack of undead soldiers under its command. Highly intelligent, they are effective leaders in combat, utilizing troops in the best manner possible to succeed in their goals.

**Undead Nature.** A reanimator doesn't require air, food, drink, or sleep.

**Bolster Forces.** The reanimator uses its power to not only raise additional troops, but to magically bolster their defenses as well.

**Tactician.** Reanimators lead from the back lines, attacking with ranged spells while their soldiers protect them.

## REANIMATOR

Medium undead, chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

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

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common plus up to two other languages

**Challenge** 5 (1,800 XP)

**Proficiency Bonus:** +3

**Undead Fortitude.** If damage reduces the reanimator to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the reanimator drops to 1 hit point instead.

**Pack Tactics.** The reanimator has advantage on an attack roll against a creature if at least one of the reanimator's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Innate Spellcasting.** The reanimator's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: *animate dead*, *mage armor*

### ACTIONS

**Chill Touch.** *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage, and the target cannot regain hit points until the start of the reanimator's next turn

**Vampiric Touch (3/Day).** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the reanimator regains hit points equal to half the amount of necrotic damage dealt.