

Kerrinsalastraya, Adult Silver Dracolich

Huge undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Resistance necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Innate Spellcasting. The dracolich's innate spellcasting ability is Charisma (spell save DC 18). The dracolich can cast the following spells, requiring no material components.

1/day each: *animate dead*, *blight*, *contagion*, *shield*, *vampiric touch*

Legendary Resistance (3/day). If the dracolich fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Frightful Presence. Each creature of the dracolich's choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dracolich uses one of the following breath weapons.

Cold Breath. The dracolich exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, take 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dracolich exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dracolich magically polymorphs into an undead that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dracolich's choice).

In a new form, the dracolich retains its alignment, hit points, Hit Dice, ability to speak, cast spells, proficiencies, Legendary Resistance, Magic Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolich regains spent legendary actions at the start of its turn.

Detect. The dracolich makes a Wisdom (Perception) check.

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 actions). The dracolich beats its wings. Each creature within 10 feet of the dracolich must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dracolich takes a lair action to cause one of the following effects.

- The dracolich creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A blistering cold wind blows through the lair near the dracolich. Each creature within 120 feet of the dracolich must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.