

Lamia

March 8, 2023



Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 15 (+2) | 14 (+2) | 15 (+2) | 16 (+3) |

Saving Throws

Skills Deception +7, Insight +4, Stealth +3

Damage Resistances

Damage Immunities

Condition Immunities

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1100 XP)

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components. At will: " (any humanoid form), "" 3/day each: "", "", "", "" 1/day: ""

Actions

Multiattack. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Intoxicating Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.