

RED KING

Medium undead, neutral evil

Armor Class 17 (half-plate)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 19 (+4) | 14 (+2) | 16 (+3) | 20 (+5) |

Saving Throws Con +8, Wis +7, Cha +9
Skills Arcana +6, Deception +13, History +6, Insight +7, Perception +7, Persuasion +9
Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 17
Languages Abyssal, Common, Elvish, Infernal
Challenge 12 (8,400 XP)

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

Regeneration. The Red King regains 10 hit points at the start of his turn. If the Red King takes radiant damage, this trait doesn't function at the start of the Red King's next turn. The Red King dies only if he starts his turn with 0 hit points and doesn't regenerate.

Social Inquiry. By spending at least 1 minute observing or interacting with up to two creatures outside combat, the Red King can learn certain information about their capabilities compared to his own. The Red King is aware if the creatures are his equals, superiors, or inferiors in regard to one of the following characteristics of his choice:

- Intelligence score
- Wisdom score
- Charisma score

Sorcery Points. The Red King has 10 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When he casts a spell that forces a creature to a saving throw to resist the spell's effects, the Red King can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the Red King casts a spell, he can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Twinned Spell: When the Red King casts a spell that doesn't have a range of self and is incapable of targeting more than one creature at the spell's current level, he can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Spellcasting. The Red King is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to his with spell attacks). The Red King has the following sorcerer spells prepared:

Cantrips (at will): *booming blade, friends, frostbite, green flame blade, infestation, lightning lure*

1st level (4 slots): *absorb elements, shield*

2nd level (3 slots): *alter self, detect thoughts, hold person*

3rd level (3 slots): *counterspell, enemies abound, haste, thunder step*

4th level (3 slots): *greater invisibility*

5th level (2 slots): *synaptic strike*

War Magic. When the Red King uses his action to cast a cantrip, he can make one weapon attack as a bonus action.

Actions

Multiattack. The Red King makes two attacks.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) necrotic damage.

Legendary Actions

The Red King 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 Red King regains spent legendary actions at the start of his turn.

Detect. The Red King makes a Wisdom (Perception) check.

Attack (Costs 2 Actions). The Red King makes one attack.

Absorb Magic (Costs 3 Actions). The Red King targets one creature concentrating on a spell that it can see within 30 feet of him. The target must succeed on a DC 17 Constitution saving throw or lose concentration of its spell, and the Red King regains 3 sorcery points up to his maximum of 10.