

Sepora, Tiefling Necromancer

Medium humanoid (tiefling), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Int +9, Wis +2

Skills Arcana +13, Deception +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal

Challenge 12 (11,500 XP)

Infernal Legacy. Sepora has the ability to cast innate spells as a tiefling. Her innate spellcasting ability is Charisma (spell save DC 16). She can cast the following spells, requiring no material components.

At will: *thaumaturgy*

1/day each: *hellish rebuke* (as 2nd-level spell), *darkness*

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

Spellcasting. Sepora's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Sepora can cast the following spells.

At will: *chill touch*, *friends*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *fireball*, *vampiric touch*

4th level (3 slots): *blight*, *greater invisibility*, *stoneskin*

5th level (3 slots): *cone of cold*, *dominate person*, *cloudkill*

6th level (1 slot): *create undead*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

9th level (1 slot): *true polymorph*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.