

FIENDS AND FRIENDS

FIENDCATS

They say it's unlucky to cross paths with a black cat. Well, it's even more unlucky to cross paths with a fiendcat, let alone a pack of 'em!

— Heliana, cat owner

If you thought knocking vases of window ledges and licking the cream out of your coffee were acts of true evil, then you were right, and your cat probably has a fiendcat ancestor. Considered aggravating pests by even fiendish standards, swarms of fiendcats have been known to racketeer dairy farms and creameries, taking payment in the form of the richest whipped cream.



SWARM OF FIENDCATS

Medium swarm of tiny fiends, lawful evil

Armour Class 16 (Fiendish Audacity)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Fiendish Audacity. The swarm's Armour Class includes its Charisma modifier.

Innate Spellcasting. The swarm's innate spellcasting ability is Charisma (spell **save DC 14**). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

1/day each: *aura of impurity*^{*c}, *bane*^c, *stench*^{*c}

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half its hit points or fewer. In addition, the target must succeed on a **DC 13 Constitution saving throw**, taking 14 (4d6) poison damage and becoming **poisoned** on a failure or taking half as much damage and not becoming poisoned on a success.

HANDLERS

Handlers are a case study in misdirection. Due to their imposing presence, musculature, and distinctly fiendish glare, they are often mistaken for a pygmy raksha's shapeshifting disguise. This is entirely intentional; the handler's sole job is to protect its fiendish master.

FIENDISH HANDLER

Medium humanoid, lawful evil

Armour Class 20 (Fiendish Audacity, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +8, Wis +6, Cha +8

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 11 (7,200 XP)

Fiendish Audacity. The handler's Armour Class includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 11 (2d10) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains 10 temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

ACTIONS

Multiattack. The handler makes three attacks with its morningstar or tommybow.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 20 (3d10 + 4) piercing damage.

Splinterspray Tommybow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 11 (3d4 + 4) piercing damage. Reload (4).

REACTIONS

Guardian. When a creature within 5 feet of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

INFERNAL HANDLER

Medium humanoid, lawful evil

Armour Class 23 (Fiendish Audacity, shield)

Hit Points 218 (23d8 + 115)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	20 (+5)	10 (+0)	14 (+2)	22 (+6)

Saving Throws Dex +11, Con +11, Wis +8, Cha +12

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 17 (18,000 XP)

Fiendish Audacity. The handler's Armour Class includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 16 (3d10) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains 15 temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

ACTIONS

Multiattack. The handler makes four attacks with its morningstar or tommybow.

Morningstar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 25 (4d10 + 3) piercing damage.

Devilbone Splinterspray Tommybow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 15 (4d4 + 5) piercing damage. Reload (5).

REACTIONS

Guardian. When a creature within 5 feet of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

Deals With Devils. Who says crime doesn't pay? Stronger, more lethal, and more hardy than even a master-at-arms, handler's have traded their soul for infernal power. Sure, they're little more than a glorified cat carrier, but gosh, wouldn't it feel good to be that powerful? What are you going to do with your soul anyway...

SOULBOUND HANDLER

Medium humanoid, lawful evil

Armour Class 16 (Fiendish Audacity, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +4, Cha +4

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 4 (1,100 XP)

Fiendish Audacity. The handler's Armour Class includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 5 (1d10) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains 5 temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

ACTIONS

Multiattack. The handler makes two attacks with its morningstar or tommybow.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage.

Brittlebone Splinterspray Tommybow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 7 (2d4 + 2) piercing damage. Reload (3).

REACTIONS

Guardian. When a creature within 5 feet of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

PYGMY RAKSHASA

Pygmy rakshas are experts in middle management. Surrounding themselves with burly handlers, made scientists, and any who might sell their soul for a chance at power, they answer only the archdevil overlords.

Weave Bender. While the pygmy raksha's full-sized cousin enjoys a more robust blanket immunity to magic, the pygmy rakshasa forgoes some of this antimagic potency in order to cause chaos. Bending the weave, it can redirect magic, causing its foes to strike one another.

Vindictive and Viscious. Like their cousins, rakshasa are evil spirits embroiled in mortal, feline flesh. If killed on the Material Plane, a pygmy rak-

shasa is sent back to The Hells in spirit form until it reforms. Upon its return, a pygmy rakshasa will stalk the land looking for the one who laid it low, or, if their quarry's mortal form has expired, their kith and kin.

Ninth Life. When a pygmy rakshasa is first killed, its disbelief and arrogance sustain it, causing it to rise again in a gruesome mummified form. Its furious, shrill screeching causes all but the hardest foes to cover their ears in distress. Those that survive such an endeavour live in fear of the rakshasa's inevitable return.

REGIONAL EFFECTS

The area within 6 miles of the pygmy rakshasa's lair has the following unique properties:

- **Hairweeds.** Tumbleweeds made of cat hair abound wherever the wind takes them.
- **Land on Your Feet.** Creatures always have a tendency to land on their feet, gaining **advantage** on any ability checks or saving throws they make to prevent falling **prone**.
- **Sunbeams.** Even in the absence of clouds, sunbeams create particularly comfortable areas in which to stretch out and relax. When a creature starts a short rest in such an area, it must succeed on a **Wisdom saving throw** (DC equals the lair action DC below) or fall asleep for the rest's duration. Regardless of the result, such a creature gains 1 additional hit point for each Hit Die it spends to recover hit points at the end of the rest.
- **Unsafe Ledges.** All shelves are unsafe; occasional wafts of magic cause any objects near the edge of a shelf, ledge, or overhang to be knocked off.

LAIR ACTIONS

While Tony Two Tails lives, he can invoke the ambient magic of Dah Roude's lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure.

LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	Saving Throw DC	Swarm Damage	Weave Snap Damage
6th	13	7 (2d6)	2 (1d)
13th	16	14 (4d6)	4 (1d8)
18th	18	28 (8d6)	7 (2d6)



PYGMY RAKSHASA

Small fiend, lawful evil

Armour Class 17 (natural armour)

Hit Points 153 (18d6 + 60)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +5, Dex +9,

Skills Deception +10, Insight +8, Stealth +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 10 (5,900 XP), 14 (11,500 XP) if paired with Fiendish Handler in its non-mythic state, or if alone in its mythic state.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save **DC 17**, +9 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: **can'trip**^{*}, *detect thoughts*^c, *disguise self*, *minor illusion*
3/day each: *charm person*^c, *detect magic*^c, **enrage**^{c*}, *major image*^c,
suggestion^c

1/day each: **dominate person**^c, **greater invisibility**^c, *true seeing*^c,
weave entanglement^{c*}

*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

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

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains **153** hit points and gains **50** temporary hit points, as deformed, tumorous, growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 11,500 XP for defeating the rakshasa after its Ninth Life activates.

ACTIONS

Multiattack. The rakshasa makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (**1d6 + 4**) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or

magical effects of 4th level or lower except for those cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

REACTIONS

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction

LEGENDARY ACTIONS

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the Handler can hear the Rakshasa and is within **120 feet** of it, the Handler moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The Rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it, that can hear it, must succeed a **DC 17 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

MYTHIC ACTIONS

If the rakshasa's Ninth Life trait has been activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack against that creature. On a hit, the target takes 22 (**4d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screaming wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 17 Constitution saving throw**. On a failure, a creature takes 17 (**5d6**) thunder damage and 17 (**5d6**) psychic damage and drops anything it is holding as it instinctually covers its ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

Lair Actions. On initiative count 20 (losing initiative ties), Tony takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row. See the table above for the damage and save DC.

- ♦ **Fish Guts.** The internal viscera of thousands of fish pours down in a **10-foot-radius, 30-foot-**

high cylinder. Each creature in the area must succeed on a **Constitution saving throw** or become **poisoned** until initiative count 20 on the next round. Until the fish are removed, the ground in the area is difficult terrain and a creature in this area has **disadvantage** on saving throws made to maintain its concentration.

PYGMY RAKSHASA KINGPIN

Small fiend, lawful evil

Armour Class 19 (natural armour)

Hit Points 237 (25d6 + 150)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	22 (+6)	17 (+3)	18 (+4)	24 (+7)

Saving Throws Str +6, Dex +11

Skills Deception +13, Insight +10, Stealth +11

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 17 (18,000 XP) or 21 (33,000 XP) if paired with Infernal Handler in its non-mythic state, or if alone in its mythic state.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save **DC 21**, +13 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: **can'trip**^{*}, *charm person*^c, *detect magic*^c, *detect thoughts*^c, *disguise self*, **enrage**^{c*}, *major image*^c, *minor illusion*, *suggestion*^c
1/day each: **dominate person**^c, **greater invisibility**^c, **mislead**^c, *true seeing*^c, **weave entanglement**^{c*}

^{*}see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

Legendary Resistance (5/Day). If the rakshasa fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains **237** hit points and gains **100** temporary hit points, as deformed, tumorous, growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 33,000 XP for defeating the rakshasa after its Ninth Life activates.

ACTIONS

Multiattack. The rakshasa makes three claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature.

Hit: 16 (**2d10 + 5**) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or magical effects of 6th level or lower except for those

cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

REACTIONS

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction.

LEGENDARY ACTIONS

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the Handler can hear the Rakshasa and is within **120 feet** of it, the Handler moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The Rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it, that can hear it, must succeed a **DC 21 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

MYTHIC ACTIONS

If the rakshasa's Ninth Life trait has been activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack against that creature. On a hit, the target takes 33 (**6d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screaming wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 21 Constitution saving throw**. On a failure, a creature takes 28 (**8d6**) thunder damage and 28 (**8d6**) psychic damage and drops anything it is holding as it instinctually covers its ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

PYGMY RAKSHASA MEWLING

Small fiend, lawful evil

Armour Class 15 (natural armour)

Hit Points 91 (14d6 + 42)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +5

Skills Deception +6, Insight +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 4 (1,100 XP) or 7 (2,900 XP) if paired with Soulbound Handler in its non-mythic state, or if alone in its mythic state.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save **DC 14**, +6 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *can'trip*^{*}, *detect thoughts*^c, *disguise self*, *minor illusion*
3/day each: *charm person*^c, *detect magic*^c, *enrage*^{c*}, *major image*^c,
suggestion^c

1/day each: *dominate person*^c, *cannotrip*^{c*} *greater invisibility*^c, *true seeing*^c

*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

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

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains 91 hit points and gains 40 temporary hit points, as deformed, tumorous, growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 2,300 XP for defeating the rakshasa after its Ninth Life activates.

ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or

magical effects of 2nd level or lower except for those cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

REACTIONS

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction

LEGENDARY ACTIONS

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the Handler can hear the Rakshasa and is within **120 feet** of it, the Handler moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The Rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it, that can hear it, must succeed a **DC 14 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

MYTHIC ACTIONS

If the rakshasa's Ninth Life trait has been activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack against that creature. On a hit, the target takes 11 (**2d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screaming wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 7 (**2d6**) thunder damage and 7 (**2d6**) psychic damage and drops anything it is holding as it instinctually covers its ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

- **Swarm.** Tony targets one Large or smaller creature within his lair, causing a horde of Tiny beasts and fiends to swarm over it. The creature must make a **Strength saving throw**. On a failure, the creature takes piercing damage and is **restrained** until initiative count 20 on the next round.
- **Weave Snap.** Tony targets one creature within his lair that is attuned to a magic item or under the influence of a spell (GM's discretion) and forces it to make a **Charisma saving throw**. On a failure, the creature takes force damage for each magic item it is attuned to as well as for each level of spell currently affecting it. On a success, it takes half as much damage.

MUMMIES

While mummy lords will deign to rise from their slumber in order to protect their treasures, no-one really wants to get out of bed. Accordingly, nobles of the Lotof's End desert choose their most prized bodyguards to be 'blessed' with the *serpent's grace* and forever stand as the ultimate honour guard in their mausoleums. Those saved from detah, these immortals are doomed to an eternal, joyless half-life, traipsing the sandstorm halls of their betters.

Beginnings of Biomancy. Researchers of the Lotof Desert posit that this serpentine-humanoid fusion was, in fact, the true genesis of the school of biomancy. Analyses of early hieroglyphics show a figure not dissimilar to Dr. Francis N. Stein visiting a desert lord and observing of the ritual. Of course, this would make Dr. Stein, the grandfather of biomancy, over a thousand years old, which couldn't possibly be correct... right?



MUMMIFIED IMMORTAL

Large undead, lawful evil

Armour Class 16 (natural armour)

Hit Points 153 (18d10 + 54)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Infernal, Common, Draconic

Challenge 8 (3,900 XP)

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

Reconstitute. If the immortal dies, its body reforms 24 hours later unless its remains are incinerated.

ACTIONS

Multiattack. The immortal makes three attacks: two with its khopesh and one with its glaive. It can replace any number of these attacks with a rotting phlegm attack.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Khopesh. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage. plus 7 (2d6) necrotic damage.

Rotting Phlegm. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one creature. *Hit:* 14 (4d6) necrotic damage.