



A TALE OF TWO TAILS

**AN ADVENTURE FOR
6TH, 13TH, 18TH LEVEL**

**"SPELLCASTERS BEWARE,
DEVILISH MAGIC FILLS THE AIR."**

HELIANA



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USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *A Tale of Two Tails*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 6, 13, or 18. Characters who complete this hunt should earn enough experience to progress one-third of the way to 7th, three-fifths of the way to 14th level, or three-quarters of the way to 19th level. The adventurers must locate the lair of mob boss Tony Two Tails, and rid the desert of his infernal influence.

After tracking down Tony's location in the Lotof's End Desert, the party must contend with his magic-subverting traits and horde of bestial swarms, devils, and undead. Offensive spellcasters will be at a disadvantage in the final fight; a means of dealing radiant damage, abilities that target fiends and undead, and characters experienced in tracking will be of use in this hunt.

BACKGROUND

Tony Two Tails: mob boss, desert outlaw, and the most fluffiest little kitty cat in the whole wide world. While Tony might have the outward appearance of a clumsy cloudcat, he is a fiendishly devious, cunning, and cut-throat native of the Hells: a pygmy rakshasa. Having wended his way to the Material Plane, Tony has exerted his devilish influence over all manner of desert pests, from the oasis-town rats to the sun-lounging snakes and swarms of subterranean spiders. He is now the erstwhile boss of a small but menacing mob of creatures known as the Meowling Marauders.

From the tomb of an ancient, devil-worshipping queen, Dah Roude, this rapacious group of raiders has been plundering trade caravans, pillaging fishing boats on the Olong River, and looting temples in a wide area throughout the Lotof's End Desert. Not only that, they've been legitimately purchasing all the fish from the markets, sending prices sky-rocketing. Of course, this is all part of Tony's dastardly plan to capture souls; hungry people will do almost *anything* to feed their families.



TALOUK

Celestial couatl, fisherman, they/them

Personality. Calm, charismatic, commanding, community-minded.

Appearance. Androgynous, dark-skinned, tall, human. Wears fisherman's garb.

Desire. To protect the folk of the Lotof's End Desert.

Fear. True nature being discovered and having to reinvent a new identity.

"Let us rid the desert of evil, seize the means of production, and feast on fish!"

SUMMARY

Here's the main info to absorb:

Which Monster? Tony Two Tails, the pygmy rakshasa, and his mob of swarming pests. Tony is carried by his handler, a nameless human who has forfeited his soul for infernal power.

Monster's Motivation. Tony's intent is to make the inhabitants of the Lotof's End desperate so that he can trade his devilish favours for their souls.

Monster's Previous Actions. For the past weeks, Tony has been raiding trade caravans, fishing boats, and temples, as well as raising the price of fish (a staple along the Olong River).

Where's the Monster? Tony's lair is in the tomb of the ancient, devil-worshipping queen, Dah Roude, an extremely hard-to-find edifice that shifts between different locations.

ADVENTURE HOOKS

Swarms, devils, and undead—this hunt can be as creepy as you make it. Use as many of the following hooks as necessary to get your party motivated:

- ♦ **Curiosity: The Wandering Tomb.** The tomb of Dah Roude can't be found using any map. It has no fixed location, appearing in different places within the Lotof's End Desert of its own accord.
- ♦ **Morality: The Deserted Desert.** While richer merchants and nobles might be able to pack up and leave with what wealth remains, the poor folk of the desert, wandering nomads and fishermen, are stuck. Tales already abound of pacts with devils and souls sold to the infernal fires of the Hells.
- ♦ **Compensation: Fishers' Union.** With the price of fish soaring to the point where those that work the boats can't afford the fish they catch, the newly-formed fishers' union of the Olong River has clubbed together to root out the source of this insider-trading evil. They'll reward anyone that can permanently return the economy to normal.



TALOUK

Talouc. Talouc is a couatl, a celestial that has shapechanged to appear like a handsome ebony-skinned fisher, and possesses a calm, self-assured demeanour. Through union meetings, the *dream* spell, and creating magical food, they have brought about a unified response among the fisher folk. Talouc acts as their temporary secretary and the party's point of contact for the quest. They keep their celestial nature a secret.

Under the guise of having a passing interest in the area's history, Talouc recounts how thousands of years ago, Dah Roude made pacts with fiends to help build her empire. Nothing remains now except for her tomb, which was enchanted to periodically change location in an attempt to stop graverobbers (which has so far proved successful). Talouc doesn't know of the rakshasa's existence, *per se*, but has deduced the likely cause to be fiendish in origin.



HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
6th	1,050 gp	2,700
13th	5,000 gp	12,000
18th	9,875 gp	31,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

LOTOF'S END DESERT

The desert landscape of Lotof's End is an extraordinarily dense amalgamation of geography. From dunes to oases, ravines to salt flats, and pillars of looming red rock, it is prized for its beauty. The Olong River provides a lifeline of food and water for the conurbations that have sprung up along its flanks. Herds of wild camels are a common sighting when crossing the desert, as are the nomadic trade caravans that connect the various settlements.

TRACKING

Finding Dah Roude's tomb is difficult, requiring three successful **VDC Wisdom (Survival) checks** to Track and find. You can use the optional Tracking rules and random encounters available in *Heliana's Guide to Monster Hunting*. Each successful check reveals a clue (pages 6 - 8).

Environment: Water. The desert is hot and water is scarce. A creature requires twice as much water to survive each day as normal. An adventurer that search for water can make a separate **DC 20 Wisdom (Survival) check**; on a success, water is found, while on a failure, the creature must succeed on a **DC 15 Constitution saving throw** or gain one level of **exhaustion** from the extra effort.

UNIQUE FLORA & FAUNA

Though Lotof's End is a desert, it is composed of more than just lots of sand. Beyond the miles of rolling dunes, there are deep ravines, ancient river beds, bluffs, plateaus, mesas, and vast expanses of salt flats. You can use the following examples to populate this barren expanse with a unique and delightful ecosystem:

Sandshrew. These yellow-scaled, armadillo-like beasts are sturdy, expert burrowers. If approached without tact and astute animal husbandry, the sandshrew will rapidly dig a tunnel, spraying a would-be aggressor with blinding sand and dirt.

Cactus Peach. Every seven years, the cactus peach plant of the Lotof's End Desert flowers, producing succulent fruit with hues of blushing gold and sunset orange. This coincides with the septennial migration of the great flawed thrush. The fruit is prized for the depth and flavour of the peach brandy crafted from it, a liquor preserved for special events within the Lotof community. Comically, the fruit is especially prone to fermentation which, if the thrush migrates too late, can result in some drunken antics as the birds feed on the alcohol-rich fruit.

Great Flawed Thrush. This beautiful bird has feathers of gold and rust, with the males of its species sporting a plume of iridescent indigo. Its flaw is that it is stupid. Really stupid. Tales abound of the thrushes performing mating rituals in front of mirrors (presumably not realising what a reflection is), migrating the wrong way during winter, and even sleeping on top of warm ovens, as if bakers needed an excuse to use their rich, juicy meat in a pie. How it has survived this long is a mystery to zoologists the world over.

KNOW THY ENEMY

As the party explores the desert looking for the lair, interactions and events can lead them to discover the following pieces of pertinent information:

- The enemies include fiends and swarms.
- Spells are unreliable, often going off course.
- A means of dealing radiant damage will be beneficial.

CLUE 1: FIENDS AND SWARMS

The rakshasa is a fiend; it has a peculiar pupil in the shape of a symbol for the Hells. Preparing certain spells, such as *protection from evil and good*, can help in a fight against fiends.

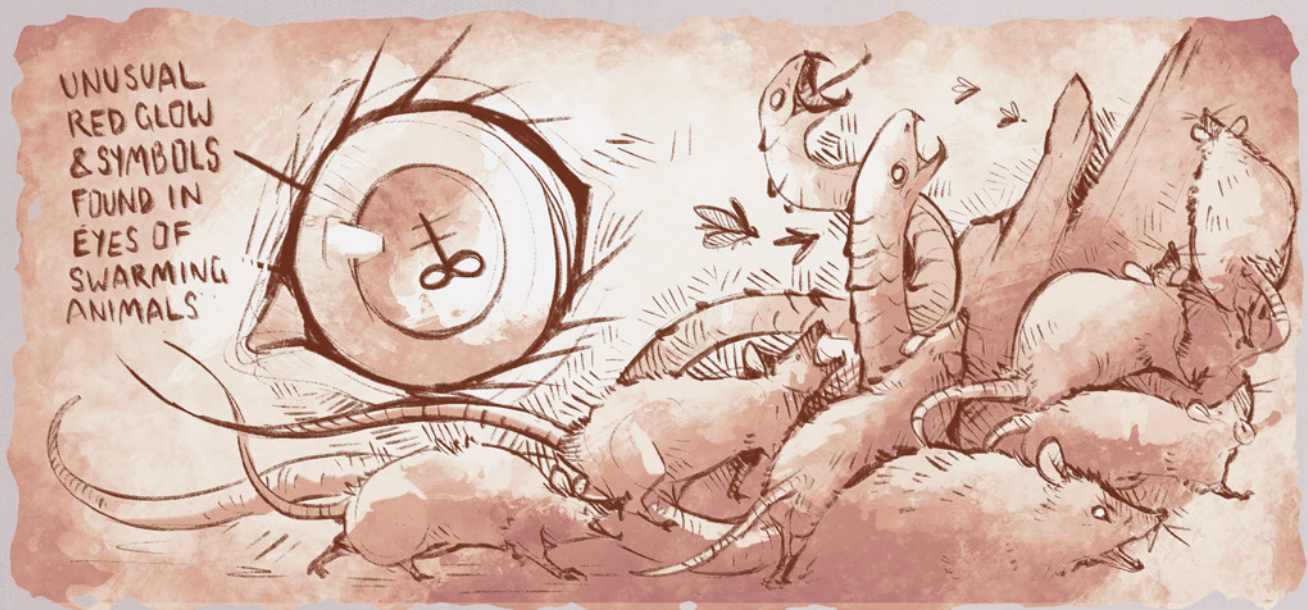
EXPLORATION

Suala, a small fishing village on one of the few tributaries to the Olong River, has very little food, but a surprising amount of gold. The fishers of Suala describe how they were tricked into selling all

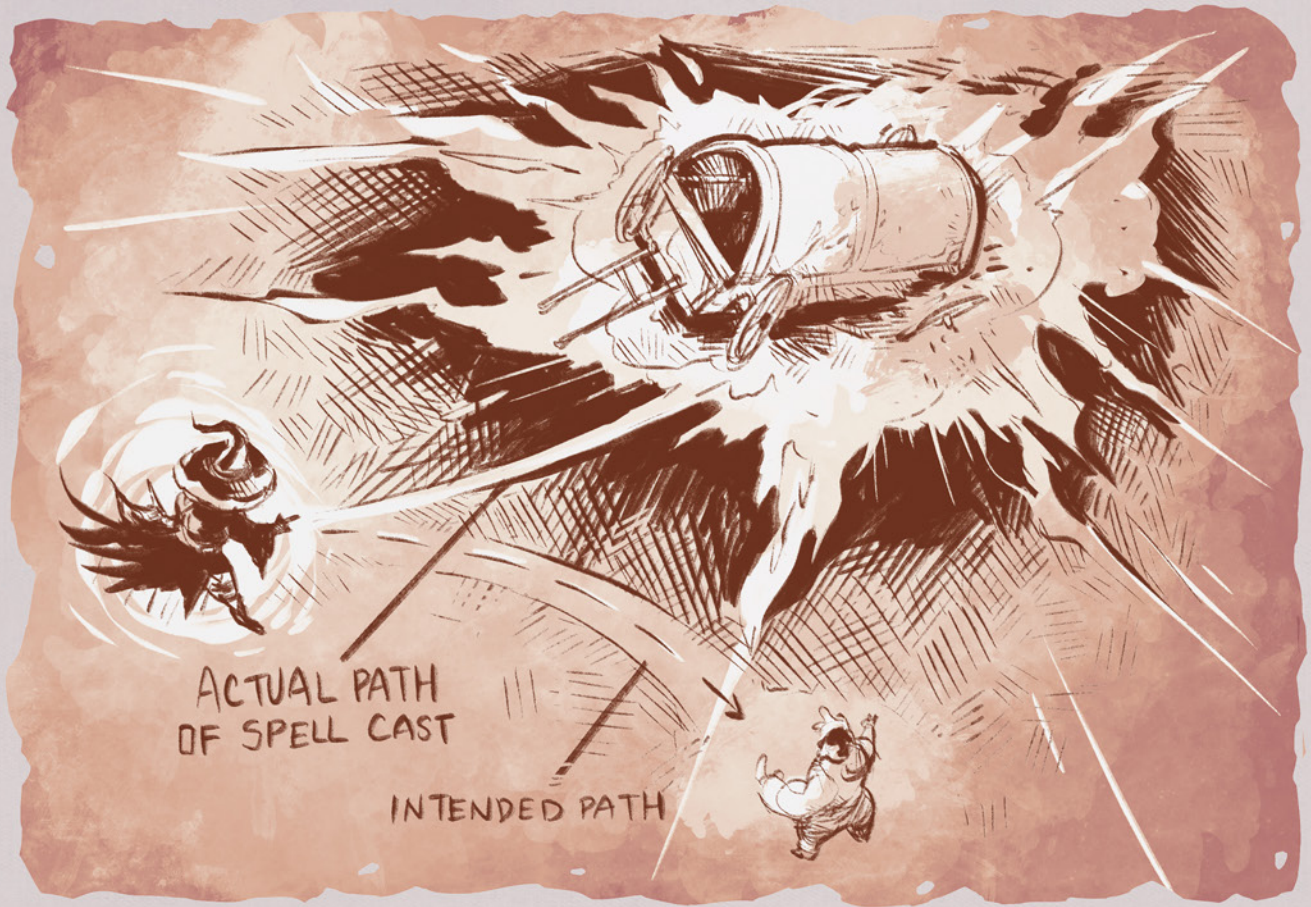
their fish to a large man with red eyes who carried an adorable fluffy cat. The village priest, Rifika (protective LG male human **priest**), explains the following:

- While Rifika was elsewhere attending a sick fisherman, a large, powerfully-built man holding a cat came to the village. He asked to see each fishing boat owner and wheat farmer, one by one.
- Each sold all their food to the stranger, for a handsome price. They can't eat gold, and trading caravans haven't come through in a while.
- On divining the cause of this behaviour, Rifika's deity informed him of fiendish influences—this was all devils' work.
- All the food was carried away on the backs of thousands of insects, snakes, and rodents.

The villagers describe how the animals' eyes had a peculiar pupil, and they draw the shape. A successful **DC 12 Intelligence (Religion)** check reveals this to be the symbol for the Hells; the enemy is a fiend!



HANDOUT 1. OCULAR SYMBOLS



HANDOUT 2. MAGIC AWRY

CLUE 2: SPELLCASTERS BEWARE

Pygmy rakshasas can cause magic to veer off course, hitting unintended targets. They can also entangle the Weave, with wild and unpredictable magical consequences.

EXPLORATION

Coming over a rise, the party can spot the charred remains of camels and people, a single figure in a pointy hat kneeling in their midst. The lone survivor is a wizard, Nameena (LN female half-elf **mage**), one of the retinue tasked with protecting a caravan in these trying times. She explains the following:

- ♦ Rats, snakes, and beetles began swarming all over them, but they managed to form a defensive line.

- ♦ She's usually so careful with her fireballs, she can even sculpt out pockets of safety.
- ♦ She tried to ignite the area just beyond her comrades.
- ♦ Something caused her spell to go off course. These charred husks are all that remain.
- ♦ The Weave became tangled, she struggled to cast even the most basic spell and they often came out with unintended consequences (see the *weave entanglement* spell, page 25). It took all her skill just to cast the *expeditious retreat* spell and escape, before returning to mourn her fallen comrades.

CLUE 3: RADIANT DELIVERANCE

The handler has a trait (Fiendish Vigour, pages 27 - 28) that grants him temporary hit points at the start of each of his turns. When he takes radiant damage, this trait doesn't function and he doesn't gain any temporary hit points.

EXPLORATION

The party encounters an extremely wounded Rifika, suffering many small claw marks and several puncture wounds. After the events in his village, he went to check on the next village down the river. There, he found the man and his cat up to the same tricks.

He attacked the fiend with his family heirloom, a magical +1 *khopesh* (scimitar). However, though each attack managed to damage the man, tumorous growths soon reformed where the wounds were dealt. It wasn't until he summoned his *spiritual weapon*, a special sunsword peculiar to his particular deity, that the wounds remained, cauterised by the radiance. Unfortunately he was no match for the pair and only survived thanks to a *word of recall* spell, the destination for which is a small cave near the party's current location. Here's the key info to impart:

- Magic weapons deal damage, but don't prevent the temporary hit point generation.
- Rifika has a unique *spiritual weapon* that deals radiant damage instead of force.
- Radiant damage makes the wounds remain on the handler.



HANDOUT 3. IT BURNS US!

THE BATTLE AHEAD

After the party finds the tomb, they can gain entry without impediment or danger. Tony is expecting the adventurers, as the magic of his lair gives him advance notice of intruders. He can be found in the arms of his handler, at the back of the main hall, protected behind his retinue of pests.

The first wave takes place in the main hall of the tomb. It begins if the adventurers make it clear they won't join Tony in his efforts, or if they do anything remotely threatening. Tony gives warning for them not to come any closer and is unforgiving if this warning is not heeded. The second wave takes place in the rear room, where Tony and his handler make a final stand. The third wave sees Tony inhabit his mythic form, and the undead in the sarcophagi come to his aid, fulfilling an aeons-old pledge.

DAH RHOUE'S TOMB

Tony's lair is the tomb of Dah Rhoude. The stones of the tomb's walls are magically protected against decay or deformation. Nothing short of a *wish* spell can damage, change, or otherwise affect the tomb.

Environmental Hazard: Fountains of Fish. The two pools at the southern end of the main hall are filled with dead and rotting fish. A creature within 15 feet of either of these pools has **disadvantage** on any saving throw made to maintain its concentration on a spell.

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.** 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 **VDC Wisdom saving throw** 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.

- ♦ **Swarming Critters.** When a creature takes a short or long rest, a **swarm of insects** appears and consumes a day's rations. A creature watching for danger that succeeds on a **VDC Wisdom (Perception)** check observes the insects and can fight them off (they retreat if reduced to one-half of their hit points or fewer).
- ♦ **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.

Helping Hand. At any time during the battle or random encounters, Talouc, in their couatl form, can lend the party aid. They fly so fast they're barely visible, lingering just long enough to cast *cure wounds*, *lesser restoration*, or *protection from poison*.

LAIR ACTIONS

While Tony Two Tails lives, he can invoke the ambient magic of Dah Rhoude'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 hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Weave Snap Damage
6th	13	5 (2d4)	2 (1d4)
13th	16	14 (4d6)	4 (1d8)
18th	18	28 (8d6)	7 (2d6)

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 DCs.

- ♦ **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 **VDC 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 on a spell.
- ♦ **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



MAP 1.
DAH RHOUE'S TOMB

CARTOGRAPHER:
CZE & PEKU

1 SQUARE = 5 FEET

must make a **VDC Strength saving throw**. On a failure, the creature takes **Vdam** 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, and forces it to make a **VDC Charisma saving throw**. On a failure, the creature takes force damage equal to the value in the Variable lair Action Statistics table 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.

ENTERING THE TOMB

The door to the tomb is unlocked, and opens on silent hinges. When the players first enter, read the following:

Entering the sandstone structure, you see hundreds of eyes staring at you, from all manner of different beasts. Two pools filled with stinking, rotting fish lie to either side of you, braziers shed small pools of bright light, and, at the northern end of the hall, a giant black rock statue looms. A hulking, shadowy, bipedal figure at the back of the dimly-lit room addresses you as it strokes a bundle in its arms, “Ah, you made it. Is this a business trip, or for pleasure?”

Tony tries to win the adventurers over to his cause when they first encounter him, promising them gold from the mummy’s tomb in the next room.

Misdirection. The idea here is to employ a little misdirection and make the party think that the bad guy is the hulking bipedal figure. This is, in fact, the rakshasa’s handler, who has sold his soul to Tony, the bundle he carries and strokes. A successful **DC 18 Wisdom (Perception)** check identifies that it is in fact the cat talking, not the man holding the cat.

WAVE 1: PESTS

Tony’s no fool; wave 1 begins as soon as the adventurers do anything that he might consider threatening, such as beginning to cast a spell, drawing a weapon, or starting to close the distance between them. When wave 1 begins, he and his handler immediately retreat to the northern room, locking the door behind them as a devilish figure materialises out of the air. As Tony leaves, any creature with a **passive Perception of 16** or higher notices that two jet-black gems appear in the 12-foot-tall statue’s eye sockets (these gems were in the doors’ locks; they teleport to the eye when the doors are closed).



SWARM OF
FIENDCATS



PYGMY
RAKSHASA



PYGMY RAKSHASA'S
MYTHIC FORM

ENEMIES

The enemies in wave 1 are the swarms of pests, commanded by the devil that appears when the wave begins. Although specific stat blocks are detailed, you can narrate the swarms as being all manner of different pests: scarabs, rats, wasps, snakes, and even cats.

Level 6. At 6th level, the wave 1 combatants are:

- ♦ 1 **barbed devil** (CR 5)
- ♦ 2 **swarms of poisonous snakes** (CR 2)
- ♦ 2 **swarms of wasps** (CR ½)

Level 13. At 13th level, the wave 1 combatants are:

- ♦ 1 **erinyes** (CR 12)
- ♦ 2 **swarms of fiendcats*** (CR 5)
- ♦ 2 **swarms of poisonous snakes** (CR 2)

Level 18. At 18th level, the wave 1 combatants are:

- ♦ 1 **pit fiend** (CR 20)
- ♦ 4 **swarms of fiendcats*** (CR 5)

*See Appendix C

TACTICS

Devils. The devil (barbed devil, erinyes, or pit fiend) starts positioned near the north end of the hall, and uses its movement, ranged attacks, and spells to damage threatening, low-hit-point characters. It is tactically aware and uses the environment to its advantage, telepathically commanding the swarms of creatures to intercept any melee attackers. The devil knows it can't permanently die on this plane and fights without fear.

Swarms. The swarms position themselves according to the devil's intent, but aren't intelligent enough to discern which creatures might have a low Constitution saving throw modifier. The swarms are mindless and also fight without fear of death.

WAVE 2: TONY & CO

Doors. The doors to the north of the tomb are locked without any discernible keyhole; just two fist-sized hexagonal facets. A successful **DC 12 Wisdom (Perception)** check spots that the eyes in the 12-foot-tall statue to the north are made of two fist-sized jet gems, hexagonal in profile. These gems

can be pried free as an action by a creature within reach of them. If both placed in the hollows of each door, the doors open.

It's a Trap! Removing the gems from the statue triggers a delayed trap; on initiative count 20 of the following round, poisonous gas floods from the statue's mouth and the base of each column, covering the floor. The gas lasts for **1 hour**, but doesn't leave the main room. The effect of the gas depends on the hunt's level: At 6th-level, it produces the effect of the *stench* spell (see page 24); at 13th-level, *cloudkill*; and at 18th-level, *cloudkill* as an 8th-level spell. The **save DC** equals the **VDC**. You can narrate the increasing volume of gas becoming more lethal by starting at **1d6** damage on round 1, half the spell's damage on round 2, and the full damage on round 3. When the spell ends, the gems teleport back to the statue's eyes and the doors re-lock. The doors can be opened from the inside without the gems.

Tony & Co. Tony and his handler have taken cover in the sanctum of Dah Roude, the northernmost room. The handler readies an action to fire his tommybow at the first adventurer to enter, while Tony readies the *enrage* spell (see page 23) when the door begins to open, targeting the second player to appear. Wave 2 begins in earnest when these readied actions are realised, but you can stick to initiative and keep using lair actions to make the player characters get a move on.

ENEMIES

In wave 2, the enemies are Tony Two Tails (a **pygmy rakshasa**), and his handler. Note, pygmy rakshasas have a higher CR when fought with their handler due to the synergy of the legendary actions. These are the CRs listed below.

Level 6. At 6th level, the wave 2 combatants are:

- 1 **pygmy rakshasa mewling*** (CR 7)
- 1 **soulbound handler*** (CR 4)

Level 13. At 13th level, the wave 2 combatants are:

- 1 **pygmy rakshasa*** (CR 14)
- 1 **fiendish handler*** (CR 11)

Level 18. At 18th level, the wave 2 combatants are:

- 1 **pygmy rakshasa kingpin*** (CR 21)
- 1 **infernal handler*** (CR 17)

*See Appendix C

TACTICS

Tony and his handler work in tandem; the handler always uses its Guardian reaction if the rakshasa is close enough to benefit from it, while Tony's Devil's Hiss legendary action gives the handler a bonus attack (a product of the infernal fire in the handler's veins).

Tony. Tony's tactics differ depending on whether the handler is alive or not. Tony is not very worried about spellcasters, knowing that his Weavebender reaction allows him to redirect their attempts, or even cause an adventurer's *fireball* to hit their allies. Tony is tactically astute; when choosing a target for a spell that requires a saving throw, take into account the saving throw modifiers of his potential targets.

Handler Alive. If the handler lives, Tony uses his legendary actions to have his handler deal damage. He always tries to have one of his powerful spells active. His first priority is to cast *dominate person* on the most susceptible amongst the party. If this fails, or if he is ever in direct danger, he casts *greater invisibility* or *mislead*. As a secondary priority, Tony uses his claw attacks against a creature that is benefiting from an ongoing spell, in the hopes of cursing the target and halting the spell's benefits.

Handler Dead. If the handler is dead, Tony switches his legendary actions to Purr in the hopes of charming a creature and creating chaos. Tony can then use Devil's Hiss to cause the charmed creature to make an attack against a creature of Tony's choice.

Handler. At the start of the fight, the handler aims to spray as many of the bunched-together adventurers as possible with his tommybow (which can hit two adjacent creatures, making an attack roll for each creature). Once he has emptied his magazine, he throws it to one side and draws his morningstar (he always has his shield equipped). He uses his movement to stay between the rakshasa and the adventurers, but close enough to use his Guardian reaction.

TOMMYBOWS

Tommybows are versions of crossbows with the **Reload** property instead of the **Loading** property, and half its long range. The *Heliana's Guide to Monster Hunting* book has more details.

WAVE 3: MUMMIES

When Tony's normal form is reduced to 0 hit points, triggering his Ninth Life trait, wave 2 ends and wave 3 begins. The tomb's mummies animate; they are soulbound and sworn to aid the will of any devil, such as Tony's archdevil overlords. The mummies roll for initiative on initiative count 0 of the round on which Tony is reduced to 0 hit points, removing the lids to their sarcophagi and standing up. They join the combat the following round.

As the rakshasa finally succumbs to your onslaught, a sound catches your ears. The scrape of sandstone on sandstone is quickly followed by the staccato boom of three lids falling to the ground, the sound echoing around the chamber. At once, the air is filled with musty humidity so ripe you can almost taste it. With a groan, three linen-wrapped figures rise from their stone coffins, and the devil-cat lets out a mirthless chuckle. He is magically raised to his feet and his eyes and wounds glow with a malicious infernal flame.

ENEMIES

In wave 3, the enemies are the mythic form of Tony Two Tails, as well as three undead creatures. The handler may still be present during this wave.

Level 6. At 6th level, the wave 3 combatants are:

- ♦ 1 **pygmy rakshasa mewling*** (CR 6 mythic form)
- ♦ 1 **mummy** (CR 3)
- ♦ 2 **skeletons** (CR 1/4)

Level 13. At 13th level, the wave 3 combatants are:

- ♦ 1 **pygmy rakshasa*** (CR 14 mythic form)
- ♦ 1 **mummified immortal*** (CR 8)
- ♦ 2 **mummies** (CR 3)

Level 18. At 18th level, the wave 3 combatants are:

- ♦ 1 **pygmy rakshasa kingpin*** (CR 21 mythic form)
- ♦ 3 **mummified immortals*** (CR 8)

*See Appendix C

TACTICS

Tony, recognising that he is trapped and his only hope of survival is to attack, becomes hyper-aggressive. If he can, he casts *greater invisibility* or *mislead* as an initial defensive measure, before getting into a good position to affect as many enemies as possible with his Caterwaul mythic action. He has no compunction about harming the mummies if necessary, and will use his Wind Strike mythic action to both attack low AC characters and keep his distance from any hard-hitting melee adventurers.

Undead. The undead fight with no sense of self-preservation, attacking the nearest creatures.



MUMMIFIED
IMMORTAL

OPTIONAL ENDING: CURSE OF DAH ROUDE

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When Tony is slain in his mythic form, an almighty sandstorm begins to brew. You can read the following:

A sound like beads of glass tinkling against a hard floor grows louder and louder. The ceiling and walls are falling apart grain by grain, the trickle rapidly becoming a flood, with glimpses of light visible through the disintegrating ceiling.

Each character has one round to act before, on initiative count 20 of the following round, a whirlwind of sand materialises in a **15-foot-radius, 30-foot-high cylinder** of lightly obscured difficult terrain that spreads around corners and is centred on the central sarcophagus. A creature that starts its turn in this area takes **Vdam** slashing damage and must make a **VDC Strength saving throw** or be pulled **15 feet** towards the whirlwind's centre. On initiative count 20 of each of the following rounds, the whirlwind's radius and height increases by **30 feet**.

On initiative 20 of the fifth round since its formation, the whirlwind implodes, dealing bludgeoning damage equal to twice the **Vdam** to any creature still within its area. The tomb is a ruin, its treasures buried beneath tonnes of sand.

AFTERMATH

Here are some possible outcomes of the hunt:

- If the tomb's main inhabitant (the mummy in the 6th-level hunt and a mummified immortal in the 13th- and 18th-level hunts) is destroyed and its remains burnt, the magic maintaining the tomb is lifted, and it stops shifting location.
- If the mummy from the central sarcophagus is slain but not burnt, the tomb continues to shift locations, and mummies begin plaguing the Lotof's End Desert (a possible future plot hook).
- With the primary purchaser of fish gone, prices plummet, and feasts can be found in every town and village over the next week, with the adventurers the guests of honour at any opportunity.

- The party is compensated by the fishers' union. In addition, any fisher gladly helps them travel up or down the Olong River for free.
- The party makes an ongoing enemy of Tony Two Tails, who eventually reforms in the Hells. He reappears on the Material Plane (in disguise) with a dastardly scheme to acquire the adventurers' souls. He plans to grant them great power in order to combat a fiendish menace. But there's a catch: the menace must be defeated within a strict time limit. Unbeknownst to the party, it is Tony who has brought the devils to the Material Plane and actively acts against the party to keep the devils hidden. If the adventurers don't complete the task within a certain time, he wins their souls.

CACOPHONICS

Cacophonics, the Loot Tavern's resident bard, pesters the party for details upon their heroic return. He later plays the following song:

Searching for the tomb,
The swarms will come and try to block the path
from being used.
The pygmy has his ways,
The fiend has found a way to keep the magic all
at bay.

But our adventurers have found their way
through the dunes and now,
The handler waits to meet his fate only they
know how.
Radiant deliverance his fiendish vigour con-
founds,
And as Tony falls his collar may be swept from the
ground.



YOU CAN PLAY THE
SONG BY SCANNING OR
CLICKING ON THE QR
CODE, OR BY TYPING
IN THE URL BELOW.

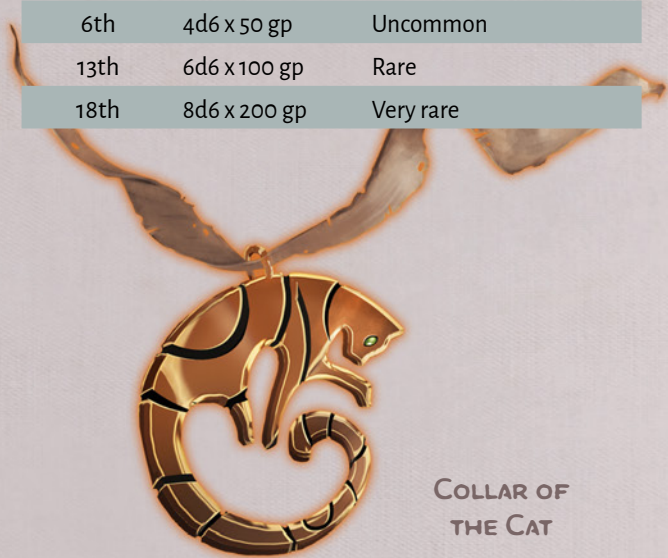
[HELIANA.LT/RAKSHASA](https://heliana.lt/rakshasa)

TREASURE

In the various sarcophagi are a wealth of gold coins and gems (see Treasure table, below). In addition, the handler's magical *splinterspray tommybow* can be gathered from wherever he threw it. Feel free to keep the type of crossbow ambiguous so you can make it useful to your players (e.g., if they use a hand crossbow, give them a hand crossbow).

TREASURE IN DAH ROUDE'S TOMB

Hunt Level	Treasure Objects	<i>Splinterspray tommybow</i> rarity
6th	4d6 x 50 gp	Uncommon
13th	6d6 x 100 gp	Rare
18th	8d6 x 200 gp	Very rare



COLLAR OF THE CAT

HARVESTING

You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest the pygmy rakshasa, which has the following unique components, in addition to the normal components for a fiend. Unlike other fiends, which turn to ash on death, each pygmy rakshasa wears a magical collar that preserves their body (in the hopes that their handler can revive them). This allows the body to be harvested as normal. The party can take this *collar of the cat*, a common magical item that can be socketed into any weapon, spellcasting focus, or piece of clothing. The food component for the unique recipe is a *fiend (pygmy) brain*.

Handler. In addition, an *fiend soul*, the thing that made the handler so powerful, can be harvested (DC 25) from the handler and used to craft the *felinobelix*. You can attract attention to his corpse by narrating it as convulsing, with magic users detecting something trying to escape.

PYGMY RAKSHASA HARVEST TABLE

Component DC	Components
5	Eye (2)
10	Pouch of claws (2)
15	Sinew (2)
20	Brain ^E (1)
25	Soul ^V (1)

^E Indicates component is edible; ^V Indicates component is volatile.

CRAFTING

The following unique items can be crafted from the pygmy rakshasa's (and handler's) components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

PYGMY RAKSHASA CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Claws of Corruption</i>	Weapon (claw)	Uncommon	Required	<i>Pouch of fiend (pygmy rakshasa) claws</i>	<i>Frail</i>	500 gp
		Very rare			<i>Potent</i>	9,400 gp
<i>Eye of the Tiger</i>	Ring	Uncommon	Required	<i>Fiend (pygmy rakshasa) eye</i>	<i>Frail</i>	650 gp
		Very rare			<i>Potent</i>	9,500 gp
<i>Feline's Fury</i>	Weapon (any tommybow)	Rare	Required	<i>Fiend (pygmy rakshasa) soul^V</i>	<i>Robust</i>	4,500 gp
<i>Felinobelix</i>	Wondrous item	Rare	Required	<i>Fiend (handler) soul^V</i>	<i>Robust</i>	2,100 gp
		Legendary			<i>Mythic</i>	41,600 gp
<i>Tail's End</i>	Weapon (any sword)	Rare	—	<i>Fiend (pygmy rakshasa) sinew</i>	<i>Robust</i>	1,600 gp
		Very rare			<i>Potent</i>	6,400 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.



Like all middle-management, pygmy rakshasas are masters of bureaucracy and legalese. They might look like an adorable litty-cat, but: Do. Not. Trust them! If one ever makes a request of you, do the exact opposite of what it wants. Unless it's trying to bluff you; then do exactly what it asks for. Is that clear?

— Heliana, Cat Lover



APPENDIX A — MAGIC ITEMS

CLAWS OF CORRUPTION

Weapon (claw), uncommon (requires attunement)

These rough, menacing gauntlets, constructed from the razor-sharp claws of the pygmy rakshasa, thrum with the power of its hellish essence. The pointed tips of the claws easily dig into rock and metal alike, letting their wearer climb the roughest surfaces with feline agility.

The claws have **4 charges** and regain **all** expended charges daily at dawn.

Rakshasa's Corruption. Blows from this weapon can cause a target's magical energy to turn foul and consume it from within. When you hit a creature with an attack using one of these claws, you can expend **1 charge** to attempt to curse it (no action required). The target must succeed on a **DC 13 Wisdom saving throw** or be **cursed** for **1 minute**.

When a cursed creature starts its turn while under the effect of a spell or while concentrating on a spell, it takes **1d6** necrotic damage.

Catclimb. While wearing a pair of these claws, you gain a climbing speed equal to your walking speed.

Very rare variant: Increase the number of charges to **5**, the **DC** to **16**, and Rakshasa's Corruption's damage to **2d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

COLLAR OF THE CAT

Wondrous item, common (socketable, requires attunement)

While socketed on armour, clothing, a focus, or a weapon, you have a preternatural ability to land on your feet. You have **advantage** on checks made to maintain your footing and you can subtract up to **20 feet** from the fall when calculating falling damage.



CLAWS OF
CORRUPTION

COLLAR OF THE CAT

EYE OF THE TIGER

Ring, uncommon

The tiger's eye gemstone at the centre of this ring gleams with the devious malice peculiar to the fiendish pygmy rakshasa. Spinning slowly in its socket, it studies its wearer and surroundings, almost as if waiting for a time to pounce.

The ring has **5 charges** and regains **all** expended charges daily at dawn.

Arcane Interference. While wearing the ring, whenever you are the target of a spell or make a saving throw against a spell's area of effect, you can use your reaction to tug at the Weave, consuming **1 charge** and attempting to unravel the spell's magic. If the spell is of 2nd level or lower, roll a **d4** and consult the table below to determine the effect, which occurs immediately before the spell's effect. If the spell is 3rd level or higher, this property has no effect.

d4 Effects

- 1 The caster of the spell must make a **DC 13 Wisdom saving throw**, taking force damage equal to **1d6** plus an additional **1d6** for each level of the spell on a failed save, or half as much damage on a successful one.
- 2 The spell's potency is diminished. If the spell requires an attack roll, the roll is made with **disadvantage**. If it requires you to make a saving throw, you have **advantage** on it.
- 3 You absorb a portion of the spell's energy, gaining **temporary hit points** equal to **1d6** plus an additional **1d6** for each level of the spell. These temporary hit points last for **1 minute**.
- 4 You are unaffected by the spell.

Very rare variant: Increase the the number of charges to **6** and the **DC** to **16**. You can now use Arcane Interference when targeted by or in the area of effect of a spell of 5th level or lower; if the spell is 6th level or higher, this property has no effect.



EYE OF THE TIGER





FELINE'S FURY

FELINE'S FURY

Weapon (any tommybow), rare (requires attunement)

An ostentatiously ornate tommybow, the gold-leaf bows are decorated with an array of bedazzling jewels. Rubies and sapphires sparkle with the fire and ice of the Hells, emeralds carry a vitriolic venom, and the diamonds glow with warm, bright sunlight, a delight peculiar to the pygmy rakshasa.

This tommybow consists of five vertically stacked bows, each of which sports a pair of matched, randomly determined gemstones. Roll a **d4** to determine each bow's gemstone pairs: 1, diamonds; 2, emeralds; 3, rubies; 4, sapphires.

Rakshasa's Revenge. You can use an action to imbue a piece of ammunition with one of the following spells (**save DC 15**) and fire the ammunition at a point or target within range: *daylight* (diamond), *fireball* (ruby), *sleet storm* (sapphire), or *stench* (emerald; see page 24). When the ammunition hits a target or surface, it unleashes the imbued spell centred on that point. These spells do not require concentration. You can choose to fire at a point on a surface or at a target; if you miss the target, the effect is centred on whichever surface the ammunition hits (GM's discretion). The gems are destroyed when the spell is cast and their pieces fall to the ground.

Recharge. You can spend **1 minute** replacing a pair of gemstones with diamonds, emeralds, rubies, or sapphires worth at least 100 gp each. So long as the gemstones are matching, then, at the next dawn, they sparkle with arcane power and can be used to imbue the bolts with the associated spells.

FELINOBELIX

Wondrous item, rare (requires attunement)

This foot-high, black, stone cat statue has **3 charges** and regains **all** expended charges daily at dawn. Whenever you roll a die, you can expend **1 charge** to roll another die of the same size (no action required). You can then choose which of the die rolls to use. You can choose to spend the charge after you roll the die, but before the outcome is determined.

If the result of the re-rolled die is a 1, a devil is summoned. Consult the chart below to determine which devil.



FELINOBELIX

FELINOBELIX



Attuner's Level **Devil (CR)**

1-4	Imp (1)
5-8	Barbed devil (5)
9-12	Bone devil (9)
13-16	Ice devil (14)
17-20	Pit fiend (20)

The devil is always the same individual, who has progressed further in the infernal hierarchy with each visitation. It is hostile towards all creatures, but is especially hateful towards you, as it believes you are stealing its luck.

Legendary variant: Increase the number of charges to **6**. As a reaction when another creature you can see within **30 feet** of you rolls a die, you can expend **1 charge** to cause it to roll a second die of the same size; you choose which of the dice to use. If the result of the re-rolled die is a 1, a devil is summoned.

SPLINTERSPRAY TOMMYBOW

Weapon (any tommybow), uncommon

Originally fashioned for low-accuracy ride-by assassinations in urban settings, this magical tommybow retains its predecessors' ability to self-load bolts from an attached magazine, while magically enhancing the attacks to spray splinters of wood and metal towards a target.

This magical tommybow has **6 charges** and regains **all** expended charges daily at dawn.

Splinterspray. As an action, you can pull the trigger extra hard, expending **1 charge**, and causing the ammunition to splinter into thousands of wood-and-metal shards. Instead of the normal attack against a single target, make separate attack rolls against two creatures within **5 feet** of each other. On a hit, a creature takes piercing damage equal to **2d4** (plus any modifiers normally added).

Reload (3). After you make three attacks with this weapon, you must reload it using an action.

Rare variant: Increase the number of charges to **9** and Splinterspray's damage to **3d4**.

Very rare variant: Increase the number of charges to **12** and Splinterspray's damage to **4d4**.



SPLINTERSPRAY
TOMMYBOW

TAIL'S END

Weapon (any sword), rare

The blade of this wicked khopesh is composed of several individual sections linked by a sturdy chain running through the weapon's length. Always dry to the touch, this magical blade appears to continuously absorb any water with which it comes into contact.

Split at the Seams. As a bonus action, you can press a button hidden on the weapon's hilt to cause the sections comprising the blade to magically detach from one another, remaining connected by the chain. Until reformed as a sword as a bonus action, this weapon loses its former sword properties and gains those of a whip.

Unquenchable Thirst. When you roll a 20 on an attack roll made with this weapon, it releases a deadly burst of desiccating, negative energy that drains moisture from a target, forcing it to make a **DC 15 Constitution saving throw**. On a failed save, the target takes **6d6** necrotic damage and is desiccated for **1 minute**. On a successful save, a creature takes half as much damage and isn't desiccated. A desiccated creature's skin turns dry and brittle, rupturing with ease, and causing the creature to take an additional **1d4** slashing damage whenever it takes bludgeoning, force, piercing, slashing, or thunder damage. A desiccated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on creatures without skin or on those **immune** to necrotic damage.

Very rare variant: Increase the **DC** to **16** and the necrotic damage to **10d6**. Attacks made against a desiccated creature now deal an extra **1d8** slashing damage.

MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

RAKOYAKI

Fiend (pygmy) brain, plus blood; DC 16

You can't be affected or detected by spells of a certain level or lower unless you wish to be. The level of spells affected increases with the meal's rarity, which is determined by your party's level.

Level	Rarity	Spell Level
1-4	Uncommon	Cantrip
5-10	Rare	1st level
11-16	Very rare	2nd level
17-20	Legendary	3rd level

TAIL'S END



RAKOYAKI



APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically. The tamer class mentioned in some spell lists is available in *Heliana's Guide to Monster Hunting*.

Biomancy. Biomantic spells revolve around living matter and its manipulation. If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied.

AURA OF IMPURITY

4th-level abjuration

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V

Duration: Concentration, up to 1 minute

Class: Paladin, Tamer, Warlock

Enervating energy radiates from you in an aura with a **30-foot radius**. Until the spell ends, the aura moves with you, centred on you. Each creature of your choice that enters the aura for the first time on its turn or starts its turn there must succeed on a **Charisma saving throw** or become drained until the end of its next turn. While drained, a creature must roll a **d4** and subtract the number rolled from each ability check, attack roll, or saving throw it makes, and any hit points a creature regains are reduced by half.

CAN'TRIP

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Class: Bard, Sorcerer, Warlock, Wizard

You temporarily tangle the Weave around a creature within range that you can see. Until the start of your next turn, each time the creature tries to cast a cantrip whilst this spell affects it, it must succeed on a **spellcasting ability** check against your **spell save DC** or waste its action (but not a spell slot). The spell ends if the target moves out of the spell's range.

The maximum level of spell inhibited by this cantrip increases when you reach 5th level (1st-level spells), 11th level (2nd-level spells), and 17th level (3rd-level spells).

CANNOTRIP

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock, Wizard

Choose a creature you can see within range. Each time the target tries to cast a spell of equal or lower level than this spell, it must succeed on a **spellcasting ability** check against your **spell save DC** or waste its action (but not its spell slot).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inhibit spells 1 spell level higher for each slot level above 1st.

ENRAGE

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a red handkerchief)

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: 120 feet (40-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Class: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius, 100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

STENCH

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a skunk's tail)

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Sorcerer, Warlock, Wizard

Emanating from a point within range, a noxious, **20-foot-radius sphere** of colourless fumes creates a choking, eye-watering miasma that penetrates through creatures' skin.

When a creature enters the spell's area for the first time on its turn or starts its turn there, it must make a **Constitution saving throw**. It takes **3d6** poison damage and becomes **poisoned** until the end of its next turn on a failure, or takes half as much damage and is not poisoned on a success. Whilst poisoned in this way, a creature has **disadvantage** on saving throws made to maintain its concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

WEAVEBEND

4th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within range casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

You attempt to redirect a spell cast by a creature you can see. If the creature is casting a spell of 3rd level or lower, you can redirect the spell. If the spell involves a **ranged spell attack**, you can cause the ranged spell attack to target a different target of your choice within **10 feet** of its original target. If the spell has an area of effect, you can shift the area of effect up to **10 feet** in any direction. If the creature is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell is redirected as described.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell is automatically redirected as described if its level is less than the level of the spell slot you used.

WEAVE ENTANGLEMENT

6th-level abjuration

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a piece of felt)

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Wizard

You imperceptibly tangle the threads of the Weave in a **20-foot-radius sphere** centred on a point you can see within range. Whenever a creature attempts to cast a spell of 1st level or higher in this area, it must make an ability check with its **spellcasting ability** against your **spell save DC**. On a success, the spell is cast as normal. On a failure, the spellcaster casts the spell and produces an additional effect. Roll a **d10** and consult the following table to determine the additional effect:

d10	Effect
1	The spellcaster casts <i>gravity smash</i> *
2	The spellcaster casts <i>phantasmal killer</i>
3	The spellcaster casts <i>confusion</i>
4	The spellcaster casts <i>fireball</i>
5	The spellcaster casts <i>zippit!</i> *
6	The spellcaster casts <i>web</i>
7	The spellcaster casts <i>darkness</i>
8	The spellcaster casts <i>silence</i>
9	The spellcaster regains 2d10 hit points.
10	The spellcaster doesn't expend a spell slot to cast its spell.

*See Appendix B

Any additional spell cast this way targets or is centred on the spellcaster, who has no control over the spell's effects. The DC for any saving throws equals the spellcaster's **spell save DC**. In the case of concentration spells, no concentration is required. At initiative count 20 of each round, roll a **d20** for each ongoing additional effect. On a roll of 11 or higher, that effect ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you increase the radius of the area affected by **10 feet** for each slot level above 6th.

ZIPPIT!

3rd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 reaction, which you take when a creature within range vocalises

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Sorcerer, Warlock, Wizard

In response to a creature vocalizing, you make a sharp sound and hold a finger up in an attempt to interrupt them. The target must succeed on a **Constitution saving throw** or become silenced as its mouth is fused shut for the duration. If you silence a target that is casting a spell with verbal components, the target's spell slot isn't expended, but its action is wasted.

At the end of each of its turns, the target can make a **Strength saving throw** as it tries to tear open its mouth. On a success, the target takes **1d8** slashing damage and is no longer silenced. Alternatively, as an action, the target can use a bladed implement to cut open its mouth, taking **1d8** slashing damage and ending the silence.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

APPENDIX C – CREATURES

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 off 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 even by 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 bludgeoning, cold, fire, lightning, piercing, and slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Fiendish Audacity. The swarm's AC includes its Charisma modifier.

Spellcasting. As long as it has more than half of its hit points, the swarm can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 14**):

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

*See Appendix B; **bold** indicates combat spell; ^c indicates concentration.

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 cat. 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 in the swarm's space. *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 make a **DC 13 Constitution saving throw**, taking 14 (4d6) poison damage and becoming **poisoned** for **1 minute** on a failure, or taking half as much damage and not becoming poisoned on a success.

SWARM OF
FIENDCATS



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.

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) **Proficiency Bonus** +2

Fiendish Audacity. The handler's AC 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.

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) **Proficiency Bonus** +4

Fiendish Audacity. The handler's AC 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.

Deals With Devils. Who says crime doesn't pay? Stronger, more lethal, and more hardy than even a master-at-arms, handlers 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...?

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)

Proficiency Bonus +6

Fiendish Audacity. The handler's AC 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:* 27 (4d10 + 5) 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.

PYGMY RAKSHASA

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

Weave Bender. While the pygmy rakshasa'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 Vicious. Like their cousins, pygmy rakshasa are evil spirits embroiled in mortal, feline flesh. If killed on the Material Plane, a pygmy rakshasa 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 hardiest 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 have a tendency to always land on their feet, gaining **advantage** on any ability checks or saving throws they make to prevent falling prone.
- ♦ **Sunbeams.** 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 **VDC Wisdom saving throw** 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 a pygmy rakshasa lives, it can invoke the ambient magic of its lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Weave Snap Damage
6th	13	5 (2d4)	2 (1d4)
13th	16	14 (4d6)	4 (1d8)
18th	18	28 (8d6)	7 (2d6)



PYGMY RAKSHASA MEWLING

Small fiend, lawful evil

Armour Class 15 (natural armour)

Hit Points 65 (10d6 + 30)

Speed 35 ft.

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

Saving Throws Dex +6

Skills Deception +7, Insight +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 6 (2,300 XP) or 8 (3,900 XP) if paired with Soulbound Handler.

Proficiency Bonus +3

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 would be reduced to 0 hit points, its current hit point total instead resets to **65** hit points and it 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 2,900 XP (5,200 XP total) for defeating the rakshasa after its Ninth Life activates.

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 15, +7** to hit with spell attacks):

At will: **can'trip**^{*}, *detect thoughts*[†], *disguise self*, *minor illusion*

3/day each: *charm person*, *detect magic*[†], **enrage**^{†*}, *major image*[†], *suggestion*[†]

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

^{*}See Appendix B; **bold** indicates combat spell; [†] indicates concentration.

ACTIONS

Multiattack. The rakshasa makes two Claw attacks.

Claw. *Melee Weapon Attack:* **+6** 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 target can hear the rakshasa and is within **120 feet** of it, it 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 15 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 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 (**+7** to hit) 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 15 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.

Lair Actions. On initiative count 20 (losing initiative ties), the rakshasa takes one of the following lair actions; the rakshasa can't take the same lair 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 **VDC 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

Small fiend, lawful evil

Armour Class 17 (natural armour)

Hit Points 153 (18d6 + 90)

Speed 35 ft.

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

Saving Throws Str +4, Dex +8

Skills Deception +9, Insight +7, Stealth +8

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) or 14 (11,500 XP) if paired with Fiendish Handler.

Proficiency Bonus +4

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 would be reduced to 0 hit points, its current hit point total instead resets to **153** hit points and it 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 (17,400 XP total) for defeating the rakshasa after its Ninth Life activates.

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 17, +9** to hit with spell attacks):

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

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

^{*}See Appendix B; **bold** indicates combat spell; [°] indicates concentration.

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 target can hear the rakshasa and is within **120 feet** of it, it 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 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 (**+9** to hit) 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.

- ♦ **Swarm.** The pygmy rakshasa targets one Large or smaller creature within its lair, causing a horde of Tiny beasts and fiends to swarm over it. The creature must make a **VDC Strength saving throw**. On a failure, the creature takes **Vdam** piercing damage and is **restrained** until initiative count 20 on the next round.
- ♦ **Weave Snap.** The pygmy rakshasa targets one

creature within its lair that is attuned to a magic item or under the influence of a spell (GM's discretion), and forces it to make a **VDC Charisma saving throw**. On a failure, the creature takes **Vdam** 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.

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.

Proficiency Bonus +6

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 would be reduced to 0 hit points, its current hit point total instead resets to **237** hit points and it 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 (51,000 XP total) for defeating the rakshasa after its Ninth Life activates.

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 21, +13** to hit with spell attacks):

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

^{*}See Appendix B; **bold** indicates combat spell; [°] indicates concentration.

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 target can hear the rakshasa and is within **120 feet** of it, it 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 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 (**+11** to hit) 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.

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'—a blessing that imbues them with undeath and serpent-like deadliness. Though saved from death, these indefatigable immortals are doomed to an eternal, joyless half-life, traipsing the sandstone 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 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, paralysed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Infernal, Common, Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +3

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.



APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of a "tamer" with "character".

RAKITTEN

Type: Fiend

Creature Component: Any rakshasa

Bonus Tamer Improvement: Cat's Curse and +2 Hit Dice

We've all heard of a bull in a porcelain shop, but a rakitten is much worse. They can't help but knock off anything close to an edge, especially if it looks

delicate and valuable. Fortunately, they make up for this irritating, fiendish behaviour with an ability to control spellcasters, redirecting their spells and cursing them with antimagic properties.

If any of the rakitten's traits or actions require saving throws, it is always against the rakitten's **save DC**, as calculated as follows:

$$\text{Save DC} = 8 + \text{the tamer's proficiency bonus} + \text{the rakitten's Charisma modifier}$$

TAMER LEVEL

CAT'S CURSE

PREREQUISITE: BECOME COMPANION

"Don't cross this black cat."

1

LIMITED ANTIMAGIC

PREREQUISITE: —

"The bane of magicians everywhere."

GROWTH I

PREREQUISITE: —

"What a large housecat. ..."

3

RAKISH RESILIENCE

PREREQUISITE: —

"Their arrogance keeps them safe."

WEAVEBENDER

PREREQUISITE: —

"Stop. Messing. With my spells!"

MULTIATTACK

PREREQUISITE: —

"Slice 'n' dice."

5

WIND STRIKE

PREREQUISITE: —

"Where is my cat?"

GROWTH II

PREREQUISITE: GROWTH I

"...More like a housepanther. ..."

9

DEVIL'S PURR

PREREQUISITE: —

"More like RaCUTEn."

13

GROWTH III

PREREQUISITE: GROWTH II

"...House... lion!?"

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MONSTER TRAINER

If you are a tamer, you can grant the rakitten the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

CAT'S CURSE

Prerequisite: become a tamer's companion

Type: Active (bonus action)

When the rakitten hits a creature with a Claw attack on its turn, it can use a bonus action to attempt to afflict the creature with the cat's curse for **1 minute**. The creature must succeed on a **Charisma saving throw** or be unable to benefit from spells of a level lower than the tamer's proficiency bonus. A creature affected by this curse can repeat the saving throw at the end of each of its turns, ending the effect on a success.

After the rakitten has used this action, it can't do so again for **1 minute**.

The rakitten gains this improvement when it becomes a companion; it doesn't cost an improvement.

GROWTH I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The rakitten's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Claw attack increases to a **d6**.

LIMITED ANTIMAGIC

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The rakitten can't be affected or detected by spells of 1st level or lower unless it wishes to be.

When the rakitten's tamer reaches 9th, 13th, and 17th level in the tamer class, the level of spell against which the rakitten can't be affected or detected increases to 2nd, 3rd, and 5th level, respectively.

RAKISH RESILIENCE

Prerequisite: 5th-level tamer

Type: Passive (companion)

The rakitten gains a **bonus** to its AC equal to its Charisma modifier while it isn't wearing armour.

RAKITTEN

Tiny fiend, lawful evil

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Cat's Grace. When the rakitten falls and isn't incapacitated, it can subtract up to **30 feet** from the fall when calculating falling damage. In addition, it has **advantage** on ability checks and saving throws made to avoid the prone condition.

Swipey. While not in combat, the rakitten takes any opportunity it can to knock things off shelves and ledges.

ACTIONS

Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) slashing damage.

Ethereal Paw. A spectral, magical, floating paw appears at a point the rakitten chooses within **30 feet** of it. The paw lasts for **1 minute** or until the rakitten dismisses it as a bonus action. The paw vanishes if it is ever more than **30 feet** away from the rakitten or if the rakitten uses this action again.

The rakitten can use its action to control the paw. It can use the paw to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. It can move the paw up to **30 feet** each time it uses it. The paw can't attack, activate magic items, or carry more than **10 pounds**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the rakitten can make two Claw attacks.

WEAVEBENDER

Prerequisite: 5th-level tamer

Type: Active (reaction)

As a reaction 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 rakitten, the rakitten 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 origin up to **10 feet** in any direction.

The rakitten can use this reaction a number of times equal to its Charisma modifier. It regains all expended uses when its tamer finishes a long rest.

GROWTH II

Prerequisite: 9th-level tamer, Growth I

Type: Passive (companion)

The rakitten's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Claw attack increases from a d6 to a **d8**.

WIND STRIKE

Prerequisite: 9th-level tamer

Type: Active (no action)

For the next **minute**, the rakitten can use a bonus action to teleport up to **30 feet** to a space it can see. If it makes a Claw attack immediately after teleporting and the attack hits, the target takes additional force damage equal to the rakitten's Charisma modifier (minimum 1).

After the rakitten uses this action, it can't do so again until its tamer finishes a long rest.

DEVIL'S PURR

Prerequisite: 13th-level tamer

Type: Active (action)

As an action, the rakitten lets out a low, thrumming purr. Each creature of the rakitten's choice within **30 feet** of it that can hear it must succeed on a **Wisdom saving throw** or be **charmed** by the rakitten until the end of the rakitten's next turn. A creature charmed in this way regards the rakitten as its own offspring, acting protectively towards it.

After the rakitten uses this action, it can't do so again until its tamer finishes a short or long rest.

GROWTH III

Prerequisite: 17th-level tamer, Growth II

Type: Passive (companion)

The rakitten size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Claw attack increases from a d8 to a **d10**.

APPENDIX E — SOUNDS

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