



**A TALE OF TWO TAILS**

**6<sup>TH</sup>, 13<sup>TH</sup>, OR 18<sup>TH</sup> LEVEL**  
**5TH-EDITION ADVENTURE**  
**HELIANA'S GUIDE TO MONSTER HUNTING**

# HELIANA'S GUIDE TO MONSTER HUNTING

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# FOREWORD

Keep yourselves under control folks, it's going to be hard not to get *catty* when your fireballs go awry!

This PDF here is the seventh standalone release from the upcoming book, *Heliana's Guide to Monster Hunting*. In addition, this is a beta test! That means that stuff could change between this PDF and the final version of the book. If you have any feedback, don't hesitate to reach out to Humpdink The Warlock (that's me) on my [Discord server](#).

Note, the harvesting and crafting mechanics in this PDF are a light, placeholder version. We have beta playtests for both those systems in aforementioned Discord server.

In *Heliana's* we're introducing some new formatting—**bolding**, *italics*, and **colour**—to help you reference key info at a glance. *Italics* are used normally: they indicate either a *spell*, *magic item*, *name of a vessel* (e.g. *Boaty McBoatface*), or that the word comes from a *different language*. **Checks and saves** are always in a bold teal, even when its just the **DCs**. **Dice**, **conditions**, **charges**, and **monster names** are all **bolded** too. Oh—and a little superscript <sup>s</sup> indicates that the monster is in the SRD, the free-to-play 5e ruleset.

So, when your players finally make their feline weapons, they can quickly reference that they can spend **1 charge** as an action to force their target to make a **DC 15 Constitution saving throw**, with the target taking **3d6** poison damage and becoming **poisoned** on a failure.

Jess, Mo, and I are extremely grateful to all our backers, on the Kickstarterer, YouTube, Patreon, and elsewhere for helping us make our dream jobs reality. Thanks, folks. You rock.

– Max, Lead Writer

# INTRODUCTION

This adventure, *A Tail 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 adventure should earn enough experience to progress one third of the way to 6th, 14th, or 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 great boons in this adventure.



# 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 cutthroat 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.

## SUMMARY

Here's the main info to digest:

**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 adventure 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 hell.
- ♦ **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.

**Talouc.** Talouc is a couatl, a celestial that has shape-changed to appear like an androgynous 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.

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). They don't know of the rakshasa's existence, *per se*, but have deduced the likely cause to be fiendish in origin.

## QUEST REWARDS

Adventure Level	Suggested Reward	XP Reward*
6th	4,200gp	2,500
13th	20,000gp	6,700
18th	39,500gp	13,000

\*Includes all scripted monsters, averaged for 4 player characters

# LOTOF'S END

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 runs along one side, 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. Using the tracking rules on page XX (not in this PDF), it is suggested that each tracking check takes a full day and that both three checks and three successes are required. This number is perfect for introducing the party to the three clues about their quarry, detailed in the 'Exploration' section of each clue below. Talouc keeps their celestial nature a secret.

**Environment: Water.** The desert is hot and water is scarce. A creature requires twice as much water to survive each day as normal. If an adventurer wishes to search for water, have them make a separate tracking check with a hard DC (20 or more); on a success water is found and 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. Thorough there are several miles of rolling dunes, there are also 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 sprays of 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, 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 is patterned with feathers of gold and rust and the males of its species sport a plume of iridescent indigo. It's 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 to use their rich, juicy meat in a pie of pastry. 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 cat's eye 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!

## 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 so careful with her fireballs usually, 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

CLUE 1 - IMAGE OF RAKSHASA EYE (ENLARGE COMPARED TO HANDOUT;  
DRAW AT 600 DPI.

cast even the most basic spell and they often came out with unintended consequences (see *weave entanglement*, page 19). It took all her skill just to cast *expeditious retreat* and escape, before returning to mourn her fallen comrades.

### **CLUE 3: RADIANT DELIVERANCE**

The handler has a trait (Fiendish Vigour) 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*, 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.

CLUE 3 - MAGICAL DAMAGE VS TUMOROUS REGROWTH



# LAIR: DAH RHOUDE'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.

## REGIONAL EFFECTS

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

- ♦ **Hairweeds.** Tumbleweeds made of cat hair abound wherever the wind takes them.
- ♦ **Land on Your Feet.** Creatures always have a tendency to land on their feet, gaining **advantage** on any ability checks or saving throws they make to prevent falling **prone**.
- ♦ **Sunbeams.** Even in the absence of clouds, sunbeams create particularly comfortable areas in which to stretch out and relax. When a creature starts a short rest in such an area, it must succeed on a **Wisdom saving throw** (DC equals the lair action DC below) or fall asleep for the rest's duration. Regardless of the result, such a creature gains 1 additional hit point for each Hit Die it spends to recover hit points at the end of the rest.
- ♦ **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 **Wisdom (Perception)** check against the lair action DC observes the insects and can fight them off (they retreat if reduced to half 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 tracking 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 adventure.

## LEVEL-BASED LAIR ACTION STATISTICS

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

## GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

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

- ♦ **Fish Guts.** The internal viscera of thousands of fish pours down in a **10-foot-radius, 30-foot-high cylinder**. Each creature in the area must succeed on a **Constitution saving throw** or become **poisoned** until initiative count 20 on the next round. Until the fish are removed, the ground in the area is difficult terrain and a creature in this area has **disadvantage** on saving throws made to maintain its concentration.
- ♦ **Swarm.** Tony targets one Large or smaller creature within his lair, causing a horde of Tiny beasts and fiends to swarm over it. The creature must make a **Strength saving throw**. On a failure, the creature takes piercing damage and is **restrained** until initiative count 20 on the next round.
- ♦ **Weave Snap.** Tony targets one creature within his lair that is attuned to a magic item or under the influence of a spell (GM's discretion) and forces it to make a **Charisma saving throw**. On a failure, the creature takes force damage for each magic item it is attuned to as well as for each level of spell currently affecting it. On a success, it takes half as much damage.

MAP A. TOMB OF  
DAH ROUDE



PATREON | CZEPEKU

1 SQUARE = 5 FEET

# 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. 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 bi-pedal 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.

When the players first enter, you can 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?"

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.

**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.

## 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 are the gems that were in the doors' locks; they teleport back to the eye when the doors are closed).

SWARM OF  
FIEND CATS





PYGMY RAKSHASA (LEFT) AND  
ITS MYTHIC FORM (RIGHT)

## 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 mentioned, 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)

## TACTICS

**Devils.** The devil (barbed devil, erinyes, or pit fiend) starts positioned towards the back of the hall, and uses its movement and ranged attacks or spells to damage any ‘glass cannon’ type characters in the party. 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 character within reach of them. If placed in both the hollows in both doors, 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 **one hour** but doesn't leave the main room. The effect of the gas depends on the adventure's level: At 6th-level, it produces the effect of the *stench* spell. At 13th-level, *cloudkill*. And at 18th-level, *cloudkill* as an 8th-level spell. The save DC equals the lair action save DC above. You can narrate the increasing volume of gas becoming more lethal by starting at 1 dice-worth of damage on round 1, half the spell's damage on round 2, and the full damage on round 3.

**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 Appendix B) 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 6)
- ♦ 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)

## TACTICS

Tony and his handler work in tandem; the handler always uses its Guardian reaction if the rakshasa is close enough to benefit, 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 action use 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.

## 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 Tony Two Tails 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.

**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)

### 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 lower-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.



## 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, 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 slashing damage equal to the lair action Swarm damage (see page 6) and must make a **Strength saving throw** (DC equals lair action DC) or be pulled **15 feet** towards the whirlwind's centre. At 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 lair action damage 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 adventure:

- If the tomb's main inhabitant (the mummy in the 6th level adventure and an immortal in the 13th and 18th level adventures) is destroyed and its remains burnt, the magic maintaining the tomb is lifted, and it stops shifting location.
- If the main inhabitant is slain but not burnt, the shifting location of the tomb continues and mummies begin plaguing the Lotof's End Desert (a possible future plot hook).
- With the main purchaser of fish gone, prices plummet, and feasts can be found in every town and village over the next week, with the adventurers the guest 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 can grant them great (and fiendish) power in order to complete a noble task, such as defeating a group of marauding devils, within a strict time limit. Unbeknownst to the party, he has brought the devils to the Material Plane and actively acts against the party, keeping the devils hidden. If the adventurers don't complete the task within a certain time, he wins their souls.

# 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 player (e.g., if they want a hand crossbow, give them a hand crossbow).

## TREASURE IN SLKVOL'S CAVE

Adventure 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

# HARVEST

The pygmy rakshasa has the following unique components. 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 *pygmy cat collar*, a common magical item that can be socketed into any weapon, spellcasting focus, or piece of clothing.

## PYGMY RAKSHASA CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Cost
<i>Cat claw</i>	Weapon (claws)	Uncommon	—	<i>Pouch of pygmy claws</i>	<i>Frail</i>	200 gp
		Very rare			<i>Potent</i>	3,200 gp
<i>Felinobelix</i>	Wondrous item	Rare	Required	<i>Infernal soul</i> (from handler), <i>phial of pygmy blood</i>	<i>Fair</i>	1,600 gp
		Legendary			<i>Mythic</i>	32,000 gp
<i>Catseye ring</i>	Ring	Uncommon	—	<i>Pygmy eye</i> , <i>pygmy soul</i>	<i>Frail</i>	200 gp
		Very rare			<i>Potent</i>	3,200 gp
<i>Scarf of the eternal sunbeam*</i>	Wondrous item	Rare	Required	<i>Pygmy pelt</i>	<i>Fair</i>	1,600 gp
<i>Tail's end</i>	Weapon (khopesh, any sword)	Rare	Required	<i>Pouch of pygmy teeth</i> , <i>pygmy sinew</i>	<i>Fair</i>	1,600 gp
		Very rare			<i>Potent</i>	6,400 gp

\*Incoming in next update

**Handler.** In addition, an *infernal 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	<i>Pygmy eye</i> (up to 2), <i>phial of pygmy blood</i> (∞)
10	<i>Pouch of pygmy claws</i> (up to 2), <i>pouch of pygmy teeth</i> (up to 2)
15	<i>Pygmy sinew</i> (up to 3)
20	<i>Pygmy pelt</i> (up to 1)
25+	<i>Pygmy soul</i> (up to 1) <sup>v</sup> , <i>essence</i>

# CRAFTING

For the sake of this standalone hunt, you can use the following, abridged crafting rules. The players can bring the harvested components to L'Arène in the Loot Tavern, or another crafting master, buy the *essence* (*frail*, 150 gp; *fair*, 750 gp; *potent*, 3,000 gp; *mythic*, 7,500 gp), and pay the crafting cost. Components from the pygmy rakshasa can be sold for 10 times their component DC, and *essence* can be sold for half the purchase cost.



# APPENDIX A - MAGIC ITEMS

## SOCKETING

One of the familiar gaming concepts *Heliana's Guide* introduces to 5e is socketing. Charms, runes, and other socketable wondrous items enhance weapons, armour, and items that you wear. A creature with proficiency in any of the following tools can take 1 hour to attach a socketable item to a host weapon or worn item in such a way as to confer its benefits to the bearer of that item:

- Carpenter's tools;
- Cobbler's tools;
- Glassblower's tools;
- Leatherworker's tools;
- Smith's tools;
- Tinker's tools;
- Weaver's tools;
- Woodcarver's tools.

**Sockets.** Items have a number of slots based on their rarity. Common, uncommon, and artifact level items have no slots:

- **Rare:** 1 slot;
- **Very rare:** 2 slots;
- **Legendary:** 3 slots.

**Attunement.** Socketable items specify whether the items they're slotted on must be attunable or not. If a socketable item marked as 'attunable' is slotted onto a magic item that doesn't require attunement, the item gains the 'Optional Attunement' property (see "New Attunement Options", below). The benefits of the slotted item are gained only while attuned to that host item.

**Removal.** A creature can make a **DC 10 Dexterity** or **Intelligence** check using proficiency in any of the above tools to try and safely remove a socketable item. On a success, the socketable item is removed and can be reused. On a failure, the socketable item is broken during removal and can no longer be used.

## NEW ATTUNEMENT OPTIONS

Some items in *Heliana's Guide* have two new types of attunement: optional and enhanced.

**Optional.** Properties described as being 'Optional Attunement' or 'OA' grant their benefits only when

a character attunes to the item. Any other properties the item has (i.e. those not marked 'OA') are granted to the item's user even if they aren't attuned.

**Enhanced.** These items have additional magical features that can be unlocked. Usually, this requires the player to fulfill a pre-requisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. This pre-requisite task can add depth to your world and provides a cost that offsets the significant power increase enhancement can afford.

## NEW PROPERTIES

*Heliana's Guide* introduces one new property, loud, and one modified property, reload.

**Loud.** The sound of the weapon (typically a firearm) discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

**Reload (X).** A limited number of shots, specified by the number in parentheses after the reload property, can be made with this weapon. A character must then reload it using an action. As a bonus action, a creature can try to do a quick reload, making a **DC 15 Dexterity (Sleight of Hand)** check. On a success, the creature reloads the weapon.

## TOMMYBOWS

Tommybows are repeating crossbows that mirror the three types of normal crossbows: hand, heavy, and light. They are composed of a magazine of bolts and stacked bows, an unwieldy arrangement that reduces their effective range in comparison to their crossbow counterparts. Tommybows replace the loading property of their crossbow counterpart with the reload property. The cost of the item is proportional to the amount of ammunition it can hold (the value in parentheses), with the maximum reload (6) tommybow costing six times its crossbow counterpart's price.

Tommybow Base Model	Cost					Range
	Reload (2)	Reload (3)	Reload (4)	Reload (5)	Reload (6)	
Hand crossbow	150 gp	225 gp	300 gp	375 gp	450 gp	30/60 ft.
Light crossbow	50 gp	75 gp	100 gp	125 gp	150 gp	80/160 ft.
Heavy crossbow	100 gp	150 gp	200 gp	250 gp	300 gp	100/200 ft.

## NEW MAGIC ITEMS

### CAT CLAW

Weapon (claw), uncommon (requires attunement)

This rough, menacing gauntlet constructed from the razor-sharp claws of the pygmy rakshasa, thrums 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.

While wearing these claws, you gain a climbing speed equal to your walking speed. 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 unarmed strike using these claws, you can spend **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.

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



CAT CLAW



## CATSEYE RING

Ring, uncommon

The tigerseye at the center 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. If the spell is 3rd level or higher, this property has no effect.

### d4 Effects

- |   |  |
|---|--|
| 1 | The caster of the spell must make a <b>DC 13 Wisdom saving throw</b> , taking force damage equal to <b>1d6</b> plus an additional <b>1d6</b> 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 <b>disadvantage</b> . If it requires you to make a saving throw, you have <b>advantage</b> on it.                                       |
| 3 | You absorb a portion of the spell's energy, gaining <b>temporary hit points</b> equal to <b>1d6</b> plus an additional <b>1d6</b> for each level of the spell. These temporary hit points last for <b>1 minute</b> .                   |
| 4 | You are unaffected by the spell.   |

**Very Rare variant.** Increase the **save DC** of Arcane Interference to **16** and the number of charges to **6**. You can now use the ring when targeted by or in the area of effect of a spell of 5th level or lower.



CATSEYE RING



## 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 spend **1 charge** to roll another die of the same size (no action required). You can then choose which of the dice 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 rolled die is a 1, a devil is summoned. Consult the chart below to determine which devil.

Attuner's Level	Devil (CR)
1-4	Imp (1)
5-8	Barbed devil (5)
9-12	Bone devil (9)
13-16	Ice evil (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.

## SPLINTERSPRAY TOMMYBOW

*Weapon (any tommybow), uncommon*

Originally fashioned for low-accuracy ride-by assassinations in urban settings, this magical bone 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.

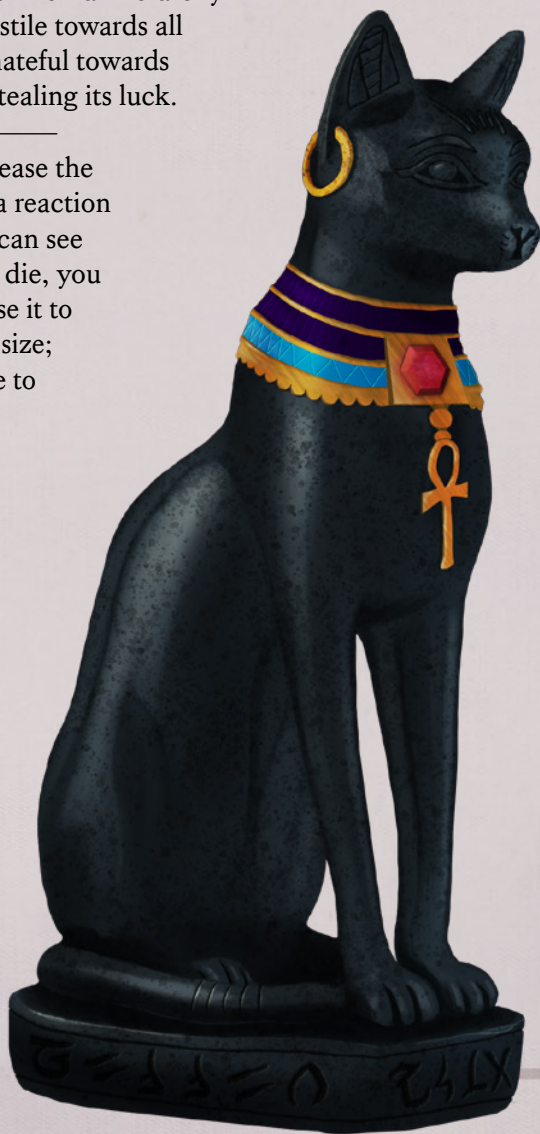
This magical tommybow has **6 charges** and regains all expended charges daily at dawn.

**Splinterspray.** As an action, you can pull the trigger extra hard, spending **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 a separate attack roll against two creatures within 5 feet of each other. On a hit, a creature takes piercing damage equal to **2d4** (plus your Dexterity modifier as normal).

**Reload (3).** After you make three attacks with this weapon, you must reload it using an action. As a bonus action, you can try to do a quick reload, making a **DC 15 Dexterity (Sleight of Hand)** check. On a success, you reload the magazine.

**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**.



FELINOBELIX

## TAIL'S END

Weapon (khopesh, 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 save DC to **16** and the necrotic damage to **10d6**. Attacks made against a desiccated creature now deal an extra **1d8** slashing damage.



TAIL'S END

# APPENDIX B - SPELLS

## CANNOTRIP

1st-level abjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Mechanism:** Debuff; **Spellcasting ability check**

**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 spellcasting action.

**At Higher Levels.** The maximum level of spell inhibited by it is equal to the level of spell slot expended.

## WEAVEBENDER

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

**Mechanism:** Utility

**Classes:** 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 and the spell involves a ranged spell attack or creates an area of effect, you can cause the ranged spell attack to target a different target within 10 feet of its original target, or 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 if its level is less than the level of the spell slot you used.

## WEAVE ENTANGLEMENT

5th-level abjuration

**Casting Time:** 1 action

**Range:** 90 feet

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

**Duration:** Concentration, up to 1 minute

**Mechanism:** Debuff; **Spellcasting ability check**

**Class:** Bard, Sorcerer, Wizard

You imperceptibly tangle the threads of the Weave around a creature you can see within range. Whenever the creature attempts to cast a spell of 1st level or higher before the spell ends, it must make an ability check with its **spellcasting ability** against your spell save DC. On a failure, the spell fails, wasting the action, but not the spell slot. On a success, 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>phantasmal killer</i> .
2	The spellcaster casts <i>confusion</i> .
3	The spellcaster casts <i>fireball</i> .
4	The spellcaster casts <i>slow</i> , targeting all creatures within the area.
5	The spellcaster casts <i>web</i> .
6	The spellcaster casts <i>darkness</i> .
7	The spellcaster casts <i>silence</i> .
8	The spellcaster doesn't produce an additional effect.
9	The spellcaster regains <b>2d10</b> hit points.
10	The spellcaster doesn't expend a spell slot to cast its spell.

The spellcaster can't control the effects, and any additional spell cast this way targets or is centred on the spellcaster. The DC for any saves 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 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

# APPENDIX C - CREATURES

## FIENDCATS

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

- Heliana, cat owner

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

### SWARM OF FIENDCATS

*Medium swarm of tiny fiends, lawful evil*

**Armour Class** 16 (Fiendish Audacity)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., climb 30 ft

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

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

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 5 (1,800 XP)

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

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

1/day each: *aura of impurity*<sup>\*c</sup>, *bane*<sup>c</sup>, *stench*<sup>\*c</sup>

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

#### ACTIONS

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



## HANDLERS

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

### FIENDISH HANDLER

*Medium humanoid, lawful evil*

**Armour Class** 20 (Fiendish Audacity, shield)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft.

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

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

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 11 (7,200 XP)

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

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

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

#### ACTIONS

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

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

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

#### REACTIONS

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

### INFERNAL HANDLER

*Medium humanoid, lawful evil*

**Armour Class** 23 (Fiendish Audacity, shield)

**Hit Points** 218 (23d8 + 115)

**Speed** 30 ft.

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

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

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 17 (18,000 XP)

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

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

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

#### ACTIONS

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

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

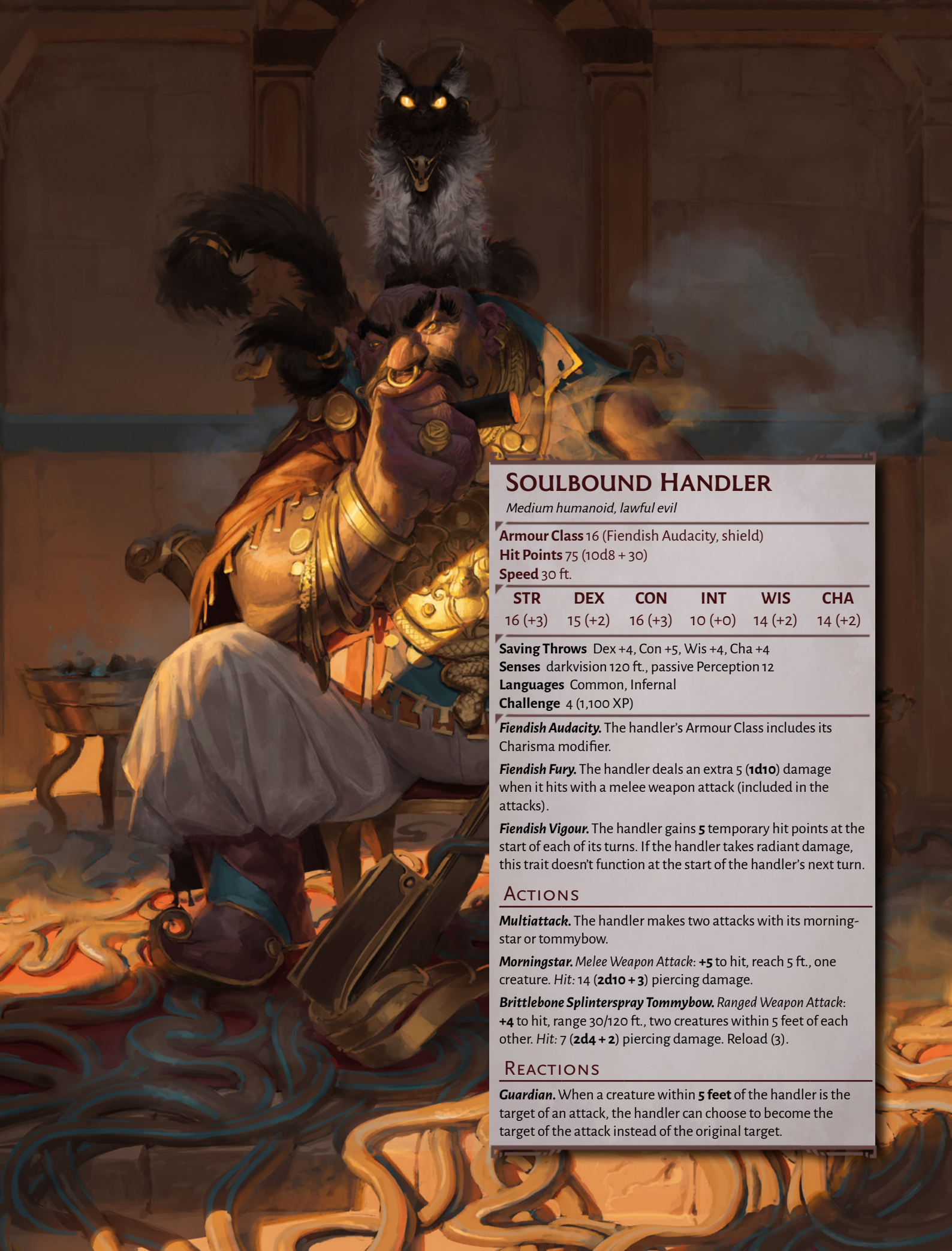
**Devilbone Splinterspray Tommybow.** *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 15 (4d4 + 5) piercing damage. Reload (5).

#### REACTIONS

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

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





## SOULBOUND HANDLER

*Medium humanoid, lawful evil*

**Armour Class** 16 (Fiendish Audacity, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

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

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 4 (1,100 XP)

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

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

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

### ACTIONS

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

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

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

### REACTIONS

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

## PYGMY RAKSHASA

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

### PYGMY RAKSHASA

*Small fiend, lawful evil*

**Armour Class** 17 (natural armour)

**Hit Points** 153 (18d6 + 60)

**Speed** 35 ft.

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

**Saving Throws** Str +5, Dex +9,

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

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

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

**Innate Spellcasting.** The rakshasa's innate spellcasting ability is Charisma (spell save **DC17**, +9 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: **can'trip**<sup>\*</sup>, **detect thoughts**<sup>c</sup>, **disguise self**, **minor illusion**  
3/day each: **charm person**<sup>c</sup>, **detect magic**<sup>c</sup>, **enrage**<sup>c\*</sup>, **major image**<sup>c</sup>,  
**suggestion**<sup>c</sup>

1/day each: **dominate person**<sup>c</sup>, **greater invisibility**<sup>c</sup>, **true seeing**<sup>c</sup>,  
**weave entanglement**<sup>c\*</sup>

<sup>\*</sup>see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

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

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

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

### ACTIONS

**Multiattack.** The rakshasa makes three claw attacks.

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

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

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

### REACTIONS

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

### LEGENDARY ACTIONS

The rakshasa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakshasa regains spent legendary actions at the start of its turn.

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

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

**Purr (Costs 2 Actions).** The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it, that can hear it, must succeed a **DC17 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

### MYTHIC ACTIONS

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

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

**Caterwaul (Costs 2 Actions).** The rakshasa lets forth an ear-screaming wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC17 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.

## PYGMY RAKSHASA KINGPIN

*Small fiend, lawful evil*

**Armour Class** 19 (natural armour)

**Hit Points** 237 (25d6 + 150)

**Speed** 35 ft.

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

**Saving Throws** Str +6, Dex +11

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

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

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

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

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

<sup>\*</sup>see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

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

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

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

### ACTIONS

**Multiattack.** The rakshasa makes three claw attacks.

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

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

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

### REACTIONS

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

### LEGENDARY ACTIONS

The rakshasa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakshasa regains spent legendary actions at the start of its turn.

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

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

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

### MYTHIC ACTIONS

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

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

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

**Vindictive and Viscious.** Like their cousins, 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.



# PYGMY RAKSHASA MEWLING

*Small fiend, lawful evil*

**Armour Class** 15 (natural armour)

**Hit Points** 91 (14d6 + 42)

**Speed** 35 ft.

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

**Saving Throws** Dex +5

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

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

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

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

At will: **can'trip**<sup>\*</sup>, *detect thoughts*<sup>c</sup>, *disguise self*, *minor illusion*

3/day each: *charm person*<sup>c</sup>, *detect magic*<sup>c</sup>, **enrage**<sup>c\*</sup>, *major image*<sup>c</sup>, *suggestion*<sup>c</sup>

1/day each: *dominate person*<sup>c</sup>, **cannotrip**<sup>c\*</sup>, *greater invisibility*<sup>c</sup>, *true seeing*<sup>c</sup>

<sup>\*</sup>see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

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

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

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

## ACTIONS

**Multiattack.** The rakshasa makes two claw attacks.

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

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

## REACTIONS

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

## LEGENDARY ACTIONS

The rakshasa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakshasa regains spent legendary actions at the start of its turn.

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

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

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

## MYTHIC ACTIONS

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

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

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

**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.



## MUMMIES

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

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

### MUMMIFIED IMMORTAL

*Large undead, lawful evil*

**Armour Class** 16 (natural armour)

**Hit Points** 153 (18d10 + 54)

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

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

**Damage Vulnerabilities** fire

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

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Infernal, Common, Draconic

**Challenge** 8 (3,900 XP)

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

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

#### ACTIONS

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

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

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

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

MUMMIFIED  
IMMORTAL



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