

Tattoo Master Saheed

The precious behemoth blood ink was key to the cartel's success in Zaeon. Only created in small batches by traitor mage Solomon, it was reserved to only the highest ranking members of the Cartel. Tattoo Master Saheed, greatest of the Cartel's Tattoo artists after Moloch's ousting, was the only one trusted with handling the behemoth blood. With his ingenious designs, he bestowed the behemoth's powers to the Cartel's lieutenants.

As it is customary for tattoo masters, Saheed was not only artist and alchemist, but also a master of the ancient Shyvann martial arts and the art of ink wielding. Saheed combined his martial art and the unique behemoth blood tattoos that covered his body effortlessly, creating a whole new lethal style of inkwielding.

Ultimately, his ink wielding was no match against the group and was brought low during the attack on fort Excelsior.



TATTOO MASTER SAHEED

Medium humanoid (Shyvann), lawful evil

Armor Class 18 (unarmed defense)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	12 (+1)	18 (+4)	11 (0)

Proficiency +4

Saving Throws Dex +8, Con +7, Wis +8

Skills Acrobatics +8, Insight +8, Perception +8

Damage Resistances fire, radiant

Senses darkvision 60 ft. passive Perception 18

Languages Common, Shyvann

Challenge 10 (5,900 XP)

Behemoth Blood. Saheed is infused with behemoth blood.

Tattoo Fatigue. Once Saheed uses a tattoo, he can't use it again until the end of his next turn.

Legendary Resistance (1/Day). If Saheed fails a saving throw, he can choose to succeed instead.

Unarmed Defense. While Saheed is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. Saheed uses a tattoo and makes two unarmed strikes, or he makes four unarmed attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Beast Tattoo: Crimson Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d6+8) slashing damage and the target must succeed on a DC 18 Constitution saving throw or is

ruptured for one minute or until it regains 1 or more hit points. When a ruptured creature takes an action, it loses one hit dice and takes damage equal to its hit dice value.

Beast Tattoo: Magenta Maw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage and the target is grappled, escape DC 18. Until the grapple ends, the target is restrained and Saheed can't use Magenta Maw again.

Beast Tattoo: Whirlwind of Tooth and Fang (5-6). Saheed unleashes the all of his Beast Tattoos. Each creature within 10 ft. of Saheed must make a DC 18 Dexterity saving throw, taking 18 (4d8) bludgeoning, 18 (4d8) piercing and 18 (4d8) slashing damage on a failed and half as much on a successful one. After using this action, Saheed cannot use any Beast Tattoo until the end of his next turn.

REACTIONS

Beast Tattoo: Azure Spikes. A creature that attacks Saheed with a melee weapon attack must make a DC 16 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed and half as much on a successful check. The creature must repeat the same saving throw until the end of its turn.

LEGENDARY ACTION

Saheed can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Saheed regains spent legendary actions at the start of her turn.

Step of the Wind. Saheed moves up to his movement speed without provoking opportunity attacks.

Unarmed Strike. Saheed makes an unarmed strike.

Beast Tattoo: Verdant Tail (2 Actions). Each creature within 5 ft. of Saheed must succeed a DC 16 Dexterity saving throw. On a failed save a creature takes 13 (2d8+4) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

Master Crystalmancer Ra'Hu'Gi

Having obtained the salvaged weapons of the strange Elych, Malik knew there was one member of his Cartel capable of unlocking their secrets and replicate their technology: Master Crystalmancer Ra'Hu'Gi.

Ra'Hu'Gi are an amalgam of the three greatest Ma'Zarah crystalmanagers in the Cartel's service. Using the profane rite of merging, they formed one entity which would be unmatched in genius.

The Cartel's greatest technological weapons and tools all were conceived by Ra'Hu'Gi and realized with ingenious use of crystalmanancy.

Ra'Hu'Gi found their end at the hand of the heroes during the final assault on the Cartel's Wandering Fortress, the first Lieutenant to fall during that battle.



RA'HU'GI

Medium humanoid (ma'zarah), lawful evil

Armor Class 18 (body armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	19 (+4)	22 (+6)	18 (+4)	16 (+3)

Proficiency +4

Saving Throws Con +8, Int +10

Skills Arcana +10, Investigation +10, Perception +8

Damage Resistances cold, fire, lightning, poison

Senses darkvision 60 ft. passive Perception 18

Challenge 10 (5,900 XP)

Crystal Powered Weapons. When Ra'Hu'Gi uses their crystalmanancy action, their next claw attack deals 7 (2d6) cold, fire, lightning or thunder damage, depending on which crystalmanancy was used.

Crystalmanancy. The DC of Ra'Hu'Gi's crystalmanancy is 18.

Minds of Many. Ra'Hu'Gi has advantage on Intelligence, Wisdom, and Charisma saving throws.

Legendary Resistance (1/Day). If Ra'Hu'Gi fails a saving throw, they can choose to succeed instead.

ACTIONS

Multiattack. Ra'Hu'Gi makes two attacks with their claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Crystamancy (Recharge 4-6). Ra'Hu'Gi uses one of the following:

- **Blistering Flash.** Ra'Hu'Gi manifests a flare in a 30 ft. cone. Each creature in the area must make a DC 18 Constitution saving throw. On a failed save a creature takes 27 (8d6) fire damage and is blinded until the end of Ra'Hu'Gi's next turn. On a successful save a creature takes half as much damage and is not blinded.

- **Bouncing Shock.** One creature within 60 ft. of Ra'Hu'Gi must make a DC 18 Dexterity saving throw taking 28 (8d6) lightning damage on a failed save and half as much on a successful one. Another creature within 20 ft. of the creature must make the same saving throw, taking 28 (8d6) lightning damage on a failed save and half as much on a successful one.
- **Deep Freeze.** One creature within 20 ft. of Ra'Hu'Gi must make a DC 18 Dexterity saving throw. On a failed save the creature takes 28 (8d6) cold damage and is restrained until the end of Ra'Hu'Gi's next turn. On a successful save a creature takes half as much damage. At the end of the restrained creature's turn, it must succeed a DC 18 Constitution saving throw or be paralyzed until the end of Ra'Hu'Gi's next turn.
- **Echo Clap.** Each creature in a 20 ft. cube originating from Ra'Hu'Gi must make a DC 18 Constitution saving throw. On a failed save a creature takes 28 (8d6) thunder damage and cannot speak or use verbal spell components until the end of Ra'Hu'Gi's next turn. On a successful save a creature takes half as much damage and suffers no additional effects

REACTIONS

Flash of Genius. When Ra'Hu'Gi fails an attack or saving throw, they can add +4 to the check, potentially turning a failure into a success.

LEGENDARY ACTION

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

Analyze. Ra'Hu'Gi rolls to recharge the use of their Flash of Genius. If the roll is successful, Ra'Hu'Gi gains one additional reaction that they can only use for Flash of Genius until the end of their next turn.

Detect. Ra'Hu'Gi makes a Wisdom (Perception) check.

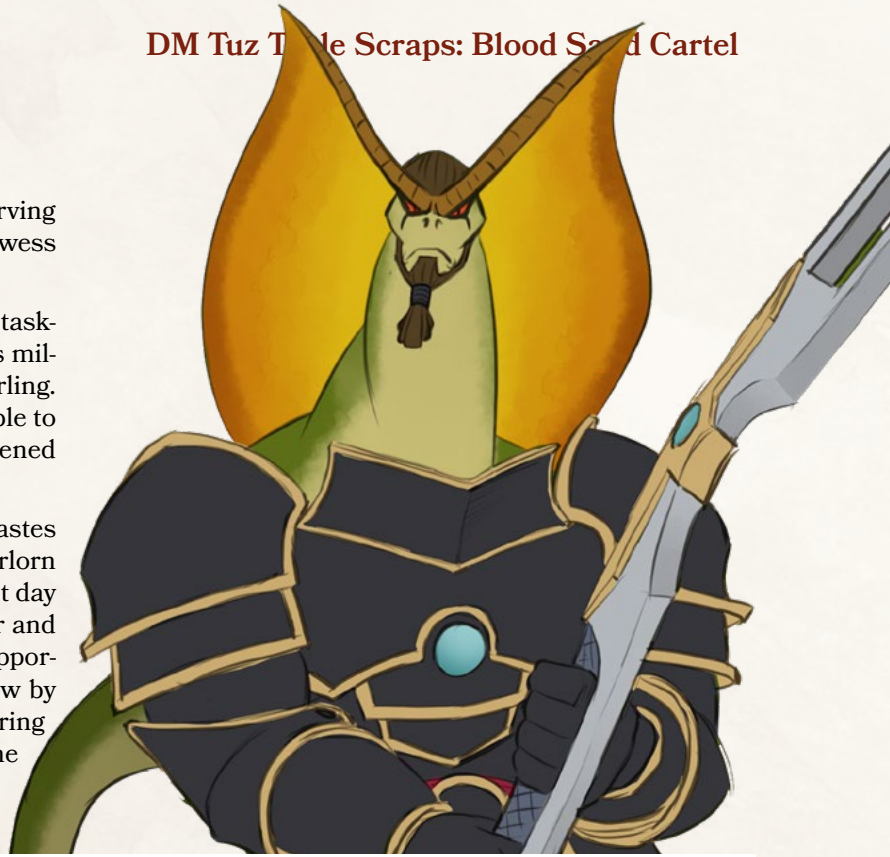
Claws (2 Actions). Ra'Hu'Gi attacks with their claws.

Taskmaster Ramin

As former general of the radiant legion and serving for years at the gates of hell, Ramin's battle prowess is unmatched among all of Malik's lieutenants.

In his position of the Cartel, Ramin serves as taskmaster and unquestioned leader of the Cartel's military branch and Malik's most reliable underling. The enforcers trained by him are not comparable to mere ruffians. They are capable soldiers, hardened and disciplined by Ramin's hands.

Ramin clashed with the group in the fungal wastes of the Mycelium, right at the precipice to the forlorn ruins hidden within. The defeat he suffered that day was an unbearable insult for the proud warrior and he swore revenge. Alas, Ramin never had the opportunity to exact his revenge. He was brought low by former Cartel Lieutenant Ezekiel in the Wandering Fortress, protecting the access to Malik's throne room.



TASKMASTER RAMIN

Large humanoid (Shyvian), lawful evil

Armor Class 17 (splint)

Hit Points 189 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	16 (+3)	15 (+2)	11 (0)

Proficiency +4

Saving Throws Str +10, Con +8

Skills Athletics +10, Intimidation +8, Perception +6

Damage Immunities Thunder

Senses darkvision 60 ft. passive Perception 16

Languages Common and two additional languages

Challenge 11 (7,200 XP)

Behemoth Blood. Ramin is infused with behemoth blood.

Horizon Maker. Horizon Maker is a magical +1 boomerang blade that Ramin can recall as a bonus action to return into his hand if it is within 60 ft. of himself. Whenever Ramin makes a ranged weapon attack with Horizon Maker, he can choose whether it will return to him or not. If he chooses that it does not return, it lands at a spot within 5 ft. of the target (or gets stuck in it if it is an object).

Legendary Resistance (1/Day). If Ramin fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Ramin makes 2 of the same attack with horizon maker or makes 3 slam attacks.

Horizon Maker. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

Horizon Maker (Thrown). *Ranged Weapon Attack:* +11 to hit, range 40/80 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Destructive Shout (Recharge 5-6). Ramin unleashes a destructive shout in a 30-foot cone. Each creature in the area must make a DC 16 Constitution saving throw. On a failed save a creature takes 35 (10d6) thunder damage and is deafened for one minute. On a successful save a creature takes half as much damage and is not deafened. If Horizon Maker is within the area the area of destructive shout is increased by an additional 20 foot radius centered on Horizon Maker.

LEGENDARY ACTION

Taskmaster Ramin can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ramin regains spent legendary actions at the start of his turn.

Command. An allied creature within 60 ft. of Ramin that can hear him uses a reaction to move up to its speed or to make weapon attack.

Healing Tattoo (1/day). Ramin regains 28 (8d4+8) hit points.

Recall. Ramin recalls Horizonmaker.

Tactical Move. Ramin moves up to half of his speed, if he is within 5 ft. of an ally that is not incapacitated at the beginning of this movement, it does not provoke opportunity attacks.

Attack (2 Actions). Ramin makes a melee weapon attack.

Crime Prince Malik

Malik, known as the Prince of Crime, is the feared leader of the Blood Sand Cartel. Raised and trained by the Cartel's former leader, Ahmad Moloch, Malik became knowledgeable in the Cartel's trades from a young age to one day lead the Cartel himself.

Alas, Moloch was not ready for Malik's ambition, who betrayed and exiled him from the Cartel to take his place. As the new leader Malik was ready to take the reins and lead the Cartel into a new future.

Unaware of Malik's true origin as the errant heir to the Shyvann throne, the world learned to fear him. Malik himself though continuously lived in the looming shadow of the crown he was destined to bear. Unwilling to be handed a realm by inheritance, Malik did all he could to defy fate and be a king in his own right. But for that he needed a realm of his own: Zaon.

In the end, Malik did escape his fate, when he was defeated by the heroes.



MALIK

Large celestial (monarch), neutral evil

Armor Class 19 (unarmed defense)

Hit Points 190 (20d10 + 80)

Speed 50 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	16 (+3)	18 (+4)	19 (+4)

Proficiency +5

Saving Throws Str +9, Dex +10, Con +8, Wis +9

Skills Acrobatics +10, Insight +9, Intimidation +9, Perception +9, Stealth +10

Damage Resistances fire, radiant

Senses darkvision 60 ft. passive Perception 16

Languages Any

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Malik fails a saving throw, he can choose to succeed instead.

Stunning Strike (1/turn). When Malik hits a creature with an unarmed strike, he can force the creature to succeed a DC 17 Constitution saving throw or be stunned until the end of Malik's next turn.

Sun Fists. Malik's unarmed strikes are magical and deal an additional 4 (1d8) radiant damage (included in attack).

Reverence Boost. Malik gains 15 temporary hit points at the beginning of his turn.

Unarmed Defense. While Malik is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. Malik makes 4 attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage plus 1d8 radiant damage.

Sun Strike. *Ranged Weapon Attack:* +10 to hit, range 30 ft., one target. *Hit:* 13 (3d8) radiant damage.

Sun Blast. Each creature in a 20 ft. cone originating from Malik must make a DC 17 Dexterity saving throw, taking 9 (2d8) fire and 9 (2d8) radiant damage on a failed save and half as much on a successful one.

Pillar of Light (Recharge 5-6). Each creature within 10 ft. of Malik must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire and 21 (6d6) radiant damage on a failed save and half as much on a successful one. Until the end of Malik's next turn, any creature's attack roll against Malik is has disadvantage unless it is immune to being blinded.

LEGENDARY ACTION

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

Step. Malik moves up to his speed without provoking opportunity attacks.

Strike. Malik makes an unarmed strike or sun strike.

Pressure (2 Actions). Malik moves up to half of his speed towards a creature. Before or after the move, Malik makes 2 unarmed strikes.

Sun Blast (3 Actions). Malik uses Sun Blast.

DM Tuz Table Scraps: Blood Sand Cartel

MALIK, CHOSEN OF THE SUN

Large celestial (monarch), neutral evil

Armor Class 20 (divine protection)

Hit Points 190 (20d10 + 80)

Speed 50 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	16 (+3)	18 (+4)	19 (+4)

Proficiency +6

Saving Throws Str +10, Dex +11, Con +9, Wis +10

Skills Acrobatics +11, Insight +10, Intimidation +10, Perception +10, Stealth +11

Damage Immunities fire, radiant

Condition Immunities blinded, petrified, poisoned, unconscious

Senses darkvision 60 ft. passive Perception 16

Languages Any

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If Malik fails a saving throw, he can choose to succeed instead.

Stunning Strike (1/turn). When Malik hits a creature with an unarmed strike, he can force the creature to succeed a DC 18 Constitution saving throw or be stunned until the end of Malik's next turn.

Sun Fists. Malik's unarmed strikes are magical and deal an additional 4 (1d8) radiant damage (included in attack).

Reverence Boost. Malik gains 20 temporary hit points at the beginning of his turn.

ACTIONS

Multiattack. Malik makes 4 attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage plus 1d8 radiant damage.

Sun Strike. *Ranged Weapon Attack:* +11 to hit, range 30 ft., one target. *Hit:* 13 (3d8) radiant damage.

Sun Blast. Each creature in a 20 ft. cone originating from Malik must make a DC 18 Dexterity saving throw, taking 9 (2d8) fire and 9 (2d8) radiant damage on a failed save and half as much on a successful one.

Eternal Sun (Recharge 5-6). Each creature in a 20 ft. radius centered on that point within 120 ft. of Malik must make a DC 18 Constitution saving throw. On a failed save a creature takes 45 (10d8) radiant damage and be blinded until the end of Malik's next turn. On a successful save a creature takes half as much damage and isn't blinded. A creature that fails the saving throw by 5 or more is blinded until healed. In addition, any magical darkness in the area is dispelled.

Spellcasting. Malik casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 18) requiring no components:

1/day each: *Dawn*, *Greater Restoration*, *Flame Strike*

REACTIONS

Sun's Rebuke. When a creature within 10 ft. of Malik deals damage to him, it takes 10 (3d6) radiant damage and must succeed a DC 18 Constitution saving throw or be blinded until the end of Malik's turn.

LEGENDARY ACTION

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

Strike. Malik makes an unarmed strike or sun strike.

Sun's Interference (1/round). Malik casts a spell. Malik can use this action when he has 1 or more hit points and is incapacitated.

Sun Step. Malik teleports up to his speed to an unoccupied space that he can see.

Sun Blast (2 Actions). Malik uses Sun Blast.

