

GRISGOL

Liches are remarkably resilient things, able to regenerate entirely in a short period so long as its phylactery is preserved, much to the frustration of their opponents. Some enemies, however, see this process and look not to prevent it, but to exploit it.

Through ancient and secret ritual, a powerful spellcaster may harness this regenerative energy and use it to fuel a grisgol, a construct of barely-harnessed raw magical power, built of broken and failed magic items and bound to service by the dweomer siphoned from the phylactery hidden within it.

CONJURER LORE

Arcana DC 15: Grisgols are comprised of exhausted and failed magical items, bound by the stolen magic of a lich. One among the clutter is always the lich's phylactery, though traditionally it is cloaked in obscuring magic to hide it from magical detection and identification.

Arcana DC 20: The scroll-wraps of a grisgol, while mostly expended and useless, often are mixed in with active scrolls intended by the creator to be used by the grisgol, or even scribed with hidden curses that must be burned away before the grisgol is able to activate them.

Medicine DC 20: The mold that grows on ancient scrolls can cause a sort of fugue-like disease when it enters a creature's bloodstream, affecting memory and concentration. While usually not lethal, otherwise dangerous scenarios become rather morose without the full use of one's faculties.

Nature DC 15: Grisgols, rich as they are with animating magic and the dust of ages, tend to accumulate internal growths of a kind of black mold, the dried spores of which can enter the lungs of those nearby and be revived by the moist, warm environment.

Religion DC 15: Grisgols are controversial tools among religious traditions of magic devoted to hunting the undead, seen by some as simple constructs powered by reclaimed magic, and by others as close enough to undeath themselves to warrant destruction.

GRISGOL TACTICS

Grisgols follow precisely and literally the last verbal instructions they received from their creator.

They begin combat with their Mindwrack Binding, then attack a creature that failed the save with their Wilting Touch.

Afterwards, they use their Erratic Fireball whenever available, and alternate between their Wilting Touch and Vent Magic while it is recharging, depending on whether they can get at least three enemies in the cone.

Mind Fog. An infected creature has disadvantage on saving throws made to maintain concentration. Whenever the infected creature spends 24 hours away from sunlight, it must succeed on a DC 15 Constitution saving throw or have its Proficiency Bonus reduced by 1. This reduction lasts until the disease is cured.



GRISGOL

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 266 (28d10 + 112)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	3 (-4)	11 (+0)	11 (+0)

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 Ft., Passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 15 (13,000 XP)

Final Curse. A creature that reduces the grisgol to 0 hit points must succeed on a DC 17 Charisma saving throw or be cursed.

While cursed, a creature becomes obsessed with the idea that the wrappings of the grisgol to contain an important secret, if only they can be properly pieced together, and has its Intelligence score reduced by one each week until the curse is removed.

If the grisgol takes 40 or more fire damage from a single source, this trait ceases to function until the grisgol is repaired.

Imprisoned Lich. The grisgol is animated by life force drained from a defeated lich's phylactery, preventing the lich from returning to life. If the grisgol is defeated and the phylactery is not destroyed, the lich gains a new body in 1d10 days.

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

Actions

Multiattack. The golem makes two attacks with its wilting touch.

Wilting Touch. Melee Spell Attack: +9 to hit, reach 5 ft., one target. Hit: 31 (5d10 + 4) necrotic damage.

Vent Magic. Each creature in a 15 ft. cone must succeed on a DC 17 Dexterity saving throw or take 22 (5d8) force damage and be forced to roll on the Wild Magic Table (PHB p. 103), or take half as much damage on a success.

Erratic Fireball (5th Level Spell, Recharge 5-6). The grisgol chooses a direction, launching a fireball that explodes in a 20 ft. radius centered on a point 2d6x5 ft. away from the grisgol. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 35 (10d6) fire damage and be knocked prone, or take half as much damage on a success.

Mindwrack Binding (8th Level Spell, 1/Day). Each creature of the grisgol's choice within 30 ft. must succeed on DC 17 Wisdom saving throw or be Paralyzed until the end of the grisgol's next turn.

Reactions

Containment Breach. As a reaction to succeeding on saving throw against a spell or magical effect, the grisgol uses its Vent Magic.

Mycotoxin Dust. As a reaction to being hit with a melee attack that deals bludgeoning or slashing damage, the grisgol forces the attacker to succeed on a DC 17 Constitution saving throw or contract Mind Fog.

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