

Blood Sand Cartel

Founded by a banished cabal of alchemists, in modern times, the Blood Sand Cartel forged itself a name of infamy throughout Altland. As a home of renegades, criminals, and misfits, the Blood Sand Cartel grew to one of the greatest criminal organizations, with no sign of stopping in sight. While possessing a measure of decency and, if one can call it, honor, under the new leadership of notorious crime prince Malik 10 years ago, the cartel has become territorial and vicious and found itself in battles for territory with other criminal organizations.

At the seeming height of its power though, the Cartel gathered its most capable forces to venture forth into their most ambitious plan yet: to carve out a kingdom of their own and plunging the world as we know it into chaos - a chaos from which Malik and his Cartel would emerge from supreme.



BLOODSAND ENFORCER

Medium humanoid (any)

Armor Class 16 (breastplate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (0)	13 (+1)	10 (0)

Proficiency +2

Skill Proficiencies Perception +3

Senses passive Perception 13

Languages Common and one additional language

Challenge 2 (450 XP)

Experimental Weapon. If the enforcer fails a 1 on an attack made with their crystal blaster, it malfunctions and can't be fired again until the enforcer uses an action to fix it.

ACTIONS

Multiattack. The enforcer makes two weapon attacks.

Khopesh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Crystal Blaster. *Ranged Weapon Attack:* +5 to hit, range 100/240 ft., one target. *Hit:* 9 (2d8) lightning damage.

Flame Crystal Grenade. The enforcer throws a fire crystal at a space within 20 ft. of themselves. The crystal explodes on impact in a 10 ft. radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save and half as much on a successful one.

Blood Sand Enforcer

Among the common grunts that form the military bulk of the Cartel's forces, each of the Blood Sand enforcers is a distinguished combatant, capable of engaging soldiers of other nations on equal footing.

Each of the enforcers carries high quality armor and underwent rigorous training. Those who could not keep up the pace were cast aside, as the Cartel could not allow weakness to wear them down to realize their aspiration for a realm of their own. Most notable equipment these soldiers wield are their lethal crystal blasters, created from scavenged technology of the advanced elych, and the ingenious designs of the Cartel's most elite crystal-mancers.

Crystalmancer

Led by the master crystalmancer Ra'Hu'Gi, who is as twisted as genius, the crystalmancers form the technological experts of the Cartel's operations. With the use of elemental crystals which stockpile elemental energies, the crystalmancers provide destructive weaponry as well as technological marvels whose artifice borders on magic.

In combat, each of the crystalmancers knows to utilize the elemental crystals they carry to turn them into lethal explosives.

CRYSTMANCER

Medium humanoid (any)

Armor Class 17 (protective gear)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	14 (+2)	17 (+3)	10 (0)	9 (-1)

Proficiency +2

Skill Proficiencies Arcana +5, Perception +2

Damage Resistances cold, fire, lightning, thunder

Senses passive Perception 12

Languages Common and one additional language

Challenge 3 (700 XP)

Crystalmancy Gear. The crystalmancer grenade's DC is 15 and not linked to any of the crystalmancer's ability scores.

ACTIONS

Shock Gauntlet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) lightning damage, plus 5 (2d4) additional damage if the target wears armor made out of metal.

Flame Crystal Grenade. The crystalmancer throws a fire crystal at a space within 20 ft. of them. The crystal explodes on impact in a 10 ft. radius. Each creature in the area must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save and half as much on a successful one.

Ice Crystal Grenade. The crystalmancer throws an ice crystal at a space within 20 ft. of them. The crystal explodes on impact in a 10 foot radius. Each creature in the radius must succeed on a DC 15 Strength saving throw or becomes restrained until the end of the crystalmancer's next turn. Additionally the area becomes difficult terrain until the end of the Crystalmancer's next turn.

Sonic Crystal Grenade. The crystalmancer throws a sonic crystal at a space within 20 ft. of them. The crystal explodes on impact and each creature in a 10-foot radius must make a DC 15 Constitution saving throw. On a failed save a creature takes 13 (3d8) thunder damage and is pushed 10 feet away from the center of the explosion. On a successful save a creature takes half as much damage and is not pushed.

REACTIONS

Skirmish. If an enemy creature ends its turn within 5 feet of the crystalmancer, the crystalmancer moves up to half of their speed without provoking opportunity attacks.



BEASTBLOOD ENFORCER

Medium humanoid (any)

Armor Class 14 (chain shirt)

Hit Points 76 (8d8 + 32 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Proficiency +2

Skill Proficiencies Athletics +7

Senses passive Perception 11

Languages Common and one additional language

Challenge 4 (1,100 XP)

Behemoth Blood. The enforcer is considered a large creature when grappling, has additional hit points and deals one additional dice of their damage (included in the attack).



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Bullrush. If the enforcer moves at least 10 ft. straight towards a creature and hits it with a slam attack on the same turn, the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

Mutant. The enforcer has advantage on saving throws against spells and game effects that specifically target humanoids.

ACTIONS

Multiattack. The beastblood enforcer makes two attacks: one with its great machete and one slam attack.

Great Machete. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Beastblood Enforcer

Handpicked from the lines of the common enforcers, these individuals underwent an experimental treatment that merged their bodies with the powerful blood of the behemoths. The result are powerful brutes, each carrying the strength of a dozen men in a single body that wields heavy weaponry with ease.

INK WIELDER

Medium humanoid (any)

Armor Class 16 (unarmored defense)

Hit Points 59 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (0)	15 (+2)	10 (0)

Proficiency +2

Skill Proficiencies Acrobatics +6, Perception +4, Stealth +6

Senses passive Perception 14

Languages Common and one additional language

Challenge 4 (1,100 XP)

Martial Arts. If the ink wielder hits a creature with two unarmed strikes within the same turn, they deal an additional 4 (1d8) damage and can choose one of the following effects:

- The creature must succeed a DC 13 Strength saving throw or be knocked prone.
- The creature must succeed a DC 13 Dexterity saving throw or be drop one item that it is holding (ink wielder's choice).
- The creature must succeed a DC 11 Constitution saving throw or be incapacitated until the end of the ink wielder's next turn.

Unarmed Defense. While the ink wielder is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The ink wielder makes weapon attacks. They can use a magic tattoo in place of 2 attacks.

Unarmed Strikes. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 4) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

Magic Tattoo (2/short rest). The ink wielder uses one of their magic tattoos to cast one of the following spells (DC 13) without material components:

Darkness, Misty Step, Silence, Web

REACTIONS

Deflect Magic. The ink wielder adds +2 to a saving throw they make against magic. To use this reaction, the ink wielder must be able to see the spell's caster.

DM Tuz Table Scraps: Blood Sand Cartel *Ink Wielder*

The painting of alchemical tattoos has been one of the most venerable practices within the Bloodsand Cartel, descending from the ancient cabal of alchemists once banished from their home. Ink Wielders are, as the name implies, individuals who utilize these tattoos to great effect.

Each of the Ink Wielder's tattoos covering their body holds arcane power that awaits to be released. To perfectly utilize these, the Ink Wielders are trained in ancient martial arts to create a perfect flow of bodily motion and the release of arcane energies.



BLOODSAND HERETIC

Medium humanoid (any)

Armor Class 15 (Mage Armor)

Hit Points 52 (8d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	18 (+4)

Proficiency +3

Skill Proficiencies Arcana +6, Perception +4

Senses passive Perception 14

Languages Common and one additional language

Challenge 5 (1,800 XP)

Magestone Tattoo (1/day). When the heretic casts a spell they can increase the spell's level by 2.

Protective Tattoo. When the heretic casts a spell that causes damage or forces creatures to make a saving throw, they are immune to the damage of the spell and succeed the required saving throw.

ACTIONS

Unarmed Strikes. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Elemental Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d10) acid, cold, fire, or lightning damage.

Spellcasting. The heretic casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

1/day each: *Blight, Fireball, Fly, Ice Storm, Fly*



Bloodsand Heretics

Within the ancestral home of the ancient alchemists, dabbling with the arcane was seen as a corrupting vice. Those found to possess magic were seen as a liability, as the corruption of magic was seen as a certainty for these individuals. To this day, the understanding of magic within their home is limited and supplemented with superstition.

The Heretics are individuals born with arcane power and marked as heretics by their home. But the Cartel, ever so watchful, provided these individuals with a new home and purpose: to destroy the enemies of the Cartel.

BLOOD SAND OPERATIVE

Medium humanoid (any)

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	15 (+2)	13 (+1)	14 (+2)	10 (0)

Proficiency +3

Skill Proficiencies Acrobatics +6, Perception +5, Stealth +9

Senses passive Perception 13

Languages Common and one additional language

Challenge 5 (1,800 XP)

Evasion. If the operative is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, the operative instead takes no damage if they succeed and only half damage if they fail.

Sneak Attack. The operative deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the operative that isn't incapacitated and the operative doesn't have disadvantage on the attack roll.

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ACTIONS

Multiattack. The operative makes two melee weapon attacks.

Katar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Tail Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

If sneak attack was applied on the attack, the target makes the saving throw with disadvantage.

Smoke Bomb (1/day). The operative throws a smoke bomb at a point within 20 ft. of themselves. On impact the smoke bomb explodes in a 10 ft. radius of opaque smoke. The cloud remains for 1 minute or until blown away.

REACTIONS

Tail Blade Reposte. When a creature misses the operative with an attack while within 5 ft. of them, the operative makes a tail blade against the triggering creature.

Bloodsand Operative

As the Cartel and its ambition's grew, so too did the need for capable and talented underlings. Trained under the watchful eyes of the Cartel's master assassin Kahana, the Cartel's operatives are elite agents in the service of the Cartel.

They are masters of espionage, sabotage, and assassination. While the Cartel counts very few among their ranks, each of the Operatives alone is capable of putting the machinations of their rivals to a sudden standstill.



Lalla Fahime

Fahime, also known as the vern mother, is one of Malik's loyal lieutenants. On the mainland she managed much of the cartel's eastern territories. Her specialty was the smuggling and breeding of animals, both fierce and exotic, for the cartel's service or profit.

Because of her experience with handling unusual beasts of all sizes, she was a natural pick for Malik to bring her to Zaeon. Upon arrival, Fahime was one of the first Lieutenants to accept the behemoth blood and be enhanced. Knowing of her skill with beasts, Malik had great hope for her to sway the monsters of Zaeon as well. Thus Fahime was bestowed behemoth blood of the bloom behemoth, a creature capable of controlling and luring other behemoths with its scent.

With this enhancement, Fahime laid the foundation of the cartel to set foot in Zaeon, as she was able to deter the great behemoths and allow the Cartel to establish its first base upon the ancient continent.

LALLA FAHIME

Medium humanoid (Shyvan), lawful evil

Armor Class 17 (studded leather)

Hit Points 133 (13d10 + 56)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Wis +6

Skills Athletics +9, Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, Shyvan, Thieve's Cant

Challenge 9 (5,000 XP)

Behemoth Blood. Fahime is infused with behemoth blood.

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

ACTIONS

Multiattack. The huntress makes 3 attacks; two attacks with her glaive and one pummel attack.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage.

Pummel (Glaive). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage and if the target is a medium size creature or smaller, it must succeed on a DC 17 Strength saving throw. On a failed save, the creature is either knocked prone, or pushed up to 10 feet (Fahime's choice).

Takedown Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage. The target is grapple (escape DC 17) as it is impaled by the huntress' glaive and until the grapple ends, the creature is restrained and Fahime can't make glaive attacks against another target. After the attack hits, up to two allied guarding drakes within 20 ft. of Fahime, that

Fahime became invaluable to the Cartel's future plans. Ensuring that behemoths would not interfere with the cartel's operation meant quick expansion for the Cartel and luring behemoths reliably into traps ensured new subjects for their experiments.

When the group confronted and killed Fahime during the events of the Zaeon crisis, Malik went to great lengths to replicate her scent. But alas, it was futile and once again his plans were hindered at the hand of the unbound.

It was the traitor Solomon who proposed a daring experiment: Fahime could be returned, with her abilities intact, in one form or another at least. The energies of Zaeon and its unique resources, as well as the unique properties of the soul slave would allow it.

As the group invaded Solomon's laboratory to secure the renegade, he presented the fruit of his labor. Fahime was reborn as a monstrosity and given a chance to have her revenge on the unbound that brought her low.

can see her and the target, can use a reaction to move up to half of their speed without provoking opportunity attacks towards the target creature and make a melee weapon attack against it.

LEGENDARY ACTION

Fahime 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. Fahime regains spent legendary actions at the start of her turn.

Numming Pheromones. An allied drake within 40 ft. of Fahime gains 20 (4d8+2) temporary hit points which lasts for 1 minute or until combat ends.

Coordinating Pheromones. An allied drake within 40 ft. of Fahime moves up to its speed.

Aggression Pheromones (2 Actions). An allied drake within 40 ft. of Fahime moves up to half of its speed and makes a melee weapon attack against a target Fahime can see. This movement does not provoke opportunity attacks.

Lone Huntress (3 Actions). Fahime moves up to half of her speed without provoking opportunity attacks and ignoring difficult terrain. Before, after, or during the movement she makes a pummel attack.

BEHEMOTH BLOOD

In the following material, the Behemoth Blood trait will be referred to in several monsters. For the sake of saving space, here are the gained benefits from the Behemoth Blood trait:

- A melee weapon deals one extra die of its damage when the creature hits with it (included in the attack).
- The creature counts as one size larger when grappling or being grappled.
- The creature's hit dice is 1d10 (included in hit points).
- The creature's carrying capacity is doubled.
- The creature has advantage on saving throws against spells and effects that target humanoids.

FAHIME (REBORN)

Large monstrosity, chaotic evil

Armor Class 17 (natural armor, 19 in gas cloud)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	3 (-4)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Int +0

Skills Perception +6, Stealth +8

Damage Immunities Poison

Senses darkvision 60 ft. passive Perception 16

Challenge 12 (8,400 XP)

Gas Immunity. Fahime is immune to her own or magical gases (such as Stinking Cloud).

Gas Veil. While within a cloud of her own gas, Fahime has half cover.

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

Spider Climb. Fahime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. Fahime makes two attacks: one bite and one with her claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) piercing damage plus 14 (4d6) poison damage. The target must make a DC 17 Constitution saving throw. On a failed save the creature takes the poison damage and its speed is halved until the end of Fahime's next turn. On a successful save the creature takes half as much damage is not slowed.

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

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Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (3d4+6) bludgeoning damage.

Venom Spit. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 35 (10d6) poison damage. The target must make a DC 17 Constitution saving throw at the end of its next turn if it doesn't use an action to clean off the spit. On a failed save the target takes 14 (4d6) poison damage.

Exhale (Recharge 5-6). Fahime exhales vapors stored in her body that forms a 20 ft. radius cloud centered on Fahime - the gas remains for one minute. At the beginning of Fahime's turn roll a 1d6, on a 1 or 2 the cloud disappears. When exhaling, Fahime can choose one from the following gases:

- **Poison Gas.** A creature that starts its turn in the gas must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a failed save and half as much on a successful one.
- **Nerve Gas.** A creature that starts its turn in the gas must succeed a DC 17 Constitution saving throw or be poisoned until the end of its next turn. A creature that fails the saving throw by 5 or more it is stunned as long as it is poisoned.

LEGENDARY ACTION

Fahime 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. Fahime regains spent legendary actions at the start of her turn.

Tail. Fahime attacks with her tail. If the attack hits, the target must succeed a DC 16 Strength saving throw or be pushed 5 ft. in a direction of Fahime's choice.

Hide. Fahime makes a Dexterity (Stealth) check.

Lurk. Fahime moves or climbs up to half of her speed without provoking opportunity attacks and if hidden, she does not reveal herself if she ends the move in a position where she is not clearly visible.

Spit (2 Actions). Fahime uses her poison spit.

Sage

Sage was a vagabond traversing the warm lands of An'Shyvann. His traits were mercenary work and treasure hunting, the latter of which was heavily frowned upon within the lands. It was under his skills and tutorship that Gwen Galewing learned the trades of secrecy and pathfinding.

After being separated for almost two years, Gwen found Sage as an unwilling slave to the crime lord-Malik, leader of the Blood Sand Cartel. Under the influence of the mind melting drug 'Soul Slave', Sage became an obedient agent of the Cartel and another recipient of the behemoth blood treatment.

During the events of Zaeon, Sage continued his role as an unwilling cartel agent and played his part in an underhanded scheme to sow distrust between the Gold Dragon Empire and the Free States.

Finally, at the hands of his only friend Gwen who was determined to free her mentor from Malik's clutches, he was apprehended during the Fort Tapfer attack. Now Sage remains within Zaeon under the care of the empire to recover from the Soul Slave's remaining side effects.



SAGE

Medium humanoid, lawful neutral

Armor Class 16 (studded leather)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	10 (0)

Proficiency +4

Saving Throws Str +5, Dex +9, Wis +7

Skills Acrobatics +8, Athletics +5, Insight +7, Perception +7, Stealth +12, Survival +11

Damage Resistances Poison

Senses darkvision 60 ft. passive Perception 17

Challenge 9 (5,000 XP)

Behemoth Blood. Sage is infused with behemoth blood.

Evasion. If Sage is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Sage instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Killing Blow (Recharge 5-6). When Sage hits a creature with an attack roll with advantage, the attack scores a critical hit.

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

ACTIONS

Multiattack. Sage makes three attacks; two with his kukris and one with his tail, or three attacks with his spines.

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

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 21 (6d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 minute, even after regaining hit points, and is paralyzed while poisoned in this way.

Spines. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

BONUS ACTIONS

Skirmish. Sage moves up to half of his speed without provoking opportunity attacks and ignoring difficult terrain.

LEGENDARY ACTION

Sage 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. Sage regains spent legendary actions at the start of his turn.

Hunter's Eye. Sage marks a creature. Sage's next attack roll against the marked creature has advantage. Sage can have only one creature marked at a time.

Move. Sage moves up to half of his speed without provoking opportunity attacks.

Spine. Sage makes a spine attack.

Pursuit (2 Actions). Sage moves up to half of his speed without provoking opportunity attacks towards a creature and makes a kukri attacks against it.

C. R. SOLOMON

Medium humanoid (human), lawful evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	16 (+3)	19 (+4)	16 (+3)	14 (+2)

Proficiency +3

Saving Throws Con +6, Int +7, Wis +6

Skills Arcana +7, Deception +5, Nature +7, Perception +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, and three additional languages

Challenge 8 (3,900 XP)

Altered. Solomon has advantage on saving throws against spells and effects that target humanoids.

Regeneration. When Solomon starts his turn with more than 0 hit points, he regains 10 hit points. When Solomon starts his turn with 0 hit points, he stabilizes.

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

ACTIONS

Cane. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage.

Cane (Shillelagh). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Master Biomancy (Recharge 6). Solomon casts Polymorph targeting himself without expending its use and without having to concentrate on it (he can choose creatures of CR 8 or lower).

Spellcasting. Solomon (10th level spellcaster) casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 15) using his cane as a spell focus:

At will: *Druidcraft, Mage Hand, Prestidigitation, Shillelagh, Spike Growth*

1/day each: *Blight, Confusion, Counter Spell, Dispell Magic, Giant Insect, Polymorph, Wall of Stone*

C. R. Solomon

Cornelious Raineer Solomon was one of the top freestate researchers tasked with finding a solution to Altland's enduring magi crisis. After an incident caused by Solomon's research, he was transferred to the Zaeon colonies to pursue a different research far off the public eye.

Solomon found his new task little more than a glorified exile and grew quickly frustrated with the limited resources provided to him at the colony Pioneer Base.

The Cartel was aware of his frustration and upon being offered unregulated biomancy research in their service with much vaster resources Solomon turned his back to the Freestates. To make his desertion possible, Solomon instigated an incident costing the lives of two other arch mages present at Pioneer Base. Solomon was considered to have died in the incident as well and Solomon was free to continue his research under a new master.

LAGUNA NOMMUS

Medium humanoid (human), neutral evil

Armor Class 15 (mage armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	18 (+4)	13 (+1)	15 (+2)

Proficiency +3

Saving Throws Int +7, Wis +4

Skills Arcana +7, Deception +5, Intimidation +5

Senses darkvision 60 ft. passive Perception 11

Languages Common, and one additional language

Challenge 7 (2,900 XP)

Conjuration Prodigy. Laguna can concentrate on one additional spell if the spell is a conjuration spell. She rolls concentration checks for both spells.

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

ACTIONS

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

Dagger (Ranged). *Ranged Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Spellcasting. Laguna (9th level spellcaster) casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 15) using her dagger a spell focus:

At will: *Acid Splash, Mage Hand, Mage Armor, Poison Spray, Prestidigitation, Unseen Servant*

1/day each: *Black Tentacles, Cloud Kill, Conjure Elemental, Fireball, Web*

BONUS ACTION

Transpose. Laguna teleports up to half of her speed to an unoccupied space. Alternatively, she can teleport up to 30 feet to a space within range that is occupied by a willing small or medium creature, they both teleport, swapping places.

LEGENDARY ACTIONS

Laguna 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. Laguna regains spent legendary actions at the start of her turn.

Conjure Dagger. Laguna conjures a dagger and makes a melee or ranged attack.

Conjure Minion. Laguna conjures a lesser creature (a beast, elemental, or monstrosity of CR 1/4 or lower) that appears in an unoccupied space within 10 ft. of herself and acts immediately after the turn it was summoned. The creature understands and obeys any of Laguna's commands and defends itself from hostile creatures without requiring a command. The summoned creature remains until the end of Laguna's next turn.

Cantrip (2 Actions). Laguna casts a Cantrip.

Laguna Nommus

The notorious renegade wizard Laguna Nommus was the ringleader of the Sanctuary Cliff riot that kept Kingslayer Tyberius Rex from aiding the other colonies during the Cartel's attack.

Thanks to the involvement of the group, the riot was ended and Laguna was enlisted into Ryybyn's service.



DM Tuz Table Scraps: Blood Sand Cartel 'Skydancer' Xana

Born far off her ancestral home, the Spire Isles, Xana experienced a troubled upbringing in the city of Hayne. Tasked with providing for her siblings at a young age and faced with discrimination for her beastfolk heirtage, Xana became involved with the Cartel.

There Xana experienced the enticing rush of success and power and quickly rose the ranks within the organization, as she demonstrated an impeccable knack for illegal trades. Soon after rising the ranks though, she decided to leave the City to oversee the Cartel's operation along the Inner Sea, where she ultimately achieved the rank of lieutenant.

Along with the other lieutenants, Xana was chosen to join Malik's exodus to the continent Zaeon and was enhanced with behemoth blood. At the final battle for the Wandering Fortress Xana was defeated by the group and apprehended. In the aftermath of the battle, Xana was allowed to join Flamingcoat's pirate crew..

SKYDANCER XANA

Medium humanoid (ornivian), neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	12 (+1)	16 (+3)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Int +0

Skills Acrobatics +9, Perception +7, Performance +6

Damage Resistance lightning

Senses darkvision 60 ft. passive Perception 17

Languages Common, Thieve's Cant and two additional languages

Challenge 11 (7,200 XP)

Behemoth Blood. Xana is infused with behemoth blood.

Equipment. Xana's Chain Whip is a magical +1 weapon and she carries 2 greater healing potions.

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

Skydance. Xana doesn't provoke an opportunity attack when she flies out of an enemy's reach. When flying, she can use a reaction to impose disadvantage on a ranged attack targeting her, or take no damage from a successful Dexterity saving throw.

Zap. Xana attacks deal an additional 2d6 lightning damage (included in the attack). Additionally whenever she rolls lightning damage and any of the damage dice show two or more of the same number, she deals an additional 7 (2d6) lightning damage.

ACTIONS

Multiattack. Xana makes two weapon attacks.

Chain Whip. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (3d4+5) slashing damage plus 7 (2d6) lightning damage. If the target is a large or smaller size creature it is grappled, escape DC 15. For the duration of the grapple

the creature is restrained and Xana cannot make chain whips attacks.

Jolt. A creature within 10 ft. of Xana must make a DC 15 Dexterity saving throw. On a failed save a creature takes 14 (4d6) lightning damage and has disadvantage on ability checks and attack rolls until the beginning of Xana's next turn. On a successful save a creature takes half as much damage and suffers no other effects. A creature that fails the saving throw by 5 or more is stunned until the beginning of Xana's next turn.

Lightning Dance. Xana makes three chain whip attacks against the same creature. The lightning damage of all whip attacks are rolled at the same time, applying Zap to one collective roll and dealing extra damage on each two dice showing the same number (not counting dice for more than one pair). If the target creature has no flying speed, all three attacks are made with advantage.

REACTION

Reactive Jolt. Xana makes a jolt attack against a creature targeting her with a melee weapon or that attempts to grapple her.

LEGENDARY ACTION

Xana 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. Xana regains spent legendary actions at the start of her turn.

Submission Jolt. Xana makes a jolt attack against a creature she has grappled.

Move. Xana moves up to her speed or flies up to half of her flying speed.

Potion. Xana drinks a potion.

Chain Whip (2 Actions). Xana attacks with her chain whip.

Kahana 'The Hush'

Kahana was trained as a moonlight assassin in the service of An'Shyvann's clergy to be an unseen ward for the Eternal Sun King. Alas, before her training was over, the seat of the sun king became vacant, and the heir gone. She abandoned her service and became a wandering soul in search of purpose.

Kahana felt great sympathy with the plight of the daeva, a caste of exiles within the nation of An'Shyvann, and joined the cartel with the goal of helping them.

As one of their most skilled lieutenants, Kahana was chosen by Malik to establish the Cartel within the continent Zaeon. There she too was gifted the behemoth blood and played her part in the unfolding events. Having helped the group in previous events, Kahana found herself questioning her loyalty again and again. In the end, she chose to turn her back on Malik's tyranny to lead the remnants of the cartel towards a new future.



KAHANA 'THE HUSH'

Medium Humanoid (Ailo), true neutral

Armor Class 17 (studded leather armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Proficiency +4

Saving Throws Dex +8, Int +7, Wis +6

Skills Acrobatics +13, Insight +6, Perception +6, Persuasion +6, Sleight of Hand +13, Stealth +13

Senses darkvision 60 ft. passive Perception 16

Languages Common, Thieve's Cant and two additional languages

Challenge 11 (7,200 XP)

Behemoth Blood. Kahana is infused with behemoth blood.

Camouflage Fur. Kahana can always hide if she remains motionless.

Equipment. Kahana's Karambit (dagger) is a magical +1 weapon.

Evasion. If Kahana is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Sneak Attack (1/turn). Once per turn, Kahana deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kahana that isn't incapacitated and she doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. Kahana makes 2 weapon attacks. If the first attack hits, the second attack roll against the same target has advantage.

Karambit. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 7 (1d4 +5) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

If sneak attack was applied on the attack, the target makes the saving throw with disadvantage.

8th Phase: Step of the Hollow Circle (Recharge 5-6).

Kahana becomes invisible and moves up to her movement speed in a straight line able to move through spaces occupied by other creatures. She makes a karambit attack against each creature she passes and each attack that hits is a **Sneak Attack**. Kahana can use this action only if she hasn't moved during this turn, and after she uses this action her remaining speed is 0 until the end of the current turn. Kahana can't use a reaction to use this action.

BONUS ACTION

Thievery. Kahana does one of the following:

- Kahana makes a Dexterity (Acrobatics) check to escape an effect that has her restrained or grappled.
- Kahana makes a Dexterity (Stealth) check to hide.
- Kahana makes a Dexterity (Sleight of Hand) check to steal an item from a creature within 5 ft. of her (contested by the creature's Perception).

LEGENDARY ACTION

Kahana 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. Kahana regains spent legendary actions at the start of her turn.

Move. Kahanna moves up to half her speed without provoking opportunity attacks.

Thievery. Kahanna uses thievery.

Strike (2 Actions). Kahana makes a weapon attack.

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.

