

# CHILDREN OF MALIFICA

MEDIUM FIEND, CHAOTIC EVIL

**Armour Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Saving Throws** CON +2, INT +3

**Skills** Arcana +3, Perception +3

**Damage Resistances** spells, magical slashing, piercing and bludgeoning, poison

**Damage Vulnerabilities** fire, radiant

**Condition Immunities** blinded, charmed, frightened, grappled, sleep

**Senses** truesight 120 ft., Passive Perception 11

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Magic Resistance.** A Child of Malifica has advantage on saving throws against spells and other magical effects.

**Aversion to Fire.** If the Child of Malifica takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next round.

**Amphibious.** A Child of Malifica can breathe both air and water.

**Regeneration.** The Child of Malifica regains 10 hit points at the start of its turn. If the Child of Malifica takes fire damage, this trait doesn't function at the start of the Child of Malifica's next turn. The Child of Malifica dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

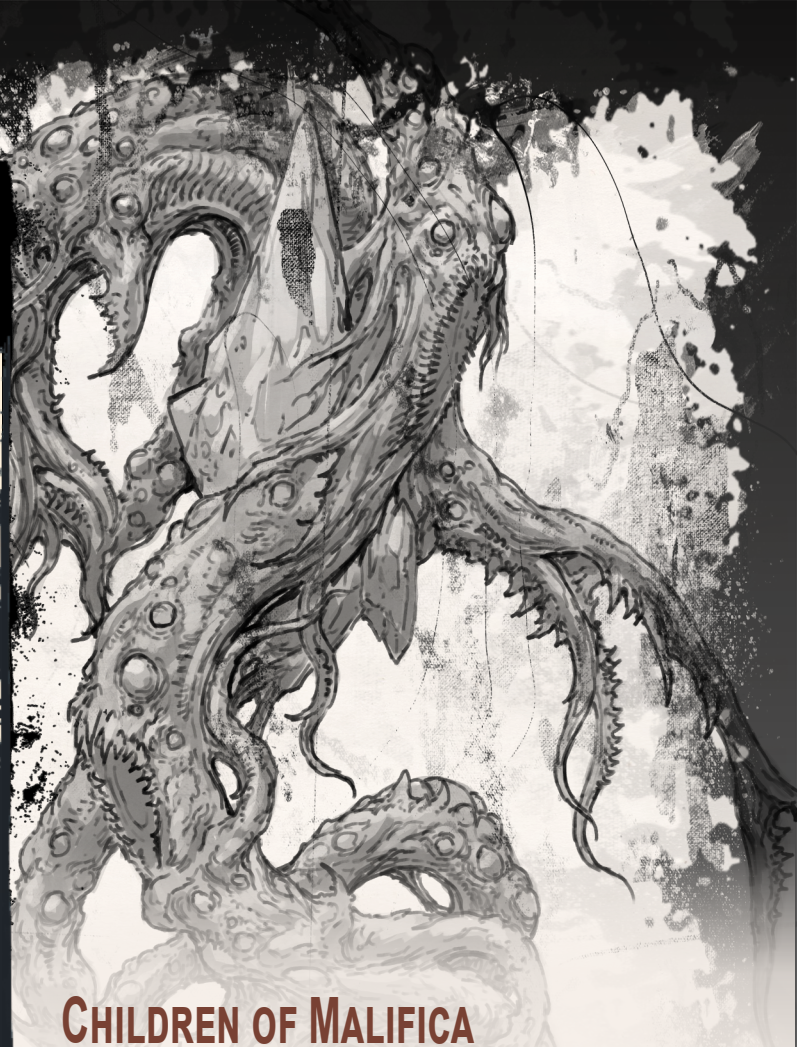
**Multiattack.** Child of Malifica makes three Grasping Tentacles attacks, and one Vicious Bite attack.

**Grasping Tentacles.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

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

**Energy Blast.** Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 6 (1d10+1) force damage.

**Diabolic Restraint.** A Child of Malifica that strikes a target 3 times in a single turn with its Grasping Tentacles will cause a creature to immediately suffer the Restrained condition. A creature can attempt a DC 11 Strength check to break free of the tentacles at the beginning of their turn as a regular action.



## CHILDREN OF MALIFICA

Ugul Hul, the demon god of the Yhtari in Malifica, is an omnipresent entity resembling a colossal jellyfish on the ocean floor, continuously reproducing itself. Its monstrous form boasts numerous tendrils that feed on the ocean's ley lines, growing in energy and mass, releasing polyps into the depths.

These polyps serve as the origin of all Yhtari in Malifica. Initially bound to the water, they undergo uncontrollable transformations, gaining sentience when they encounter oceanic crystal formations. Emerging from the depths, they appear grotesque, resembling tentacles clutching glowing energy crystals. These primitive creatures are fragments of one of the most malevolent demon gods.

Initially controlled by more powerful Yhtari, they operate as a hive mind, lacking individual will. They move collectively on the battlefield, overwhelming foes physically or unleashing energy blasts from their symbiotic crystals.

Over time, some gain sentience and a sense of purpose, known as an awakening. They expend their stored energy to become Atriarchs of Malifica. Survivors possess limitless potential, with the ability to evolve into various ranks of Malifica Royalty or even become gods themselves.