

POSSESSED OF MALIFICA

LARGE FIEND, NEUTRAL EVIL

Armour Class 17 (Metamorphic Flesh)

Hit Points 238 (28d10+84)

Speed 40 ft.

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

Saving Throws CON +7, INT +6

Skills Arcana +6, Athletics +8, Deception +12, History +6, Insight +5, Intimidation +8, Perception +5, Performance +12, Persuasion +8, Stealth +7

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 15

Languages Abyssal, Infernal, Common

Challenge 10 (5,900 XP)

Proficiency Bonus +4

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

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

Amphibious. A Possessed of Malifica can breathe both air and water.

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

ACTIONS

Multiattack. A Possessed of Malifica makes three Grasping Tentacles attacks, and two Vicious Bite attacks.

Grasping Tentacles. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (3d6+4) slashing damage.

Vicious Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage.

Diabolic Restraint. A Possessed 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 16 Strength check to break free of the tentacles at the beginning of their turn as a regular action.

Infernal Puppetry. A creature that has been restrained can find themselves under the control of a Possessed of Malifica. If a creature has the Restrained condition, and the Possessed of Malifica decides that they want to take control of them, they must make a DC 16 Strength check. If the creature fails, the pseudopods penetrate their back and take over their motor control, leaving them at the mercy of the Possessed of Malifica. The only way to free a creature under the control of a Possessed of Malifica is to directly attack the controlling pseudopod and deal a minimum of 10 damage with a slashing weapon. If this happens, the creature under the control of the Possessed of Malifica regains control of their actions.



Sometimes after achieving sentience, a Child of Malifica will lose its crystal to folly, predation, or ill luck. Such a creature is a wretched shell of its former self, struggling to maintain its form and function. For the most part, these tendrils regress back to a primitive state. Most commonly they would die in this weakened form. The lucky ones instinctively find their way back to the deep waters of their home where they can find a new crystal and begin their evolution once again. A very rare few discover that they can live - even thrive - if they are able to replace the crystal with a suitable host.

The Possessed of Malifica are parasitic beings who have latched onto another creature. The stable physical form of the host provides a suitable home for a crystal-less Child of Malifica. Their tendrils burrow into the skin of the victim, emptying out most of the internal organs. Any bones are dissolved as the Possessed flows deeper into its prey, replacing whatever skeleton might have existed with an interconnected network of tentacles.

At first, a Possessed is a clumsy inept thing. Like a puppet with half its strings cut, it flops around in a pathetic imitation of its host. Over time, the Possessed parasite merges almost completely with the shell that contains it, becoming indistinguishable from the original. They can often live concealed within a society, entirely ordinary and unremarkable until they choose to strike.

The Possessed are excellent spies and assassins. The tentacled insides make the host preternaturally quick and flexible, and give them the ability to change form to a degree. The host body becomes so integrated with the tentacles that it can explode open revealing the agent of Malifica in its true horrific form. Fighting almost as two creatures, the Possessed puppeteers the host with incredible agility and skill, thrashing out violently with bizarre bioorganic appendages. If such a being is ever defeated, it is wise to burn the remains as it is well known that a Possessed can move itself from one host to another with relative ease.