

# TRICKSTER OF MALIFICA

## LARGE FIEND, NEUTRAL EVIL

**Armour Class** 17 (Metamorphic Flesh)

**Hit Points** 157 (25d10+75)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

**Saving Throws** CON +10, INT +9

**Skills** Arcana +12, Deception +7, Insight +7, Intimidation +7, Medicine +7, Persuasion +7, Religion +8

**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 13

**Languages** Abyssal, Infernal, Common

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

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

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

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

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

### ACTIONS

**Multiattack.** A Trickster of Malifica makes two Eldritch Staff attacks, and three Grasping Tentacles attacks.

**Eldritch Staff.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (3d8+5) bludgeoning damage.

**Grasping Tentacles.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6+2) slashing damage.

**Diabolic Restraint.** A Trickster 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 17 Strength check to break free of the tentacles at the beginning of their turn as a regular action.

**Innate Spellcasting.** A Trickster of Malifica's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

At Will: Darkness, Detect Magic, Dispel Magic

3/Day: Confusion, Fly, Powerword Kill, Shapechange



Tricksters are very rarely beheld in their true form. They are known for their shapeshifting abilities, and their ability to spin the truth in misleading ways.

A Trickster can never be trusted – not even by themselves. Because of their constant shapeshifting and tale-telling, a Trickster is incapable of retaining realistic memory. Without the vast memory stores of their Witness companions, the Tricksters would lose themselves completely in their hazy and twisted reality.

Just as the Trickster relies on the Witness, the Witness would be nothing but a silent beast without their companion. Tricksters act as interpreters of the deep knowledge of Witnesses. The Witnesses of Malifica are so deeply buried in their minds that they are incapable of speech. They carefully observe the Tricksters, and then relay the important memories retained from each deceptive adventure.

Even though they constantly bury the truth in layers of mystique, the Tricksters and Witnesses of Malifica can prove to be quite useful to their faction. Few creatures of Malifica hold the memory capacity of a Witness, and the Tricksters of Malifica are unshakably adept at blending in with the enemy.