

MALAKAR

Large • Giant • Chaotic Evil

Armor Class 16

Initiative +0 (10)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	17 (+3)	7 (-2)

Saving Throws Wis +6

Skills Arcana +4, Insight +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Giant

CR 8 (XP 3,900; PB +3)



Cursed Antipathy. Creatures that are cursed by the malakar have disadvantage on attack rolls against it, and the malakar has advantage on saving throws of spells forced by such creatures.

Hex Weakness. The malakar automatically fails any saving throw or is hit by any attack or ability that inflicts a curse against it.

Festering Curses. When a creature inflicted by a curse of the malakar is targeted by a *remove curse* spell, it must first succeed on a DC 14 Constitution saving throw, or the dispelling of the curse fails, and the spell is wasted. A *remove curse* spell cast with a spell slot of level 5 or higher, or a similar spell or effect of equal power, immediately takes effect without requiring a save.

ACTIONS

Multiattack. The malakar makes two Hex Bash attacks.

Hex Bash. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target becomes cursed. The target can choose not to become cursed, in which case it takes an extra 16 (3d10) necrotic damage that bypasses resistance or immunity. When the target becomes cursed, the malakar can choose one of the following effects (a creature can be afflicted by more than one effect of this ability at the same time, an effect that dispels curses ends all effects together):

- The target's speed is commulatively reduced by 5 feet (to a minimum of 5 feet).
- The target's maximum hit points are reduced by 5 (to a minimum of 1).
- The target's proficiency bonus is reduced by 1 (to a minimum of 0).

Curse Host. *Wisdom Saving Throw:* DC 14, one creature within 30 feet of the malakar that it can see. *Failure:* The target becomes cursed by a curse that the malakar is afflicted by.

Unravel Magic (1/Day). The malakar creates the effects of the *antimagic field* spell in a 10-foot emanation originating from it. The effects last until the start of the malakar's next turn. The area doesn't move the malakar.

BONUS ACTIONS

Hex (3/Day). The malakar casts *hex*.

Expedite Curse. *Charisma Saving Throw:* DC 14, one creature within 30 feet afflicted by a curse from a malakar. *Failure:* The malakar applies the effects of all curses the target is afflicted by again cumulatively, if possible. *Success:* The target becomes immune to this ability for 24 hours.

MALAKAR — WEAKER

Armor Class 15

Initiative +0 (10)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	15 (+2)	7 (-2)

Skills Arcana +3, Insight +5

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 12

Languages Giant

CR 5 (XP 1,800; PB +3)



Cursed Antipathy. Creatures that are cursed by the malakar have disadvantage on attack rolls against it, and the malakar has advantage on saving throws of spells forced by such creatures.

Hex Weakness. The malakar automatically fails any saving throw or is hit by any attack or ability that inflicts a curse against it.

Festering Curses. When a creature inflicted by a curse of the malakar is targeted by a *remove curse* spell, it must first succeed on a DC 14 Constitution saving throw, or the dispelling of the curse fails, and the spell is wasted. A *remove curse* spell cast with a spell slot of level 5 or higher, or a similar spell or effect of equal power, immediately takes effect without requiring a save.

ACTIONS

Multiattack. The malakar makes two Hex Bash attacks.

Hex Bash. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target becomes cursed. The target can choose not to become cursed, in which case it takes an extra 11 (2d10) necrotic damage that bypasses resistance or immunity. When the target becomes cursed, the malakar can choose one of the following effects (a creature can be afflicted by more than one effect of this ability at the same time, an effect that dispels curses ends all effects together):

- The target's speed is commulatively reduced by 5 feet (to a minimum of 5 feet).
- The target's maximum hit points are reduced by 5 (to a minimum of 1).
- The target's proficiency bonus is reduced by 1 (to a minimum of 0).

Curse Host. *Wisdom Saving Throw:* DC 13, one creature within 30 feet of the malakar that it can see. *Failure:* The target becomes cursed by a curse that the malakar is afflicted by.

Unravel Magic (1/Day). The malakar creates the effects of the *antimagic field* spell in a 10-foot emanation originating from it. The effects last until the start of the malakar's next turn. The area doesn't move the malakar.

BONUS ACTIONS

Hex (3/Day). The malakar casts *hex*.

Expedite Curse. *Charisma Saving Throw:* DC 13, one creature within 30 feet afflicted by a curse from a malakar. *Failure:* The malakar applies the effects of all curses the target is afflicted by again cumulatively, if possible. *Success:* The target becomes immune to to this ability for 24 hours.

MALAKAR — STRONGER

Armor Class 17

Hit Points 210 (20d10 + 100)

Speed 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	15 (+2)	19 (+4)	7 (-2)

Saving Throws Int +6, Wis +8

Skills Arcana +6, Insight +8

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 14

Languages Giant

CR 11 (XP 7,200; PB +4)



Cursed Antipathy. Creatures that are cursed by the malakar have disadvantage on attack rolls against it, and the malakar has advantage on saving throws of spells forced by such creatures.

Hex Weakness. The malakar automatically fails any saving throw or is hit by any attack or ability that inflicts a curse against it.

Festering Curses. When a creature inflicted by a curse of the malakar is targeted by a *remove curse* spell, it must first succeed on a DC 14 Constitution saving throw, or the dispelling of the curse fails, and the spell is wasted. A *remove curse* spell cast with a spell slot of level 5 or higher, or a similar spell or effect of equal power, immediately takes effect without requiring a save.

ACTIONS

Multiattack. The malakar makes two Hex Bash attacks.

Hex Bash. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target becomes cursed. The target can choose not to become cursed, in which case it takes an extra 22 (4d10) necrotic damage that bypasses resistance or immunity. When the target becomes cursed, the malakar can choose one of the following effects (a creature can be afflicted by more than one effect of this ability at the same time, an effect that dispels curses ends all effects together):

- The target's speed is commulatively reduced by 5 feet (to a minimum of 5 feet).
- The target's maximum hit points are reduced by 5 (to a minimum of 1).
- The target's proficiency bonus is reduced by 1 (to a minimum of 0).

Curse Host. *Wisdom Saving Throw:* DC 16, one creature within 30 feet of the malakar that it can see. *Failure:* The target becomes cursed by a curse that the malakar is afflicted by.

Unravel Magic (2/Day). The malakar creates the effects of the *antimagic field* spell in a 10-foot emanation originating from it. The effects last until the start of the malakar's next turn. The area doesn't move the malakar.

BONUS ACTIONS

Hex (3/Day). The malakar casts *hex*.

Expedite Curse. *Charisma Saving Throw:* DC 16, one creature within 30 feet afflicted by a curse from a malakar. *Failure:* The malakar applies the effects of all curses the target is afflicted by again cumulatively, if possible. *Success:* The target becomes immune to to this ability for 24 hours.