



LICH, HEARTLESS

Lesser, more impatient spellcasters who refuse to put themselves through the trials involved in typical lichdom sometimes turn to a different form of unlife: heartlessness. The Ritual of Heartlessness involves removing the subject's beating heart and preserving it outside of its body. If the subject survives, it becomes a heartless lich. The heartless lich enjoys the benefits of unlife so long as its heart remains intact and near it. However, if its heart is destroyed, the lich is destroyed as well.

Undead Nature. The lich does not require air, food, drink, or sleep.

A HEARTLESS LICH'S LAIR

Because a heartless lich must protect its heart, they tend to cloister themselves in heavily trapped and guarded secret lairs. Like the traditional lich, a heartless lich's lair is drenched in the unfathomable evil it exudes.

A heartless lich encountered in its lair has a challenge rating of 7 (2,900 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row.

- The lich rolls a d4 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The lich targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 15 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in the lich's lair.
- The lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the lich can see within 60 feet of it. The target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.

LICH, HEARTLESS

Medium undead, any evil alignment

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	17 (+3)	14 (+2)	18 (+4)

Saving Throws Con +7, Wis +5

Skills Arcana +6, Perception +6

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks (with its heart) or all (without its heart)

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common plus up to three other languages

Challenge 6 (2,300 XP)

Heartless. The lich can survive without its heart in its body so long as its heart remains intact and within 300 feet of it. While the lich's heart is out of its body, the lich is immune to all damage from spells and attacks. Its heart's AC is 10 and it has 10 hp. The heart is an object that has all of the lich's normal damage immunities, plus it is immune to psychic damage. If its heart is destroyed, the lich is immediately destroyed.

Spellcasting. The lich is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *firebolt*, *shocking grasp*, *true strike*
1st level (4 slots): *burning hands*, *charm person*, *expeditious retreat*
2nd level (3 slots): *mirror image*, *see invisibility*
3rd level (3 slots): *lightning bolt*, *major image*
4th level (3 slots): *blight*, *wall of fire*
5th level (2 slots): *cloudkill*, *hold monster*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHABANG MAN

This lesser golem appears to be a medium-sized humanoid warrior made of sculpted earth. Chabang men are immune to most forms of physical damage. Bludgeoning damage temporarily disables them, while slashing damage splits them into two new chabang men.

Chabang men are often created by spellcasters to test the mettle of would-be challengers while the spellcaster observes and notes weaknesses.

Construct Nature. The chabang man does not require air, food, drink, or sleep.

PET FIST

Created from thick mud and enchanted, a pet fist appears as a massive bronze hand. Using its fingers, it is able to crawl around then leap to make attacks against unsuspecting foes.

Construct Nature. The pet fist does not require air, food, drink, or sleep.

CHABANG MAN

Medium construct, neutral

Armor Class 9

Hit Points 45 (10d8)

Speed 25 ft. (5 ft. in mud form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	3 (-4)	7 (-2)	1 (-5)

Damage Immunities acid, bludgeoning, poison, psychic, slashing; piercing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 8

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. The chabang man is immune to any spell or effect that would alter its form.

Magic Resistance. The chabang man has advantage on saving throws against spells and other magical effects.

Magic Weapons. The chabang man's weapon attacks are magical.

Squashable. Whenever the chabang man is subjected to bludgeoning damage from a source other than a magical or adamantite weapon, it takes no damage. Instead, it collapses into a puddle of mud. While in its mud form, the chabang man's movement becomes 10 ft. and it is incapacitated. On its turn, the chabang man can use its bonus action to revert to its original form.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 1d10 slashing damage when wielded with two hands.

Reaction

Split. When the chabang man is subjected to slashing damage, it splits into two new chabang men if it has at least 10 hit points. Each new chabang man has hit points equal to half the original chabang man's, rounded down. New chabang men start as a puddle of mud; the chabang man is incapacitated and its movement speed becomes 10 ft. while in this form. On its turn, the chabang man can use its bonus action to revert to its original form.

PET FIST

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (+1)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Dissolution. If the fist is destroyed, its body dissolves into a pile of thick mud.

Immutable Form. The fist is immune to any spell or effect that would alter its form.

Magic Resistance. The fist has advantage on saving throws against spells and other magical effects.

Magic Weapons. The fist's weapon attacks are magical.

Actions

Multiattack. The fist makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.