



## CULT OF MOLOCH

### INTRODUCTION

Welcome to the Mystery Cults series for the Amazons vs Valkyries adventure setting. The religious cults presented here are just a few of the hundreds that exist in this setting. Some are dedicated to chthonic gods that are almost forgotten, while others worship new deities, such as Alexander the Great. These cults are most common in Greece and the Greek colonies, but also exist in Egypt, Persia, Rome, and Carthage. Even in less civilized lands druids, witch doctors, and other religious leaders join together, keep secrets, pursue common goals, and organize themselves in a hierarchy.

### MYSTERY CULTS

Mystery cults are secret societies that exist within religious institutions. Like other secret societies, their existence is well known, but their rituals, lore, and objectives are concealed. Only the initiated are allowed access to these secrets.

**Levels of Initiation.** Cult membership is divided into a hierarchy of at least twenty degrees or ranks. Some cults have more than sixty ranks. Only the high priestess (or priest) is privy to all the cult's secrets.

**Exclusivity.** None of these cults require their members to disavow or deny other deities and cults. In fact, many people are simultaneously members of multiple cults.

#### **Content Warning!**

This file contains disturbing content that is not suitable for all audiences. This content includes:

- Extreme violence/cruelty
- Sexual references





**Cult Secrets.** Only the initiated know the true name of the cult's deity, and they are forbidden to speak it to anyone outside the cult. At each level of initiation, a different true name is revealed to the member with only the high priestess knowing the actual true name of the deity. Mystery cults also harbor many other secrets and esoteric lore. Some examples are listed on the table below.

**Initiation Fees.** Although membership in most cults is open to everyone, initiation rites have fees. These fees offset the cost of the ritual and help support the temple and its ambitions. The amount of the fee increases with each degree and depends on many factors, including how much the applicant can afford and how much the cult leaders desire the new member.

**Initiation Times.** Most cults conduct initiations once per year. Common dates include the first full Moon after the Winter Solstice, the Spring Equinox, and the Summer Solstice. The process usually involves preliminary ritual purification, eating sacred foods, and confessing of wrong doing. This takes at least three days and sometimes up to two weeks. The actual ceremony begins at sundown and continues until sunrise. During the ritual, the initiates consume psychoactive substances and venture into a deep cavern where they have unnerving encounters with deities and demons.

**Membership Advantage.** Besides access to secret lore and powerful associates, being a cult member has other perks. Membership can mean that your business wins a lucrative contract from a trade guild or local magistrate. It could mean that your child is educated by an expensive Greek tutor, or your competitor suffers a tragic setback.

**Leadership and Members.** Cult hierarchies are separate from temple priesthoods. While most leadership positions within the cults are occupied by priestesses (or priests), not all temple priestesses are members of the mystery cult. Likewise, most cult members are not priestesses or employed by the temple; they are private citizens, lawyers, merchants, stage actors, lords, scribes, and princesses.

### NPCs Only!

The Cult of Moloch is for DMs to create heinous villains for players to defeat. Players should not play paladins with this oath.

### D20 Secret Lore

- |    |  |
|----|--|
| 1  | Facts about mythical events                    |
| 2  | Location of an entrance to the Underworld      |
| 3  | Location of a gate to another dimension        |
| 4  | Location of a prison holding a demon or deity  |
| 5  | Formula for creating magical items             |
| 6  | Rare spells                                    |
| 7  | Facts about other planes in the multiverse     |
| 8  | Facts about a mythical beast                   |
| 9  | Facts about distant lands                      |
| 10 | The true ambitions of a major political figure |
| 11 | Archaic or extinct language(s)                 |
| 12 | Secret of navigating the tunnels of Europa     |
| 13 | Lore of a lost or forgotten civilization       |
| 14 | Location of a legendary magic item             |
| 15 | Clues or answer to a puzzle or riddle          |
| 16 | Location of a sacred site                      |
| 17 | Lore about a humanoid or monstrous race        |
| 18 | Lore of a lost, magic-like technology          |
| 19 | Location of a magical island                   |
| 20 | Lore about the Amazons Vs Valkyries conflict   |





## THE CULT OF MOLOCH

**Domains:** Divination, Fire, Fertility, War

**Location:** Carthage, Phoenicia, Iberia

**Cult Secrets:** Torture, purification, fire lore

Moloch is a monstrous, prehistoric deity who embodies fire and evil. He is a king of the Underworld and associated with Time, Lordship, and Fertility. Moloch is a child of [the Great Mother](#), the brother of Ba'al Hammon, and a consort of Ashtoreth. He has had many children, but devours them all.

Moloch only accepts offerings that are made through fire or war. He revels in conflagrations and bloody sieges. When cities burn and innocents are slaughtered, Moloch is there.

Moloch's favorite delicacy is innocent children. Slaughtered in gory violence or burned alive, he feasts on them daily. His priests constantly gather offerings from the citizenry, either for scheduled rituals or because they have associated some recent misfortune with Moloch's displeasure. On Moloch's holy days, when military disasters befall Carthage, and when volcanoes erupt, Moloch binges on hundreds of offerings.

**The Cycle of Power.** With his influence over Time, Moloch brings wealth and power to his devoted worshipers. They in turn use their resources to further Moloch's agenda. In this way, he has brought tremendous riches to the Carthaginians and they have enabled his cult's expansion into many new lands.

**War.** The cult's military aspects attract the most ruthless and ambitious warriors. Within Carthage's Sacred Band, there is a unit of Moloch's champions. Their commander is also a senator and an advisor to the general of the armies.

**Fires Below.** Moloch causes volcanoes, geysers, and hot springs. Entrances to his underworld kingdom can be found deep in the crevices of active volcanoes.

## THE TEMPLES

Moloch's cult is based in Carthage, but has temples and shrines in Iberia, Sardinia, Sicily, Malta, and other Carthaginian colonies. A few sects operate secretly in Phoenicia, Egypt, and Anatolia.

**Temples.** Moloch's large urban temples are imposing stone structures with entrances that resemble the deity's gaping mouth. They always include a statue of the deity, which is a hideous bull-like creature with three eyes and bat wings. Ritual orgies and mass sacrifices are held in these temples on a regular basis. Prisoners of war may also be sacrificed here.

**Tophets.** Small communities and some urban neighborhoods have shrines called tophets. These are always shallow caves or grottos, some with artificial roofs built to make them seem more like deep caves. Near the entrance of each tophet stands a large stele dedicating the shrine and honoring those who funded its construction. Tophets usually include graphic murals on the walls, a long table for offerings, and an altar and fire pit near the front. Worshipers are not allowed inside the shrine. They gather before the stele at the entrance to pray, hear sermons, and receive blessings. Animals that are sacrificed in the shrine are roasted and eaten in ceremonial feasts. When humans are sacrificed, it is a dramatic event. The priests chant loudly while musicians feverishly play their drums and pipes to drown out the horrible screams from within the shrine.

**Initiation.** Initiation rites are held on the solstices and equinoxes. Initiates are burned with a hot iron on the upper chest, hand, shoulder, or face, branding them with the mark of Moloch.

**Ritual Sex.** Moloch's clergy prostitute themselves as an act of devotion. Offspring produced from these rituals are sacrificed to Moloch.



## FESTIVALS

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There are no festivals celebrating Moloch, but regular sacrificial rites are held in his honor. Sumptuous feasts are always part of these events with attendees consuming the charred meat of sacrificed animals and imbibing wine as a symbolic way of drinking blood.

**Funerals.** Moloch's priests oversee funerals, conducting cremations and last rites. Cemeteries include cooking and dining areas where funerary feasts are held among the human remains.

**Holy Days.** Sacrifices in Moloch's honor are made on holy days determined by the cult's secret calendar. One of these days is the Blessings of the New Year held on the Winter Solstice. Three-hundred-sixty-five infants are immolated as the priests petition Moloch for good fortune and victory in the coming year.

Families are chosen by lottery to donate a child. Initially, they can pay the temple a tithe and substitute an animal for this sacrifice, but the cult's extremists later prohibit this option.

**Honor of Moloch.** After a victorious battle, the dead are burned in a massive cremation honoring Moloch. Captured enemy soldiers may also be sacrificed at this time.

**Rite of the First Born.** Families are encouraged, and later required, to give the cult their first born child. This ensures financial prosperity for the family and the community.

**Military Disasters.** If Carthage suffers a major military defeat, the likely reason is Moloch has abandoned them. To appease him, they must provide him with abundant, valuable sacrifices.

**Volcanic Eruptions.** A violent eruption is a sure sign of Moloch's displeasure and an indication that mass sacrifices must be made immediately.

## MIGRATION AND EXPANSION

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Other deities, including the [Great Mother](#), have driven Moloch's cult from Phoenicia. While a few sects remain, performing their rites in secret, most of Moloch's faithful found religious freedom in Carthage. In the new colony, they insinuated themselves among the aristocracy and gained control of the government.

Although discouraged or outlawed in many places, Moloch's cult is widespread in Carthaginian territories. When Carthage establishes a new colony, Moloch's missionaries soon arrive to spread the faith. Any attempt to resist or curb the cult is met with extreme intolerance and retribution.

## FUNDAMENTALIST FACTION

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A fanatical sect has recently risen within the cult. They preach a radical, militant doctrine and terrorize the Carthaginian citizenry. They have purged moderates from their ranks and gained control of several senators.

The extremist cult leaders have banned inhumation, mandated cremation, and prohibited families from substituting animals for sacrificial children. They strictly enforce the Rite of the First Born, which many families try to avoid. Denying or offending Moloch is outlawed. If the sacrifice's parents or anyone else grieves during the ceremony, they are arrested and punished for insulting Moloch. Speaking ill of Moloch is also outlawed. The faithful are encouraged to report on fellow citizens and the cult has covert agents who test civilians with entrapping conversation.

All good fortunes are attributed to Moloch's benevolence and misfortunes are attributed to his displeasure. His priests teach that sacrifices ensure financial prosperity and military victory.

As conflict with Rome intensifies, Moloch's priests insist that substituting slaves, peasants, or animals for proper sacrifices has become too common and offends Moloch. For victory over Rome, Moloch needs more succulent souls.



## OATH OF IMMOLATED SOULS

Moloch's champions are agents of conflagration and battle. They slaughter anyone opposing them. They only take prisoners to sacrifice them. Their vaults are overflowing with wealth, their reputations awash in terror.

### TENETS OF MOLOCH

Though the exact words and strictures may vary, paladins with this oath share the following tenants.

**Mercilessness.** Moloch hates weakness and remorse. Make your decisions and embrace the consequences.

**Die in a Fire.** The most honorable death is in a conflagration. I will provide an honorable death for as many creatures as possible.

**Make the World Burn.** Moloch's appetite is insatiable. There is no end to the souls I can send him or the rewards I can earn.

### CHANNEL DIVINITY

When you take this Oath at 3<sup>rd</sup> level, you gain the following two Channel Divinity options:

**Flaming Weapon.** As an action, you can imbue one weapon that you are holding with Moloch's fire, using your Channel Divinity. For 1 minute, your melee weapon inflicts 1d8 additional fire damage with each attack. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes so for the duration. If you sheathe or drop the weapon, or fall unconscious, the effect ends.

**Crush the Weak.** As an action, you exude an unholy radiance in a frightful display of Moloch's power. All creatures within 30 feet of you that can see you must succeed on a Wisdom saving throw. On a failure, they become frightened of you for 1 minute.



## OATH OF MOLOCH SPELLS

Paladin Level	Spells
3	<i>burning hands</i> , <i>true strike</i>
5	<i>augury</i> , <i>flaming sphere</i>
9	<i>fireball</i> , <i>protection from energy</i> (fire and cold only)
13	<i>divination</i> , <i>eruption</i>
17	<i>commune</i> , <i>conjure elemental</i> (fire)

### SACRIFICE OF MOLOCH

At 7<sup>th</sup> level, when you kill a creature, you can use a reaction to dedicate its soul to Moloch. When you do this, the creature can never be resurrected or reincarnated and you gain a bonus on your next melee attack equal to your Charisma modifier. If unused, this bonus fades after 1 minute.

At 18<sup>th</sup> level, the bonus applies to all your melee attacks for 1 minute.

### WEALTH

When you reach 15<sup>th</sup> level, Moloch's power tilts financial transactions in your favor and sends you windfalls, increasing your net worth.

**Favorable Transactions.** When you sell an item or service, your payment is 10% more than the standard value or rate. When you purchase goods or services, you pay 10% less than the listed price.

**Windfalls.** You receive a sudden distribution of cash. This may be a business investment that paid off, installments from a debtor, an inheritance, or something else. You receive a number of gold pieces equal to 1d20 times your proficiency bonus + 50. You roll again and receive another payment each time to gain a new paladin level.

### AVATAR OF MOLOCH

At 20<sup>th</sup> level, you can use an action to become a terrifying likeness of Moloch. For 1 minute thereafter, you gain the following benefits:

- When you reduce a creature to 0 hit points, you gain 20 temporary hit points.
- Half the damage inflicted by your magical fire attacks is radiant damage.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.



## FIRE DOMAIN

Fire is a fundamental elemental of the universe which mortals barely understand. It is both dangerous and necessary, providing warmth for homes and forges, but also threatening to destroy cities. Gods such as Moloch, Surtur, Belenus, and Vulcan are closely associated with fire, either because they use it in their work, or are actual embodiments of it. Most fire deities are chaotic, and some are evil. Many fire gods require sacrifices, and the evil ones demand humans.

### Fire Domain Spells

#### Priestess

Level	Spells
1	<i>burning hands</i> , <i>hellish rebuke</i>
3	<i>flaming sphere</i> , <i>heat metal</i>
5	<i>fireball</i> , <i>wildfire</i>
7	<i>conjure minor elemental</i> (fire), <i>wall of fire</i>
9	<i>conjure elemental</i> (fire), <i>flame strike</i>

### BONUS CANTRIPS

When you choose this domain at 1<sup>st</sup> level, you gain the *fire bolt* and *produce flame* cantrips if you don't already know them. These cantrips count as cleric spells for you.

### ALLIED TO THE FIRE

Also starting at 1<sup>st</sup> level, you gain resistance to fire damage. Any fire damage you suffer is halved.

### CHANNEL DIVINITY: STOKE THE BLAZE

Starting at 2<sup>nd</sup> level, you can use your Channel Divinity to cause the flames created by your spells to burn with an intensity stoked by divine power.

When you roll fire damage, after you have rolled you can use your Channel Divinity to deal maximum damage to a single target, instead of what you rolled.



### CHANNEL DIVINITY: SEARING RADIANCE

Beginning at 6<sup>th</sup> level, when you cast a spell that deals fire damage, you can use your Channel Divinity to add 1d10 in radiant damage to the spell.

You must make this decision before you resolve the spell's effect.

### BURNING STRIKE

At 8<sup>th</sup> level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14<sup>th</sup> level, the extra damage increases to 2d8.

### UNTOUCHED BY THE FLAME

Starting at 17<sup>th</sup> level, you become immune to fire damage.



## APPENDIX I: NEW SPELL

### ERUPTION

*4th level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of pumice)

**Duration:** Instantaneous

A vertical column of shattered rocks, lava, and fire explodes from the ground at a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the fire damage or the bludgeoning damage (your choice) increases by 1d6 for each slot level above 4<sup>th</sup>.

### WILDFIRE

*3<sup>rd</sup> level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a pinch of ash and a whiff of smoke)

**Duration:** Concentration, up to 1 minute

Until the spell ends, thick smoke, burning embers, and flames fill a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured with smoke and fire.

The ground in the area is covered with burning embers, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it suffers 1d8 fire damage (or half if it made the saving throw).

If a creature starts its turn in the spell area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

## APPENDIX II: IZABELLA MOLITHIA



## IZABELLA MOLITHIA, HERALD OF MOLOCH

Medium humanoid (human), chaotic evil

**Armor Class** 18 (banded mail)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	12(+1)	16 (+3)

**Skills** Athletics +6, Intimidation +7, Perception +5

**Saving Throws** Dex +4, Wis +5, Cha +7

**Condition Immunities** frightened

**Senses** passive Perception 15

**Feats** Resiliency (Dex)

**Languages** Celtic, Latin, Punic

**Challenge** 7 (2,900 XP)

**Fighting Style.** *Defensive.* Izabella gains a +1 bonus to her AC when she is wearing armor.

**Divine Sense** (4/long rest). Izabella can detect the presence of celestials, fiends, and undead within 60 feet of her.

**Lay hands.** Izabella can heal up to 60 hit points of damage with a touch of her hand.

**Divine Smite.** Izabella always inflicts an additional 1d8 radiant damage with her melee attacks. She can expend a 1<sup>st</sup>-level spell slot to inflict an additional 2d8 radiant damage.

**Divine Health.** Izabella is immune to disease.

**Aura of Protection and Courage.** Izabella and any of her allies within 10 feet of her receive a +3 bonus to all saving throws. They also can't be frightened.

**Channel Divinity.** Flaming weapon (add 1d8 fire damage to melee attacks), crush the weak (all creatures within 30 feet must save or be frightened).

**Spellcasting.** Izabella is a 12<sup>th</sup>-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Izabella has the following paladin spells prepared:

1<sup>st</sup> level (4 slots): *bane, burning hands, command, detect magic, shield of faith, true strike*

2<sup>nd</sup> level (3 slots): *augury, find steed, flaming sphere, magic weapon*

3<sup>rd</sup> level (3 slots): *bestow curse, fireball, protection from fire or cold, dispel magic*

## ACTIONS

**Multiattack.** Izabella makes two attacks with her hammer or spear.

**Maul.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) bludgeoning damage plus 4 (1d8) radiant damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack. Add 4 (1d8) radiant damage to all melee damage.

Izabella's birth name was Carisia Abruna. She was the daughter of a Celtic family living in southern Gaul. When she was still a child, her father traveled to Rome for work. He soon brought his family to join him. As poor Celtic immigrants, they lived in the tenements of Ostia. Ten years later, Carisia had grown into a rebellious teen. She disobeyed her parents, refused to do her chores, and got involved with a hedonistic underground cult that promised an escape from poverty.

Unknown to her at the time, the cult was a Carthaginian fifth column working to subvert Roman citizens and establish a foothold ahead of a full scale invasion.



She initially regarded the cult as a merely casual affiliation. But when she learned its true ambitions, she fully embraced it and devoted herself to its cause. The cult's objectives aligned perfectly with her disdain for the Romans.

When she became a Herald of Moloch she took the name Izabel Molithia as an affirmation of her deep dedication to the dreadful deity.

Through her underworld connections she became involved with a group of bandits living in the wilderness outside Rome. She worked with them as an enforcer and lieutenant until the Romans raided and disbursed the bandits. Later, she fought the Romans at Thurii, Heraclea, Asclium and Tarintum. At the height of her career, she returned to her childhood homeland in northern Italia and helped her clan revolt against Roman domination. She joined a rebel coalition and faced the Romans in several pitched battles. Ultimately, followers of the Great Mother defeated her at Picenum.

### COMBAT

In battle Izabella uses *true strike* and divine smite to crush her opponents as quickly as possible. She also uses *shield of faith* to push her AC to 20.

Izabella reserves her lay hands ability for her personal use. The life energy of her healing magic comes from the souls Moloch consumes.



## APPENDIX III: NEW MONSTER

## MALIKU

*Medium undead, lawful evil***Armor Class** 14 (*shield of faith*)**Hit Points** 91 (14d8 + 28)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	10(+0)	19 (+4)

**Skills** Intimidation +8, Perception +3**Damage Vulnerabilities** radiant**Damage Resistances** acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.**Damage Immunities** fire, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60ft., passive Perception 13**Languages** the languages it knew in life**Challenge** 5 (1,800 XP)**Ethereal Sight.** The maliku can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.**Fire Form.** A maliku can move through a space as narrow as 1 inch without squeezing. A creature that touches the maliku or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the maliku can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone take an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.**Incorporeal Movement.** The maliku can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.**Illumination.** The maliku sheds bright light in a 30-foot radius and dim light in an additional 30 feet.**Sunlight Weakness.** While in sunlight, the maliku has disadvantage on attack rolls, ability checks, and saving throws.**Shield of Faith.** A maliku is constantly protected with a *shield of faith* that does not require concentration to maintain.

A maliku is the burning shade of champion of Moloch who died honorably. In life, they were legendary cult warriors. In death, they are even more formidable.

**Eternal Duty.** A maliku yearns to continue its service to Moloch for eternity. It is an agent of Moloch's will, sensing and acting on his desires. It might seek to avenge an insult, fulfill a divine commitment, bring a prophecy to fruition, or relay a message to a faithful follower. A maliku is filled with wrathfulness and disrespect for life and refuses to rest until Moloch's final goals are achieved.



The best way to be rid of a maliku is to submit to it. Only divine power can effectively fight a maliku. To destroy it, one must find and destroy its soul focus.

**Maliku Lair.** When not actively serving Moloch, these beings reside in their tombs awaiting orders. These burial chambers contain the maliku's ashes, charred bones, and personal treasures. They may be within a temple of Moloch or in a large necropolis. They might also be burial mounds (kurgans) in the remote wilderness.



## ACTIONS

**Multiattack.** The maliku makes two attacks with its sword or spear.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 7 (2d6) necrotic damage plus 7 (2d6) fire damage.

**Spear.** *Ranged Weapon Attack:* +5 to hit, ranged 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage plus 7 (2d6) fire damage.

**Etherealness.** The maliku enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the maliku that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this maliku's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

**Immolating Possession (Recharge 6).** One humanoid that the maliku can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the maliku; the maliku then disappears, and the target is incapacitated and loses control of its body. The target that creature takes 5 (1d10) fire damage and catches fire; until someone take an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. The maliku now controls the body but doesn't deprive the target of awareness. The maliku can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the maliku ends it as a bonus action, or the maliku is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the maliku reappears in an unoccupied space within 5 feet of the body. The target is immune to this maliku's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

**Life Drain.** A creature subjected to the maliku's immolating possession must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A creature killed in this way rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the maliku's control. The maliku can have no more than nine specters under its control at one time.

**Soul Focus.** Among the treasures in a maliku's lair is an item it coveted most in life. This may be a ring, a coin, a sword, or some other heirloom of value. As long as this item exists, the maliku cannot be destroyed. If the maliku is reduced to 0 hit points, its body dissipates and reforms in its lair 24 hours later, rising from its ashes. To permanently destroy the maliku, this soul focus must be destroyed.

**Emanations of Moloch.** Profound feelings of alienation, disdain, greed, and hubris emanate from a maliku. The smoldering stench of cremation billows from it. It is accompanied by faint, disturbing howls of agony so intense they echo across time and space.

**Nightmares.** Many maliku were interred with their faithful steeds. These mounts continue to serve in the afterlife as [nightmares](#).

**Undead Nature.** A maliku doesn't require air, food, drink or sleep.

### Summon Maliku

Followers of Moloch can cast *conjure elemental* as a ritual and summon a maliku instead. This functions in the same way as the spell, including losing control of the maliku if the spellcaster's concentration is broken.



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