

THESSALAR

Medium humanoid (human), neutral evil

Armor Class 14 (breastplate)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Con +5, Int +8, Wis +7

Skills Animal Handling +7, Arcana +8, Insight +7, Medicine +7

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Draconic, Elvish, Primordial

Challenge 12 (8,400 XP)

Special Equipment. Thessalar wields a +1 dagger coated with thessalotoxin poison (see appendix C).

Alchemical Homunculus. Thessalar is accompanied by his homunculus. If the *mending* spell is cast on it, the homunculus regains 2d6 hit points.

Healing Toxicity. Any magic item that restores hit points and can be applied to a piercing or slashing weapon (a potion, an ointment, and so forth) causes a hit with that weapon to deal extra damage to Thessalar equal to the amount the item would normally heal.

Greater Restoration (1/Day). Thessalar can cast *greater restoration* if he has access to alchemical supplies.

Spellcasting. Thessalar is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *light*, *mending*, *message*, *shocking grasp*
1st level (4 slots): *alarm*, *cure wounds*, *identify*, *ray of sickness*
2nd level (3 slots): *invisibility*, *Melf's acid arrow*, *web*
3rd level (3 slots): *dispel magic*, *haste*, *stinking cloud*
4th level (3 slots): *blight*, *Mordenkainen's faithful hound*,
Otiluke's resilient sphere
5th level (1 slot): *cloudkill*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 15 Constitution saving throw. On a failed save, the target is affected as if by the *polymorph* spell, transforming into a random beast or a creature it has seen within the last 24 hours (as chosen by the DM). This effect lasts until the target finishes a long rest.



THESSALAR

As an artificer, Thessalar is vainglorious, egotistical, and utterly ruthless in furthering his research. His career began as a priest in the service of Moloch, where he rose through the ranks before eventually taking over the temple as a working laboratory. Most of his experiments have involved the pursuit of new forms of life, resulting in such creatures as the thessalhydra and the owlbear. In recent years, he has also researched the prolonging of life—namely his own. Thessalar hopes that by becoming a lich, his research and experiments can continue indefinitely.

Over time, Thessalar has subjected himself to so many of his own experiments that his blood has taken on alchemical and magical properties. He regularly uses it as the basis for many of the reagents used throughout his labs. As a side effect, although Thessalar is now immune to poison and the poisoned condition, any magical liquid or salve that restores hit points acts as a poison against him if applied to a piercing or slashing weapon.