

Daemonomicon: Demon Lord

This is Supplemental Material

Malcanthet, Queen of the Succubi

This statuesque beauty wears a sardonic smile on her ruby lips. Curved horns jut from her brow and hold back her long dark hair as her eyes smolder with dangerous red sensuality. Large leathery wings stretch from her back, the joints of which are laced with razor sharp claws, and a sinuous tail ending in a thin curved spike completes the image of demonic beauty. She wears a revealing gown of diaphanous silk and razor-studded leather straps, and she idly toys with a glittering and sparking spiked chain whip made of fine adamantine.

Malcanthet dwells on an exquisitely beautiful plane known as Shendilavri, the 570th layer of the Abyss. To the casual observer, this realm might seem like a hedonistic paradise and in a way, this is exactly what it is. The problem for visitors is that it serves only as Malcanthet's paradise, and the Queen of the Succubi often takes great pleasure in the torment and ruin of her guests.

Malcanthet is served in her palace by numerous incubi and succubi, along with a cabal of 13 lilitu (half succubi) bards called the Radiant Sisters. These lilitus or succubi, and their songs can be heard throughout Malcanthet's palace at all times, haunting and erotic melodies that can have unwelcomed effects on those whom Malcanthet has not invited into her realm. Lamias, harpies, and half-fiend nymphs serve her as well.

Among the demon lords, Malcanthet's greatest allegiances are with her sometime lovers Pazuzu (with whom she sired numerous particularly deadly succubi children) and Demogorgon (with whom she sired the demon lord Arendagrost, The Maw of the Abyss and Soothbenoth, The Persuader). She has had trysts with most of the other demon lords, although these were idle affairs engineered by the Queen of the Succubi to gain some favor or prize. Many other minor demon lords such as Shami-Amourae and Lynkhab vie for the title of Queen of the Succubi, but none have been able to usurp Malcanthet from her throne as of yet.

She has long been in conflict with Yeenoghu, and her only contact with him now is when she sends armies to his realm to assault his kingdom or vice versa. The exact source of their conflict is unclear, but it seems tied to the Maures, a powerful family of wizards who dwelt years ago in massive castle on the Material Plane. Among the Maures, Malcanthet's greatest servant was a woman named Elluvia. Other factions in the Maure family served Yeenoghu, and when Elluvia attempted a coup to gain control over the family's holdings (with Malcanthet's support), the resulting magical catastrophe ruined the entire family and left none except Malcanthet the victor. In any event, Malcanthet and Yeenoghu have been at war since.

Only her relationship with Graz'zt is worse. Malcanthet maintains that she spurned Graz'zt for being unworthy of her attentions eons ago when he tried to court her, and that his wounded pride created the legendary rift between the two. Graz'zt, of course, maintains the opposite. In any event, the conflict between these two is less one of open warfare and more one of constant scheming and how best to upset and ruin the other's realms and plans.

Malcanthet has many cults on the Material Plane including groups of courtesans, hedonists, and bored nobles seeking thrills. Her clerics have access to the domain Trickery. Her symbol is an iron thorn drawing a drop of blood from the lower edge of a pair of feminine lips.

Malcanthet's Lair

The Succubus Queen's breathtaking realm is the 570th layer of the Abyss, known as Shendilavri. The realm looks, feels, and smells like a heavenly paradise. Situated on a verdant sliver of land balanced between sweeping panoramic mountains and lush ocean cast red under a heart-stirring permanent sunset. Shendilavri looks more like a romantic painting than a layer of the Abyss, but the magnificent vistas conceal a deadly truth: Shendilavri is paradise to Malcanthet alone. Beyond the manicured hanging gardens and the gleaming marble facades the realm hides endless torture chambers, laboratories, and murderous political schemes.

Lair Actions

On initiative 20 (losing initiative ties), Pale Night can take a lair action to cause one of the following effects; she can't use the same two rounds in a row:

Mark of Enticement. Malcanthet targets one creature she can see within 120 feet. The target can't gain advantage on saving throws against being charmed.

Disorientating Ballad. The song played by the Radiant Sisters attempts to disorient a creature of Malcanthet's choice. The target must succeed on a DC 26 Wisdom saving throw or be under the effects of a *Confusion* spell until Malcanthet uses another lair action. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 20 spellcasting check.

Lustful Insanity. Malcanthet attempts to drive a creature that is currently under the effects of her seductive gaze into insanity. The target must succeed on a DC 26 Wisdom saving throw or descend into madness determined by the Madness of Malcanthet table. A creature that succeeds on this saving throw is immune to this lair action for 24 hours. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 20 spellcasting check. A *Wish* spell ends this madness immediately.

Regional Effects

The region containing Malcanthet's lair is warped by her mere presence, creating one or more of the following effects:

Enamored Bond. Malcanthet can telepathically communicate with all succubi and creatures charmed by her or another succubi within 1 mile of her.

Sensual Presence. Wild beasts and weak-willed humanoid within 6 miles of Malcanthet break into frequent coupling.

Madness. If a humanoid spends at least 1 hour within 1 mile of Malcanthet, that creature must succeed on a DC 26 Wisdom saving throw or descend into madness determined by the Madness of Malcanthet table. A creature that succeeds on this saving throw is immune to this regional effect for 24 hours. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 20 spellcasting check.

Madness of Malcanthet

If a creature goes mad in Malcanthet's lair or within line of sight of the demon lord, roll on the Madness of Malcanthet table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

Madness of Malcanthet

d100	Flaw (lasts until cured)
01-20	"I am convinced that my companions are trying to kill me. I must kill them first."
21-40	"Sex is great solution to all of life's problem. Why doesn't anyone else get this?"
41-60	"Pain brings me great sensual pleasure and must feel this pleasure often."
61-80	"To honor my salacious, beautiful queen, I must prepare and participate in torturous sexual rituals"
81-90	"I must introduce the dark ways of my queen to those in powerful political positions"
91-100	"I must murder and ruin all worshipers and plans of Graz'zt and Yeenoghu."

Strategy and Tactics

Malcanthet is a formidable foe in combat, yet she finds no pleasure in participating in a fight. Rather, she prefers to summon allies to fight for her while she hangs back, observes the fight, and uses powerful spells to sow dissent among her enemies. When directly confronted and forced to fight, Malcanthet responds with seething rage, focusing all her attacks on a single target. If possible, she flanks her target with an allied creature to gain her sneak attack damage and uses Feeblemind on spellcasters while her allies fight melee-based enemies.

Malcanthet, Queen of Succubi

Medium fiend (Demon, Shapechanger), Chaotic Evil

Armor Class 29 (Profane Beauty)

Hit Points 318 (20d10 + 208)

Speed 30 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	26 (+8)	22 (+6)	24 (+7)	30 (+10)

Saving Throws Dex +17, Con +16, Wis +15

Skills Deception +18, Insight + 14, Intimidating +18, Perception +15, Persuasion +18, Stealth +17

Damage Resistances Acid, Cold, Fire

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned, Unconscious

Senses Truesight 120 ft., passive Perception 25

Languages Abyssal, Common, Telepathy 300 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Demonic Regeneration. Malcanthet regains 10 hit points at the start of each of its turns if she starts with at least 1 hit point.

Innate Spellcasting. Malcanthet's spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). she can innately cast the following spells, requiring no material components:

At will: *Charm Person*, *Charm Monster*, *Command*, *Detect Evil and Good*, *Detect Magic*, *Dispel Magic*

3/day each: *Astral Projection*, *Blight*, *Feeblemind*, *Telekinesis*, *Teleport*

1/day each: *Geas*, *Mass Suggestion*

Legendary Resistance (3/Day). If Malcanthet fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Malcanthet's weapon attacks are magical.

Profane Beauty. Malcanthet's otherworldly beauty grants her a bonus to her Armor Class equal to her Charisma bonus as long as she isn't wearing armor. A non-evil aligned creature must make a DC 26 Constitution saving throw each time they attempt to make a melee attack or touch Malcanthet. On a failed save, the creature gains one level of exhaustion as its soul is infused with her corruption. Malcanthet regains 10 hit points each time her profane beauty gives a creature a level of exhaustion.

Reflect Enchantment. Whenever Malcanthet succeeds against an enchantment spell, that spell is reflected back to the caster as if Malcanthet had cast the spell herself.

Shapechanger. Malcanthet can use her action to polymorph into a Small or Medium humanoid, or back to her true form. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Sneak Attack. Once per turn, Malcanthet can deal an extra 5d6 to one creature she hits with a claw, stinger, or whip attack if she has advantage on the attack roll or an ally is within 5 feet of her target.

Seductive Gaze. When a creature that can see Malcanthet's eyes starts its turn within 30 feet of her, she can force it to make a DC 26 Wisdom saving throw. On a failed save, the creature is overwhelmed by her otherworldly beauty and must subtract a d4 from any attack rolls, saving throws, and ability checks until the end of its next turn. Once on her turn, Malcanthet attempts to dominate a creature that is currently under the effects of her seductive gaze. The target must succeed on a DC 26 Wisdom saving throw or be under the effects of a Dominate Monster spell. Malcanthet can only dominate one creature at a time in this way. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 20 spellcasting check.

Actions

Multiattack. Malcanthet can make three melee attacks.

Abyssal Whip. Melee Weapon Attack: +20 to hit, reach 15 ft., Hit: 1d6 + 9 slashing damage plus 1d10 lightning damage. Creatures hit by the whip can't take reactions until the start of its next turn.

Claw. Melee Weapon Attack: +17 to hit, reach 5 ft., Hit: 1d6 + 9 slashing damage.

Deadly Kiss. Malcanthet can kiss a creature charmed by her or a willing creature. The target must make a DC 24 Constitution saving throw against this magic, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the 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 humanoid that dies from this attack has a shadow (undead) rise from the corpse 1 minute later.

Etherealness. Malcanthet magically enters the Ethereal Plane from the Material Plane, or vice versa.

Poisoned Stinger. Melee Weapon Attack: +17 to hit, reach 10 ft., Hit: 1d6 + 9 piercing damage. A creature hit by the stinger must succeed on a DC 24 Constitution or become poisoned. While poisoned in this way the creature is under the effects of a *Dominate Person* spell for the next hour or until the poison condition is cured.

Summon Demons. Once per day, Malcanthet can summon 1d6 + 2 Succubi, 1d4 Barlguras, or 1 Goristro. A summoned demon appears in an unoccupied space within 60 feet of Malcanthet. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

Legendary Actions

Malcanthet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Malcanthet regains legendary actions at the start of her next turn.

Attack. Malcanthet makes one melee attack.

Move. Malcanthet moves up to her speed without provoking opportunity attacks.

Spellcasting. Malcanthet can cast one of her at will spells.