

# THE COMMUNIST MANIFESTO

*"I always knew it was evil, but this?"*

The communist manifesto is a cursed book, made by a demon to wreak havoc among the world of mortals. The book binds the owner's backpack to the demon's realm, allowing the demon to curse the items in the user's pack.

## UNASSUMING

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The book appears to be just a normal book, at least from the outside. Detect magic has no effect unless the book is open and being read aloud. The pages of the book also contain faint traces of a binding ritual, which can be picked up on with a DC15 investigation roll.

## CURSED

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Items cursed by this demon are extremely prone to failure. The DM is encouraged to have these items be highly ineffective, typically employing a hidden -10 penalty to all rolls that use these cursed items. The demon is not trying to be subtle. Giving this book to another creature does not dispel the curse, but summoning the demon does.

## THE FIGHT

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If the owner finds out that there is a demon in the book, or if the user attempts to destroy/dispose of the book without passing it on to someone else, the demon that created it is summoned. See below.



# KAR-MAR

*The Red Menace*

A demon that is focused on the big picture. It usses it's acursed book to slowly amass power through the destruction of man. He prfers to avoid fighting, but not due to a lack of ability.

## ABILITY SCORES

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**Strength.** 10

**Dexterity.** 17

**Constitution.** 21

**Intelligence.** 19

**Wisdom.** 17

**Charisma.** 25

## TRAITS

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**Alignment.** Lawful Evil

**Size.** Large

**Armor Class.** 17 (Magical)

**Hit Points.** 157 (15d10 + 75)

**Speed.** 40 feet

**Saving Throws.** Str +9, Con +9, Wis +7, Cha +7

**Skills.** Deception +15

**Damage Immunities.** Poison

**Condition Immunities** Poisoned

**Senses.** passive Perception 13, Darkvision 120ft.

**Languages.** Infernal, Telepathy 120ft

**Challenge.** 9 (5000 XP)

**Innate Spellcasting.** The demon's spellcasting ability is Intelligence (spell save DC 16).

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

## ACTIONS

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**Multiattack.** The Demon can cast 2 spells per turn.

## SPELLS

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**Darkness.**

**Detect Magic.**

**Dispel Magic.**

**Confusion.**

**Fly.**

**Power Word Stun.**

**Vampiric Touch.**

**Arcane Sword.**

**Globe Of Invulnerability.**





## SPELL INFO

*In case you need it*

### **DARKNESS**

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, Up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

### **DETECT MAGIC**

*1st level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, Up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### **DISPEL MAGIC**

*3rd level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

### **CONFUSION**

*4th level abjuration*

**Casting Time:** 1 action

**Range:** 90 feet

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

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

### **FLY**

*3rd level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Concentration, Up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

### **POWER WORD STUN**

*3rd level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

### **VAMPIRIC TOUCH**

*3rd level necromancy*

**Casting Time:** 1 action

**Range:** self

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

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

### **ARCANE SWORD**

*7th level evocation*

**Casting Time:** 1 action

**Range:** 60ft

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

You create a sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

### **GLOBE OF INVULNERABILITY**

*6th level abjuration*

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

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

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.