



# **DRAGON'S HOARD 6**

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**A BIG HOMEBREW COMPILATION**

# MONSTERS

# PESTILENCE - THE 5TH PLAGUE

## PESTILENCE

*Huge aberration, chaotic evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 230 (20d12 + 100)  
**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +8, Con +11, Wis +7, Cha +9  
**Skills** Intimidation +15  
**Damage Immunities** acid, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 11  
**Languages** understands auran  
**Challenge** 20 (25,000 XP)

**Amphibious.** Pestilence can breathe air and water.

**Legendary Resistance (3/Day).** If Pestilence fails a saving throw, it can choose to succeed instead.

**Retaliating Rot.** Once per turn, when Pestilence is damaged by a ranged attack, the attacking creature is magically covered in poison and takes 7 (2d6) poison damage. It must succeed on a DC 19 Constitution saving throw or be poisoned.

**Spreading Pestilence.** Pestilence ignores immunity to the poisoned condition. When Pestilence poisons a creature this creature becomes contagious. While contagious, each creature that starts its turn within 5 feet of a contagious creature, or enters that area for the first time, must succeed on a DC 19 saving throw or become poisoned and contagious. A contagious creature can be cured by a lesser restoration spell or greater. Pestilence is immune to this effect.

**Innate Spellcasting.** Pestilence's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gaseous form*, *stinking cloud*

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## Actions

**Multiattack.** Pestilence can use its Rotten Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 9 (2d8) acid damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Rotten Presence.** Each creature of Pestilence's choice that is within 120 feet of Pestilence and aware of it must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Pestilence's Rotten Presence for the next 24 hours.

**Corrosive Breath (Recharge 5-6).** Pestilence exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage and 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. If a creature takes more than 30 points of poison damage from this attack, it becomes poisoned.

## Legendary Actions

Pestilence 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. Pestilence regains spent legendary actions at the start of its turn.

**Bite Attack.** Pestilence makes a bite attack.

**Rot.** Pestilence amplifies its poison. All creatures poisoned by Pestilence take 14 (3d8) poison damage.

**Absorb Toxins (costs 2 actions).** Pestilence absorbs the poison of all creatures surrounding him. Each creature within 120 feet of Pestilence that is poisoned is instantly cured of the condition. Pestilence regains a number of hit points equal to 13 (3d8) x the number of cured creatures.

**Gaseous Form (costs 2 actions).** Pestilence casts *gaseous form* on itself and immediately moves 20 feet in any direction.

## LAIR ACTIONS

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

- The floor in a 60 feet radius centered on Pestilence becomes covered in poison. Each creature on the floor other than pestilence must succeed on a DC 14 Constitution saving throw or take 4d6 poison damage, have their speed reduced by 15 feet and have disadvantage on their attack rolls, during their next turn. On a success they take half as much damage and don't suffer any additional effect.
- Pestilence teleports 60 feet in any direction and becomes invisible until the start of its next turn, leaving an exact replica of him behind. The first creature to damage the replica takes 8d6 acid damage as it explodes and damages them. A creature can make an Investigation (Intelligence) check DC 16 To determine whether it is a replica or not.
- Foul creatures come to Pestilence's aid. 1d4 Flesh Golems appear within 20 feet of it.

## REGIONAL EFFECTS

The region containing Pestilence's lair is warped by the abomination's magic, which creates one or more of the following effects:

- The area within 10 miles of Pestilence's lair is subject to deadly diseases. All creatures within that area that currently have a disease will die from it in 1d100 days.
- A nauseous fog obscures the land 1 mile around Pestilence's lair. It lightly obscures the area, and each creature in that fog that must breathe, must succeed on a DC 12 Constitution saving throw or be poisoned by Pestilence.
- Toxic clouds fill the sky in a 10 mile radius around Pestilence's lair. They cause acid rain which are devastating for crops and wildlife.

If Pestilence dies, these effects fade over the course of 1d6 days.

## HISTORY

Fifth to escape the Defiled Box, Pestilence is a creature that has a wish of revenge upon all of creation. Once an angel, pestilence was captured by evil creatures. She was experimented on and tortured for information about the heavenly realms. In her pain, she prayed for her fellow angels to come to her rescue, in vain. After months of suffering and unanswered prayers she become bitter. She turned herself away from the Heavens. Only then something answered..



## BEHAVIOR

Pestilence wants to see the world rot. It will appear in the center of a busy city and use its Rotten Presence before vanishing away, leaving the contagion to do the rest. It is a vicious foe that will try to murder and kill as much as possible, in the most painful way possible. Leaving child on their death bed for as long as can be to watch the parents agonise over the inevitable fate. Its minions will swarm villages and spread the corruption even further.

## IN BATTLE

In combat Pestilence is an aggressive foe. It will not hesitate to rush in melee with creatures, as it knows that it is protected from long range attacks. If someone at range annoys it for too long it will cast stinking cloud. If trapped in melee it will use its legendary action to move away from the action, and retreat behind its flesh golems for a time. Spreading as much poison as possible is its goal, as it allows Pestilence to heal any critical damage that it may have taken. If a creature falls unconscious near it, it will try its utmost to kill it.

*Art by Fat Goblin Games, used with permission*

# BOILS - THE 6TH PLAGUE

Sixth to escape the Defiled Box, Boils wishes to inflict as much suffering as it once suffered.

## BOILS

*Gargantuan aberration, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 402 (23d20 + 161)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	25 (+7)	3 (-4)	16 (+3)	22 (+6)

**Saving Throws** Str +15, Con +14, Wis +10, Cha +13

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** poisoned, prone

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

**Languages** understands goblin.

**Challenge** 23 (50,000 XP)

**Death Throes.** When Boils dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) acid damage on a failed save, or half as much damage on a successful one. The explosion corrodes objects in that area that aren't being worn or carried.

**Ruptured Skin.** When a creature within 10 feet of Boils deals more than 10 damage to it, it must succeed on a DC 22 Dexterity saving throw or take 13 (3d8) acid damage, as the creature's skin ruptures in a flood of acid.

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

**Magic Weapons.** Boils weapon attacks are magical.

**Legendary Resistance (3/day).** If Boils fails a saving throw, it can choose to succeed instead.

## Actions

**Multiattack.** Boils makes two attacks: one with its claw and one with its tongue.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) acid damage.

**Tongue.** *Melee Weapon Attack:* +15 to hit, reach 60 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) acid damage, and the target must succeed on a DC 23 Strength saving throw or be pulled up to 20 feet toward Boils. If a creature is already within 20 feet of Boils and fails the save it is swallowed. While swallowed, the creature is Blinded and Restrained, it has total cover against attacks and other Effects outside Boils, and it takes 42 (12d6) acid damage at the start of each of Boils's turns. If Boils takes 50 damage or more on a single turn from a creature inside it, Boils must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Boils. If Boils dies, a swallowed creature is no longer Restrained by it and can Escape from the corpse using 15 feet of Movement, exiting prone.

**Acid Burn.** Boils target a creature within 60 feet of it, it must make a DC 21 Constitution saving throw. On a failure its skin erupts with hundreds of painful boils, horribly deforming it. It takes 35 (10d6) acid damage, has disadvantage on all attack rolls and every time it takes damage it takes an additional 7 (2d6) necrotic damage, as its skin breaks. A creature affected by that condition has disadvantage on all Charisma (Persuasion) checks. On a successful save a creature takes half as much acid damage and suffers no additional effect. A healing spell of 6th level or higher can cure this condition.

**Explosive Teleport (Recharge 5-6).** Boils magically teleports, along with any swallowed creature or equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. Each creature within 30 feet of the space it left must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 56 (16d6) acid damage, and half as much on a success.

## Legendary Actions

Boils 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. Boils regains spent legendary actions at the start of its turn.

**Tongue.** Boils makes one attack with its tongue.

**Digest.** Boils amplifies the acidity of his digestive fluids. All swallowed creatures take 42 (12d6) acid damage.

**Focus (Costs 2 Actions).** Boils recharges its Explosive Teleport action and uses it immediately.

## LAIR ACTIONS

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

- Each creature in a 30 feet radius centered on Boils must succeed on a DC 14 Constitution saving throw or have its skin erupt with boils and sores. On a failed save a creature takes 17 (3d10) necrotic damage and has disadvantage on attack rolls during its next turn.
- Boils shows its true nature. Each creature of Boils' choice that is within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Boil summons creatures to its aid. 1d4 Vrocks with 10 hit points appear within 60 feet of it.

## REGIONAL EFFECTS

The region containing Boils's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Creatures within 10 miles of Boils's lair must succeed a DC 10 Constitution saving throw daily at dawn, or be subjected to painful ulcers and boils. No treatment is working, other than healing spells of 6th level or higher. The pain is so intense that it prevents creatures from sleeping.
- Vengeful spirits inhabit the weakest minds. Humanoids with a Wisdom score of 7 or lower, within 3 miles of the lair, act irrationally and angrily towards others, succumbing to senseless violence.
- Running water turns into acid. Creatures who have the misfortune of bathing or showering find themselves covered in caustic burns.

If Boils dies, these effects fade over the course of 1d12 days.

Art by Purple Duck Games

## HISTORY

Once an innocent little goblin, Boils used to play with his friends in the forests surrounding its village. Until one day adventurers raided the goblin camp, torching the houses and killing every single member of the tribe, except the children. A far more nefarious fate awaited them. Bathed in acid to delight the twisted minds of the adventurers, the children screamed until death. Boils prayed as hard as he could, but no god came to the rescue. Instead once his torture was over, he was left to beg in the city, where all would mock his horribly twisted appearance. Only once his suffering became unbearable, something answered his vengeful prayers.

## BEHAVIOR

Boils is animated by vengeance, yet a light of clarity still shines through the corrupted being. If a goblin is present, Boils will spare it, in remembrance of its olden days. If Boils is under half its maximum hit points however, the light of clarity will dim and it'll attack senselessly. Boils will usually lay in its lair, letting the acid its body create corrode the land and the water, delighting in the fact that everyone will share its scars now. If a city has proven resilient to the previous plagues, he'll stay near, causing madness to erupt inside the town.

## IN BATTLE

In battle Boils isn't a smart foe, and will attack the most damaging creature always. It is a creature that delight in seeing suffering, as such, it will try to delay death as long as possible, if its life isn't in danger, to watch its foes in pain. If the opponents corner him he'll use his Explosive Teleport ability to vanish. With its tongue, if it notice anyone to close to it, it will swallow them before using Digest, to deal as much acid damage as possible.





## HAILFIRE

Huge aberration, neutral

**Armor Class** 20 (natural armor)  
**Hit Points** 391 (29d12 + 203)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	25 (+7)	3 (-4)	11 (+0)	11 (+0)

**Saving Throws** Int +3, Wis +7, Cha +7  
**Damage Immunities** cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, frightened, paralyzed  
**Senses** blindsight 120 ft., passive Perception 10  
**Languages** —  
**Challenge** 23 (50,000 XP)

**Antimagic Hide.** Hailfire has advantage on saving throws against spells, and any creature making a spell attack against it has disadvantage on the attack roll. If Hailfire succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

**1–2.** If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only Hailfire, it has no effect on it and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

**3–4.** No additional effect.

**5–6.** Hailfire's hide converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of Hailfire must make a DC 22 Constitution saving throw, taking 7 (2d6) force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Elemental Absorption.** Whenever Hailfire is subjected to fire or cold damage, it takes no damage and instead recharges its Hail and Fire ability.

**Legendary Resistance (3/Day).** If Hailfire fails a saving throw, it can choose to succeed instead.

**Summon Elemental.** At the end of its turn Hailfire summons 1 fire elemental with 10 hit points under its control, 20 feet away from itself. The elemental shares initiative count with Hailfire and acts before it.

### Actions

**Multiaction.** Hailfire makes three attacks: two with its claws and one with its tail. Hailfire can replace one claw attack for a bite attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and 7 (2d6) fire damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Hailfire can't bite another target.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 7 (2d6) cold damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Hail and Fire (Recharge 5-6).** Each creature other than Hailfire in a 20-foot radius Sphere centered on Hailfire must make a DC 22 Dexterity saving throw. A target takes 35 (10d6) fire damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

Hailfire 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. Hailfire regains spent legendary actions at the start of its turn.

**Attack.** Hailfire makes one claw attack or tail attack.

**Pounce (Costs 2 Actions).** Hailfire jumps up to 30 feet in any direction, without triggering attacks of opportunity and makes one bite attack.

# HAILFIRE - THE 7TH PLAGUE

## LAIR ACTIONS

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

- Violent hail falls from the skies around Hailfire. Each creature in a 60 feet radius centered on Hailfire must succeed on a DC 15 Constitution saving throw or take 20 (8d4) bludgeoning damage, or half as much on a success.
- Magma erupts from a point on the ground Hailfire can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Hailfire wounds start to heal, it regains 40 hit points.

## REGIONAL EFFECTS

The region containing Hailfire's lair is warped by the abomination's magic, which creates one or more of the following effects:

- A constant rain of fire falls from the skies in a 5 mile radius around Hailfire's Lair. Crops and houses made of flammable material all burn down. Creatures that go outside without protection must succeed on a DC 10 Constitution saving throw every minute or be burned and take 7 (1d12) fire damage on a failure.
- A devastating frost takes over the land in a 6 mile radius around Hailfire's Lair, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.
- Loud roars are heard throughout the land in a 1 mile radius around Hailfire's lair, as the monster howls.

If Hailfire dies, these effects fade over the course of 1d20 days.

## HISTORY

Once a lone puppy, Hailfire was simply looking for attention and affection. Met with a cruel world, it was rejected by all. As a street dog it had to fend for itself and its own food. Weaker than the other members of the pack it was often starving, much like the rest of the town he was in. One day an angel took pity of the pup and took it under its wing. Since that day it is weak no more. Instead Hailfire is the fiercest defender of its master.

## BEHAVIOR

Hailfire is summoned unto the world without the presence of its master Azrael. This plunges the creature into madness, as it loses its sense of purpose without a master. It will go on a rampage that cannot be stopped by any means. If Hailfire survives until the summoning of Azrael, it will fight alongside it, losing its lair actions in the process. If Hailfire roams alone, he will seek to cause as much chaos as possible, hoping that it will cause its master to return.

**GM Note:** Normally Azrael is only summoned once the 9 other plagues have been defeated, and will use its passover ability. If you want to spice up that already incredibly tough boss fight you can add Hailfire to the fight, but I wouldn't recommend it; unless your players have fantastic builds, or you seriously hate them.

## IN BATTLE

In battle Hailfire functions very much like a raid boss. It will use its Hail and Fire ability, and at the end of its turn, it's Summon Elemental ability will trigger. If the party doesn't kill the elemental in time, Hailfire will move in the space of the elemental, taking fire damage and recharging it's Hail and Fire ability. Beyond that Hailfire is a fairly tanky foe that can shrug off many blows, it will use that fact to get in the face of casters who are at a disadvantage against it, using its pounce legendary action to skip around the battlefield as needed.

*Art by Jason Moser*



# LOCUST - THE 8TH PLAGUE

## LOCUST

*Large aberration, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 287 (23d10 + 161)

**Speed** 120 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	24 (+7)	3 (-4)	16 (+3)	25 (+7)

**Saving Throws** Dex +14, Con +14, Wis +10, Cha +14

**Skills** Perception +10

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 20

**Languages** understands sylvan

**Challenge** 21 (33,000 XP)

**Innate Spellcasting.** Locust's spellcasting ability is Charisma (spell save DC 22). The planetar can innately cast the following spells, requiring no material components:

At will: *invisibility (self only)*

3/day each: *blade barrier, insect plague*

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

**Legendary Resistance (3/day).** If Locust fails a saving throw, it can choose to succeed instead.

**Buzzing Nightmare.** The area in a 30 feet radius centered on Locust is filled with an ear-splitting buzz. All creatures in that area are considered deafened.

**Embodiment of Rage.** Whenever the Locust starts its turn with 143 hit points or fewer, roll a d6. On a 6, Locust goes berserk. On each of its turns while berserk, Locust attacks the nearest creature it can see. If no creature is near enough to move to and attack, Locust uses its action to dash towards the closest one. Once Locust goes berserk, it continues to do so until it is destroyed or regains all its hit points.

## Actions

**Multiattack.** Locust makes six claw attacks.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage and 6 (1d12) necrotic damage.

**Retractable Tail.** *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and the target must succeed on a DC 22 Strength saving throw or be pulled up to 20 feet in a straight line towards Locust.

## Reactions

**Silencing Vermin.** As a reaction to a creature casting a spell with a vocal component within 60 feet of it, Locust can send a swarm of locusts inside the mouth of the creature, wasting the incantation and the spell.

## Legendary Actions

Locust 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. Locust regains spent legendary actions at the start of its turn.

**Tail.** Locust makes one retractable tail attack

**Wing Attack (Costs 2 Actions).** Locust beats its wings. Each creature within 15 ft. of Locust must succeed on a DC 22 Dexterity saving throw or take 25 (4d8 + 7) bludgeoning damage and be knocked prone. Locust can then fly up to half its flying speed.

**Frenzy (Costs 2 Actions; Requires Embodiment of Rage to be active).** Locust uses its multiattack action.

## LAIR ACTIONS

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

- Locust becomes enraged. Until the next lair action, it has resistance against bludgeoning, piercing and slashing damage.
- Locust jumps and lands on a point on the ground within 30 feet of its original location. All creatures in a 15 foot radius centered on that point must succeed on a DC 16 Strength saving throw or take 11 (2d10) points of damage and be knocked prone. On a successful save a creature takes half as much damage and isn't knocked prone.
- Locust sends a swarm of weakening locusts towards a target. One creature of Locust's choice within 120 feet of it must make a DC 17 Constitution saving throw. On a failure the target's movement speed becomes 0 and it has disadvantage on all saving throws until the next lair action.

## REGIONAL EFFECTS

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The region containing Locust's lair is warped by the abomination's magic, which creates one or more of the following effects:

- All crops within 6 miles of Locust's lair are devoured by swarms of locust, and the population is left starving.
- When the crops are exterminated, the locusts start attacking the population and try to devour them. Many are left with deep scars due to the insects.
- The earth quake with Locust's anger. Earthquakes are very common in a 20 mile radius centered on the aberration's lair.

If Locust dies, these effects fade over the course of 1d8 days.

## HISTORY

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Once a beautiful elf, Locust was a woman of incredible talent. Both in the royal court and on the battlefield she was quick about her wits. Always with the witty remark she made enemies in high places. A conspiracy took her fame away from her, slandering her name. Her who was with the royalty, now had to beg for her food. Rage consumed her, she wanted revenge from those who ruined her life. A voice came to her one night, offering the power she desired..



## BEHAVIOR

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Locust is fast and deadly. The rage that inhabited it in its previous life lingers still. It'll send swarms of her insects to ruin the lands, before ruining the people. The earth will shake with its anger and all will fear it. It likes to get in the thick of things, so seeing Locust rampaging in towns once it has been unleashed is fairly common. It kills woman first as they are the ones that caused it pain in its previous life.

## IN BATTLE

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An avatar of rage, Locust isn't an analytical opponent. It will attack recklessly, trying to kill any woman first. It will use its immense speed to skip around the battlefield and attack with all its claws. If need be it will use its wings to reposition itself before restarting the onslaught. While under half health, it's damage output might double, which turns a difficult fight into a deadly one. It will keep an eye on spellcasters, silencing them with its reaction if the need arises.

*Art by MDA Art*



## NIGHTFALL

*Medium aberration, neutral evil*

**Armor Class** 22 (natural armor)

**Hit Points** 283 (27d8 + 162)

**Speed** 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	22 (+6)	3 (-4)	21 (+5)	25 (+7)

**Saving Throws** Str +9, Wis +12, Cha +14

**Skills** Stealth +23

**Damage Resistances** cold

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 300 ft., passive Perception 15

**Languages** understands orcish

**Challenge** 22 (41,000 XP)

**Fleeting Darkness.** Nightfall magically teleports, as a bonus action, along with any equipment it is wearing or carrying, up to 300 feet to an unoccupied space in darkness that it can see.

**Incorporeal Movement.** Nightfall 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.

**Shadow Bound.** While in darkness Nightfall is invisible

**Snuff the Light.** The area in a 300 feet radius centered on Nightfall is covered in magical darkness. Magically invoked sunlight deactivates this ability until the start of Nightfall's next turn.

**Sunlight Sensitivity.** While in sunlight, Nightfall has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** Nightfall makes three shadowblade attacks.

**Kiss of Death.** Nightfall targets a creature within 5 feet of it. The target must succeed on a DC 22 Constitution saving throw or take 78 (12d12) necrotic damage and be stunned until the start of Nightfall's next turn. On a successful save a creature takes half as much damage and isn't stunned. If this ability causes a creature to fall to 0 hit points or lower, it instantly dies, as its soul is absorbed by Nightfall.

**Shadowblade. Melee Weapon Attack:** +16 to hit, reach 5 ft., one target. **Hit:** 31 (5d8 + 9) slashing damage and 9 (2d8) necrotic damage, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken.

### Legendary Actions

Nightfall 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. Nightfall regains spent legendary actions at the start of its turn.

**Teleport.** Nightfall uses its Fleeting Darkness ability.

**Attack.** Nightfall makes one weapon attack.

**Kiss of Death (Costs 2 Actions).** Nightfall uses its Kiss of Death.

# NIGHTFALL - THE 9TH PLAGUE

## LAIR ACTIONS

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

- Nightfall summons 1d4 shadows to its aid, they appear in an area of darkness 120 feet around it, and have 10 hit points.
- Nightfall attempts to ravage a creature's senses. It chooses one creature within 15 feet of itself, the target must succeed on a DC 16 Constitution saving throw or be deafened and blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- The darkness coalesces and strikes. Up to 4 creatures of Nightfall's choice in darkness in a 300 feet radius centered on the monster must succeed on a DC 17 Dexterity saving throw or take 23 (5d8) piercing damage, or half as much on a success.

## REGIONAL EFFECTS

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The region containing Nightfall's lair is warped by the abomination's magic, which creates one or more of the following effects:

- The area in a 30 mile radius around Nightfall's lair is plunged in darkness. The sun stops shining, other sources of light still function.
- Shadows appear and roam the land, sapping people of strength and life.
- Just as light, people in a 6 mile radius centered on Nightfall's lair start to despair and lose all hope. Humanoids that stay in that area for longer than 1 week have disadvantage on Wisdom saving throws while they are in darkness.

If Nightfall dies, these effects fade over the course of 1d10 days.

## HISTORY

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Nightfall was once an orc, shaman of his clan. He was tasked with safekeeping his clan from the corrupt influences from the beyond. The lives of many were resting on his shoulders and he was diligent in his endeavors. He heard the whispers from the spirits of his ancestors, that were watching over him, guiding him. One of the whispers pushed along a darker and darker path, until the moment where he realized that he had murdered his entire tribe. Only then the darkness engulfed him.

## BEHAVIOR

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Nightfall is a very erratic being, the tragedy that struck it guides its behavior. It lurks in the shadows and lures its prey with whispers, before striking from the darkness and ending them. He will spread his shadows around the land to plunge everyone in despair. Feeding on the cries of the lost and the anguish it causes.

## IN BATTLE

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Nightfall is the definition of a sneaky foe. It full stay lurking in the shadows it created, teleporting around the battlefield and striking from behind. If given the chance it will administer its deadly kiss to any foe that can cause sunlight to appear. If there is cover, it will vanish behind walls to protect itself until its turn comes around again. It will first kill anyone holding on to sunlight.

*Art by Daniel Comerci*

# AZRAEL, THE LAST PLAGUE



Art by Tobias White

## HISTORY

Once a favourite of the gods Azrael was hungry for power, and threatened the gods in their ascent. To punish him for his pride, he was imprisoned in a forgotten prison, never to see the light again. Azrael's powers were stronger than his bindings however, and his powerful influence seeped throughout the land. He corrupted many, and from his hatred 9 apostles were born. These nine other Plagues coalesced towards his prison, before freeing him from his eternal punishment. On that day, the world ended. Even the gods hid far away. Of the few that remained to fight, all were slain.

## AZRAEL

*Medium celestial, chaotic evil*

**Armor Class** 23 (natural armor)

**Hit Points** 333 (23d8 + 230)

**Speed** 30 ft., fly 90 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

30 (+10) 21 (+5) 30 (+10) 21 (+5) 22 (+6) 27 (+8)

**Saving Throws** Str +18, Int +13, Wis +14, Cha +16

**Skills** Insight +14, Perception +14

**Damage Resistances** necrotic, radiant

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** blindsight 300 ft., passive Perception 24

**Languages** all, telepathy 120 ft.

**Challenge** 26 (90,000 XP)

**Angel of Death (Mythic Trait; Recharges after a Short or Long Rest).** When Azrael is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, Azrael regains half his maximum HP and instantly duplicates himself. The duplicate functions as per the *simulacrum* spell, although the copy starts with the same amount of hit points as the original, and looks exactly identical. The copy also has access to Mythic Actions and vanishes after Azrael takes a short or long rest.

**Angelic Weapons.** Azrael's weapon attacks are magical. When Azrael hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

**Chosen of the Gods.** Azrael is immune to damage

**Corruptor.** Azrael is permanently under the effect of a *sanctuary* spell, cast at 7th level. In addition if a creature fails the saving throw against the spell it must target an ally as the new target, if no allies are present it targets itself.

**God-killer.** Azrael's hits can damage gods and kill them.

**Innate Spellcasting.** Azrael's spellcasting ability is Charisma (spell save DC 24). Azrael can innately cast the following spells, requiring only verbal components:

At will: *divine word*, *greater restoration*, *invisibility*, *modify memory*, *water walk*  
2/day each: *dominate monster*, *plane shift (self only)*, *power word kill*, *sunburst*

**Legendary Resistance (3/day).** If Azrael fails a saving throw, it can choose to succeed instead.

In front of such utter destruction, all nations allied in a desperate attempt at stopping the inevitable. The most powerful casters were assembled, tasked with creating restraints powerful enough to stop god-killers. The mightiest martial combatants lead the assault on the Plagues. There was only one goal, stopping the end of time. Azrael proved to be impervious to any kind of damage, shattering soldiers as if they were mere twigs. Only one weapon was strong enough to break his defenses, *Lachryma*, forged from the tears of the slain gods. By fate, or luck the Plagues were sufficiently weakened from the battle, and the trap sprung into action, imprisoning them all in the Defiled Box.

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

**Magic Weapons.** Azrael's weapon attacks are magical.

**Passover.** When it first appears, Azrael will kill all the first-born of the land in a single night. Only if a first born is located inside a house with mutton blood spread over the door will it survive this fate, as the fallen angel will passover.

## Actions

**Multiattack.** Azrael makes two melee attacks.

**Healing Touch (3/Day).** Azrael touches a creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

**Scythe. Melee Weapon Attack:** Reach 15 ft. Azrael sweeps his scythe through one creature, dealing 19 (2d8 + 10) slashing damage plus 18 (4d8) radiant damage.

## Legendary Actions

Azrael 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. Azrael regains spent legendary actions at the start of its turn.

**Attack.** Azrael makes one attack with his scythe.

**Vanish.** Azrael teleports to a point that he can see within 120 feet of him

**Corrupt (Costs 3 Actions).** Azrael targets a creature within 15 feet. The target must succeed on a DC 24 Wisdom saving throw or view its closest ally as an enemy and Azrael as an ally for 1 minute. A creature under this effect spends its turn trying to kill its new foe. An affected creature can repeat the save at the end of each of its turn, ending the effect on a success. A *remove curse* or *greater restoration* spell ends this effect.

## Mythic Actions

If Azrael's Mythic trait is active, he can use the actions below as legendary actions.

**Divine Blood.** Azrael regains 40 hit points.

**Suffering (Costs 2 Actions by each Azrael).** Destructive energy appears in a 20-foot wide line that extends between the two Azraels. Each creature in the area must succeed on a DC 24 Constitution saving throw or take 35 (10d6) radiant and 35 (10d6) necrotic damage.

**GM Note:** the 10th plague in Christianity is described as an angel of death sent by God to kill all the first-born, no name is given to that angel. Upon further research it seems that there is a single angel of death described in the texts, and that would be Azrael (that name is similar across Christianity and Islam), hence why the name is employed here.

## LAIR ACTIONS

On initiative count 30 (losing initiative ties), Azrael takes a lair action to cause one of the following effects; Azrael can only use one lair action per round, even if his Mythic Trait is active; Azrael can't use the same effect two rounds in a row:

- **Guardian Angels:** Azrael summons 1d2 **devas** to its aid in battle, they appear within 5 feet of him, and roll their own initiative.
- **Cataclysm:** Blazing orbs of fire plummet to the ground at four different points Azrael can see within 300 feet of him. Each creature in a 20-foot-radius sphere centered on each point he chooses must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 14 (4d6) fire damage and 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.
- **Wave of Terror:** Azrael targets all hostile creatures within 120 feet of him. They must succeed on a DC 18 Wisdom saving throw or become frightened of him and blinded until the end of Azrael's next turn.

## CONTINENTAL EFFECTS

The continent containing Azrael's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Corrupted angels of all kinds appear on the continent, causing chaos and destruction, while Azrael takes over the heavens and attempts to slay the gods.
- Azrael appears when all the other plagues are defeated. He will attempt to stall long enough for all of them to come back to life, as such he will remain hidden in the heavens above the continent he is massacring. A rain of blood covers the continent.
- When Azrael appears on Earth, he'll use his Passover trait, killing all first born on the continent. After that day all creatures on earth become sterile.

If Nightfall dies, these effects fade over the course of 1d10 days.

## BEHAVIOR

Azrael is the embodiment of pride, he is very full of himself. He knows he is mightier than the gods, and will make sure the players know as well. His goal is to destroy the world, for all the sins they committed against him, and to punish the gods for their attempt against him. The reason Azrael appears only after all the other Plagues on earth is because he will be in the heavens trying to kill or enslave the gods, so that they can watch the destruction of everything they created. He's confident the other Plagues can cause a carnage without him. Once he'll realize that the plagues are defeated, he'll hide in the heavens, waiting for all of them to regenerate, before launching an assault with all of them against the heroes.

**GM Note:** I don't think players can take on all the Plagues at once, no matter how strong they are.

## IN BATTLE

If found and confronted, Azrael is very reckless in battle, he'll go in with his scythe as he knows he cannot be damaged. Once the player wielding Lachryma lands a hit on him, rendering him vulnerable, he will fight a lot more defensively. Getting in for quick attacks before flying away. If he judges anyone weak enough, he'll attempt to use *powerword: kill* to get rid of the threat. Once his Mythic Trait is active, he'll position himself to target as many people as possible with his Suffering ability. Both copies of him will increase the pressure in battle, coming closer to characters to fight them, as they can output a massive amount of damage when combined.

## HOW ON EARTH IS SOMEONE SUPPOSED TO KILL THIS THING ?

- The **Lachryma blade** is necessary to inactive the Chosen of the Gods trait for 24h and to deal any damage to it, it's a McGuffin. If you, as the GM, want to run the monster without it, you can simply remove his Chosen of the Gods ability.
- A powerful dispel magic is going to be necessary to get rid of the Corruptor trait, otherwise your players are in for a very very tough time.
- The mythic trait doesn't reactive the Chosen of the Gods ability or the Corruptor trait if the magic has been dispelled.
- Similar to a Tarrasque, you need to give your players magic items, and time to prepare to defeat it. Granted they might not have much time since this thing will cause the end of time.

Art by Tobias White

# CULTISTS !

## DISCLAIMER

The following text is meant to be used in your tabletop games to make more fleshed out and interesting villains. It certainly isn't a psychological guide about real life, and isn't meant as one. The information present here is only meant to be used at your table, if you deem it appropriate, and doesn't represent any of the writer's opinion. This is not psychological advice, nor a psychological lecture, and shouldn't, in any case, be used as such.

## WHY BECOME A CULTISTS ?

If you want your important cult members to have more fleshed out personality I recommend turning towards people who actually joined cults in our world, and see what their motivation was back then. Some examples could be:

### 1. TRAUMA TURNED INTO HATRED

Why would someone want to join a cult that wants to invoke the 4 dragons of the Apocalypse, or unleash the 10 plagues ? What would they gain from such chaos and destruction ?

A very rough psychological tool would say look at the consequences of people's action and from there infer the motivations (I don't recommend doing that IRL, but for DnD purposes it works out). Why would they want chaos and destruction ? Perhaps because it is what they desire. Some people only wish to see the world burn, and that's all the motivation in itself. How did they come to that thought, one can only guess, perhaps a lifetime of trauma has pushed them in a deep dark psychological corner, where they see the human race (or other races) as a cancer that needs to be purged. Those are the cultists that are evil for the sake of Evil. These cultists can still perhaps be redeemed if someone managed to make them see the good in the world for example, but many time they'd rather die than change their ideology. This avoids having each villain getting a redemption arc, or your players questioning their actions at each turn.

As an alternative this could be a background for a player character, perhaps they had a brother or sister who experienced trauma alongside them, but while the relative turned towards destruction of mankind, the player character learned though their trauma and didn't let it weigh them down. Just a thought.



### INTRODUCING JATURIL:

#### Warning:

The following content describes some of the most despicable acts present in our world such as racism and murder, readers be warned.

Jaturil was a tiefling who had a loving wife, they were pregnant, awaiting the birth of their firstborn child. The village in which they were living were sceptical about them, because of their infernal heritage. One night the villagers got drunk and decided to teach the outsider a lesson from living on their turf. They showed up at his house in the middle of the night. They tied Jaturil to a pillar after which they beat him unconscious, took his wife away from him before slitting her throat, and showering him with her blood. Jaturil was left to starve to death, tied in his once home. He was left for days to watch the rotting corpse of his wife, until his body was so frail and thin that the ties restraining him loosened enough for him to escape. He burnt down his house and the village, before swearing to end mankind and all the filth it contained. Driven mad by his experience, he went on a rampage, slaughtering endlessly in the name of the purifying the world. Other tieflings, broken and abused, resonated with his message and started to join his cause. Together they formed the **Rising Dawn**, a cult hell-bent on the destruction of the world.



Here's what the stats for a run of the mill member of that cult looks like:

## RISING DAWN CULTIST

Medium humanoid (tiefling), any non-good alignment

**Armor Class** 15 (studded leather)

**Hit Points** 60 (11d8 + 11)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any one language (usually Common), Infernal

**Challenge** 4 (1,100 XP)

**Burning Poison.** The cultist's blades are coated with bloodboil poison. When they damage a creature it must succeed on a DC 13 Constitution saving throw or take an additional 9 (2d8) fire damage. Included in the attacks.

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

**Destructive Rage (Recharges after a Long Rest).** As a bonus action, the Cultist lets his hatred take over. They have resistance to bludgeoning, piercing and slashing damage for 1 minute, and their movement speed increase by 10 feet. They have disadvantage on Wisdom saving throws for that duration.

**Innate Spellcasting.** The Rising Dawn Cultist's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *hellish rebuke*, *darkness*

### Actions

**Multiattack.** The cultist makes three melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. On a hit the target must succeed on a DC 13 Constitution saving throw or take an additional 9 (2d8) fire damage.

The cult also has higher ranking members capable of wielding more powerful magic after making pacts with demons or devils to increase their power and fulfill their goal of bringing humanity to its knees. The cultists are known as Dawn Bringers.

## DAWN BRINGER

Medium humanoid (tiefling), any non-good alignment

**Armor Class** 15 (studded leather)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

**Skills** Deception +7, Persuasion +7, Religion +4

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any one language (usually Common), Infernal

**Challenge** 8 (3,900 XP)

**Agonizing Blast.** When the dawn bringer casts Eldritch Blast, they add their Charisma modifier to the damage it deals on a hit.

**Dark Devotion.** The dawn bringer has advantage on saving throws against being charmed or frightened.

**Destructive Rage (Recharges after a Long Rest).** As a bonus action, the dawn bringer lets his hatred take over. They have resistance to bludgeoning, piercing and slashing damage for 1 minute, and their movement speed increase by 10 feet. They have disadvantage on Wisdom saving throws for that duration.

**Devil's Sight.** Magical darkness doesn't impede the dawn bringer's darkvision.

**Innate Spellcasting.** The dawn bringer's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*, *polymorph*, *feeblemind*, *finger of death*

**Spellcasting.** The dawn bringer is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The dawn bringer has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

## 2. FEAR TURNED INTO HATRED

Another very human cause for hatred is the unknown, in general we fear what we don't know. That's how horror movies get to squeeze the most fear out of you, when the scene is dark, and you hear screams of horrors and have no idea of what's going on, that's when true terror sets in. It's the same reason why many children fear the dark, you don't know what monsters lurk in the darkness. Unfortunately that fear of the unknown can extend to others.

If we look at the classic "Frankenstein", villagers tried to set Frankenstein's monster on fire because he was unknown, he was too different and they were afraid of him, and that fear turned violent. That very same fear can be extended to DnD where races have so many things which are different.

For example a race of half-snake people which eats the corpses of their own might seem like monsters to your run of the mill village human. Now let's say that thousands of these half snake people are starting to live right next to your door, with their barbaric traditions, perhaps these are uncertain times, and a few odd disappearance in the village put everyone on edge, whom will they blame first? What if at the peak of this tension a charismatic person walks in, and offers a solution that will not only get rid of the scary half-snakes, but also help in finding those who disappeared. The only thing you need to do is help them out on their quest to resurrect an ancient and powerful person, which will grant your wish once brought back. On top of that helping that leader, you're not alone you're forging companions and comrades, all of you united in one noble cause.

Congratulations you're officially a member of the **Scale-breakers**, one of the most violent and prolific cults of the continent. This cult hunts down half-snakes, and any others that might get in their way, to collect their scale and blood, which they use to empower themselves.

Here's what a run of the mill member of that cult looks like:

### SCALED FANATIC

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 60 (11d8 + 11)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Acrobatics +4, Deception +4, Intimidation +4, Stealth +4

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Blood Boil (Recharges after a Long Rest).** When the fanatic hits a creature with a melee attack, he can force the target to make a DC 13 Constitution saving throw. On a failed save the creature takes an additional 1d6 necrotic damage each time it is damaged by an attack dealing bludgeoning, piercing or slashing damage. An affected can repeat the saving throw at the end of each of its turn, ending the effect on a success.

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

### Actions

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

### Reactions

**Slithering Escape.** When targeted by an attack, the fanatic can use its reaction to move in 15 feet in any direction, potentially causing the attack to miss if the fanatic leaves the range.

# FANG BREAKER

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	17 (+3)

**Skills** Acrobatics +5, Deception +6, Intimidation +6, Stealth +5

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** any one language (usually Common)

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

**Blood Boil (Recharges after a Long Rest).** When the fang breaker hits a creature with a melee attack, he can force the target to make a DC 13 Constitution saving throw. On a failed save the creature takes an additional 1d6 necrotic damage each time it is damaged by an attack dealing bludgeoning, piercing or slashing damage. An affected can repeat the saving throw at the end of each of its turn, ending the effect on a success.

**Dark Devotion.** The fang breaker has advantage on saving throws against being charmed or frightened.

**Innate Spellcasting.** The Fang Breaker's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, jump, levitate, mage armor (self only), speak with dead*  
1/day each: *arcane gate, true seeing*

**Spellcasting.** The Fang Breaker is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Fang Breaker has the following warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

## Actions

**Multiattack.** The fang breaker makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## Reactions

**Slithering Escape.** When targeted by an attack, the fang breaker can use its reaction to move in 15 feet in any direction, potentially causing the attack to miss if the fang breaker leaves the range.

### 3. MORE TO COME

Monkey here, so I'm testing out this way of writing villains, let me know what you think. I know the topics aren't exactly easy to read about and can touch on gruesome topics, but many times these topics can create very interesting stories to explore. Let me know if you enjoy this style of content, and what other ideas you have.

## ARCANE BEFUDDLER

*Their cackling laughter often filling the air, these creatures are the happiest when they can mess with mages, making them lose control of their magic, often to a horrible end.*

**Born of Magic.** Arcane befuddlers come to life in areas tainted by magic. Often the results of chains of counterspells, the broken arcane in that area coalesces into these tiny tricksters. The constant magical energy that flows in them grants them flight and limited control of magic, just enough to be a nuisance.

**Prized possessions.** Many martial combatants seek out these tiny creatures. Indeed, having one as a friend or servant proves to be very useful in battle against mages, as they disturb the magic, creating massive opportunities. Many wars have been won on the back of these little fellows. Arcane befuddler often benefit from this deal, as annoying others is what they find most satisfying. Simply be wary that they do not redirect the spell towards you.

**Unstable Nature.** By nature, arcane befuddlers are very chaotic. The most chaotic of them all are those that transformed a spell in a fireball. From that point forth the befuddler will become obsessed with the fiery explosion, and will try with every cell of its being to reproduce that effect. Once that happens, the arcane befuddle transforms into a far more aggressive pyromanic befuddler. The pyromaniac fey delights in scorching others, receiving their yells of agony with great joy.

### OPTIONAL RULE - ARCANE SPAWNED:

When your players *counterspell* a *counterspell* or vice versa, this can cause an arcane befuddler to spawn. Roll 1d2, on 1 a befuddler appears. For each counterspell after the second one, another arcane befuddler appears.

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## ARCANE BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 15 (natural armor)

**Hit Points** 21 (6d4 + 6)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The arcane befuddler makes two mage slap attacks.

**Mage Fist.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Mage Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

### Reactions

**Befuddle.** When a creature within 30 feet of the arcane befuddler casts a spell, the arcane befuddler can use its reaction to transform it. The spell becomes another spell of the same level (randomly selected), and if applicable the arcane befuddler chooses the new target(s) of the spell or area of effect of it. The DC of the spell is that of the original caster.

## PYROMANIAC BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 17 (natural armor)

**Hit Points** 38 (11d4 + 11)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Damage Resistances** cold

**Damage Immunities** fire

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The Pyromaniac befuddler makes two fire slap attacks.

**Firebolt.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

**Fire Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

### Reactions

**Cold Befuddle.** When a creature within 60 feet of the Pyromaniac befuddler casts a spell of 2nd level or lower, the Pyromaniac befuddler can use its reaction to counter it. The spell fails and has no effect. The original caster takes an amount of cold damage equal to the level of the spell (minimum of 0).

**Hot Befuddle.** When a creature within 30 feet of the Pyromaniac befuddler casts a spell of 3rd level or higher, the Pyromaniac befuddler can use its reaction to transform it. The spell becomes a *fireball* spell of the same level centered on the caster. The DC of the spell is that of the original caster.





Art CCO

## DANDEXPLOSION

Very common in the Fey realms, these carnivorous plants feed on unfortunate creatures that come near their grasping tendrils.

### DISGUISED MONSTER

The dandexplosions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell tell sign that a dandexplosion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. Sometimes up to 12 of them set up in the same field, turning it into a very dangerous hazard.

### CARNIVOROUS PLANT

The dandexplosion will often wait until its prey is close enough before revealing itself, grasping onto the creature and devouring them, be it with their bite or their absorbing tendrils. If one tries to run away, a fiery hell will rain down on it, cooking it to the taste of the dandexplosion. Perhaps one of their most surprising trait is that this fire doesn't seem to affect plant life.

## DANDEXPLOSION

Large plant

**Armor Class** 19 (natural armor)

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

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	16 (+3)	6 (-2)

**Skills** Perception +6, Stealth +4

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 10 ft., tremorsense 60 ft., passive Perception 16

**Languages** —

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

**False Appearance.** While the dandexplosion remains motionless, it is indistinguishable from a normal Fey dandelion.

**Grasping Tendrils.** The dandexplosion can have up to five tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the dandexplosion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

### Actions

**Multiattack.** The dandexplosion makes three attacks with its tendrils, uses Reel or Absorb, and makes one attack with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Absorb.** The dandexplosion absorb the life of each creature grappled by it. Each creature takes 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

**Tendrils.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the dandexplosion can't use the same tendril on another target.

**Reel.** The dandexplosion pulls each creature grappled by it up to 25 ft. straight toward it.

**Explosive Pollen [Recharge 6].** The dandexplosion unleashed its pollen in an area in a 100 feet radius around it. The area of the explosion consists of up to ten 10-foot cubes, which it can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 14 Dexterity saving throw. It takes 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area is unaffected by this effect.