



THE 10 PLAGUES

5TH EDITION COMPENDIUM

ABANDON HOPE AND DESPAIR FOR ALL IS LOST

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FOREWORD

'The Plagues of Egypt, in the story of the book of Exodus, are ten disasters inflicted on Egypt by the God of Israel in order to force the Pharaoh to allow the Israelites to depart from slavery; they serve as "signs and marvels" given by God to answer Pharaoh's taunt that he does not know Yahweh: "The Egyptians shall know that I am the LORD".'

SCHOLAR WIKI PEDIA

What if the Plagues were to happen in front of you ? What if in your game, the plagues are actual events ravaging the lives of millions ? What if each of these plagues was embodied and given power ? What if they don't listen to any god but seek to destroy them instead ? These are the Plagues you will encounter in this book. Beware adventurer.

UNLEASHING THE PLAGUES

PLOT HOOKS:

5 Plots Hooks to easily integrate the plagues in your setting.

1. CULTISTS

A group of fanatical cultists, preaching the coming of the Apocalypse, have taken things further than speech. They heard of the Defiled Box and the horrors it contains. They rank numbering in the thousands they have led multiple expeditions, driven by madness in order to find it. When they did, they sacrificed dozens of their members to access it and break the seal. The Plagues are now unleashed and the world will soon end, as the cult predicted, unless... The head of this cult, Zhou the Grey, is said to be in direct communication with the 10th plague, who knows if his mind is his own. What is known is that wherever his cult goes, disaster soon follows.

2. ACCIDENT

Dopanra, an elven farmer, accidentally stumbled upon the defiled box's chamber. Beckoned by the whispers she heard, she stepped forwards. Fate stood with her as she avoided all the traps filling the chamber. Her hand on the lock, she opened the box. Apocalypse has begun since that day. Who knows what ill fate brought her to the box.

3. WAR

Two continents are at war. Both exceeding in military prowess they cannot exceed each other in battle. To put an end on this never-ending war, a truce was signed by both parties. One of the emperors, cunning and vicious, heard of the legend of the Defiled Box. While the war was raging, he sent scouts to find it and bring it back to him. Emperor Bafamot's plan was to open the box in his rival's nation, to shatter them from the inside. Then he will send his army to clean up the remaining forces. The first phase of his plan has now been unleashed.

4. REVENGE

Azrael managed to charm creatures located around the Defiled Box, and manipulate them into freeing him and the rest of the Plagues. Now that he roams the lands again he wants revenge against the world for his previous imprisonment. The gods will fall, and humanity will follow.

5. PROPHECY

It is said that every 10.000 years the end of time will beckon, and only if humanity proves itself worthy will they survive this armageddon. That day has come, the defiled box has been opened, the prophecies talks about heroes that will be the last rampart of humanity. Their downfall would mean the downfall of all.

Alternatively the prophecy could say that humanity is doomed and nothing can stop the Plagues. The heroes will have to fight against the tides of fate.

RUNNING THE PLAGUES

To run the plagues, I recommend starting with their regional effects. The players can for example be walking through a forest, and notice that plant life is dying. A successful investigation check reveals that a nearby river is flowing with blood instead of water. This should alert them that something profoundly wrong is going on, and is a perfect introduction to integrate **Blood - The 1st Plague** in your campaign.

In addition all the plagues are linked to the Defiled Box, an ancient and powerful artefact capable of trapping them forever, which was created when humanity first faced the Plagues. (The box is an homage to the Myth of Pandora). A small adventure with the Defiled Chamber is detailed below for your players to run through when they want to trap the Plagues or learn more information about them.

GM Note: The charmed creature could be one of the players for added drama.

THE DEFILED CHAMBER

This is the ancient chamber under the depth of the ocean in which the defiled box was sealed. Ancient protections remains, only the mightiest adventurers can expect to enter the room and live to tell the tale.

1. THE GUARDIAN

The entry to the chamber is guarded by a **Dragon Turtle**, one the last remnant of the ancient power of "the Unburnt", the 4 heroes that first sealed the 10 Plagues. (no map is provided here, as it is simple underwater combat).

2. THE CHAMBER

Upon defeating the dragon turtle, the players can enter the chamber. They immediately see the chest across the bridge.

This chamber has many enchantments which affect it:

- Teleportation spells of level 3 or higher do not function inside the chamber (Spells such as *dimension door*, *banishment* or *plane shift*)
- Spells and abilities that restore hit points can restore a maximum of 1 hit point at a time.
- Divination spells do not function inside the chamber, and it is impossible to scry on someone or something inside the chamber.
- Spells and abilities that grant a flying speed do not function.

Read this:

As you enter the room, you observe thousands of small lights flickering across the room. As if entering a dream, the illuminate the unique landscape. You observe with wonder the various color that the light creates reflecting through millions of angles. Brilliant blue lights illuminate the bridge in front of you. Despite the clear fact that nobody has set foot here in eons, not a speck of dust is to be found, as if frozen in time.

2.1 GOLEMS

Each flickering blue light hides within it an **iron golem** which appears as soon as a creature puts a foot on the bridge.

2.2 BLINDING LIGHT

The intricate design at the center of the bridge is a trap. As soon as a creature steps on it, golem or adventurer, the flickering lights in the room start hypnotically moving. All creatures in the room are targeted by a *hypnotic pattern* spell (DC 21). The spell lasts for one minute once triggered. A successful **DC 23 Intelligence (Investigation) check** allows a character to notice the trap. A successful **DC 25 Dexterity (Sleight of hand)** check disarms the trap, failing this check triggers it instead.

2.3 HIDDEN CHEST

In the waters surrounding the main platform, a player performing a **DC 22 Wisdom (Perception) check** will notice a barely sunken chest. The chest is trapped with a 8th level **glyph of warding** spell containing the spell *earthquake*, which will cause the chamber to collapse if triggered. A successful **dispel magic** allows the safe opening of the chest. It contains a map that leads to the location of the key of the Defiled Box.

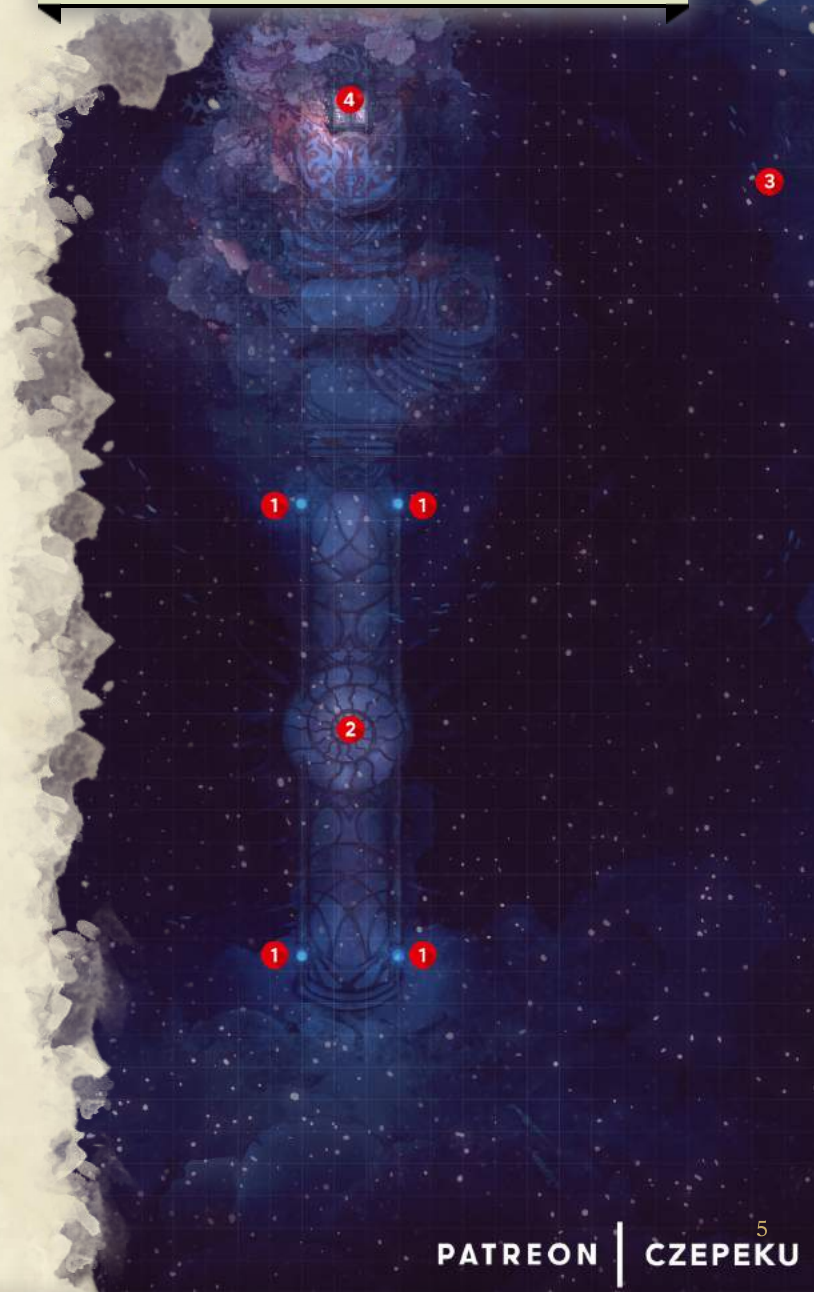
2.4 DEFILED BOX

This is the *Defiled Box* (detailed in page 33), according to your story it might be opened or closed.

MAP CREATED BY CZEPEKU

Join their Patreon to access to multiple variations of this map and more !

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THE PLAGUES



BLOOD - THE FIRST PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Blood was the first one to exit. This bloodthirsty abomination turns water to blood, using it to poison his preys before hunting them. All will be devoured, and suffer greatly in the process. This cunning monster lost the ability to comprehend languages to his unending hunger.

Art by Eric Lofgren

BLOOD

Medium aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 276 (24d8 + 168)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +9, Con +14, Wis +11
Damage Resistances necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages —
Challenge 22 (41,000 XP)

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

Magic Weapons. Blood's weapon attacks are magical.

Leeching Blows. Whenever Blood deals piercing or slashing damage with his Bite or Claw, he recovers a number of hit points equal to half the damage dealt. If Blood takes more than 25 points of radiant damage in a round, this trait doesn't function at the start of the Blood's next turn.

Unholy Walk. Blood is permanently under the effect of the *water walk* spell, in addition on each of its turns, Blood can use a bonus action to take the Dash or Disengage action.

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

At will: *bestow curse*, *blight*
2/day each: *circle of death*, *harm*

Actions

Multiattack. Blood makes three attacks: one with its bite, two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Legendary Actions

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

Movement. Blood moves up to his full movement speed, without triggering attacks of opportunity.

Bite. Blood makes one bite attack

Crucify (costs 2 actions). Blood chooses 1 creature within 120 feet of him. It must succeed a DC 22 Strength saving throw or be attached to an immaterial cross that emerges from the ground below it and impale it with spikes through their palms and soles. It takes 4d10 magical piercing damage and is restrained, and take that damage again at the end of each of its turns. A restrained creature can use an action to repeat the save, escaping on a success.

A flying creature has disadvantage on the first save, and if it fails, falls to the ground with the cross.

LAIR ACTIONS

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

- Coagulated blood erupts from a point on the water Blood 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) necrotic damage on a failed save, or half as much damage on a successful one.
- Waves shake the lair in a 60-foot radius around Blood. Each creature other than Blood on/in the water in that area must succeed on a DC 15 Dexterity saving throw or take 1d12 bludgeoning damage and be knocked prone.
- Water wraps around Blood and teleports him to anywhere he wishes to above the water, 120 feet from his starting point.

REGIONAL EFFECTS

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

- Deadly diseases are common within 6 miles of Blood's lair.
- Water sources within 2 mile of the lair turn into undrinkable blood, a creature that drinks it is automatically poisoned, a creature poisoned in this way must succeed a DC 10 Constitution saving throw everyday at dawn, or die on a failure.
- Rocky fissures within 1 mile of the lair form portals to the Planes of Death, allowing vengeful spirits from the underworld into the surface.

If Blood dies, these effects fade over the course of 1d4 days.

HISTORY

Once a saint, Blood's original name has long been forgotten. A crown of thorns compresses his skull, leaving him with a permanent scars and blood dripping from his forehead. On his side, a gaping hole, seemingly left by a lance, his palms and soles are perforated, this being may have been human once, but his humanity is now long gone. This being once murdered was brought back to life. Instead of bringing salvation, his resurrection brought chaos and suffering. Otherworldly beings interfered with his return and have warped him beyond the point of recognition, leaving him with permanent hunger for blood, death an destruction.

BEHAVIOR

Blood was executed on a cross, he carries that pain with him and inflict it on those that dare defy him. He crucifies his foes, incapacitating them and devouring them. Usually no enemy can get close to his lair, as all the water in the land turns to blood, being undrinkable, and killing any who tries. Being the first plague he kills the weakest of the earth, leaving his brothers the joy of killing those that survive.

IN BATTLE

Blood's arena is located on a lake turned to blood. He uses his high mobility to target the weakest targets first, crucifying them in the process if he needs to. Once the weakest have fallen to his poison he targets the remaining survivors with hit-and-run tactics. He will try to destroy anyone wielding radiant damage quickly as they are the only ones that can prevent him from regenerating.



CROAKER - THE 2ND PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Croaker was the second one to exit. This chaotic abomination turns creatures to frogs, using its rampant curse it changes the very being of the Realms into mindless frogs under its Control. This monster doesn't need intellect to cause destruction and death.

CROAKER

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +11, Wis +7

Skills Athletics +12, Perception +7, Stealth +7

Damage Resistances fire

Damage Immunities thunder

Senses passive Perception 17

Languages —

Challenge 18 (20,000 XP)

Amphibious. Croaker can breathe air and water.

Cursed Existence. When Croaker, or a creature under its control, reduces a creature to 0 hit point it doesn't become unconscious. Instead it transforms into a mindless Giant Frog under Croaker's control. The creature assumes the hit points of its new form, its game statistics, including mental ability scores, are replaced by the statistics of the Giant Frog. A *remove curse* spell turns the creature back into its original form, where it falls to 0 hit point and starts making death saving throws as normal.

Frog Control. All frogs (giant or not) within 6 miles of Croaker are considered charmed by it.

Actions

Multiattack. Croaker makes three attacks with either its bite or its tongue.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Croaker, and takes 10 (3d6) acid damage at the start of each of Croaker's turns. Croaker's gullet can hold up to two creatures at a time. If Croaker takes 40 damage or more on a single turn from a creature inside it, Croaker must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of Croaker. If Croaker dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. Croaker targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, it takes 10 (1d8 + 6) bludgeoning damage and the target is pulled into an unoccupied space within 5 feet of Croaker, and Croaker can make a bite attack against it as a bonus action.

Violent Croak (Recharge 5-6). Croaker releases a powerful sound wave from deep within him. Each hostile creature within 300 feet of Croaker must succeed a DC 19 Constitution saving throw or take 45 (10d8) thunder damage and be stunned for 1 minute on a failure. On a success a creature takes half that damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turn, ending the effect on a success. A deaf creature is immune to this effect.

Legendary Actions

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

Bite. Croaker makes a bite attack.

Devouring Leap (Costs 2 Actions). Croaker uses its powerful legs to jump. Croaker long jumps 40 feet in a direction of its choice without triggering attacks of opportunity. Croaker then makes a tongue attack.

Drain (Costs 3 Actions). If Croaker has a Giant Frog under its control within 5 feet of it, it reduces the frog to 0 hit point. Croaker gains the frog's energy and uses it to recharge its Violent Croak and it uses it immediately.

LAIR ACTIONS

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

- Croaker and all Giant Frogs within 30 feet of him regain 40 hit points as they drain energy from the waters.
- Each Giant Frog in the Lair can use its reaction to make a Bite attack against a creature within range. On a hit it deals an additional 3d10 thunder damage.
- A geyser erupts under up to 4 creatures that are hostile to Croaker. They must each succeed a Strength saving throw or take 2d12 bludgeoning damage and be pushed up to 20 feet in an unoccupied space of Croaker's choosing.

REGIONAL EFFECTS

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

- Small frogs are plaguing the area within 6 miles of Croaker's lair, getting everywhere.
- Humanoid that have a disease of any kind, and are within 6 miles of the lair must succeed a DC 9 Constitution saving throw everyday at dawn, or turn into a Giant Frog on a failure.
- A strange strain of disease spreads across the land within 6 miles Croaker's Lair. Each creature that eats food from that area must succeed a DC 8 Constitution saving throw upon ingesting it. On a failure, they catch a severe form of dysentery, disease caused by toxins generating by the infesting frogs.

If Croaker dies, these effects fade over the course of 1d4 days.

HISTORY

Second to escape the Defiled Box, Croaker is one of the rare plagues that isn't focus on causing destruction but rather causing chaos. Once a man, that was losing his wife to disease, Croaker tried many spells to keep her alive. One succeeded, but changed her in the process. Now turned into a frog, Croaker slowly descended into madness, deciding to rejoin his loved one, he transformed as well. But influence from the 10th Plague turned him into something far more sinister. The rest of his mind and sanity is now long gone.

BEHAVIOR

Croaker is the embodiment of chaos. This monster isn't trying to cause death as much as it is trying to wreck havoc. He sends his army of frogs and giant frogs to plague the lands. Turning nobles and peasants alike into frogs, which only accelerates the ambient chaos. Finding Croaker's lair is easy, simply follow the frogs. Getting out of there alive or unchanged is nigh impossible. Once you enter its realm, you are naught but flesh to be turned.

IN BATTLE

In battle Croaker isn't a clever foe, so it'll try to attack the creature dealing the most damage to it. Turning it into a frog that can do Croaker's bidding. He will at first stun everyone with its Violent Croak, and if they are dangerous foes still standing, Croaker will not hesitate to use its drain ability. Players will have to make sure to defeat the Giant Frogs surrounding Croaker quickly if they want to prevent that from happening. Afterwards Croaker will devour a creature and run away with it if given the chance.

Art by John Blaszczyk

LOUSE - THE 3RD PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Louse was the third one to exit. This aberration lurks in deserts, turning fertile earth into an arid landscape. It creates a perpetual sandstorm that weakens the will, and sends its spawns to feast upon the flesh of its preys.



LOUSE

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +7, Cha +9

Skills Intimidation +9, Perception +13, Stealth +12

Damage Resistances fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 18 (20,000 XP)

Blinding Dust. Blinding dust mixed with lice swirls magically around Louse. Each creature starting its turn within 5 feet of Louse, or entering the area for the first time on a turn, must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

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

Sand Camouflage. Louse has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Actions

Multiattack. Louse can use its Devour Sight. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Devour Sight. Louse sends hundreds of tiny lice to devour the eyes of its victim. Louse targets one creature within 60 feet of it, that creature must succeed on a DC 19 Dexterity saving throw, or take 22 (4d10) piercing damage as insects pierce the skin and start crawling. Until the creature, or one of its allies, uses an action to remove the insects, it must repeat the saving throw at the start of each of its turn, taking the damage again on a failure. A creature that fails this saving throw 3 times within 24h becomes permanently blinded as its eyes are devoured by insects.

Insect Breath (Recharge 5-6). Louse exhales insects in an 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 59 (17d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Bite. Louse makes a bite attack.

Hide. Louse attempts to hide.

Plague to Dust. Louse magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Louse is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Louse remain in its possession.

Amplify Suffering (Costs 2 Actions). Each creature currently affected by Devour Sight are forced to make another saving throw against it, taking the damage again on a failure.

LAIR ACTIONS

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

- Louse summons swarms of devouring lice to its aid. All creatures within 60 feet of Louse must succeed on a DC 13 Constitution saving throw or take 4d10 piercing damage, as the insects eat their flesh, or half as much damage on a success. Louse then regains hit points equal to half the total damage dealt.
- A violent sandstorm cover the battlefield in a 20-foot-radius sphere centered on a point Louse can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be blinded until the end of the creature's turn.
- A tremor shakes the lair in a 60-foot radius around Louse. Each creature other than the Louse on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone and take 2d12 bludgeoning damage.

REGIONAL EFFECTS

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

- Violent sandstorms are frequent in the area within 6 miles of Louse's lair, causing fertile land to be covered by sand and become sterile.
- Swarms of flesh eating lice roam the area within 6 miles of Louse's lair, feasting on each creature that comes near them.
- Random disappearance are reported in villages and towns within 20 miles of the lair. The victims are abducted by Louse during its nightly hunts.

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

HISTORY

Third to escape the Defiled Box, Louse is a being hell-bent on causing death. Be it of plant life or human life. Once a Dragonborn, Louse was a simple farmer, working hard to help its family. One day a sandstorm came out of nowhere, raining chaos and destruction upon its village for days. Once it was over, nothing but lice were left, devouring the remaining crops, causing its family to starve. Louse saw with each passing day members of its family dying one by one for lack of food. Madness took over it, when it decided to feed on one of the corpses to survive. This sealed the curse and turned it into this aberration.

BEHAVIOR

Louse tries to cause destruction in the lands where the grass is greenest and water the clearest. It will create a nest whence its spawns will emerge to devour flesh. The endless sandstorm created in the vicinity will drown out any fertile land. Once its realm is established, Louse will exit every night, hunting for fresh meat.

IN BATTLE

In battle Louse is a vicious foe. It will first use its breath weapon to weaken foes, and use its legendary actions to hide as much as possible. A group of adventure not equipped with ways to reveal it will quickly die under its onslaught. If cornered it will borrow underground or use its Plague to Dust ability. Once the combat it raging on, if enough creatures are affected by Devour Sight, it will stay hidden underground and use Amplify Suffering to cause all creatures above to die. It's main method of fighting is to strike and burrow before hiding.

GM Note: If you want to add some intensity to your game, upon dying players can get a memory flashback from Louse, showing its past as a dragonborn, and its fall into madness.

Art by MDA Art

VERMIN - THE 4TH PLAGUE

VERMIN

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Acrobatics +6, Intimidation +11, Perception +13

Damage Immunities cold

Senses blindsight 30 ft., truesight 300 ft., passive Perception 23

Languages understands gnomish

Challenge 19 (22,000 XP)

Alert Eyes. Vermin can't be surprised, and creatures can't gain advantage on attack rolls against it due to being unseen.

Halo of Flies. Flies permanently buzz around Vermin, obfuscating everything. All creatures within 5 feet of Vermin are blinded.

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

Actions

Multiattack. Vermin can use its Living Plague. It then makes three attacks: one with its breeding claw and two with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Breeding Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and, if the target is a creature, it must make a DC 21 Constitution saving throw. On a failure, eggs are laid inside the wound.

Living Plague. Vermin unleashes its hordes of flies to devour its foes. Creatures within 60 feet of Vermin, including ones behind barriers and around corners, can't regain hit points until the end of Vermin's next turn.

Lord of the Flies (Recharge 5-6). Vermin uses one of the following abilities.

Buzzing Death. Vermin unleashes thousands of flies around itself. Each creature within 60 feet of Vermin must succeed on a DC 19 Dexterity saving throw or take 21 (12d6) slashing damage and have eggs laid inside of them. On a success, a creature takes half as much damage and isn't affected by the eggs.

Hatch. All eggs laid by Vermin and its spawns hatch and are destroyed. If they are inside a creature when they do, the creature takes 72 (16d8) piercing damage and is incapacitated until the end of its next turn (regardless of the amount of eggs).

Legendary Actions

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

Claw Attack. Vermin makes a breeding claw attack.

Wing Attack (Costs 2 Actions). Vermin beats its wings. Each creature within 10 feet of Vermin must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vermin can then fly up to half its flying speed.

LAIR ACTIONS

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

- Vermin summons swarms of flies to its aid. All creatures within 60 feet of Vermin must succeed on a DC 13 Constitution saving throw or take 4d10 piercing damage, as the insects eat their flesh, or half as much damage on a success. Vermin then regains hit points equal to half the total damage dealt.
- Swarms of flies cover the battlefield in a 20-foot-radius sphere centered on a point Vermin can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured for all but Vermin. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or have eggs laid under their skin and be poisoned until the end of the creature's turn.
- Vermin beats its wings violently creating an awful buzzing sound. Each creature of its choice within 60 feet of it must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute. A creature that can't hear the wings automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to shake it awake. If a creature's saving throw is successful or the effect ends for it, it is immune to this effect for the next 24 hours.

REGIONAL EFFECTS

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

- Violent landslides are frequent in the area within 6 miles of Vermin's lair, causing swamp land to appear, ripe for colonies of flies.
- Swarms of flies roam the area within 6 miles of Vermin's lair, feasting on each creature that comes near them, laying eggs inside of them, causing the swarm to always expend, until it can choke out an entire city.
- Within 10 miles of the lair, the weakest creatures with the lowest will are often devoured by the roaming swarms of flies.

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

HISTORY

Fourth to escape the Defiled Box, Vermin is a twisted being wanting to procreate and continue his foul line. Once a lonely gnome, Vermin was an inventor, who shut itself away from society in the name of research. In its old age it realized that he was the last of its line, and that it wouldn't leave any heir behind. It tried its best to find a mate, but age had done ravages on it, and its very excentric personality left it undesirable to others. In a plea for help it turned to the gods for salvations, but what came was no god.

BEHAVIOR

Vermin tries to unleash his offspring in the lands that are still fertile. Using the growth in the land and the population his flies will devour flesh to lay eggs to increase his swarm forever and ever, until what was once fertile land turns into an uninhabitable hell. It'll hide away from sight, similar to a broodmother, letting his swarm do its bidding for it. It knows that for its swarm to survive it must stay alive.

IN BATTLE

In battle Vermin is a cowardly foe. It will attempt to maintain distance from any threats thanks to its flying speed. If forced to it will use its Buzzing Death ability followed by Hatch to incapacitate foes and run away when the opportunity presents itself. If an enemy gets in melee, it will use its breeding claw attacks, and if surrounded will use its wing attack. It is very rare to find Vermin fighting alone.

GM Note: If your party wishes to try unconventional methods. Dispelling the Halo of Flies could perhaps be done by burning them away or by using strong winds.

Art by John Blaszczyk

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

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

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

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

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

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

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

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

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

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

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

Azrael's Lair

Map Created by [CzePeku](#)

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FIGHTING THE PLAGUES





TITLES FOR HEROES

These benefits are cumulative and optional. You can award them to your players for their achievements

SANCTIFIED CHAMPION:

Requirements: Having Killed 1 Plague

Hope shines again. Humanity was on the brink of despair, fighting a losing battle that would spell doom for all. Things changed when you came. At first it was whispered, "someone managed to defeat a plague", but surely it was only luck, with 9 more Plagues scarring the earth, there is nothing to be done for salvation. But a second and third plague fell. Where all others have failed you have succeed. Liberated towns sing your praises, what once was a whisper is now a loud celebration. One thing is known for sure, you are the last hope that the Realm has. If you fall, the rest of them will too. Do not falter champion. You gain the following benefits :

- You have advantage on all Charisma (Persuasion) checks made with commoners. Any reasonable request that you ask for is immediately executed upon.
- The hopes of all of humanity rests on your shoulders. They materialise as immaculate wings on your back. You can summon and un-summon the wings at will (no actions required). While summoned you have a flying speed equal to your walking speed.

ANointed HERO:

Requirements: Having Killed 4 Plagues

The story of the Plague-slayer, a person so mighty not even hell on earth could break them. Bards across the realms are relaying that story. Children are hopeful again. They play games terrorising each other by incarnating the Plagues until the heroic Slayer comes to the rescue. Most do not dare come out of their town, but life is starting again, albeit slowly. Such fragile balance could break at any time, and the fragment of humanity you managed to pull out of the darkness could sink into despair again.

You gain the following benefits:

- You have advantage on saving throws against fear.
- Choose one of the saving throws you are proficient in. You can add a bonus equal to half your proficiency bonus (rounded up) for any saving throw you make that uses that ability.

If you want to make your players feel like badasses I suggest taking a city break and showing them how people react to their presence.

BUDDING LEGEND:

Requirements: Having Killed 7 Plagues

Humanity is finally back in the battle. After years of losing both lives and hope, your actions have started to turn the tides of battles in your favour. The Plagues are retreating further away in their lair, while humanity reclaim the land that they've lost. The battle is far from over. Lives are still at stake, and too many have lost their lives, and many more will. It's up to you to put the final stake in the heart of this corruption.

You gain the following benefits:

- If you fail a saving throw, you can choose to succeed instead. You can use this ability once per long rest.
- Upon death, your will and the importance of the mission bring you back from the brink of extinction, too many lives are at stake. 24 hours after your death, you reappear anew inside of a consecrated temple of your choosing. As if you received the spell *true resurrection*. Once this ability has been used, you cannot use it again.

LIVING MYTH:

Requirements: Defeating all 10 Plagues

People worship the earth you walk on. Your legend will forever be written in the books of history. You inspire awe to all that see you. Cults form around your name. You are considered a breathing deity. It is not uncommon for commoners to falter and faint at your sight.

You gain the following benefits:

- Your charisma score increases by 2 to a maximum of 22.
- Choose an ability score of your choice, it increases by 2 to a maximum of 24.
- Your status of living myth grants you power, the first time in a day that you should fall to 0 hit points or lower, you embody the myth. You regain all your hit points instead, and for the next round your attacks deal an additional 2d6 force damage. If you cast spells, instead, for that next round all targeted creatures have disadvantage on their saves.

Art Bob greyvenstein

SUBCLASSES

SORCERER - KING'S BLOOD

Power flows inside of you. One of your ancestor was part of the royalty, or was destined for greatness. You have inherited that inner strength, and it fuels great magical powers.

King's blood sorcerers usually have an imposing voice or demeanor that commands respect. That respect might be earned through loyalty or fear, as similar to kings, the worst and the best can come out of these sorcerers.

ROYAL MAGIC

Starting at 1st level, Your link to royalty allows you to learn spells that influence people. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard or cleric spell list, it must be from the school of enchantment. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition you learn the command spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known, and you cannot replace it.

MONARCH'S ORDER

At 1st level, once per turn, when you deal damage to a creature with a spell of 1st level or higher, if an allied creature is within 5 feet of them, that ally can use their reaction immediately after the spell to make one weapon attack against that creature. If multiple allies are in range, you choose which one makes the attack.

SOVEREIGN PRESENCE

Starting at 6th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, or Perception.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature. In addition when you make a Persuasion check, you can expend 2 sorcery points to gain advantage on the roll.

FIGURE OF AUTHORITY

Beginning at 14th level, creatures question whether to lay a hand on the king. You learn the sanctuary spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. As a bonus action you can expend 2 sorcery points to cast it. If you cast it this way, the spell duration becomes 8 hour.

KING'S AURA

At 18th level, as an action you can unleash your kingly power. All creatures of your choice in a 120 radius around you must succeed on a Wisdom saving throw against your spell save DC or bow to you. On a failed save, the creature falls prone, is incapacitated and has a movement speed of 0 for 1 minute, or until it takes damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature of CR4 or lower automatically fails this saving throw.

Once you use this ability, you cannot use it again until you take a long rest, or until you expend 8 sorcery points to use it again.

Art by Bob Greyvenstein



PALADIN: OATH OF THE RIGHTEOUS HUNT

Paladins who pledge allegiance to the Oath of the Righteous Hunt are devoted to protecting their land and their people from perilous threats that no other can face. Armed with martial prowess and unwavering faith they never falter. Perhaps they are hunting one of the unleashed Plagues, or perhaps a mage drunk on power on the loose. Thus these paladins have developed technique to track down and hunt all who stray.

Some paladins take their oath too far, and lead the charge for zealous witch hunts without any evidence to back their claims; simply for the thrill of the hunt. These soldiers who stray from the path are punished with righteous might. The hunter becomes the hunted.

Beware the beast within.

TENETS OF THE RIGHTEOUS HUNT

- A paladin who assumes the Oath of the Righteous Hunt swears to defend mortals from heretical monsters.
- Chase:** The threats you hunt are powerful and cunning, never loose your prey.
 - Efficiency:** The longer a hunt is, the more time your prey has to come out on top. Be swift, be silent, be deadly.
 - Protection:** The reason you hunt is so others don't have to. Keep your comrades safe, always.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Righteous Hunt Spells

Paladin Level	Spells
3rd	hunter's mark, faerie fire
5th	pass without a trace, enhance ability
9th	clairvoyance, magic circle
13th	arcane eye, locate creature
17th	hallow, scrying

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- Track the Prey.** You can use your channel divinity to track down your foes. As an action, you present your holy symbol. You then envision a creature you've damaged before, or present a body part of it, lock of hair, bit of nail, or the like. For the next hour you sense the direction to the creature's location, as long as that creature is on the same plane of existence as you. If the creature is moving, you know the direction of its movement. A creature hidden behind 1 inch of lead or more is undetectable.



- Detect Weakness.** You can use your channel divinity to read your foes weakness. As a bonus action you present your holy symbol, and point to a creature within 60 feet of you. You learn the following attributes about the target: Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities. In addition, for 1 minute, whenever that creature attacks a creature other than you, you can use your reaction to make one melee attack against it.

AURA OF THE HUNT

At 7th level, you constantly emanate a staggering aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Enemies that enter your aura for the first time on a turn or start their turn there must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine power. It cannot move further away than 10 feet from you or use teleportation spells or effects. While affected by this aura, an enemy that tries to attack a creature other than you takes radiant damage equal to half your paladin level.

At 18th level, the range of this aura increases to 30 feet.

HUNTER'S EYES

At 15th level, your tracking capabilities are flawless. You gain truesight out to 60 feet and blindsight out to 10 feet.

APEX PREDATOR

- Starting at level 20, your talent is honed to perfection. As an action, you can magically become an avatar of the hunt, gaining the following benefits for 1 minute:
- You can use a bonus action to teleport behind any creature that you can see within 120 feet of you and make one melee weapon attack against them.
 - Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
 - Damage you deal to creatures ignores resistances, and treats immunity as resistance.

Once you use this feature, you can't use it again until you finish a long rest.

Art by Dean Spencer

ITEMS

LACHRYMA

Weapon (longsword), legendary (requires attunement)

When the Plagues first roamed the lands, few gods stayed behind to fight them. They all perished. This weapon was forged from the tears they shed on their death bed.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this weapon, you gain the following benefits:

- **Desperate protection.** While attuned to this weapon, daily at dawn, the weapon casts the sanctuary spell (DC 17) on you, it lasts for 24 hours. The spell doesn't end early if you attack the Plagues with this weapon or cast spells aimed at them. In addition while the spell is active you are immune to the frightened condition and have advantage on saves against charm effects.
- **Teardrop.** As an action, you can force a creature within 60 feet of you to make a DC 17 Wisdom saving throw. On a failed save the creature remembers all its sins and starts weeping. It is incapacitated for 1 minute. An incapacitated creature can repeat the save at the end of each of its turns, ending the effect on a success. Once you used this ability you can't use it again until the next dawn.
- **Last Hope.** If you deal damage to Azrael using this weapon, Azrael's Chosen of the Gods trait becomes non functioning for 24 hours.



BANISHING HAMMER

Weapon (warhammer), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges and regains 1d4+1 charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to activate one of the following effects (spell save DC 15):

- **Banish.** When you deal damage to a creature with the warhammer, you can expend 2 charges to cast the *banishment* spell on it.
- **Rebuke.** When you deal damage to a creature with the warhammer, you can expend 1 charge to deal an additional 1d10 force damage and push it 15 feet away from you.
- **Shred.** When you deal damage to a creature with the warhammer, you can expend 4 charges to cast the *disintegrate* spell on it.

Art by Bob Greyvenstein

THE DEFILED BOX

Cursed artifact, Legendary

There is a legend about a woman, Pandora, who found a similar chest. When she opened it, it spread chaos around the world, but at the bottom of the box one last thing remained, hope, allowing all who suffered to fight back.

This is not that story.

The Defiled Box has been sealed and protected, put away from the eyes of man for a very good reason, only death and destruction are held within. If anyone were to open it, horrors that one wouldn't wish upon their worst enemy would be unleashed on all of humankind.

Inside the Defiled Box is where the 10 Plagues are imprisoned. The box requires a unique key to open. A single copy of that key exists and its location has long been forgotten.

The box is immune to all damage. The lock is under the effect of a permanent *time stop* spell and as such, only once the spell has been dispelled can someone attempt to pick it. A successful **DC 38 Dexterity (Sleight of Hand) check** can open the chest without the key. Every time a creature attempts to pick the lock or dispel the *time stop* spell and fails it takes 156 (24d12) force damage.

Once the Box is opened, all the Plagues are unleashed at once. A **DC 38 Strength (Athletics) check** can close the lid of the box once it has been opened. Holding the key lowers this DC to 10.

If a Plague dies, it turns into red mist that vanishes in the wind before being caught by the enchantment placed at the bottom of the Defiled Box. Once inside the defiled box a Plague is paralyzed and needs 30 days before regaining its power. After 30 days the paralysis ends and the plague regains all its hit points and can roam free again. If the box is closed before that, the Plague is trapped. Only a *dispel magic* spell cast using a 12th level spell slot or higher can dispel the enchantment catching the Plagues' essence. If the spell is cast at a lower level, the creature casting it immediately dies.

Art by Eric Pommer



THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover by John Blaszczyk

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Maps Created by CzePeku

And now onto the next project...

Cheers !

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Ethan Copeland James Truman James Makkyala david
raistrick Sidney Oser Erik Woodwick Truman Jones Oskar
Jahr rolei Barry Satterfield Travis Hilt Joe Arnall
Shadowmaster69 David Nguyen Nathaniel Cook Zach Abati
Alec Jewett Goligrath NativeRunner theBGgruff Jamie
Freeburn Kara Holden Liam Sharpie Matthew Duda William
Robinson Jacob Colenso Ben Healy Chika Setrance Tyler
Sherrod Justin Farley Andrew Deaton austin luffman Gregory
Laporte Oliver Küsel Austin Grindy Chris D&D Hub Legalize
the Purge Peter Schmidt Ferron Kockelkoren Sebastian
Considine Erik Johnson Alexander McDowell ravenquothe

Justin Hardman David Kupert Brendan Gibbons Aaron
Betsalel Zhuul Michael E Raykhlin Fantasticat Alex
Cavendish Matteo Mazza Ian Hammond Pedro Miralles
Soler Marques DiNapoli Bryan Stroud Brandon Enos Jesse
Hollow Fasching Christian Alessandro Nosenzo Tomas G
Thomas Steele Giordano Dipino-Forino Anthony Andre
Cus85 Sean Halpin Rhys Owen Cody Hornberger Lewis
Larudge Robert White Allison Perez Santino Kyle Pearce-
O'Brien Glupakkur Noelle Carter Benjamin VanOrden Sadie
Ward karrar jirrie Chris Marrano Julianne Toia Mari
Toshimitsu Fussan Alex Moses

Justin Greer Batey Grassl Rezu - Danny J Wilson Brandon
Stewart Christopher Taylor Paul William Eachus Isobel
Mulkern Matt Wilson Sarah M Dillon Adam Yardley Brandon
Webb David Leathers Tyler White Mark Funkey Kishpa

Nick Booty jermy taylor Sean mcneilly Victoria Perez Kenz
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Dejean John Miles Epstein Emily Slaughter Woodphonix
Middle All Bright Mr. Greatcoat Bishop Violet Andrew Rose
Douglas Sklba obeachkk spookyhardy Andrew Kingzett
Joseph Fucci Tyler Reed Frank Lattyak frank bratager
NotoriousOZB Quben0 Phantomizer julien Groulx
Thiskid4019 Christian Swiger Sushil Menon Victor Alfonso
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