



DRAGON'S HOARD 5

A BIG HOMEBREW COMPILATION

MONSTERS



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

MIND-EATER CAPTAIN

Medium aberration, evil

Armor Class 19 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	22 (+6)	17 (+3)	18 (+4)

Saving Throws Int +11, Wis +8, Cha +9

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 13

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The mind-eater captain's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

2/day each: *bigby's hand*, *dominate monster*, *plane shift (self only)*

1/day each: *disintegrate*, *force cage*

Magic Resistance. The mind-eater captain has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The mind-eater captain makes two attacks with its tentacles.

Tentacles. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 19) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends.

Devour Brain. Melee Weapon Attack: +11 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind-eater. Hit: The target takes 66 (12d10) piercing damage. If this damage reduces the target to 0 hit points, the mind-eater kills the target by eating its brain.

Shatter Mind (Recharge 5-6). The mind-eater captain magically emits brain splitting energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 46 (9d8 + 6) psychic damage and be stunned 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.

Reactions

Warping Explosion. After taking damage, the mind-eater captain teleports to a space it can see within 120 feet of it. Immediately after it disappears, each creature within 30 feet of the space it left must make a Constitution saving throw. On a failed save, a creature takes 3d6 force damage.



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



HEX WEAVER

Huge beast (spider), unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	19 (+4)	7 (-2)	18 (+4)	7 (-2)

Saving Throws Wis +7

Skills Perception +7, Stealth +12

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 17

Languages —

Challenge 9 (3,900 XP)

Spider Climb. The hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Weaver Of Hexes. Once per round when the hex weaver deals damage to a creature, it can force that creature to make a DC 15 Constitution saving throw, on a failure the hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

Web Sense. While in contact with a web, the hex weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The hex weaver ignores movement restrictions caused by webbing.

Actions

Multiattack. The hex weaver makes two bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage and 6 (1d12) psychic damage

Cursed Gaze. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 23 (3d12 + 4) psychic damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ANCIENT HEX WEAVER

Huge beast (spider), unaligned

Armor Class 19 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
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23 (+6)	26 (+8)	21 (+5)	11 (+0)	20 (+5)	7 (-2)
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Saving Throws Dex +13, Con +10, Wis +10, Cha +3

Skills Perception +10, Stealth +18

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 20

Languages —

Challenge 13 (10,000 XP)

Spider Climb. The ancient hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

True Weaver Of Hexes. Once per turn when the ancient hex weaver deals damage to a creature, it can force that creature to make a DC 18 Constitution saving throw, on a failure the ancient hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

Web Sense. While in contact with a web, the ancient hex weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The ancient hex weaver ignores movement restrictions caused by webbing.

Actions

Multiattack. The ancient hex weaver makes two bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (4d4 + 8) piercing damage and 13 (2d12) psychic damage

Cursed Gaze. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 37 (5d12 + 5) psychic damage.

Cursed Web (Recharge 5-6). The ancient hex weaver excretes a mass of thick, sticky webbing at a point of its choice within range. The webs fill a 20-foot cube from that point. The webs are difficult terrain, lightly obscure their area, and are invisible in dim light or darkness.

Each creature without the Web Walker ability that starts its turn in the webs or that enters them during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 2 (1d4) piercing damage and is Restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its actions to make a DC 18 Strength check. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

"So you walk eternally through the shadow realms, standing against evil where all others falter. May your thirst for retribution never quench, may the blood on your sword never dry, and may we never need you again"

Art by Warm_Tail



ROYAL INCINERATOR

Large construct, unaligned

Armor Class 20 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	12 (+1)	18 (+4)	22 (+6)

Saving Throws Con +11, Int +7, Cha +12
Skills Athletics +13, Perception +10, Survival +16
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 20
Languages understands all but can't speak
Challenge 19 (22,000 XP)

Battle Scars. If the royal incinerator is killed by a creature before finishing its mission, when the royal incinerator comes back to life, it gains a +2 bonus to AC, saving throws, and attack and damage rolls. This effect stacks with each death until the mission is completed.

Blaze of Glory. The royal incinerator lights ablaze as a bonus action, taking 9 (2d8) necrotic damage at the start of each of their turns. Their weapon attacks deal an additional 10 (3d6) fire damage (included in the stat block). This effect lasts until the royal incinerator dies or extinguishes itself as a bonus action.

Faultless Tracker. The royal incinerator has advantage on Wisdom (Survival) checks to track humanoids, and damage it deals to them ignores resistances.

Fire Absorption. Whenever the royal incinerator is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Magic Resistance. The royal incinerator has advantage on saving throws against spells and other magical effects.

Magic Weapons. The royal incinerator's weapon attacks are magical.

Unfaltering. The royal incinerator is immune to any spell or effect that would alter its form and it isn't affected by spells of the enchantment or illusion schools of magic.

Rejuvenation. As long as its brazier is lit, a destroyed royal incinerator gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the brazier.

Actions

Multiattack. The royal incinerator makes two melee attacks.

Impale. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 10 (3d6) fire damage. The target must succeed on a DC 21 Strength saving throw or be restrained by the blade and take 10 (3d6) fire damage at the start of each of their turns. The royal incinerator can then only use slam attacks, until it summons its sword back to it as a bonus action, freeing the target. The target, or an ally of them, can use their action to remove the blade, freeing themselves.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and 10 (3d6) fire damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage and 10 (3d6) fire damage.

Cleansing Fire (Recharge 5-6). The royal incinerator exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

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 unhabitable 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