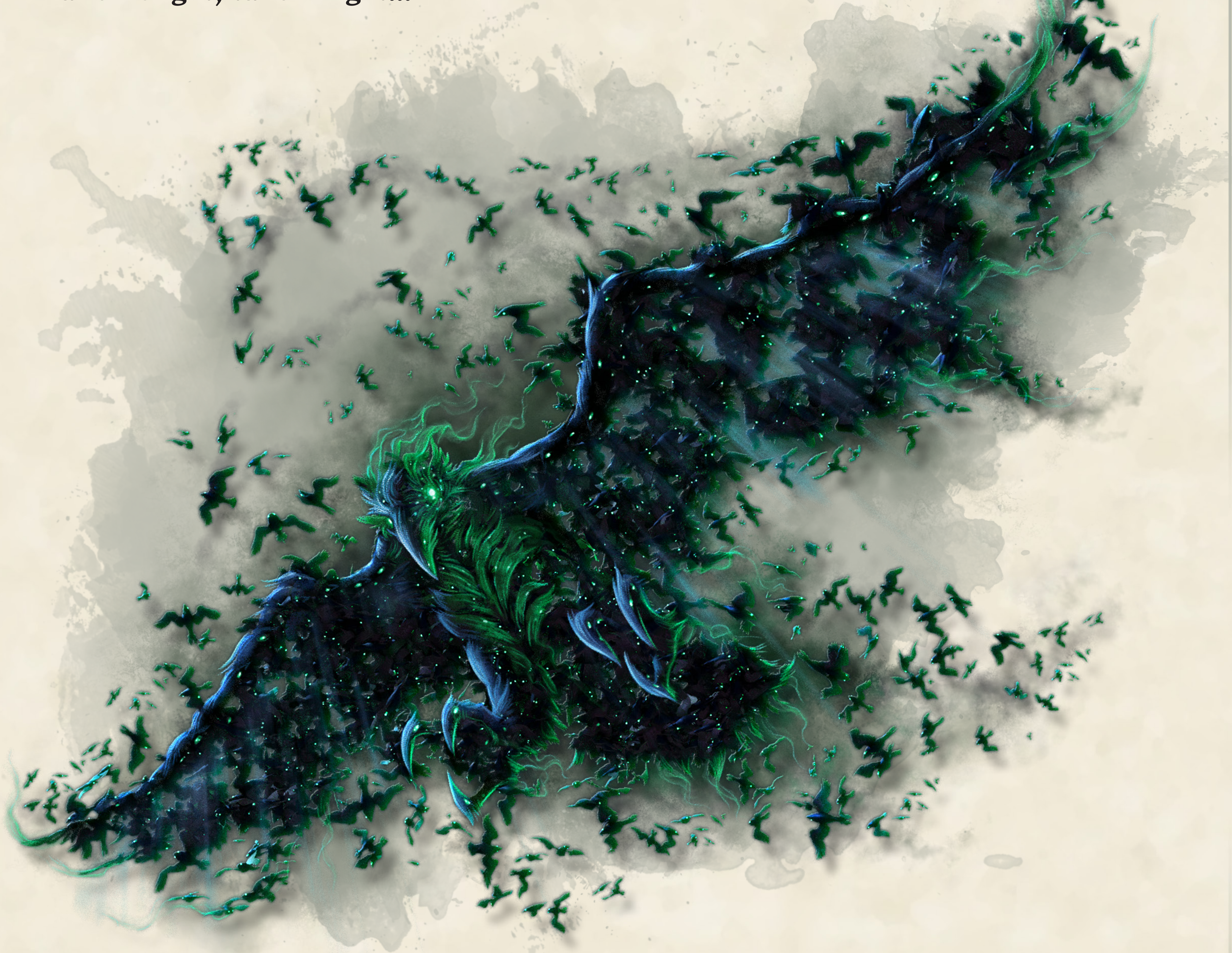


PLAGUEWING

Fallen blight, taken flight...



The sight of a flock of birds falling from the sky is seen as a grim portent. It's often accompanied by doomsayers raving about the end of days. The learned scholars offer more logical explanations, such as a disease or strange weather to comfort the people and assure them that an apocalypse is not around the corner. However, if the sight of a flock falling to the ground would strike fear into a community, imagine the abject terror felt by those who witness it rise once more.

FESTERING FLOCK.

When a bird is afflicted with the terrifying disease that is plaguerot, it can quickly spread to the rest of its flock. As it ravages their ranks, they fall to the earth as terrible diseased missiles. Before they have time to decay, the grim congregation rises anew, drawn to any signs of life to which the plague can be spread further. None knows the origin of the magical plague, but many a lich have been known to intentionally spread it in order to create the perfect protection for their gruesome lairs.

ALL ARE ONE.

Though mindless, the flock retains the uncanny skill of flying in formation. To see a spiraling mass of fowl with eyes aglow with necromantic magic is terrifying enough, but eventually as their numbers grow they begin to congregate, taking the form of a massive raptor. This display is not only visually intimidating, as the beaks and talons formed have the strength of the entire flock behind them. Some suspect this form is a residual image of the bird each of them once were, but now with their minds joined by the undead plague, they take on their old form as one.

PECKING PLAGUEBEARERS.

Being in close proximity to the plaguewing can cause one to be afflicted by the very plagurerot that created them. The flocks have been known to swoop down through onlookers and adventurers to spread their grisly disease. Those afflicted become weak and sickly, their health slowly deteriorating, becoming plaguebearers themselves. Upon death, they rise again to join the plaguewing in its ultimate mindless goal of joining all in the wretched congregation.

Plaguewing

Gargantuan Swarm of Tiny Undead, Unaligned

Armor Class 15 (natural armor)

Hit Points 189 (18d20 + 9)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	10 (+0)	3 (-4)	10 (+0)	12 (+1)

Saving Throws DEX +9, CON +4

Skills Perception +4

Damage Vulnerabilities Radiant

Damage Resistances Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Stunned

Senses Passive Perception 14

Languages –

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Swarm. The plaguewing can occupy another creature's space and vice versa, and the plaguewing can move through any opening large enough for a tiny beast. The plaguewing can't regain hit points or gain temporary hit points.

Unusual Nature. The plaguewing doesn't require air, food, drink, or sleep.

Keen Sight. The plaguewing has advantage on Wisdom (Perception) checks that rely on sight.

Flythrough. Opportunity attacks against the plaguewing have disadvantage if the plaguewing passed through the creature's space before flying out of that creature's reach.

Rotting Presence. The first time each turn the plaguewing passes through a creature's space or whenever a creature ends its turn within 5 ft. of the plaguewing, the creature takes 2d6 necrotic damage and must make a DC 17 Constitution saving throw or become afflicted with the plaguerot disease. A creature afflicted this way is considered poisoned, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. A creature remains afflicted until removed by the greater restoration spell or other magic. For every hour a creature spends within 15 ft. of an afflicted creature, that creature must make a DC 17 Constitution saving throw or be afflicted themselves. If a creature dies from the plaguewing's rotting presence or while afflicted with plaguerot, it immediately rises as a zombie.

Actions

Multiattack. The plaguewing makes two attacks: one with its beaks and one with its talons.

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage or 17 (2d8 + 9) piercing damage if the plaguewing has half of its hit points or fewer.

Talons. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, or 15 (2d6 + 9) slashing damage if the plaguewing has half of its hit points or fewer. On a hit, the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the plaguewing can't use its talons on another target.

Read Out. *The fallen flock lies motionless on the ground before you, stiff and silent in the chill of night. As you walk you become increasingly aware that no creatures call out, no sound breaks the stillness but your own movements. You find your eyes wandering to the nearest corpse, it's back to the cold ground and beak pointed to the sky. With a sudden jerk the head twists to meet your gaze, as sickly energy billows from the fowl's eyes. The sickening sound of countless rigid bodies springing into motion fills the air as the corpses rise in swirling unison. Horrified, you watch as the bodies congregate and swarm to form a massive visage of a ravenous raptor. Wings formed of hundreds of the fallen birds flare outward, and the grim congregation's eyes swivel to target you as the legion begins to dive.*