

BOILS – THE 6TH PLAGUE

HISTORY

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

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.



Art by Purple Duck Games

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 appear within 60 feet of it.

REGIONAL 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.

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.