



BENEOS TOKENS

VRUBEL



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

VRUBEL

Braying flocks of Vrubel cloud the multicoloured skies of the Abyss, their harrowing shrieks unnaturally reverberating through the twisted landscapes of madness. A gathering of Vrubel forms a choir, each of their voices intertwining into the abyssal dirge, a maddening song capable of twisting and breaking the minds of even the most stalwart individuals. The abyssal choirs act as demonic envoys, transmitting messages for higher demons to other planes of existence, carrying with them the innate chaos of the Abyss.

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This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

VRUBEL

Large fiend (demon), chaotic evil

Armor Class 14 (Natural armor)

Hit Points 63 (8d10+16)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	16 (+3)

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 5

Abyssal Choir. When Vrubel gather, the Abyssal Dirge swells with power. If three or more Vrubel are within 30 ft. of each other and are each sustaining the **Abyssal Dirge**, creatures within 50 ft. of a member of the abyssal choir can be affected by two madness effects at the same time and the madness effect lasts until the end of their next turn. If a creature suffers from two madness effects for more than three consecutive turns, it must roll on the **long-term madness table** (*5e DMG* p.260) at the end of the next short or long rest and suffer the determined effect.

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

Fiendish Frequencies. Non-magical means of sound protection have no effect against the Vrubel's **Abyssal Dirge**.

Actions

Multiattack. The Vrubel makes two **Bite** attacks.

Abyssal Dirge. The Vrubel intones the Abyssal Dirge or sustains it on subsequent turns. The Dirge sounds until the Vrubel does not use its action to sustain it or until it is incapacitated. All enemy creatures within 50 ft. that can hear the Vrubel must make a DC 14 Charisma saving throw, suffering 10 (4d4) psychic damage or half as much on a success. At the start of its turn, an enemy creature within range must succeed on a DC 14 Charisma saving throw or suffer 10 (4d4) psychic damage and roll on the **short-term madness table**, suffering the effect until the start of its next turn. On a successful roll, the creature suffers only half damage and does not need to roll on the table. When a creature already suffering from madness would be subjected to another roll on the table, it suffers 5 (2d4) psychic damage instead, as it can only be affected by one effect of madness at the same time (for the exception see the **Abyssal Choir** ability).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8+3) piercing damage plus 5 (2d4) poison damage.

Reactions

Disorienting Shriek. When a creature within 30 ft. that the Vrubel can see and by which the Vrubel can be heard makes an attack roll or saving throw, the Vrubel can use its reaction to impose disadvantage on the roll. If the attempted attack roll or saving throw fails, the target creature takes 5 (2d4) psychic damage.

MADNESS

The Vrubel's **Abyssal Dirge** action and **Abyssal Choir** ability reference short-term and long-term **Madness**. You can find the tables and rules for both in the *D&D 5e Dungeon Master's Guide* on page 259 and 260.

HOW TO RUN A VRUBEL

1. Run at least three Vrubel to utilize the Abyssal Choir ability.

While a single Vrubel poses a medium annoyance to experienced characters, an Abyssal Choir subjects them to an onslaught of psychic damage and madness effects.

2. Keep the Vrubel in the air, out of range and intone the Abyssal Dirge. A Vrubel's flying speed lets it comfortably stay out of range while using their action to keep singing their maddening song.

3. Use the Vrubel to support greater demons. The Vrubel is a powerful distraction that demands attention, keeping players occupied by forcing them to deal with the creature's range and speed, while suffering the sometimes debilitating madness effects.