



## PESTILENCE

*Huge undead, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	14 (+2)	13 (+1)	19 (+4)

**Saving Throws** Dex +9, Con +12, Wis +7, Cha +10

**Skills** Perception +13, Stealth +9

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** petrified, poisoned

**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

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

**Plague Made Flesh.** Pestilence ignores resistance to the poisoned condition, and treats immunity as resistance\*

**Rotting Agony.** Creatures within 120 feet of Pestilence that are poisoned suffer disadvantage to all their saving throws.

**Undead Fortitude.** If damage reduces Pestilence to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Pestilence drops to 1 hit point instead.

**Innate Spellcasting.** Pestilence's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *cloudkill*

## ACTIONS

**Multiattack.** Pestilence can use its Toxic Miasma. It then makes three attacks: one with its bite and two with its claws.

**Toxic Miasma.** Each creature of Pestilence's choice that is within 300 feet of the dragon and aware of it must succeed on a 18 Constitution saving throw or become poisoned for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage plus 13 (3d8) acid damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Pestilent Breath (Recharge 5-6).** Pestilence exhales poison in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage and 27 (6d8) acid damage on a failed save and the creature spends its action next turn retching and reeling, or half as much damage on a successful one and not suffer additional effects.

## 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.

**Detect.** Pestilence makes a Wisdom (Perception) check.

**Tail Attack.** Pestilence makes a tail attack.

**Cast a Spell (Costs 2 Actions).** Pestilence casts a spell from its spell list.



# PESTILENCE, THE THIRD DRAGON OF THE APOCALYPSE

## HISTORY:

Pestilence is a walking disaster, coming after the passing of Conquest and War, it brings to the grave the poor souls that are still alive. His mere presence poisons crops and water sources, the debilitating miasma that it exudes rots the bodies of those left standing. Once a dead dragon, Pestilence was brought back from the dead by Death, but never quite recovered.

It is an emotionless killer, killing more by duty and habit than for any other reasons. Although it doesn't enjoy killing, it doesn't dislike it either, the poor fools that try to challenge it come to realise that fact too late.

## BEHAVIOR:

Pestilence doesn't enjoy daylight, reminding it too much of his former life. He leaps out from his lair when the dark takes over. Flying over devastated battlefield and villages, it targets those left standing with his plague, sometimes leaving them the time to go back home, so that its targets can better spread the infection. A cold killer it goes for the most efficient kills. King or beggar, no one is safe from its toxins.

## IN BATTLE:

Pestilence will try to kill any cleric as fast as possible, due to its undead nature. Paladins are next on its list, because they possess the ability to heal his poison. Once targets with the ability to deal with his poison have been dealt with, it'll focus on the rest of the attacking party. Pestilence will try to use its legendary actions to cast cloud kill, using the fact that its ability gives disadvantage on saves to poisoned creatures, its breath attack is used as often as possible as well. If a player somehow manages to tick it off, it will cast *contagion* to give it the most agonising death possible.

## LAIR ACTIONS

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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:

- A cloud of swarming rotting insects fills a 20-foot-radius sphere centered on a point Pestilence chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 16 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Tentacles of animated acid sprout from the back of Pestilence, grasping foes. Choose 3 creature within 120 feet of the dragon, they must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet closer to Pestilence and knocked prone.
- Pestilence summons 1d3 **Chuuls** that obey its command (no action required by it) in a space that it can see within 60 feet of it. Roll initiative for each of them.

## REGIONAL EFFECTS

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

- A sickening fog lightly obscures the land within 6 miles of the lair, any creature within that inhales the fog for the first time must succeed a DC 12 Constitution Saving Throw at the end of each of its turn. A creature is affected after failing three of these Saving Throws, the disease's effects last for 1 month, and the creature stops making these saves. After succeeding on three of these Saving Throws, the creature recovers from the disease, and becomes immune to those effects for 1 month. An affected creature suffers a crippling fever and begins to bleed uncontrollably, its maximum hit points are reduced by 1 every hour that passes. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature is affected by the spells *greater restoration* or *wish*.
- In a 6 mile radius around the lair, *Oozes* of various kinds, as well as *Chuuls* start appearing and attacking the wild life indiscriminately, hinting at the presence of an unnatural monster.
- Water sources within 1 mile of the lair are supernaturally fouled. Creatures that drink such water regurgitate it within minutes.

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