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Bayle the Dread

BBEG



Elden Ring SOTE Edition

Bayle the Dread

Gargantuan Dragon, Chaotic Evil

Armor Class: 22 (natural armor)
Hit Points: 476 (28d20 + 196)
Speed: 40 ft., fly 80 ft.

STR	DEX	CON	WIS	INT	CHA
30 (+10)	14 (+2)	25 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws: Dex +9, Con +14, Wis +11, Cha +12
Skills: Perception +18, Insight +11, Intimidation +12
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities: Lightning, Thunder
Condition Immunities: Frightened, Paralyzed
Senses: Blindsight 60 ft., Darkvision 120 ft., Passive Perception 28
Languages: Common, Draconic, Primordial
Challenge: 21 (33,000 XP)

Legendary Resistance (4/Day). If Bayle fails a saving throw, he can choose to succeed instead.

Storm-Born Dread. Creatures that start their turn within 30 feet of Bayle must make a DC 19 Wisdom saving throw or be frightened until the end of their next turn. While frightened in this way, they have disadvantage on saving throws against Bayle's breath weapon.

Electrostatic Core. Any creature that touches Bayle or hits him with a melee weapon attack while within 5 feet takes 2d6 lightning damage. If Bayle would take lightning damage, he instead regains hit points equal to half the damage dealt.

Fury of the Dreadstorm. Each time Bayle hits a creature with an attack, he gains 1 stack of Dreadstorm Fury.

He can have a maximum of 5 stacks. These stacks may be spent to enhance his actions, bonus actions, or legendary actions as described below.

Actions

Multiattack. Bayle makes three attacks: one with his Bite, one with his Claw, and one with his Tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (2d10 + 10) piercing damage plus 13 (3d10) lightning damage.

Empowered (1 stack). Bayle arcs lightning to an additional target within 10 feet of the original, dealing 3d10 lightning damage to them.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d6 + 10) slashing damage.

Empowered (1 stack). On a hit, the creature must succeed on a DC 19 Strength saving throw or be knocked prone.

Tail Sweep. Bayle swings his massive tail behind him. Each creature in a 15-foot cone must succeed on a DC 20 Dexterity saving throw or take 27 (6d8) bludgeoning damage and be knocked prone.

Stormbreath (Recharge 5–6). Bayle exhales a line of roaring thunder and blinding lightning in a 90-foot line that is 10 feet wide. Each creature in the area must make a DC 20 Constitution saving throw. On a failed save, they take 110 (20d10) lightning damage, are pushed 30 feet, and are deafened for 1 minute.

Empowered (2 stacks). The end of the line detonates in a 20-foot radius.

All creatures in that area must make a DC 20 Dex save or take 55 (10d10) thunder damage.

Bonus Actions

Crackling Overdrive (Recharge 4–6). Bayle surrounds himself with unstable storm magic. Until the end of his next turn, he has advantage on attack rolls and deals an additional 2d10 lightning damage on every melee hit.

Thunderstep. Bayle teleports up to 60 feet in a crackle of static and rolling thunder. Each creature within 10 feet of the origin or destination must make a DC 18 Constitution saving throw or take 17 (3d10) thunder damage.

Empowered (1 stack). Creatures that fail are also knocked prone and are deafened.

Dreadstorm Surge. Bayle expends 2 Dreadstorm Fury stacks to immediately recharge one of his recharge-based abilities.

Legendary Actions

Bayle can take 3 legendary actions per round, choosing from the options below. He regains all spent actions at the start of his turn.

Crackling Slam. Bayle slams the ground, unleashing lightning between up to three enemies within 30 feet. Each must make a DC 19 Dexterity saving throw or take 16 (3d10) lightning damage. If two or more are hit, Bayle gains 1 Dreadstorm Fury stack.

Tempest Jolt. Bayle lets loose a pulse of magnetic force. One creature within 60 feet must succeed on a DC 18 Constitution saving throw or have disadvantage on their next attack and saving throw.

Empowered (1 stack). The target also becomes restrained by static bonds until the end of their next turn.

Ruinous Howl (Costs 2 Actions). Bayle unleashes a draconic roar of storm-born fury. All creatures of Bayle's choice within 60 feet must make a DC 19 Constitution saving throw or be incapacitated until the end of their next turn. On a success, they are not incapacitated but are paralyzed until the end of their next turn if they fail the save by 5 or more. Bayle gains 1 stack of Dreadstorm Fury per creature affected.

Bayle's Tyranny

When Bayle the Dread drops below 50% HP, he plants his claws into the ground and roars, summoning a massive surge of stormfire into his core. Crackling molten sigils spread across the battlefield in a 40-foot radius centered on him. Whilst channeling this way, he gains resistance to all damage types. At the start of Bayle's next turn, the following occurs:

The Beginning of the End. All creatures within 40 feet of Bayle must make a DC 21 Dexterity saving throw. On a failure, they take 44 (8d10) lightning damage and 44 (8d10) fire damage, and are pushed 30 feet away. On a success, they take half damage and are not pushed. The molten glyphs remain seared into the ground, becoming volatile zones. Bayle sprouts spectral storm wings of crackling flame and lightning, and immediately takes flight, ascending 60 feet into the air, gaining a flying speed of 100 feet, and becomes heavily obscured in stormclouds for 1 round (he can be targeted but has half cover). During his flight, he performs ***Aerial Bombardment***.

Aerial Bombardment. As he takes flight following Bayle's Tyranny, Bayle soars in a circular path along the battlefield's edge before striking from above. Up until his next turn meteors erupt from his wings and arc downward in a staggered line, striking the ground. Choose 2d4 - 1 points on the battlefield at least 20 feet apart. Anytime until Bayle's next turn a meteor can crash in that location. Each point creates a 15-foot-radius explosion. All creatures in each radius must make a DC 21 Dexterity saving throw: On a failed save, they take 36 (8d8) fire damage and are knocked prone. On a successful save, they take half damage and remain standing.

He also gains the following passives:

- Bayle now passively gains 1 Dreadstorm Fury stack at the start of each of his turns.
- His maximum stack capacity increases to 10 and he may now spend up to 3 stacks at once to double the empowered effects of any action or legendary action.
- Whenever Bayle hits with a melee weapon attack, the point of impact may cause lightning fissures to crack the earth. Choose one attack that hit. At that location, a volcanic lightning eruption bursts from the ground. Creatures within 10 feet must make a DC 20 Dexterity saving throw or take 18 (4d8) fire damage and 18 (4d8) lightning damage.
- Bayle's new spectral wings grant him 100 feet flight speed and Bayle no longer provokes opportunity attacks while flying.

"Better to reign in Hell than serve in Heaven."

Molten Glyph Zones

After the explosion from Bayle's Tyranny, the molten sigils on the ground remain scorched into the battlefield as volatile glyph zones. Creatures that start their turn or enter the glyphs must make a DC 18 Constitution saving throw or suffer 12 (3d8) fire damage and be slowed, reducing their movement by 10 feet until the end of their turn. If a creature ends its turn on a glyph, it triggers an eruption, forcing a DC 18 Dexterity saving throw or taking an additional 18 (4d8) lightning damage. A glyph fizzles and fades if hit by a Dispel Magic or soaked by at least 20 gallons of water.

Bayle's Flame Lightning

Once during Phase II, Bayle may unleash a cataclysmic display of charged annihilation.

At the start of his turn, Bayle rises into the air, clutching his claw toward the storming sky as fire and lightning spiral wildly around him. For this entire round, he channels the devastating attack. While channeling, Bayle cannot take other actions or legendary actions, but maintains full movement and can still be targeted. At the start of Bayle's next turn, he slams his charged claw into the ground; all creatures within 60 feet of the impact point must make a DC 21 Dexterity saving throw. On a failure, they take 44 (8d10) lightning + 44 (8d10) fire damage, and are knocked prone. On a success they take half damage and are not knocked prone.

The central area where Bayle struck becomes a 30-foot-radius crater of scorched and unstable terrain.

This zone is considered difficult terrain and deals 3d10 fire damage to any creature that starts or ends its turn there.

This attack may be interrupted (see Special Weaknesses down below).

Special Weaknesses

Remnants of Gelmir's Fall

Discovery Mechanism. A character proficient in History or Religion can spend an action to examine Bayle during his channeling or roar, recalling lore of Mount Gelmir and the divine lightning that once empowered him. A DC 20 Intelligence (History or Religion) check reveals that Bayle's madness is tied to a specific divine lightning strike that shattered his mind during Gelmir's collapse, his pain echoes when the same divine force touches him.

Triggering Mechanism. While Bayle is channeling Flame-Lightning or Stormbreath, a creature can cast any radiant or divine lightning-based effect (e.g., Cleric Channel Divinity with lightning flavor) that deals at least 20 damage to Bayle in a single strike.

Consequence. Bayle reels back in an uncontrolled rage. He immediately loses 1 Legendary Action per round for the rest of the encounter, all of his current stacks of Dreadstorm Fury, and becomes vulnerable to radiant damage until the end of his next turn.

Fractured Stormheart

Discovery Mechanism. A character proficient in Arcana or Investigation can observe Bayle's body during combat.

A DC 21 Intelligence (Arcana or Investigation) check while within 30 feet reveals unstable energy lines running from his chest to his wings, forming a storm-glyph lattice that pulses faster when he has stacks.

Triggering Mechanism. When Bayle reaches 7 or more Fury stacks, a creature adjacent to him may spend an action to interrupt the flow by targeting the glyph directly with a melee weapon attack (DC 22) or Dispel Magic cast at 4th level or higher (DC: 18 + number of stacks he has).

Consequence. Bayle's stack system collapses. He loses all current Fury stacks, cannot gain any for 2 full rounds, and takes 30 force damage as the glyphs explode outward. Additionally, the next spell or damaging ability cast against him automatically critically hits.

Ashes of Who He Was

Discovery Mechanism. A character proficient in Insight or Performance who has witnessed Bayle's Flame-Lightning or Tyranny may notice a flicker of hesitation. A DC 20 Wisdom (Insight) or Charisma (Performance) check reveals the true Bayle may still linger inside the storm.

Triggering Mechanism. A creature may speak to Bayle directly, using an Action to make a Charisma (Persuasion or Performance) check (DC 22) while referencing either:

- His fall from grace.
- His former glory atop Mount Gelmir.
- His role as protector of the dragons.

Alternatively, casting Calm Emotions, Greater Restoration, or Heroism during a moment of vulnerability (e.g., while he's incapacitated or stunned) can trigger the weakness.

Consequence. Bayle falters, haunted by memory. He becomes incapacitated until the end of his next turn, and during this window, he cannot use Legendary Resistances or Legendary Actions. Additionally, the creature who triggered the weakness is marked by a halo of static flame, for the next 3 rounds, their melee attacks bypass Bayle's resistances.

If the party collectively honors Bayle's sacrifice (e.g., dedicates their final blow to his former self), his death causes a final protective storm pulse, granting all allies temporary hit points equal to their level × 5 and ending one condition affecting them.

Behavior

Bayle opens the fight by asserting dominance. He charges the largest cluster of enemies, using Stormbreath or Wing Slam to scatter and punish grouped players. He focuses on the most heavily armored or visibly confident target, aiming to break morale early. He aggressively builds and spends Fury stacks to fuel empowered attacks, aiming for overwhelming damage spikes or terrain control.

Once in Phase II, Bayle becomes more methodical. He uses Flame-Lightning or Aerial Bombardment to reshape the battlefield, forcing movement and punishing hesitation. He prefers flying and harassing from range unless a target is isolated or weakened. If Igon appears, Bayle prioritizes him with pure hatred, using all available tools to destroy the ghost first.