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Demon King Barran

BBEG



Solo Leveling Edition

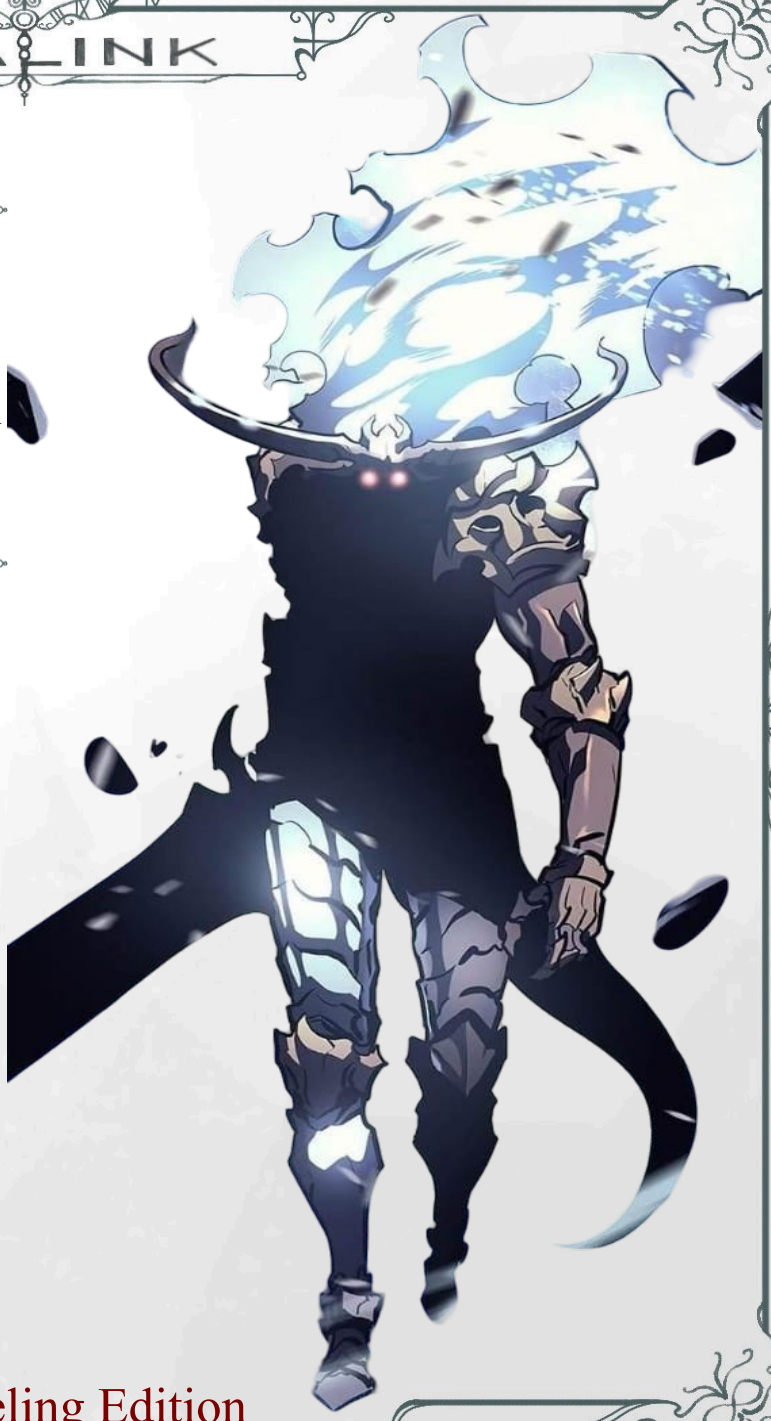
Demon King Barran

Gargantuan Dragon, Chaotic Evil

Armor Class: 19 (natural armor)
Hit Points: 325 (26d12 + 156)
Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	WIS	INT	CHA
24 (+7)	18 (+4)	22 (+6)	16 (+3)	16 (+3)	20 (+5)

Saving Throws: Dex +10, Con +12, Wis +9, Cha +11
Skills: Intimidation +11, Insight +9, Perception +9
Damage Resistances: Cold, Fire, Lightning, Necrotic; Bludgeoning, Piercing, and Slashing from Non-magical Attacks
Condition Immunities: Frightened, Charmed, Poisoned, Stunned
Senses: Darkvision 120 ft., Passive Perception 19
Languages: Abyssal, Infernal, Common, telepathy 120 ft.
Challenge: 17 (18,000 XP)



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Storm-Crowned Monarch. At the start of each of Baran's turns, each creature of his choice within 10 feet takes 10 lightning damage. This damage bypasses resistance to lightning.

King of Cataclysm. Once per turn, when Baran deals lightning damage to a creature, he may arc the lightning to a second creature within 20 feet of the original target. The second creature takes half the original lightning damage (rounded down).

Monarch's Authority. Fiends of CR 6 or lower that can see Baran within 120 feet gain the following benefits: advantage on saving throws against being frightened or charmed; a +2 bonus to attack and damage rolls; temporary hit points equal to double Baran's Charisma modifier (+10) at the start of their turn. In addition, they may use their reaction to move up to half their speed when Baran takes damage.

Royal Resilience. When Baran takes 30 or more damage from a single source, he regains 10 hit points at the end of his next turn. This trait does not trigger from radiant or psychic damage.

Shocked Condition. A creature afflicted with the Shocked condition rolls a d4 at the start of its turn. On a roll of 1, it cannot take an action that turn. Its movement speed is halved, and it has disadvantage on Dexterity saving throws. A creature becomes Shocked if it takes 20 or more lightning damage in a single round from Baran. The condition lasts for 1 minute or until the creature receives magical healing or succeeds on a DC 18 Constitution saving throw at the end of its turn.

Actions

Multiattack. Baran makes three attacks: two with his Stormforged Greatsword and one with a lightning ability.

Stormforged Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 6) slashing damage plus 11 (2d10) lightning damage.

Crackling Roar. Baran releases a blast of deafening thunder. Each creature within 60 feet that can hear him must make a DC 18 Constitution saving throw or be deafened for 1 minute and pushed 15 feet away from him. Fiends of Baran's choice are immune.

Heavenbreaker Slash (Recharge 3-6). Baran channels demonic thunder into his blade and unleashes a wide horizontal shockwave in a 30-foot line that is 10 feet wide. Each creature in the line must make a DC 19 Strength saving throw or take 33 (6d10) slashing and lightning damage combined and be knocked prone. On a successful save, the creature takes half damage and is not knocked prone.

Judgment Storm (Recharge 5–6). Baran points toward the sky, calling down crackling bolts of judgment. Up to three creatures of his choice that he can see within 150 feet must each make a DC 19 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much on a success.

Bonus Actions

Stormstep. Baran teleports up to 40 feet to an unoccupied space he can see.

All creatures adjacent to where he left must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) lightning damage and be knocked prone. This movement does not provoke opportunity attacks.

Command the Legion (Recharge 4–6). Baran roars a demonic command. Up to two allied fiends of CR 5 or lower within 60 feet can immediately move up to their speed and make a melee attack as a reaction

Legendary Actions

Baran can take 3 legendary actions, choosing from the options below. Only one legendary action may be used at a time and only at the end of another creature's turn. Baran regains all spent legendary actions at the start of his turn.

Crackling Backlash. Baran lashes out with stored energy. One creature that damaged him since his last turn must succeed on a DC 18 Constitution saving throw or take 13 (3d8) lightning damage and become Shocked until the end of its next turn.

Sovereign Step (Costs 2 Actions). Baran moves up to 30 feet without provoking opportunity attacks and makes one Stormforged Greatsword attack. On a hit, the target must make a DC 18 Strength saving throw or be pushed 10 feet and knocked prone.

Thunderous Decree (Costs 3 Actions). Baran utters a terrifying command infused with the power of the storm. Each enemy of his choice within 60 feet that can hear him must succeed on a DC 18 Wisdom saving throw or fall prone.

The creature also becomes frightened until the end of their next turn. If already frightened, they are instead paralyzed until the end of their next turn.

Monarch Ascends

When Baran is reduced to 50% HP or lower for the first time, he enters his second phase.

Instantaneous Effect: Throne of the Damned. Baran raises his greatsword to the sky, ripping open a rift between realms. A massive portal opens behind him, crackling with violet lightning and infernal energy. For 1 minute, at the start of each of his turns, one undead fiend or storm-infused demon of CR 5 or lower steps through and acts on the initiative count right after him. These creatures obey Baran's spoken commands and vanish when slain or when the portal closes.

Creatures that Barran may summon may be, but are not limited to: storm revenants, fiendish wights, cursed knights, or custom "Thunder Thralls" that explode on death.

Buffs

Demonic Surge. Baran's lightning damage ignores resistance and treats immunity as resistance.

Aura of Dominion. While in his second phase, all enemy creatures within 30 feet have disadvantage on saving throws against being frightened, paralyzed, or shocked.

Overcharged Core. At the end of each of Baran's turns, if he dealt lightning damage to three or more creatures, he gains 1 Surge Charge with a maximum of 3 which he can use to activate Thunderclap Overload (see below).

New Actions

Thunderclap Overload (Recharge 5–6). Baran slams the ground, expending all Surge Charges. Each creature within 30 feet must make a DC 19 Constitution saving throw. On a failure, the creature takes 20 lightning damage per Surge Charge, is blinded until the end of its next turn, and Shocked. On a success, they take half damage and suffer no condition. Baran regains 10 hit points for each Surge Charge spent.

Lightning Guillotine (Recharge 5-6). Baran creates a floating greatsword made of pure storm energy and sends it flying at a creature within 60 feet. *Ranged Spell Attack:* +11 to hit. *Hit:* 36 (8d8) lightning and force damage. If the target is under any condition, it automatically crits.

If this attack drops a creature to 0 HP, all allied fiends within 60 feet gain temporary hit points equal to the damage dealt, and this ability is refreshed.

If Baran uses Lightning Guillotine as part of the Multiattack action, he may only make one more Stormforged Greatsword as part of that attack.

New Bonus Actions

Stormveil Reposition. Baran teleports to the space of one of his summoned undead/demons within 60 feet, swapping places with them in a flash of storm energy. The minion explodes upon the swap, forcing nearby creatures (10 ft.) to make a DC 18 Dex save or take 14 (4d6) lightning damage.

Special Weaknesses

Royal Disruption

"Even a throne of lightning rests upon something solid."

Discovery Mechanism. A character proficient in Arcana or History can observe Baran's lightning patterns and recognize the stabilizing rhythm embedded in his footwork and breath. After watching him for 2 full rounds, they may make a DC 18 Intelligence (Arcana or History) check to learn that his dominion is anchored by a rhythm tied to the storm.

Triggering Mechanism. The party must interrupt Baran's movement or action economy for two consecutive round. T his could be through Stunning, Restraining, or using effects like Counterspell, Hold Monster, or Wall of Force to isolate him.

Consequence. Baran's control over his domain flickers. For 1 round:

- Storm-Crowned Monarch deactivates.
- Baran loses the ability to use bonus actions.
- All allied fiends within 120 feet are stunned until the end of their next turn, overwhelmed by the storm's collapse.

Crown of Flesh, Not Storm

"He rules like a storm... but he bleeds like a man."

Discovery Mechanism. A character proficient in Medicine or Insight can examine Baran's reactions to damage, especially during his second phase. After witnessing Baran take 30+ damage in a single round from non-lightning, non-force sources, the observer may make a DC 17 Wisdom (Medicine or Insight) check.

Triggering Mechanism. Baran must take slashing or piercing damage from a melee weapon enhanced by divine magic (e.g., a smite, radiant spell, or a weapon blessed by a god) and radiant damage in the same round.

Consequence. The storm writhes around Baran's physical form, exposing the mortal anchor within the monarch. For 1 minute:

- Baran's Royal Resilience is disabled.
- He gains vulnerability to force damage.
- His next Surge Charge causes a backlash, dealing 30 psychic damage to himself and any undead or demon allies within 30 feet.

Broken Pact of the Legion

"The Legion serves not just out of fear, but out of binding... and bindings can be unraveled."

Discovery Mechanism. A character proficient in Religion or Arcana can examine the summoned demons/undead Baran commands and notice the sigils pulsing in sync with his heartbeat. After a creature from the portal dies and a new one enters, the observer may make a DC 19 Intelligence (Religion or Arcana) check.

Triggering Mechanism. Two summoned minions must be banished, turned, or killed with spells like Dispel Evil and Good, Turn Undead, or Banishment within the same round.

Consequence. The portal falters.

- Baran cannot summon additional minions.
- The portal's collapse causes a chain disruption, stunning Baran until the start of his next turn and causing him to lose 1 legendary action on his next round.