DUALINK

# Lord of the Frenzied Flame

*BBEG*



Elden Ring SOTE Edition

# Midra, Lord of the Frenzied Flame

*Large Aberration, Chaotic Evil*

**Armor Class:** 18 (Charred Skin)
**Hit Points:** 312 (25d10 + 175)
**Speed:** 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 14 (+2) | 24 (+7) | 18 (+4) | 20 (+5) | 22 (+6) |

**Saving Throws:** Con +12, Wis +10, Cha +11
**Skills:** Insight +10, Religion +9, Perception +10, Intimidation +11
**Damage Resistances:** Fire, Radiant, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks
**Condition Immunities:** Charmed, Frightened, Blinded (magical), Stunned
**Senses:** Truesight 60 ft., Darkvision 120 ft., Passive Perception 20
**Languages:** Common, Deep Speech, Celestial, telepathy 120 ft.
**Challenge:** 18 (20,000 XP)

***Frenzied Flame***. All fire damage Midra deals is Frenzied Flame, bypassing fire resistance. If a creature is immune to fire, it instead takes half. Whenever a creature takes Frenzied Flame damage, it must succeed a DC 17 Wisdom saving throw or gain 1 stack of Madness.

***Living Pyre.*** Midra emits a halo of radiant embers and twitching, smoldering eyes. Any creature that ends its turn within 10 feet takes 7 (2d6) fire damage and must succeed on a DC 15 Constitution saving throw or become Ignited.

***Ignited***: Creature takes 1d6 fire damage at the start of each of its turns and sheds bright light in a 10-foot radius.

A creature can end this effect by using an action to douse the flames or succeeding on a DC 15 Dexterity (Acrobatics) check.

***Madness of the Frenzied Flame***. Midra's flames do not burn flesh alone, they ignite the soul. Whenever a creature takes damage from Midra's Frenzied Flame (see below), it must succeed on a Madness saving throw or gain 1 stack of Madness, to a maximum of 6. A creature cannot gain more than 1 stack per turn. Madness Save DC = 13 + number of current Madness stacks.

Madness takes the following effect based on the number of stacks:

1. *Unease*. Disadvantage on Wisdom (Insight) and Intelligence (Investigation) checks.
2. *Disrupted Focus*. Cannot take Reactions.
3. *Cognitive Fracture*. At the end of your turn, make a Madness saving throw. On a failure, roll on the Insanity Table.
4. *Inner Screaming*. At the end of your turn, take 2d6 psychic damage and make a Madness saving throw. On a failure, roll on the Insanity Table.
5. *Mental Collapse*. At the start of your turn, make a Madness saving throw. On a failure, immediately roll on the Insanity Table and your speed becomes 0 until the end of the turn.
6. *Claimed by the Flame*. You are Charmed by Midra, and treat all other creatures as enemies. At the end of each of your turns, you may repeat the Madness saving throw.

On a success, drop to 3 stacks and regain control.

Insanity Table (d8) :

1. Drop prone and cry out in agony. Lose your Action next turn.

2. Use your movement to approach Midra as fast as possible.

3. Drop concentration on any spells.

4. You attack the nearest creature.

5. Cast a random spell or use a random feature on a random target.

6. Take 3d10 psychic damage.

7. Disadvantage on all rolls until the start of your next turn.

8. Gain a Short-Term Madness (DMG, 1d10 minutes).

A creature loses 1 stack of Madness at the end of a turn if it took no fire damage that round.

Alternatively the following are also viable:

- Calm Emotions reduces stacks by 2.
- Greater Restoration reduces stacks by 3.
- Wish removes all Madness.

Lastly, a creature may also spend its Action to make a DC 15 Wisdom (Insight or Religion) check. On success, reduce its Madness stacks by 1.

***Voice of Shabriri***. When a creature within 60 feet of Midra fails any saving throw and has at least 1 stack of Madness, Midra may use a free action to whisper unholy compulsions into their mind.

That creature must immediately use its Reaction to obey one of the following commands, based on the number of Madness stacks it has:

***Subliminal Urge*** - if the creature has between 1-3 stacks of Madness:

The creature must move up to 15 feet in a direction of Midra's choosing. This movement does not provoke opportunity attacks. The creature cannot move into obviously lethal terrain (lava, cliff, etc.), but may move into enemy zones or flanking positions.

***Descent into Chaos*** - if the creature has between 4-5 stacks of Madness:

In addition to the movement above, the creature must make a melee or ranged weapon attack against another creature of Midra's choosing within 30 feet. If no weapon is drawn, the creature makes an unarmed strike. If no enemies are within 30 feet, the creature instead falls prone and becomes Frightened of Midra until the end of its next turn.



***Claimed*** - if the creature has 6 stacks of Madness:

No reaction is required. The creature automatically obeys the command as though Charmed by Midra. It treats him as an ally and cannot willingly target him until it breaks free of Madness 6. Midra may, once per round, whisper a more complex command (e.g., "*kill the cleric*," "*run into the flame*," or "*protect me*") as a bonus action instead of a free action.

***Damnation***. "*The blade that once damned Midra now baptizes others in his flame*." Whenever Midra hits a creature with a melee weapon attack using his Greatsword of Damnation, and that creature is below 10% of its maximum hit points and has 3 or more Madness stacks the target must immediately make a DC 20 Constitution or Charisma saving throw (the target chooses which)

On a failure, the creature is immediately reduced to 0 hit points, regardless of resistances or immunities. Its body becomes a vessel of Frenzied Flame and erupts in a fiery psychic explosion forcing all creatures within 15 feet must make a DC 18 Wisdom saving throw or gain 2 Madness stacks and take 3d10 psychic + 3d10 fire damage. On a success, they take half damage and gain 1 Madness stack. The creature's corpse cannot be revived except by Wish or True Resurrection.

## Actions

***Multiattack.*** Midra makes two melee attacks with his Greatsword of Damnation.

***Greatsword of Damnation***. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage plus 7 (2d6) radiant damage.

If the target has 3 or more Madness stacks, this attack scores a critical hit on a roll of 19 or 20.

***Unendurable Frenzy*** (Recharge 5–6). Midra exhales beams of cursed flame from his eyes and mouth in a 60-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 33 (6d10) fire damage plus 16 (3d10) psychic damage on a failed save, or half as much on a successful one. Creatures who take fire damage from this effect must make a Madness saving throw.

***Howl of Shabriri*** (Recharge 4–6). Midra unleashes a maddening scream. Each creature within 60 feet that can hear him must succeed on a DC 18 Wisdom saving throw or take 13 (3d8 + 1) psychic damage, become frightened until the end of its next turn, and suffer disadvantage on their next Wisdom saving throw. On a successful save, a creature takes half damage and suffers no other effects.

## Bonus Actions

***Frenzied Burst***. Midra targets one creature within 60 feet that has at least one Madness stack. The target must make a DC 18 Charisma saving throw or take 14 (4d6) fire and psychic damage and be pushed 10 feet in a direction of Midra's choice.

Creatures who take fire damage from this ability must make a Madness saving throw. Smoldering Advance. Midra moves up to 30 feet. Each creature he passes within 5 feet takes 6 (1d12) fire damage and must succeed on a DC 16 Constitution saving throw or become Ignited.

Ignited creatures take 1d6 fire damage at the start of their turns until they or an ally spends an action to extinguish the flames. Creatures who take fire damage from this ability must make a Madness saving throw.

## Legendary Actions

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

***Mad Flame Touch***. Midra targets one creature within 10 feet. The target must succeed on a DC 18 Dexterity saving throw or take 13 (3d8) fire and psychic damage. Creatures who take fire damage from this ability must make a Madness saving throw.

***Eyes of the Three Fingers*** (Costs 2 Actions). Midra targets up to two creatures within 60 feet. Each target must succeed on a DC 18 Wisdom saving throw or become incapacitated until the end of its next turn and suffer disadvantage on its next Wisdom saving throw.

***Cauterizing Flame*** (Costs 2 Actions). Midra slams the ground, releasing a burst of cursed fire in a 20-foot radius centered on himself. Each creature in the area must make a DC 18 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save or half as much on a successful one. Creatures who take fire damage must make a Madness saving throw. Ignited creatures triggered by this effect burn for an additional 1d6 fire damage at the start of their next turn.

## Wrath of the Feeble Lord

When Midra is reduced to 50% HP or less, he immediately enters Phase 2.

***Instantaneous Effect***: ***Immolation Spiral***. "*As his flesh sears and splits, the lord of flame explodes outward, rejecting death itself.*" As a free action, Midra releases a frenzied pulse of self-consuming flame.
Each creature within 30 feet of him must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage and becoming Ignited on a failed save, or half as much and not ignited on a success. Each creature that fails the saving throw must also make a Madness saving throw. If at least one creature fails either save, Midra immediately regains 20 hit points.

## Sanctified Effigies

"*As Midra's madness spreads unchecked, golden effigies flicker into existenc fragments of grace long extinguished, flickering relics of resistance still trying to speak.*"

At the start of Phase 2, three Sanctified Effigies erupt from the ground in unoccupied spaces of the battlefield, glowing with faint divine light. Each Effigy stands 5 feet tall, emits dim light in a 10-foot radius, and lasts until destroyed (AC 15, HP 25, immune to fire and psychic damage).

### Purifying Touch

As an action, a creature adjacent to a Sanctified Effigy may kneel and touch it, invoking its cleansing flame.

The creature makes a DC 15 Intelligence/Wisdom (Religion or Insight) check.

On a success, they reduce their Madness stacks by 2. On a failure, they are blinded until the start of their next turn as radiant backlash flares into their mind. A creature can only attempt this once per round.

## Passive Buffs

Worship in Madness. “The Frenzied Flame sustains its prophet so long as its gospel spreads.” At the start of each of Midra’s turns, he regains 10 hit points for each enemy creature currently suffering from 3 or more Madness stacks. If there are no such creatures, he instead takes 5 psychic damage at the start of his turn.

Ember of Desperation. Midra enters a frenzied state:

- He may take one additional Legendary Action per round.
- His movement speed increases by 10 ft.
- He has advantage on saving throws against being Stunned, Restrained, or Paralyzed.

## New Bonus Action

***Flame Snare*** (Recharge 5–6). Midra selects a creature within 60 feet. That creature must succeed on a DC 18 Strength saving throw or become Restrained by chains of burning flesh and spectral fingers. While restrained in this way, the creature gains 1 Madness stack at the start of each of its turns and cannot teleport.

## New Legendary Actions

***Devouring Flame*** (Costs 2 Actions). Midra targets one creature within 60 feet that has 3 or more Madness stacks. The target must make a DC 18 Constitution saving throw or take 22 (4d10) fire and psychic damage, and Midra regains hit points equal to half the damage dealt.

***Shabriri's Blessing*** (Costs 3 Actions). Midra releases a radiant pulse of cursed flame. All creatures within 30 feet of him with 2 or more Madness stacks are Charmed by Midra for 1 minute. Charmed creatures must use their next turn to move closer to him and protect him from danger.

## The Final Benediction of Flame

"*As Midra's body begins to unravel, the ground weeps fire and his soul splits into burning sigils of madness and despair. This is no death: this is transfiguration.*" When Midra is reduced to 5% of his maximum hit points or fewer. Midra begins to rise, arms outstretched, as fire pours from his eyes, mouth, and wounds. At the start of his next turn, the ground around him detonates. All creatures within 60 feet must make a DC 19 Dexterity saving throw. On a failure, a creature takes 44 (8d10) fire and 44 (8d10) psychic damage, is knocked prone, and gains 2 Madness stacks. On a success, a creature takes half damage and gains 1 Madness stack. Midra is then immediately reduced to 0 hit points. His body is disintegrated, leaving behind a burning mark in the shape of the Three Fingers.

### The Spark Remains

If any creature within 30 feet of Midra at the time of his death had 6 Madness stacks, they must succeed on a DC 20 Charisma saving throw or become the new Host of the Frenzied Flame.

# Special Weaknesses

## Shabriri's Regret

***Discovery Mechanism***. A creature proficient in Insight or Religion may observe Midra during Voice of Shabriri or Shabriri's Blessing. As a reaction, they may make a DC 18 Wisdom (Insight or Religion) check. On a success, they notice that in rare moments of vulnerability, Midra visibly flinches when surrounded by stillness or sincerity, echoes of the man he once was.

***Triggering Mechanism***. A creature may speak aloud a line from a past vow, prayer, or memory (must have known Midra in lore, or invoke a known identity like "*Midra the Seeker*" and cast Calm Emotions or succeed on a DC 18 Charisma (Performance or Persuasion) check as an action.

***Consequence***. Midra is stunned until the end of his next turn, and all creatures within 30 feet may immediately reroll a failed Madness saving throw.

## Echo of the Branding Iron

***Discovery Mechanism***. A creature proficient in Arcana or History can, as a bonus action after witnessing the Greatsword of Damnation's Damnation effect, make a DC 18 Intelligence (Arcana or History) check to recognize the branding sigils from ancient Flame cults, markings meant to seal, not empower.

***Triggering Mechanism***. Once discovered, a creature can cast Silence, Hallow, or strike Midra while standing in the area of a Sanctified Effigy. If the attack deals at least 20 damage, the branding sigils are momentarily reversed.

***Consequence***. Midra's Greatsword of Damnation loses its Damnation Trigger for 2 rounds, and he takes 20 radiant damage as the brand sears against his will. Additionally, for the duration, Midra cannot benefit from Worship in Madness.

## Severed Communion

***Discovery Mechanism***. A creature proficient in Arcana, Insight, or Perception may study Midra during one of his Voice of Shabriri triggers or while a creature uses its reaction to obey him. As a reaction to witnessing this, the observing creature may make a DC 18 Intelligence (Arcana), Wisdom (Insight), or Wisdom (Perception) check. On a success, they perceive that Midra's whispers originate from ethereal tendrils of flame coiling around his targets' minds.

***Triggering Mechanism***. A creature may sever these connections by disrupting the flow of madness before it reaches full resonance. To do so, a creature must cast Dispel Magic targeting a creature with 3 or more Madness stacks. Or use their reaction to strike the targeted creature with a radiant, psychic spell or weapon attack immediately after they move or act due to Voice of Shabriri.

***Consequence***. Midra is disconnected from all current Voice of Shabriri links. For the next 2 rounds, the following effects apply:

- Midra cannot trigger Voice of Shabriri, nor benefit from Shabriri's Blessing.
- All creatures currently affected by 3 or more Madness stacks reduce their stacks by 1 at the start of their next turn.