DUALINK

Plague Monarch

BBEG



Solo Leveling Edition

Plague Monarch

Medium humanoid (demon), chaotic evil

Armor Class: 18 (natural armour)
Hit Points: 330 (20d8 + 200)
Speed: 30 ft.

STR	DEX	CON	WIS	INT	CHA
21 (+5)	16 (+3)	30 (+10)	20 (+5)	18 (+4)	22 (+6)

Saving Throws: Con +16, Wis +12, Cha +14
Skills: Arcana +11, Medicine +12, Persuasion +10
Damage Resistances: Necrotic, Poison
Damage Immunities: Poison
Condition Immunities: Poisoned, Charmed, Frightened
Senses: Darkvision 120 ft., Passive Perception 14
Languages: Abyssal, Common, Infernal
Challenge: 15 (13,000 XP)

Aura of Pestilence. Any creature that starts its turn within 10 feet of her must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success. Once succeded, a creature is immune to this effect for 24 hours.

Mistress of Miasma. The Plague Monarch is shrouded in a faint green mist at all times. Ranged attacks made against her from beyond 30 feet are made at disadvantage, and she gains advantage on Stealth checks in lightly or heavily obscured areas.

Putrescence Unbound. Whenever a creature within 60 feet of the Plague Monarch that is poisoned is reduced to 0 hit points, a cloud of virulent gas bursts in a 10-foot radius around it. Each creature in that area must suc-

throw or take 14 (4d6) poison damage and be poisoned for 1 minute.

Corrupted Vitality. While poisoned by the Plague Monarch, creatures regain only half as many hit points from any healing source.

Spellcasting

She is a 15th-level spellcaster (Intelligence; save DC 18, +10 to hit). She has the following spells prepared:

- Cantrips (at will): Chill Touch, Poison Spray, Toll the Dead
- 1st (4): Shield, Mage Armor, Inflict Wounds
- 2nd (3): Misty Step, Ray of Enfeeblement, Blindness/Deafness
- 3rd (3): Counterspell, Animate Dead, Stinking Cloud
- 4th (3): Blight, Phantasmal Killer
- 5th (2): Cloudkill, Danse Macabre
- 6th (1): Circle of Death
- 7th (1): Finger of Death

Actions

Multiattack. She makes two attacks: one with Plague Touch, one with Plague Bolt.

Plague Touch. *Melee Spell Attack*: +10 to hit, reach 5 ft., one creature. *Hit*: 26 (4d8 + 5) necrotic damage, and the target must succeed on a DC 22 Constitution saving throw or be infected. If infected, the target takes 14 (4d6) poison damage at the start of its turns for 1 minute. Repeat save at end of each turn ends the effect.

Plague Bolt. *Ranged Spell Attack*: +10 to hit, range 120 ft., one target. *Hit*: 30 (6d6 + 5) poison damage. The target must succeed on a DC 22 Constitution save or be poisoned for 1 minute.

Bonus Actions

Festering Bloom. The Plague Monarch causes a patch of decay to erupt in a 10-foot-radius area she can see within 60 feet. Creatures in the area must succeed on a DC 20 Constitution saving throw or take 14 (4d6) poison damage and have their movement speed halved until the end of their next turn.

Withering Grin. She targets one creature within 30 feet that is poisoned. That creature must make a DC 18 Wisdom saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

Legendary Actions

The Plague Monarch 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. She regains spent legendary actions at the start of his turn.

Plague Dash. She moves up to her speed without provoking opportunity attacks.

Infected Strike. She makes a Plague Touch attack.

Swarm Call. She summons a 15-foot swarm. Creatures inside must make a DC 18 Constitution save or take 14 (4d6) poison damage and be poisoned.

Rising Pestilence

As she's reduced to half health, her body blooms with putrid growth. Her form twists as dark wings sprout, and the plague within her erupts outward in a storm of decay. She gains the following traits:

Passive Buffs

Plague Overlord. She gains resistance to all damage except force and radiant. She is immune to all conditions except paralyzed and stunned.

Rotting Flesh. All creatures affected by the Poisoned condition are now affected by Rotting Flesh, which has the following effects:

- All effects of the Posioned Condition and half the healing.
- Creatures take 28 (8d6) poison damage at the start of each turn
- Heals the plague Monarch for half of the damage.

The Condition lasts and can be removed in the same way the Poisoned condition can.

Pestilent Aura. Creatures within 20 feet of her at the start of their turn must succeed on a DC 19 Constitution save or be infected with Rotting Flesh.

New Actions

Multiattack. She makes three attacks: one with Plague Touch, one with Plague Bolt, and one with Rend Flesh.

Rend Flesh. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one creature. *Hit*: 36 (6d8 + 6) slashing damage. The target must succeed on a DC 18 Constitution save or take 14 (4d6) necrotic damage at the start of each of its turns for 1 minute.

***Plague Detonation* (*Recharge 5–6*).** Diseases around her violently explode in a 30-foot radius. Creatures must succeed on a DC 22 Constitution save or take 50 (12d6) poison damage and become diseased Half on success.

New Bonus Actions

Toxic Wings. The Plague Monarch beats her rotting wings, releasing a burst of spores. She flies up to 30 feet without provoking opportunity attacks. Each creature within 10 feet of her starting location must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage.

***Rotten Surge* (*Recharge 5–6*).** She channels her inner corruption and targets one poisoned creature within 60 feet. That creature immediately takes 21 (6d6) necrotic damage. If the creature drops to 0 HP, she regains 10 HP.

New Legendary Actions

Disperse Swarm. A 15-foot cloud of insects erupts. Creatures in the area make a DC 18 Constitution save or take 21 (6d6) poison damage

***Dark Rebirth* (*Costs 2 Actions*).** She regains 30 hit points and takes an immediate action.

Special Weaknesses



Blessing of the Divine Wells

At the start of combat, if a good-aligned cleric/paladin is present among the party, a flash of celestial light streaks across the battlefield. In response to the Plague Monarch's defilement, a divine entity manifests five Blessed Fountains of Purity at random points across the terrain. Each occupies a 5-foot square and glows with radiant light. A creature within 5 feet of a fountain can use an action (or interact freely if they start their turn there) to draw upon its holy power. Each fountain can only be used once. When used, choose one of the following effects:

- *Divine Light:* Deal 6d8 radiant damage to the Plague Monarch (ignores resistances), and suppress Plague Overlord for 1 round.
- *Sanctified Healing:* Restore 30 HP to the user.
- *Holy Clarity:* End all conditions (poisoned, charmed, frightened, incapacitated, etc.) on the user.

Additionally, the Plague Monarch takes 2d6 radiant damage if she ends her turn within 5 feet of an unused fountain.

Purity's Bane

The Plague Monarch's body is sustained by the corruption she exudes, but pure energy disrupts her physical cohesion.

Whenever the Plague Monarch takes radiant damage from a spell or magical effect, she must make a DC 18 Constitution saving throw. On a failure, she only has 1 Legendary Actions until the end of her next turn.

If she fails three such saving throws during the encounter, she becomes vulnerable to radiant damage.