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Typhus, Herald of Nurgle

BBEG



Warhammer 40K Edition

Typhus, Herald of Nurgle

Large fiend (chaos), lawful evil

Armor Class: 20

Hit Points: 285 (30d10 + 120)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	16 (+3)	20 (+5)	18 (+4)

Saving Throws: Con +13, Wis +11, Cha +10

Skills: Intimidation +10, Religion +9, Perception +11

Damage Resistances: cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned, frightened

Senses: truesight 60 ft., passive Perception 21

Languages: Common, Infernal, Daemonic, telepathy 60 ft.

Challenge: 17 (18,000 XP)

Aura of Pestilence. Creatures of Typhus's choice that start their turn within 15 feet of him must succeed on a DC 19 Constitution saving throw or take 10 (3d6) necrotic damage plus 10 (3d6) poison damage and be poisoned until the start of their next turn. On a successful save, a creature takes half damage and is not poisoned.

Host of the Destroyer Hive. Any creature that hits Typhus with a melee attack takes 7 (2d6) necrotic damage plus 7 (2d6) poison damage.

Plague Lord. Typhus ignores resistance to necrotic and poison damage. If a creature is immune to necrotic or poison damage, that

immunity is treated as resistance instead.

Infected (Condition). A creature infected by Typhus suffers the following effects:

- Takes 7 (2d6) necrotic damage plus 7 (2d6) poison damage at the start of each of its turns.
- Has disadvantage on Constitution saving throws.
- The creature can repeat the saving throw at the end of each of its turns, ending the infection on a success.

This condition cannot be ended through magical means short of a wish spell.

Actions

Multiattack. Typhus makes two attacks with Manreaper.

Manreaper. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 6) slashing damage plus 13 (3d8) necrotic damage. If the target is infected, the attack gains the following additional effect:

Rend the Rot. The target takes an additional 10 (3d6) poison damage, and its hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack. This reduction lasts until the creature finishes a long rest and cannot reduce the target below half its normal hit point maximum.

Rot Within, Rot Without (Recharge 5–6). Typhus targets up to two creatures he can see within 60 feet. Each target must make a DC 19 Constitution saving throw.

- On a failed save, a target takes 27

(6d8) necrotic damage plus 27 (6d8) poison damage and becomes infected for 1 minute.

- On a successful save, a target takes half damage and is not infected.

A creature that succeeds on this saving throw is immune to this ability for 24 hours.

Spellcasting. Typhus is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

- *At will:* blight, inflict wounds (4th level), ray of sickness (3rd level)
- *2/day each:* contagion, cloudkill, blight (5th level)
- *1/day each:* insect plague, harm

Legendary Actions

Typhus regains legendary actions at the start of his turn.

Manreaper Attack. Typhus makes one Manreaper attack.

Creeping Plague. One creature Typhus can see within 60 feet must succeed on a DC 19 Constitution saving throw or take 13 (3d8) necrotic damage plus 13 (3d8) poison damage, and its speed is reduced by half until the end of its next turn.

Spread the Gift (Costs 2 Actions). Typhus casts a spell of 3rd level or lower.

Avatar of the Destroyer Hive

Relentless Decay – Instantaneous Effect. When Typhus is reduced to 0 hit points, he does not die. Instead, his body ruptures as the Destroyer Hive explodes outward. Typhus

immediately regains 95 hit points, stands up if prone, ends all conditions on himself, and enters Phase 2. This transformation triggers Chaos Unleashed.

Mechanical Changes

Aura of Pestilence. The aura becomes layered:

- 15–30 feet: Creatures starting their turn in this range take 7 (2d6) necrotic damage plus 7 (2d6) poison damage (no saving throw).
- Within 15 feet: Creatures must succeed on a DC 19 Constitution saving throw or take 14 (4d6) necrotic damage plus 14 (4d6) poison damage and be poisoned until the start of their next turn. On a success, they take half damage.

Lord of the Hives

At the start of Phase 2, and again at initiative count 20 (losing ties), Typhus causes Plague Hives to erupt from the ground. Typhus can have up to three Plague Hives active at once.

Plague Hive

Medium object, AC 14, 40 hit points; immune to poison and psychic damage

Each hive emits filth in a 10-foot radius:

- The area is difficult terrain for enemies.
- Creatures starting their turn there take 7 (2d6) necrotic damage plus 7 (2d6) poison damage.
- Infected creatures instead take 10 (3d6) necrotic damage plus 10

(3d6) poison damage.

At the start of each round, Typhus chooses one effect per hive:

- *Mark of Rot.* One creature within 30 feet is marked. It has disadvantage on saving throws to end infection, takes 7 (2d6) necrotic damage plus 7 (2d6) poison damage at the end of its turn, and cannot regain hit points above half its maximum.
- *Breeding Ground.* The hive spawns 1 poxwalker at initiative count 20. If an infected creature is within 10 feet of the hive, it spawns 2 poxwalkers instead.
- *Miasma Surge.* The area becomes heavily obscured. Creatures entering or starting their turn there must succeed on a DC 19 Constitution saving throw or be poisoned until the end of their turn. Infected creatures are restrained instead.

Chaos Unleashed

When Phase 2 begins, and every 2 rounds thereafter at the end of Typhus's turn, one of the following occurs:

- *Death Guard Reinforcements.* 1d4 + 1 Plague Marines emerge within 30 feet of Typhus.
- *Poxwalker Surge.* 2d6 – 1 Poxwalkers crawl from the ground.

Poxwalker

Medium humanoid (chaos), neutral evil

Armor Class: 11

Hit Points: 45 (6d8 + 18)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws: Con +5
Damage Resistances: necrotic, poison
Condition Immunities: charmed, frightened
Senses: darkvision 60 ft., passive Perception 9
Languages: understands Common but cannot speak
Challenge: 2 (450 XP)

Mindless Plague Thrall. The poxwalker is immune to effects that require Intelligence, Wisdom, or Charisma saving throws.

Putrid Resilience (1/Day). When the poxwalker is reduced to 0 hit points, it can make a DC 10 Constitution saving throw. On a success, it drops to 1 hit point instead. If radiant damage reduced it to 0 hit points, this trait does not function.

Spread the Infection. When the poxwalker hits a creature with an attack, the target must succeed on a DC 13 Constitution saving throw or become infected. If the target is already infected, it instead takes 7 (2d6) necrotic damage.

Death Burst. When the poxwalker dies, each creature within 5 feet must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage. Infected creatures instead take 10 (3d6) poison damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage plus 4 (1d8) necrotic damage.

Plague Marine

Medium humanoid (chaos), lawful evil

Armor Class: 18 (Corrupted Power Armor)

Hit Points: 110 (13d8 + 52)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

Saving Throws: Con +8, Wis +6

Skills: Athletics +8, Perception +6

Damage Resistances: necrotic, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Daemonic

Challenge: 6 (2,300 XP)

Guardians of the Herald. While within 10 feet of Typhus, the plague marine has advantage on saving throws and opportunity attacks against creatures that are infected.

Actions

Multiattack. The plague marine makes two attacks with either its Plague Blade or Plague Bolter.

Plague Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or become infected.

Plague Bolter. *Ranged Weapon*

Attack: +6 to hit, range 60/180 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage. If the target is infected, it takes an additional 7 (2d6) necrotic damage.

Reactions

Intercept the Blow. When a creature within 5 feet of the plague marine targets Typhus with an attack, the plague marine can impose disadvantage on the attack roll.

Disgustingly Resilient. When the plague marine takes damage, it can use its reaction to reduce the damage by 10 (3d6).

"The first thing you notice isn't his size, or the scythe, or even the rot, it's the air itself turning against you. Every breath tastes spoiled, heavy, like your lungs are being punished for daring to work. Standing near Typhus feels like standing inside a wound that refuses to close. The ground crawls, your armor feels heavier by the second, and pain seeps in even when he hasn't struck you yet. When he does move, it's with the certainty of decay, no haste, no doubt, each blow carrying the promise that surviving it will only make the next moment worse. And when you finally think you've brought him down, when hope dares to flicker, his body splits open in a wet, obscene rebirth, and you realize with sick clarity that this fight was never about winning, only about how long you can endure before the rot claims you too."