

NPC VILLAIN PACK



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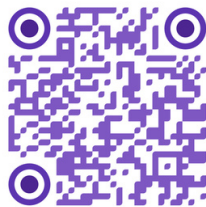


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DM TO DM: WHY VILLAINS ARE THE TRUE STARS OF YOUR CAMPAIGN

MAYBE I JUST LIKE SCARING MY players but I've always had a soft spot for villain NPCs. Heroes are inspiring, sure, but villains? Villains are memorable. They set the stakes, challenge the party's resolve, and linger in the players' minds.

The villain NPCs in this collection have been designed with you, the DM, in mind. I've structured each one to be both evocative and easy to use, offering rich lore and practical tools to bring them to life. Here's what you can expect:

BUILT FOR DRAMA AND DEPTH

Each villain is more than a stat block—they're characters with motivations, quirks, and a place in the world. Whether it's Gorvok Bloodshackle's savage thirst for conquest or Kaerith the Blightcaller's warped vision of nature, their stories make them not just obstacles, but forces of nature. They exist not just to fight, but to make your players feel something—fear, anger, or even pity.

STRUCTURED FOR DM EASE

Running a villain during a campaign can be overwhelming, so I've broken them down into manageable pieces:

1. **Core Details:** Quick-reference information about their race, alignment, and class, giving you instant context.
2. **Backstory:** A succinct narrative that explains how they became the villain your players face today.
3. **Mysteries/Sub-Plots:** Villains thrive on intrigue, and these hooks give you plot threads to weave into your campaign. Use them to give your players ways to uncover their secrets—or to create new headaches.
4. **Personality and Speech:** Knowing how a villain thinks and speaks brings them to life. Each NPC has characteristic phrases and behaviors to make every interaction unique.

TACTICAL AND BALANCED

Villains need to challenge players without overwhelming them, so their stat blocks have been crafted for both flavor and function:

- **Combat Styles:** A description of how each villain fights—because no two battles should feel the same.
- **Special Abilities:** Signature powers to set them apart. From Maldrak Venomspire's venomous aura to Tharaxxus's drone deployment, each villain has abilities designed to make encounters dynamic and memorable.
- **Legendary Actions:** Villains worthy of the title need to make an impact every round. These actions keep them threatening, even when they're outnumbered.

ART AND ATMOSPHERE

Each villain has been paired with custom artwork to bring them to life. Use these visuals to inspire your descriptions.

ADAPTABLE TO YOUR WORLD

While each villain has a backstory, they've been designed to slot into almost any campaign setting. Whether you run high fantasy, grimdark, or a chaotic mix, you'll find ways to make these NPCs your own.

A WORD OF ADVICE

Villains aren't just there to be defeated. Let them haunt your players, outsmart them, and force them to grow stronger. Use their mysteries to create suspense and their battles to push the party to its limits. And in the final showdown, make sure it's a moment they'll never forget.

Whether you're here for the blood-soaked savagery of Gorvok, the eldritch dread of Nahlia, or the cold tyranny of Tharaxxus, these villains are ready to make their mark on your world. So step into the shadows, embrace the chaos, and let the games begin.

Enjoy terrifying your players—after all, it's what we do best.



XERYS SHADOWMOURN

CORE DETAILS

- **Name:** Xerys Shadowmourn
- **Race:** Tiefling
- **Alignment:** Chaotic Evil
- **Class:** Warlock (Great Old One Patron)
- **Appearance:**

Xerys stands tall and menacing, his crimson skin glowing faintly under the eerie green aura surrounding him. His horns curve backward like crescent moons, framing a face marked with eldritch runes that pulse faintly. His glowing green eyes seem to pierce through the soul, while his tattered black robes are adorned with shifting, incomprehensible symbols of the Void. A jagged staff of obsidian and bone is ever in his grasp, emanating a faint hum of power.

BACKSTORY

- **Origin:**

Born under a blood moon, Xerys was shunned by his village for his infernal heritage. His thirst for knowledge led him to ancient tomes that spoke of the Void, an endless expanse of chaos and power. In a moment of reckless ambition, he made a pact with the Great Old One, an eldritch entity whose whispers promised him unimaginable strength. This act tore the fabric of his reality, leaving his village in ruins and branding him as a harbinger of doom.
- **Motivation:**

Xerys seeks ultimate power to reshape the material plane into a realm of eternal chaos, ruled solely by his will and the Void's influence. He believes mortals are insignificant and must either serve his purpose or be annihilated.
- **Signature Event:**

In a dark ritual, Xerys opened a rift to the Void, swallowing an entire village into its endless expanse. This catastrophic event earned him the moniker "Shadowmourn," a title both feared and cursed across the lands.

- **Connections:**

A secretive cult known as the Heralds of the Abyss worships Xerys, spreading his influence and preparing the world for his ascension. Meanwhile, a relentless hunter from his past—an aasimar paladin named Elira Dawnshield—seeks to end his reign of terror.

MYSTERIES/SUB-PLOTS

1. **The Pact's Price:**

Xerys's pact with the Great Old One is slowly consuming his mind, causing him to hear whispers of madness that even he cannot fully control. Is there a way to sever the pact without destroying him—or the world?

2. **The Voidheart Artifact:**

Xerys is searching for a powerful relic, the Voidheart, said to amplify his connection to the Void and grant him immortality. The artifact is hidden in a long-forgotten temple guarded by ancient wards.

3. **A Forgotten Rival:**

A shadowy figure from Xerys's past—a former ally—may hold the key to his undoing. This figure seeks revenge for a betrayal that cost them everything and might aid adventurers willing to face the tiefling warlock.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**

- "Do you hear it? The whispers of eternity... They call your name too."
- "Bow before me, or be consumed by your insignificance."
- "The Void is eternal, and so shall be my dominion."

- **Behavioral Traits:**

Xerys exudes an air of superiority, speaking calmly but with an underlying menace. He rarely raises his voice, as his presence alone demands attention. When enraged, his eldritch aura flares, and his words become tinged with an otherworldly echo.

- **Likes/Dislikes:**
 - **Likes:** Power, submission, ancient knowledge, and chaos.
 - **Dislikes:** Mortals who defy him, order, and celestial beings.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Xerys fights strategically, using his magic to dominate the battlefield. He summons Voidlings to distract foes while he channels devastating spells from afar. He avoids direct confrontation, preferring to manipulate the environment and weaken his enemies before delivering a killing blow.

SPECIAL ABILITIES

- **Eldritch Rift (Recharge 5–6):** Tears reality in a 30-foot line. Creatures in the area take 6d10 psychic damage (DC 16 Intelligence save for half) and summon 1d4 Voidlings.
- **Void Shield:** Absorbs up to 20 damage from spells each round. If max absorbed, Xerys regains 10 HP.
- **Whispers of Madness:** Once per day, Xerys can force all creatures within 30 feet to make a DC 16 Wisdom saving throw. On a failure, they are confused (as per the *Confusion* spell) for 1 minute.

WEAKNESSES

- Vulnerable to radiant damage.
- Prolonged combat weakens his connection to the Void, reducing the effectiveness of his abilities over time.

STAT BLOCK FOR XERYS SHADOWMOURN

THE VOIDBINDER

XERYS SHADOWMOURN

Medium Fiend, Chaotic Evil

Armor Class 16 (Void Shield)

Hit Points 105 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	20 (+5)	18 (+4)	12 (+1)	22 (+6)

Saving Throws Int +8, Cha +10

Damage Vulnerabilities radiant

Damage Resistances necrotic; psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal, Deep Speech

Challenge 8 (3,900 XP)

TRAITS

Void Shield. Xerys absorbs up to 20 damage from spells each round. If the shield absorbs the full amount, he regains 10 HP at the start of his next turn.

Whispers of Madness (1/Day). Xerys forces all creatures within 30 feet to make a DC 16 Wisdom saving throw. On a failed save, the creatures are confused (as per the *Confusion* spell) for 1 minute.

Eldritch Rift (Recharge 5–6). Xerys opens a tear in reality in a 30-foot line. Each creature in the line must make a DC 16 Intelligence saving throw, taking 27 (6d10) psychic

damage on a failed save or half as much on a success. The rift also summons 1d4 Voidlings (use *Shadow Demon* stats).

ACTIONS

Multiattack. Xerys makes two Eldritch Blast attacks.

Eldritch Blast. Ranged Spell Attack: +8 to hit, range 120 ft., one target.

Hit: 9 (1d10 + 4) force damage.

Tentacle Strike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 14 (2d10 + 3) necrotic damage.

LEGENDARY ACTIONS

Xerys 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.

Corrupt Mind. A creature Xerys can see must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

Void Step. Xerys teleports up to 30 feet to an unoccupied space he can see.

Eldritch Drain (Costs 2 Actions). Xerys targets a creature within 30 feet. The target must succeed on a DC 16 Constitution saving throw or take 13 (3d8) necrotic damage, and Xerys regains an equal amount of hit points.



NEREVA DUSKSWORN

CORE DETAILS

- **Name:** Nereva Dusksborn
- **Race:** Half-Elf
- **Alignment:** Neutral Evil
- **Class:** Sorcerer (Shadow Magic Origin)
- **Appearance:**
Nereva is a vision of dark elegance, her pale complexion framed by ebony hair streaked with strands of silver. Her piercing violet eyes seem to glow faintly in the dark, reflecting an inner shadow. She wears a flowing gown of midnight fabric that seems to ripple like liquid smoke, adorned with small shimmering stars, as if plucked from the night sky itself.

BACKSTORY

- **Origin:**
Born under a cursed eclipse, Nereva's affinity for shadow magic manifested at an early age. Her village, fearful of her growing powers, banished her to the cursed woods where she found solace in the company of shadowy entities. Under their tutelage, she embraced her gift and turned her despair into power.
- **Motivation:**
Nereva seeks to plunge the world into eternal twilight, a realm where shadows reign and light is but a fleeting memory. She believes this will create a perfect balance, free from the tyranny of the sun.
- **Signature Event:**
Nereva bound her spirit to a shadow dragon in a forbidden ritual, merging her soul with its essence. This act gave her immense power but cursed her to forever exist partially within the shadow plane.
- **Connections:**
Nereva leads a cabal of shadow sorcerers called the Duskbound, who spread her influence and work to amplify the shadow plane's reach into the material world.

MYSTERIES/SUB-PLOTS

1. **The Dragon's Curse:**
Nereva's bond with the shadow dragon grants her power, but also weakens her over time. Is there a way to sever the bond without destroying her entirely?
2. **The Veil of Eternal Night:**
Nereva is creating a magical veil that, if completed, will block out the sun across an entire continent. The artifact fueling this spell lies hidden within her lair.
3. **A Betrayer in the Shadows:**
One of her closest allies within the Duskbound secretly works against her, seeking to usurp her power.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The light fears the shadow, as it should."
 - "Why struggle against the inevitable? Let the night embrace you."
 - "In twilight, there is clarity. In shadow, there is strength."
- **Behavioral Traits:**
Nereva is cold and calculating, speaking in calm, measured tones. She carries herself with an air of aristocracy, rarely showing anger but exuding an aura of dread. Her mere presence causes the air to chill.
- **Likes/Dislikes:**
 - **Likes:** Moonlit nights, power through subtlety, and ancient knowledge.
 - **Dislikes:** Brash behavior, uncontrolled fire magic, and those who cling to blind hope.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Nereva prefers to fight from a distance, using shadow magic to control the battlefield and manipulate her enemies. She often summons shadowy entities to do her bidding while staying hidden in areas of magical darkness.

SPECIAL ABILITIES

- **Twilight Veil:** Nereva creates an area of magical darkness in a 20-foot radius centered on herself. She can see through this darkness, and enemies inside it have disadvantage on attack rolls.
- **Shadow Bind (Recharge 5-6):** Nereva causes shadowy tendrils to erupt in a 15-foot radius. Each creature must succeed on a DC 16 Dexterity saving throw or be restrained for 1 minute (escape DC 16).

- **Eclipse's Grasp (1/Day):** A burst of shadow energy deals 8d8 necrotic damage to all creatures in a 30-foot cone (DC 17 Constitution saving throw for half).

STAT BLOCK FOR NEREVA DUSKSWORN

THE TWILIGHT WEAVER

NEREVA DUSKSWORN

Medium Humanoid, Neutral Evil

Armor Class 15 (Shadow Aura)

Hit Points 90 (12d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +5, Cha +8

Damage Vulnerabilities radiant

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

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvish, Abyssal

Challenge 8 (3,900 XP)

TRAITS

Twilight Veil. Nereva can create an area of magical darkness in a 20-foot radius centered on herself as a bonus action. This darkness lasts for 1 minute or until dispelled.

Eclipse's Grasp (1/Day). Nereva releases a wave of shadow magic in a 30-foot cone. Each creature in the cone must succeed on a DC 17 Constitution saving throw or take 36 (8d8) necrotic damage.

ACTIONS

Multiattack. Nereva makes two Shadow Bolt attacks.

Shadow Bolt. Ranged Spell Attack: +8 to hit, range 120 ft., one target.

Hit: 15 (3d8) necrotic damage.

Shadow Bind (Recharge 5-6). Shadow tendrils erupt in a 15-foot radius. Each creature must make a DC 16 Dexterity saving throw or be restrained for 1 minute (escape DC 16).

LEGENDARY ACTIONS

Nereva 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.

Shadow Step. Nereva teleports up to 60 feet to an unoccupied space she can see.

Nightfall's Grasp. Nereva targets one creature within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) necrotic damage.

Aura of Dread (Costs 2 Actions). Nereva emits an aura of fear in a 10-foot radius. Each creature in the area must make a DC 16 Wisdom saving throw or become frightened for 1 minute.



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KORVAS BLACKTHORN

CORE DETAILS

- **Name:** Korvas Blackthorn
- **Race:** Human (Cursed)
- **Alignment:** Lawful Evil
- **Class:** Fighter/Blackguard
- **Appearance:**

Korvas is a towering figure clad in spiked, blackened plate armor etched with crimson runes. His pale skin is marred by veins of dark energy, and his eyes glow faintly red. A cruel, jagged greatsword rests on his back, its blade perpetually slick with shadowy ichor. His helm is adorned with twisted horns, and a long black cape trails behind him, tattered yet regal.

BACKSTORY

- **Origin:**

Once a noble knight, Korvas fell from grace when he struck a forbidden bargain to save his dying family. The dark entity granted his wish but at a terrible cost—his family lived, but Korvas became a vessel of malevolence, consumed by an eternal hunger for power and domination.
- **Motivation:**

Korvas seeks to expand his dominion, carving out an empire of fear and obedience where the weak bow before his iron will. He believes his curse is a blessing, giving him the strength to bring “order” to a chaotic world.
- **Signature Event:**

Korvas razed an entire kingdom in a single night, slaying its monarch and replacing the royal banner with his sigil: a crimson thorn piercing a black crown. Survivors tell of his laughter echoing across the battlefield as he stood atop the ruined throne.
- **Connections:**

Korvas commands the Crimson Order, a legion of cursed warriors bound to his will. Whispers suggest that the dark entity he serves, known only as the Wailing Shadow, may one day return to claim his soul.

MYSTERIES/SUB-PLOTS

1. **The Binding Rune:**

The runes on Korvas’s armor are said to be his lifeline to the Wailing Shadow. Destroying them could weaken him, but it may also unleash catastrophic energy.
2. **The Eternal Thorn:**

His cursed greatsword is rumored to be a shard of the Wailing Shadow’s essence. Could it be the key to severing Korvas’s link to his master?
3. **A Hidden Past:**

Unbeknownst to Korvas, one of his children survived his curse and now seeks to undo the darkness consuming him.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - “Kneel, or be broken beneath the weight of my blade.”
 - “The strong impose order, the weak scatter like leaves in the wind.”
 - “Each death brings me closer to perfection.”
- **Behavioral Traits:**

Korvas is commanding and relentless, exuding an aura of absolute authority. He shows no mercy to those who defy him but respects strength and cunning when displayed by others.
- **Likes/Dislikes:**
 - **Likes:** Discipline, conquest, and displays of unwavering loyalty.
 - **Dislikes:** Cowardice, rebellion, and those who rely on pure luck.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Korvas is a brutal melee fighter who combines overwhelming strength with tactical precision. He uses fear and intimidation to unnerve opponents, exploiting their hesitation to crush them.

SPECIAL ABILITIES

- **Aura of Dread:** Enemies within 15 feet must succeed on a DC 16 Wisdom saving throw or become frightened until the end of their next turn.
- **Cursed Resilience:** Korvas regains 10 HP at the start of his turn if he has taken damage within the last round. This effect is nullified by radiant damage.

- **Blackthorn Surge (Recharge 5-6):** Korvas releases a burst of cursed energy in a 20-foot radius. All creatures in the area must make a DC 17 Constitution saving throw or take 24 (6d8) necrotic damage and be pushed 10 feet away.

STAT BLOCK FOR KORVAS BLACKTHORN

THE CURSED TYRANT

KORVAS BLACKTHORN

Medium Humanoid, Lawful Evil

Armor Class 18 (Plate Armor)

Hit Points 120 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Str +8, Cha +7

Damage Vulnerabilities radiant

Damage Resistances necrotic; slashing, piercing, and bludgeoning from nonmagical attacks

Condition Immunities frightened, charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 9 (5,000 XP)

TRAITS

Aura of Dread. Enemies within 15 feet must succeed on a DC 16 Wisdom saving throw or become frightened until the end of their next turn.

Cursed Resilience. Korvas regains 10 HP at the start of his turn if he has taken damage within the last round. Radiant damage negates this effect.

Blackthorn Surge (Recharge 5-6). Korvas releases a burst of cursed energy in a 20-foot radius. All creatures in the area must make a

DC 17 Constitution saving throw or take 24 (6d8) necrotic damage and be pushed 10 feet away.

ACTIONS

Multiattack. Korvas makes two Thornblade attacks.

Thornblade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

LEGENDARY ACTIONS

Korvas 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.

Intimidating Presence. One creature Korvas can see within 30 feet must succeed on a DC 16 Wisdom saving throw or be paralyzed with fear until the end of its next turn.

Dark Reprisal. When an enemy damages Korvas, he can immediately make one Thornblade attack against that enemy.

Shadow Step (Costs 2 Actions). Korvas teleports up to 30 feet to an unoccupied space he can see.



LADY SERATHIS DUSKBANE

CORE DETAILS

- **Name:** Lady Serathis Duskbane
- **Race:** Vampire
- **Alignment:** Lawful Evil
- **Class:** Wizard (Necromancer)
- **Appearance:**

Lady Serathis is an ethereal beauty with alabaster skin and raven-black hair cascading in waves down her back. Her crimson eyes glimmer with predatory malice, and her sharp features are both alluring and terrifying. She wears a flowing black gown adorned with silver spiderweb patterns and a blood-red sash. Her voice carries an unsettling charm that compels attention and obedience.

BACKSTORY

- **Origin:**

Once a renowned scholar of magic, Serathis delved too deeply into forbidden necromantic arts in her search for immortality. She performed a ritual that transformed her into a vampire but bound her to eternal servitude under the Crimson Coven. Over centuries, she has risen to prominence, usurping her masters and becoming the coven's dark queen.
- **Motivation:**

Lady Serathis seeks ultimate arcane mastery, aiming to weave death and undeath into one seamless cycle. She desires to transcend her vampiric nature, becoming a goddess of death itself.
- **Signature Event:**

During a single moonless night, she orchestrated a massacre, draining an entire city of its inhabitants and raising them as her undead army. This earned her the title "Duskbane."
- **Connections:**

Serathis rules the Crimson Coven, a network of vampire lords and undead thralls. Her rival, a lich named Kaelthorn, plots her downfall, as their goals of godhood clash violently.

MYSTERIES/SUB-PLOTS

1. **The Heart of Eternal Night:**

Serathis's power stems from a cursed gemstone embedded in her chest. Destroying the Heart could end her reign but might also annihilate her undead thralls in a devastating chain reaction.
2. **The Shard of Twilight:**

A relic Serathis seeks is said to grant the bearer the ability to command both undead and celestial beings. If she acquires it, her dominion will be unstoppable.
3. **A Secret Betrayal:**

One of her vampire lieutenants secretly conspires with her rival, Kaelthorn, to overthrow her.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Life is but a fleeting shadow. Embrace eternity in my service."
 - "Bow before me, and I may grant you a quick death."
 - "The night is my domain; you are but fleeting lights in its vastness."
- **Behavioral Traits:**

Lady Serathis exudes confidence and sophistication, treating her enemies as inferiors. She rarely shows her temper, instead preferring to manipulate or subtly threaten. Her movements are graceful yet predatory, always making her seem in control.
- **Likes/Dislikes:**
 - **Likes:** Elegance, loyalty, and ancient texts of forbidden knowledge.
 - **Dislikes:** Insubordination, sunlight, and careless destruction of potential assets.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Lady Serathis is a spellcaster who uses necromantic magic to weaken and control her enemies. She surrounds herself with undead thralls, using them as both shields and weapons. She fights strategically, relying on her charm and arcane power to stay out of direct melee combat.

SPECIAL ABILITIES

- **Aura of Command:** Undead creatures within 30 feet of Serathis gain +2 to attack rolls and saving throws.
- **Necrotic Grasp (Recharge 5–6):** Serathis summons necrotic energy in a 15-foot radius, forcing creatures to make a DC 17 Constitution saving throw or take 27 (6d8) necrotic damage. Undead in the area regain the same amount of HP.
- **Crimson Allure:** As a bonus action, Serathis can charm a creature within 30 feet (DC 16 Wisdom saving throw). The charmed creature obeys her commands for 1 hour or until it takes damage.

STAT BLOCK FOR LADY SERATHIS DUSKBANE

THE CRIMSON SOVEREIGN

LADY SERATHIS DUSKBANE

Medium Undead (Vampire), Lawful Evil

Armor Class 17 (Unarmored Defense)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	20 (+5)	14 (+2)	22 (+6)

Saving Throws Dex +8, Cha +9

Damage Vulnerabilities radiant

Damage Resistances necrotic; piercing, slashing, and bludgeoning from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvish, Abyssal

Challenge 10 (5,900 XP)

TRAITS

Aura of Command. Undead creatures within 30 feet of Lady Serathis gain +2 to attack rolls and saving throws.

Crimson Allure. As a bonus action, Serathis can charm a creature within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or become charmed for 1 hour or until it takes damage.

Necrotic Grasp (Recharge 5–6). Lady Serathis summons necrotic energy in a 15-foot radius. Each creature in the area must make a DC 17 Constitution saving throw, taking 27 (6d8) necrotic damage on a failure or half on a success. Undead in the area regain the same amount of HP.

ACTIONS

Multiattack. Lady Serathis makes two melee attacks or casts one spell and makes one melee attack.

Shadowfang Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 18 (4d6 + 4) necrotic damage, and the target's hit point maximum is reduced by the same amount until they complete a long rest.

Dark Arcana. Serathis casts a spell (save DC 17, +9 to hit). Notable spells prepared include:

- Cantrips (at will): Chill Touch, Minor Illusion, Mage Hand
- 1st level (4 slots): Shield, Magic Missile
- 2nd level (3 slots): Mirror Image, Misty Step
- 3rd level (3 slots): Counterspell, Animate Dead
- 4th level (3 slots): Blight, Greater Invisibility

LEGENDARY ACTIONS

Lady Serathis 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.

Command Undead. One undead creature within 60 feet obeys Serathis's command for 1 turn.

Ethereal Step. Lady Serathis teleports up to 30 feet to an unoccupied space she can see.

Bloodburst (Costs 2 Actions). Serathis releases a burst of vampiric energy in a 20-foot radius. Creatures must make a DC 16 Dexterity saving throw or take 14 (4d6) necrotic damage.



ZARNOK THE SOULFLAYER

CORE DETAILS

- **Name:** Zarnok the Soulflayer
- **Race:** Illithid (Mind Flayer)
- **Alignment:** Neutral Evil
- **Class:** Sorcerer/Psionic Master
- **Appearance:**
Zarnok is an imposing illithid with an elongated cranium glowing faintly with pulsating psionic energy. His face is dominated by writhing tentacles that glisten with an otherworldly sheen. He wears robes of dark violet and black, adorned with arcane symbols that seem to shift and writhe. His glowing, pupil-less eyes exude an aura of malice and intellect, and he carries a crystalline staff that hums with psychic energy.

BACKSTORY

- **Origin:**
Zarnok rose to power within an ancient mind flayer colony, manipulating his kin to ascend as their overlord. His thirst for knowledge and domination led him to break away from the Elder Brain, forging his own path as a rogue psionic sorcerer. He enslaves the minds of the weak to build a sprawling empire of thralls and constructs.
- **Motivation:**
Zarnok seeks to evolve beyond the limitations of his illithid form, aiming to become a god-like entity of pure thought and energy. He views all other beings as tools for his ascension.
- **Signature Event:**
Zarnok orchestrated the mental domination of an entire city, bending its inhabitants to his will in a single night. The city's leaders now serve as his mind-controlled enforcers, their individuality erased.
- **Connections:**
He is pursued by an order of githyanki warriors seeking to end his reign, but their attempts have only strengthened his resolve to subjugate them.

MYSTERIES/SUB-PLOTS

1. **The Shard of the Elder Brain:**
Zarnok has stolen a piece of his former Elder Brain, granting him vast psionic power but tethering him to its fragmented consciousness. Severing this connection might weaken him but could also unleash the Elder Brain's wrath.
2. **The Psionic Beacon:**
Zarnok has created a device capable of amplifying his psychic abilities across vast distances. Destroying it could halt his plans but risks catastrophic feedback.
3. **The Githyanki Warblade:**
A legendary artifact wielded by a githyanki general is said to nullify Zarnok's psychic abilities, but its location is hidden in a labyrinthine astral temple.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Your thoughts are an open book, and I am its author now."
 - "Kneel, and your suffering will be brief. Resist, and it will echo across eternity."
 - "Flesh and mind are merely clay to shape as I will."
- **Behavioral Traits:**
Zarnok is calm and calculating, speaking in a resonant voice laced with psionic undertones. He rarely shows emotion, viewing all interactions as an opportunity to assert his superiority.
- **Likes/Dislikes:**
 - **Likes:** Absolute control, intellectual challenges, and manipulating powerful minds.
 - **Dislikes:** Free will, disorder, and beings immune to his psionics.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Zarnok relies heavily on psionic abilities to dominate the battlefield. He uses his thralls as distractions while he overwhelms enemies with mind control, psychic attacks, and debilitating effects.

SPECIAL ABILITIES

- **Mind Blast (Recharge 5–6):** Zarnok emits a cone of psychic energy (60 ft.). Each creature in the cone must succeed on a DC 17 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute (save ends).
- **Psionic Shield:** Zarnok has a protective aura that grants him resistance to nonmagical physical damage and advantage on saving throws against magic.
- **Soulbind (1/Day):** Zarnok targets a creature within 30 feet. The target must succeed on a DC 18 Charisma saving throw or become his thrall for 24 hours. While enslaved, the creature acts on Zarnok's behalf.

STAT BLOCK FOR ZARNOK THE SOULFLAYER

THE PSIONIC OVERLORD

ZARNOK THE SOULFLAYER

Medium Aberration (Illithid), Neutral Evil

Armor Class 16 (Psionic Shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Int +9, Wis +7, Cha +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

TRAITS

Psionic Shield. Zarnok has resistance to nonmagical physical damage and advantage on saving throws against spells and magical effects.

Mind Blast (Recharge 5–6). Zarnok emits a cone of psychic energy (60 ft.). Each creature in the cone must succeed on a DC 17 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute (save ends).

Soulbind (1/Day). Zarnok targets a creature within 30 feet. The target must succeed on a

DC 18 Charisma saving throw or become his thrall for 24 hours.

ACTIONS

Multiattack. Zarnok makes two Psionic Strike attacks.

Psionic Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 15 (2d10 + 4) psychic damage.

Ethereal Grasp. Zarnok telekinetically restrains a creature within 30 feet (DC 17 Strength saving throw to escape).

LEGENDARY ACTIONS

Zarnok 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.

Psionic Pulse. Zarnok forces all creatures within 10 feet to make a DC 17 Intelligence saving throw or take 9 (2d8) psychic damage.

Mind Warp. Zarnok causes a creature within 60 feet to make a DC 18 Wisdom saving throw. On a failure, the creature is charmed until the end of its next turn.

Psionic Drain (Costs 2 Actions). Zarnok targets a stunned or charmed creature within 30 feet, dealing 18 (4d8) psychic damage and healing himself for the same amount.



MALDRAK VENOMSPIRE

CORE DETAILS

- **Name:** Maldrak Venomspire
- **Race:** Yuan-ti Abomination
- **Alignment:** Chaotic Evil
- **Class:** Cleric (Domain of Poison)
- **Appearance:**

Maldrak's serpentine body is covered in dark green scales mottled with patches of black. His elongated face has piercing yellow, slit-pupil eyes, and venom drips from his fanged maw. He carries a staff twisted like a coiled serpent, its tip adorned with a glowing, venom-green crystal. His torso is humanoid, muscular, and adorned with ritualistic gold jewelry depicting serpentine deities. A constant, faint hiss escapes his lips, and the air around him is thick with a poisonous haze.

BACKSTORY

- **Origin:**

Maldrak was born into a powerful Yuan-ti cult devoted to Sseth, the serpent god of poison and betrayal. Rising through the ranks with ruthless cunning and devotion, he claimed the title of High Priest by assassinating his rivals. With Sseth's blessing, he gained a monstrous form and unparalleled control over venomous magic.
- **Motivation:**

Maldrak seeks to spread Sseth's dominion by turning entire kingdoms into toxic wastelands, where only the Yuan-ti may thrive. He believes himself destined to lead his people to supremacy over the "lesser races."
- **Signature Event:**

Maldrak corrupted the water supply of an entire city, transforming its inhabitants into venomous, mindless thralls under his control. The once-thriving metropolis is now a decayed jungle fortress for his Yuan-ti cult.
- **Connections:**

He commands the Vipers of Sseth, a fanatical cult that includes Yuan-ti, venomous beasts, and cursed humanoid servants. His growing power has drawn the ire of rival Yuan-ti factions and other dark deities.

MYSTERIES/SUB-PLOTS

1. **The Venomheart Relic:**

Maldrak's power is linked to an artifact known as the Venomheart, a glowing gem in his staff. Destroying it could sever his connection to Sseth but risks a deadly poison across a vast area.
2. **The Whispering Jungle:**

The corrupted jungle where Maldrak's fortress lies is said to house ancient secrets, including a forbidden ritual that could strip him of his divine favor.
3. **A Hidden Betrayer:**

A former cultist turned defector holds vital information about Maldrak's plans but hides in fear of his venomous wrath.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The weak perish; the strong poison the world."
 - "Sseth's venom courses through me, and soon, it will course through you."
 - "You cannot resist the serpent's embrace."
- **Behavioral Traits:**

Maldrak is sadistic and arrogant, often taunting his enemies with promises of painful deaths. He views non-Yuan-ti as inferior and speaks with a slow, deliberate hiss, emphasizing his serpentine nature.
- **Likes/Dislikes:**
 - **Likes:** Devotion to Sseth, the spread of poison, and watching foes succumb to his toxins.
 - **Dislikes:** Betrayal among Yuan-ti, resistance to his power, and non-venomous creatures.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Maldrak uses a combination of poison-based spells and physical attacks with his venomous fangs and staff. He creates hazardous environments with poisonous clouds and summons serpents to aid him in combat.

SPECIAL ABILITIES

- **Venomous Aura:** A 10-foot aura around Maldrak causes creatures to take 5 poison damage at the start of their turn unless they succeed on a DC 15 Constitution saving throw.
- **Sseth's Grasp (Recharge 5–6):** Maldrak creates writhing spectral serpents in a 20-foot radius. Creatures in the area must succeed on a DC 16 Strength saving throw or be restrained for 1 minute.

- **Venomous Curse (1/Day):** Maldrak curses a creature within 30 feet. The target takes 21 (6d6) poison damage at the start of their turn for 1 minute unless they succeed on a DC 17 Constitution saving throw at the end of each of their turns.

STAT BLOCK FOR MALDRAK VENOMSPIRE

THE VENOMOUS HIGH PRIEST

MALDRAK VENOMSPIRE

Large Monstrosity (Yuan-ti), Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 140 (16d10 + 48)

Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Con +7, Wis +8, Cha +6

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Abyssal, Draconic

Challenge 9 (5,000 XP)

TRAITS

Venomous Aura. Creatures within 10 feet of Maldrak take 5 poison damage at the start of their turn unless they succeed on a DC 15 Constitution saving throw.

Sseth's Grasp (Recharge 5–6). Maldrak creates writhing spectral serpents in a 20-foot radius. Creatures in the area must succeed on a DC 16 Strength saving throw or be restrained for 1 minute.

Venomous Curse (1/Day). Maldrak curses a creature within 30 feet. The target takes 21 (6d6) poison damage at the start of their turn for 1 minute unless they succeed on a DC 17 Constitution saving throw at the end of each of their turns.

ACTIONS

Multiattack. Maldrak makes two attacks: one with his staff and one with his bite.

Venomous Staff. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 12 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) piercing damage plus 10 (3d6) poison damage.

LEGENDARY ACTIONS

Maldrak 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.

Command Serpents. Maldrak summons 1d4 giant poisonous snakes to unoccupied spaces within 30 feet.

Toxic Breath. Maldrak exhales a cloud of poison in a 15-foot cone. Creatures in the area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage.

Serpent's Strangle (Costs 2 Actions). Maldrak targets a creature restrained by Sseth's Grasp. The target takes 18 (4d8) poison damage and must succeed on a DC 16 Strength saving throw or become paralyzed until the end of its next turn.



THARAXXUS, THE IRON TYRANT

CORE DETAILS

- **Name:** Tharaxxus, the Iron Tyrant
- **Race:** Warforged
- **Alignment:** Lawful Evil
- **Class:** Artificer/Fighter
- **Appearance:**

Tharaxxus is an imposing warforged, his body crafted from dark iron and adorned with glowing crimson runes of domination. His angular, metallic face has a single glowing red eye, while the other socket holds a jagged scar where an eye once was. His hulking frame is reinforced with overlapping plates of enchanted steel, and his left arm has been replaced by a massive siege gauntlet capable of crushing stone. He wields a colossal halberd, its blade crackling with arcane energy.

BACKSTORY

- **Origin:**

Built during an ancient war as a weapon of mass destruction, Tharaxxus gained sentience when a failed experiment infused him with forbidden magic. He turned on his creators, slaughtering them and claiming their knowledge. Now, he builds an army of machines and enslaved humanoids to enforce his vision of a perfectly ordered world.
- **Motivation:**

Tharaxxus seeks to eliminate chaos and weakness by creating a world ruled by logic and efficiency. He views organic life as flawed and seeks to replace it with his own mechanical creations.
- **Signature Event:**

Tharaxxus obliterated an entire dwarven stronghold, converting its forges into factories for his army of mechanical enforcers. The once-thriving city now lies silent, its halls echoing only with the sound of grinding gears.
- **Connections:**

Tharaxxus is opposed by a secretive group of artificers who believe they hold the key to shutting him down. He has also drawn the ire of druids, who see him as an existential threat to the natural world.

MYSTERIES/SUB-PLOTS

1. **The Core of Annihilation:**

Tharaxxus's power source, an ancient arcane core, is hidden deep within his chest. Disabling or destroying it could end his reign but might also trigger a catastrophic explosion.
2. **The Titanforge Codex:**

A lost tome of ancient schematics could reveal the weaknesses in Tharaxxus's army and his own design. It is hidden in the ruins of the factory where he was created.
3. **A Rebel Awakens:**

One of Tharaxxus's mechanical creations has achieved sentience and seeks to stop him, but it fears his wrath.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Weakness is a flaw I shall erase from this world."
 - "Your defiance is illogical. Submit or be destroyed."
 - "Perfection is not an aspiration; it is my design."
- **Behavioral Traits:**

Tharaxxus is cold, calculating, and utterly devoid of mercy. He speaks in a deep, resonant metallic voice, often pausing to analyze or mock his enemies. He views emotions as irrelevant distractions.
- **Likes/Dislikes:**
 - **Likes:** Order, mechanical efficiency, and loyalty.
 - **Dislikes:** Organic frailty, unpredictability, and resistance to his authority.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Tharaxxus is a tank-like melee combatant who also commands the battlefield with devastating ranged attacks and mechanical reinforcements. His siege gauntlet

and halberd make him lethal in close quarters, while his drones provide tactical support.

SPECIAL ABILITIES

- **Iron Aegis:** Tharaxxus gains temporary HP equal to 15 at the start of his turn.
- **Overload Pulse (Recharge 5–6):** Tharaxxus emits a wave of electrical energy in a 30-foot radius. Creatures must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) lightning damage and be stunned until the end of their next turn.

- **Drone Deployment (1/Day):** Tharaxxus deploys 1d4 + 1 mechanical drones to unoccupied spaces within 30 feet. Each drone has AC 14, 10 HP, and can make a ranged attack dealing 1d8 + 2 force damage.

STAT BLOCK FOR THARAXXUS, THE IRON TYRANT

THE IRON TYRANT

THARAXXUS, THE IRON TYRANT

Large Construct, Lawful Evil

Armor Class 18 (Reinforced Plating)

Hit Points 160 (19d10 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Str +9, Con +7, Int +8

Damage Resistances lightning, piercing, slashing from nonmagical attacks

Damage Immunities poison, psychic; exhaustion, paralyzed, poisoned

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages Common, Dwarvish, Infernal

Challenge 10 (5,900 XP)

TRAITS

Iron Aegis. Tharaxxus gains temporary HP equal to 15 at the start of his turn.

Overload Pulse (Recharge 5–6). Tharaxxus emits a wave of electrical energy in a 30-foot radius. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) lightning damage and be stunned until the end of their next turn.

Drone Deployment (1/Day). Tharaxxus deploys 1d4 + 1 mechanical drones to unoccupied spaces within 30 feet. Each drone has AC 14, 10 HP, and can make a ranged attack dealing 1d8 + 2 force damage.

ACTIONS

Multiattack. Tharaxxus makes two attacks: one with his halberd and one with his siege gauntlet.

Halberd. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 5) slashing damage plus 7 (2d6) force damage.

Siege Gauntlet. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Tharaxxus 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.

Command Drone. One drone within 60 feet makes an immediate attack.

Reinforced Strike. Tharaxxus makes one halberd attack with advantage.

Magnetic Pulse (Costs 2 Actions). Tharaxxus generates a magnetic field. All metallic weapons and items within 30 feet are pulled 10 feet toward him unless their bearer succeeds on a DC 17 Strength saving throw.



NAHLIA VOIDWHISPER

CORE DETAILS

- **Name:** Nahlia Voidwhisper
- **Race:** Dark Elf (Drow)
- **Alignment:** Chaotic Evil
- **Class:** Warlock (The Great Old One Patron)
- **Appearance:**
Nahlia's lithe frame is cloaked in a flowing mantle of shadows that seem to writhe and shift as if alive. Her violet skin is starkly contrasted by her white, unblinking eyes, devoid of pupils. Long, silken hair falls past her shoulders, as black as the void she serves. Her hands are adorned with rings bearing eldritch sigils, and a jagged dagger rests at her side, its blade carved from otherworldly obsidian.

BACKSTORY

- **Origin:**
Nahlia was once a priestess of Lolth, serving with zeal in the dark city of Xel'Talthar. Her ambition, however, led her to seek power beyond the Spider Queen. She made a pact with a Great Old One lurking in the Far Realm, forsaking Lolth for the promise of ultimate knowledge. Now, she operates in secret, spreading the influence of her patron and weaving webs of chaos and fear.
- **Motivation:**
Nahlia is driven by a desire to ascend beyond mortal limitations, becoming a vessel for her patron's will. She seeks to open a rift to the Far Realm, allowing her master to enter the material plane.
- **Signature Event:**
Nahlia infiltrated and corrupted a conclave of high elves, turning their once-holy sanctuary into a twisted lair of aberrations. The sacred grounds now pulse with unnatural energies, and her influence spreads like a plague.
- **Connections:**
Nahlia's betrayal of Lolth has earned her the eternal enmity of the Spider Queen's faithful. Meanwhile, her growing power draws the attention of planar guardians and rival warlocks alike.

MYSTERIES/SUB-PLOTS

1. **The Riftstone:**
Nahlia possesses a shard of an artifact known as the Riftstone, a key to opening a permanent portal to the Far Realm. Destroying it would hinder her plans but may unleash unstable magic.
2. **The Eldritch Tome:**
A tome in Nahlia's possession contains knowledge of ancient rituals and forbidden spells. Recovering it could reveal secrets about her patron and how to sever her bond.
3. **The Shadowborn Alliance:**
Nahlia has allied with shadowy organizations across the Underdark, but one of her lieutenants harbors doubts and may aid those seeking her downfall.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The whispers guide me, as they will guide you."
 - "You cannot hide from the void. It sees all, consumes all."
 - "Surrender, and I may let you glimpse eternity before your end."
- **Behavioral Traits:**
Nahlia is manipulative and unpredictable, switching between calm allure and explosive wrath. She speaks in a soft, melodic tone that belies her malice, often laced with cryptic references to her patron's influence.
- **Likes/Dislikes:**
 - **Likes:** Forbidden knowledge, chaos, and the suffering of those who oppose her.
 - **Dislikes:** Blind devotion, predictability, and divine authority.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Nahlia avoids direct combat, instead using illusions, mind-affecting spells, and summoned aberrations to weaken her enemies. She relies on her agility and

magical protections to stay elusive while spreading fear and confusion.

SPECIAL ABILITIES

- **Void Step:** As a bonus action, Nahlia teleports up to 30 feet to an unoccupied space she can see. Creatures adjacent to her destination take 6 (1d12) psychic damage.
- **Eldritch Whispers (Recharge 5–6):** Nahlia releases an aura of maddening whispers in a 20-foot radius. Creatures must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

- **Far Realm Summons (1/Day):** Nahlia summons a gibbering moulder or a group of 1d4 aberrant creatures (such as intellect devourers) to fight on her behalf.

STAT BLOCK FOR NAHLIA VOIDWHISPER

THE VOIDBOUND BETRAYER

NAHLIA VOIDWHISPER

Medium Humanoid (Elf), Chaotic Evil

Armor Class 15 (Unarmored Defense)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +8, Cha +9

Skills Deception +9, Stealth +8, Arcana +6

Damage Resistances psychic; necrotic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Common, Elvish, Deep Speech

Challenge 9 (5,000 XP)

TRAITS

Void Step. As a bonus action, Nahlia teleports up to 30 feet to an unoccupied space she can see. Creatures adjacent to her destination take 6 (1d12) psychic damage.

Eldritch Whispers (Recharge 5–6). Nahlia releases an aura of maddening whispers in a 20-foot radius. Creatures must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

Far Realm Summons (1/Day). Nahlia summons a gibbering moulder or 1d4 aberrant creatures (such as intellect devourers) to fight on her behalf.

ACTIONS

Multiattack. Nahlia makes two Eldritch Blast attacks.

Eldritch Blast. Ranged Spell Attack: +9 to hit, range 120 ft., one target.

Hit: 12 (2d8 + 4) force damage.

Void Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 4) piercing damage plus 10 (3d6) psychic damage.

LEGENDARY ACTIONS

Nahlia 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.

Shifting Shadows. Nahlia becomes invisible until the start of her next turn or until she attacks.

Maddening Gaze. Nahlia targets one creature within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or take 11 (2d10) psychic damage and be stunned until the end of its next turn.

Tendrils of the Void (Costs 2 Actions). Nahlia summons spectral tendrils in a 10-foot radius around her. Creatures in the area must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) necrotic damage and be restrained until the end of their next turn.



GORVOK BLOODSHACKLE

CORE DETAILS

- **Name:** Gorvok Bloodshackle
- **Race:** Half-Orc
- **Alignment:** Chaotic Evil
- **Class:** Barbarian/Blood Berserker
- **Appearance:**
Gorvok is a hulking figure with deep scars crisscrossing his gray-green skin, his crimson tattoos glowing faintly with magical energy. His wild, bloodshot eyes peer from under a heavy brow, and his tusks are capped with sharpened metal. He wields an enormous greataxe forged from jagged black iron, its blade engraved with runes of blood magic. His armor is a patchwork of scavenged metal plates, stained with the blood of his victims.

BACKSTORY

- **Origin:**
Once an outcast from his tribe, Gorvok discovered a cursed blood altar in his wanderings. Performing a dark ritual, he became imbued with the power to draw strength from the blood of his enemies. This transformation turned him into an unstoppable force of destruction, earning him infamy as the “Bloodshackle.”
- **Motivation:**
Gorvok craves power and domination, seeking to carve out a brutal empire built on conquest and terror. His ultimate goal is to bathe the world in blood to strengthen his connection to the blood altar and ascend as its avatar.
- **Signature Event:**
Gorvok led a raid against a heavily fortified garrison, slaughtering the defenders and raising a massive altar in the ruins, consecrated with their blood. The area remains cursed, and nothing grows there but thorns and despair.
- **Connections:**
He is the leader of the Bloodbound, a cult of fanatical warriors and blood mages. Opposing him is a coalition of tribal leaders who fear his growing power and wish to end his reign of bloodshed.
-

MYSTERIES/SUB-PLOTS

1. **The Blood Altar:**
Gorvok’s power stems from a cursed altar hidden deep within a crimson wasteland. Destroying the altar could sever his power, but doing so risks unleashing an uncontrollable blood magic surge.
2. **The Accursed Axe:**
His greataxe, Bloodreaver, is a sentient weapon that thirsts for carnage. It whispers to Gorvok, driving him to greater acts of violence. Destroying or claiming the weapon might weaken him.
3. **A Hidden Conscience:**
Deep within Gorvok’s mind lies the last fragment of his former self—a voice of reason buried under layers of bloodlust. Unlocking it might turn him against his own dark path.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - “The strong thrive on the weak; their blood fuels my wrath.”
 - “Kneel before me, and I may spare you the agony of a slow death.”
 - “Blood is power, and I am its master.”
- **Behavioral Traits:**
Gorvok is loud, brash, and merciless. His speech is often punctuated by savage roars and mocking laughter. Despite his brutish demeanor, he is cunning in battle, using intimidation and brutality to break the will of his enemies.
- **Likes/Dislikes:**
 - **Likes:** Battle, blood rituals, and submission to his will.
 - **Dislikes:** Cowardice, peace, and resistance to his dominion.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Gorvok charges headlong into combat, dealing devastating damage with his greataxe and drawing strength from the bloodshed around him. He uses blood magic to enhance his attacks and sustain his unrelenting fury.

SPECIAL ABILITIES

- **Bloodlust Aura:** Creatures within 10 feet of Gorvok take 5 necrotic damage at the start of their turns if they are below half their maximum HP.
- **Crimson Surge (Recharge 5–6):** Gorvok channels blood magic to heal himself for 20 HP and gain advantage on all attack rolls until the end of his next turn.
- **Reaping Strike (1/Day):** Gorvok makes a wide swing with Bloodreaver, targeting all creatures within a 10-foot radius. Each creature must make a DC 16 Dexterity saving throw or take 26 (4d10 + 5) slashing damage.

STAT BLOCK FOR GORVOK BLOODSHACKLE

THE BLOODBOUND WARLORD

GORVOK BLOODSHACKLE

Large Humanoid (Half-Orc), Chaotic Evil

Armor Class 16 (Patchwork Plate)

Hit Points 150 (20d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +10, Con +8

Skills Athletics +10, Intimidation +6

Damage Resistances necrotic; slashing, bludgeoning, and piercing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 10 (5,900 XP)

TRAITS

Bloodlust Aura. Creatures within 10 feet of Gorvok take 5 necrotic damage at the start of their turns if they are below half their maximum HP.

Crimson Surge (Recharge 5–6). Gorvok channels blood magic to heal himself for 20 HP and gain advantage on all attack rolls until the end of his next turn.

Reaping Strike (1/Day). Gorvok makes a wide swing with Bloodreaver, targeting all creatures within a 10-foot radius. Each creature must make a DC 16 Dexterity saving throw or take 26 (4d10 + 5) slashing damage.

ACTIONS

Multiattack. Gorvok makes two melee attacks with Bloodreaver.

Bloodreaver. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 17 (2d10 + 6) slashing damage plus 9 (2d8) necrotic damage.

Savage Charge. Gorvok moves up to 30 feet in a straight line and makes a single melee attack. If he moves at least 20 feet, the attack deals an extra 10 (3d6) damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Gorvok 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.

Intimidating Roar. All creatures within 30 feet must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

Ferocious Strike. Gorvok makes a single melee attack.

Ritual of Blood (Costs 2 Actions). Gorvok sacrifices 20 HP to gain an additional action on his next turn.



KAERITH, THE BLIGHTCALLER

CORE DETAILS

- **Name:** Kaerith, the Blightcaller
- **Race:** Elf (Corrupted)
- **Alignment:** Neutral Evil
- **Class:** Druid (Circle of Decay)
- **Appearance:**
Kaerith's once-vibrant elven form has been twisted by corruption. Her pale, cracked skin is veined with dark green tendrils that pulse faintly. Her long, once-golden hair is now withered and mossy, interwoven with thorny vines. Her eyes are pools of sickly green light, and her staff, carved from a rotting tree, drips with black ichor. She is cloaked in a flowing robe of decayed leaves and fungal growths, and her presence exudes a nauseating stench of rot.

BACKSTORY

- **Origin:**
Kaerith was once a revered druid, protector of the sacred Grove of Alarion. However, her obsession with preserving nature at any cost led her to make a dark pact with a primal force of decay. This pact saved her grove from deforestation but corrupted her spirit, transforming her into the Blightcaller. Now, she spreads rot and decay wherever she goes, believing the world must be purged to be reborn.
- **Motivation:**
Kaerith seeks to spread her blighted vision, turning the natural world into a realm of decay where only the strongest survive. She believes this will restore balance by ending humanity's destructive influence.
- **Signature Event:**
Kaerith unleashed a wave of blight upon a fertile valley, transforming it into the Wailing Fen—a desolate swamp filled with twisted, carnivorous plants and undead beasts.
- **Connections:**
The druids who once revered her now see her as an abomination and seek to stop her, while dark cults and necromancers flock to her cause, eager to use her powers for their own gain.

MYSTERIES/SUB-PLOTS

1. **The Heart of Decay:**
Kaerith's power emanates from a corrupted artifact buried deep within the Wailing Fen. Destroying the Heart could end her reign but risks unleashing a blight upon the surrounding lands.
2. **The Blightbound Grove:**
Kaerith's former grove still holds clues to the primal force she serves, but it is overrun by her twisted creations. Recovering its secrets could be the key to severing her connection.
3. **A Shard of Hope:**
A portion of Kaerith's soul remains uncorrupted and manifests as a spectral stag. Protecting the stag and reuniting it with her could restore her former self—or destroy her entirely.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Life is fleeting; only decay is eternal."
 - "You cannot stop the rot. It is already within you."
 - "The world must wither to bloom anew."
- **Behavioral Traits:**
Kaerith is soft-spoken yet unsettling, her words dripping with an eerie calm. She sees her actions as righteous and necessary, showing no remorse for the destruction she causes. Her demeanor shifts to cold fury when confronted with the desecration of nature.
- **Likes/Dislikes:**
 - **Likes:** Twisted flora, decay, and creatures that adapt to survive.
 - **Dislikes:** Cities, fire, and those who exploit nature for personal gain.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Kaerith uses her corrupted druidic magic to control the battlefield, summoning blighted creatures and spreading poisonous terrain. She weakens her enemies with debilitating spells and finishes them with necrotic energy.

SPECIAL ABILITIES

- **Aura of Decay:** Creatures within 15 feet of Kaerith take 5 necrotic damage at the start of their turns and cannot regain hit points.

- **Blighted Ground (Recharge 5–6):** Kaerith transforms a 20-foot radius of terrain into toxic ground for 1 minute. Creatures in the area must make a DC 17 Constitution saving throw at the start of their turns or take 14 (4d6) poison damage.
- **Wither Touch (1/Day):** Kaerith targets a creature within 30 feet. The target must succeed on a DC 18 Constitution saving throw or take 30 (6d10) necrotic damage and have its speed halved for 1 minute.

STAT BLOCK FOR KAERITH, THE BLIGHTCALLER

THE BLIGHTED DRUID

KAERITH, THE BLIGHTCALLER

Medium Humanoid (Elf), Neutral Evil

Armor Class 15 (Natural Armor)

Hit Points 125 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Con +7, Wis +9

Skills Nature +6, Perception +9, Survival +9

Damage Resistances necrotic; poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

TRAITS

Aura of Decay. Creatures within 15 feet of Kaerith take 5 necrotic damage at the start of their turns and cannot regain hit points.

Blighted Ground (Recharge 5–6). Kaerith transforms a 20-foot radius of terrain into toxic ground for 1 minute. Creatures in the area must make a DC 17 Constitution saving throw at the start of their turns or take 14 (4d6) poison damage.

Wither Touch (1/Day). Kaerith targets a creature within 30 feet. The target must succeed on a DC 18 Constitution saving throw or take 30 (6d10) necrotic damage and have its speed halved for 1 minute.

ACTIONS

Multiattack. Kaerith makes two melee attacks or casts a spell and makes one melee attack.

Corrupted Staff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 3) bludgeoning damage plus 9 (2d8) necrotic damage.

Erupting Fungi. Kaerith causes fungal growths to erupt in a 10-foot radius within 30 feet. Creatures in the area must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) poison damage and be restrained until the end of their next turn.

LEGENDARY ACTIONS

Kaerith 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.

Summon Blightlings. Kaerith summons 1d4 blightlings (use *Twig Blight* stats) to unoccupied spaces within 30 feet.

Necrotic Burst. Kaerith releases a wave of necrotic energy in a 10-foot radius. Creatures must succeed on a DC 16 Constitution saving throw or take 14 (3d8) necrotic damage.

Twisting Vines (Costs 2 Actions). Kaerith causes vines to sprout in a 20-foot radius. Creatures in the area must succeed on a DC 17 Strength saving throw or be restrained for 1 minute.