

# LORD OF VIRULENCE

LARGE FIEND, NEUTRAL EVIL

**Armour Class** 18 (Putrid Flesh)

**Hit Points** 287 (23d12+138)

**Speed** 25 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	12 (+1)	14 (+2)	11 (+0)

**Saving Throws** STR +13, CON +11

**Skills** Deception +5, Intimidation +5, Perception +7, Persuasion +5

**Damage Resistances** acid, bludgeons, cold, lightning, spells, necrotic

**Damage Immunities** poison, psychic

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, diseased, frightened, grappled, poisoned

**Senses** truesight 120 ft., Passive Perception 17

**Languages** Abyssal, Common

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

**Magic Resistance.** A Lord of Virulence has advantage on saving throws against spells and other magical effects.

**Miasma of Decay.** Creatures within a 10 ft. radius emanating from the Lord of Virulence must succeed on a DC 15 Constitution saving throw against poison or be stunned. Stunned creatures can repeat the saving throw at the end of each of their turns, recovering with a successful save. This save only has to be taken once per encounter.

## ACTIONS

**Multiattack.** Lord of Virulence makes two Blades of Putrification attacks or makes one Geyser of Rot attack.

**Blades of Putrification.** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 17 (2d8+8) slashing damage plus 3 (1d6) poison damage.

**Geyser of Rot.** Ranged Weapon Attack: +13 to hit, range 30/30 ft., one target. Hit: 29 (6d6+8) acid damage.

**Summon Children of Ruin (Recharge 6).** A Lord of Virulence can summon 11 (4d3+3) Children of Ruin to fight by their side. The Children of Ruin appear directly in front (and around) the Lord of Virulence.

The Lord of Virulence, a living nightmare of plague and disease, symbolizes a grotesque defiance of life itself. His corpulent form willingly embraces a malevolent demonic virus, resulting in the decay of his organs to a morbid semblance of life. From his wretched being emanates repulsive and neurotoxic vapors, a malevolence only he and the vile maggots that dwell within his body can endure. In his ominous presence, life crumbles, succumbing to a pungent miasma that mercilessly annihilates the nerves of living creatures. Lesser foes meet swift demise, while even the mightiest creatures stagger, disoriented and vulnerable to the impending sweep of his monstrous weapons.

Almost impervious to harm, the Lord of Virulence is shielded by layers of visceral fat, concealed beneath leathery hide hardened by disease and mutation. Unfazed by the onslaught of enemy fire, he relentlessly advances, shrugging off the barrage of attacks. The malevolent virus, his twisted ally, reduces their blows to minor annoyances, enabling him to endure relentless assaults without faltering. A force of decay, the Lord of Virulence strides inexorably forward, a blight upon existence, leaving nothing but desolation in his wake. His presence is a nightmarish testament to the inescapable grip of decay on the tapestry of life.

