DEFILER

Medium • Undead • Chaotic Evil



Armor Class 14
Initiative +0 (10)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Damage Resistances necrotic
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
CR 5 (XP 1,800; PB +3)

Broken Equilibrium. At the start of the combat, the defiler chooses one of the following states. It gains 1 Corruption Charge at the start of each of its subsequent turns. If it starts its turn with 6 or more charges, it dies.

- **Fight Curse - Scrap Flesh.** The defiler gains a +1 bonus to its saving throws and its saving throw DCs per charge. Further, its speed is reduced by 5 feet per charge.
- **Surrender to Curse - Mutate Flesh.** The defiler's speed is increased by 5 feet, and the damage of its Slam attack by 1d6 bludgeoning damage per charge. Further, its AC is reduced by 1 per charge.

Cursed Immortality. If the defiler is destroyed, it regains all its hit points in 1 hour unless a level 5+ remove curse spell is cast on it.

Desecrator's Instinct. The defiler always knows the direction of the nearest magic item within 100 feet of it.

Unusual Nature. The defiler doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 30 (4d12 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Wither. *Constitution Saving Throw:* DC 13, one creature within 60 feet of the defiler that it can see. *Failure:* 27 (6d8) necrotic damage. *Failure by 5 or more:* The target also gains one level of exhaustion. All exhaustion gained this way lasts until the target finishes a short or long rest. *Success:* Half damage.

BONUS ACTIONS

Molt Body. The defiler loses 10 hit points and then ends one effect or condition on it that another creature inflicted on it.

REACTIONS

Curse of the Defiler. *Trigger:* When the defiler is destroyed. *Response - Charisma Saving Throw:* DC 13, the creature that killed it. *Failure:* The target becomes cursed. When it dies while cursed, it immediately revives as a defiler, which attacks the closest creatures and tries to return to the place where it was cursed.

DEFILER — WEAKER



Armor Class 13
Initiative +0 (10)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	9 (-1)	10 (+0)	9 (-1)

Damage Resistances necrotic
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
CR 2 (XP 450; PB +2)

Broken Equilibrium. At the start of the combat, the defiler chooses one of the following states. It gains 1 Corruption Charge at the start of each of its subsequent turns. If it starts its turn with 6 or more charges, it dies.

- **Fight Curse - Scrap Flesh.** The defiler gains a +1 bonus to its saving throws and its saving throw DCs per charge. Further, its speed is reduced by 5 feet per charge.
- **Surrender to Curse - Mutate Flesh.** The defiler's speed is increased by 5 feet, and the damage of its Slam attack by 1d4 bludgeoning damage per charge. Further, its AC is reduced by 1 per charge.

Cursed Immortality. If the defiler is destroyed, it regains all its hit points in 1 hour unless a level 5+ remove curse spell is cast on it.

Desecrator's Instinct. The defiler always knows the direction of the nearest magic item within 100 feet of it.

Unusual Nature. The defiler doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Wither. *Constitution Saving Throw:* DC 12, one creature within 60 feet of the defiler that it can see. *Failure:* 13 (3d8) necrotic damage. *Failure by 5 or more:* The target also gains one level of exhaustion. All exhaustion gained this way lasts until the target finishes a short or long rest. *Success:* Half damage.

BONUS ACTIONS

Molt Body. The defiler loses 10 hit points and then ends one effect or condition on it that another creature inflicted on it.

REACTIONS

Curse of the Defiler. *Trigger:* When the defiler is destroyed. *Response - Charisma Saving Throw:* DC 13, the creature that killed it. *Failure:* The target becomes cursed. When it dies while cursed, it immediately revives as a defiler, which attacks the closest creatures and tries to return to the place where it was cursed.

DEFILER — STRONGER

Armor Class 15 **Initiative** +0 (10)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	9 (-1)	10 (+0)	9 (-1)

Damage Resistances necrotic
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
CR 8 (XP 3,900; PB +3)



Broken Equilibrium. At the start of the combat, the defiler chooses one of the following states. It gains 1 Corruption Charge at the start of each of its subsequent turns. If it starts its turn with 6 or more charges, it dies.

- **Fight Curse - Scrap Flesh.** The defiler gains a +1 bonus to its saving throws and its saving throw DCs per charge. Further, its speed is reduced by 5 feet per charge.
- **Surrender to Curse - Mutate Flesh.** The defiler's speed is increased by 5 feet, and the damage of its Slam attack by 1d8 bludgeoning damage per charge. Further, its AC is reduced by 1 per charge.

Cursed Immortality. If the defiler is destroyed, it regains all its hit points in 1 hour unless a level 5+ remove curse spell is cast on it.

Desecrator's Instinct. The defiler always knows the direction of the nearest magic item within 100 feet of it.

Unusual Nature. The defiler doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The defiler makes two Slam attacks or uses its Wither twice.

Slam. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 24 (3d12 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Wither. *Constitution Saving Throw:* DC 14, one creature within 60 feet of the defiler that it can see. *Failure:* 22 (5d8) necrotic damage. *Failure by 5 or more:* The target also gains one level of exhaustion. All exhaustion gained this way lasts until the target finishes a short or long rest. *Success:* Half damage.

BONUS ACTIONS

Molt Body. The defiler loses 10 hit points and then ends one effect or condition on it that another creature inflicted on it.

REACTIONS

Curse of the Defiler. *Trigger:* When the defiler is destroyed. *Response - Charisma Saving Throw:* DC 14, the creature that killed it. *Failure:* The target becomes cursed. When it dies while cursed, it immediately revives as a defiler, which attacks the closest creatures and tries to return to the place where it was cursed.