

# PLAGUEBRINGER

Large • Monstrosity • Chaotic Evil

**Armor Class** 14

**Initiative** +1 (11)

**Hit Points** 152 (16d10 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	6 (-2)	14 (+2)	9 (-1)

**Saving Throws** Str +8, Con +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** -

**CR** 9 (XP 5,000; PB +4)



**Disease Immunity.** The plaguebringer is immune to diseases.

**Infectious.** When a Humanoid is killed by the plaguebringer, roll a d10. On a 10, it is revived as a **plaguebringer** (with 10 HP) at the end of the next round. Otherwise, it is revived as a **zombie** at the end of the next round. The new creature rolls its own initiative and pursues and attacks the nearest non-Monstrosities or non-Undead to the best of its ability.

**Regeneration.** The plaguebringer regains 20 hit points at the start of each of its turns. If the plaguebringer takes fire or radiant damage, this trait doesn't function on the plaguebringer's next turn. The plaguebringer dies only if it starts its turn with 0 hit points and doesn't regenerate.

## PLAGUEBRINGER — WEAKER

**Armor Class** 13

**Initiative** +1 (11)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	6 (-2)	13 (+1)	9 (-1)

**Saving Throws** Str +6, Con +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** -

**CR** 6 (XP 2,300; PB +3)



**Disease Immunity.** The plaguebringer is immune to diseases.

**Infectious.** When a Humanoid is killed by the plaguebringer, roll a d10. On a 10, it is revived as a **plaguebringer** (with 10 HP) at the end of the next round. Otherwise, it is revived as a **zombie** at the end of the next round. The new creature rolls its own initiative and pursues and attacks the nearest non-Monstrosities or non-Undead to the best of its ability.

**Regeneration.** The plaguebringer regains 20 hit points at the start of each of its turns. If the plaguebringer takes fire or radiant damage, this trait doesn't function on the plaguebringer's next turn. The plaguebringer dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The plaguebringer makes three Claw attacks.

**Claw.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) poison damage.

**Plague Breath (Recharge 6).** *Constitution Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* The target contracts the gravepox disease. While it is affected, the target must make another save at the start of each of its turns, gaining one level of exhaustion every time it fails the saving throw. After three successful saves against the disease, it devolves into the sewer plague disease. *Success:* The target becomes immune to this effect for 1 hour.

### ACTIONS

**Multiattack.** The plaguebringer makes three Claw attacks.

**Claw.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) poison damage.

**Plague Breath (Recharge 6).** *Constitution Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target contracts the *gravepox* disease. While it is affected, the target must make another save at the start of each of its turns, gaining one level of exhaustion every time it fails the saving throw. After three successful saves against the disease, it devolves into the *sewer plague* disease. *Success:* The target becomes immune to this effect for 1 hour.

## PLAGUEBRINGER — STRONGER

**Armor Class** 15

**Initiative** +2 (12)

**Hit Points** 199 (21d8 + 105)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	6 (-2)	15 (+2)	9 (-1)

**Saving Throws** Str +8, Con +9

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** -

**CR** 12 (XP 8,400; PB +4)



**Disease Immunity.** The plaguebringer is immune to diseases.

**Infectious.** When a Humanoid is killed by the plaguebringer, roll a d10. On a 10, it is revived as a **plaguebringer** (with 10 HP) at the end of the next round. Otherwise, it is revived as a **zombie** at the end of the next round. The new creature rolls its own initiative and pursues and attacks the nearest non-Monstrosities or non-Undead to the best of its ability.

**Regeneration.** The plaguebringer regains 20 hit points at the start of each of its turns. If the plaguebringer takes fire or radiant damage, this trait doesn't function on the plaguebringer's next turn. The plaguebringer dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The plaguebringer makes three Claw attacks.

**Claw. Melee Weapon Attack:** +8, reach 5 ft. Hit: 11 (2d6 + 4) slashing damage plus 13 (3d8) poison damage.

**Plague Breath (Recharge 6).** *Constitution Saving Throw:* DC 17, each creature in a 30-foot cone. *Failure:* The target contracts the *gravepox* disease. While it is affected, the target must make another save at the start of each of its turns, gaining one level of exhaustion every time it fails the saving throw. After three successful saves against the disease, it devolves into the *sewer plague* disease. *Success:* The target becomes immune to this effect for 1 hour.