

PLAGUE SPEWER

Source: 3.5e *Monster Manual* 3.

Very few creatures can cause devastation over a huge, widespread area even long after they are dead. Unfortunately for natural creatures, plague spewers, with their ability to spread plague, are an exception. Indeed, the appearance of spew plague often precedes the arrival of a plague spewer by months or years, as does a massive increase in the native rat population.

A plague spewer appears to be a gigantic humanoid composed of rotting flesh. Boils and pustules pockmark its body, and rats, flies and other vermin accompany it everywhere. A constant stream of vomit and bile drools from its gaping mouth. Lumps beneath its rancid skin squirm and move.

A typical encounter with a plague spewer might begin with the monster and a single plague vermin swarm, but by the end of it the monster will have two more swarm allies due to its *vomit plague vermin swarm* ability.

The Dangers of Disease: The plague spewer, while a powerful opponent, is most dangerous due to its ability to spread disease far and wide. Entire cities have died of the festering sicknesses spread by the plague spewer and its vermin, and there are empty continents covered in sparse ruins whose former inhabitants all perished. Indeed, when such a crisis occurs, the plague devastating the land spreads quickly as refugees flee the cities, taking it with them to other lands, islands and communities. Because spew plague is highly communicable even before its symptoms manifest, its spread is extremely difficult to prevent, and fully curing it is likewise extraordinarily difficult. In addition to the disease itself, a plague spewer also spreads panic, potentially over a huge area. Thus, a plague spewer poses a threat far greater than the physical damage it can cause.

Vermin Everywhere: A plague spewer brings with it hordes of rats, roaches, flies, fleas and other vermin, some of which stay behind wherever it goes, spreading spew plague. Although a great increase in the number of vermin in an area can be an indicator of the coming of a plague spewer, there is rarely much that can be done about it. Exterminating all the vermin in a town or village is virtually impossible.

Plague Spewer

Huge shadow humanoid (undead)

HP 580; Bloodied 290

AC 37; Fortitude 39; Reflex 37; Will 35

Speed 7

Immune disease, poison

Saving Throws +2; Action Points 1

Level 25 Elite Brute

XP 14,000

Initiative +19

Perception +17

Darkvision

TRAITS

Inexorable Plague * **Aura 4**

A creature with immunity to disease that is exposed to spew plague while in the aura must make a saving throw at the end of the encounter. If it fails, it loses immunity to disease and contracts spew plague (stage 1). When its spew plague is cured, it regains immunity to disease if it would normally have it.

Burn it Out

When the plague spewer takes fire or radiant damage, its aura is suppressed until the start of its next turn.

Growth of Disease

When the plague spewer takes necrotic damage, each creature within 4 squares of it must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

STANDARD ACTIONS

(mbasic) Diseased Slam (disease) * **At Will**

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 4d12+17 damage, and the target must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Double Slam * **At Will**

Effect: The plague spewer makes two *diseased slam* attacks.

TRIGGERED ACTIONS

Vomit Plague Swarm * **Recharge** when the plague spewer is first bloodied

Trigger: The plague spewer takes damage.

Effect: A plague vermin swarm appears adjacent to the plague spewer. It rolls for initiative immediately and takes its turn normally. The plague vermin swarm adds xp to the encounter normally.

Skills Endurance +30

Str 25 **Dex** 24 **Wis** 20

Con 30 **Int** 6 **Cha** 16

Alignment chaotic evil

Languages Common

Plague Vermin Swarm

Level 25 Skirmisher

Large natural beast (swarm)

XP 7,000

A plague vermin swarm is composed of a mix of vermin including rats, fleas, bedbugs, ticks, flies, cockroaches and more.

HP 231; **Bloodied** 115

Initiative +23

AC 39; **Fortitude** 37; **Reflex** 39; **Will** 35

Perception +17

Speed 6, climb 4, swim 6

Low-light vision

Resist half damage from melee and ranged attacks; **Vulnerable** 15 to close and area attacks

TRAITS

Diseased Swarm Attack (disease) * **Aura** 1

Any enemy that ends its turn in the swarm takes 10 damage and must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Filthy Vermin (disease) * **At Will**

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 4d6+19 damage and the target must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Str 12 **Dex** 28 **Wis** 21

Con 23 **Int** 1 **Cha** 7

Alignment unaligned

Languages -

Spew Plague

Level 25 Disease

Individuals unfortunate enough to show the signs of spew plague vomit prolifically and have trouble keeping food down. Fever grips it and it is overcome with head and body aches.

Stage 0: The target recovers from the disease.

Stage 1: The target shows no signs of the disease. Each creature that the target becomes adjacent to must make a saving throw after five minutes or catch stage 1 of spew plague.

Stage 2: The target is feverish, achy and nauseous. It suffers a -2 penalty on attacks, skill checks, initiative and defenses. A tiny target loses 1d4 ounces in weight, a small target loses 1d2 lbs, a medium target loses 1d4 lbs, a large target loses 1d8 lbs, a huge target loses 2d6 lbs or a gargantuan target loses 3d8 lbs.

Stage 3: The target vomits and retches frequently, especially when moving quickly or exerting itself. It retains the -2 penalty from stage 2; additionally, at the start of each turn in combat or similar circumstances, the target must make a saving throw or spend a move action vomiting. A tiny target loses 2d3 ounces in weight, a small target loses 1d4 lbs, a medium target loses 2d4 lbs, a large target loses 2d6 lbs, a huge target loses 3d8 lbs or a gargantuan target loses 6d6 lbs.

Stage 4: The target dies.

Check: At the end of each extended rest, the target makes an Endurance check.

20 or lower: The target gains a spew point. If it has more spew points than $2 +$ the disease's current stage, the stage of the disease also increases by 1.

21 to 28: No change.

29 or higher: The target loses a spew point. If the disease is at higher than stage 1, the stage of the disease decreases by 1. If the target's spew points are reduced to 0 or lower, the stage of the disease decreases to 0.

Special: Spew plague is very contagious and extremely difficult to cure. Rituals and powers that normally cure disease instead reduce the victim's number of spew points by 3.