



MARK OF DARAX-US



BARON OF DARAX-US

Darax-us is a powerful demon lord who controls three layers of the Abyss known as the Twisting Nether. He relies on his barons to enforce his will both in his abyssal realms and beyond it. These barons are unique to the prince of the Twisting Nether, and are granted unusual powers for their loyalty.

Powered by Nether. Although not particularly powerful for demons, the barons of Darax-us are able to siphon energy from their domain regardless of where they are. With this siphon they can launch coils of demonic magic. But when the siphon is severed, typically when a baron is slain, the energy is released causing a destructive explosion of abyssal flame.

Demonic Royalty. Unlike other demons, barons can evolve as their competence in serving Darax-us grows. Eventually they can reach the rank of Guard, followed by Fel Knight, and the highest rank, Void Lord. Each time they are promoted their siphon to the nether is widened and they become more powerful.

BARON OF DARAX-US

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 45 (8d10 + 1) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 4 (1,100 XP)

Death Throes. When the baron dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 11 (3d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The darax-us baron makes two attacks; one with its claw and one with its demonic coil.

Claw. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Demonic Coil. The darax-us baron shoots one of the following demonic coils at one creature it can see within 90 feet of it. It can use demonic coil only once on a turn.

1. **Nether Coil.** The baron has a 50 percent chance of summoning one dretch. A summoned dretch appears in an unoccupied space within 30 feet of the target, acts as an ally of the baron, and can't summon other demons. It remains for 1 minute, until it or the baron dies, or until the baron dismisses it as an action.

2. **Fear Coil.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the baron is visible to the target, ending the effect on itself on a success.

3. **Wounding Coil.** The target must make a DC 13 Constitution saving throw, taking 4 (1d4 + 2) lightning damage on a failed save, or half as much on a successful one.

HAKKAR'S FLAME WHIP

Wondrous item, artifact (requires attunement)

A whip made from the fibers of imp-tails and enchanted with demonic hellfire.

You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, add +1d4 fire damage to damage rolls made with Hakkar's Flame Whip.

SHADOWBOLT

Wondrous item, artifact (requires attunement)

While you hold this wand, you can use an action to expend 1 to 3 of its 7 charges to cast the witch bolt spell without using any components. For 1 charge, you cast the spell as if you used a 1st-level spell slot, and you increase the spell slot level by one for each additional charge you spend.

The wand regains 1d6 + 1 expended charges each day at dawn.

BLOOD FURY

Wondrous item, artifact (requires attunement)

When held, this demonic hilt creates a blade that takes the form of the user's favored one-handed blade type and uses that weapon's stats. Blood Fury uses the user's life energy to inflict extra damage.

When you draw Blood Fury, choose one of the following one-handed weapons: dagger, shortsword, long sword, scimitar, or rapier. Blood Fury acts as a +1 magical weapon version of the chosen weapon. You get a +1 bonus to attack and damage rolls made with Blood Fury. Changing Blood Fury to a new one-handed weapon is an action.

In addition, when you make a damage roll you may take 1 damage to your hit points in order to add +2 fire damage to your roll.

VOID CAPE

Wondrous item, artifact (requires attunement)

A cape made from demon wings that grants the user limited flight.

While wearing this cape, you gain a +2 bonus to Dexterity (Stealth) checks made to hide or sneak. In addition, you can use a bonus action to expend 1 to 3 of its 3 charges to gain 10 feet of flight for every charge expended.

The cape regains 1d2 expended charges each day at dawn.

CROWN OF GLORY

Wondrous item, artifact (requires attunement)

Many fiends strike fear in the heart of those who must fight them. But with a glorious leader in charge, fear is no longer used as a weapon.

While wearing the crown of glory you get a +2 to Charisma (Persuasion) rolls. In addition, This crown gives you +1 to all saving throws and you and all allies with 60 feet who can see you get advantage on saving throws to resist fear effects.

TRUESILVER CHAMPION

Wondrous item, artifact (requires attunement)

This sword is feared by fiends of all types, for as it smites foul creatures it strengthens it's wielder.

Truesilver Champion is a +1 magical long sword. You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when making a damage roll with Truesilver Champion, you can use a bonus action to expend 1 of its 3 charges to regain 1d8 hit points.

Truesilver Champion regains 1d2 charges each day at dawn.

DOOMGUARD RING

Wondrous item, very rare (requires attunement)

The Doomguard Rings were created by the Truesilver Knights to help resist the flames of the pit fiends they encountered.

You gain a +1 bonus to AC and saving throws while wearing this ring as well as resistance to fire damage.

RETRIBUTION

Wondrous item, artifact (requires attunement)

This flintlock pistol is revered among demon hunters for it's effectiveness against obliterating fiends.

Retribution is a +1 magical renaissance pistol. You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when making a damage roll with Retribution against any creature categorized as a fiend, you add an additional +1d8 to the damage roll.