



## HAILFIRE

Huge aberration, neutral

**Armor Class** 20 (natural armor)  
**Hit Points** 391 (29d12 + 203)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	25 (+7)	3 (-4)	11 (+0)	11 (+0)

**Saving Throws** Int +3, Wis +7, Cha +7  
**Damage Immunities** cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, frightened, paralyzed  
**Senses** blindsight 120 ft., passive Perception 10  
**Languages** —  
**Challenge** 23 (50,000 XP)

**Antimagic Hide.** Hailfire has advantage on saving throws against spells, and any creature making a spell attack against it has disadvantage on the attack roll. If Hailfire succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

**1–2.** If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only Hailfire, it has no effect on it and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

**3–4.** No additional effect.

**5–6.** Hailfire's hide converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of Hailfire must make a DC 22 Constitution saving throw, taking 7 (2d6) force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Elemental Absorption.** Whenever Hailfire is subjected to fire or cold damage, it takes no damage and instead recharges its Hail and Fire ability.

**Legendary Resistance (3/Day).** If Hailfire fails a saving throw, it can choose to succeed instead.

**Summon Elemental.** At the end of its turn Hailfire summons 1 fire elemental under its control 20 feet away from itself. The elemental shares initiative count with Hailfire and acts before it.

### Actions

**Multiattack.** Hailfire makes three attacks: two with its claws and one with its tail. Hailfire can replace one claw attack for a bite attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and 7 (2d6) fire damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Hailfire can't bite another target.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 7 (2d6) cold damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Hail and Fire (Recharge 5-6).** Each creature other than Hailfire in a 20-foot radius Sphere centered on Hailfire must make a Dexterity saving throw. A target takes 35 (10d6) fire damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

Hailfire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hailfire regains spent legendary actions at the start of its turn.

**Attack.** Hailfire makes one claw attack or tail attack.

**Pounce (Costs 2 Actions).** Hailfire jumps up to 30 feet in any direction, without triggering attacks of opportunity and makes one bite attack.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Hailfire takes a lair action to cause one of the following effects; Hailfire can't use the same effect two rounds in a row:

- Violent hail falls from the skies around Hailfire. Each creature in a 60 feet radius centered on Hailfire must succeed on a DC 15 Constitution saving throw or take 20 (8d4) bludgeoning damage, or half as much on a success.
- Magma erupts from a point on the ground Hailfire can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Hailfire wounds start to heal, it regains 40 hit points.

## REGIONAL EFFECTS

- A constant rain of fire falls from the skies in a 5 mile radius around Hailfire's Lair. Crops and houses made of flammable material all burn down. Creatures that go outside without protection must succeed on a DC 10 Constitution saving throw every minute or be burned and take 7 (1d12) fire damage on a failure.
- A devastating frost takes over the land in a 6 mile radius around Hailfire's Lair, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.
- Loud roars are heard throughout the land in a 1 mile radius around Hailfire's lair, as the monster howls.

## HISTORY

Once a lone puppy, Hailfire was simply looking for attention and affection. Met with a cruel world, it was rejected by all. As a street dog it had to fend for itself and its own food. Weaker than the other members of the pack it was often starving, much like the rest of the town he was in. One day an angel took pity of the pup and took it under its wing. Since that day it is weak no more. Instead Hailfire is the fiercest defender of its master.

## BEHAVIOR

Hailfire is summoned unto the world without the presence of its master Azrael. This plunges the creature into madness, as it loses its sense of purpose without a master. It will go on a rampage that cannot be stopped by any means. If Hailfire survives until the summoning of Azrael, it will fight alongside it, losing its lair actions in the process. If Hailfire roams alone, he will seek to cause as much chaos as possible, hoping that it will cause its master to return.

**GM Note:** Normally Azrael is only summoned once the 9 other plagues have been defeated, and will use its passover ability. If you want to spice up that already incredibly tough boss fight you can add Hailfire to the fight, but I wouldn't recommend it; unless your players have fantastic builds, or you seriously hate them.

## IN BATTLE

In battle Hailfire functions very much like a raid boss. It will use its Hail and Fire ability, and at the end of its turn, it's Summon Elemental ability will trigger. If the party doesn't kill the elemental in time, Hailfire will move in the space of the elemental, taking fire damage and recharging it's Hail and Fire ability. Beyond that Hailfire is a fairly tanky foe that can shrug off many blows, it will use that fact to get in the face of casters who are at a disadvantage against it, using its pounce legendary action to skip around the battlefield as needed.

*Art by Jason Moser*