

Katalox, The Corrupted

Originally the loyal guardian of the Wyrnwood, Katalox fell prey to dark influences. The magic not only twisted her body, mind and soul, but turned Katalox herself into an agent of the corrupting energy, making her a dire threat to the woodlands she was sworn to protect. The First Ranger cast Katalox out of the heart of the Wyrnwood, protecting the Workshop and community from the powerful friend-turned-foe. Her heart now is twisted by hatred as well as magic, and as she bides her time and tends to her brood, she seeks vengeance upon the Council of Nine and, most of all, the First Ranger... at any cost.

Fallen from Favor. More than a guardian, Katalox was an inspiring sight to those of the Wyrnwood workshop. Scales of a deep, rich violet were not only beautiful but thick and durable, and highly sought after for use in armor plating. After molting, Katalox always gave scales freely as gifts.

The Curse Spreads. The Council of Nine were grieved to banish Katalox, but relieved that at least they were rid of the curse. They would come to learn how wrong they were. The curse did not end with Katalox herself, but spread to other areas of the region, and even the goods made from her cast-off scales began to warp and twist. The artisans attempt to collect these pieces, issuing newly minted works with powerful wards against the curse, ensuring the Promise of the Wyrnwood continues to hold fast.

Rotten Fruit. The fall of Katalox was tragic, but what followed was worse. Some, from fear or wickedness, sought

to serve the corruption, and rally behind the corrupted dragon, forming a cult with the destruction of the Wyrnwood as its goal. scholars, monks and village wise men seduced by the lure of the curse all seek to usurp the magic of the wood. Meanwhile, the craftspeople work tirelessly to prevent the fall of the Wyrnwood, and continue to provide the pieces for which the region has become known.

Katalox's Traits

Ideal: "I will destroy all Wyrnwood has built, no matter the cost."

Bond: "I was there at the beginning and I shall be there for the end."

Flaw: "They call this corruption? Fools. This is perfection."

Katalox's Lair

The exact location of the lair is unknown, and some believe it shifts magically over time. The telltale signs that it's near are gnarled, twisted trees, and an oppressive, malevolent air. It may grow unnaturally dark as paths overgrown with entwined branches begin to resemble cave tunnels. The ground emanates an acrid odor, with a slightly sweet tinge of decay. An ominous, echoing 'click' can be heard - the beating of her wings.



KATALOX, THE CORRUPTED

Gargantuan dragon, chaotic evil

Armor Class 22 Natural Armor
Hit Points 367 (21d20 + 147)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	19 (+4)	15 (+2)

Saving Throws DEX +9, CON +14, WIS +11, CHA +9
Skills Perception +11, Stealth +16
Damage Resistance Necrotic
Damage Immunities Bludgeoning, Piercing, and Slashing damage from nonmagical weapons
Senses Blindsight 60 ft., Truesight 15 ft, Passive Perception 21
Languages Common, Draconic, Primordial
Challenge 25 (75,000 XP)

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

Living Shadow While in dim light or darkness, Katalox has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth While in dim light or darkness, Katalox can take the Hide action as a bonus action.

Sunlight Sensitivity While in sunlight, Katalox has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Clicking Wings While flying, Katalox has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. Katalox makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) necrotic damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Click Click Doom Katalox beats its wings focusing its warped energy into thunderous clicks. All creatures within 30 feet must make a DC 15 Constitution save taking 6d10 force damage or half as much on a successful save.

Cursed Breath (Recharge 5-6) Katalox exhales shadow in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid that is proficient with at least one artisan's tool that is reduced to 0 hit points by this damage dies, and a Hoarding Horror rises from its corpse and acts immediately after the dragon in the initiative count.

Legendary Actions

Katalox 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. Katalox regains spent legendary actions at the start of its turn.

Bite Attack. Katalox makes a bite attack.

Tail Attack. Katalox makes a Tail attack.

Click Click Doom (2 Actions). Katalox uses her Click Click Doom.

Lair Actions

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

- The gnarled floor of root in a 30 ft cube shift and twist making this area difficult terrain. Any creature in the area when this takes effect must make a DC 12 strength save or be restrained.
- Explosive Twist: The gnarled trees that make up the walls and ceilings explode from the pressure of the warping and twisting sending splinters hurtling towards an area with a 30 ft radius. All creatures in this area make a DC 17 Dexterity save taking 6d6 piercing damage on a failed save and half as much on a successful one.
- Creatures with 60 ft. of Katalox until have a vulnerability to necrotic damage until initiative count 20 on the next round

Regional Effects

The region surrounding Katalox's lair is warped by the dragon's curse, which creates one or more of the following effects.

- All wooden furniture within six miles warps slightly. This cause chairs and tables to wobble. Every morning 1d6 items have fallen off of tables and shelves if physically attached.
- Any wooden object with hinges becomes hard to open and close. Doors and chests require a DC 12 strength check to open and close. Reinforced doors require a DC 15 strength check to open and close.

•All checks to use artisan tools to craft anything from wood are made at disadvantage. Those with the Blessing of the First Ranger are immune to this effect.

Should Katalox be defeated or forced to create a new lair elsewhere, these effects fade in 1d4 weeks.



The mark borne by followers of the Cult of Katalox.