Elites

Elites monsters are creature imbued with some other worldly power to exceed their brethren. To make an elite monster, take a normal monster stat block and give it the benefits listed for one of the elite types listed below:

Chosen of Nurgle

* Skin turns rotten and dry, pests hover about them, and a pair of antlers sprout from their head.
* Immunity to disease and *exhaustion*.
* Increase their hit point maximum by a number equal to double their hit dice total.
* They and all friendly creatures within 20 feet regain 1d4 hit points at the start of their respective turns.
* On death, all creatures within 10 feet make a CON roll vs contracting a disease, or raise their *exhaustion* by 1 if already sick.
  + Increase the radius by 10 feet for each size the creature is above Medium.

Chosen of Khorne

* Skin turns reddish-orange, flames wreathe their body, and they sport horns.
* Immunity to fire damage.
* Increase their hit point maximum by a number equal to double their hit dice total.
* Attacks deal an additional 2d6 fire damage on a hit.
* On death, each creature in a 10-foot-radius sphere centered on the chosen must succeed a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
  + Increase the radius by 10 feet for each size the creature is above Medium.

Chosen of Slaanesh

* Skins turns a purplish pink while horns, spikes, and unexpected appendages sprout in random places on the body.
* Immunity to psychic damage.
* Increase their hit point maximum by a number equal to double their hit dice total.
* On a hit, their attacks deal an additional 1d4 psychic damage and inflict disadvantage on the target’s next attack roll.
* On death, each creature in a 10-foot-radius sphere centered on the chosen must succeed a Wisdom saving throw or suffer the effects of a *confusion* spell.
  + Increase the radius by 10 feet for each size the creature is above Medium.

Chosen of Tzeentch (Overloading)

* Skin turns a purplish blue with two short horns on the head. Crackling arcs of electricity occasionally play across their form.
* Immunity to lightning damage.
* Gain a number of temporary hit points equal to their hit dice. They regain 1 hit die’s worth of lost temporary hit points at the start of each of their turns.
* Know the cantrips *fire bolt*, *frostbite*, and *lightning lure*.
  + Alternatively, three different cantrips may be known.
  + Their CR determines what level of Grimscribe they are for the purpose of determining damage.
* On death, they create an *antimagic field* with a 10-foot radius centered on them. It lasts until the end of their next turn.
  + Increase the radius by 10 feet for each size the creature is above Medium.

Chosen of The Undivided (Malachite)

* Colored blackish-green like Malachite crystals and have slender spikes on their heads. Blackish green particles are also present in a large area around them.
* Immunity to nonmagical damage.
* Increase their hit point maximum by a number equal to triple their hit dice total.
* On a hit, attacks prevent the target from healing until the end of its next turn.
* On death, they split into a chosen of Khorne, Nurgle, Slaanesh, and Tzeentch each. These new chosen appear in the nearest unoccupied spaces.

Chosen of Era (Perfected)

* Skin turns a ghostly grey and blue, with a white halo hovering in front of their face.
* Immunity to all conditions.
* Their maximum hit points are doubled.
* On death, any creatures that damaged it within the last hour gain 1 level of corruption.