

King of Greed

Medium Humanoid, Neutral Good

AC: 22 (Natural Armor)

HP: 290 (20d12+160)

Speed: 30 feet

STR
27 (+8)

DEX
23 (+6)

CON
26 (+8)

INT
19 (+4)

WIS
16 (+3)

CHA
22 (+6)

Saving Throws: Strength +14, Dexterity +12, Constitution +14

Skills: Acrobatics +12, Athletics +14, Intimidation +12, Perception +9

Condition Immunities: Charmed, Frightened

Senses: Passive Perception 19

Languages: Common, Celestial, and one other language

CR: 17

PB: +6`

Abilities

Gold Rush: The King of Greed can teleport up to 20 feet after every attack she makes if she wishes.

The Road to Happiness: If a creature were to hit the King of Greed they become the primary target. If a second creature were to hit the King of Greed then they become the primary target and the previous primary target becomes the secondary target. If a third creature were to hit the King of Greed then they become the new primary target, the previous primary target becomes the new secondary target and the previous secondary target becomes the tertiary target. If there is a tertiary target they lose that target.

When the King of Greed hits the primary target she regains 10 HP and that creature loses that target. If there is a secondary target they become the new primary target and if there is a tertiary target they become the secondary target.

Pure Greed: If the King of Greed regains 100 HP from the effects of *The Road to Happiness* then she transforms into her Gluttonus form.

Actions

Multiattack. The King of Greed can make three Gilded Gauntlets attack a turn.

Gilded Gauntlets. *Melee Weapon Attack:* +14, 5 foot range, one target. Hit: 27 (3d12+8) bludgeoning damage.

Reactions

Road of Gold: After The King of Greed is attacked, the creature who attacked her makes a DC 24 Constitution saving throw or be teleported up to 30 feet away into an unoccupied space.

Legendary Action

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

Gilded Gauntlets (1 Action). The King of Greed can make one Gilded Gauntlets attack against a creature within range.

Road of Gold (2 Actions). The King of Greed targets one creature, they make a DC 24 Constitution saving throw or be teleported up to 30 feet away into an unoccupied space.

Gluttony (1 Action). The King of Greed heals 20 HP (This HP does not count towards the HP needed in

King of Greed (Gluttonus)

Large monstrosity, Neutral Good

AC: 22 (Natural Armor)

HP: 290 (20d12+160)

Speed: 15 feet

STR 27 (+8)	DEX 23 (+6)	CON 26 (+8)
INT 19 (+4)	WIS 16 (+3)	CHA 22 (+6)

Saving Throws: Strength +14, Dexterity +12, Constitution +14

Skills: Acrobatics +12, Athletics +14, Intimidation +12, Perception +9

Condition Immunities: Charmed, Frightened

Senses: Passive Perception 19

Languages: Common, Celestial, and one other language

CR: 17

PB: +6`

Abilities

Gold Rush: At the beginning of her turn the King of Greed teleports up to 50 feet to an unoccupied area.

The Road to Gluttony: When a creature hits the King of Greed (Gluttonus) they become her primary target. Whenever the King of Greed hits her primary target she regains 15 HP. Her primary target only changes when another creature hits her.

Actions

Multiattack. The King of Greed can make three Gilded Gauntlets attack a turn.

Gilded Gauntlets. *Melee Weapon Attack:* +14, 5 foot range, one target. Hit: 27 (3d12+8) bludgeoning damage.

Reactions

Road of Gold: After The King of Greed is attacked, the creature who attacked her makes a DC 24 Constitution saving throw or be teleported up to 30 feet away into an unoccupied space.

Legendary Action

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

Gilded Gauntlets (1 Action). The King of Greed can make one Gilded Gauntlets attack against a creature within range.

Road of Gold (2 Actions). The King of Greed targets one creature, they make a DC 24 Constitution saving throw or be teleported up to 30 feet away into an unoccupied space.

Gluttony (1 Action). The King of Greed heals 30 HP (This HP does not count towards the HP needed in

Story

After the battle against the Jester from the void each of the magical girls started to lose their place and what they stood for. As for the prideful Magical Girl of Happiness, she basked in the praise and adoration from defeating the jester. Soaking all the glory for herself, but as the praise left with the next storyline and character she wanted that glory back, she needed all that praise. As her endless greed for the fame she once had grew so did the destructive power she used to try and gain it back. In a small glimpse into her past self through one of her crystals she saw the

monster she's become. With this split second of self horror and resolve to fix the problems she's caused, she sealed herself away in a crystal to prevent herself from ever, to be forgotten in history.