

VILLAIN SPOTLIGHT

Granny Buccus



The village of Cridhe Briste has had its heart ensnared and impassioned by an exiled succubus yet she wears not the usual seductive form—this fiend has taken on the appearance of a kindly old woman.

As rumors abound of missing merchants and monsters in the mist, can the truth about Granny Buccus and her hinterland village be discovered before she completes her final ritual?



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BACKGROUND

After centuries of growing her power in the Abyss an ancient succubus was near fatally wounded by a group of adventurers, escaping only barely and with her planar connection severed by magical weaponry-inflicted injuries. Stuck and wounded in the mortal realm she began to age (an understandably difficult process for succubi) and as her looks fade and her bones start to ache, her ability to tempt the righteous with carnal desires diminishes. The usual solution is to drain vital energies from a beautiful, youthful victim but Granny Buccus's situation won't allow for it—in times like these one must adapt and the fiend has done just that. With the last remnants of her power she insinuated herself into the memories of the hinterland village of Cridhe Briste where as the years passed she learned to feed on their love; the gratitude they offered for her baking, the kind words they said as she gave age-old wisdom, and the respect they paid her every day. In time it made Granny Buccus strong again and her powers have returned yet she's grown fond of the settlement and her admirers with no good reason to abandon her new home.

For generations she has charmed the people of the village—they never question her, never defy her, and never forget to pay their respects—and should anyone threaten poor old Granny Buccus, they never find the body. Unlike most succubi she has chosen to keep her old appearance and unbeknownst to her, she's started to be affected by the energy on which she's been feeding: her attachment to the village is stronger than she thinks and her grand scheme is merely a way to not leave them behind. Though she

has Cridhe Briste completely under her spell and her plan is nearly complete, she has started getting restless. Granny Buccus needs to regain her connection to the Abyss but while she's separated there may still be hope for her and the villagers she has made her own...

APPEARANCE

Granny Buccus physically resembles an eighty-year-old woman with curled white hair and onyx black eyes. She dresses modestly in even the hottest weather, adorned in a cardigan and skirt with thick tights and a shawl. Those that meet her often remark that she, “looks good for her age,” and that they, “can really tell she were a beauty in her day”. She takes these comments with a smile, absorbing a little more power than necessary from them.

PERSONALITY

An ancient lust demon with a taste for power and a head for the long game doesn't immediately spring to mind when looking at Granny Buccus but appearances can be deceiving—doubly so when even she isn't fully aware of her own personality. By feeding on the love and respect as well as the carnal energy of the villagers in Cridhe Briste, she has affected herself. Her plan to bring the village to Abyss with her is not entirely born of evil intent; in truth she would feel incomplete without her neighbors and friends, and through a twisted moral compass she believes they'll be happier with her no matter where that might be.

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ACTIVITIES

They say every village has its secret and Granny Buccus has done her fair share to ensure Cridhe Briste is no different. Adultery, fetishism, jealousy, and lust boil under the surface, kept fueled by little words of advice from a harmless old lady—she discovered early on that *carpe diem* and you only live once can corrupt far more than her Abyssal script. To ensure that common sense or inhibitions can't get

in the way of true love she bakes cakes and pies that are imbued with both demonic magic and alchemical concoctions. Love potions are her speciality and many a merchant has found themselves staying in the settlement far longer than they had intended. Anyone looking for Granny Buccus is encouraged to check at the Buccus Bakery or out in the woods where she collects the “finest truffles” (a simple cover story for her to gather components for her spells and for her final plan.)

MOTIVATIONS

Granny Buccus treats the village and its inhabitants like an extended family but the truth is she has terrible plans for the settlement. In the same way that an alchemist may keep rats for experiments she pushes and prods Cridhe Briste along the path she wants, prompting them to change laws and cultural practices without even realizing her involvement. Her generation spanning experiment is finally nearing its final result: true decadence. Once she sufficiently corrupts the village and regains the totality of her powers Granny Buccus plans to transport the entire village to the Abyss where they can worship her openly.

It has been a quiet few centuries since Granny Buccus settled down in Cridhe Briste, and while she has nearly everything in place, she needs one last element to regain her former connection to the Abyss: blood. Not just any blood, however—she needs the blood of an adventurer, someone with fire in their veins, wanderlust in their heart, and the same spirit as those who severed her from her fiendish home so long ago. Granny Buccus would prefer to choose a paladin or cleric as her victim, but other adventurers may fit the bill provided they have enough zeal.

Cridhe Briste hasn't seen such an adventurer in more than two generations and Granny Buccus is getting frustrated. To lure one in she has started getting reckless with her power: more merchants are disappearing, more monsters are being spotted in the woods, and more rumors about the village are spreading further than ever before.

LAIR

Nothing says “sweet old lady” like homemade cakes and pies, so after her arrival Granny Buccus set up shop in the village bakery (after disposing of the existing baker). Over the years she has developed a fine selection of demonically and alchemically improved baked goods. She doesn't permit anyone into her kitchen for fear of “learning her secret recipes,” and she keeps her “recipe book” in a safe in her bedroom. Anyone proficient with Arcana or Religion instantly recognizes the foul tome's true purpose as a spell book. Granny Buccus keeps her potions in the kitchen, though they are stored in old whiskey and wine bottles with innocuous names like Heartfire Whiskey (*charm person*) and Cloudy Jack Scrumpy (*modify memory*).

USING GRANNY BUCCUS IN YOUR CAMPAIGN

Granny Buccus is a succubus who still hasn't gotten all of her former power back. Her connection to the village makes her ideal for a single story-arc or location quests.

News of the missing merchants can be littered around nearby towns under the guise of a bandit quest with the intrigue being revealed slowly as the adventurers spend time in Cridhe Briste.

Depending on the size of the party, Granny Buccus attempts to separate and weaken the adventurers. She rarely interacts directly, preferring to have PCs follow red herrings into the woods where dominated wild animals or monsters can dispose of the unneeded members of the group. If this fails and the adventurers start to uncover the truth, Granny has a beauty from the village seduce two of them and, using a love potion cake, turns them against each other to break the party apart.

Granny's position makes her difficult to challenge directly without risking innocent lives; her true intentions are veiled behind misdirection, false history, and mind control. If the adventurers directly oppose Granny or seem to have worked out what she is, the charmed villagers become hostile towards the party. They attempt to kidnap the most religious PC

while fighting the others, at which point Granny uses *dominate person* and *vampiric touch* to regain the power needed to transport the village to the Abyss.

Granny Buccus

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 57 (10d8+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)	18 (+4)

Skills Deception +10, Insight +10, Perception +10, Persuasion +10, Stealth +8

Damage Resistance cold, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison, psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 20

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Feedback. Whenever Granny takes nonmagical damage, she can choose one charmed creature she can see to take the damage instead. The target can resist this effect with a successful DC 18 Wisdom saving throw.

Hero's Heart. When Granny casts *vampiric touch* on a charmed creature with class levels and good alignment and successfully hits with her melee spell attack, she can use her bonus action to grapple the target (escape DC 14) at which point she holds on until the target is drained to 0 hit points. At the start of Granny's turn, a creature grappled in this way takes damage from the vampiric touch. If Granny kills a creature while using this trait, she regains her connection to the Abyss and immediately begins casting a spell that takes three turns of actions, bonus actions, and reactions. She has advantage on Constitution checks made to continue concentrating on the spell. When the spell is cast she, the village of Cridhe Briste, and its inhabitants are all teleported to the Abyss.

Infernal Fortitude. Granny is able to concentrate on more than one spell at a time so long as at least one of these spells is an enchantment spell. When Granny loses concentration on either spell, she loses concentration on both spells.

Innate Spellcasting. Granny's innate spellcasting ability is Wisdom (spell save DC 15). She can innately cast the following spells, requiring no material components.

At will: *bestow curse*, *scorching ray*

3/day: *command*

2/day: *compulsion*, *suggestion*

1/day: *dominate person*

Meatshield (1/turn). When Granny is threatened, every villager alerted to her plight uses their turns to Dash between her and the threat. Granny can use her movement to get behind a villager, prompting an attack of opportunity against the villager instead of her (use the statistics for a **commoner**). Villagers continue to protect Granny unless the charm effect can be broken with a *dispel magic* and a successful DC 18 spellcasting ability check.

Spellcasting. Granny Buccus is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15). Granny has the following spells prepared:

Cantrips (at will): *fire bolt*, *prestidigitation*, *vicious mockery*

1st level (9 slots): *bane*, *comprehend languages*, *hellish rebuke*, *hideous laughter*, *minor illusion*, *prestidigitation*, *shocking grasp*, *sleep*

2nd level (4 slots): *detect thoughts*, *enhance ability*, *heat metal*, *silence*

3rd level (3 slots): *counterspell*, *dispel magic*, *vampiric touch*

4th level (3 slots): *dominate beast*, *phantasmal killer*, *wall of fire*

5th level (2 slots): *awaken*, *mislead*

Telepathic Bond. Granny can communicate telepathically with any creature she has charmed so long as they are on the same plane of existence.

ACTIONS

Sharp Nails. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (4d4-2) slashing damage plus 6 (1d12) fire damage.

Draining Kiss. Granny kisses a creature charmed by her or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 31 (5d10+4) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target



finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Practiced Charm (Recharge 5–6). Granny targets one humanoid she can see within 30 feet of her. If the target can see her, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by Granny for 1 day. The charmed target obeys Granny’s verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Granny’s Practiced Charm for the next hour.

LEGENDARY ACTIONS

Granny 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 unless noted otherwise. Granny regains spent legendary actions at the start of her turn.

- **Meatshield (Costs 1 action).** Granny uses Meatshield.
- **Fire Bolt (Costs 2 Actions).** Granny casts *fire bolt* at the most threatening enemy.
- **Dispel (Costs 3 Actions).** Granny uses *counterspell* to try and stop an incoming spell. 🧙