

5E



MONSTERS
OF THE
ARMAGEDDON





MONSTERS OF THE ARMAGEDDON

*Monsters of the Armageddon is the first bestiary inspired by Saint John's Book of Revelation,
based on the 5th edition of the world's greatest roleplaying game.*



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*Monsters of the Armageddon is a bestiary compatible with all 5th setting manuals,
created and produced by Acheron Games.*

SAMUEL MAROLLA
Executive Producer

RICCARDO SIRIGNANO
Creative Director

MASA
Editor-in-chief

**RICCARDO SIRIGNANO, SIMONE
FORMICOLA, MARCO B. BUCCI**
Texts

**DANIELA GIUBELLINI,
ALESSANDRO MANZELLA,
PETER MOHRBACHER, ANTONIO
DE LUCA, TOMO DANIEL CARRAI,
GIOVANNI CALORE, CHAIM GARCIA,
NINO VECIA, ANDREA FRANCIOLI,
ELENA CONTE, OGNJEN SPORIN, GRIM
MOON STUDIO AND GUSTAVE DORÉ**
Art

SAN GIOVANNI EVANGELISTA
Additional Texts

DANIELA GIUBELLINI
Lead Artist

MARCO BERTINI
Game Design and Ruleset Development

**ALEX VALENTE, IAN FOSS HATHAWAY
AND FIORENZO DELLE RUPİ**
English Version

**JOHN MARRON, SEBASTIANO
DE ANGELIS, CAMILLA PELIZZOLI
AND BEATRICE RICCABONE**
Proofreading and Editing

FABIO PORFIDIA
Maps, Sheets and Additional Art

MAURO LONGO AND MASA
Creative Direction and Lead Game Design

CAROLINA FIANDRI
Graphics and Layout

IN TAVERNA DA KURT, NICOLA RICOTTONE, PIERFRANCESCO LUCCHETTI, TURBODADO DAVIDE TURBATI, THE AGENCY,
KRAKEN APS, PHANTASYA PROJECT, FEDERICO COLOMBINI, ESEMPI DI RUOLO, NICOLA FERRANTELLI, SIMONE ODDO,
ANTONIO ARMENANTE, STEFANO DONGIOVANNI, ILARIA ALOISE, GIOVANNI SCARDINO, GIACOMO SBARAGLI, EDOARDO
RIVA, LUCA GENTILE, KAELTHOUS, ANDREA GIORLANDO, ANTONIO DI GREGORIO, EDGARDO CASTELLINI, ANGELO RICU-
PATI, SYLVIE RUSSO, FRANCESCO CARLO CASTELLINI, LEONARDO NICOTRA, MATTEO PIRACCINI
Playtest and other contributions



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INTRODUCTION

This bestiary supplements the volume *Apocalisse – John's Guide to the Armageddon* and describes all the entities which may be encountered on the Plain of Armageddon during the Last Days.

Monsters of the Armageddon provides an overview of beasts and creatures preparing themselves for combat in the Final Battle. Instead of proceeding in alphabetical order, we have divided the various factions into groups, also detailing in a handful of pages the hierarchies and chains of command within each faction. The factions are as follows: the Lord's Hosts, the Adversary's Horde, the Scores of Conquest, the Legions of War, the Ranks of Famine, the Armies of Death, and, lastly, the Other Threats on the Plain.

Besides the index divided by factions, we have also included a version in alphabetical order for ease of consultation.

Though *Monsters of Armageddon* is designed to be paired with *Apocalisse – John's Guide to the Arma-*

geddon, this manual may be used in any campaign or setting existing for the fifth edition of the world's most popular tabletop role-playing game, applying the new rules listed below.

NEW OPTIONS FOR MONSTERS OF THE APOCALISSE

The monsters in this bestiary have new options that make them better suited to the apocalyptic context of the End Times. The main variations and additions to normal monsters you may encounter are listed in the following pages.

TITANIC MONSTERS

In *Apocalisse*, we introduce a new monster size for creatures surpassing the bulk of a Gargantuan beast: the Titanic size.

Titanic monsters are enormous creatures, destroyers of worlds and perfect weapons of total annihilation. They are, fortunately, quite rare, though they will all be present during the Final Battle. Their mass makes them visible from miles away, and there is no place to hide or find shelter when they are near.



Titanic size. In terms of space, during combat a Titanic size creature effectively controls an area of 36 x 36 feet.

Hit Dice. Titanic size monsters use d100 as their Hit Dice, and the average hit points per Hit Die are 50½.

Additional special traits. All Titanic size creatures have additional traits – described in each stat block – that define them more specifically in terms of bulk and strength. Particularly:

- ✦ Titanic size creatures have resistance against non-magical bludgeoning, piercing, and slashing damage, thanks to their massive bulk and thick skin.
- ✦ Titanic size creatures are so large that nothing can stop them. Therefore, they have resistance against difficult terrain and may move freely in any environment or terrain as though it were not difficult.
- ✦ Titanic size creatures deal implacable blows that no building can resist for long. The damage they deal against objects or structures is doubled.
- ✦ Titanic size creatures' mass also affects any physical check they make. They have advantage on Strength and Constitution checks and Strength and Constitution saving throws.

MONSTER TAGS

Apocalisse introduces new monster tags that appear in parenthesis after the monster's type. These tags provide creatures with additional categorization. Some tags are associated with special rules defined each time in dedicated boxes, as exemplified by Beasts (Plagued). If not explicitly indicated, then no specific rules are associated with a tag. Here are the most important new tags:

ABYSSAL

These beings have re-emerged from the Abyss as part of the Adversary's Horde. They have but one purpose: spreading chaos and using the Apocalypse to bring Satan's plans to completion. Among these ranks are angels fallen during Lucifer's rebellion and monstrous creatures that crawled out of Hell itself.

THRONIAN

These beings descend from Heaven and are part of the Lord's Host. Their sole goal is imposing the Lord's will over an Earth devastated by the Last Days. Their ranks include androgynous angels who shine with every physical virtue and harmonious beauty, as well

as creatures the anatomy of which only divine intellect may explain.

ABYSSAL (BEAST)

Abyssal beasts are bizarre hybrid creatures whose aspect recalls the animal they are based on but with altered anatomy and different body parts. All abyssal beasts can move over land and in water, and can breathe in both environments. In addition, their flesh is putrid, acidic, and nauseating; it remains inedible even when cooked sublimely.

ANGELIC (BEAST)

Angelic beasts are the most authentic reflection of the Lord's creatures. They are larger and more majestic than their earthly counterparts and have enhanced physical and behavioral traits. They have no need to feed, do not age, and can emit a warm light at will.

INSATIABLE (BEAST)

These unhealthy-looking creatures hail from the domain of Famine; each appears close to death from disease and malnutrition. Even so, a supernatural force animates insatiable beasts, keeping them alive. However, nothing shall ever cure these beasts from their afflictions: no matter how much they feed, they remain famished and wretched.

MARTIAL (BEAST)

Since War has claimed his domain, his troops have collected the most brutal among beasts, those easiest to train for combat. Currently, the Horseman counts animals such as horses, elephants, wolves, hawks, and great cats among his legions. All of them ready to spill blood in his name.

PLAGUED (BEAST)

Plagued beasts are what is left of those animals infected by the apocalyptic disease. Their bodies, like those of the Druids of the Circle of Plague, were cruelly and grotesquely transformed. Plagued beasts

recognize their own and sometimes band together, forming dangerous hunting packs or devouring swarms.

SKELETAL (BEAST)

Death's power extends over all the lands he controls, with the collateral effect of reanimating the carcasses of many animals that died during the Day of Cataclysm. These creatures preserve memories of their behaviors in life and behave accordingly even though they are animated corpses and, for all intents and purposes, feral.

VANDAL (BEAST)

Common beasts who stray into Conquest's forests, steppes, and wildernesses suffer a horrendous metamorphosis. They become creatures altered in mind and body, errant beings, twisted and atrocious. They attack to defend their territory even when those who trespass are of no threat. They strike and rend so that none may stray into the lands of their Horseman.



ALIGNMENT

Apocalisse—John's Guide to the Armageddon does not use alignments, as explained in the chapter Creating a Character in *Apocalisse*. However, this bestiary will still indicate alignments for each creature or monster, so you may use them in other settings without issue.

LANGUAGES

The main languages in *Apocalisse* are:
The Babel Tongue, a language spoken by all and understood by every faction. If you wish to use these monsters of creatures in another setting, you may substitute the Babel Tongue with Common.

The Primal Tongue, used for communications between angels and demons and for some spells of the School of Solomon. In other settings, you can substitute it with Draconic.

The other languages used are Celestial, by the Lord's Hosts; Abyssal, by the Adversary's Horde; Infernal, spoken by the creatures who escaped from Hell; Enochian; and, lastly, the Language of the Old World

comprises the idioms used before the opening of the First Seal. You may replace this final language with any lost and archaic tongue in other settings.

APOTHEOSIS

Apocalisse introduces a new trait called Apotheosis, which defines the most dangerous monsters and creatures of the Last Days. This trait lets its beneficiary call upon the power of the Lord or Adversary, thus transforming into an even more lethal and dangerous shape.

When in dire straits and when they reach a specific number of hit points – detailed in each stat block – these monsters can use the trait to unlock additional powers and their final form.

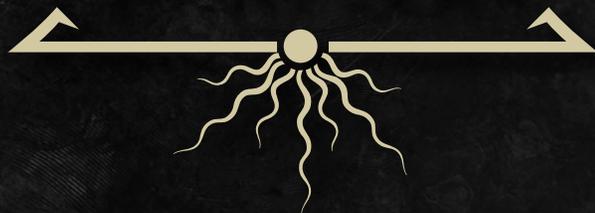
Notably, after triggering this unique trait, the creatures can use special legendary actions called apocalyptic actions, which are much more powerful than normal ones.





THE LORD'S HOSTS

CHAPTER I



METATRON

His palace is encircled by angels of all orders, singing of glory, love, and devotion. The imposing holy structure barely screens the light pulsating from His rooms. Therein lies the Lord's Word, His Voice, the only celestial entity allowed to sit upon a throne. From its height, Metatron's massive figure dwarfs all others. Six flame-colored wings stretch along the hall's immense vault, barely contained. His countenance is as indescribably beautiful as the aura he emanates is imposing and severe. Skin the color of bronze purified by flame. Gaze of burning diamonds. One menacing sword rests upon his lap while a second blade emerges from his mouth like a flame of pure light. The exquisite features are framed by a crown of celestial gold, above which the top of the head is ablaze. His lips do not move, though His Voice is everywhere, thrumming throughout Creation itself.

He who sits upon the throne. Metatron is a celestial being of incomparable power and authority, the highest ranking among the heavenly hierarchies. He is the Heavenly Scribe who exists to administer with wisdom the ranks gathering before the Final Battle. His thoughts order past events, attribute meaning to those of the present, and coldly investigate the many futures that may come to pass.

Metatron's throne is surrounded by the Four and Twenty Ancients, whom many call the Elders: mysterious celestial entities who sing hymns of glory charged with power. The Elders appear human in every aspect, though they have received a blessing that elevates them to quasi-uneearthly status.



All those summoned before Metatron cannot lie or hide their intentions. Only the most worthy shall hear his Voice before departing on a sacred quest.

Witness of Creation. Though most angels are of ancient origins, only a few bore witness to the foundational events of Creation. Metatron was there while trees of every sort flowered in the Garden of Eden. He observed the creation of Adam and Eve, the first human beings, and was by their side when they were ushered into the heart of the Garden. The couple was tasked with guarding the Garden, taking delight in its bounty, with but one prohibition placed upon them: not to eat the fruits of the tree of the knowledge of good and evil. Metatron's eyes watched Adam and Eve as they tasted the forbidden fruit, shattering the ancient interdiction. The angel caressed the trees of Eden while, as they shriveled, they became mute witnesses to a fallen humanity. He saw Cain striking down Abel, fought in the first celestial conflict against Lucifer, and witnessed the Universal Deluge. He was present when the Lord chose to forgive and when He struck without mercy. In Metatron rests the memory of an ancient world and, from time to time, he shares this ancestral and antediluvian knowledge.

Word of the Lord. Metatron's magic takes shape mainly through the sound of his voice. Many believe this angelic entity to be a link between the Lord and all other creatures. Not as an intermediary but as a divine instrument that the Heavenly Father uses to spread His words throughout Creation. For many outside the Thone, the difference between the Lord and Metatron is purely philosophical.

Apotheosis. When Metatron invokes his Apotheosis, he assumes an even more majestic and terrifying divine form. His human semblance is transfigured into the shape of a gargantuan living, golden statue. Body and armor merge, as do the wings, bursting with flames. The palms of his hands, neck, and chest develop mouths that whisper incessant prayers, ready to shriek and deafen his foes. Metatron's every move leaves an iridescent trail in the air, blinding everyone who looks on. His power can channel this light into a divine bolt of untold might.



METATRON'S LAIR

Metatron leads the Lord's Host and shares His voice from the height of his throne, which towers above all from the temple on the peak of the Holy Mount Eden. Built with the first stones created on earth, every column supporting the monumental vaults is covered by lush creepers and sweet-smelling flowers. The temple is always lit by the light of Heaven during the day, and even more so at night thanks to divine braziers that crackle with inextinguishable flames: a beacon in the dark nights of the Last Days. The temple's acoustics are such that each word Metatron pronounces echoes and is amplified throughout, as is the Elders' sacred chant, which reverberates without pause. Though the sounds would cover all other noise, no one would dare to enter the temple uninvited. Besides the continuous light from the braziers, frequent patrols of cherubim defy all forms of infiltration.

LAIR ACTIONS

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

Vegetation of Eden. Metatron summons vines and bushes that spring from the ground in a 30-foot radius centered on a point of his choice within 120 feet. The area becomes difficult terrain and is lightly obscured. Any creature in the area must succeed on a DC 23 Strength saving throw, or becomes restrained by the vines. A creature can use its action to make a DC 23 Strength check, freeing itself or another entangled creature within reach on a success. Vines and bushes wither when Metatron uses this lair action again or when he dies.

Recall Cherubim. Metatron calls 1d4 **cherubim** to himself, who act as his allies and obey his mental commands. The cherubim remain until Metatron dies, or until Metatron takes a bonus action to dismiss them.

Prayer of the Elders. A divine blessing is called down upon Metatron, who gains 50 temporary hit points until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing Metatron's lair has been warped by his influence, which creates one or more of the following effects:

Divine Light. The area within 6 miles from Metatron's lair is constantly illuminated with a divine light. Any Charisma (Deception) check and any Dexterity (Sleight of Hand) check made in this area has disadvantage, and any Intelligence (Religion) check, Wisdom (Medicine) check, and Wisdom (Perception) check has advantage.

Eden on Earth. The area within 1 mile of Metatron's lair is filled with lush trees, plants, grass, flowers, and shrubs covered with *Manna* and crisscrossed by streams of milk and honey. In addition, the area is filled with celestial beasts.

Penitents. The area within 1 mile of the lair is occupied by a city inhabited by many penitents. These blessed souls act as Metatron's eyes and ears.

If Metatron dies, these effects fade over the course of 1d10 days.





METATRON

Gargantuan Celestial (Thronian), lawful good

Armor Class 25 (natural armor)

Hit Points 525 (30d20 + 210)

Speed 45 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	25 (+7)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Str +17, Dex +14, Con +17, Int +19, Wis +19, Cha +19

Skills Arcana +19, History +19, Intimidation +19, Investigation +19, Nature +19, Perception +19, Persuasion +19, Religion +19

Damage Resistances acid, cold, lightning, necrotic, poison

Damage Immunities fire, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, stunned, unconscious

Senses passive Perception 29, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Proficiency Bonus: +9

Apotheosis (1/Day). If Metatron drops to 250 hit points or less, he regains 250 hit points, recharges half his spent Legendary Resistances (rounded down), and can use the options featured in the Apocalyptic Actions section for 1 hour.

Legendary Resistance (5/Day). If Metatron fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Metatron can't be affected or detected by spells of 5th level or lower unless he wishes to be. In addition, Metatron has advantage on saving throws against all other spells and magical effects.

Inaccessible. Metatron is immune to any effect that may detect his emotions or read his thoughts. Any Wisdom (Insight) checks made to discern Metatron's intentions or sincerity have disadvantage.

Aura of Metatron. Metatron projects a divine aura of inspiration around him. Each ally within 120 feet of Metatron can't be charmed or frightened, has advantage on saving throws against spells and other magical effects, and regains 9 (2d8) hit points each time it starts its turn in that area.

Metatron's Illumination. Metatron can shine (no action required), shedding bright light in a 120-foot radius and dim light for an additional 120 feet. This light is considered sunlight. Any celestial ally in bright light has advantage on its attack and saving throws. This illumination lasts until Metatron dismisses it with a gesture (no action required).

Resistance to Any Terrain. Metatron can freely move in any environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Metatron doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Metatron falls, he drops at 60 feet per round and doesn't take any fall damage.

Omniscient. Metatron knows if he's being told a lie. In addition, Metatron can't be surprised.

One with the Sacred. When Metatron deals fire damage, radiant damage, or thunder damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Metatron's weapon attacks are magical.

Actions

Multiattack. Metatron can use his Divine Presence, and then makes two attacks with his Flaming Sword-Tongue or with his Divine Word. He can then use Gaze of Cleansing Fire, if available.

Divine Presence. Each creature of Metatron's choice within 60 feet of him and aware of his presence must succeed on a DC 27 Wisdom saving throw, or become magically charmed for 24 hours, until Metatron is destroyed, or until Metatron ends the effect with a bonus action. The charmed creature considers Metatron a trusted ally, listens to him and worships him. Although the target isn't under Metatron's control, it takes Metatron's requests or actions in the most favorable way it can. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect on itself ends, the creature is immune to Metatron's Divine Presence for the next 24 hours.

Flaming Sword-Tongue. Melee Weapon Attack: +16 to hit, reach 20 ft, one target. **Hit:** 25 (4d8 + 7) bludgeoning damage plus 18 (4d8) radiant damage plus 18 (4d8) fire damage. In addition, if Metatron rolls a 20 to hit a creature, the target catches fire; until someone uses an action to extinguish the flames, the creature takes 18 (4d8) fire damage at the start of each of its turns and is blinded.

Divine Word. Ranged Spell Attack: +19 to hit, range 150 ft, one target. **Hit:** 32 (4d10 + 10) psychic damage plus 22 (4d10) thunder damage. In addition, if Metatron rolls a 20 to hit a creature, that creature is stunned until the end of Metatron's next turn.

Gaze of Cleansing Fire (Recharge 5-6). Cleansing flames flicker from Metatron's eyes, forming a line that is 180 feet long and 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 38 (7d10) fire damage plus 38 (7d10) radiant damage on a failure, or half as much damage on a successful one. Objects in the area that aren't being worn or carried ignite.

Divine Touch. Metatron touches another creature. The target magically regains 50 (9d8 + 10) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Metatron magically polymorphs into a humanoid or beast of any size, or back into its true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Metatron reverts to his true form if he dies.

Spellcasting. Metatron casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 27):

At will: *control water, control weather, create food and water, detect thoughts, detect evil and good, detect magic, dispel magic, hold monster, plant growth, sending, spike growth*

2/day each: *dispel evil and good, dominate beast, dominate person, fire storm, greater restoration, resurrection, teleportation circle, wall of fire*

1/day each: *divine word, dominate monster, power word kill, sunburst, teleport, time stop, true resurrection, wish*

Bonus Actions

Cherub Reborn (Recharge 5-6). Metatron selects a cherubim that has been dead less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Absorb Divine Light. When Metatron would take radiant damage, he does not take damage, regaining a number of hit points equal to half the radiant damage dealt instead.

Counterspell (3/Day). Metatron attempts to interrupt a creature in the process of casting a spell within 60 feet of him that he can see. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. If it is casting a spell of 6th level or higher, Metatron makes a Wisdom check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Legendary Actions

Metatron 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. Metatron regains spent legendary actions at the start of his turn.

Teleport. Metatron magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Detect. Metatron makes a Wisdom (Perception) check.

Attack. Metatron makes one attack with his Flaming Sword-Tongue or with his Divine Word.

Divine Order. A creature charmed by Metatron and that Metatron can see must use its reaction (if available) to make a melee attack against one target of Metatron's choice.

Cast a Spell (Costs 2 Actions). Metatron uses Spellcasting.

Flap Wings (Costs 2 Actions). Metatron beats his mighty wings. Each creature within 120 feet of Metatron must make a DC 24 Strength saving throw or take 38 (7d8 + 7) bludgeoning damage, be pushed 30 feet away from Metatron, and be knocked prone. Gasses and vapors are dispersed by the wind raised by the wings. Torches, candles, and other unprotected flames within 120 feet of Metatron are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Apocalyptic Actions

If the Apotheosis trait has been activated in the last hour, Metatron can use the following options as legendary actions.

Voice of the Lord (Costs 3 Actions). Metatron shouts, and his mighty voice roars like thunder from his mouth. Each creature in a 150-foot cone must make a DC 27 Constitution saving throw. On a failed save, a creature takes 52 (8d12) psychic damage plus 52 (8d12) thunder damage, becomes deafened for 1 minute, is knocked prone, and its speed drops to 0 until the start of Metatron's next turn. On a successful save, it takes half as much damage, is not deafened, is not knocked prone, and its speed is not reduced. Metatron's voice echoes in the air and can be heard up to 1,200 feet away. A creature killed by this Apocalyptic action is shattered into a thousand pieces and can be restored to life only by means of a *true resurrection* or a *wish* spell.

Light of the Lord (Costs 3 Actions). Metatron projects a blinding light, heralding the Judgment of the Lord. Each creature of his choice within 60 feet of him must make a DC 27 Wisdom saving throw. On a failed save, a creature takes 70 (20d6) radiant damage and is blinded until magic such as a *lesser restoration* removes the blindness. If this effect drops its maximum hit points to 0, the target dies.

THE LAMB AND LION

The young man has golden skin, a short beard, and long hair framing his face. He possesses a lively beauty, and his young warrior's body is adorned with leather straps that create complex sacred geometries over his scar-covered skin. In the center of his chest, a sacred heart of precious metals, coral, and lapis lazuli stands out. He wears headgear in the shape of a lion's head, with a long animal pelt covered with animal eyes draping down his shoulders. The headpiece's top is, in turn, encircled by a golden crown of thorns. A golden cloth, the color of twilight's sun, floats around his body, hiding and revealing his partial nakedness. The man's hands grasp a sacred, glittering blade with allegorical figures etched into both the hilt and blade, a testament to his past history and divine mission.

Though the young man does not always have a warlike appearance, his eyes shine with the ardor of one ready to face anyone and anything to protect the future of those he loves.

King of the world. The one who died as a sacrificial lamb has returned at the End Times as the Lord's lion. This otherworldly entity is the Son of the Creator, the Spiritual King of the Throne, and the Messiah of Penitents and of the Redeemed Dead. It is said that he sacrificed himself for the love of humanity, but his legend has been told from many perspectives. His heroic figure is unanimously described as a divine entity that challenges corruption, works miracles, and offers lessons in wisdom and compassion. He embodies the values of altruism, redemption, and universal love. On the Holy Mount, the Lamb and Lion is both guide and teacher. He awaits the Penitents and grants them

the blessing of the Mark to join the Throne in the fight against the Abyss. Any wound is healed, and any illness cured in his presence. His voice is kind and deep, though his appearance may be intimidating.

Second to none. The Thone's Faction is formally led by Metatron, for through him, the Word of the Heavenly Father reaches Creation. However, the Lamb and Lion is chosen to govern and to lead the armies of the faithful during the Final Battle. The role of these two leaders is, in some ways, overlapping. No one knows if this fact has created or is creating friction between the two most sacred beings; in any case, it is inevitable that Metatron chiefly governs the angels, while the Lamb and Lion is closer to mortals.

Bulwark of humanity. The Lamb and Lion is not human, though he was born, lived, and died as one. His body and the power gushing from it are indeed more extraordinary than those of angels of the highest ranks. However, the trauma of a mortal life still claws within him, even after millennia. He may not wish to admit it, but he still dreams of the injustices suffered, of the faces of his comrades, and of the one he loved. The intensity with which he feels emotions completely removed from otherworldly creatures is almost a curse. All this makes him feel too close to mortals, to their struggles and vices. Though he cannot and should not reveal it, he is the first to consider the



Great Plan of the Lord as a gamble. A gamble that may place existence itself at stake, even the existence of those most deserving, to whom eternal joy was promised in exchange for a virtuous life.

Apotheosis. When the Lamb and Lion invokes the power of Apotheosis, he takes on a divine shape resembling a mighty humanoid lion. His golden fur burns with light, while from the crown of thorns, thin lines of blood trickle down into his eyes and his maw. From behind his head and back, feline eyes scan menacingly every corner around. The blazing energy of his wrath thrums through the air while the boom of his paws crashing into soil echoes like mighty thunder. His presence is pure majesty, his step unstoppable.



LAMB AND LION

Medium humanoid (Human), neutral good

Armor Class 24 (natural armor)

Hit Points 500 (40d8 + 320)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	23 (+6)	27 (+8)	26 (+8)	28 (+9)	28 (+9)

Saving Throws Str +18, Con +17, Wis +18, Cha +18

Skills Athletics +18, History +17, Intimidation +18, Investigation +17, Nature +17, Perception +18, Persuasion +18, Religion +17

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant, thunder

Condition Immunities blinded, charmed, deafened, frightened

Senses passive Perception 28, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 29 (135,000 XP)

Proficiency Bonus: +9

Apotheosis (1/Day). If the Lamb and Lion drops to 250 hit points or less, he regains 250 hit points, recharges half his spent Legendary Resistances (rounded down) and can use the options featured in the Apocalyptic Actions section for 1 hour.

Legendary Resistance (4/Day). If the Lamb and Lion fails a saving throw, he can choose to succeed instead.

Magic Resistance. The Lamb and Lion has advantage on saving throws against spells and other magical effects.

Aura of the Lamb and Lion. The Lamb and Lion grants inspiration to all nearby creatures. Any ally within 60 feet of the Lamb and Lion is always under the effect of a *bless* spell and can't be charmed or frightened.

Cloak of the Lion. The Lamb and Lion wears a cloak covered with thick fur, many eyes, and a lion's head. While he wears this cloak, he has true sight in a 120-foot radius, can see in all directions, can't be surprised, has advantage on Wisdom (Perception) checks that rely on sight and smell, and gains resistance to bludgeoning, piercing, and slashing from nonmagical attacks (already included).

Resistance to Apocalyptic Forests. The Lamb and Lion can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain; in addition, he does not gain exhaustion levels from extreme weather conditions in that terrain.

Blessed Nature. The Lamb and Lion doesn't require air, food, drink, or sleep, and he is immune to disease.

Lord's Awareness. The Lamb and Lion knows if he's being told a lie.

One with the Sacred. When the Lamb and Lion deals fire damage or radiant damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. The Lamb and Lion's weapon attacks are magical.

Actions

Multiaction. The Lamb and Lion can use his Divine Presence and then make three attacks with his Fiery Greatsword of Vengeance.

Divine Presence. Each creature of the Lamb and Lion's choice within 60 feet of him and aware of his presence must succeed on a DC 26 Wisdom saving throw, or become magically charmed for 24 hours, until The Lamb and Lion is destroyed, or until the Lamb and Lion ends the effect with a bonus action. The charmed creature considers the Lamb and Lion a trusted ally, listens to him and worships him. Although the target isn't under the Lamb and Lion's control, it takes the Lamb and Lion's requests or actions in the most favorable way it can. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect on itself ends, the creature is immune to the Lamb and Lion's Divine Presence for the next 24 hours.

Fiery Greatsword of Vengeance. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage plus 10 (3d6) radiant damage plus 10 (3d6) fire damage. In addition, if the Lamb and Lion rolls a 20 to hit a target, and the target is a creature with 100 hit points or less, it must succeed a DC 25 Constitution saving throw or die.

Divine Fire Burst (Recharge 5-6). A path of solar light springs from the Lamb and Lion's greatsword, flashing up to a point of his choice within 150 feet that he can see, then explodes with a thundering roar, releasing a wall of blue divine flames. Each creature in a 30-foot radius sphere centered on that point must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) fire damage plus 27 (6d8) radiant damage and becomes blinded until the start of the Lamb and Lion's next turn. On a successful save, a creature takes half as much damage and is not blinded. Flammable objects in the area that aren't being worn or carried ignite.

Divine Touch (5/Day). The Lamb and Lion touches another creature. The target magically regains 45 (8d8 + 9) hit points and is freed from any curse, disease, poison, blindness or deafness.

Spellcasting. The Lamb and Lion casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 26):

At will: *hold monster, control water, create food and water, daylight, detect evil and good, detect magic, detect thoughts, dispel magic, lesser restoration, revivify, sending* 1/day each: *dispel evil and good, dominate beast, dominate person, fire storm, fly, greater restoration, teleport, teleportation circle, true resurrection*

Bonus Actions

Revenge of the Lamb (Recharge 5-6). Immediately after hitting a creature with an attack, the Lamb and Lion can force the target to make a DC 25 Constitution saving throw, taking 21 (6d6) radiant damage and becoming blinded for 1 minute on a failure. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fury of the Lion. When the Lamb and Lion drops a creature to 0 hit points with a melee attack, he can move up to his speed and make an attack with the Fiery Greatsword of Vengeance.

Reactions

Parry. The Lamb and Lion adds 6 to its AC against one melee attack that would hit him. To do so, the Lamb and Lion must see the attacker and be wielding a melee weapon.

Legendary Actions

The Lamb and Lion 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. The Lamb and Lion regains spent legendary actions at the start of its turn.

Move. The Lamb and Lion moves up to his maximum speed.

Attack. The Lamb and Lion makes one attack with his Fiery Greatsword of Vengeance.

Cast a Spell (Costs 2 Actions). The Lamb and Lion uses Spellcasting.

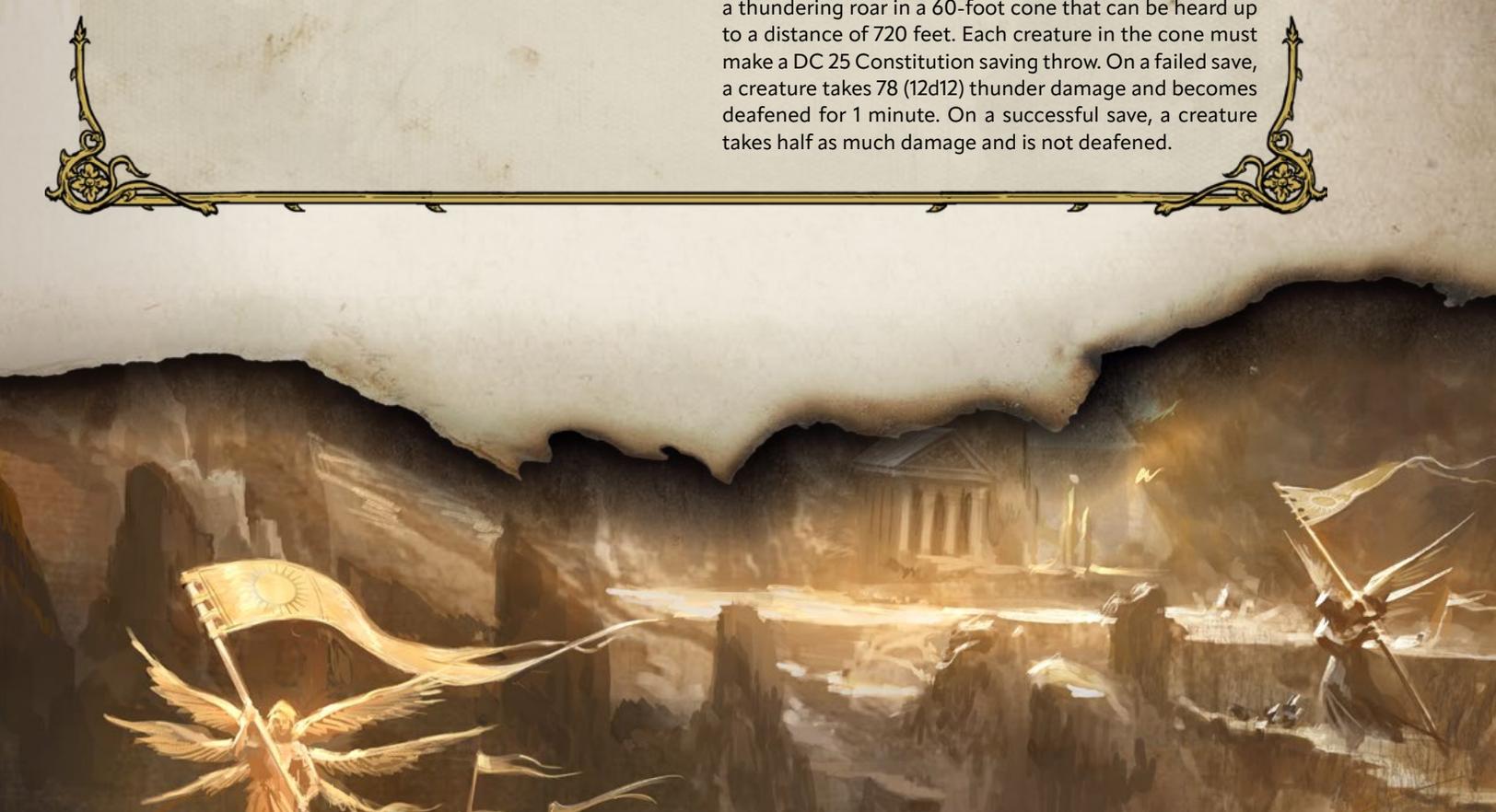
Prophetic Sermon (Costs 2 Actions). The Lamb and Lion chooses a creature within 30 feet he can see and begins to foresee the day of the Final Judgment, preaching about the sins of that creature and the need to atone and cleanse its soul. The target must succeed on a DC 26 Wisdom saving throw or bend the knee (it is considered prone) before the Lamb and Lion, using its whole turn to pray to the Lord. Until the start of the Lamb and Lion's next turn, the target cannot take actions, bonus actions, or reactions, and it cannot move.

Apocalyptic Actions

If the Apotheosis trait has been activated in the last hour, the Lamb and Lion can use the following options as legendary actions.

Bite of the Lion (Costs 3 Actions). The Lamb and Lion opens his jaws and bites every creature around him. Each creature within 10 feet of the Lamb and Lion must make a DC 26 Strength saving throw. On a failed save, a creature takes 35 (4d12 + 9) piercing damage plus 26 (4d12) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

Roar of the Lion (Costs 3 Actions). The Lamb and Lion utters a thundering roar in a 60-foot cone that can be heard up to a distance of 720 feet. Each creature in the cone must make a DC 25 Constitution saving throw. On a failed save, a creature takes 78 (12d12) thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half as much damage and is not deafened.



TAXIARCH MIKHAEL, ARCHANGEL OF THE SERAPHIM

Even at unimaginable distances, his aura is unmistakable – no one could ever doubt it. He is the most admired and feared warrior of the heavenly hosts, symbolizing the Throne’s unshakable power and victory against the dark forces; he is the undisputed hero of the first otherworldly conflict. Taxiarch Mikhael is a winged warrior standing twice as tall as an ordinary human. He wears armor forged with celestial metals unknown to mortals. Each piece of his lorica musculata gleams with blinding light, mixing brightly colored glints with golden, silver, and platinum decorations. Open eyes stand out on the armor, belt, and sandals, emitting an otherworldly glow from their irises. Mikhael, perfect in every aspect, is wrapped in six white wings, which cover him like a spotless mantle. His features are noble and regal, never hidden by his long hair, which constantly fluctuates, merging with his halo. Though he is often silent, his mere presence gives off an air of control and command that is impossible to ignore. His beauty is blinding, but the memory of his feats, his bravery, and his determination are what casts fear into the heart of any who dares challenge him.

The Taxiarch. The warrior prince of the Throne is Taxiarch Mikhael, Archangel of the Seraphim. Hero of the first otherworldly war, he earned his reputation when Lucifero Morningstar rebelled against the Lord. Archangel Mikhael led the faithful hosts against the rebels; at the end of the battle, Lucifero and his followers were chased from the skies and plummeted to that Hell that the great poet describes. During the End Times, Mikhael is even more fearsome and warlike than he once was. He has crushed his foes, bottling up feelings unbecoming to an angelic leader, and

is now a ruthless general devoid of mercy. He moves from one strategic meeting to the next, always ready to set off for the front if necessity demands. The chief strategist of the Lord’s Host never pauses, knows no peace, is untrusting of the truce, and only feels alive when he can annihilate his foes.

The Lord’s fire. The sword wielded by the Taxiarch is one of the most famous weapons on the Plain of Armageddon, so much so that many believe the blade will play a crucial role in the Last Battle. The weapon is pure radiant power given the shape of a sword. On the blade, amid flames of light that writhe and twist, one can see ancient formulas and sacred words dating back to the first otherworldly war. They are symbols of an extinct tongue, encased in splendor to burn the enemies of virtue and eradicate corruption with divine fury.

As in light, so in darkness. Mikhael is the pride of the heavenly hosts. He was depicted in the sanctuaries of the Old World with some of the most iconic images of Christianity. A mighty angelic warrior who bravely challenged the evil incarnate in the Dragon – an allegory representing the ultimate victory of light over darkness, the triumph of virtue and faith. However, Mikhael carries a secret torment that will never



allow him to feel worthy of the purity and glory others attribute to him. He still recalls a time when he and Lucifero Morningstar shared a deep and mysterious relationship that bound them inexorably to each other. But that was before the betrayal, before the rebellion and Lucifero's fall. Before the Taxiarch's blade struck the chest of his incredulous beloved. Now, the ancient bond, never truly severed, consumes the two from afar. They both fear the moment of reunion, when they will be called to face and destroy each other in the Last Battle.

Call of the Seraphim. Mikhael often challenges the most feared foes of Armageddon. When doing so, he surrounds himself with a guard of angelic entities handpicked for the occasion. Leading small teams of shock troops has often proved an effective strategy for him. Indeed, he can give a command infused with divine energy and supernaturally harmonize with his allies, synchronizing their movements and attacks against a chosen enemy. It would almost appear that a celestial dance was taking place in mid-air, with every wing beating in unison. It is a fearsome display, a weapon uniting otherworldly power with the art of war.



TAXIARCH MIKHAEL

Large Celestial (Thronian), lawful good

Armor Class 22 (natural armor)

Hit Points 472 (35d10 + 280)

Speed 50 ft., 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	27 (+8)	26 (+8)	26 (+8)	30 (+10)

Saving Throws Str +18, Int +16, Wis +16, Cha +18

Skills Athletics +16, History +16, Intimidation +18, Investigation +16, Nature +16, Perception +16, Persuasion +18, Religion +16

Damage Resistances acid, cold, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 26, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus: +8

Special Equipment. Taxiarch Mikhael wields the *Sword of the Taxiarch*.

Legendary Resistance (3/Day). If Taxiarch Mikhael fails a saving throw, he can choose to succeed instead.

Magic Resistance. Taxiarch Mikhael has advantage on saving throws against spells and other magical effects.

Aura of Taxiarch Mikhael. Taxiarch Mikhael projects a disruptive aura of divine sunlight, shedding bright light in a 30-foot radius around himself and dim light for an additional 30 feet. Each time an enemy creature starts its turn in bright light, it must succeed on a DC 22 Wisdom saving throw, or take 26 (4d12) radiant damage and become charmed by Taxiarch Mikhael until the start of its next turn. On a successful save, a creature becomes immune to the Aura of Taxiarch Mikhael for the next 24 hours.

Resistance to Apocalyptic Forests. Taxiarch Mikhael can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Taxiarch Mikhael doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Taxiarch Mikhael falls, he drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. Taxiarch Mikhael knows if he's being told a lie.

One with the Sacred. When Taxiarch Mikhael deals fire damage or radiant damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Taxiarch Mikhael's weapon attacks are magical.

Actions

Multiattack. Taxiarch Mikhael makes two attacks with his *Sword of the Taxiarch* or with his Divine Flame.

Sword of the Taxiarch. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. **Hit:** 21 (3d6 + 11) slashing damage plus 13 (2d12) radiant damage plus 13 (2d12) fire damage. In addition, if Taxiarch Mikhael rolls a 20 to hit a creature, the target is blinded, deafened, and stunned until the end of Taxiarch Mikhael's next turn.

Divine Flame. Ranged Spell Attack: +18 to hit, range 120 ft., one target. **Hit:** 23 (2d12 + 10) radiant damage plus 13 (2d12) fire damage.

Rift of Divine Fire (Recharge 6). Taxiarch Mikhael hits the ground in front of him, opening a rift in the world from which rises a wall of divine fire that is 120 feet long, 5 feet wide and 30 feet high. Each creature in the area of effect must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 39 (6d12) radiant damage plus 39 (6d12) fire damage and becomes blinded until the end of Taxiarch Mikhael's next turn. On a successful save, a creature takes half as much damage and is not blinded. Any objects in the area take damage and flammable objects that aren't being worn or carried ignite. In addition, if any of this effect's area overlaps with an area of darkness created by a spell, the spell that created the darkness is dispelled in that area.

Divine Touch (4/Day). Taxiarch Mikhael touches another creature. The target magically regains 45 (8d8 + 9) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Taxiarch Mikhael magically polymorphs into a humanoid or beast of any size, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Taxiarch Mikhael reverts to his true form if he dies.

Spellcasting. Taxiarch Mikhael casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 24):

At will: *create food and water, daylight, detect evil and good, detect magic, detect thoughts, sending*

2/day each: *commune, dispel evil and good, dispel magic, greater restoration, resurrection*

Bonus Actions

Angelic Curse (3/Day). Taxiarch Mikhael can choose one creature within 60 feet he can see. That creature must succeed on a DC 24 Wisdom saving throw, or have disadvantage on its attack and saving throws until the start of Taxiarch Mikhael's next turn.

Call to Arms (Recharge 5-6). Taxiarch Mikhael raises his sword to the sky and orders his allies to attack with a thundering voice. Each celestial ally within 60 feet of Taxiarch Mikhael that can hear him can use its reaction to make a weapon attack against a creature within reach.

Reactions

Parry. Taxiarch Mikhael adds 5 to his AC against one melee attack that would hit him. To do so, Taxiarch Mikhael must see the attacker and be wielding a melee weapon.

Legendary Actions

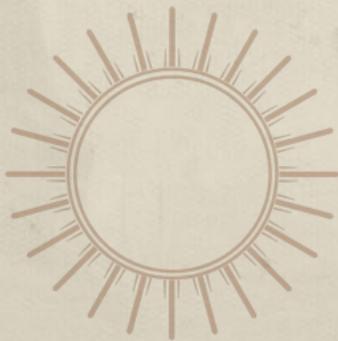
Taxiarch Mikhael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Taxiarch Mikhael regains spent legendary actions at the start of its turn.

Teleport. Taxiarch Mikhael magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Attack. Taxiarch Mikhael makes one attack with his *Sword of the Taxiarch* or with his Divine Flame.

Cast a Spell (Costs 2 Actions). Taxiarch Mikhael uses Spellcasting.

Divine Justice (Costs 3 Actions). Taxiarch Mikhael makes one attack with his *Sword of the Taxiarch* against each creature within 20 feet of him.



RAFAEL, ARCHANGEL OF THE MALAKHIM

Lo, here is Rafael, Archangel of the Malakhim, the Lord's second favorite.

His figure is enveloped in a soft glow, especially if compared to his brother Mikhael's blazing aura. His skin is ivory, his beauty androgynous and thought of as feminine by many; his majesty is that of an icy general. Martial headgear masks his face, making him appear even more solemn. He carries a pastoral staff, a testament to his role as divine healer, which he can transform into a golden lance at will. His presence emanates a mysterious sense of peace and calm, which, together with his soothing voice, makes Rafael appear to always have everyone's well-being on his mind.



Masks and illusions. Only the lord knows Rafael's true face. No mortal knows his visage, for he only appears to them wearing different human guises. According to legend, he once took the form of a man calling himself Azariah and became a mentor to a certain Tobias. Rafael introduced Tobias to his future wife Sarah, whose torments the angel healed along with those of her father. That was the one time when, having accomplished his task, Rafael revealed his angelic nature. It is said that, after this event and before the Apocalypse, Rafael often took human form to protect and guide the virtuous, though without



ever revealing himself. Rafael always appears calm, seraphic, and even ascetic. Though he can speak normally, he always uses telepathy to communicate with others – he only uses his true voice to sing hymns and praises to the Lord.

Dauntless protector. Rafael fights the Lord's enemies from the first rank, wielding his lance without hesitation and accompanying his blows with his song. Though he engages in melee combat, he prefers supporting actions rather than simple physical attacks. When fighting alone or with allies, Rafael focuses on paralyzing enemies with his touch or knocking them down. He often relies on his healing powers to restore the strength of allies and protect them from magic attacks.

Victory or death. The Lord's forces do not have the option of flight or surrender: they fight at peak capacity until victory or their destruction. If Rafael should fall in battle, all the Throne's forces would immediately know about it.

Angelic grief. If Rafael is destroyed, his body dissolves in a harmless burst of light. Only his quivering lance remains, resonating with a clamorous din. Then, the divine instrument falls to the ground, devoid of all power.



RAFAEL

Large Celestial (Thronian), lawful good

Armor Class 22 (natural armor)

Hit Points 405 (30d10 + 240)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	24(+7)	26(+8)	23(+6)	26(+8)	24(+7)

Saving Throws Int +16, Wis +16, Cha +18

Skills Athletics +14, History +13, Investigation +13, Nature +13, Perception +15, Persuasion +14, Religion +13

Damage Resistances acid, cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 25, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Proficiency Bonus: +7

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

Magic Resistance. Rafael has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. Rafael can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Rafael doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Rafael falls, he drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. Rafael knows if he's being told a lie.

One with the Sacred. When Rafael deals thunder damage or radiant damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Rafael's weapon attacks are magical.

Actions

Multiattack. Rafael makes two attacks with his Divine Spear or with his Divine Thunder and uses Spellcasting.

Divine Spear. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 16 (3d10) radiant damage. In addition, if Rafael rolls a 20 to hit a creature, the target is restrained until the end of Rafael's next turn.

Divine Thunder. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 16 (3d10) thunder damage plus 16 (3d10) radiant damage, and the target must succeed on a DC 22 Strength saving throw, or be knocked prone.

Paralyzing Touch (4/Day). Rafael touches a creature within 5 feet of himself that he can see. The target must succeed on a DC 23 Constitution saving throw, or take 39 (7d8 + 8) psychic damage and become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Divine Touch (4/Day). Rafael touches another creature. The target magically regains 39 (7d8 + 8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Rafael magically polymorphs into a humanoid or beast of any size, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Rafael reverts to his true form if he dies.

Spellcasting. Rafael casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 25):

At will: *charm person, create food and water, daylight, detect evil and good, detect magic, detect thoughts, sending*

3/day each: *blindness/deafness, dispel magic, guardian of faith, lesser restoration*

2/day each: *commune, contagion, dispel evil and good, fear, greater restoration, sunburst, resurrection*

Bonus Actions

Angelic Blessing (3/Day). Rafael can choose a creature within 60 feet that he can see. That creature has advantage on its attack until the start of Rafael's next turn.

Reactions

Parry. Rafael adds 5 to its AC against one melee attack that would hit him. To do so, Rafael must see the attacker and be wielding a melee weapon.

Magic Protection. In response to another creature within 30 feet that is targeted by an attack, Rafael generates a magic shield and grants that creature a +5 bonus to AC against that attack, potentially causing the attack to miss that creature. To use this reaction, Rafael must see the creature and the attacker.

Legendary Actions

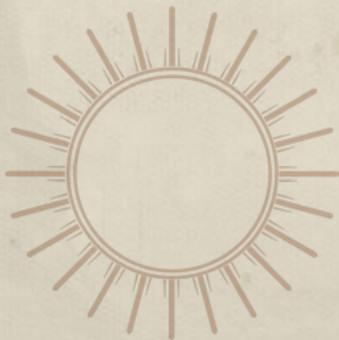
Rafael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rafael regains spent legendary actions at the start of his turn.

Teleport. Rafael magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Attack. Rafael makes one attack with his Divine Spear or with his Divine Thunder.

Cast a Spell (Costs 2 Actions). Rafael uses Spellcasting.

Angelic Song (Costs 3 Actions). When Rafael sings his angelic song, Rafael and each of his allies within 20 feet of him magically regain 32 (5d12) hit points.



GAVRIEL, ARCHANGEL OF THE CHERUBIM

Lo, here is Gavriel, Archangel of the Cherubim, the Lord's third favorite.

He is the one who announces, the herald, and the warrior messenger of the Lord. A winged angel with the aspect of a young man of statuesque beauty, with golden wings, dark skin, and short hair. His eyes have no irises or pupils and shimmer softly. Though Gavriel is a warrior in armor and greaves, his visage is reassuring and gentle. He carries a long trumpet, often fastened to his back, and he wields a bow of light that casts arrows of fire.

Messenger to the mortals. Gavriel's eyes are those of an otherworldly being. They are impossible to miss and often shoot forth thin electric arcs, a clear sign of the celestial power within. However, except for the eyes, Gavriel's aspect is that of a human to whom mortals can relate. His figure appears more solid than that of other angels, not seeming to float above time and space, unbound by earthly limitations. Humans who look upon Gavriel do not fear his form and feel





naturally well-inclined toward him. He knows the nature of mortals, their trials and tribulations, intimately. His task is to convey the Lord's words with kindness and care. Unlike Metatron, who speaks directly with the Lord's booming and imperious voice, Gavriel is an intermediary who conveys divine tidings to mortals with the skill of a consummate orator. He can discuss, explain, and reason with mortals about all the decisions made by his faction. Gavriel does not hesitate to show his emotions to both mortals and other angelic entities.

Formidable marksman. Gavriel is as kind to the virtuous as he is merciless toward the impious and the Lord's enemies. In battle, he prefers ranged combat and keeping a distance, thanks to his mobility. He relies on his wings and innate ability to teleport to keep elevated and far away from enemies, from whence he can better strike them with his arrows.

Victory or death. The Lord's forces do not have the option of flight or surrender: they fight at peak capacity until victory or their destruction. If Gavriel should fall in battle, all the Throne's forces would immediately know about it.

Angelic grief. If Gavriel is destroyed, his body dissolves in a harmless burst of light. Only his quivering trumpet remains, resonating with a clamorous din. Then the divine instrument falls to the ground, devoid of all power.



GAVRIEL

Large Celestial (Thronian), neutral good

Armor Class 21 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	25 (+7)	24 (+7)	23 (+6)	24 (+7)	24 (+7)

Saving Throws Dex +14, Wis +14, Cha +14

Skills Athletics +14, History +13, Investigation +13, Nature +13, Perception +14, Persuasion +14, Religion +13

Damage Resistances acid, cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 24, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus: +7

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

Magic Resistance. Gavriel has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. Gavriel can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Gavriel doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Gavriel falls, he drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. Gavriel knows if he's being told a lie.

One with the Sacred. When Gavriel deals thunder damage or radiant damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Quick Flight. Gavriel doesn't provoke attacks of opportunity when he flies out of an enemy's reach.

Magic Weapons. Gavriel's weapon attacks are magical.

Actions

Multiattack. Gavriel makes two attacks with his Divine Bow or two attacks with his Spiritual Flame.

Divine Bow. Ranged Weapon Attack: +14 to hit, range 150/600 ft., one target. *Hit:* 16 (2d10 + 7) piercing damage plus 11 (2d10) radiant damage. In addition, if Gavriel rolls a 20 to hit a creature, the target is blinded until the end of Gavriel's next turn.

Spiritual Flame. Melee or Ranged Spell Attack: +13 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 13 (3d8) radiant damage plus 13 (3d8) fire damage.

Divine Touch (4/Day). Gavriel touches another creature. The target magically regains 38 (7d8 + 7) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Gavriel magically polymorphs into a humanoid or beast of any size, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Gavriel reverts to his true form if he dies.

Spellcasting. Gavriel casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 22):

At will: *create food and water, detect evil and good, detect magic, detect thoughts, sending*

1/day each: *commune, dispel evil and good, dispel magic, greater restoration, resurrection, sunburst, teleport*

Bonus Actions

Aiming (4/Day). Gavriel can choose a creature within 120 feet that he can see. Gavriel has advantage on his next ranged weapon attack against that target he makes in this turn. In addition, if the attack hits, the target takes an extra 9 (2d8) radiant damage.

Legendary Actions

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

Teleport. Gavriel magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Attack. Gavriel makes one attack with his Divine Bow or with his Spiritual Flame.

Cast a Spell (Costs 2 Actions). Gavriel uses Spellcasting.

Thundering Whirlwind (Costs 3 Actions). Gavriel begins spinning in place, generating a wave of thundering force. Each creature within 10 feet of Gavriel must make a DC 22 Strength saving throw. On a failed save, a creature takes 35 (10d6) thunder damage and is knocked prone. On a successful one, a creature takes half as much damage and is not knocked prone. This effect produces a booming sound that can be heard up to 300 feet away. Then Gavriel can fly up to half his fly speed without provoking attacks of opportunity.

RAZIEL, ARCHANGEL OF THE OPHANIM AND ELOHIM

The sky is rent open and, for an instant, almost appears to reveal the sun, hidden behind the clouds. A rare sight since the sun and moon have united in the Perennial Eclipse. The angel descending from above is straight-backed and graceful, as agile as he is quick, with a lean and well-formed body. His skin is dark brown, almost cold, and upon it dance the lunar reflections cast by what he carries. Indeed, he holds a giant horn of decorated silver, a divine tool impossible for mortal man to forge. The armor plates protecting his waist, legs, and forearms are sublime works, covered in etchings portraying celestial scenes and battles from the ancient past. His halo shines with an intensity unlike that of other angels, a flat disc of what looks like metal, casting a cold light akin to that of the full moon.



Divine arcanist. Raziel, the Archangel of the Ophanim and Elohim, is tied to arcane secrets, occult knowledge, and mysteries forbidden to mortal beings. He is an unrelenting scholar of the universal depth surrounding Creation, and his mind is constantly flooded with holy mathematics, whose numbers reveal the hidden fiber of reality. He applies this peculiar point of view to every supernatural power, every otherworldly creature, and even to the very stars. As a skilled architect, he is the custodian of heavenly designs and oversees the order and harmony of planets and stars. His secret knowledge leads him to plumb ever further enigmas, so much so that he has often abandoned his body in a state of deep meditation for long periods.



The first book of magic. The *Safer Raziel HaMalakh*, or the Book of the Angel Raziel, is the first known book of magic. Its shape has changed many times, as many esteemed figures from the scriptures have handled it, from Adam and Eve to Enoch, from Moses to King Solomon. The book is a grimoire written in the Celestial tongue; within it, the formulas of creation itself were noted, together with annotations, maps, diagrams, and circles of power. This tome was a gift from the archangel to mankind, and its traces were lost in bygone eras. Such a Promethean gift was not well-liked by the Lord, so much so that Raziel was severely punished, though no one knows how.

Master of odd entities. Raziel leads the ophanim and Elohim, also commanding on Metatron's behalf those mighty angels released from stasis. Raziel communes with odd, non-human entities with great ease, sometimes feeling more comfortable with them than among other seraphim.



RAZIEL

Large Celestial (Thronian), lawful good

Armor Class 21 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	22 (+6)	24 (+7)	26 (+8)	24 (+7)

Saving Throws Int +13, Wis +14, Cha +13

Skills Arcana +13, History +13, Investigation +13, Nature +13, Perception +14, Persuasion +13, Religion +13

Damage Resistances acid, cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 24, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Proficiency Bonus: +6

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

Magic Resistance. Raziel has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. Raziel can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Raziel doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Raziel falls, he drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. Raziel knows if he's being told a lie.

One with the Sacred. When Raziel deals thunder damage or radiant damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Raziel's weapon attacks are magical.

Actions

Multiattack. Raziel makes two attacks with his Divine Dagger, or two attacks with his Thundering Burst.

Divine Dagger. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage plus 9 (2d8) radiant damage.

Thundering Burst. *Ranged Spell Attack:* +14 to hit, range 120 ft., one creature. *Hit:* 20 (3d8 + 7) thunder damage.

Divine Horn (Recharge 5-6). Raziel blows his horn, releasing in a 60-foot cone a devastating psychic wave infused with the voice of the Lord that can be heard up to 600 feet away. Each creature in the cone must make a DC 20 Wisdom saving throw. On a failed save, a creature takes 35 (10d6) psychic damage and is frightened by Raziel for 1 minute. On a successful one, a creature takes half as much damage and is not frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Divine Charm (3/Day). Raziel chooses a creature within 30 feet that he can see. The target must succeed on a DC 22 Wisdom saving throw, or become charmed by Raziel for 24 hours. A charmed target obeys Raziel's command. If the target suffers any harm from Raziel or another creature or receives a suicidal command from Raziel, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Raziel's Divine Charm for the next 24 hours.

Divine Touch (3/Day). Raziel touches another creature. The target magically regains 35 (6d8 + 8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Raziel magically polymorphs into a humanoid or beast of any size, or back into his true form. Its statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Raziel reverts to his true form if he dies.

Spellcasting. Raziel casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 22):

At will: *command, create food and water, detect evil and good, detect magic, detect thoughts, sending*

1/day each: *commune, dispel magic, fear, greater restoration, hold monster, hold person*

Legendary Actions

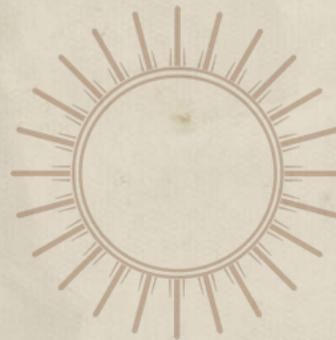
Raziel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Raziel regains spent legendary actions at the start of his turn.

Teleport. Raziel magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Attack. Raziel makes one attack with his Divine Dagger or with his Thundering Burst.

Cast a Spell (Costs 2 Actions). Raziel uses Spellcasting.

Sound the Charge (Costs 3 Actions). Raziel sounds his horn with grace, spreading an angelic melody that inspires his allies to fight. Until the start of Raziel's next turn, each celestial ally within 30 feet of Raziel that can hear him can make a weapon attack as a bonus action against a creature within reach.



ELDER

Before the Heavenly Throne are Twenty and Four Ancients in rapt adoration. They wear a simple jute habit, with a hood concealing their visage. All that is seen of their faces is a long, lush white beard, dropping almost to the floor. Their wrinkled hands are clenched in prayer, and they continuously intone praises to the Lord. Though they may appear completely human, they have received a blessing elevating them into quasi-otherworldly beings.

Unknown identity. Some maintain that the Elders are the twelve sons of Jacob who founded the tribes of Israel, plus King David and eleven of the twelve apostles. Others are certain that the Twenty and Four include the four evangelists and the great Hebraic prophets Jeremiah, Isaiah, Ezekiel, Joel, Salomon, Jonah, and so on. More still speculate that, considering their long beards, the Elders are men to whom the Lord granted long lives, such as Abraham, Moses, Noah, Methuselah, and Enoch. In truth, only Metatron knows the identity of these men – they themselves seem to have forgotten who they are. The Elders have no care for personal affairs and no need to recall their past lives.

Lost in praise. Though the Elders spend most of their time praying on their knees, they are allowed to stand before the Throne. They have no other occupation besides ecstatically contemplating the light of the Divine Scribe and singing hymns to the Lord. The Elders only quiet when they realize that the Lord is about to communicate through Metatron, for none may utter a word when the Lord speaks.

Defenders of the Throne. The Elders are not generally tasked with defending the Throne from peril, and none of them would have the arrogance to take the place of the champions chosen by the Lord for such a purpose. However, in cases of dire need and uncertainty, the Elders may intervene to aid the Taxiarch, the Lamb and Lion, or Metatron himself.



ELDER

Medium humanoid (Human), generally lawful good

Armor Class 11 (14 with *magic armor*)

Hit Points 65 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	14 (+2)	19 (+4)	13 (+1)

Skills Arcana +5, Insight +7, Medicine +7, Persuasion +4, Religion +5, History +5

Damage Resistances radiant, thunder

Senses passive Perception 14

Languages Babel Tongue, Celestial, Primal Tongue

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Sage. The elder has advantage on Intelligence (Religion) checks and Intelligence (History) checks.

Resistance to Apocalyptic Forests. The elder can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain; in addition, he does not gain exhaustion levels from extreme weather conditions in that terrain.

Divine Inspiration. The elder has advantage on saving throws to resist or end the charmed and frightened conditions on himself.

Actions

Multiattack. The elder makes two attacks with his Solar Burst.

Solar Burst. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage plus 9 (2d8) thunder damage.

Spellcasting. The elder casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 15):

At will: *light, spare the dying, thaumaturgy*

2/day each: *bless, cure wounds (2nd level), detect evil and good, detect magic, detect poison and disease, mage armor, protection from evil and good*

1/day each: *commune, daylight, death ward, dispel magic, guardian of faith, lesser restoration, protection from poison, private sanctuary*

Reactions

Divine Protection (Recharge 5-6). When the elder or a creature within 30 feet he can see takes damage, the elder magically projects a divine protection around itself or the other creature. The barrier reduces the damage the protected creature would take by 15 (2d10 + 4), down to a minimum of 0, then disappears.



MIGHTY ANGEL

Lo, here stands the terror of the heavenly hosts, the titanic angelic entity taller than the walls of Babylon itself. Its skin is naked, pale and alabaster gray, almost ethereal; its step rumbles like thunder, making the very Plain tremble. Though it wears no clothes, white drapes so light they resemble smoke fluctuate around it, wrapping the mighty body as it steps forth. Its face is cloaked by the same fabric, and sparks and electric bolts spring forth from the darkness within, descending the towering frame. Sometimes, one might glimpse a resplendent amber visage, too bright to distinguish any features. This giant, devoid of arms and armor, is a conduit for magic, which surrounds it like an iridescent shroud. Slowly, it advances while a white light charges at its fingertips, threatening dire things to come.

Slumbering titans. The mighty angels – The Mighty, as they are called – spend most of their time in a state of magical slumber, a condition halfway between deep rest and meditation. They have no personality. They do not even perceive themselves individually. One might almost say that they have become part of a fragmented collective consciousness whose individuals can act independently of the group. They were created to surround the Lord's light in the highest of heavens, but since Heaven has opened its gates, these angels exist only in view of the Last Battle. Such is their purpose within the Heavenly Father's Great Plan. But much has gone differently than foreseen. Now, The

Mighty are employed rarely so as not to drain their energies. Metatron knows the words to awaken them, and some of their number have already been charged with guarding critical locations. Strategic places that, if lost, might threaten the plans for the Last Hour.

Hashmallim. The first mighty angel, back in a long-forgotten era, was called Hashmal, which, according to some, means "amber", while others consider its meaning "electricity". Hashmal was an angel who spoke through crackling flames and presided over the Lord's Throne. It was the first of many who took the name Hashmallim. They found purpose in loving the Lord through contemplation. Their eternal desire was to become similar to Him in the most perfect way possible, to follow and imitate Him in each spiritual and divine aspect. This desire for likeness freed the Hashmallim from the temptation of dominating other celestial beings or from being subjugated in turn. Some say the Holy Name stands carved in Celestial letters on their chests, between whirling drapes. The True Name of the Lord.



MIGHTY ANGEL

Titanic Celestial (Thronian), generally lawful good

Armor Class 18 (natural armor)

Hit Points 526 (9d100 + 72)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	26 (+8)	20 (+5)	24 (+7)	21 (+5)

Saving Throws Str +13, Con +14, Wis +13

Skills Arcana +11, Athletics +12, History +11, Intimidation +11, Nature +11, Perception +13, Religion +11

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 23, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Proficiency Bonus: +6

Resistance to Any Terrain. The mighty angel can freely move in any environment or terrain as if it wasn't difficult terrain.

Titanic Monster. A mighty angel deals double damage to objects and structures.

Titanic Brawn. A mighty angel has advantage on Strength checks and on Strength and Constitution saving throws.

Legendary Resistance (2/Day). If a mighty angel fails a saving throw, it can choose to succeed instead.

Magic Resistance. A mighty angel has advantage on saving throws against spells and other magical effects.

Blessed Nature. A mighty angel doesn't require air, food, drink, or sleep, and it is immune to disease.

Lord's Awareness. A mighty angel knows if it's being told a lie.

Magic Weapons. A mighty angel's weapon attacks are magical.

Actions

Multiattack. The mighty angel makes two attacks with its Slam or with its Thundering Bolt.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft, one target. *Hit:* 24 (5d6 + 7) bludgeoning damage, and if the target is a creature, it must succeed on a DC 21 Strength saving throw, or be knocked prone.

Thundering Bolt. *Ranged Spell Attack:* +13 to hit, range 500 ft., one target. *Hit:* 17 (3d6 + 7) thunder damage plus 10 (3d6) lightning damage.

Lightning Storm (1/Day). The mighty angel summons a lightning storm in a 40-foot radius, 120-foot high cylinder centered on a point of its choice within 400 feet. The area is lightly obscured. Each creature in the cylinder must make a DC 21 Dexterity saving throw. A creature takes 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

The World's Power in One Hand (1/Day). The mighty angel throws a huge white globe with blue reflections to a point within 1 mile that it can see. The globe explodes in a luminous burst that spreads around corners. Each creature within an 80-foot radius sphere centered on the point chosen by the mighty angel must make a DC 21 Constitution saving throw. On a failed save, a creature takes 35 (10d6) radiant damage plus 35 (10d6) thunder damage, and is blinded and deafened for 1 minute. On a successful save, a creature takes half as much damage and is not blinded and deafened. This effect damages objects in the area that are not being worn or carried.

Spellcasting. A mighty angel casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 21):

At will: *detect evil and good, detect magic, sending*

1/day each: *commune, control weather, dispel evil and good, dispel magic, greater restoration, fly, teleport*

Legendary Actions

A mighty angel 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. The mighty angel regains spent legendary actions at the start of its turn.

Move. The mighty angel moves up to his maximum speed.

Jump on the Ground (Costs 2 Actions). The mighty angel jumps on the ground with all its weight, provoking a seismic wave. Each other creature on the ground within 240 feet of the mighty angel must succeed on a DC 21 Strength saving throw or be knocked prone.

Mind Shock (Costs 3 Actions). The mighty angel chooses a creature within 120 feet that it can see and focuses its luminous face on that creature. The target must succeed on a DC 21 Wisdom saving throw, or be paralyzed for 1 minute. A paralyzed target must make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.



SERAPH

It is a radiant and terrifying vision: a threatening angel riding tall on an ariel, a gigantic, winged lion. The angel has a perfect and statuesque body devoid of imperfections and marks. It radiates splendor, an otherworldly beauty that terrifies and awakens ancestral fears. Three pairs of wings jut from its scapulae. Following the cry of "Holy, holy, holy, is the Lord of hosts!" it charges onward to break the Adversary's ranks together with the other seraphim, its comrades.

Inhuman aspect. Though humanoid in shape, seraphim look decidedly inhuman. Their skin has an unnatural hue, akin to that of inorganic matter like metal or marble, utterly devoid of imperfections. Their irises emit white light, as does their mouth when opened. They are often without somatic traits like beard, hair, and eyebrows. All seraphim share the same nose, the same shape of eyes and mouth. Their expression is severe and knows no kindness.

Elite troops. The seraphim are the Lord's elite shock troops for the Last Battle. Wielding heavy lances and swords astride their winged lions, they are trained to bear down on the Beast's troops in terrible head-on charges. Theirs is a sacred and destructive fury that allows no escape to any enemy of the Throne. Before the final moment, they pass their time marching on parade among the Penitents or executing deadly missions. Austere and cold, they do not interact with humans, nor have they any reason to do so: that is not what the Lord created the seraphim for. The seraphim are under the command of Taxiarch Mikhael, who will lead them into battle when the Last Hour comes.

Riders of sacred lions. These warriors are inextricably connected to the arielim they ride. Their attack and charge strategies revolve around the use of these mighty lions. When a team of seraphim astride arielim faces the enemy on the open field, they will try to strike head-on from opposite sides, depending on how favorable the terrain is. If the enemy carries polearms, they will try to avoid charging and engage the enemy one-on-one, possibly at a distance.



SERAPH

Large Celestial (Thronian), generally lawful good

Armor Class 21 (Celestial Full Plate, shield)

Hit Points 195 (17d10 + 102)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	23 (+6)	19 (+4)	23 (+6)	21 (+5)

Saving Throws Str +12, Dex +6, Con +12, Int +5, Wis +12, Cha +11

Skills Arcana +9, Athletics +11, Intimidation +10, Nature +9, Perception +11, Religion +9

Damage Resistances necrotic, poison

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 21, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Proficiency Bonus: +5

Special Equipment. A seraph wears a suit of *Celestial Full Plate* (already included in its statistics).

Celestial Chivalry. A seraph can fight while mounted on an ariel.

Carica. While the seraph rides its mount, if the mount moves at least 30 feet straight toward a target in this round and the seraph hits it with a *Divine Sword* attack on the same turn, the target takes an extra 9 (2d8) slashing damage. In addition, if the seraph's attack hits, the mount can use its reaction to make a melee attack against the same target.

Legendary Resistance (1/Day). If a seraph fails a saving throw, it can choose to succeed instead.

Magic Resistance. A seraph has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. The seraph can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. A seraph doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When a seraph falls, it drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. A seraph knows if it's being told a lie.

Magic Weapons. A seraph's weapon attacks are magical.

Actions

Multiattack. The seraph makes three attacks with its *Divine Sword* or with its *Thundering Light*.

Divine Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 13 (3d8) radiant damage. In addition, if the seraph rolls a 20 to hit a creature, the target is knocked prone.

Thundering Light. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 13 (2d6 + 6) radiant damage plus 10 (3d6) thunder damage. In addition, if the seraph rolls a 20 to hit a creature, the target is blinded until the start of the seraph's next turn.

Divine Touch (3/Day). The seraph touches another creature. The target magically regains 28 (5d8 + 6) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Spellcasting. The seraph casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 19):

At will: *create food and water*, *daylight*, *detect evil and good*, *detect magic*

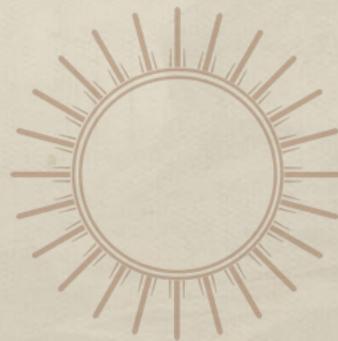
1/day each: *commune*, *dispel evil and good*, *dispel magic*, *greater restoration*, *sending*

Bonus Actions

Angelic Fury (Recharge 5-6). The seraph chooses a creature within 30 feet that it can see. The target rolls a d8 and adds the result to the next damage roll it makes in the next minute. A creature can benefit from only one *Angelic Fury* die at a time.

Reactions

Parry. The seraph adds 3 to its AC against one melee attack that would hit it. To do so, the seraph must see the attacker and be wielding a melee weapon.



CHERUB

They appear as great, winged humanoids, resplendent and kind. They often have the faces of children, with delicate features, perfectly proportioned. Their skin is smooth as silk, radiant and perfect. They might be mistaken for human children of bewildering beauty were it not for their size and wings, which beat the air gracefully, creating a gentle breeze. Cherubim have a kind aspect and sweet and serene faces, with deep eyes that reflect otherworldly wisdom.



Gavriel's militia. Despite their reassuring appearance, cherubim are proud and valiant warriors, trained to fight the Adversary's hordes with determination and cunning. They take orders directly from Gavriel, who will lead them during the Last Battle. Cherubim wield swords, spears, or bows, all silvery and shining as though emitting inner light. Their armor is forged from the same material and is etched and inscribed with prayers to the Lord. Cherubim are trained to take advantage of their mobility while on the battlefield, using their skills as marksmen to support those fighting in the first ranks.

Cherubic hymn. The singing of angels is a divine practice shared by all humanoid celestial beings, creating sounds that transcend reality. Through their song, cherubim infuse humans with the inner resolve to resist temptations and fight against corruption. The vibrant and lasting notes push the last ones to act with bravery and integrity, joining the celestial hosts in battle.

Valorous comrades. In battle, cherubim band together into groups of four or six. They fight side by side with fraternal abnegation and a willingness to sacrifice themselves, as though a single soldier. They are ready to give their life for each of their comrades if necessary. Thanks to the strategic use of telepathy combined with whistles and vibrant vocalizations almost imperceptible to the human ear, their operations are a hallmark of synchronization and skill.

CHERUB

Large Celestial (Thronian), generally lawful good

Armor Class 17 (Celestial Breastplate)

Hit Points 76 (9d10 + 27)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Str +4, Dex +4, Con +4, Int +3, Wis +5, Cha +4

Skills Arcana +5, Athletics +6, Insight +7, Nature +5, Perception +7, Religion +5

Damage Resistances necrotic, radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Babel Tongue, Celestial, Language of the Old World, Primal Tongue, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Special Equipment. The cherub wears a *Celestial Breastplate* (already included in his statistics).

Magic Resistance. A cherub has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. The cherub can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. A cherub doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When a cherub falls, it drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. A cherub knows if it's being told a lie.

Quick Flight. A cherub doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Magic Weapons. A cherub's weapon attacks are magical.

Actions

Multiattack. The cherub makes two attacks with its Angelic Sword or with its Thundering Bow.

Angelic Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.

Thundering Bow. *Ranged Weapon Attack:* +6 to hit, range 75/300 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6 + 3) thunder damage.

Divine Touch (3/Day). The cherub touches another creature. The target magically regains 17 (3d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Divine Teleport (1/Day). The cherub magically teleports itself and up to two willing creatures it can see within 5 feet, along with any equipment they are wearing or carrying, to a location the cherub is familiar with, up to 1 mile away.

Spellcasting. A cherub casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 15):

At will: *light, thaumaturgy*

1/day each: *detect evil and good, detect magic, moonbeam, sending, shield of faith*

Bonus Actions

Angelic Blessing (Recharge 5-6). The cherub chooses one creature within 30 feet that it can see. The target rolls a d8 and can add the result to the next saving throw it makes in the next minute. A creature can benefit from only one Angelic Blessing die at once.

Misty Step (1/Day). The cherub is fleetingly enshrouded in a golden mist, then teleports up to 30 feet to an unoccupied space it can see.

MALAKH

All angels are shaped from sublime materials having little in common with flesh, though they may take that guise. Malakhim, however, make the distinction between otherworldly and mortal beings less stark. Their appearance transmits a feeling of heavenly beauty but also of deep connection to human nature. They are solid and earthly, with bodies having a multitude of different aspects. They are diverse in color, size, and proportions, though always harmonious and pleasing to look upon. Though they are entities of the humblest rank among the heavenly hierarchies, the fact that they appear more comprehensible and thus acceptable to humans is of great value to the Faction of the Throne.

Protectors of souls. Before the cataclysm and the coming of the Kingdom of Heaven on Earth, the malakhim were angelic spirits guarding humans, silent and protective. With the Last Battle drawing near, the malakhim have been mobilized to defend the souls saved by the Lord. Within the Throne's territories,

they patrol densely populated areas, protect and support the Penitents, praying and singing praise to the Lord with them. These angels know the heart of men and are able to feel empathy toward them.



Unseen messengers. Though not possessing great of- fensive gifts, The Guardians are still trained combat- ants. Their true power, however, lies in their ability to blend in with humans, taking on their features. This capacity, combined with divine powers that mask and hide their presence, makes malakhim ideal infiltra- tors, silent observers, and excellent messengers. Even so, they use this innate power infrequently because Penitents are often more efficient spies, considering that they do not need to use miracles to approach the other factions discreetly.

Attraction to mortals. Stories describing romantic encounters between malakhim and the last ones are as familiar as they are blasphemous. No one within the Throne could ever accept them as anything but fiction. Indeed, there is no proof these stories are authentic. Only a suspicion that some among The Guardians might have become truly too close to those they swore to protect.

MALAKH

Large Celestial (Thronian), generally lawful good

Armor Class 16 (*Celestial Studded Leather Armor*)

Hit Points 45 (6d10 + 12)

Speed 30 ft., fly 75 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Str +3, Dex +4, Con +3, Int +3, Wis +4, Cha +3

Skills Arcana +4, Insight +5, Nature +4, Perception +5, Reli- gion +4, Stealth +5

Damage Resistances necrotic, radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaus- tion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Babel Tongue, Celestial, Language of the Old World, Primal Tongue, telepathy 60 ft.

Challenge 2 (450 XP)

Proficiency Bonus: +2

Special Equipment. The malakh wears a suit of *Celestial Studded Leather Armor* (already included in its statistics).

Resistance to Apocalyptic Forests. The malakh can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. The malakh doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When the malakh falls, it drops at 60 feet per round and doesn't take any fall damage.

Magic Weapons. The malakh's weapon attacks are magical.

Actions

Solar Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (2d4) radiant damage.

Thundering Bow. *Ranged Weapon Attack:* +5 to hit, range 75/300 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (2d4) thunder damage.

Divine Touch (2/Day). The malakh touches another crea- ture. The target magically regains 12 (2d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deaf- ness.

Change Shape. The malakh magically polymorphs into a humanoid of any size, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. The malakh reverts to its true form if it dies.

Spellcasting. The malakh casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 13):

At will: *light, thaumaturgy*

1/day each: *detect evil and good, detect magic*

Bonus Actions

Angelic Inspiration (Recharge 5-6). The malakh chooses a creature within 30 feet that it can see. The target rolls a d6 and adds the result to the next attack it makes in the next minute. A creature can benefit from only one Angelic Inspi- ration die at once.

CENSER ANGEL

An angel emerges from the blazing mist. A slim shadow with two quick wings. In a flash, it cuts through the flames, which part around its figure. It looms, wielding a censer dangling from three chains as though it were a flail posed to strike. Within it dwell flames never seen before that melt away into smoke and then back to fire. These tongues of flame surround the warrior armed with no other weapon than the Lord's Wrath.

The seventh seal. With the seven angels who guarded the trumpets of the Apocalypse, an eighth appeared carrying a mighty golden censer. This mighty object of power had been filled with the thousand celestial fragrances that belonged to the Garden of Eden. Slow and reverential, the angel lifted the censer to the skies while the aromatic smoke danced in the air. Then, the prayers of saints, martyrs, and penitents rose high, breaking the silence that had come with the seventh sigil. Then, smoke became fire, and the angel cast the censer to the Earth. Only then did the seven angels lift the Seven Trumpets to their lips and begin to play.

Bringer of Wrath. The fire burning in the censers of these angels is the Lord's Wrath made into pure, destructive energy. The purpose of these troops is to let Wrath guide them toward the destruction of Creation. Something or someone always deserves to be cleansed by fire before the Last Battle. Censer angels are un-

sure they will reach the Last Hour; their flames burn bright, and they know no respite.

Where there is smoke, there is fire. These angels dispense punishment easily, to the point that they seem indifferent to human life. This attitude is known to the heavenly hosts, who try to keep censer angels away from the peaceful lands around the Holy Mount. However, no one can stifle the Lord's gifts, so censer angels are permanently dispatched to the front.



CENSER ANGEL

Large Celestial (Thronian), generally lawful good

Armor Class 18 (Celestial Half-Armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	16 (+3)	19 (+4)	17 (+3)

Saving Throws Str +5, Dex +5, Con +5, Int +4, Wis +5, Cha +4

Skills Arcana +6, Athletics +7, Insight +7, Nature +6, Perception +7, Religion +6

Damage Resistances necrotic, radiant, thunder

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Babel Tongue, Celestial, Language of the Old World, Primal Tongue, telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus: +3

Special Equipment. The censer angel wears a suit of *Celestial Half-Armor* (already included in its statistics).

Magic Resistance. The censer angel has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. The censer angel can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. The censer angel doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When the censer angel falls, it drops at 60 feet per round and doesn't take any fall damage.

Magic Weapons. The censer angel's weapon attacks are magical.

Actions

Multiattack. The censer angel makes two attacks with its Divine Censer or its Divine Fire.

Divine Censer. *Melee Weapon Attack:* +7 to hit, reach 15 ft, one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) fire damage.

Divine Fire. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) fire damage plus 7 (2d6) radiant damage.

Chain of the Censer. The censer angel holds its censer's chain and spins it. Each creature within 15 feet must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 20 (3d10 + 4) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

Divine Touch (3/Day). The censer angel touches another creature. The target magically regains 22 (4d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Spellcasting. The censer angel casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 15):

At will: *light*, *thaumaturgy*

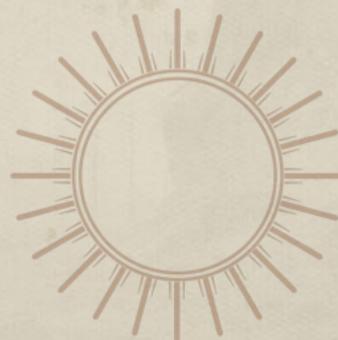
1/day each: *detect evil and good*, *detect magic*, *sending*

Bonus Actions

Fiery Mist (1/Day). The censer angel can fill a 30-foot radius sphere centered on its censer with a thick gray fog mixed with smoke and burning embers. The fog spreads around corners and the area is lightly obscured. The fog lasts for 1 minute, or until a wind of at least 20 miles per hour disperses it. Each creature completely in the fog when it appears must make a DC 15 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one. A creature must make this saving throw each time it ends its turn in the fog.

Reactions

Counterstrike. When a creature enters a space within 15 feet of the censer angel, the censer angel can make a Divine Censer attack against that creature.



ELOAH

A blazing sphere appeared in the sky, like the sun of the Old World. As it neared, it grew to the point that it seemed ready to swallow the heavenly vaults. The impious bore witness to an entity made only of eyes and burning feathers. It glided above them, a great central eye between six wings from which smaller eyes looked on. It was so bright it cast no shadow. The sinners could behold such a terrible spectacle for mere instances, while their bodies were consumed to dust.

Holy avengers. The elohim are holy avengers and the Lord's executioners. They are cold punishers charged with executing divine vengeance through exemplary and implacable punishment. They strike those who Metatron, through Raziel, marks as disobedient, guilty, or impure. The elohim are instruments of justice – undoubtedly powerful, but under the complete control of their superiors. The Lord Himself desires this justice, and the Lord's justice is the only one possible. None know how many elohim there are – perhaps only one? – but it is sure that they will all be at Metatron's side during the Last Battle.

Mistaken for divinities. For a human, meeting the gaze of these creatures means doing so for the last time. Such is the fate of the guilty, incinerated by the elohim's blaze, and of those unfortunate enough to become unwilling witnesses of this divine horror: merely glimpsing these angels can lead to blindness and folly. In the past, the Lord was called upon to assist His chosen people during battle. On those occasions, He sent forth an elohim to exterminate entire armies. Seeing these dire creatures, the survivors believed that they had encountered the Lord Himself, mistaking the elohim for a divinity.



ELOAH

Gargantuan Celestial (Thronian), generally lawful good

Armor Class 19 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	18 (+4)	22 (+6)	21 (+5)

Saving Throws Str +11, Con +12

Skills Athletics +11, Insight +11, Nature +9, Perception +11, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 21, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus: +5

Legendary Resistance (1/Day). If the eloah fails a saving throw, it can choose to succeed instead.

Magic Resistance. The eloah has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. The eloah can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Many Eyes. The eloah has many eyes on every part of its body. It can see in all directions, it can't be surprised and it has advantage on any Wisdom (Perception) checks that rely on sight.

Divine Light. The eloah can shine (no action required), shedding bright light in a 40-foot radius and dim light for an additional 40 feet. This light is considered sunlight. Any time an enemy creature starts its turn in the bright light, it takes 6 (1d12) radiant damage. The illumination lasts until the eloah interrupts it with a gesture (no action required).

Blessed Nature. The eloah doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When the eloah falls, it drops at 60 feet per round and doesn't take any fall damage.

Magic Weapons. The eloah's weapon attacks are magical.

Actions

Multiattack. The eloah makes two attacks with its Fiery Strike.

Fiery Strike. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) fire damage plus 14 (4d6) radiant damage.

Divine Fire Ray. The eloah casts divine fire from its main eye in a line that is 90 feet long and 10 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

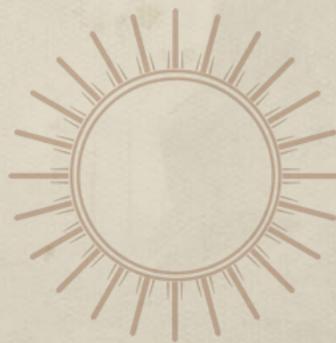
Blinding Light (Recharge 5-6). The eloah projects a wave of magical divine light. Each creature of its choice in a 30-foot radius must make a DC 19 Constitution saving throw. On a failed save, a creature takes 36 (8d8) radiant damage and is blinded until the end of the eloah's next turn. On a successful save, it takes half as much damage and is not blinded.

Spellcasting. The eloah casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 19):

At will: *detect evil and good, detect magic, sending*
1/day each: *fireball, moonbeam, wall of fire*

Bonus Actions

Wings of Wind (Recharge 5-6). The eloah vigorously flaps its wings, rising a strong wind all around itself. Each creature within 30 feet from the eloah must succeed on a DC 19 Strength, or be pushed 50 feet away from the eloah. In addition, gasses and vapors are dispersed by the wind, and unprotected flames such as candles and torches within 30 feet of the eloah are extinguished.



OPHAN

These divine beings are among the most enigmatic figures of the entire angelic hierarchy. Their shape transcends human imagination: gargantuan metal wheels entwined within each other, defying the laws of physics. Each wheel is studded with eyes that rove and watch without pause. A giant, lidless eye is suspended at the wheel's center, amid metallic vapors. The wheels are in constant and rapid movement, cutting through the air with a rhythmic buzz. There is no escaping the ophanim, not before one of their eyes lights up and emits a blast of divine energy.



Those of many eyes. The Book of Ezechiel describes the ophanim as self-propelling artifacts resting at the foot of the Lord's Throne. The Book of Daniel similarly describes them, mentioning four ophanim, blazing and inhabited by the will of cherubim who control their movements. Even the Book of Enoch mentions these entities. Still, they remain enigmatic, if not outright inexplicable. Too close to the Lord; too far from beings made of flesh.

However, the ophanim are not constructs. A breath of life dwells within them, though it is hard for mortals to perceive it.

Divine judges. These entities have an extensively developed instinct for investigation, which they use to probe the thoughts of the beings they encounter. Thanks to their ability to detect lies, the ophanim hunt corruption in all its forms. They possess complex ideas about what should or should not be allowed and the severity of mortal sins. They may focus for long on an individual before reaching a verdict and carrying out an execution. Especially if said individual holds a specific type of memory that the ophan is fond of and collects.

Twelve gazes. The ophanim are odd angelic entities who will long delay in analyzing the individuals they meet, asking personal and inappropriate questions. They do not understand secrets, lies, and any form of fact manipulation. Those who behave poorly in their presence soon discover the true power that the Lord infused into their gazes. Indeed, ophanim possess twelve secret miracles: dangerous, if not outright deadly.

OPHAN

Gargantuan Celestial (Thronian), generally lawful good

Armor Class 18 (natural armor)

Hit Points 165 (10d20 + 60)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	22 (+6)	23 (+6)	22 (+6)

Saving Throws Int +10, Wis +10, Cha +10

Skills Arcana +10, Nature +10, Perception +10, Religion +10

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 20, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus: +4

Magic Resistance. The ophan has advantage on saving throws against spells and other magical effects.

Soul Scryer. The ophan can scry the most hidden thoughts of any creature. The ophan's central eye generates a magic area with the same effects of a *detect thoughts* spell in a 120-foot cone. At the start of each of its turns, the ophan decides in which direction the cone is turned.

Many Eyes. The ophan has many eyes on every part of its body. It can see in all directions, it can't be surprised and it has advantage on any Wisdom (Perception) checks that rely on sight.

Lord's Awareness. The ophan knows if it's being told a lie.

Blessed Nature. The ophan doesn't require air, food, drink, or sleep, and it is immune to disease.

Actions

Blinding Ray. The ophan shoots from its main eye a ray of blinding light in a line that is 120 feet long and 14 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 26 (4d12) radiant damage on a failed save, or half as much damage on a successful one.

Gaze of the Ophanim. The ophan shoots four of the following magical gazes at random (the Guide can roll 4d12 to determine each type of attack, rerolling duplicates), choosing one to four targets it can see within 150 feet of itself.

1. **Fiery Gaze.** The targeted creature must make a DC 18 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.
2. **Blinding Gaze.** The targeted creature must succeed on a DC 18 Wisdom saving throw, or become blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Stunning Gaze.** The targeted creature must succeed on a DC 18 Constitution saving throw or become stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Force Gaze.** The targeted creature must make a DC 18 Intelligence saving throw, taking 17 (5d6) force damage on a failed save, or half as much damage on a successful one.
5. **Charm Gaze.** The targeted creature must succeed on a DC 18 Wisdom saving throw, or be magically charmed by the ophan for 1 minute. The charmed creature regards the ophan as a trusted friend to be heeded. Although the target isn't under the ophan's control, it takes the ophan's requests or actions in the most favorable way it can. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. **Confounding Gaze.** The targeted creature must succeed on a DC 18 Intelligence saving throw, or become confused. A confused creature cannot take actions, bonus actions, or reactions and uses its whole movement to move in a random direction (Guide's choice) until the start of the ophan's next turn.

7. **Thundering Gaze.** The targeted creature must make a DC 18 Constitution saving throw. On a failed save, a creature takes 16 (3d10) thunder damage and is deafened for 1 minute. On a successful one, it takes half as much damage and is not deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

8. **Disheartening Gaze.** The targeted creature must succeed on a DC 18 Charisma saving throw, or it can't attack, cast spells, or use abilities or other magic effects for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

9. **Lightning Gaze.** The targeted creature must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) lightning damage plus 10 (3d6) thunder damage. On a successful one, it takes half as much damage.

10. **Cursed Gaze.** The targeted creature must succeed on a DC 18 Wisdom saving throw, or be cursed for 1 minute. While cursed, a target has disadvantage on its attack. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

11. **Ensnaring Gaze.** The targeted creature must succeed on a DC 18 Wisdom saving throw, or be restrained for 1 minute. While restrained, the target takes 6 (1d12) psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

12. **Divine Gaze.** The targeted creature must make a DC 18 Wisdom saving throw. On a failed save, it takes 26 (4d12) radiant damage, is knocked prone, and cannot regain hit points until the start of the ophan's next turn. On a successful save, it takes half as much damage, is not knocked prone and can regularly regain hit points.

Reactions

Magic Disturbance (3/Day). The ophan tries to interrupt a creature within 60 feet that it can see while it is casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails.

TETRAMORPH

A frightening and austere creature hovers above the Holy Mount. It is an angel with six wings and four heads, with no torso, arms, or legs. It boasts a human head, a lion's, a calf's, and a fourth one resembling an eagle. A divine chimera who transcends the laws of nature binding other living creatures. The tetramorph is menacing; it is tasked with patrolling the Throne's borders and destroying anyone who dares to trespass upon them.

Menacing guardians. Tetramorphs are alien and terrible creatures. They levitate in the air as though they do not need wings to fly. While airborne, their wings quiver delicately, in ways not coherent with the movement of the rest of the body. If tetramorphs land, their wings fold unnaturally, like the legs of an arachnid, and are used to crawl along the ground. The animal heads occasionally bellow, screech, or roar, depending on which head produced the cry. On the other hand, the human head is constantly intent on narrating the life of the Lamb and Lion laconically, as if utterly detached from and unaware of the events unfolding around it.

Search and destroy. A tetramorph will deftly investigate any stray creature who may be unaffiliated with the heavenly hosts. The tetramorph will attack instantly should the intruders prove to be outsiders. It may only make exceptions to this rule if commanded to desist by an archangel or an even superior entity. In battle, a tetramorph strikes its target relentlessly until the foe is killed or flees from the lands of the Throne. Each such encounter is described in a brief report by the tetramorph using its ability to send magic messages. In all cases, the tetramorph may never abandon the area it was charged with protecting.

Symbols incarnated. It is unclear how many tetramorphs exist; their specific purpose makes it extremely rare to see two of them in the same place. It is said that they were created from the souls of men who compiled texts on the life and works of the Lamb and Lion in good faith but distorted his teachings. After purifying their souls in Purgatory, they were welcomed among the righteous and allowed to serve

the Lord as protectors of the Throne. However, others maintain that tetramorphs are instead ancient angelic entities, which the Lord himself has remodeled to fulfill a new purpose.



TETRAMORPH

Huge Monstrosity (Thronian), generally lawful good

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	21 (+5)	16 (+3)	18 (+4)	17 (+3)

Saving Throws Str +9, Con +8, Wis +8

Skills Animal Handling +8, Athletics +9, Intimidation +7, Insight +8, Nature +7, Perception +8, Religion +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 18, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus: +4

Magic Resistance. The tetramorph has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Forests. The tetramorph can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. The tetramorph doesn't require air, food, drink, or sleep, and it is immune to disease.

Blessed Fall. When the tetramorph falls, it drops at 60 feet per round and doesn't take any fall damage.

Tetramorph's Movements. The tetramorph can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Magic Weapons. The tetramorph's weapon attacks are magical.

Actions

Multiattack. The tetramorph can make and attack with its Gore, one with its Bite of the Lion and one with its Beak of the Eagle, then it can use Angelic Voice, if available. When Breath of Divine Fire is available, it can use it in place of Bite of the Lion.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the tetramorph moves at least 20 feet toward a target and then hits it immediately, the target takes an extra 10 (3d6) piercing damage, and if it is a Huge creature or smaller, it must succeed on a DC 17 Strength saving throw, or be knocked prone.

Bite of the Lion. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Beak of the Eagle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) piercing damage.

Angelic Voice (Recharge 6). The tetramorph chooses a creature within 60 feet that it can see. The target must succeed on a DC 16 Wisdom saving throw, or take 10 (3d6) psychic damage plus 10 (3d6) thunder damage. If the creature fails its saving throw by 5 or more, it also becomes stunned until the start of the tetramorph's next turn.

Breath of Divine Fire (Recharge 6). The lion head exhales divine fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 16 (3d10) fire damage plus 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one.

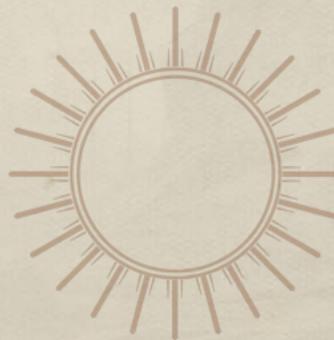
Spellcasting. The tetramorph casts one of the following spells, requiring no material component. Its spellcasting ability is Wisdom (spell save DC 16):

2/day each: *animal friendship*, *cure wounds* (2nd level), *detect evil and good*, *detect magic*, *detect thoughts*

1/day each: *calm emotions*, *commune*, *dominate beast*, *greater restoration*, *revivify*, *sending*

Bonus Actions

Whirlwind of Blinding Wings (Recharge 6). The tetramorph quickly flaps its wings, generating a magic whirlwind of blinding light around itself. Each creature within 15 feet of the tetramorph must make a DC 17 Constitution saving throw, or it is pushed 10 feet away from the tetramorph and is knocked prone. If the creature fails its saving throw by 5 or more, it is also blinded until the start of the tetramorph's next turn. In addition, gasses and vapors are dispersed by the whirlwind, and unprotected flames such as candles and torches within 15 feet of the tetramorph are extinguished.



ARIEL

A mighty winged lion, its wings and pelt candid and spotless, its towering body encircled by an intense radiant light. Its figure almost appears backlit as bolts of lightning flash from the eyes and traverse the thick mane. Its hind legs show the hooves of a ram, and a sinuous albino serpent forms its tail. This creature appears as a noble and proud chimera, majestic in all its features.

Mighty chargers. The Lord created the arielim as mounts for the seraphim. Loyal and dauntless, these chargers follow their riders into battle, protecting them with their life and fighting without holding back. All arielim have a companion seraph to whom they are bound by destiny. During the Last Battle, these two warriors will stand side by side against the forces of the Adversary. Until then, it is not vital for arielim and seraphim to work as pairs; indeed, they are often assigned independent missions. After all, arielim are intelligent creatures, proud and independent, brimming with the desire to serve the Throne in any way possible.



Fearsome in battle. The arielim display impressive might in battle. They prefer frontal assaults and charges, where they can rend enemies with tooth and claw. Their back is well protected by the serpentine tails, which may strike independently from the rest of the body if the ariel wills it. When not ridden by seraphim, the arielim prefer to strike from above, taking advantage of their positioning and bulk. However, when ridden by an angel, they assail foes with horizontal charges, ensuring that the seraphim can strike in unison with them. When facing large groups of foes, the arielim rely on their fiery breath to disperse the enemy without hesitation.

Animal allegories. All an ariel's animal traits represent a virtue dear to the Lord. The lion represents boldness, the horse speed, the dove wings purity, and the serpent cleverness.



ARIEL

Huge Celestial (Thronian), usually lawful good

Armor Class 14 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 50ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Con +5, Int +3, Cha +5

Damage Resistances radiant, thunder

Condition Immunities blinded, charmed, prone

Senses darkvision 120 ft, Passive perception 12

Languages Babel Tongue, Celestial, Language of the Old World

Challenge 4 (1100 XP) Proficiency Bonus +2

Perfect balance. When the ariel falls from a great height, it is immune to fall damage, and always lands on all four paws.

Keen smell. The ariel has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The ariel makes one Lion Bite attack and one Snake Bite attack. When charged, it can use the Fire Breath instead of the Lion Bite. When charged, it can use the Sulfur Breath instead of the Snake Bite. It can also substitute making an attack with casting a spell.

Lion Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft, one target. *Hit:* 11 (2d6 + 4) piercing damage.

Snake Bite. *Melee Weapon Attack:* +6 to hit, range 10 ft, one target. *Hit:* 9 (2d4 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 6). The lion head exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Sulfur Breath (Recharge 6). The snake head exhales poisonous sulfur in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save and is poisoned until the end of its next turn, or half as much damage on a successful one and is not poisoned.

Celestial Charge (2/Day). The ariel charges up with magical energy and flies at least 30 feet but no more than 90 feet in a direct line towards a point of solid ground, landing with a crash and releasing the accumulated energy, causing thunder all around it. Each creature in a 15-foot radius around where the ariel landed must make a DC 14 Dexterity saving throw, taking 11 (2d10) thunder damage plus 11 (2d10) radiant damage, is pushed 10 feet away from the ariel, falls prone and is deafened until the start of the ariel's next turn, or half as much damage on a success, and it is not pushed away, prone or deafened. Additionally, all unsecured objects within the sphere are automatically pushed 10 feet away from the ariel as a result of the attack. This attack causes a roar of thunder which can be heard at a distance of up to 400 feet.

Innate Spellcasting. The ariel can innately cast one of the following spells, requiring no material components. Its innate spellcasting ability is Charisma (saving throw DC 13).

At will: *detect evil and good, light, sacred flame*

Bonus Actions

Wing attack (Recharge 6). The ariel beats its wings, creating a strong wind around it. Each creature within 15 feet of it must succeed on a DC 14 Strength saving throw or is pushed 10 feet away from the ariel. Additionally, the wind disperses all gases, fog and vapors, and extinguishes all candles, torches and open flames within 15 feet of the ariel.

Reactions

Blinding Light. After being hit with a melee weapon attack, the ariel's body emits a flash of blinding light and each creature within 10 feet of must succeed on a DC 14 Wisdom saving throw or be blinded until the start of the ariel's next turn.

ANGELIC EAGLE

A regal, winged figure glides through the skies, its resplendent wings slicing the air with grace and dignity. The angelic eagle's plumage shines and glitters like a bronze mantle with white streaks resembling lightning bolts. An animal whose beauty is as striking as it is abstract, so perfect it resembles that of no living creature.

The first of the Lord's eagles. Angelic eagles are imposing creatures with exceptional wingspans. Their resplendent body shines with warm and blessed light similar to the sun's. Their mighty wings spread with lightning deftness, allowing the eagles to soar and maneuver quickly when flying or diving. They are equipped with a fearsome beak and razor talons. Like all angelic creatures, these eagles need not hunt for food, though they are more than ready to defend themselves should the need arise. They have the instincts of cunning predators and, thanks to their eyesight, can home in on the slightest movement from great distances.

Creatures inhabiting the Throne. Most of the angelic animals who now inhabit the lands of the Throne previously resided in the Garden of Eden. These creatures had always lived in the blessed Garden with no need to fight for survival. They keep the aspect the Lord envisioned for them, but look more akin to spirits than flesh and blood beings. This nature also manifests in their ability to understand complex languages and in their inborn instinct to serve the higher angelic spheres.

ANGELIC BEAST

Angelical animals represent the truest reflection of the Lord's creatures. They have the appearance of an animal as the Lord had conceived it, and they are larger and more awesome than their earthly counterparts. In addition, their physical and behavioral peculiarities are enhanced. They don't need to eat, they don't grow old, and they can shed a warm light at will.

To represent a beast under the Throne's influence, you must add the (Angelic) descriptor and the following traits to its stats block:

Damage Resistances radiant, thunder

Languages understands Babel Tongue and Celestial but doesn't speak

Celestial Agility. The angelic beast increases its main speed (the higher among its available ones, Guide's choice in case of ties) by 10 feet.

Untamed. Any Wisdom (Animal Handling) check made on the angelic beast gains disadvantage.

Resistance to Apocalyptic Forests. The angelic beast can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Divine Illumination. The angelic beast can shine (no action required), shedding bright light in a 20-foot radius and dim light for an additional 20 feet. This light is considered sunlight. The illumination lasts until the angelic beast interrupts it with a gesture (no action required).

Reactions

Heavenly Blessing. When the angelic beast fails an attack or a saving throw, it can use its reaction to add its proficiency bonus to the failed roll, potentially turning a failure into a success.

Animal allegories. Like other angelic animals, angelic eagles incarnate a virtue and a flaw of the human condition. First and foremost, they symbolize the spiritual elevation and asceticism of the wise; however, angelic eagles also represent haughtiness and pride.



ANGELIC EAGLE

Medium Beast (Angelic), typically neutral good

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 10 ft., fly 75 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	9 (-1)

Skills Perception +4

Damage Resistances radiant, thunder

Senses passive Perception 14

Languages understands Babel Tongue and Celestial but doesn't speak

Challenge 1/2 (100 XP)

Proficiency Bonus: +2

Acute Sight. The angelic eagle has advantage on Wisdom (Perception) checks that rely on sight.

Celestial Agility. The angelic eagle increases its main speed (the higher among its available ones, Guide's choice in case of ties) by 10 feet (already included in his speed).

Untamed. Any Wisdom (Animal Handling) check made on the angelic eagle gains disadvantage.

Resistance to Apocalyptic Forests. The angelic eagle can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Divine Illumination. The angelic eagle can shine (no action required), shedding bright light in a 20-foot radius and dim light for an additional 20 feet. This light is considered sunlight. This illumination lasts until the angelic eagle interrupts it with a gesture (no action required).

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) radiant damage.

Divine Illumination (Recharge 5-6). The angelic eagle is infused with divine light and releases its growing energy against a creature within 60 feet that it can see. The target must succeed on a DC 12 Dexterity saving throw, or take 4 (1d8) radiant damage plus 4 (1d8) fire damage.

Reactions

Heavenly Blessing. When the angelic eagle fails an attack or a saving throw, it can use its reaction to add its proficiency bonus to the failed roll, potentially turning a failure into a success.



THE ADVERSARY'S HORDE

CHAPTER II



SATANAS

The Dragon of the Apocalypse is titanic in size, the most terrifying vision to manifest over what remains of the Lord's Creation. None can claim to have fully grasped the intricacy of its anatomy, for the Dragon never fully emerges from the sea. Even when, in the past, it briefly left the waves, a fetid fog followed in its wake. It might not even be a visage that the mortal mind could bear.

Satanas boasts seven heads, three main ones with two horns each, and four smaller ones with a single horn. Each of them shaped with a draconic snout, each crowned by a golden diadem fixed to horn and scale. Its whole body is covered in thick, dark ruby-colored shields, which emit unsettling, emerald-green iridescence when shone upon by flame.

Above spined serpentine necks, each broad as a castle tower, the heads are all that is seen of the Dragon – more than enough to cast terror upon all who come near. Even the mightiest angelic entities feel the icy stab of fear when hearing the Dragon's fiendish roar.

The Ancient Serpent who plummeted to Earth. The Great Red Dragon represents the Adversary's might incarnate into a single, titanic creature. A fiend so vast it shaped the entire Abyssal City into its watery lair. It can exterminate entire armies single-handedly, and none seem capable of facing it, save perhaps Mikhael, who is destined to do so during the Last Battle. Even so, the fiendish Satan as acts directly only on rare occasions. It communicates in an idiom only it knows but which anyone may understand; all blasphemous names belong to it, all reverse liturgies and vest-

ments. Satan as has governed the abyssal forces since the start of the End Times through its Dark Prophet. Besides this shadowy figure, none dares ask anything of the Dragon or request an audience, except perhaps Abaddon, the Eradicator Angel, who threw the Pit of the Abyss wide for the great fiend.

Acid inferno. Satan as is ever ready to bring ruin – its very nature is destruction. When it readies for the onslaught, a deep rumble reverberates from its throats. When it rears the mighty heads, it is already too late. The tongues of flames that burst from its maws are unnaturally red, and waves of heat dance like phantoms around the fiend, distorting vision and perspectives. Each blow is a whirlwind of fire, crackling and blazing, leaving a wake of devastation where it falls. The air fills with an acrid stench and corrosive fog as the flames flicker and consume all. Acid drips from the Dragon's jaws, combining its might with that of fire.



Satanas and its Prophet. There is but one mortal worthy of hearing the word of Satan. This chosen one is the Dark Prophet, a being caught between worlds who has dedicated himself to the Dragon. The connection between Satan and the Dark One is akin to that between a warlock and their patron, though some might consider it closer to that between a god

and their high priest. However, the Dark Prophet is no mere herald and messenger. He is a supernatural conduit between Satan's crazed mind and the awareness of Creation. The existence of this mortal brings a spark of lucidity to the Beast, lost as it is in a vortex of hate, lies, and perverse thoughts.





The last enemy. Satan is an inexorable threat. The symbol of the corruption challenging divine perfection. The Dragon is more than the most monstrous entity on the Plain of Armageddon: it is the Adversary's cause incarnate. A relentless force the Lord cannot restrain, who hatches hordes of demons in the Abyss, ready to unleash them on Earth. There is no subtlety in its plan. When the prophesied time arrives, the Dragon will let loose the Adversary's Horde and set forth to challenge anyone who might dare stand in its path. Doing so will expose itself and its faction to utter destruction. For it was foretold that the Beast shall be defeated during the Last Battle between light and darkness. However, should this not come to pass, the Adversary will hold the fate of Creation in its hands.

Apotheosis. When Satan invokes the power of Apotheosis, it morphs becoming even more corrupt and horrendous. Its scales lift, covering its entire body with razor-sharp spines from which exude a white, lethal miasma. Satan's blows become more vicious and brutal. Moreover, all its heads begin to vibrate with a dull and grim note that makes the air itself hum, causing a massive tidal wave to build up, ready to lay waste and destruction to those unwise enough to challenge Satan in its dominion.

SATANAS'S LAIR

Below the Abyssal City, Satanás lurks in its temple; there, cradled by the whirl of the endless vortex, it awaits the Last Battle. The palace exudes darkness from each column, from each archway, from each spire of the countless pyramidal shapes that skirt it. The very structure of this dark basilica seems to swallow all sounds but the roar of the vortex and the deep breathing of the many-headed Beast. An eternal twilight cloaks all therein, and those unaccustomed to the lay of the land are challenged to find and follow the secret paths below the water's surface – the way to reach the central altar safely without falling prey to the insidious currents. To make things worse, Satanás itself, merged with the shadows of the dark mother of pearl surrounding it, can strike anyone who approaches, increasing the current's strength at will or summoning shoals of the wormwood demons who dwell in those tumultuous waters.

LAIR ACTIONS

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

Boulder from the Stream. Satanás calls a huge boulder from the stream that hits a point of Satanás's choice within 120 feet from itself. Each creature within a 30-foot cube centered on that point must succeed on a DC 23 Dexterity saving throw, or take 16 (3d10) bludgeoning damage plus 16 (3d10) acid damage and become restrained until initiative count 20 on the next round.

Recall Wormwood Demons. Satanás calls to itself 1d4 **wormwood demons**, who act as its allies and obey its mental commands. The demons remain until Satanás dies, or until Satanás takes a bonus action to dismiss them.

Prayer of the Impure Spirits. A dark prayer is called down upon Satanás, who gains 50 temporary hit points until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing Satanás's lair has been warped by Satanás's magic, which creates one or more of the following effects:

Darkness from the Depths. A dark shadow constantly looms over Satanás's palace making the area within 6 miles of Satanás's lair lightly obscured. Any Wisdom (Medicine) test and Charisma (Persuasion) test made in this area has disadvantage, while any Dexterity (Stealth) check, Charisma (Deception) check, and Charisma (Intimidation) check has advantage.

Abyssal Vortex. The area within 1 mile of Satanás's lair is the center of a huge vortex that keeps twisting and spinning on itself, generating huge sea currents and making any movement in the area difficult; in addition, the area is filled with Abyssal beasts.

Corrupt. The area within 1 mile of the lair is occupied by a few settlements built upon huge chunks of rock and inhabited by many corrupts. These depraved souls act as Satanás's eyes and ears.

If Satanás dies, these effects fade over the course of 1d10 days.





SATANAS

Titanic Dragon (Abyssal), chaotic evil

Armor Class 22 (natural armor)

Hit Points 907 (15d100 + 150)

Speed 60 ft., swim 180 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	14 (+2)	24 (+7)	25 (+7)

Saving Throws Str +19, Dex +14, Con +19, Int +11, Wis +16, Cha +16

Skills Athletics +19, Deception +16, Intimidation +16, Nature +11, Perception +16, Religion +11

Damage Resistances cold, lightning, poison, radiant, thunder

Damage Immunities acid, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious, stunned

Senses passive Perception 26, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Proficiency Bonus: +9

Apotheosis (1/Day). If Satanus drops to 400 hit points or less, it regains 400 hit points, recharges half its spent Legendary Resistances (rounded down) and can use the options featured in the Apocalyptic Actions section for 1 hour.

Legendary Resistance (5/Day). If Satanus fails a saving throw, it can choose to succeed instead.

Magic Resistance. Satanus has advantage on saving throws against spells and other magical effects.

Hardened Shield. Satanus's entire skin is covered with scales as strong as shields that can absorb or even reflect any magical attack made against it. Each time Satanus is targeted by a *magic missile* spell, any spell with a line or a cone as area of effect, or a spell that requires a ranged attack, the Guide rolls a d12. On a result of 1 or 2, Satanus is affected normally by the spell. On a result from 3 to 10, Satanus is not affected by the spell. On a result of 11 or 12, Satanus is not affected and the effect is reflected against the caster as if it originated from Satanus's body, using the caster as target or as if the effect were centered on the caster.

Titanic Monster. Satanus deals double damage to objects and structures.

Titanic Brawn. Satanus has advantage on Strength checks and on Strength and Constitution saving throws.

Inaccessible. Satanus is immune to any effect that may detect its emotions or read its thoughts. Any Wisdom (Insight) checks made to discern Satanus's intentions or sincerity have disadvantage.

Aura of Satanus. Satanus projects a malevolent and corruptive area around itself. The water in which Satanus is swimming is corrupted in a 60-foot radius around it. Under water, this effect makes the area lightly obscured until a current purifies the water. If an enemy creature drinks the corrupted water (with an action) or starts its turn swimming in that water, it must make a DC 23 Constitution saving throw, taking 26 (4d12) acid damage and becoming poisoned until the

start of its next turn on a failed save. On a successful save, the creature takes no damage, is not poisoned, and is immune to the Aura of Satanus for the next 24 hours. If an allied creature of Satanus drinks the corrupted water (with an action) or starts its turn swimming in that water, that creature regains 9 (2d8) temporary hit points.

Darkness of Satanus. Satanus can project a magical darkness centered on itself (no action required) that fills a 60-foot radius sphere and moves with Satanus. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this magical darkness's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. Each fiend allied with Satanus in the magical darkness has advantage on attack and saving throws. The magical darkness lasts until Satanus interrupts it with a gesture (no action required) or until sunlight overlaps with the area of this magical darkness. In the latter case, the magical darkness is dissolved and Satanus can't use this trait for the next hour.

Resistance to Any Terrain. Satanus can freely move in any environment or terrain as if it wasn't difficult terrain.

Cursed Nature. Satanus doesn't require air, food, drink, or sleep, and it is immune to disease.

Omniscient. Satanus knows if it's being told a lie. In addition, Satanus can't be surprised.

One with the Profane. When Satanus deals acid damage, fire damage, or necrotic damage to one target, it can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Satanus's weapon attacks are magical.

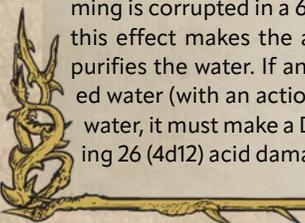
Actions

Multiattack. Satanus can use its Terrifying Presence and then makes seven attacks with its Bite. When its Breath of Destruction is available, Satanus can use it instead of its Bite. When its Breath of Death is available, Satanus can use it instead of its Bite. When its Roar of Evil is available, Satanus can use it instead of its Bite.

Terrifying Presence. Each creature of Satanus's choice within 120 feet and aware of its presence must succeed on a DC 24 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Satanus's Terrifying Presence for the next 24 hours.

Bite. Melee Weapon Attack: +19 to hit, reach 15 ft, one target. Hit: 27 (5d6 + 10) bludgeoning damage plus 17 (5d6) acid damage. In addition, if Satanus rolls a 20 to hit a creature, the target is restrained and poisoned until the start of Satanus's next turn.

Breath of Destruction (Recharge 5-6). Satanus exhales acid and flames in a line that is 200 feet long and 10 feet wide. Each creature in the line must make a DC 29 Dexterity saving throw, taking 32 (5d12) acid damage plus 32 (5d12) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite.



Breath of Death (Recharge 5-6). Satanus exhales necrotic and poisonous gas in a 15-foot cone. Each creature in the area must make a DC 27 Dexterity saving throw, taking 27 (5d10) necrotic damage plus 27 (5d10) poison damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies and is raised as a **ghoul**. The ghoul has a swim speed of 30 feet, acts immediately after Satanus on the initiative count, and is under Satanus's control.

Roar of Evil (Recharge 5-6). Satanus utters a bestly roar that chills and damages whoever hears it. Each creature in a 50-foot cone must make a DC 27 Constitution saving throw. On a failed save, a creature takes 52 (8d12) thunder damage, is deafened and frightened by Satanus for 1 minute. On a successful save, a creature takes half as much damage, is not deafened, and is not frightened. The voice echoes in the air and it can be heard up to 810 feet away.

Bonus Actions

Abyssal Fog (Recharge 5-6). Satanus summons a 60-foot radius sphere filled with a fog coming from the depths of the Abyss and centered on itself. The fog spreads around corners and its area is heavily obscured. The cloud lingers in the air for 1 minute. Each creature that is completely in the cloud at the start of its turn must make a DC 15 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage, cannot breathe, and is poisoned until the end of its next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A strong wind (at least 20 miles per hour) disperses the cloud.

Fury. When Satanus drops a creature to 0 hit points with a melee attack, it can move up to half its speed and make one Bite attack.

Reactions

Absorb Profane Darkness. When Satanus would take necrotic damage, it does not take damage, regaining a number of hit points equal to half the necrotic damage dealt instead.

Acid Counterstrike. Immediately after a creature within 15 feet has hit Satanus with an attack, Satanus's skin releases a poisonous toxin. The attacker must succeed on a DC 23 Constitution saving throw, or take 27 (5d10) acid damage and become poisoned until the end of its next turn.

Legendary Actions

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

Move. Satanus moves up to its maximum speed.

Detect. Satanus makes a Wisdom (Perception) check.

Charge (Costs 2 Actions). Satanus moves up to 60 feet straight toward a creature and can move into the space of any Huge or smaller creature. The first time it enters a creature's space with this legendary action, that creature must make a DC 27 Strength saving throw. On a failed save, the creature takes 65 (10d12) bludgeoning damage, is pushed 30 feet away from Satanus, and knocked prone. On a successful save, it takes half as much damage, is pushed 20 feet away from Satanus, and is not knocked prone.

Shake Earth (Costs 3 Actions). Satanus hits the ground with its mighty body and the ground in a 240-foot radius circle centered on itself begins to shake and tremble. The terrain in the area becomes difficult terrain for 1 minute. Each creature on this terrain that is focusing must succeed on a DC 27 Constitution saving throw; on a failed save, its concentration is interrupted. Each creature in the area except Satanus must succeed on a DC 27 Dexterity saving throw, or be knocked prone. In addition, any structure in contact with the ground in the area takes 100 bludgeoning damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The Guide can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Apocalyptic Actions

If the Apotheosis trait has been activated in the last hour, Satanus can use the following options as legendary actions.

Monstrous Attack (Costs 3 Actions). Satanus begins moving frantically with all its heads and its whole body, producing an unequalled disruptive energy that can undo even the mightiest enemy. Satanus chooses a creature within 15 feet that it can see. The target must make a DC 27 Dexterity saving throw. On a failed save, a creature takes 66 (19d6) piercing damage plus 66 (19d6) necrotic damage and becomes stunned until the end of its next turn. On a successful save, a creature takes half as much damage and is not stunned. If this effect drops the creature to 0 hit points, the creature dies.

Abyssal Wave (Costs 3 Actions). Satanus magically summons a huge tidal wave from the Abyss itself. The wave extends from a point within 240 feet that Satanus can see. The Abyssal wave can be up to 100 yards long, up to 100 yards high, and up to 30 yards wide. Each creature in the wave's area must make a DC 27 Strength saving throw. On a failed save, a creature takes 39 (6d12) bludgeoning damage plus 39 (6d12) acid damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone. The water spreads in all directions, extinguish any unprotected flame in the area and within 100 yards, then it vanishes. The area becomes difficult terrain for 1 minute.



DARK PROPHET

A necromancer in fluttering robes comes forth. His light step seems to barely touch the ground as his priests escort him toward the pulpit from whence he pronounces his homilies. He stands tall at the podium, wrapped in a torn cloak. With care, the priests spread the cloth wide, attempting to praise its majesty through action. The cloak, ample and decadent, drapes part of the pulpit itself; however, as the necromancer utters his first word, it lifts into the air, uncovering the figure beneath. The Dark One's body is clad in a silvery garment shaped like skeletal armor that overlaps the man's slender physique. The garment is studded with clusters of dark stone emitting an uncanny light and dripping viscous tears.

The necromancer's hands are clawed and marked by many old scars that draw abominable sigils across his deathly pale skin. These scars testify to ancient rituals that promised the Dark One to the Abyss long before Abaddon tore open its gates.

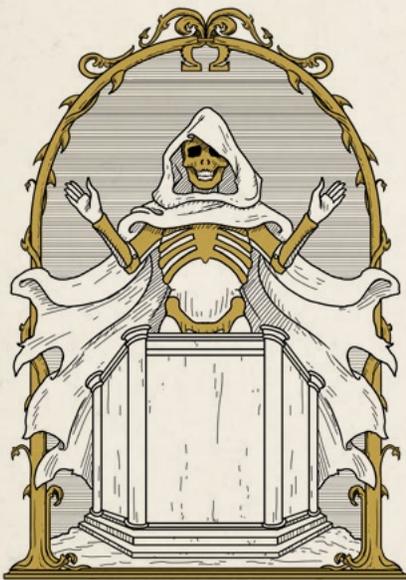
Despite his unsettling presence, the necromancer's voice is blissful. Warm and seductive, it carries an intimate ring that penetrates the hearts of those who listen, regardless of the treachery that might hide within the words. A voice that charms and manipulates, dragging those who hear into the darkness of corruption.

Son of perdition. The Dark Prophet is the sinister pontifex of the Abyssal City. The Dark Ones awaits the Dragon's visions and shares his words with philosophical fervor. Once, he was a mortal man; now, he is remade by the perverse knowledge gained after pledging himself to Satan. He is also known as the Begetting Minister because he plans and assembles the idols of the Beast: magic constructs imbued with some of his arcane abilities. One of these abilities is

the capacity to mark the last ones who pass the Adversary's trials, making them Corrupted in service of the Abyss.

The myth of the Antichrist. In the Old World, before the opening of the Seven Seals, many were accused of being the Antichrist, often because of that era's religious, political, and social strife. The Dark Prophet was most likely an influential personality in the Old World, but no one knows his past identity. After all, his features, hidden deep beneath his crowned hood, are always masked.

Voice of seduction. The Dark Prophet is exceedingly well-versed in the ways of seduction, control, and manipulation. He only strikes directly if forced by circumstance, a situation that has not yet occurred. His true power lies in his ability to extend his consciousness and force individuals of all sorts, be they friends or foes, to fight in his stead. To do so, he not only calls upon arcane spells of fascination and dominion but also on the peculiar gifts he has received from the Adversary himself. Some say that, recently, spies of Babylonia reached the city to attempt an assassination. None of the Dark One's guards or priests needed to intervene: the spies murdered each other



until the lone survivor knelt on the ground and took his own life. There is no escaping the necromancer's gaze, which lights with emerald flashes when it demands the obedience it is owed.

The Mark and the idols of the Beast. The Mark of the Beast is a branding magically impressed on the back of the left hand or on less visible places of that same arm. It does not merely brand the flesh but the very soul of those who receive it, placing a gruesome

blessing on their darkest beliefs. The Dark One may mark the last ones personally, or bestow the same blessing through the idols of the Beast, his mystical messengers.

Apotheosis. When the Dark Prophet invokes the power of Apotheosis, he morphs into an even more corrupted and awful abyssal form, shedding all vestiges of humanity. His garments and mask fuse with his flesh, becoming part of his body and granting him the appearance of a skeletal humanoid. Amid the bones and the exposed organs, emerald flames pulsate with the same light that shines from the hollow eye sockets, which emit poisonous miasma like his idols.





DARK PROPHET

Medium humanoid (Human), chaotic evil

Armor Class 23 (natural armor)

Hit Points 412 (33d8 + 264)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	27 (+8)	28 (+9)	26 (+8)	27 (+8)

Saving Throws Str +16, Con +16, Int +17, Cha +16

Skills Athletics +16, Intimidation +16, Investigation +17, Nature +17, Perception +16, Persuasion +16, Religion +17, History +17

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, poisoned, frightened

Senses passive Perception 26, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 28 (120,000 XP)

Proficiency Bonus: +8

Apotheosis (1/Day). If the Dark Prophet drops to 200 hit points or less, he regains 200 hit points, recharges half his spent Legendary Resistances (rounded down) and can use the options featured in the Apocalyptic Actions section for 1 hour.

Legendary Resistance (4/Day). If the Dark Prophet fails a saving throw, he can choose to succeed instead.

Magic Resistance. The Dark Prophet has advantage on saving throws against spells and other magical effects.

Aura of the Dark Prophet. The Dark Prophet curses nearby creatures. Each enemy creature within 60 feet of the Dark Prophet is continuously under the effect of a *bane* spell (spell save DC 25). On a successful save, that creature becomes immune to the Aura of the Dark Prophet for the next 24 hours.

Resistance to Apocalyptic Coasts and Seas. The Dark Prophet can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, he does not gain exhaustion levels from extreme weather conditions in that terrain.

Cursed Nature. The Dark Prophet is immune to disease.

Adversary's Awareness. The Dark Prophet knows if he's being told a lie.

One with the Profane. When the Dark Prophet deals acid damage, poison damage, or necrotic damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. The Dark Prophet's weapon attacks are magical.

Idol Builder. The Dark Prophet can build the idols of the Beast, and while any **idol of the Beast** is located within 120 feet of the Dark Prophet, the prophet can communicate telepathically with it and the idol can answer him (no action required). In addition, with an action, the Dark Prophet can see through the idol's eyes and hear what the idol hears until the start of his next turn, gaining the benefits of any special senses possessed by the idol. During this time, the Dark Prophet is deaf and blind for the purpose of his own senses. Finally, when the Dark Prophet casts a spell with a range of touch, the idol can deliver the spell as if it had cast the spell. The idol must be within 120 feet of the Dark Prophet and it must use its reaction to deliver the spell when the prophet casts it. If the spell requires an attack, the prophet uses his attack modifier for the roll.

Actions

Multiattack. The Dark Prophet can use his Diabolical Presence and then makes three attacks with his Sacrificial Blade or with his Bolt of Darkness.

Diabolical Presence. Each creature of the Dark Prophet's choice within 30 feet of him and aware of his presence must succeed on a DC 25 Wisdom saving throw, or become magically charmed for 24 hours. The charmed creature considers the Dark Prophet a trusted ally to be heeded and worshiped. Although the target isn't under the Dark Prophet's control, it takes the Dark Prophet's requests or actions in the most favorable way it can. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect on itself ends, the creature is immune to the Dark Prophet's Diabolical Presence for the next 24 hours.

Sacrificial Blade. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) piercing damage plus 9 (2d8) necrotic damage plus 9 (2d8) acid damage, and the target has disadvantage on its saving throws until the end of the Dark Prophet's, next turn. If the attack's target is a creature and the attack drops its hit points to 0, the target dies. In addition, if the Dark Prophet rolls a 20 to hit a creature, the target is paralyzed until the end of the Dark Prophet's next turn.

Bolt of Darkness. Ranged Spell Attack: +17 to hit, range 120 ft., one target. **Hit:** 18 (2d8 + 9) necrotic damage plus 9 (2d8) acid damage, and the target has disadvantage on its saving throws until the end of the Dark Prophet's, next turn. In addition, if the Dark Prophet rolls a 20 to hit a creature, the target is restrained until the end of the Dark Prophet's next turn.

Fiendish Touch (5/Day). The Dark Prophet touches another creature. The target must succeed on a DC 25 Constitution saving throw, or take 78 (12d12) poison damage and become blinded, poisoned, or deafened (Dark Prophet's choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Cursed Touch (5/Day). The Dark Prophet touches another creature. The target must succeed on a DC 25 Wisdom saving throw, or take 55 (10d10) psychic damage and become cursed. While cursed, a target is poisoned, cannot regain hit points, and has disadvantage on attack made against the Dark Prophet. A *remove curse* spell or other similar magic removes these effects.

Spellcasting. The Dark Prophet casts one of the following spells, requiring no material component. His spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks)

At will: *control water, dispel magic, detect evil and good, detect magic, detect thoughts, sending*

2/day each: *black tentacles, contagion, dispel evil and good, dominate beast, dominate person, geas, lesser restoration, phantasmal killer, revivify, vampiric touch, water walk*

1/day each: *circle of death, control weather, fly, forcecage, greater restoration, harm, mind blank, mirage arcane, resurrection, teleport, weird*

Bonus Actions

Prophet's Poison (Recharge 5-6). Immediately after hitting a creature with an attack, the Dark Prophet can force the target to make a DC 24 Constitution saving throw, taking 20 (6d6) necrotic damage and becoming poisoned for 1 minute on a failure. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Idol Reborn (5/Day). The Dark Prophet selects an idol of the beast dead for less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Sacrifice. When the Dark Prophet drops a creature to 0 hit points, the Prophet regains 22 (4d10) hit points.

Magic Disturbance (3/Day). The Dark Prophet tries to interrupt a creature within 60 feet that he can see in the process of casting a spell. If the creature is casting a 4th level spell or lower, its spell fails.

Legendary Actions

The Dark Prophet 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. The Dark Prophet regains spent legendary actions at the start of its turn.

Move. The Dark Prophet moves up to his maximum speed.

Attack. The Dark Prophet makes one attack with his Sacrificial Blade or with his Bolt of Darkness.

Cast a Spell (Costs 2 Actions). The Dark Prophet uses Spellcasting.

Diabolic Whispers (Costs 2 Actions). A creature charmed by the Dark Prophet that the Dark Prophet can see must use its action (if available) to move up to its maximum speed and make a weapon attack against one target of the Dark Prophet's choice. If the attack hits, the Dark Prophet gains 20 temporary hit points.

Dark Subjugation (Costs 2 Actions). The Dark Prophet chooses one creature within 30 feet that he can see and enters that creature's mind, bringing its darkest and most hidden fears to life. The target must make a DC 25 Intelligence saving throw. On a failed save, the creature is terrified and cannot take actions, bonus actions, reactions, or any movement until the start of the Dark Prophet's next turn.

Apocalyptic Actions

If the Apotheosis trait has been activated in the last hour, the Dark Prophet can use the following options as legendary actions.

Poisonous Embrace (Costs 3 Actions). The Dark Prophet enshrouds in his poisonous flames a creature within 10 feet he can see. The target must succeed on a DC 25 Dexterity saving throw. On a failed save, it takes 47 (6d12 + 8) poison damage plus 39 (6d12) necrotic damage and becomes unconscious for 1 minute. On a successful save, it takes half as much damage and is not unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Idol's Poison (Costs 3 Actions). The Dark Prophet can channel the flames around him into a gout of poison, forming a line that is 90 feet long and 10 feet wide. Each creature in that line must make a DC 24 Constitution saving throw. On a failed save, it takes 78 (12d12) poison damage and becomes poisoned for 1 minute. On a successful save, it takes half as much damage and is not poisoned.

ALASTOR

A deafening rumble echoes within the storm of blood that pelts the apocalyptic oceans. The sky, deep crimson in color, seems to shudder. Booming thunder pierces the air as a backlit figure slowly descends. The angel is a being of feminine countenance, his well-sculpted body radiating an aura of martial prowess and threat. His pale skin shines from within, while his long blond hair dances amid small arcs of electrostatic energy.

However, this angel has none of the innocence distinguishing celestial beings. No halo crowns his head, though traces of radiant energy still burn in his eyes and throat. His wings, once immaculate, have now been transfigured into something abominable. The feathers are black, scarlet, and smoke gray, but what makes them terrifying are the two mechanical prostheses emitting sinister screeches and gusts of vapor with each wing beat. Wielding a double-bladed axe in one hand, Alastor appears as a storm incarnate. A cataclysm uncaring of friend or foe. His descent, accompanied by furious gales and merciless lightning, seems to intensify the deluge of blood mixing with the tumultuous sea.

Exile of the first otherworldly conflict. Like Lucifero and Azazel, Alastor still recalls what it meant to exist in the light of the Lord. His candid wings were among the mightiest of the skies, almost as silvery as the clouds from the heart of storms. His name was Uriel, Archangel of the Cherubim, charged with guarding the Gates of Eden with a colossal sword of flame and lightning. He had been created to defend those boundaries in solitude, letting none cross with impu-

nity. He was the one who “presided over thunder and terror”, for none truly desired to oppose his will. Uriel was blessed, just, and patient, so much so that Metatron preferred him among many. Then, Lucifero’s rebellion came, and the borders were attacked. Uriel fought back, but his blows were hesitant when raining down on his own brethren. He did not strike with the might he had been granted. He did not call forth the tempest as was his right. And thus, Uriel lost the favor of the Heavenly Father. What happened next is too painful to recall. It was then that he abandoned his name and chose to be called Alastor.



The Archangel of Solitude. Alastor did not fall, as did other angels. He abandoned his post and vanished, blending in with mortals shortly before Azazel did the same. Indeed, Alastor himself offered his brother the chance to follow him, avoiding the fate that bound many angels fallen to the Gloomy Kingdom called Hell. The two brothers covered their traces. It is said that each of them, to do so, was forced to forsake something. A sacrifice to protect their anonymity for some time. Alastor chose to break his wings. For centuries they remained inert, like a plumed mantel devoid of life. He flew no more, nor did he summon the



tempest as had been his right. He patiently observed the silent conflict in which the Lord and the Adversary fought over souls. Until the Heavenly Father sent Rafael to punish Azazel. Then, Alastor became alone once more, thus becoming a cold and detached spirit focused only on recovering his power of flight.

The Avenger. When Alastor felt the First Sigil break, he knew the End Times were nigh. He observed the Lord's Great Plan take place, never looking away from each cataclysm and atrocity. He who had been born to keep watch became the chosen witness of the Heavenly Father's Wrath. Then, after centuries of feeling nothing, his heart brimmed with a feeling he had never before felt: horror. When Alastor saw the gray star descend and the Abyss open, he collected every divine treasure he had stolen from the Heavenly Kingdom and fled in that direction. When he stood before the Dark Prophet, the Beast's chosen, they made a deal. An emissary of the Abyss would melt Alastor's colossal sword in the Infernal Maw. With the metal obtained, two relics would be forged: a headman's axe with which to butcher the heavenly hosts and a metal prosthesis for his wings. Wings that could carry the Avenging Angel across the skies and the ocean depths. Such was granted in exchange for Alastor joining the Adversary's ranks to pollute and contest the Plan of the Lord.





ALASTOR

Large Fiend (Abyssal), chaotic neutral

Armor Class 21 (natural armor)

Hit Points 312 (25d10 + 175)

Speed 40 ft., swim 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	24 (+7)	22 (+6)	22 (+6)	24 (+7)

Saving Throws Str +14, Int +14, Cha +14

Skills Athletics +14, Deception +14, History +13, Nature +13, Perception +13, Persuasion +14, Religion +13

Damage Resistances necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, lightning, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses passive Perception 23, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 22 (41,000 XP)

Proficiency Bonus: +7

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

Magic Resistance. Alastor has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Coasts and Seas. Alastor can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, he does not gain exhaustion levels from extreme weather conditions in that terrain.

Cursed Nature. Alastor is immune to disease.

Adversary's Awareness. Alastor knows if he's being told a lie.

One with the Profane. When Alastor deals lightning damage or necrotic damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Alastor's weapon attacks are magical.

Actions

Multiattack. Alastor makes three attacks with his Avenging Axe, or three attacks with his Lightning Bolt.

Avenging Axe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage plus 13 (2d12) necrotic damage. In addition, if Alastor scores a critical hit, he rolls three times for damage instead of two.

Lightning. *Ranged Spell Attack:* +14 to hit, range 150 ft., one target. *Hit:* 29 (4d10 + 7) lightning damage. In addition, if Alastor rolls a 20 to hit a creature, the target is stunned until the start of Alastor's next turn.

Execution (3/Day). Alastor chooses one creature within 10 feet that he can see and makes a swift and accurate attack. The target must succeed on a DC 22 Dexterity saving throw, or take 77 slashing damage. If this effect drops its hit points to 0, the target dies.

Rising Storm (Recharge 6). Alastor generates a thunder and lightning storm centered on a point within 120 feet of him that he can see. Each creature in a 60-foot radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 36 (6d8) lightning damage plus 36 (6d8) thunder damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it is also stunned until the end of Alastor's next turn.

Spellcasting. Alastor casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 22):

At will: *create food and water, detect evil and good, detect magic, detect thoughts, lightning bolt*

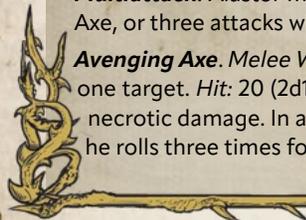
1/day each: *chain lightning, dispel magic, greater restoration, resurrection, teleport, wind wall*

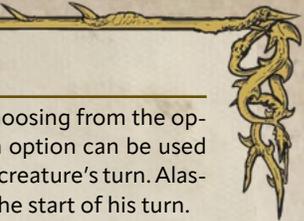
Bonus Actions

Avenging Rage (3/Day). Alastor enters a state of avenging rage. This rage lasts 1 minute or until Alastor is incapacitated. While raging, Alastor gains the following benefits:

- + Alastor has advantage on Strength checks and Strength saving throws.
- + Alastor has advantage on attack made against celestial creatures.
- + When Alastor hits with a melee weapon, his attack deals one extra die of that weapon's damage.
- + Alastor has resistance to bludgeoning, piercing, and slashing damage.

Avenging Fury. When Alastor drops a creature to 0 hit points with a melee attack, he can move up to his maximum speed and make an Avenging Axe attack.





Legendary Actions

Alastor 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. Alastor regains spent legendary actions at the start of his turn.

Move. Alastor moves up to his maximum speed.

Carica (Costs 2 Actions). Alastor moves up to his maximum speed and makes one attack with his Avenging axe.

Cast a Spell (Costs 2 Actions). Alastor uses Spellcasting.

Mechanical Wings (Costs 3 Actions). Alastor emits a lightning discharge that runs down his mechanical wings, then throws his feathers in a 30-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.



ASMODEUS

The Tyrant Demon's body is gigantic, flaccid, and swollen. Besides the central head of an ogre with great goat-like horns, he has two secondary heads: a lion's head on his left shoulder and a flayed ram's head on the right. Instead of feet, he stands on six great rooster legs and boasts a mighty, reptilian tail. He is adorned with many golden ornaments, refined and delicate, which contrast with his horrendous aspect and his unhealthy, bluish skin hue. An intense reek of sulfur wafts from his bulk.

The court of Asmodeus. Though some say he was not always so, Asmodeus is now a crass and sadistic being. However, this boorish brutality does not impede him from being one of the most important players within the Adversary's Horde. This is partly due to his ability to surround himself with lackeys and advisors of rare cunning and malicious ingenuity. Throughout the centuries, Asmodeus has learned to delegate those tasks requiring finesse to faithful servants so that he might focus on what he does best: terrorizing his subjects. The Tyrant Demon knows how useful capable servants can be, so he lavishly rewards those who serve him and takes every precaution against betrayal. Entering Asmodeus's good graces only to betray him and then be discovered would entail such punishment that the tortures endured by the sinners in Hell would seem child's play.



King of the Abyssal City. Asmodeus is the undisputed monarch of the Abyssal City. All demons and inhabitants of the city formally bow to him. Besides absurd administrative matters in which many functionaries assist him, Asmodeus personally oversees the military forces of the citadel. He makes sure to prepare and equip these troops and bolster their ranks should some fall in battle. The king is well aware that the Last Battle looms, and his armies must be ready. To do so, the entire Abyssal City must efficiently produce trained troops and armaments.

Guardian of the truce. Everyone in town must play their part, with no exceptions. Though back in Hell, demons were tasked with containing, torturing, and rending sinners, now this paradigm must change. The last ones must be convinced to receive the Mark of the Beast and fight for the Adversary, not the opposite. The time of torture is over. The only way to sway the last ones into joining the Adversary's Horde is to offer them the freedom of will that the Throne denies, as well as safety from persecution at the hands of otherworldly beings. The truce existing in the city is simple: anyone who slays, torments, or tortures another inhabitant is severely punished.

For them not to torture mortals, demons must be quelled and held in check by Asmodeus's terrifying presence. Likewise, mortals must be trained for battle and encouraged to contribute as best they can to the Last Battle. Though demons find it unnatural to repress their instincts, the Corrupted find a balance within this precarious form of survival. Whether the Adversary wins or loses, all will soon be over, which is a grim consolation for these poor souls. In the end,

mortals have a chance to lead a bizarre life, but one better than most. If they behave as required. Asmodeus knows that exceptional times require exceptional measures and is aware that public "order" is a prerequisite to winning the Last Battle.

King Solomon's adversary. Some believe Asmodeus has always dwelled in the Abyss amid his court of horrors, bureaucrats, and crazed mages. Some legends, however, maintain that Asmodeus was once a cunning and charming demon, gifted with many magical talents and the overwhelming ability to possess the bodies of mortals, polluting their souls. At some point, Asmodeus was imprisoned and humiliated by Solomon, the Summoner King, who forced the demon into building the temple of Jerusalem without metal instruments. It is said that it was then when Asmodeus became monstrous, brutal, and choleric, and that the demon will remain thus until he has taken vengeance on the soul of the ancient king.





ASMODEUS

Huge Fiend (Abyssal), chaotic evil

Armor Class 19 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	22 (+6)	15 (+2)	23 (+6)

Saving Throws Str +13, Dex +7, Int +13

Skills Arcana +12, Athletics +13, Deception +12, Intimidation +12, Perception +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages all

Challenge 19 (22,000 XP)

Proficiency Bonus: +6

Three Heads. Asmodeus has advantage on Wisdom (Perception) checks and on saving throws against the blinded, deafened, unconscious, and stunned conditions.

Deadly Burst. If Asmodeus dies, his body explodes. Each creature within 30 feet of him must make a DC 20 Dexterity saving throw, taking 24 (7d6) necrotic damage plus 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Asmodeus and his equipment are destroyed.

Resistance to Apocalyptic Coasts and Seas. Asmodeus can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Abyssal Sight. Magic darkness does not hinder Asmodeus's darkvision.

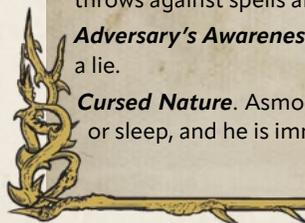
Brutal. Asmodeus has advantage on Strength checks and Strength saving throws.

Legendary Resistance (2/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Magic Resistance. Asmodeus has advantage on saving throws against spells and other magical effects.

Adversary's Awareness. Asmodeus knows if he's being told a lie.

Cursed Nature. Asmodeus doesn't require air, food, drink, or sleep, and he is immune to disease.



Magic Weapons. Asmodeus's weapon attacks are magical.

Actions

Multiattack. Asmodeus can use his Terrifying Presence, then makes one attack with his Fiendish Horns, one with his Lion's Bite, and one with his Mortal Grasp, or two attacks with his Profane Word.

Terrifying Presence. Each creature of Asmodeus's choice within 60 feet of him and aware of his presence must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Asmodeus's Terrifying Presence for the next 24 hours.

Fiendish Horns. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 13 (3d8) necrotic damage. If Asmodeus moves at least 20 feet straight toward a target immediately before hitting it, the target takes an extra 13 (3d8) piercing damage and if it is a Huge or smaller creature, it must succeed on a DC 21 Strength saving throw, or be knocked prone.

Lion's Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 16 (3d10) acid damage.

Mortal Grasp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage and, if the target is a Large or smaller creature, it is grappled (escape DC 21). The target is also restrained until this grapple ends, and Asmodeus can't use his Mortal Grasp on another target.

Profane Word. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 23 (5d6 + 6) necrotic damage plus 17 (5d6) psychic damage. In addition, if Asmodeus rolls a 20 to hit a creature, the target is stunned until the start of Asmodeus's next turn.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft, one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 7 (2d6) poison damage.

Spellcasting. Asmodeus casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 20):

At will: *bane, command, detect thoughts, detect evil and good, detect magic, inflict wounds*

2/day each: *hold monster, blindness/deafness, dispel magic, dominate person, darkness, revivify*

1/day each: *circle of death, control water, geas, harm, teleport*

Reactions

Magic Disturbance (3/Day). Asmodeus tries to interrupt a creature within 60 feet that he can see in the process of casting a spell. If the creature is casting a 3rd level spell or lower, its spell fails.

Legendary Actions

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

Move. Asmodeus moves up to his maximum speed.

Coda (Costs 2 Actions). Asmodeus makes one attack with his Tail.

Toss Away (Costs 2 Actions). Asmodeus flings a creature he has grappled 30 feet away from him in a direction of his choice. The target must make a DC 21 Dexterity saving throw; on a failure, the target takes 18 (2d10 + 7) bludgeoning damage and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Cast a Spell (Costs 2 Actions). Asmodeus uses Spellcasting.

Call of Evil (Costs 2 Actions). Asmodeus chooses one point on the ground within 120 feet that he can see. A 30-foot radius sphere of necrotic energy centered on that point appears and lasts until the end of Asmodeus's next turn. Each creature in the area is vulnerable to necrotic damage.

ARCHDEMON

From the wracked abyssal waters bursts forth a shape uncanny to behold. The archdemon is a fiend that shocks and horrifies those looking upon it even an instant. Its body is divided into two parts: the lower is that of a great serpent, lost amid the waves; the upper is a humanoid angel, deformed and corrupted. A pair of additional arms spring from its sides, each hand brandishing a wickedly sharp weapon. Above the archdemon's back, membranous wings like those of a dragon tower, increasing its stature. Its shadowed face is barely visible, hidden by a tangle of serpents, fierce and threatening.

Lords of Battle. Archdemons seem to exist for nothing but rending their foes. They are the Adversary's shock troops and will play a crucial part in the Last Battle. Wielding tridents, lances, and sabers, riding astride abyssal locusts, they are trained to assail the Throne's forces without fearing any foe. The seraphim are their natural enemies, and some believe that archdemons are, indeed, fallen seraphim.

The archdemon's bloodlust knows no quelling, such that it is hard for them to contain it, especially when badly wounded. Though these fiends appear to significantly value Alastor's words, they are assigned to diverse missions, even under the direct control of Asmodeus or the Dark Prophet. They are the Lords of Battle, and a whole legion of lesser demons usually follow them to serve and guard.

Underwater fighters. These creatures can fully unleash their primordial might when they finally drag their foes beneath the waves. They do fight seraphim in the skies but will use every trick at their disposal to bring the fight to the depths, taking advantage of their affinity to oceans. In those moments, the lower half of an archdemon seems to gain an inexorable strength capable of restraining and crushing the most vigorous and imposing foes. Some scholars from the Temple of Babilonia report that archdemons need but submerge in the watery depths to quickly heal their wounds.



ARCHDEMON

Huge Fiend (Abyssal), generally chaotic evil

Armor Class 19 (*Abyssal Full Plate*)

Hit Points 270 (20d12 + 140)

Speed 40 ft., swim 110 ft., fly 75 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	22 (+6)	17 (+3)	18 (+4)

Saving Throws Str +14, Dex +4, Con +14, Int +13, Wis +4, Cha +5

Skills Arcana +12, Athletics +13, Deception +10, Intimidation +10, Nature +12, Perception +9, Religion +12

Damage Resistances poison, radiant

Damage Immunities acid, necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 19, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus: +6

Special Equipment. The archdemon wears a suit of *Abyssal Full Plate* (already included in his statistics)

Legendary Resistance (1/Day). If the archdemon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The archdemon has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Coasts and Seas. The archdemon can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Hate for Celestials. The archdemon has advantage on attack against celestial creatures. In addition, when it drops a celestial to 0 hit points, the archdemon gains 17 temporary hit points.

Cursed Nature. The archdemon doesn't require air, food, drink, or sleep, and it is immune to disease.

Adversary's Awareness. The archdemon knows if it's being told a lie.

Magic Weapons. The archdemon's weapon attacks are magical.

Actions

Multiattack. The archdemon can use its Terrifying Presence, then makes one attack with its Abyssal Trident, one with its Abyssal Spear and one with its Abyssal Scimitar.

Terrifying Presence. Each creature of the archdemon's choice within 60 feet of it and aware of its presence must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archdemon's Terrifying Presence for the next 24 hours.

Abyssal Trident. *Melee or Ranged Weapon Attack:* +13 to hit, reach 10 ft. or range 60/180 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 13 (3d8) acid damage. In addition, if the archdemon rolls a 20 to hit a creature, the target is restrained until the start of the archdemon's next turn.

Abyssal Spear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 10 ft. or range 60/150 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 10 (3d6) necrotic damage. In addition, if the archdemon rolls a 20 to hit a creature, the target is poisoned until the start of the archdemon's next turn.

Abyssal Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 10 (3d6) necrotic damage.

Degenerating Touch (3/Day). The archdemon touches another creature. The target must succeed on a DC 18 Constitution saving throw, or become diseased. The disease can be removed by any magic or ability that can cure diseases. At the end of its next turn, the diseased creature's skin begins changing color, gaining a bluish-gray hue: The creature has disadvantage on Constitution saving throws and cannot regain hit points unless it is under water. After 1 minute, the disease worsens and the creature's skin becomes entirely gray, the creature grows gills that allow it to breathe water, and in addition to the previous effects, when the creature is outside a body of water, it takes 3 (1d6) acid damage per minute it spends in these conditions.

Spellcasting. The archdemon casts one of the following spells, requiring no material component. Its spellcasting ability is Intelligence (spell save DC 20):

At will: *detect evil and good, detect magic*

2/day each: *dispel magic, haste, lesser restoration*

1/day each: *contagion, control water, dispel evil and good, greater restoration*

Bonus Actions

Fiendish Fury (Recharge 5-6). The archdemon rolls a d8 and adds the result to the first damage roll it makes in the next minute. If the archdemon drops to 135 hit points or less, it rolls 2d8 instead of 1d8.

Constrict. While under water, the archdemon can try and constrict a huge or smaller creature within 5 feet that it can see. The target must succeed on a DC 21 Dexterity saving throw, or take 14 (4d6) bludgeoning damage and become grappled (escape DC 21). Until this grapple ends, the target is restrained and the archdemon can't constrict another target.

DEMON OF TEMPTATION

The rhythmic wingbeats of the celestial infantry are drowned out by a deafening din. These demons' traits recall those of other angels, but subverted by the Lord's ancient curse. Instead of a halo, they display goat horns; instead of dove or swan wings, they fly using membranous appendages like the wings of bats, black and scarlet. Some have hooves, tails, or forked tongues. Were it not for these inhuman features, these demons would resemble youths of stunning beauty, often gifted with athletic bodies, sensual forms, and the sexual attributes typical of humans. When not distorted by rage, their eyes are marked by a deep melancholy.

Lucifero's brothers in arms. Demons of temptation belong to the ranks of fallen angels who sided with Lucifero and were banished from Heaven with him. They understood the tyranny of the Lord, who boasted about granting his creations Free Will but who, deep down, did not wish them to be truly free. They forsook joy, innocence, and beauty to stand beside the Morningstar.

Lead into temptation. Demons can take human shape, shedding their demonic features. They can impersonate humans of any nature, lineage, and social rank. More so, they enjoy posing as humans, playing at living mortal lives. Since forever, this attitude has helped push mortals toward committing sins against the Lord's law. Since the onset of the Apocalypse, however, demons focus their energies on recruiting new forces and on training them in the arts of espionage, lies, and combat.

Selected groups of demons are often tasked with leaving the Abyssal City to reach the last ones in Babilonia or in the nomadic Last Cities to tempt them into joining the Beast and receiving his Mark.



Elite troops. Demons are trained and competent soldiers. Those dwelling in the Abyssal City serve as guards and military instructors. The last ones who accept the Mark of the Beast are welcome to the Abyssal City and receive refuge, humble meals, weapons, and training. Demons take care of it all: they teach the last ones to fight and appreciate the true value of freedom.



DEMON OF TEMPTATION

Large Fiend (Abyssal), generally chaotic evil

Armor Class 15 (*Abyssal Studded Leather Armor*)

Hit Points 52 (7d10 + 14)

Speed 30 ft., swim 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Str +4, Dex +3, Con +3, Int +4, Wis +3, Cha +3

Skills Arcana +5, Deception +4, Insight +4, Perception +4, Religion +5

Damage Resistances acid, necrotic, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Babel Tongue, Language of the Old World, Primal Tongue, telepathy 60 ft.

Challenge 2 (450 XP)

Proficiency Bonus: +2

Special Equipment. The demon of temptation wears a suit of *Abyssal Studded Leather Armor* (already included in its statistics).

Resistance to Apocalyptic Coasts and Seas. The demon of temptation can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Cursed Nature. The demon of temptation doesn't require air, food, drink, or sleep, and it is immune to disease.

Abyssal Sight. Magic darkness doesn't hinder the demon of temptation's darkvision.

Magic Weapons. The demon of temptation's weapon attacks are magical.

Actions

Fiendish Bident. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (2d4) necrotic damage.

Acid Arrow. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 3) acid damage, and the target must succeed on a DC 13 Constitution saving throw, or take 7 (2d6) acid damage at the start of its next turn.

Fiendish Touch (2/Day). The demon of temptation touches another creature. The target must succeed on a DC 13 Constitution saving throw, or become blinded, poisoned, or deafened (demon of temptation's choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The demon of temptation magically polymorphs into a humanoid of any size, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. The demon of temptation reverts to its true form if it dies.

Spellcasting. The demon of temptation casts one of the following spells, requiring no material component. Its spellcasting ability is Intelligence (spell save DC 13):

At will: *minor illusion*, *thaumaturgy*

1/day each: *detect evil and good*, *detect magic*

Bonus Actions

Fiendish Curse (Recharge 5-6). The demon of temptation chooses one creature within 30 feet that it can see. The target rolls a d6 and subtracts the result from the first attack it makes in the next minute. A creature can only gain one Fiendish Curse die at a time.

WORMWOOD DEMON

The suffocating vapors and acid miasma part briefly. The demon appears as a grotesque and corrupted vision of what was once a celestial being. Its body, devoid for millennia of divine grace, has clearly been warped by the powers of the Abyss. The skin is bloated and purplish as if it had been immersed far too long in dark waters. The harmonious symmetries of a divine form have been replaced by an ungainly and deformed musculature covered in purple veins. The wings only partially recall those of a bat and are, in truth, more akin to the fins of a sea creature. Aquatic elements are rife in this fiend. Long gills open and close along the most disparate parts of its body. The demon bobs its horned head and curls its dark lips in a sardonic grin. It is already too late, as the smoke snaps forward like an extension of the creature.

Unholy wormwood specters. The Plain of Armageddon is rife with tales of smoke phantoms with a poisoned touch. It is said that they infest the shores of corrupted oceans, streams whose waters have become undrinkable, and all those noxious places that must be avoided. Though these stories are meant to discourage the inexperienced from taking foolish actions, they may hold a grain of truth. Demonic creatures who have embraced and now wield the power of the “bitter waters” are more than real. Like the last ones who call themselves wormwood specters, these fiends can tame the foul vapors surrounding them. They disperse the smoke with great censers, generating a concealing shroud. They are dangerous demons, shrewd and effective. Especially so when a group of their number, usually three, is tasked with assassinating someone.

Sons of Wormwood. When the third angel blew his horn after the rupture of the Seventh Seal, a burning star plummeted from the stormy sky like a divine torch. Its fire struck one-third of all rivers, lakes, and springs. That star was named Wormwood, and it made one-third of all waters into the bitter poison bearing the same name. Wormwood demons are oddly resistant to radiant powers and weapons channeling radiant auras. Within these demons, a flickering flame from that falling star still boils together with the bitter waters. A unique feature that makes these wormwood demons much appreciated in the struggle against the Throne.



WORMWOOD DEMON

Large Fiend (Abyssal), generally chaotic evil

Armor Class 17 (Abyssal Plate Mail)

Hit Points 85 (10d10 + 30)

Speed 40 ft., swim 75 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	18 (+4)	15 (+2)	16 (+3)

Saving Throws Str +6, Dex +6, Con +6, Int +7, Wis +5, Cha +6

Skills Arcana +7, Deception +6, Insight +5, Perception +5, Religion +7, Stealth +6,

Damage Resistances acid, necrotic, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Babel Tongue, Language of the Old World, Primal Tongue, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Special Equipment. The wormwood demon wears a suit of *Abyssal Plate Mail* (already included in its statistics).

Assassinate. During its first turn, the wormwood demon has advantage on attack against any creature that hasn't already taken its turn. Each hit the wormwood demon scores against a surprised creature is considered a critical hit.

Magic Resistance. The wormwood demon has advantage on saving throws against spells and other magical effects.

Resistance to Apocalyptic Coasts and Seas. The wormwood demon can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Cursed Nature. The wormwood demon doesn't require air, food, drink, or sleep, and it is immune to disease.

Abyssal Sight. Magic darkness doesn't hinder the wormwood demon's darkvision.

Magic Weapons. The wormwood demon's weapon attacks are magical.

Actions

Multiattack. The wormwood demon makes two attacks with its Abyssal Harpoon or with its Acid Arrow.

Abyssal Harpoon. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Acid Arrow. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) acid damage, and the target must succeed on a DC 15 Constitution saving throw, or take 9 (2d8) acid damage at the start of its next turn.

Fiendish Touch (2/Day). The wormwood demon touches another creature. The target must succeed on a DC 15 Constitution saving throw, or become blinded, poisoned, or deafened (wormwood demon's choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Wormwood (1/Day). The wormwood demon summons a 30-foot radius sphere filled with a cloud of poisonous wormwood and centered on itself. The wormwood spreads around corners and its area is heavily obscured. The cloud lingers in the air for 1 minute. Each creature that is completely in the cloud at the start of its turn must make a DC 15 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage, its speed is halved, it cannot take reactions, has disadvantage on Dexterity saving throws, and is poisoned until the end of its next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A strong wind (at least 20 miles per hour) disperses the cloud.

Spellcasting. The wormwood demon casts one of the following spells, requiring no material component. Its spellcasting ability is Intelligence (spell save DC 15):

At will: *minor illusion, thaumaturgy*

1/day each: *silent image, detect evil and good, detect magic, sending, darkness*

Bonus Actions

Fiendish Fury (Recharge 5-6). The wormwood demon chooses one creature within 30 feet that it can see. The target rolls a d6 and subtracts the result from the first attack it makes in the next minute. A creature can only gain one Fiendish Fury die at a time.

Move in Shadows. The wormwood demon takes a Disengage or Hide action.

GOAT DEMON

From gloomy caverns, a horrid group of vaguely humanoid demons steps forth, akin to anthropomorphic goats. Their hind legs are indeed those of a goat, and the rest of their more human-like body is coated in fur, filthy and blood-spattered. Their arms are elongated, strong, and clawed. Their heads are a hideous mixture of man, goat, and boar. With oversized mouths full of fangs jutting out in all directions. To complete this grotesque picture, at least two pair of twisted horns. The long, forked tongues of these creatures, mad with lust for hunting and plundering, flicker threateningly toward their prey.

A den in the dark. These goat-like demons band together in pack-like groups of many individuals. They hunt, raid, and assault anything they meet. Greater demons of the Abyss often use them to clean out entire areas of their human populations. Indeed, goat demons build their dens, which are similar to primitive settlements, in caves just below the earth's sur-

face and often compete for these places with the communities of last ones seeking shelter from the ruthless weather of the Plain of Armageddon. Facing one of these creatures may not seem much of a challenge; unfortunately, they always hunt in groups, swarming from the dark in frenzied ambushes.



Bone collectors. Goat demons are widely dedicated to a macabre activity. They collected the bones of their victims, gathering their bodies and cleaning each corpse with ruthless precision. Using leather straps and ropes made from the more resistant parts of corpses, these demons create armor, ornaments, shields, and sharp weapons. They scour areas where epic battles between angels and demons took place in search of prized components, greatly preferring the remains of otherworldly and monstrous beings to those of mere humans.



GOAT DEMON

Medium Fiend (Abyssal), usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft., climb 20ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Athletics +4, Perception +3

Damage Resistances necrotic

Damage Immunities acid

Condition Immunities frightened

Senses darkvision 60 ft., Passive perception 13

Languages understands Abyssal, Babel Tongue, and Language of the Old World but doesn't speak

Challenge 1/2 (100 XP)

Proficiency Bonus: +2

Reckless. At the start of its turn, the goat demon can gain advantage on all melee weapon attack during that turn, but attack against it have advantage until the start of its next turn.

Sure-Footed. The goat demon has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Demonic Movement. The goat demon can climb difficult surfaces, including upside down on ceilings (where it moves on all fours), without needing to make an ability check.

Actions

Multiattack. The goat demon makes one ram attack and one with its claws.

Ram. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. If the goat demon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (1d10) piercing damage. If the target is a creature of medium size or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +4 to hit, range 5 ft, one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

Claws. *Melee Weapon Attack:* +4 to hit, range 5 ft, one target. *Hit:* 5 (1d6 + 2) slashing damage.

Heinous Immolation. Goat demons are driven by eternal evil and infernal madness, and can choose to self-immolate out of sheer lust for destruction. When it reaches 6 hit points or fewer, the goat demon can choose to deflagrate. If it does, it dies and each creature within 10 feet of the goat demon must make a DC 10 Constitution saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

BEAST FROM THE SEA

A colossal beast emerges from the dark waves. Like Satan, it also displays several monstrous heads, though each one is panther-like, emerging from a thick mane of putrid algae. Six of those heads are smaller, each bearing a single jeweled horn. The largest, central head carries four horns above which a crown of icy flames burns. The rest of its colossal body, spotted like that of a leopard, seems to mimic the anatomy of a bear and lion, horribly melded. Instead of a tail, the creature has a tangle of tentacles, writhing without rest, consumed by the lust to crush and destroy.

Abyssal cataclysm. The Book of Revelations had predicted its arrival, and so it came. The Beast from the Sea is a vast and ferocious chimera that mixes traits of land and water animals. Its creation is recent, so much so that no one remembers it in Hell or before the End Times. Many in the Abyss look admiringly at this creature's insatiable urge to destroy, and many impatient demons have gathered around it. The Beast from the Sea has no strategic mind and makes no plans. But its wrath is great, barely containable, and it, like its followers, cannot wait for the Last Battle. Some in the Abyssal City even whisper that this creature's champions are organizing hidden sorties and secret missions to force the Throne's hand. This places the Beast from the Sea in silent conflict with the Dark Prophet, who instead follows the Dragon's instructions to the letter.

Endless regeneration. As foretold in John's prophecy, the Beast from the Sea is gifted with unique powers of regeneration. Wounds that cut its flesh come to life to knit themselves shut with speed unrivaled even among otherworldly beings. This makes the fiend prideful and reckless, unable to evaluate the opponents it faces or the risks it takes. Not long ago, the Beast from the Sea manifested all its audacity, leaving the lands of the Abyss and even the oceans in search of its favored prey: celestial beings. Nothing in the world satisfies its appetite more.



BEAST FROM THE SEA

Gargantuan Aberration (Abyssal), chaotic evil

Armor Class 20 (natural armor)

Hit Points 437 (25d20 + 175)

Speed 50 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	26 (+7)	9 (-1)	21 (+5)	22 (+6)

Saving Throws Str +16, Con +15, Int +7

Skills Athletics +16, Perception +13

Damage Resistances cold, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 23

Languages -

Challenge 25 (75,000 XP)

Proficiency Bonus: +8

Seven Heads. The Beast from the Sea has advantage on Wisdom (Perception) checks and on saving throws against the blinded, deafened, unconscious, and stunned conditions.

Amphibious. The Beast from the Sea can breathe air and water.

Resistance to Apocalyptic Coasts and Seas. The Beast from the Sea can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Abyssal Sight. Magic darkness doesn't hinder The Beast from the Sea's darkvision.

Regeneration. The Beast from the Sea regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Hunger for Celestials. The Beast from the Sea has advantage on attack it makes against celestial creatures.

Brutal. The Beast from the Sea has advantage on Strength checks and on Strength saving throws.

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

Magic Resistance. The Beast from the Sea has advantage on saving throws against spells and other magical effects.

Cursed Nature. The Beast from the Sea is immune to disease.

Magic Weapons. The Beast from the Sea's weapon attacks are magical.

Actions

Multiattack. The Beast from the Sea makes one attack with its Horns of the King or with its Bite of the Queen, then makes six attacks with its Bites or Horns. Then it uses its Tentacled Tail.

Horns of the King. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage. If

the Beast from the Sea moves at least 30 feet straight toward a target immediately before hitting it, the target takes an extra 14 (4d6) bludgeoning damage and, if it is a creature, it must succeed on a DC 24 Strength saving throw, or be knocked prone.

Bite of the Queen. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage plus 13 (2d12) acid damage.

Bites. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 14 (1d12 + 8) piercing damage.

Horns. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Tentacled Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 24). Until this grapple ends, the target is restrained and the Beast from the Sea can't use its Tentacled Tail on another target.

Bonus Actions

Crown of Icy Flames (1/Day). The Beast from the Sea summons above its main head a crown of icy flames that lasts for 1 minute. While the crown floats above its head, each ally of the Beast from the Sea within 60 feet can roll a d6 and add the result to its attack and damage rolls. In addition, any creature that is not a Fiend within 60 feet of the beast must succeed on a DC 22 Wisdom saving throw, or be frightened by the beast for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, that creature is immune to the Crown of Icy Flames for the next 24 hours.

Legendary Actions

The Beast from the Sea 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. The Beast from the Sea regains spent legendary actions at the start of its turn.

Move. The Beast from the Sea moves up to his maximum speed.

Charge (Costs 2 Actions). The Beast from the Sea moves up to its maximum speed and makes an attack with its Horns of the King.

Stunning Poison (Costs 2 Actions). The Beast from the Sea chooses one creature it has grappled. The target must succeed on a DC 23 Constitution saving throw, or be poisoned until the end of its next turn. While poisoned, the creature is also stunned.

Constrict (Costs 3 Actions). The Beast from the Sea tries to choke a creature it has grappled. The target must make a DC 20 Strength saving throw. On a failed save, it drops to 0 hit points. On a successful save, the target cannot breathe or speak until the grapple ends.

IDOL OF THE BEAST

The statue portrays a snake-like creature, a masterpiece of the sculptural arts, majestic in its realism as well as sinister. The coils at the base, twisted upon each other, are covered in dried blood. The idol seems reared up to strike all those who dare approach. Its dragon's maw is agape, revealing rows of sharp and deadly fangs. Each detail is masterfully rendered, from its sinuous spines to the curved horns, from the wicked teeth to the gills that almost seem to quiver. Just when this realism begins to unsettle, the statue takes life, lightning fast. A roar melds with a sinister hiss as the body strikes forth.

Eyes and spires of the Dark Prophet. The idols of the Beast were created with the Dark Prophet's own magic, following the will of Satan as himself. They are empty shells that must be nourished with human sacrifice and abyssal power. When awakened, they display an innate understanding and sinister intelligence. They follow the telepathic orders from their master and do all that is in their power to please him. The Dark Prophet can see through the eyes of all idols

as though they were his familiars and cast a spell through them. The idols have no sense of morality, no instinct of self-preservation, and no true consciousness of themselves as individual beings.

Surrogate markers. The Dark Prophet does not personally grant the Mark to all those who are worthy. He only takes care of his chosen and favorites. All other last ones who pass the trials must kneel before an idol of the Beast, imploring corruption. Sooner or later, the Dark Prophet will awaken the idol, placing the much-desired reward upon his supplicants.

Infallible executioners. The idols of the Beast are representations of Satan as himself, and they conceal a spark of his power within their stone bodies. It is hard to discern whether magic moves them or the peculiar combination of flames and acidic vapors that vent from their maws. However, the idols use attacks based on these powers sparsely since they do not wish to consume the bodies of their prey, preferring to swallow them whole.



IDOL OF THE BEAST

Large Construct, generally chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	15 (+2)	12 (+1)	9 (-1)

Saving Throws Str +6, Dex +6, Con +6, Int +7, Wis +5, Cha +6

Skills Perception +4

Damage Resistances fire, necrotic

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Babel Tongue

Challenge 7 (2,900 XP)

Proficiency Bonus: +3

False Appearance. While the idol of the Beast remains motionless, it is indistinguishable from a lifeless statue.

Resistance to Apocalyptic Coasts and Seas. The idol of the Beast can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Magic Resistance. The idol of the Beast has advantage on saving throws against spells and other magical effects.

Cursed Nature. The idol of the Beast doesn't require air, food, drink, or sleep, and it is immune to disease.

Actions

Multiattack. The idol of the Beast makes an attack with its Abyssal Bite and one with its Constrict.

Abyssal Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and is poisoned until the start of the idol of the Beast's next turn. On a successful save, a creature takes half as much damage and is not poisoned.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the idol of the Beast can't constrict another target.

Breath of Destruction (Recharge 6). The idol of the Beast exhales acid and flames in a line that is 60 feet long and 5 feet wide. Each creature in this line must make a DC 15 Dexterity saving throw, taking 22 (4d10) acid damage plus 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in that area that aren't being worn or carried.

Bonus Actions

Poison of the Beast (Recharge 6). The idol of the Beast tries to petrify one creature it has grappled. The target must succeed on a DC 15 Constitution saving throw, or become restrained and magically be turned into stone. A restrained target must repeat its saving throw at the end of its next turn, ending the effect on itself on a success. On a failure, the target becomes petrified until freed by a *lesser restoration* spell or similar magic.



IMPURE SPIRIT

Lithe and filthy, damp and malignant, a stench of mire vegetation precedes these spirits. They look like vaguely humanoid frogs with long limbs and mouths that gurgle acidic slime. They wear no clothing save perhaps a ragged loincloth.

Offspring of the Dark Prophet. In the days before the Last Battle, many were the corrupted miracles performed by Satanus, the Dragon of the Apocalypse, through his Dark Prophet. The birth of the first impure spirits occurred in a dream, as often happens. The Dragon appeared to the Dark One, showing but one of his goat-like eyes that shone sickly in the darkness of the eternal night. It blinked the scaled lid thrice, and three monstrous tadpoles dripped from its eye, which it asked its Prophet to swallow. Thus, the Dark One brought the impure spirits into this world, cradling them in his chest until, three days later, he vomited forth three already formed and malignant humanoids. The impure spirits perceive the Dark One instinctively as their creating father, as though they were the fruit of a fiendish immaculate conception. More followed after the original three, all equally horrendous.

A step beyond Creation.

Impure spirits were conceived on an abstract plain of existence and maintain this ethereal nature in addition to the corporeal one. They can thus slip between the folds of reality in those places where the bounds of Creation have become thinner with the coming of the End Times. Impure spirits can use this particular talent to assassinate, ambush, or defend themselves from attacks during a fight. When slipping through Creation, they briefly change form, becoming a skeletal and spectral version of themselves.



Advisors to the mighty. The deceitful nature of these spirits allows them to appear in the dreams of mortals, taking the guise of deceased loved ones. When not directly employed by the Dark Prophet, the spirits use this power to enslave the few powerful mortals left in the world. They always advise reasonable conduct that benefits their chosen. However,

night after night, their words of advice slowly twist the victim's moral compass until they naturally develop an inclination toward the Abyss. Then, the work of the impure spirit is done, and they hand over their victim to a demon, who will take care of the rest.

IMPURE SPIRIT

Medium Fiend (Abyssal), generally chaotic evil

Armor Class 13 (natural armor)

Hit Points 58 (13d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	18 (+4)	13 (+1)	14 (+2)

Skills Arcana +6, Deception +4, History +6, Insight +3, Persuasion +4, Religion +6

Damage Resistances acid, necrotic

Senses passive Perception 11

Languages Abyssal, Babel Tongue, Primal Tongue

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Deceiver. The impure spirit has advantage on Charisma (Deception) checks.

Resistance to Apocalyptic Coasts and Seas. The impure spirit can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Abyssal Scourge. The impure spirit has advantage on saving throws to resist or end the charmed and frightened conditions on itself.

Standing Leap. The impure spirit's long jump is up to 20 feet and its high jump is up to 10 feet without a running start.

Actions

Multiattack. The impure spirit makes two attacks with its Touch of Corruption or its Acid Splash.

Touch of Corruption. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) necrotic damage plus 7 (2d6) acid damage.

Acid Splash. *Ranged Spell Attack:* +6 to hit, range 75 ft., one target. *Hit:* 9 (2d4 + 4) acid damage, and the target takes an additional 7 (2d6) acid damage at the end of its next turn.

Spellcasting. The impure spirit casts one of the following spells, requiring no material component. Its spellcasting ability is Intelligence (spell save DC 14):

At will: *acid splash, minor illusion, thaumaturgy*

2/day each: *bane, charm person, command, cure wounds* (2nd level), *detect evil and good, detect magic, detect poison and disease, protection from evil and good*

1/day each: *black tentacles, dispel magic, feather fall, hypnotic pattern, lesser restoration, revivify*

Bonus Actions

Slip Beyond Creation (2/Day). The impure spirit becomes invisible and intangible until it attacks or casts a spell, up to 1 hour. Objects that are being worn or carried by the impure spirit become invisible and intangible along with it.

Reactions

Malevolent Charm (Recharge 5-6). When a creature within 30 feet of the impure spirit that the spirit can see makes an attack against it, the impure spirit can force the attacker to make a DC 14 Wisdom saving throw. On a failure, the attacker must choose a different target, or the attack automatically misses.

ABYSSAL LOCUST

Abyssal locusts recall monstrous and insane parodies of winged horses. Their bodies are entirely encased in iron armor, akin to an insect's tough exoskeleton. Their wings recall those of a locust. They have long scorpion tails with which they can strike and poison foes. The face is quasi-human, as that of a manticore might be; almost human but modeled by someone who had never seen a human before. An imposing and filthy mane, almost like the hair of a hag, snakes from the broad forehead to the equine back. A decorated diadem, crown-like, frames the locust's head, making it even more grotesque.

Abaddon's army. When the Fifth Trumpet boomed, Abaddon, the Eradicator Angel, used his keys to open the gates of the Abyss, from whence sprung forth miasma, poisonous clouds, and countless abyssal locusts. These creatures poured into the world to torment the living like a plague. Abaddon, who in the meantime had lost the Lord's Light, found that he could command that multitude at will. Though perturbed, he offered those malevolent beings to the Adversary. Now, the locusts infest the Abyss and obediently follow the commands of their new masters. However, their loyalty ultimately rests with Abaddon, who can choose to reclaim them at any moment.

Part of the Horde. Abyssal locusts desire nothing more than rending, maiming, torturing, and tormenting the last ones. That is the purpose for which they were made. The leaders of the Abyss know this inclination well and know that it is hard to command the locusts when orders do not include their preferred activities. Even so, locusts can understand and follow commands and undoubtedly represent a vital asset for the war. They will allow demons who can tame their awful temper to ride them, and they are highly mobile and difficult to keep track of in battle. They use their acid-dripping maws to snatch foes and then strike them with the poisonous stinger once restrained.



ABYSSAL LOCUST

Huge Aberration (Abyssal), generally chaotic evil

Armor Class 15 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 40 ft., swim 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	15 (+2)	7 (-2)

Skills Athletics +7, Perception +5

Damage Resistances acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Babel Tongue

Challenge 6 (2,300 XP)

Proficiency Bonus: +3

Hideous Appearance. A humanoid that is not a Dark Prophet, that starts its turn within 30 feet of the abyssal locust and can see it must make a DC 13 Constitution saving throw, becoming frightened for 1 minute on a failure. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Abyssal locust is in its line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abyssal locust's Hideous Appearance for the next 24 hours. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack against the abyssal locust.

Abyssal Scourge. The abyssal locust has advantage on saving throws to resist or end the charmed and frightened conditions on itself.

Amphibious. The abyssal locust can breathe air and water.

Hunger for Men. The abyssal locust has advantage on attack made against human creatures.

Resistance to Apocalyptic Coasts and Seas. The abyssal locust can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Abyssal Sight. Magic darkness does not hinder the abyssal locust's darkvision.

Cursed Nature. The abyssal locust is immune to disease.

Actions

Multiaction. The abyssal locust makes an attack with its Abyssal Fangs or with its Hooves, and an attack with its Scorpion's Tail.

Abyssal Fangs. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 5 (2d4) acid damage, and if the target is a creature, it must succeed a DC 15 Constitution saving throw, or become poisoned until the start of the abyssal locust's next turn. While poisoned in this way, the target is also restrained.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the abyssal locust moves at least 30 feet straight toward a target immediately before hitting it, the target takes an extra 9 (2d8) bludgeoning damage and, if it is a Huge or smaller creature, it must succeed on a DC 15 Strength saving throw, or be knocked prone.

Scorpion's Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage or, if the abyssal locust has advantage, 18 (4d6 + 4) piercing damage. In addition, the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ABYSSAL MASTIFF

This abyssal creature has the thick and powerful body of a mastiff. Its skin is smooth and wet like that of a salamander, and several barbed fins cover its back and behind its joints. The snout is vaguely dog-like. Its jaws hide several rows of triangular teeth, like those of a barracuda, besides jutting canines that constantly drip saliva. Its two pairs of eyes are cold and alien, like those of a deep-dwelling fish, and its tail recalls that of a shark.

Untamable beasts. Abyssal mastiffs are violent and territorial creatures, nearly impossible to tame. Getting close to a wild one without provoking an attack is almost impossible, and training one even more so. They are fierce and vicious toward all those inhabiting the Abyss, though they are rather timid and defensive around demons. Indeed, demons have been able to capture some abyssal mastiffs and breed them for war. Through a rough selection of those more pliable, a race of abyssal mastiffs born in captivity took shape, ready to follow simple commands.

Thirsty for blood. The ranks of the Adversary train a plethora of beasts for combat. None believe these animals will play a crucial part in the Last Battle, but in the meanwhile, the faction's borders must be continuously protected. Like other land creatures who now live amphibious lives, the mastiffs are prey to a bloodlust that transcends any predatory instinct. Their victims' blood seems to fuel their physical might, also feeding the sigils marked by their masters upon their hides.

ABYSSAL BEAST

Abyssal animals are weird amphibious hybrids whose appearance recalls the appearance of the original animal, but with a warped anatomy and different body parts. All abyssal beasts can move on the land and in water and can breathe in both environments. In addition, their flesh tastes putrid, acidic, and sickening even when perfectly cooked. Only demons and corrupted creatures seem able to feed on it.

To represent a beast under the Abyss's influence, you must add the (Abyssal) descriptor and the following traits to its stats block:

Damage Resistances acid, necrotic

Senses darkvision 60 ft.

Languages understands Abyssal and Babel Tongue but doesn't speak

Amphibious. The abyssal beast can breathe air and water.

Speed. The abyssal beast gains a swim speed equal to its main speed (the highest among its available speeds, Guide's choice in case of ties). If the abyssal beast already has an innate swim speed, then it gains a 30 ft. base walking speed.

Untamed. Any Wisdom (Animal Handling) check made against the abyssal beast gains disadvantage.

Resistance to Apocalyptic Coasts and Seas. The abyssal beast can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Reactions

Dark Curse. When the abyssal beast fails an attack or saving throw, it can use its reaction to add its proficiency bonus to the failed roll, potentially turning it into a success.

ABYSSAL MASTIFF

Medium Beast (Abyssal), generally chaotic evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Resistances acid, necrotic

Senses darkvision 60 ft., passive Perception 13

Languages understands Abyssal and Babel Tongue but doesn't speak

Challenge 1 (200 XP)

Proficiency Bonus: +2

Keen Hearing and Smell. The abyssal mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bloodthirsty. The abyssal mastiff has advantage on melee attack against any creature that is not at its maximum hit points.

Amphibious. The abyssal mastiff can breathe air and water.

Untamed. Any Wisdom (Animal Handling) check made against the abyssal mastiff gains disadvantage.

Resistance to Apocalyptic Coasts and Seas. The abyssal mastiff can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage plus 4 (1d8) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw, or be knocked prone.

Necrotic Breath (Recharge 5-6). The abyssal mastiff releases a necrotic gas in a 15-foot cone. Each creature in the area must succeed on a DC 12 Dexterity saving throw, or take 10 (3d6) necrotic damage.

Reactions

Dark Curse. When the abyssal mastiff fails an attack or saving throw, it can use its reaction to add its proficiency bonus to the failed roll, potentially turning it into a success.





THE SCORES OF CONQUEST

CHAPTER III



CONQUEST

The Horseman towers larger than life as he looms, perfectly still. His regal figure dominates the scene, and no one can tear their eyes from him. He is clad in unusual armor crafted from plates of different metals, combined and entwined to cover his body. Covering the armor, mirrors of golden metal shine like precious, reflecting shields. One among the shields, placed against the sternum, stands out from the rest. Though some might surmise that it offers protection against enemy blows, it is more likely that it defends from supernatural forces. From Conquest's shoulders, a cloak of white fur – perhaps a bear pelt – drapes down immaculately to his feet.

The plumed helm and mail coif hide the Horseman's features, making his face unrecognizable. His head is covered by a golden crown that shines proudly, symbolizing the majesty he plundered from all the people he conquered. At his side, constantly crisscrossed by snaking lightning, rests his massive bow.

Conquest's steed is a Nightmare the color of snow, son of storm and lightning.

The aura of Conquest. The Horseman emits an aura charged with hissing crackles of electricity. His presence is shrouded in a feeling of control and dominance, as though Conquest had already triumphed over every foe. He is pure, unstoppable might, towering over all who dare challenge him; however, when not on the hunt, he is motionless, still like a steel idol, ready to take life at any moment. His voice is deep and thrums through the air with an accent that sounds foreign to those who listen, regardless of the language spoken. Each word the Horseman pronounces bears the weight of imperium and inescapable truth. Each ruling moves forth as though a conquering word, imposing obedience and making it clear that only the law of Conquest needs heeding.

A yearning without end. When the First Sigil was opened, Conquest appeared in a crash of lightning that shattered an entire vale, burning all that fell beneath his steed's hooves. He was the embodiment of a great Evil who took a new form at the time of his calling, akin to that of a man. The First Horseman is a pure yearning for power drenched in violence and brutality. He is a sanguine and martial



impulse that feeds on the obliteration of foes and on the subjugation of the weak. He is the Warrior King who craves, insatiable and fierce, urging his scores to rush forth in a vortex of plunder and domination. Each step of Conquest means oppression and suffering, and all individuals are seen as nothing more than tools to reach his ultimate goal. Conquest is devoid of all empathy, solidarity, and brotherly love.

Domain and goals. Conquest has claimed the northern regions of the world with no hesitation. There, he rides without pause, patrolling his borders and casting bolts that summon the storms. His domain is a steppe perpetually buffeted by gales. Year after year, this domain has extended further, as though Conquest's lust for victory was impossible to contest. As the domain grows, scores upon scores of vicious fighters gather around the Horseman. Some are spectral and monstrous, but most are those last ones whom Conquest has bent to his will.

The Four Horsemen share a complete lack of interest in the otherworldly conflict taking shape as part of the Apocalypse and the Lord's Plan. They are not aligned and do not desire to be. Conquest especially sees no need to make pacts with creatures and entities whom, sooner or later, will fall under his dominion. It matters not how powerful they are or claim to be; the might of Conquest grows greater with each land and settlement he conquers.

CONQUEST'S LAIR

Conquest's lair is itinerant. It is located somewhere on the Plain of the Everstorm, a great nomadic encampment that can move many miles daily. The safest way to find it is to follow the trail of devastation left upon the dying earth in the wake of this barbarous caravan. If the violent gales do not erase every trace of its passage with their lashes, that is. Conquest rests at the center of the circle of tents in a monumental pavilion erected with poles of human bones, torn and open to the gusts of wind he summons at will. Quarrels between vandals occur daily on the icy and well-trodden earth, often ending in brawls with the infernal lions and other scarred beasts who inhabit this infinite steppe. Entering this whirlwind of chaos is easy. Leaving it alive, much less so.

Conquest in his lair has a challenge rating of 21 (33,000 Experience Points).

LAIR ACTIONS

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

Dark Nimbus. Conquest summons a thick and dark cloud in a 20-foot radius, 60-foot high cylinder on a point of his choice within 120 feet of him. A burst of lightning fills the area, and any creature in the cloud when it appears must make a DC 19 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one. If a creature ends its turn in the cloud, it takes 18 (4d8) lightning damage. Objects that aren't being worn or carried are damaged by the lightning. The cloud of lightning remains until Conquest uses this lair action again, or dies.

Recall Vandals. Conquest calls to himself 1d4 + 1 **vandals**, who act as his allies and obey his mental commands. The barbarians remain until Conquest dies, or until Conquest takes a bonus action to dismiss them.



Stormy Wind. Conquest summons a stormy wind that rages in a 60-foot radius around him. Each creature in the area must succeed on a DC 19 Strength saving throw, or be pushed 15 feet away from Conquest. In addition, each creature in the area must spend 2 feet of movement for every 1 foot it moves when it tries to get closer to Conquest. Gasses and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished. The stormy wind remains until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing Conquest's lair has been warped by the Horseman of the Apocalypse's magic, which creates one or more of the following effects:

Whipping Wind. A strong magical wind blows within 6 miles of Conquest's lair, extinguishing unprotected flames smaller than a torch. In addition, any Dexterity (Acrobatics) and Wisdom (Perception) checks that rely on hearing and Charisma (Persuasion) checks made in this area have disadvantage.

Lightning Storm. The sky within 6 miles of Conquest's lair is darkened by thick black clouds, and a rain of lightning scours the ground. The area is plagued by landslides and impervious terrain.

Vandalic Beasts. The area within 1 mile of the lair is filled with vandalic beasts.

If Conquest dies, these effects fade over the course of 1d10 days.



CONQUEST

Huge Elemental (Conquest), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	20 (+5)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Str +11, Dex +12, Wis +10

Skills Animal Handling +10, Arcana +9, Athletics +11, History +9, Insight +10, Intimidation +11, Nature +9, Perception +10, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses passive Perception 20, true sight 120 ft.

Languages Babel Tongue, Primal Tongue, telepathy 120 ft.

Challenge 20 (25,000 XP)

Proficiency Bonus: +6

Special Equipment. Conquest wears the *Spurs of Conquest* and wields the *Bow of Conquest*.

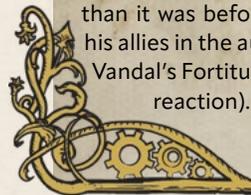
Spurs of Conquest. Conquest has bound the **White Nightmare** to his service through the *Spurs of Conquest*. Once per day, Conquest can use a bonus action to clash the spurs against each other, calling the White Nightmare to him.

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

Magic Resistance. Conquest has advantage on saving throws against spells and other magical effects.

Born to Fight. Conquest has advantage on his initiative rolls.

Aura of Conquest. Conquest exudes an aura of determination in a 60-foot radius, igniting the flames of war and the hunger for victory. Conquest and each ally within the aura have advantage on saving throws to resist or end the charmed, poisoned, paralyzed, frightened, and stunned conditions on themselves, or to resist falling asleep, and can use the Dash action as a bonus action on their turn to move toward an enemy creature they can hear or see. At the end of this movement, a creature must be closer to its enemy than it was before. In addition, Conquest and each one of his allies in the aura can roll an additional d6 when using the Vandal's Fortitude reaction (already included in Conquest's reaction).



Horseman of the Apocalypse Nature. Conquest doesn't require air, food, drink, or sleep, and he is immune to disease.

Resistance to Apocalyptic Grasslands. Conquest can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain.

One with the Lightning. When Conquest deals lightning damage to one target, he can choose to ignore resistance to lightning damage, and consider immunity to lightning damage as if it were resistance to lightning damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Conquest's weapon attacks are magical.

Actions

Multiattack. Conquest can use his Terrifying Presence and then make two attacks with his *Bow of Conquest* or with his *Sword of Lightning*.

Terrifying Presence. Each creature of Conquest's choice within 60 feet of him and aware of his presence must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Conquest's Terrifying Presence for the next 24 hours.

Bow of Conquest. *Ranged Weapon Attack:* +15 to hit, range 150/600 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage plus 16 (3d10) lightning damage. In addition, if Conquest rolls a 20 to hit a creature, the target is stunned until the end of Conquest's next turn.

Sword of Lightning. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 13 (3d8) lightning damage.

Lightning Storm (Recharge 6). Conquest summons a lightning storm that appears at a point of his choice within 120 feet that he can see. The storm's area is a 40-foot cube. Each creature in the area must make a DC 19 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also stunned until the end of Conquest's next turn. Objects that aren't being worn or carried are damaged by the lightning.

Incite the Scores (1/Day). Conquest spurs his allies, igniting the fires of war and strengthening their resolve. For 1 minute, each creature of Conquest's choice within 60 feet that can see him can roll a d8 and add the result to its attack, saving throws, and damage rolls.

Spellcasting. Conquest casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 19):

At will: *detect evil and good*, *detect magic*

3/day each: *dispel magic*, *gust of wind*, *lightning bolt*, *wind wall*

Bonus Actions

Vandal Reborn. Conquest selects a **vandal** dead for less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Absorb Lightning. When Conquest would take lightning damage, it does not take damage, regaining a number of hit points equal to half the lightning damage dealt instead.

Vandal's Fortitude (Recharge 5-6). When Conquest takes damage, he can roll 5d6 and subtract the rolled total from the damage he would take.

Legendary Actions

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

Move. Conquest moves up to its maximum speed without provoking attacks of opportunity.

Attack. Conquest makes one attack with its *Bow of Conquest* or with its *Sword of Lightning*.

Cast a Spell (Costs 2 Actions). Conquest uses its Spellcasting ability.

Lightning Bolt (Costs 3 Actions). Conquest chooses a creature within 120 feet that he can see and casts a lightning bolt against that creature. The target must make a DC 19 Wisdom saving throw. On a failed save, it takes 38 (7d10) lightning damage and becomes stunned for 1 minute. On a successful save, it takes half as much damage and isn't stunned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPURS OF CONQUEST

Wondrous Item, Apocalyptic Relic (requires attunement)



The **White Nightmare** is bound to serve whoever is attuned to the *Spurs of Conquest* and wears them. The White Nightmare must serve the spurs' bearer until its death or until the spurs are removed. Once per day, you can use a bonus action to clash the spurs against each other, calling the White Nightmare to you. The White Nightmare has a barding that includes bridle, bit, reins, saddle, and stirrups. It appears within 120 feet of you in an unoccupied space you can see. The White Nightmare takes its turn right after you and acts as your ally, obeying your spoken commands (no action required). It remains for 1 day, until it dies, you die, or you dismiss it with a bonus action. If the White Nightmare dies, it reforms in Conquest's lair within 24 hours and can be summoned again the next day.

WHITE NIGHTMARE

Huge Elemental (Conquest), neutral evil

Armor Class 14 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Damage Immunities lightning

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages understands Babel Tongue and Primal Tongue but doesn't speak

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Electrical Aura. Any creature that starts its turn within 5 feet of the White Nightmare must make a DC 12 Constitution saving throw. On a failed save, the creature is stunned until the start of its next turn. On a successful save, the creature is immune to the White Nightmare's Electrical Aura for the next 24 hours.

Nightmares of the Apocalypse Nature. The White Nightmare doesn't require food, drink, or sleep, and is immune to disease.

Resistance to Apocalyptic Grasslands. The White Nightmare can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) lightning damage.

Breath of Lightning (Recharge 5-6). The White Nightmare exhales lightning bolts in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.



CELESTIAL BUTCHER

Celestial butchers are imposing giants standing over nine feet in height. They wear scaled armor decorated with human skin and wield mighty iron weapons fit for their size. Their faces are gaunt and bony, their skin pale and weathered. A faint, cold glow surrounds their half-closed eyes, giving them an air of grim violence. They wear accessories and amulets of pagan style, like the ancient Norse people of the Old World.

Grim presence. These giants are deeply malevolent creatures who live only for the joy of carnage. They unite in clans and govern themselves according to the law of might. The horror they evoke is such that entire communities might flee toward safer lands at the slightest hint of their presence. Even vandals and centaurs fear these giants. Butchers are fickle creatures, brimming with boundless fury and motivated only by their insatiable lust for destruction and dominion.

Children of thunder. The gales blow fiercer in those places where a clan of celestial butchers gather. Hence, the wrath of the elements is always a telltale sign of the giant's presence. If a storm of apocalyptic proportions gathers on the horizon, it may be that a clan of butchers is arraying for battle within a few hours' march. The weapons of these giants can summon the power of lightning to rend the sky and incinerate their foes.

The butchers' halls. In the deepest north, near the Silent Tundra, stand the halls of the butchers, to which they return after all raids. There, they bring treasures, resources, and the slaves they have captured. Those few victims who survive their raids regret not being killed, for they are devoured and tortured for months. Some say, however, that when the giants are raiding, their halls remain unguarded and ripe with the great wealth amassed over the years. At home, butchers pass their time dueling for power and feasting until food becomes scarce and a new raid is called for.



CELESTIAL BUTCHER

Large Giant, generally chaotic evil

Armor Class 15 (scale mail)

Hit Points 184 (16d10 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Str +10, Dex +5, Con +10

Skills Athletics +10, Intimidation +5, Perception +6, Survival +6

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 16

Languages -

Challenge 12 (8,400 XP)

Proficiency Bonus: +4

Ready for Battle. The celestial butcher adds a bonus to its initiative rolls equal to its proficiency bonus.

Resistance to Apocalyptic Grasslands. The celestial butcher can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Legendary Resistance (1/Day). If the celestial butcher fails a saving throw, it can choose to succeed instead.

Indomitable Champion. The celestial butcher has advantage on saving throws to resist or end the charmed, poisoned, paralyzed, frightened, and stunned conditions on itself.

Magic Weapons. The celestial butcher's weapon attacks are magical.

Actions

Multiattack. The celestial butcher makes two attacks with its Butcher's Axe or two attacks with its Throwing Axe.

Butcher's Axe. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 13 (2d12) lightning damage or 22 (3d10 + 6) slashing damage plus 13 (2d12) lightning damage while raging.

Thrown Axe. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) lightning damage or 16 (3d6 + 6) slashing damage plus 7 (2d6) lightning damage while raging.

Lightning (Recharge 5-6). The celestial butcher hits the ground at its feet and a lightning discharge blasts out from the tip of its axe in a direction of its choice, forming a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 39 (6d12) lightning damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also stunned until the end of the celestial butcher's next turn. Objects that aren't being worn or carried are damaged by the lightning.

Bonus Actions

Hideous Assault. The celestial butcher can move up to half its speed toward an enemy creature it can see or hear. At the end of that movement, it must be closer than before to that enemy creature.

Conquering Rage (Recharge after a Short or Long Rest). The celestial butcher enters a state of rage. This rage lasts 1 minute or until the butcher is incapacitated. While raging, the celestial butcher gains the following benefits:

- + The celestial butcher has advantage on Strength checks and Strength saving throws.
- + When the celestial butcher hits with a melee weapon, its attack deals one extra die of that weapon's damage.
- + The celestial butcher has resistance to bludgeoning, piercing, and slashing damage.

Reactions

Vandal's Fortitude (Recharge 5-6). When the celestial butcher takes damage, it can roll 3d6 and subtract the result from the damage it takes.

CONQUERING CENTAUR

A conquering centaur is a hybrid creature, part man and part horse. Many consider these creatures monstrous: they have the body of men and women down to the waist, from whence the back of a horse takes form; where a human pelvis should be, there is instead a horse's chest. Below this unnatural junction is the body of a stallion or mare, with no necessary accord between the sexes of human and animal bodies.



Twofold creatures. Like their body, the character of centaurs is also twofold. Depending on circumstance, these creatures may appear noble and austere or bestial and without restraint. However, as much as a centaur may appear regal, these conquerors are of mediocre intelligence and menial thought. Indeed, they spend most of their days following their most basic instincts.

Fierce fighters. Despite being part of the Scores of Conquest, centaurs often fight over land with vandals, conducting fierce sorties.

They often have the upper hand in these conflicts because, for unknown reasons, the vandals' horses buck and become uncontrollable during combat with the centaurs. Conquering centaurs specialize in shock charges, wielding lances and pikes, and taking advantage of their speed and strength. The impact of their charges is catastrophic, and their destructive power, when employed in frontal charges, is terrible to behold. Though centaurs craft no arms of their own, they are oddly able to wield those they recover and wear bits of discarded armor, as if a part of them instinctively understood the purpose of these objects.



Cursed lineage. Some believe centaurs were men and women cursed long ago. People incapable of controlling their instincts and who committed heinous acts. The transformation is punishment for their sins, as is their eternal wandering on the Plain of Armageddon during the End Times, in the shape of violent and savage creatures. Their impetuous and restless nature is a constant reminder of the consequences befalling irresponsible actions and of the frailty of their spirits, unable as they were to restrain their darker instincts.



CONQUERING CENTAUR

Large Monstrosity, generally neutral evil

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +7, Intimidation +3, Perception +5

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 15

Languages Babel Tongue, Infernal, Primal Tongue

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Ready for Battle. The conquering centaur adds a bonus to its initiative rolls equal to its proficiency bonus.

Resistance to Apocalyptic Grasslands. The conquering centaur can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Unstoppable. The conquering centaur has advantage on saving throws to resist or end the charmed and frightened conditions on itself.

Pack Tactics. The conquering centaur has advantage on an attack against a creature if at least one of the conquering centaur's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The conquering centaur makes one attack with its Hooves and an attack with its Pike, or two attacks with its Longbow.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the conquering centaur moves at least 30 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 7 (2d6) lightning damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) lightning damage.

Bonus Actions

Hideous Assault. The conquering centaur can move up to half its speed toward an enemy creature it can see or hear. At the end of that movement, it must be closer than before to that enemy creature.

Reactions

Vandal's Fortitude (Recharge 5-6). When the conquering centaur takes damage, it can roll 2d6 and subtract the result from the damage it takes.

VANDAL

Among the last ones not embroiled in the conflicts between factions, these vicious raiders stand out for their savage and basic traits. They wear outfits made of skins, rope work, and tattered cloth. They often hide their faces with masks of filthy textiles, always careful not to offer unexposed skin to the icy gales of the tundra and steppe. They are raiders and plunderers who wield the weapons of many past epochs and cultures, the fruit of plundering pre-apocalyptic societies. Sometimes, they might also carry objects of great value without even realizing it.

Nomadic life. Vandals live in tribes of ten to twenty individuals. They spend most of their time on horseback, roaming, hunting, and raiding. Each night, they rest in a different place, raising communal tents that can be built in a few minutes. Their life is deeply intertwined with that of their black steeds, which form a crucial part of vandal culture and fighting tactics. Everyone has their own horse to take care of. Should the beast die, the rider is abandoned by the community until he can find a new one. Astride their steeds, Vandals scour the lands of the north, plundering and raiding every settlement they encounter.

Horseback warriors. Vandals' skill in battle is formidable, in no small part thanks to their extreme mobility on horseback. They control horses with natural ease, performing well-coordinated and planned attacks. This instinctive tactical mastery is combined with a superb ability to react during combat. Vandals are indeed well known for the speed with which they counter unexpected events on the battlefield. They coordinate their strikes with fierce battle cries, acting together as though a single warrior. This synergy lets them flank enemy defenses with lightning sorties that sow fear and destruction in their wake.



Relations between tribes. Each vandal tribe lives in partial isolation, which leads them to meet rarely. When this happens, they tend to avoid each other; conflicts between tribes are rare and exceptional. However, each year, some of the tribes organize competitions in horsemanship among the steppes, which draw large numbers of vandals from all over the north.

Some say Conquest himself oversees the competitions, granting the worthiest competitors the right to ride a white horse begotten by his own otherworldly steed.

VANDAL

Medium humanoid (Human), generally chaotic evil

Armor Class 13 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	13 (+1)	11 (+0)

Skills Animal Handling +5, Athletics +4, Perception +3, Survival +3

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Languages Babel Tongue

Challenge 1 (200 XP)

Proficiency Bonus: +2

Ready for Battle. The vandal adds a bonus to his initiative rolls equal to his proficiency bonus.

Bond with the Horse. The vandal fights riding a vandal **warhorse**. The vandal spends most of his time with the horse and tries never to leave her.

Trained in Mounted Combat. While the vandal rides his mount, he has advantage on Dexterity saving throws and on melee attack.

Charge. While the vandal is riding its mount, if the mount moves at least 20 feet straight toward a creature and then the vandal hits it with a Curved Sword attack on the same turn, the target takes an extra 4 (1d8) slashing damage.

Unstoppable. The vandal has advantage on saving throws to resist or end the charmed and frightened conditions on himself.

Actions

Multiattack. The vandal makes two attacks with his Curved Bow.

Curved Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 3 (1d6) lightning damage.

Curved Bow. *Ranged Weapon Attack:* +4 to hit, range 75/300 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) lightning damage.

Bonus Actions

Hideous Assault. The vandal can move up to half his speed toward an enemy creature he can see or hear. At the end of that movement, he must be closer than before to that enemy creature.

Reactions

Vandal's Fortitude (Recharge 5-6). When the vandal takes damage, he can roll 1d6 and subtract the result from the damage he takes.

Furious Blow. When another **vandal** within 30 feet of this vandal drops to 0 hit points, this vandal makes one attack with his Curved Sword.

INFERNAL LION

The name should not mislead, for infernal lions are not truly great cats but rather living, golden statues in the shape of a lion, mighty and proud. Their massive jaws are studded with razor-sharp ivory fangs, and their ruby eyes shimmer with sinister intensity. Each detail of their bodies appears sculpted by a master artisan, from the flowing mane to the muscular, clawed paws.

Devourers of precious things. These dangerous beasts were born after the Apocalypse. Some claim to have seen these lions claw their way out of fissures caused by the cataclysms, as though rising from Hell. The lions now live near the great cities of the north, feasting on metals and all things precious. They are lonesome creatures. They attack and kill anything that moves, a testament to their cruel nature, considering they have no need of flesh to live. Aware of this temperament, those nomadic last ones who encounter an infernal lion know that the only way to attempt an escape is casting down all metal belongings and fleeing. If the lion is hungry enough, it will pause to devour the discarded objects, losing all interest in humans.

Booming roars and crackling claws. The mighty roar of an infernal lion carries for great distances. It is a deep sound with a clearly metallic ring to it. It recalls the booming of thunder but modulated into an actual roar. In addition, the claws of these lions set off sparks when they strike surfaces; when needed, they can discharge lightning upon the prey they strike.



Metal organs. Those lucky hunters who have struck down an infernal lion have soon realized that only a thin layer of skin is actually made of gold. The innards look the same as those of any other great feline, but each organ is made of different non-precious metal. The body fluids are a strange oil, dark and viscous.

The muscles are made of thin metallic fibers bound together, and the bones are of a black metal too hard to work. Internal organs are of a soft mineral, malleable like butter, that oxidizes quickly when exposed to air and enflames when exposed to water. If ever in the past it existed, the knowledge of how to use these components is now lost.

INFERNAL LION

Large Construct, generally neutral evil

Armor Class 16 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Damage Immunities fire, lightning, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

Proficiency Bonus: +2

Resistance to Apocalyptic Grasslands. The infernal lion can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain.

Legendary Resistance (1/Day). If the infernal lion fails a saving throw, it can choose to succeed instead.

Keen Sight and Smell. The infernal lion has advantage on Wisdom (Perception) checks that rely on smell and sight.

Running Leap. With a 10-foot running start, the infernal lion can long jump up to 25 feet.

Construct Nature. An infernal lion doesn't require air, food, drink, or sleep, and it is immune to disease.

Actions

Multiattack. The infernal lion makes one attack with its Bite and one attack with its Claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the infernal lion moves at least 20 feet straight toward a creature and then hits on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Bonus Actions

Crush the Fallen. When a creature that the infernal lion can see is prone within 5 feet of it, the infernal lion can make a Bite attack against that creature.

Reactions

Lightning Discharge. Immediately after it has been hit by the attack of a creature within 5 feet of it, the infernal lion releases a burst of lightning to hurt that creature: the attacker must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) lightning damage and become blinded until the end of its next turn.

Legendary Actions

The infernal lion can take 2 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. The infernal lion regains spent legendary actions at the start of its turn.

Move. The infernal lion moves up to its maximum speed.

Claws (Costs 2 Actions). The infernal lion makes one attack with its Claws.

Roar (Costs 2 Actions). The infernal lion emits a mighty magical roar. Any creature within 60 feet from the infernal lion and able to hear the roar must succeed on a DC 12 Wisdom saving throw, or become frightened until the end of the infernal lion's next turn.

VANDAL BOAR

A vandal boar is an imposing apocalyptic beast of great size. Its aspect is terrifying; its skin is as hard as armor, shaggy and reeking. As it ages, the bulk of this creature increases continuously, and with size, its threat grows. The tusks of older individuals are curved backward, so much so that they pierce the flesh of the snout.

Territorial. Vandal boars wander the Dead Forest and the Silent Tundra. They move in small groups composed of a female and her offspring, or alone in the case of males. They protect their territory with utter dedication; within, they roam in the throes of hunger, crushing and feeding on all they find. To mark their hunting grounds, they leave foul-smelling traces. Vandal boars will gore and devour all who trespass on these boundaries – or they will die trying.

Destructive and famished. Vandal boars are not clever beings, being eternally seething with blind fury. They hunt relying on smell and hearing rather than sight and can perceive the odor of food over great distances. They will eat anything living or that once lived, with little concern for what it is. When a vandal sow is famished, she will not refrain from killing and feeding on her young, and it may also happen that the young ones, once weaned, will band together to rend their own mother. The beasts make no distinctions: they fiercely attack anything that moves, regardless of being overmatched or outnumbered.

VANDAL BEAST

Those animals that fall under Conquest's control are altered in their body and mind, becoming hideous and twisted wandering monsters whose only purpose is to roam the world and spread carnage and slaughter. Grown in the lands scoured by the White Horseman's lightning, these vandal animals gain additional features that mirror their newfound attitude to brutality, nomadic life, and the relentless hunt.

To represent a beast under Conquest's influence, you must add the Vandalic descriptor and the following traits to its stats block:

Damage Immunities lightning

Senses darkvision 60 ft.

Ready for Battle. The vandal beast adds a bonus to its initiative rolls equal to its proficiency bonus.

Untamed. Any Wisdom (Animal Handling) check made on the vandal beast gains disadvantage.

Resistance to Apocalyptic Grasslands. The vandal beast can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Bonus Actions

Hideous Assault. The vandal beast can move up to half its speed toward an enemy creature it can see or hear. At the end of that movement, it must be closer than before to that enemy creature.

Reactions

Vandal's Fortitude (Recharge 5-6). When the vandal beast takes damage, it can roll 1d6 and subtract the result from the damage it takes.

Unsettling appearance. The tusks of a vandal boar emit sinister crackles of lightning, creating a destructive charge around them. The beast relies on its deep grumbles to challenge others of its kind or scare the few predators it might encounter. The sound is akin to that of thunder. A deep and rumbling growl that reverberates in the earth as though it were about to collapse.

Rarely tamable. The human raiders from the Conquest's Domain sometimes attempt to capture young vandal boars to tame. Usually, these attempts end in tragedy. It is almost impossible to keep these beasts caged, and even when cooked, their flesh is tough and difficult to digest.



VANDAL BOAR

Large Beast (Vandal), unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	8 (-1)	5 (-3)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Proficiency Bonus: +2

Tough Skin (Recharge after a Short or Long Rest). If the vandal boar takes 10 or more damage that would drop it to 0 hit points, it drops to 1 hit point instead.

Ready for Battle. The vandal boar adds a bonus to its initiative rolls equal to its proficiency bonus.

Untamed. Any Wisdom (Animal Handling) check made on the vandal boar gains disadvantage.

Resistance to Apocalyptic Grasslands. The vandal boar can freely move in Apocalyptic grasslands and in any grassland environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Electric Fangs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must make a DC 14 Dexterity save, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. If the vandal boar moves at least 20 feet straight toward a target and then hits it with an Electric Fangs attack, and the target is a Large creature or smaller, it must succeed on a DC 14 Strength saving throw, or be knocked prone.

Bonus Actions

Hideous Assault. The vandal boar can move up to half its speed toward an enemy creature it can see or hear. At the end of that movement, it must be closer than before to that enemy creature.

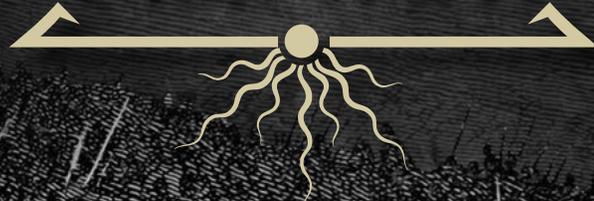
Reactions

Vandal's Fortitude (Recharge 5-6). When the vandal boar takes damage, it can roll 1d6 and subtract the result from the damage it takes.



THE LEGIONS OF WAR

CHAPTER IV



WAR

The Horseman has mounted to his golden saddle, the precious throne prepared to seat his regal figure. His body is vigorous, towering above average human height, ready to spring forth at any moment. His armor, a lorica musculata, shines grimly, reflecting the blaze of the fires around him. War wears a helm adorned with a sinister, plumed crest. His eyes glow like embers, lighting his skeletal visage. The rest of his body is wrapped in leather and draped in a crimson mantle that flows off War like a river of blood.

He sits and moves as only a warrior would, never lowering his guard. Even when his eyes are keenly fixed on a valiant duel in the arena, an ominous, supernatural perception appears at work: War is always alert and ready to draw his sword, which smolders as if it had just left the forge. When the Horseman steps forth, he leaves a trail of blood in his wake, a cruel and cursed testament to his implacable fury. Even his hands, covered in black leather gloves, drip with that crimson ichor with which War endlessly stains his golden throne. War's steed is a nightmare the color of blood, son of fire and battle.

The aura of War. The Horseman emits a pulsating aura that expands and retracts suddenly, as though it were a living thing. The air around War shimmers hotly, like a desert mirage, and is filled with the din of battles past. His presence is shrouded in a sense of commanding foresight, haughty and scornful. His body is a living testament to the violence and destruction unleashed by those who carry war in their hearts. When not riding, the Horseman is restless, always ready to spring forth and strike. Which happens frequently if a servant does not live up to his expectations.

War's voice is raspy and guttural, almost a gurgle, as though words strained to leave his throat. And when they do so, his tone drops and lifts in intensity. The intonation can quickly change, as does his body language, alternating moments of smoldering calm with explosions of fury. War prefers speaking in Latin, though he understands all languages of the Old World.



Thirst for blood. When the Second Seal was opened, War appeared with a sudden volcanic eruption. Paving his way was a stream of lava, snaking down the slopes, devouring fields, forests, and their inhabitants. He was the embodiment of a great Evil who took a new form at the time of his calling, akin to that of a man. The Second Horseman is pure lust for eternal war, a perpetual and macabre dance of destruction. It matters not who the foes are and what pretext may have initiated hostilities: War only desires a conflict without end. Victory is a mere detail; what feeds the Horseman is the vibrating force of battle itself. Warm blood on the hands, the strain of bodies bent by hours on the march while they are pelted by enemy arrows. War is the duel. War is assault. War is battle.

Domain and goals. War commands the greatest army ever seen from a volcanic peninsula at the center of the Plain of Armageddon, and his dominion extends toward the southern reaches of the world. His golden throne towers from the highest stands of the ancient Colosseum, now encircled by a boundless military encampment. Five volcanoes, always active, fill the surrounding skies with burning lapilli. The Horseman commands his legions from the ruined hearts of ancient capitals, rivers of fire, earthquakes, and scorching winds. War sends forth these armies to fight all they can reach, even though he has no care for conquest and expansion. All those defeated or who do not wish to join the legions are left to rot on vast battlefields. War's only regret is not having yet conquered Babylon, humanity's last stronghold.

Meanwhile, the Horseman observes eternal fights between the most ruthless gladiators at his disposal, surrounded in the stands of the Colosseum by bloodthirsty monarchs, ancient warlords, and grim specters of the battlefields.

WAR'S LAIR

War's lair is in the ancient Flavian Amphitheater, a place soaked in blood and tears shed in the eras before the End Times. Surrounded by flowing lava, the frame of this ancient monument is now deformed, and new structures, black and irregular, cling to the old stonework. The Colosseum has also been partially rebuilt, expanded, and grotesquely reshaped thanks to this second skin. Each nook, stand, and corner is dedicated to a different form of combat, an endless massacre to pass the time while awaiting the Last Battle. War observes all combat from his seat of honor, all attention focused on steel, blood, and sand. Anyone from his domain can quickly enter the Colosseum, at the risk of being forcibly recruited into the ranks ready to fight. If War were to discover intruders, he would not hesitate to rend the earth with shockwaves, summoning forth lava and, again, reshaping the amphitheater's appearance.

War in his lair has a challenge rating of 23 (50,000 Experience Points).

LAIR ACTIONS

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

Erupting Lava and Cinder. War calls upon an eruption of scorching lava and flaming cinder from a great distance. The fiery storm rains down in a 30-foot cube centered on a point of his choice within 120 feet. Each creature that is completely within the eruption when it appears must make a DC 19 Dexterity saving throw, taking 9 (2d8) bludgeoning damage plus 9 (2d8) fire damage on a failed save, or half as much damage on a successful one. If a creature ends its turn in the area, it takes 9 (2d8) bludgeoning damage plus 9 (2d8) fire damage. Objects that aren't being worn or carried are



damaged by the cinders. The eruption remains until War uses this lair action again, or dies.

Recall Legionnaires. War calls to himself 1d4 + 1 **legionnaires**, who act as his allies and obey his mental commands. The legionnaires remain until War dies, or until War takes a bonus action to dismiss them.

Earthquake. War summons an earthquake that shakes the ground in his lair in a 60-foot radius around himself. Each creature touching the ground (except War) must succeed on a DC 19 Dexterity saving throw, or be knocked prone.

REGIONAL EFFECTS

The region containing War's lair has been warped by the Horseman of the Apocalypse's magic, which creates one or more of the following effects:

Shaky Ground. The ground within 6 miles of War's lair is rough and is constantly shaken by light tremors. Lava and volcanic gasses spread from newborn fissures. Any Dexterity (Acrobatics) and Dexterity (Stealth) checks made in this area have disadvantage.

Lava Overflow. The ground within 6 miles of War's lair is filled with pits, volcanoes, and lava-spewing cracks exhaling thick, scorching clouds of soot.

Martial Beasts. The area within 1 mile of the lair is filled with martial beasts.

If War dies, these effects fade over the course of 1d10 days.



WAR

Huge Elemental (War), lawful evil

Armor Class 19 (natural armor)

Hit Points 264 (23d12 + 115)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	16 (+3)	19 (+4)	21 (+5)

Saving Throws Str +13, Con +12, Cha +12

Skills Arcana +10, Athletics +13, History +10, Insight +11, Intimidation +12, Nature +10, Perception +11, Religion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses passive Perception 21, true sight 120 ft.

Languages Babel Tongue, Primal Tongue, telepathy 120 ft.

Challenge 22 (41,000 XP)

Proficiency Bonus: +7

Special Equipment. War wears the *Spurs of War* and wields the *Sword of War*.

Spurs of War. War has bound the **Red Nightmare** to his service through the *Spurs of War*. Once per day, War can use a bonus action to clash the spurs against each other, calling the Red Nightmare to him.

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

Magic Resistance. War has advantage on saving throws against spells and other magical effects.

Brutal. War has advantage on Strength checks and on Strength saving throws.

Unstoppable Strength (1/Day). If War takes 40 damage or less that would drop him to 0 hit points, he drops to 1 hit point instead.

Aura of War. War projects an aura of strength in a 60-foot radius around himself, feeding his allies' rage and lust for destruction. Once per turn, War and each one of his allies within the aura gain a +7 bonus to their next attack made with a melee weapon.

Horseman of the Apocalypse Nature. War doesn't require air, food, drink, or sleep, and he is immune to disease.



Resistance to Apocalyptic Mountains. War can freely move in Apocalyptic mountains and in any mountain environment or terrain as if it wasn't difficult terrain.

One with Fire. When War deals fire damage to one target, he can choose to ignore resistance to fire damage, and consider immunity to fire damage as if it were resistance to fire damage for the purpose of overcoming resistance and immunity to damage.

Actions

Multiattack. War can use his Terrifying Presence and then make two melee attacks with his Sword of War.

Terrifying Presence. Each creature of War's choice within 60 feet of him and aware of his presence must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to War's Terrifying Presence for the next 24 hours.

Sword of War. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage plus 19 (3d12) fire damage. In addition, if War rolls a 20 to hit a creature, the target is stunned until the end of War's next turn.

Flaming Pyre (Recharge 6). War summons a column of fire in the shape of a cylinder that is 80 feet tall with a 20-foot radius, centered on a point he can see within 90 feet of himself. Each creature in the cylinder must make a DC 19 Dexterity saving throw, taking 65 (10d12) fire damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also blinded until the end of War's next turn. Objects that aren't being worn or carried are damaged by the fire.

Fiery Eruption (Recharge 6). A gout of flame erupts from War's sword, forming a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. Objects that aren't being worn or carried are damaged by the flames.

Spellcasting. War casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks):

At will: *detect evil and good*, *detect magic*

3/day each: *dispel magic*, *fireball*, *scorching ray*, *wall of fire*

Bonus Actions

Legionnaire Reborn. War selects a legionnaire dead for less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Absorb Fire. When War would take fire damage, it does not take damage, regaining a number of hit points equal to half the fire damage dealt instead.

Legendary Actions

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

Move. War moves up to his maximum speed without provoking attacks of opportunity.

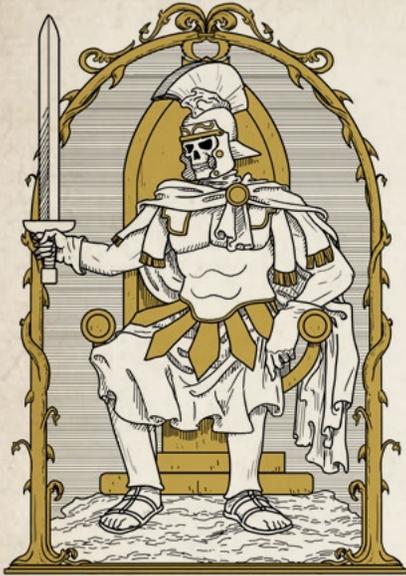
Sword of War. War makes one attack with his *Sword of War*.

Incite War (Costs 2 Actions). War orders his allies to keep fighting: Up to seven creatures of his choice within 120 feet of him that can hear him can use their reaction to make an attack with a melee weapon against one creature within reach.

Incinerate (Costs 3 Actions). War chooses a creature within 60 feet of himself that he can see. The target must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 71 (11d12) fire damage, and becomes blinded for 1 minute. On a successful save, a creature takes half as much damage and is not blinded. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature killed by this legendary action is reduced to a cloud of ash swept away by the wind. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

SPURS OF WAR

Wondrous item, Apocalyptic Relic (requires attunement)



The **Red Nightmare** is bound to serve whoever is attuned to the *Spurs of War* and wears them. The Red Nightmare must serve the spurs' bearer until its death or until the spurs are removed. Once per day, you can use a bonus action to clash the spurs against each other, calling the Red Nightmare to you. The Red Nightmare has a barding that includes bridle, bit, reins, saddle and stirrups. It appears within 120 feet of you in an unoccupied space you can see. The Red Nightmare takes its turn right after you and acts as your ally, obeying your spoken commands (no action required). It remains for 1 day, until it dies, you die, or you dismiss it with a bonus action. If the Red Nightmare dies, it reforms in War's lair within 24 hours and can be summoned again the next day.

RED NIGHTMARE

Huge Elemental (War), neutral evil

Armor Class 14 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Damage Immunities fire

Condition Immunities blinded, exhaustion

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages understands Babel Tongue and Primal Tongue but doesn't speak

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Aura of Fire. Any creature that starts its turn within 5 feet of the Red Nightmare must make a DC 12 Constitution saving throw. On a failed save, the creature is blinded until the start of its next turn. If a creature's saving throw is suc-

cessful, the creature is immune to the Red Nightmare's Aura of Fire for the next 24 hours.

Nightmares of the Apocalypse Nature. The Red Nightmare doesn't require food, drink, or sleep, and is immune to disease.

Resistance to Apocalyptic Mountains. The Red Nightmare can freely move in Apocalyptic mountains and in any mountain environment or terrain as if it wasn't difficult terrain.

Actions

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 10 (3d6) fire damage.

Fire Breath (Recharge 5-6). The Red Nightmare exhales fire and flames from its mouth in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



MONARCH

This human-like figure stands straight, his thick body encased in impenetrable armor. The metal plates are ornate with intricate details, arcane etchings, and mysterious symbols emitting a flickering and incandescent light when the monarch nears. The impassive face recalls the busts of Roman emperors, with marked features, pronounced cheekbones, and a severe jawline. The glimpses of skin that are visible are polished like marble, casting a faint bluish iridescence that contrasts with the figure's ruby eyes. The monarch moves with surprising deftness despite its bulk, every movement precise and implacable. Especially so when the gauntleted hands reach for the smoldering blade, which always lusts to be drawn.

Absolute master. The monarch was created to command and lead troops into battle, shaping conflict as it pleases. Thus, War has bestowed upon it the ability to urge soldiers beyond their limits. Whether it is for mere massacre or deadly assault, it matters not. The monarch seems to absorb the energies generated while conducting military operations and can, therefore, bolster its soldiers while also joining the fray with a staccato of orders and blows from his fiery blade.

A sovereign's tenacity. War's blessing makes the monarch incredibly challenging to take down. This blessing draws a flow of crimson energy from fallen foes that floats toward the monarch and seeps into its armor, strengthening its body. Besides this, the monarch boasts a natural resistance to magic and blows inflicted with ordinary weapons. When these protections envelop the monarch, a faint buzzing sound seems to emit from its body, a combination of spells and arcane words taking life and reconfiguring.



Ancient memory. The nature of this construct is mysterious. It does not appear to be a mere golem, nor can any examination find traces of the arcane or divine powers used to animate it. This body contains a form of peculiar artificial life. Sometimes, the monarch will reference events from the Old World as though it had witnessed them directly. The telltale fiery light in its eyes dims momentarily while the monarch's words are lost in memories of ancient battles, atrocious and thus unforgettable.



MONARCH

Large Construct, generally lawful evil

Armor Class 18 (plate)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Wis +8, Cha +10

Skills Athletics +10, History +8, Insight +8, Intimidation +10, Perception +8, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Babel Tongue, Primal Tongue

Challenge 13 (10,000 XP)

Proficiency Bonus: +5

Unstoppable Strength (1/Day). If the monarch takes 30 or less damage and would drop to 0 hit points, it drops to 1 hit point instead.

War's Blessing. When the monarch drops an enemy to 0 hit points, it gains 20 temporary hit points.

Magic Resistance. The monarch has advantage on saving throws against spells and other effects.

Flaming Light. When the monarch holds its flaming sword, that weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Magic Weapons. The monarch's weapon attacks are magical.

Construct Nature. A monarch doesn't require air, food, drink, or sleep, and it is immune to disease.

Actions

Multiattack. The monarch uses Hymn to Slaughter, if available. Then it makes two attacks with its Flaming Sword or two attacks with its Heavy Crossbow.

Flaming Sword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage plus 16 (3d10) fire damage. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw, or it ignites in flames; until someone uses an action to put out the flames, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Heavy Crossbow. Ranged Weapon Attack: +9 to hit, range 100/400 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 11 (2d10) fire damage.

Hymn to Slaughter (Recharge 5-6). The monarch and each creature of its choice within 30 feet gain a +5 bonus to the damage roll of their next melee weapon attack that hits within the next minute.

Bonus Actions

Incite Assault (Recharge 6). The monarch incites its allies to fight: Up to four creatures of its choice that are within 60 feet of the monarch and can hear it can use their bonus action to make a weapon attack until the end of the monarch's next turn.

CHAMPION

War's champion is a mountain of muscles and fat with skin like thick leather. His massive bulk makes him nigh impossible to contest in a challenge of strength. The worn plates of gladiator armor he wears and the helm hiding his features enhance his vicious and terrifying air. He wields a massive trident in one hand while the other swings an equally disproportioned flail, ready to strike..

The champion of the Colosseum. The champion's skill in combat is without equal, and he is well known for butchering those who face him in War's Colosseum without mercy. His vast, almost elephant-like bulk grants him superhuman strength, and his blows echo like thunder in the arena, soon followed by cheers and howls. The champion incarnates the horror of senseless violence, which he unleashes without pause on all those who cross his path.

A macabre collection. The champion displays a girde of human remains about his waist, tied with woven leather straps. Each skull or bone represents a valourous life crushed by the champion. He believes his victims' past vigor permeates these bones, giving him even greater might. This macabre collection feeds the champion's lust for blood and reminds him of the awful death he has dealt in the past.



Dread gaze. War has rewarded the champion for all his triumphs, allowing him to channel through his gaze the memory of every horror perpetrated by humanity on the field of battle. The champion can recall these visions, reliving those awful moments for an instant and using them against foes. Battle cries,

the screech of weapon on weapon, the roaring fire consuming sacked cities, torn and trampled bodies, drenched in blood. Though it lasts but a moment, no one can entirely escape the champion's dread gaze.

CHAMPION

Huge Giant, generally neutral evil

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +4, Con +8

Skills Athletics +9, Intimidation +6, Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Babel Tongue

Challenge 8 (3,900 XP)

Proficiency Bonus: +3

Brutal. The champion has advantage on Strength checks and Strength saving throws.

Unstoppable Strength (Recharge after a Long Rest). If the champion takes 20 or less damage and would drop to 0 hit points, it drops to 1 hit point instead.

Indomitable Champion. The champion has advantage on saving throws to resist or end the charmed, frightened, paralyzed, poisoned, and stunned conditions on itself.

War's Blessing. When the champion drops an enemy to 0 hit points, it gains 20 temporary hit points.

Actions

Multiattack. The champion makes an attack with its Chained Flail and one attack with its Fiery Trident.

Chained Flail. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17) if the champion isn't already grappling a creature. Until this grapple ends, the target is restrained.

Fiery Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 9/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 16 (3d10) fire damage.

Spinning Flail (Recharge 5-6). The champion spins its chained flail, and each creature within 20 feet of the champion must make a DC 17 Dexterity saving throw. On a failure, a creature takes 19 (3d8 + 6) bludgeoning damage, is flung 20 feet away from the champion, and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Bonus Actions

Pull Up. The champion can try and pull to itself a grappled creature: the target must succeed on a DC 17 Strength saving throw or be pulled up to 20 feet toward the champion.

Reactions

Terrifying Glare. When the champion targets one creature it can see within 30 feet of it and hits it with an attack, the target must succeed on a DC 14 Wisdom saving throw or be frightened of the champion until the end of the target's next turn.

LEGIONNAIRE

“What is thy name?” asked the Son of the Lord. And the possessed man answered saying: “My name is Legion, for we are many”. This short parable is told throughout the Plain of Armageddon. Some believe it helps decrease the chances of meeting War’s legionaries – skeletal soldiers of fused bone, metal, leather, and magic.

Devoted to war. A true soldier of War fights not for fame, wealth, or even sadistic pleasure – if that were the case, Conquest would be a more likely master. A true soldier fights for a sense of belonging because he is part of an invincible army no one dares oppose. War’s legionaries are the distorted quintessence of this ideal. Bone and metal constructs shaped like armored skeletons, devoid of individuality, who march in orderly ranks, obeying only the will of War.

Tireless and disciplined fighters. A legionnaire feels no hunger, thirst, fatigue, or weakness. He can march for days on end. He follows his superiors’ orders with no trace of hesitation in an attempt to complete his mission as efficiently as possible. He is not made for speech, nor can he solve any problem not related to war. But be not fooled: all legionnaires have a keen innate understanding of military tactics and will not cease seizing the initiative when needed. Even when



no high-level officers are near, legionnaires have a clear sense of their orders and purpose – they even have some capacity for improvisation if the context of engagement should shift from what was expected.

Closed ranks. Eight legionnaires constitute the basic unit of operation. Therefore, they generally act in multiples of eight, depending on the type of venture.

For example, simple surveillance duties in known territory might only demand eight legionnaires. Reconnaissance behind enemy lines might require sixteen or twenty-four individuals, as would manning a small outpost or fort. When engaged in open battle, legionnaires attack in closed ranks, the first rows protected by shields while those behind wield polearms.

LEGIONNAIRE

Medium Construct, generally lawful evil

Armor Class 16 (natural armor, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Athletics +5

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Babel Tongue but doesn't speak

Challenge 2 (450 XP)

Proficiency Bonus: +2

Unstoppable Strength (1/Day). If the legionnaire takes 10 or less damage and would drop to 0 hit points, it drops to 1 hit point instead.

Turtle Formation. The legionnaire has advantage on Dexterity saving throws, and any ranged attack made against the legionnaire has disadvantage, as long as the legionnaire is within 5 feet from an ally and the ally isn't incapacitated.

Construct Nature. A legionnaire doesn't require air, food, drink, or sleep, and it is immune to disease.

Actions

Multiattack. The legionnaire makes two attacks with its Fiery Gladium.

Fiery Gladium. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Fiery Pilum. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 6/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) fire damage.

Bonus Actions

Bashing Shield (Recharge 6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium creature or smaller, it must succeed on a DC 13 Strength saving throw, or be knocked prone.

Reactions

Parry. The legionnaire adds 2 to its AC against one melee attack that would hit it. To do so, the legionnaire must see the attacker and be wielding a shield.

Protect the Monarch. When a **monarch** within 5 feet from the legionnaire is hit by an attack, the legionnaire is hit in its place instead.

INFERNAL PANTHER

The infernal panther is an agile beast afflicted by a hideous curse that eternally melts and reforms its spotted hide. Its body is that of a great cat, dripping with blood, colored like soot to best blend in with the volcanic landscape it haunts. On paws sprouting thin and sharp claws, it sinuously stalks the harsh basalt slopes comprising the lands of War, its amber eyes scanning the surroundings in search of prey. With each breath, a small puff of smoke exhales from its maw.

Furtive predator. These solitary hunters prefer dark and rocky areas where they can best employ their ability to climb and blend in with the landscape. Infernal panthers are highly agile and quick, which makes them hard to spot and capture. They are expert hunters able to suddenly pounce on unsuspecting prey, disemboweling them with razor claws.

Fiery breath. In a different landscape, an infernal panther's breath would lay waste to all vegetation, as happened in the Dark Forest before the gates of the infernal kingdom. Now, these great cats use this cursed breath as a weapon, though not for hunting – panthers prefer their flesh raw. Even so, they will not hesitate from blasting fire against enemies larger than themselves.

A cunning trap. The voice of an infernal panther is not a true roar but more an intense and deceitful shriek. A sound quite like that of a distressed maiden. Panthers use this fact to their advantage with diabolical cunning, luring in unsuspecting humans to hunt. These unhappy wayfarers hear the girl's wails and rush through the crags to help. The panther keeps screaming, isolating its prey. Then, plunging from above, it strikes the neck or throat of the clueless victim, rending it to shreds.



INFERNAL PANTHER

Medium Monstrosity, unaligned

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Proficiency Bonus: +2

Keen Sight and Smell. The infernal panther has advantage on Wisdom (Perception) checks that rely on sight or smell.

Mimicry. The infernal panther can mimic a maiden's cry. A creature that hears the sound can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Resistance to Apocalyptic Mountains. The infernal panther can freely move in Apocalyptic mountains and in any mountain environment or terrain as if it wasn't difficult terrain. In addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw, or become poisoned until the disease is cured. After each hour, the target must make another saving throw; on a failure, its maximum hit points are reduced by 2 (1d4). This reduction lasts until the disease is cured. If the disease drops the target's maximum hit points to 0, the target dies.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the infernal panther moves at least 20 feet straight toward a creature and then hits on the same turn, and the target is a Medium creature or smaller, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharge 6). The infernal panther exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Crush the Fallen. When a creature that the infernal panther can see is prone within 5 feet of it, the infernal panther can make a Bite attack against that creature.



MARTIAL ELEPHANT

Massive, terrible, unstoppable. This armored pachyderm lumbers inexorably through the battlefield, following the legions of War. Slow but devastating, it tramples all that it encounters. Its feet march to the beating of drums. Instead of tusks, the martial elephant bears burning metal prostheses, which can skewer foes with a simple twitch of the beast's head.

Trained for war. Martial elephants are the pride and joy of the Second Horseman's legions. They descend from a line of pachyderms who, even before the opening of the seals, were bred for their devotion, toughness, and size. From weaning, the calves are trained to never back down from threats and only act when commanded. The training process is brutal, and few of the young ones reach adulthood. The young elephants are then subjected to immense physical strain and mock battles to harden their resolve. The outcome is unmatched: authentic walking fortresses that can crash through enemy lines while transporting elite troops on their backs.

Pitched battles. Martial elephants are not suited for hit-and-run tactics or incursions. They are slow and challenging to maintain. During pitched battles, however, they are unstoppable death-dealing machines. They lumber through enemy lines, trampling all foes. Even in more restricting environments, though not reaching the same potential for carnage, they remain formidable foes.

Blazing tusks. Martial elephant trainers cut off the beasts' tusks and replace them with metal barbs, spurs, and blades. As though that were not enough, these lethal appendages are made incandescent with lava drawn from the burning heart of the land of War before each fight. This practice causes the elephants great pain, though they are well-trained to resist such discomfort.

MARTIAL BEAST

Those animals that fall under War's influence undergo a long growth process, are trained with whip and fire and grafted with plates, weapons, or other devices that turn them into brutal, fierce, and merciless war machines. These war beasts acquire some additional traits that represent their penchant for war.

To represent a beast under War's influence, you must add the (Martial) descriptor and the following traits to its stats block:

Damage Immunities fire

Senses darkvision 60 ft.

Brutal. The martial beast has advantage on Strength checks and Strength saving throws.

Unstoppable Strength (Recharge after a Long Rest). If the martial beast takes 10 or less damage and would drop to 0 hit points, it drops to 1 hit point instead.

Untamed. Any Wisdom (Animal Handling) check made on the martial beast gains disadvantage.

Resistance to Apocalyptic Mountains. The martial beast can freely move in Apocalyptic mountains and in any mountain environment or terrain as if it wasn't difficult terrain. In addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

MARTIAL ELEPHANT

Huge Beast (Martial), unaligned

Armor Class 12 (natural armor)

Hit Points 73 (7d12 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	2 (-4)	10 (+0)	6 (-2)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Brutal. The martial elephant has advantage on Strength checks and Strength saving throws.

Unstoppable Strength (Recharge after a Long Rest). If the martial elephant takes 10 or less damage and would drop to 0 hit points, it drops to 1 hit point instead.

Untamed. Any Wisdom (Animal Handling) check made on the martial elephant gains disadvantage.

Resistance to Apocalyptic Mountains. The martial elephant can freely move in Apocalyptic mountains and in any mountain environment or terrain as if it wasn't difficult terrain. In addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Scorching Fangs. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, and the target must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If the martial elephant moves at least 30 feet straight toward a target and then hits on the same turn, and the target is a Medium creature or smaller, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Bonus Actions

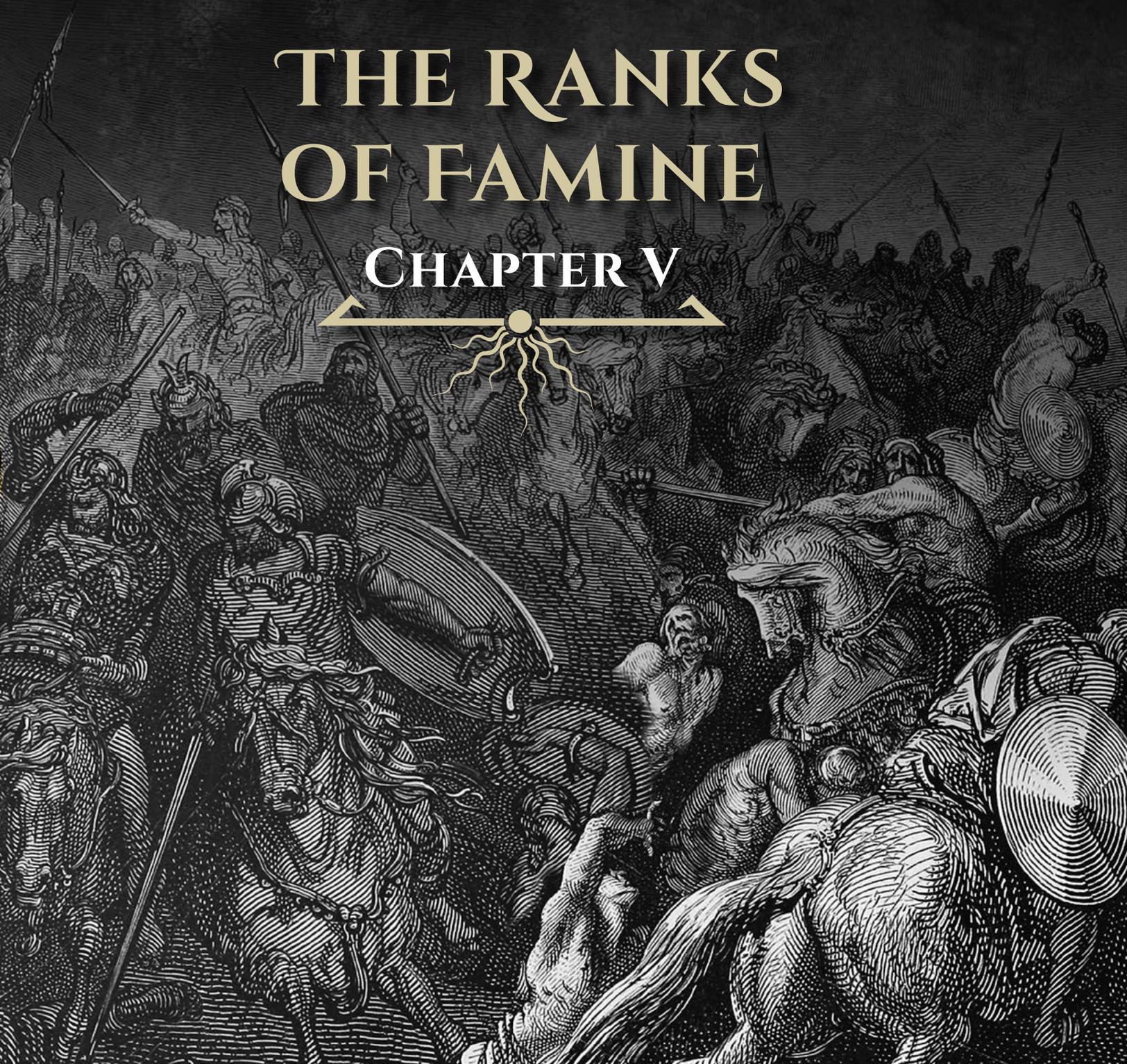
Crush the Fallen. When a creature that the martial elephant can see is prone within 5 feet of it, the martial elephant can make a Trample attack against that creature.





THE RANKS OF FAMINE

CHAPTER V



FAMINE

He uses his scales attached to a long staff to support himself while he walks; it strikes the ground with each step he takes. This regal object is the first thing one notices: it looms high like a holy scepter, akin to the cursed treasures of ancient Egypt. Grasping the scales is an unnaturally tall figure, lithe and lanky. Famine is clothed in dark robes decorated with gold, recalling the splendor of ancient Middle Eastern societies. His adorned headgear, high above his head, splits into two tips covered by a thin cloth that falls upon his shoulders. His face, perhaps disfigured, is concealed behind a mask of precious metals. Even so, the eyes that one can glimpse behind the slits of the mask are almost human. Their gaze appears to scan everything as though it could weigh all it falls upon, cutting through appearances and unveiling hidden truths. The Horseman walks, untiring, evaluating with his gaze every sip of water, every handful of grain, every gaunt animal, and every mortal on the brink of death. All things in Famine's Domain are diseased, poisoned, and desperate. Just as the Horseman wills it.

Famine rides a nightmare the color of night, son of parched earth and hunger

The aura of Famine. The Horseman emits a heavy and suffocating aura that literally steals the breath of those before him. It is an aura filled with a sense of sudden desolation, decay, and loss, accompanied by rancid humidity, the odor of mold and dust, and the subtle reek of open wounds and putrefaction. Famine's presence seems to envelop and drench its surroundings. The air rings with buzzing swarms of monstrous, golden insects that dance beneath the Horseman's robes. His gaze summons insatiable hunger and brings forth a desire impossible to quench in the minds of those foolhardy enough to get close enough to meet it. His voice, instead, seems withered by time, sharp and dry, and the Horseman emits heavy gasps between his words.

Sapper of hope. When the Third Seal was opened, Famine appeared as a swarm of colossal insects. The buzzing spread through the air like a sinister chorus, filling the nearby lands with a constant and distressing



din foretelling the imminent plague of insects that seemed destined to swallow all reaches of the world. He was the embodiment of a great Evil who took a new form at the time of his calling, akin to that of a man. Since then, the Third Horseman desires only to rob the last ones of all resources and hope. He has no need to kill, quite the opposite: he feeds on the torment of his victims, slowly sapping them in the coils of his power, prolonging their agony as much as possible. Famine's purpose is to destroy everything that gives meaning to life, transforming all that was once precious into desert sand, contaminated and poisoned by the Horseman's cursed touch. His mission is to extinguish humanity's last flicker of hope, leaving nothing but destruction and desolation in his wake.

Domain and goals. Famine has claimed the vast desert dividing the lands of the Lord from the rest of the Plain of Armageddon. Within this waste of sterile sands, no one knows exactly where the Horseman's Sepulcher rests, though slow caravans of refugees roam the land in search of it. At the end of their wearying travels, those poor souls find themselves before ruins overpopulated by the miserable and dying, an extensive shanty town surrounding the Sepulcher's entrance. There lies the heart of Famine's Domain: a vast network of catacombs. A realm far removed from the otherworldly war, where no one prospers, but all last ones are welcome. A sick house for miserable mortals robbed of all but the last glimmer of life. There, the Horseman rules by the eternal promise that things might improve, upholding the lie that the situation, thanks to his protection, may be endured. Meanwhile, Famine comes and goes from the Sepulcher, riding slowly or walking patiently, searching for human settlements to ruin.

FAMINE'S LAIR

Famine has built a lair in the shape of an ancient necropolis that burrows into the diseased and putrid underground like the roots of a great tree. The air in the tunnels is rank and heavy with disease. The torches burning with blue-green fire spread miasma that can poison anyone foolish enough to breathe without covering mouth and nose with something to filter the air. There may be a secret to reaching the central crypt in which it is said that Famine amasses all his treasures; if such a secret exists, no one has left the tunnels alive to tell of it. The crypt's hallways are built with a mixture of Old World styles; every nook, cranny, and passage through the rock may hide the ravenous, utterly famished, but never truly dead. They are usually not terribly dangerous unless Famine summons them to consume intruders.

Famine in his lair has a challenge rating of 21 (33,000 Experience Points)

LAIR ACTIONS

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

Putrid Cloud. Famine summons a deadly cloud infused with putrid and rotten energy, filling a 20-foot radius sphere centered on a point within 120 feet of him. The cloud spreads around corners and the area is lightly obscured. Each creature in the cloud when it appears must make a DC 19 Constitution saving throw, taking 16 (3d10) necrotic damage on a successful save, or half as much damage on a failed one. A wind of at least 20 miles per hour disperses the cloud. The cloud otherwise lasts until Famine uses this lair action again or until Famine dies.

Recall Ravenous. Famine calls to himself 1d4 + 2 **ravenous**, who act as his allies and obey his mental commands. The ravenous remain until Famine



dies, or until Famine takes a bonus action to dismiss them.

Blinding Consumption. Famine chooses a creature he can see within 120 feet of him and tries to infect it. The target must succeed on a DC 19 Constitution saving throw, or take 13 (2d12) poison damage plus 13 (2d12) necrotic damage and become blinded until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing Famine's lair has been warped by the Horseman of the Apocalypse's magic, which creates one or more of the following effects:

Mephitic Mist. A thin, foul greenish mist fills the air, turning the terrain within 6 miles of Famine's lair into lightly obscured terrain. Any Wisdom (Medicine) checks and Wisdom (Survival) checks made in this area have disadvantage.

Wilting. The area within 6 miles of Famine's lair is utterly arid: The ground is dry and barren, and whatever vegetation is still present is dying and wizened.

Famished Beasts. The area within 1 mile of the lair is filled with famished beasts.

If Famine dies, these effects fade over the course of 1d10 days.

FAMINE

Huge Elemental (Famine), neutral evil

Armor Class 18 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	17 (+3)	18 (+4)	21 (+5)

Saving Throws Con +11, Int +9, Cha +11

Skills Arcana +9, History +9, Insight +10, Intimidation +11, Nature +9, Perception +10, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses passive Perception 20, true sight 120 ft.

Languages Babel Tongue, Primal Tongue, telepathy 120 ft.

Challenge 20 (25,000 XP)

Proficiency Bonus: +6

Special Equipment. Famine wears the *Spurs of Famine* and wields the *Scales of Famine*.

Spurs of Famine. Famine has bound the **Black Nightmare** to his service through the *Spurs of Famine*. Once per day, Famine can use a bonus action to clash the spurs against each other, calling the Black Nightmare to him.

Aura of Famine. Famine exudes an aura of corruption and pestilence in a 60-foot radius around him. Everything in the area becomes feeble and decaying. Vegetation wilts and rots and the ground is considered difficult terrain for all other creatures. Each creature that starts its turn in the aura must succeed on a DC 19 Constitution saving throw, or take 13 (3d8) poison damage plus 13 (3d8) necrotic damage and become poisoned until the end of its next turn. On a successful save, a creature becomes immune to the Aura of Famine for the next 24 hours. Plants have disadvantage on their saving throw and take 27 (6d8) poison damage plus 27 (6d8) necrotic damage.

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

Magic Resistance. Famine has advantage on saving throws against spells and other magical effects.

Horseman of the Apocalypse Nature. Famine doesn't require air, food, drink, or sleep, and he is immune to disease.



Resistance to Apocalyptic Deserts. Famine can freely move in Apocalyptic deserts and in any desert environment or terrain as if it wasn't difficult terrain.

One with Poison. When Famine deals poison damage to one target, he can choose to ignore resistance to poison damage, and consider immunity to poison damage as if it were resistance to poison damage for the purpose of overcoming resistance and immunity to damage.

Actions

Multiattack. Famine can use his Terrifying Presence and then make two melee attacks with his *Scales of Famine*.

Terrifying Presence. Each creature of Famine's choice within 60 feet of him and aware of his presence must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Famine's Terrifying Presence for the next 24 hours.

Scales of Famine. Melee or Ranged Weapon Attack: +13 to hit, reach 10 ft. or range 60/175 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 14 (4d6) poison damage or 20 (3d8 + 7) piercing damage plus 14 (4d6) poison damage if wielded with two hands to make a melee attack. If the poison damage drops a creature to 0 hit points, the target is stabilized, but it is poisoned and paralyzed while it is poisoned in this way. The poison lasts until magic such as a *lesser restoration* spell removes it. In addition, if Famine rolls a 20, the target is poisoned until the end of Famine's next turn.

Scales of Judgment (Recharge 6). Famine chooses up to 3 creatures within 60 feet that he can see and weighs their bodies and souls, decreeing in what way they are worthy or lacking. Each chosen creature must succeed on a DC 19 Wisdom saving throw, or take one exhaustion level and become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Consumption (Recharge 6). Famine triggers the foul power of his scales and projects an aura of scarcity and consumption on everything before him in a 60-foot cone. Each creature in this area must make a DC 19 Constitution saving throw, taking 63 (14d8) poison damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it also becomes poisoned until the end of Famine's next turn.

Spellcasting. Famine casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks):

At will: *detect evil and good, detect magic*

3/day each: *blight, cloudkill, contagion, dispel magic, hold monster, insect plague,*

Bonus Actions

Ravenous Reborn. Famine selects a **ravenous** dead for less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Absorb Poison. When Famine would take poison damage, he does not take damage, regaining a number of hit points equal to half the poison damage dealt instead.

Legendary Actions

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

Move. Famine moves up to his maximum speed without provoking attacks of opportunity.

Scales of Famine. Famine makes one attack with his *Scales of Famine*.

Cast a Spell (Costs 2 Actions). Famine uses Spellcasting.

Wilting (Costs 3 Actions). Famine chooses one creature within 120 feet from him that he can see. The target must make a DC 19 Constitution saving throw, taking 28 (8d6) poison damage plus 28 (8d6) necrotic damage and becoming poisoned for 1 minute on a failure. On a successful save, the target takes half as much damage and it is not poisoned. While poisoned in this way, the target can't regain hit points and its speed drops to 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Plants have disadvantage on their saving throw and take 56 (16d6) poison damage plus 56 (16d6) necrotic damage.

SPURS OF FAMINE

Wondrous item, Apocalyptic Relic (requires attunement)



The **Black Nightmare** is bound to serve whoever is attuned to the *Spurs of Famine* and wears them. The Black Nightmare must serve the spurs' bearer until its death or until the spurs are removed. Once per day, you can use a bonus action to clash the spurs against each other, calling the Black Nightmare to you. The Black Nightmare has a barding that includes bridle, bit, reins, saddle and stirrups. It appears within 120 feet of you in an unoccupied space you can see. The Black Nightmare takes its turn right after you and acts as your ally, obeying your spoken commands (no action required). It remains for 1 day, until it dies, you die, or you dismiss it with a bonus action. If the Black Nightmare dies, it reforms in Famine's lair within 24 hours and can be summoned again the next day..

BLACK NIGHTMARE

Huge Elemental (Famine), neutral evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages understands Babel Tongue and Primal Tongue but doesn't speak

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Aura of Poison. Any creature that starts its turn within 5 feet of the Black Nightmare must make a DC 12 Constitution saving throw. On a failed save, the creature is poisoned until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Black Nightmare's Aura of Poison for the next 24 hours.

Nightmares of the Apocalypse Nature. The Black Nightmare doesn't require food, drink, or sleep, and is immune to disease.

Resistance to Apocalyptic Deserts. The Black Nightmare can freely move in Apocalyptic deserts and in any desert environment or terrain as if it wasn't difficult terrain.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) poison damage.

Poisonous Breath (Recharge 5-6). The Black Nightmare exhales poisonous fumes from its mouth in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.



HERALD OF HUNGER

Famine's high priest steps forth with the bearing of a king or pontiff. Light and flowing drapes only partially conceal his nakedness, wrapping around his emaciated and wiry frame. His skin is painted crimson and covered with intricate and bleeding tattoos that concentrate around his neck and entirely hairless head. His dour face is hard, with prominent cheekbones framing eyes circled by dark and pulsating veins. The herald has all the features of a normal human being, though so thoroughly drenched in the power of his master as to appear as a corrupted otherworldly creature.

Head of the cult. The herald of hunger is a profoundly malicious being as well as a powerful arcanist. He is the undisputed leader of the Cult of Famine, the shadowy sect that welcomes the last ones, keeping them on the brink of death. These desperate mortals turn to the herald, seeking hope, unaware of the cruel fate awaiting them. When their bodies finally give in, they are made into the ravenous. If, instead, they have distinguished themselves for brutality and cruelty, they may ascend to the rank of tormentor.

Holder of the serum. His lord Famine has infused the herald with the ability to know and summon all poisons. The herald's body hides glands of venom unknown to mankind, toxic substances, and cursed serums. The Herald can discharge these poisons to strike his foes by sustaining ritually inflicted cuts on the skin.

Famine's blessing. No one truly knows the extent of the herald's powers and which gifts and revelations he has received from Famine. The tattoos on his body keep healing and morphing, bleeding anew, sometimes snaking down his arms, others entirely covering his face. Through them, the herald can wither all that surrounds him. The tattoo on the palm of his right hand, instead, has the power to remove the ravenous from Death's blissful embrace.



HERALD OF HUNGER

Medium humanoid (Human), generally neutral evil

Armor Class 13 (16 with *magic armor*)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Intimidation +5, Perception +5, History +8

Damage Resistances acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks (from *stoneskin*)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Babel Tongue, Primal Tongue

Challenge 12 (8,400 XP)

Proficiency Bonus: +4

Magic Resistance. The herald has advantage on saving throws against spells and other magical effects.

Inner Fanaticism. The herald has advantage on Charisma (Intimidation) checks and has advantage on saving throws to resist or end charmed and frightened conditions on himself.

Actions

Multiattack. The herald makes two attacks with his Poisonous Burst and uses Spellcasting.

Poisonous Burst. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 14 (4d6) poison damage.

Spellcasting. The herald casts one of the following spells, using Intelligence as his spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *mage armor** *acid arrow*, *detect evil and good*, *detect magic*

2/day each: *contagion*, *dispel magic*, *blight*, *cloudkill*, *stoneskin**, *insect plague*, *fly*

*The herald of Famine casts these spells on himself before combat.

Bonus Actions

Ravenous Reborn (Recharge 5-6). The herald selects a **ravenous** dead for less than 1 hour within 60 ft. that he can see. The target returns to life and regains all its hit points.

Famine Bearer (Recharge after a Short or Long Rest). The herald spreads famine and wilting in a 60-foot radius area centered on himself. The wilting lasts 1 hour. While the area is wilted, all vegetation withers and dies. In addition, any creature that moves into the area or starts its turn in the area must make a DC 16 Constitution saving throw. On a failure, it takes 14 (4d6) poison damage and becomes poisoned for 1 minute. On a successful save, it takes half as much damage, it is not poisoned, and it is immune to Famine Bearer for the next hour. Such a poisoned creature can't regain hit points and it is blinded as long as it is poisoned, but it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Absorb Vitality. When the herald of Famine drops a creature to 0 hit points with poison damage, the herald regains 13 (3d8) hit points.

TORMENTOR

A grim figure wanders amid the ranks of the ravenous, preaching and chanting. Ritual robes that dance in the desert wind cover his whole body. He appears as a dark priest wielding a wicked saber from whence spires of smoke drift up. His words rally the ranks of the ravenous, who assent to his cries with agonized groans. The creatures are cast into a state of ecstasy by the tormentor's words, as though they still hoped for some form of recompense.



Sadistic torturers. Before the Apocalypse, the tormentors were slavers, oppressors, and tyrants, uncaring of the suffering of those they forced into starvation. Famine has called them to him to control and discipline the ranks of ravenous he has welcomed. Tormentors feel no hunger, nor are their bodies weakened by lack of nourishment. A sinister and lucid will urges them on. They tend to the masses of the ravenous as a shepherd dog would. These veritable torturers constantly raise hymns and prayers to Famine without caring if their victims understand them or not. Tormentors are also known to harm, torture, or kill some unlucky ravenous to assuage the rest.

Cowardly combatants. Though tormentors wield various torture devices, they do not use them in combat. They prefer to send the ranks of enslaved ravenous into the fray, only intervening when foes are weakened. They care not how much cannon fodder they send to their doom, should the situation call for it. As long as they can count on cover from the ravenous, tormentors prefer to strike from afar with heavy crossbows and poison-tipped bolts. If forced, they can also engage in melee combat, brandishing scimitars or other curved blades with poisoned edges.



Specialized squads. Usually, tormentors work alone. They despise conflicts of authority and prefer to wander only in the company of their servants. However, few of their numbers band into small units of two or three individuals to accomplish delicate tasks.

In these cases, too, a sizable group of obedient ravenous follows the tormentors.

TORMENTOR

Medium humanoid (Human), generally neutral evil

Armor Class 16 (scale mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Athletics +6, Deception +6, Intimidation +6, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Babel Tongue, Primal Tongue

Challenge 8 (3,900 XP)

Proficiency Bonus: +3

Inner Fanaticism. The tormentor has advantage on Charisma (Intimidation) checks and has advantage on saving throws to resist or end charmed and frightened conditions on himself.

Keen Hearing. The tormentor has advantage on Wisdom (Perception) that rely on hearing.

Constantly Alert. The tormentor can't be surprised.

Diehard (1/day). When the tormentor drops to 0 hit points but is not instantly killed, he drops to 1 hit point instead.

Actions

Multiattack. The tormentor makes four attacks with his Poisoned Scimitar.

Poisoned Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Poisoned Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/450 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Terrifying Appearance (Recharge after a Short or Long Rest). Each creature of the tormentor's choice within 30 feet that is aware of the tormentor's presence must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Incite the Ravenous (Recharge 5-6). The tormentor chooses up to seven ravenous he can see within 60 feet that can hear the tormentor. With an impassioned speech, the tormentor ignites their rage and aggression in the name of Famine, and until the end of the tormentor's next turn, each ravenous deals an additional 3 (1d6) damage when it hits with a weapon attack.

Crush the Fallen. Immediately after hitting one creature with an attack, the tormentor can force the target to make a DC 14 Constitution saving throw. On a failed save, the target is subject to one of the following effects, of the tormentor's choice:

- + **Poisoning.** The target is poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- + **Knockout.** The target is knocked prone.

Reactions

Parry. The tormentor adds 3 to its AC against one melee attack that would hit it. To do so, the tormentor must see the attacker and be wielding a melee weapon.

Sacrifice a Ravenous. When the tormentor is targeted by an attack from a creature it can see, it can select one ravenous within 5 feet of itself. The tormentor and the ravenous switch places, and the selected ravenous becomes the attack's target.

RAVENOUS

Last ones of unsettling appearance roam the lands near the shanty town surrounding the Horseman's Sepulcher. Naked, malnourished, mutilated, their skin covered in sores, their eyes hollow, their heads hairless. The creaking of their bony joints, grinding teeth, and hissing breath foreshadow their arrival. They are almost more skeleton than man.

Crazed with hunger. The ravenous infest ruins and rocky outcrops in the desert. These men and women have no activity but ambling about, even crawling, scouring the land in search of anything to eat. Some are so crazed with hunger that they rend and chew their very flesh. Others are more lucid, though they have abandoned any pretense of civilization. Even if Famine's lands were fertile, none of the ravenous could take up agriculture or animal husbandry, for they would immediately feast upon the meager fruits of their labor, with no patience to invest in more. None of the ravenous can speak fluently, and they express themselves using single words that sound like choked groans.

Raving mob. These last ones care not for anything but food. They rarely quarrel with each other but will not hesitate to attack the caravans of healthy humans traveling to Famine's Sepulcher. In combat, they are a raving mob, fighting with blind fury, incapable of organization or strategy. They strike together, strong in numbers, for no reason but to feed.



Protected by Famine. The ravenous respect and fear Famine and will not attack his emissaries. They instinctively understand that they owe their survival to the Horseman, though they form the lowest ranks of his cult. Any among the last ones may seek shelter in the lands of Famine. However, sooner or later, they will join the ranks of the ravenous.



RAVENOUS

Medium humanoid (Human), generally neutral evil

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	5 (-3)	8 (-1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Babel Tongue

Challenge 1 (200 XP)

Proficiency Bonus: +2

Rabid. Because of his unchecked rage that blinds them to anything else, a ravenous has advantage on all melee attack, but all attack made against them have advantage.

Poisonous Attack. Once per turn, when the ravenous hits a creature with a melee attack, that creature must succeed on a DC 12 Constitution saving throw, or become poisoned until the start of the ravenous's next turn.

Actions

Multiattack. The ravenous makes one attack with its Bite and one attack with its Slam.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Bonus Actions

Famished. When the ravenous drops a creature to 0 hit points with a melee attack, it can make one Bite attack.



PROGENY OF CERBERUS

A brutal mastiff with short and coarse hair, as large as a horse, naps under the archway leading into the crumbling basilica. The bulging muscles, swollen veins, and thick limbs signal the great strength of this creature. Not one but three heads sprout from the neck, all half asleep. But suddenly, the ear on one of the heads snaps to attention; has it heard something?

Fearsome predators. Progenies can smell prey at a great distance while on the hunt. Once they have found a scent, it is only a matter of time: few can escape this hunter's speed and strength. Once the prey is downed, the three heads rend it to shreds, snarling and biting each other as they fight over the carcass. A useless contest since, from the three maws, all food reaches the same stomach. Nothing remains of the prey: sometimes, the progenies' appetite will even consume the armor of their victims.

Quick to tire. Progenies of Cerberus spend most of their time sleeping because of the tremendous strain required to manage three heads. When resting, one head sleeps lightly while the other two fall into a deep slumber. Doing so allows progenies to recover their strength while remaining somewhat vigilant.



The strength of the pack. Only rarely will progenies of Cerberus band together in small packs, and it is more likely for younger individuals to follow the lead of a stronger adult. In these cases, the dominant progeny commands the hunt and divides the food.

Far rarer are the occasions in which a progeny will follow the orders of a humanoid master. When this happens, those who have “trained” the progeny gain a fearsome and lethal hound that requires handling with the utmost care.

PROGENY OF CERBERUS

Large Monstrosity, generally neutral evil

Armor Class 14 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	4 (-3)

Saving Throws Wis +4

Skills Athletics +7, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Infernal and Primal Tongue but doesn't speak

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Keen Hearing and Smell. The progeny of Cerberus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Three Heads. The progeny of Cerberus can't be surprised, and has advantage on saving throws against being blinded, charmed, deafened, unconscious, frightened, or stunned.

Reactive. Thanks to its three heads, the progeny of Cerberus gains two extra reactions that it can only use to make attacks of opportunity.

Sleepy. The progeny of Cerberus is particularly vulnerable to any effect that would put it to sleep, and has disadvantage on any saving throw made against such an effect. In addition, if the progeny of Cerberus is targeted by a *sleep* spell, its current hit points are halved for the purpose of determining the amount of hit points the spell can affect.

Pack Tactics. The progeny of Cerberus has advantage on an attack against a creature if at least one of the progeny's allies is within 5 feet of the creature and the ally isn't incapacitated.

Resistance to Apocalyptic Deserts. The progeny of Cerberus can freely move in Apocalyptic deserts and in any desert environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Multiattack. The progeny of Cerberus makes three attacks with its Bite and two attacks with its Claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bark (Recharge 5-6). The progeny of Cerberus's bark is deafening. Each creature within 15 feet of the progeny of Cerberus that can hear it must make a DC 15 Constitution saving throw, taking 14 (4d6) thunder damage and becoming deafened for 1 minute. On a successful save, it takes half as much damage and is not deafened. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Fury. When the progeny of Cerberus drops a creature to 0 hit points with a melee attack, it can move up to half its speed and make one Bite attack.

Reactions

Poisonous Thorns. Immediately after the progeny of Cerberus has been hit by an attack from a creature within 5 feet of it, the progeny can wound that creature with a poisonous thorn from its tail: the attacker must succeed on a DC 15 Constitution saving throw, or become poisoned until the end of its next turn.

FAMISHED BEAR

This bear's gaunt and emaciated appearance should not make one consider it a harmless being, far from it. A famished bear has milky eyes and large patches of hairless hide; its bones jut out and its skin is covered with sores and pustules. Swarms of flies gather around it, attracted by the reek of rotting wounds. Tall when on its hind legs, the bear can reach over six feet high.

Deceitful weakness. Famished bears appear sick and dying, their step slow and ambling. They will often collapse to the ground as if unable to carry their own weight. However, a hint of a large herbivore to prey upon, a mere whiff of skewered meat cooking on a campfire, fills them with unmatched rage. They will also display all their might if forced to defend themselves.

Infected beasts. Like all animals dwelling near Famine, famished bears are diseased and putrid. They survive unnaturally despite their conditions, condemned to suffer hunger and infirmity without ever dying. Indeed, this affliction is closer to a curse than an actual disease. Regardless, the bite of a famished bear causes searing pain and weakness. As much as they may eat, these beasts will never stop hungering.

FAMISHED BEAST

Those animals that fall under Famine's influence are twisted beings, altered and crazed by their hunger, as the Horseman and his minions constantly force them to starve. These famished beasts gain some additional traits representing their ferocity, hunger, and starvation. To represent a beast under Famine's influence, you must add the (Famished) descriptor and the following traits to its stats block:

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Rabid. Because of its unchecked rage that blinds it to anything else, a famished beast has advantage on all melee attack, but all attack made against it have advantage.

Poisonous Attack. Once per turn, when the famished beast hits a creature with a melee attack, that creature must succeed on a DC 10 Constitution saving throw, or become poisoned until the start of the famished beast's next turn.

Untamed. Any Wisdom (Animal Handling) check made on the famished beast gains disadvantage.

Resistance to Apocalyptic Deserts. The famished beast can freely move in Apocalyptic deserts and in any desert environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Bonus Actions

Famished. When the famished beast drops a creature to 0 hit points with a melee attack, it can make one Bite attack.

FAMISHED BEAR

Large Beast (Famished), unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Proficiency Bonus: +2

Rabid. Because of its unchecked rage that blinds it to anything else, a famished bear has advantage on all melee attack, but all attack made against it have advantage.

Keen Smell. The famished bear has advantage on Wisdom (Perception) checks that rely on smell.

Poisonous Attack. Once per turn, when the famished bear hits a creature with a melee attack, that creature must succeed on a DC 10 Constitution saving throw, or become poisoned until the start of the famished bear's next turn.

Untamed. Any Wisdom (Animal Handling) check made on the famished bear gains disadvantage.

Resistance to Apocalyptic Deserts. The famished bear can freely move in Apocalyptic deserts and in any desert environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Actions

Multiattack. The famished bear makes one attack with its Claws and one attack with its Bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw, or be knocked prone.

Bonus Actions

Famished. When the famished bear drops a creature to 0 hit points with a melee attack, it can make one Bite attack.

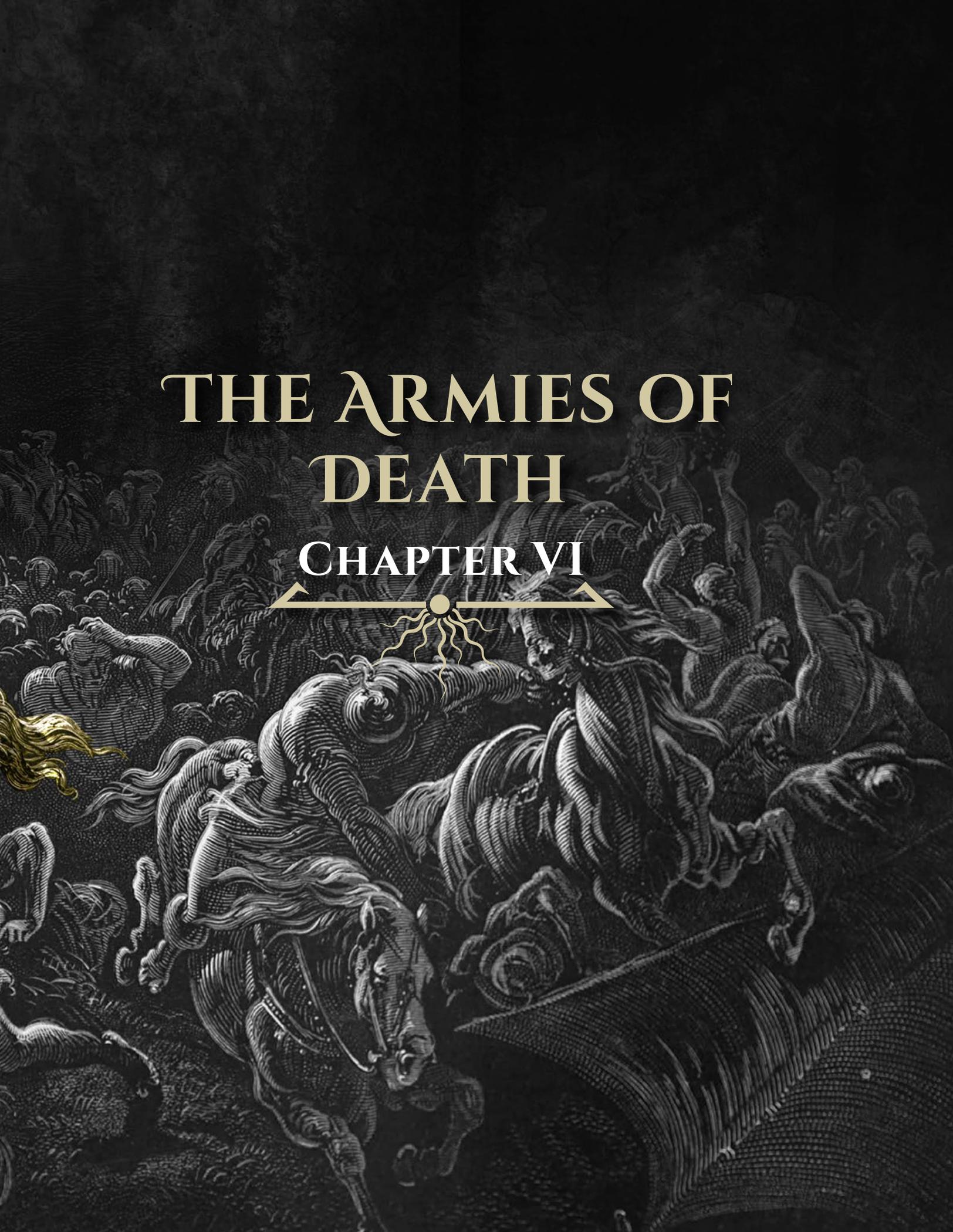
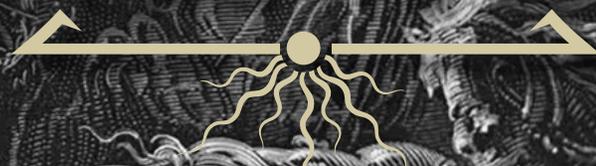
Self-preservation. These animals move under the protection of night. During daytime, they seek refuge in deep caverns where they dream tormented dreams. To save energy, they prefer vulnerable prey and can even feed upon leaves and roots – whatever they can find nearby. These bears do not seem to suffer from the temperature in the lands of Famine. They will hunt any creature smaller than themselves, seemingly avoiding larger creatures unless they carry food or have lowered their guard. Indeed, famished bears are well known for attacking travelers while they rest.





THE ARMIES OF DEATH

CHAPTER VI



DEATH

The Horseman turns slowly, as if time had no meaning for him. His spectral body, wholly skeletal, is enveloped by ample robes that billow as if moved by an unnatural breeze. Though devoid of flesh, his figure maintains an elegant posture, with each gesture measured and graceful. Everything about Death is terrifying and fascinating, as is the power he embodies. He moves closer, seemingly gliding above the earth as though the rules of Creation had little bearing upon him. His face is hidden beneath his shroud's cowl, making distinguishing his features impossible. Only the dark, empty eye sockets are visible.

Death carries no objects of value save for the symbol of his duty toward all mortals, which he constantly wields: his scythe. Some say it is made of the bones of all living creatures.

This object has a unique and unsettling appearance akin to a harvesting scythe, with vertebrae forming its handle and a large skull, bird-like and razor-beaked, for its blade. This weapon is also sadly known throughout the Plain of Armageddon as the Blade of Bones, though few are those who have indeed seen it.

Death rides a nightmare the color of moss, born of frost and sepulchers.

The aura of Death. The Horseman's presence evokes a deep chill impossible to fend off. It is a chill of the soul that surpasses physical barriers and can be felt even through magical protections. However, what truly surrounds the Horseman is a crushing sorrow. The memory of all that was lost, all that one once deeply cared about. Death's aura conveys the meaning of life, friendship, and even love. But experienced through their absence. It is an empty seat at the table, a home that has been abandoned, a suit of armor that will never be worn again. Differently from other Horsemen, Death feels somewhat familiar to those he encounters. As though he were already known. More so because Death does not desire to appear threatening, having no need for it. His majesty and power lie in the delicate motions through which he interacts with his surroundings. The ethereal beauty of the End that he embodies. Death is an enigmatic entity shrouded in primeval darkness; he wields a power that even the Lord and the Adversary may not fully comprehend.

Death's secret. When the Fourth Seal was opened, Death rose out of Hell itself, riding slowly. His ample robes billowing with infernal miasma, he crossed the Plain of Armageddon, and each place he reached became inhospitable to the living. Accompanying him was an army of undead and infernal creatures. All those who had been bound to the Dark Kingdom were then liberated. Some say Death did not take the shape of a man at the start of the Apocalypse, as the other Horsemen did. Indeed, written documents, spells in ancient grimoires, and stories passed from mouth to mouth describe him before the opening of the seals. What is certain is that Death can take the features of any deceased person at will, speaking with their voices and accessing all their memories. This makes sages and philosophers suggest that Death has existed in human form since the death of the first man.



Domain and goal. Death has claimed the western reaches of the world. His icy clutches have frozen earth and water, uniting them in an eternal glacier. The sky is torn by gusts of wind so sharp they can cut the flesh of those who try to reach the Abyss. At the center of these lands towers a chain of mountains, arched like fangs of rock and ice. Empty plains extend around the mountains in all directions, utterly devoid of life. Only rarely do some ruins break through the carpet of eternal snow. The mountains separate the plain into two parts, culminating to the south in three peaks that loom over the Mausoleum Citadel, Babilonia the White. There, Death reigns from what is left of the cathedral of Valencia, which, against all odds, survived the cataclysms only to be reshaped by the Horseman's presence. Now, it is a fortress from whence Death never departs. His goals, if he has any, are as mysterious to his allies as to his foes.



DEATH'S LAIR

Death dwells in his icy Mausoleum, which stands where one of the most imposing cathedrals of the Old World once was. Though intact, the structure is profoundly changed by the dozens of funerary bell towers and spires of sharp ice surrounding it, and by the vast graveyard emerging from beneath the snow. Death waits in the central nave, ready to perceive any variation within his immobile creation. Indeed, the area is dominated by an unnatural silence, so complete that some believe passing too much time amid the graves will lead to insanity. Any sound produced in this area echoes tenfold, making it very difficult to reach the heart of the skeletal kingdom silently. This difficulty is increased by the multitude of ice stalagmites covering the tiled floors, which snap at the slightest touch. Death in his lair has a challenge rating of 22 (41,000 Experience Points).

LAIR ACTIONS

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

Ice Storm. Death summons a storm, and huge chunks of ice fall to the ground in a 60-foot tall cylinder with a 20-foot radius centered on a point of Death's choice within 120 feet of himself. The ground in the cylinder is covered with slick ice, making it difficult terrain. Each creature in the storm when it appears must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 11 (2d10) bludgeoning damage plus 11 (2d10) cold damage and its speed is reduced by 10 feet until initiative count 20 on the next round. On a successful save, a creature takes half as much damage, and its speed is not reduced. If a creature ends its turn in the storm, it takes 11 (2d10) bludgeoning damage plus 11 (2d10) cold damage. The storm otherwise lasts until Death uses this lair action again or until Death is destroyed.



Summon Servants. Death magically summons 1d4 **skeletal servants** that appear in unoccupied spaces in the lair within 120 feet of himself, act as his allies, and obey his mental commands. The servants remain until Death is destroyed, or until Death takes a bonus action to dismiss them.

Absorb Necrotic. Death absorbs the necrotic energy of any corpse in his lair and regains 25 hit points.

REGIONAL EFFECTS

The region containing Death's lair has been warped by the Horseman of the Apocalypse's magic, which creates one or more of the following effects:

Snowstorm. The area within 6 miles of Death's lair is scoured by a constant snowstorm that makes the entire area lightly obscured and extinguishes unprotected flames. In addition, because of the cold and the storm, the ground within 6 miles of Death's lair is almost entirely covered with ice. Any Dexterity (Acrobatics) checks, Dexterity (Stealth) checks, and Wisdom (Survival) checks made in this area have disadvantage.

Call of Death. Sentient creatures within 1 mile of the lair are usually subjected to violent, fleeting hallucinations about their death.

Skeletal Beasts. The area within 1 mile of the lair is filled with skeletal beasts.

If Death dies, these effects fade over the course of 1d10 days.

DEATH

Huge Elemental (Death), neutral

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Int +12, Wis +12, Cha +12

Skills Arcana +12, History +12, Insight +12, Intimidation +12, Nature +12, Perception +12, Religion +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses passive Perception 22, true sight 120 ft.

Languages Babel Tongue, Primal Tongue, telepathy 120 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus: +7

Special Equipment. Death wears the *Spurs of Death* and wields the *Scythe of Death*.

Spurs of Death. Death has bound the **Green Nightmare** to his service through the *Spurs of Death*. Once per day, Death can use a bonus action to clash the spurs against each other, calling the Green Nightmare to him.

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

Magic Resistance. Death has advantage on saving throws against spells and other magical effects.

Sepulchral Resistance. If Death is not incapacitated, each undead of his choice within 120 feet of himself has advantage on saving throws against any effect that turns undead.

Aura of Death. Death radiates an aura of frost and death in a 60 foot-radius around himself, gradually freezing and killing everything nearby. Vegetation withers and freezes and the ground is considered difficult terrain for all other creatures. Each creature that starts its turn in the area must succeed on a DC 20 Constitution saving throw, or take 13 (3d8) cold damage plus 13 (3d8) necrotic damage and become restrained until the end of its next turn. On a successful save, a creature becomes immune to the Aura of Death for the next 24 hours.

Horseman of the Apocalypse Nature. Death doesn't require air, food, drink, or sleep, and he is immune to disease.

Resistance to Apocalyptic Arctic. Death can freely move in Apocalyptic arctic and in any arctic environment or terrain as if it wasn't difficult terrain.

One With Cold. When Death deals cold damage to one target, he can choose to ignore resistance to cold damage, and consider immunity to cold damage as if it were resistance to cold damage for the purpose of overcoming resistance and immunity to damage.

Actions

Multiattack. Death can use his Terrifying Presence and then make two melee attacks with his *Scythe of Death*.

Terrifying Presence. Each creature of Death's choice within 60 feet of him and aware of his presence must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, with disadvantage if Death is in its line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Death's Terrifying Presence for the next 24 hours.

Scythe of Death. Death deals a blow with his scythe against one target within 15 feet, dealing 21 (3d10 + 5) slashing damage plus 16 (3d10) cold damage. This attack always hits. If the target of this attack is a creature, its maximum hit points are reduced by an amount equal to the cold damage dealt. This reduction lasts until the target finishes a long rest. If this effect drops a target's maximum hit points to 0, the target dies. Only a *wish* or a *true resurrection* spell can restore to life a creature killed in this way. If a humanoid dies because of this effect, a **shade** rises from its corpse after 1d4 + 1 rounds. The shade acts freely, but it never attacks Death.

Summon Souls (1/Day). Death magically summons 1d4 + 1 **specters**. The summoned creatures magically rise from the ground or take shape in any other way in an unoccupied space within 120 feet of Death. The summoned creatures act immediately after Death's turn and obey Death's mental commands (no action required). If Death issues no commands, the summoned creatures do not take any action. Each summoned creature lasts for 1 hour, until it drops to 0 hit points, until Death is destroyed, or until Death dismisses it with a bonus action.

Sepulchral Frost (Recharge 6). Death slowly taps the ground with the staff of his scythe, releasing a wave of deadly frost. Each creature within 40 feet must make a DC 19 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If the target fails its saving throw by 5 or more, it is also restrained until the end of Death's next turn. The deadly frost also damages objects in the area that are not being worn or carried.

Spellcasting. Death casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 20):

At will: *animate dead*, *detect evil and good*, *detect magic*
3/day each: *cone of cold*, *darkness*, *dispel magic*, *invisibility*

Bonus Actions

Servants of Death Reborn. Death chooses a **skeletal servant** dead for less than 1 hour, within 120 feet of him that he can see. The target returns to life and regains all its hit points.

Reactions

Absorb Cold. When Death would take cold damage, he does not take damage, regaining a number of hit points equal to half the cold damage dealt instead.

Legendary Actions

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

Move. Death moves up to his maximum speed without provoking attacks of opportunity.

Scythe of Death. Death makes an attack with his *Scythe of Death*.

Cast a Spell (Costs 2 Actions). Death uses Spellcasting.

Kiss of Death (Costs 3 Actions). Death chooses a creature within 10 feet that he can see. The target must make a DC 20 Constitution saving throw. On a failed save, the creature takes 31 (7d8) necrotic damage plus 31 (7d8) psychic damage and becomes unconscious for 1 minute. On a successful save, a creature takes half as much damage and is not unconscious. An unconscious target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A humanoid killed by this legendary action rises at the start of Death's next turn as a **skeletal servant**, permanently at Death's commands, obeying Death's mental orders to the best of its abilities.

SPURS OF DEATH

Wondrous item, Apocalyptic Relic (requires attunement)



The **Green Nightmare** is bound to serve whoever is attuned to the *Spurs of Death* and wears them. The Green Nightmare must serve the spurs' bearer until its death or until the spurs are removed. Once per day, you can use a bonus action to clash the spurs against each other, calling the Green Nightmare to you. The Green Nightmare has a barding that includes bridle, bit, reins, saddle, and stirrups. It appears within 120 feet of you in an unoccupied space you can see. The Green Nightmare takes its turn right after you and acts as your ally, obeying your spoken commands (no action required). It remains for 1 day, until it dies, you die, or you dismiss it with a bonus action. If the Green Nightmare dies, it reforms in Death's lair within 24 hours and can be summoned again the next day.

GREEN NIGHTMARE

Huge Elemental (Death), neutral

Armor Class 13 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Damage Immunities cold, necrotic

Condition Immunities exhaustion, restrained

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages understands Babel Tongue and Primal Tongue but doesn't speak

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Icy Aura. Any creature that starts its turn within 5 feet of the Green Nightmare must succeed on a DC 13 Constitution saving throw, or become restrained until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Green Nightmare's Icy Aura for the next 24 hours.

Nightmares of the Apocalypse Nature. The Green Nightmare doesn't require food, drink, or sleep, and is immune to disease.

Resistance to Apocalyptic Arctic. The Green Nightmare can freely move in Apocalyptic arctic and in any arctic environment or terrain as if it wasn't difficult terrain.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) cold damage.

Icy Breath (Recharge 5-6). The Green Nightmare exhales an icy gust of wind from its mouth in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.



GRIM REAPER

In the twilight of the Perennial Eclipse, a figure emerges from the shadows, wrapped in a worn cloak that trails indistinctly in his wake. The figure silently floats several inches off the ground, barely caressing its surroundings with the dark robes. His head is hooded, but from within, a myriad of eyes gazes upon the lives of mortals with never-ending sorrow. When someone appears especially interesting to the reaper, most eyes disappear, leaving only two pale irises that shine grimly. The reaper's hands are skeletal and covered in frost. They grip a scythe forged with mysterious metals, tempered in the cold flames of the abyssal depths. Though bearing unmistakable signs of decay, the weapon, which seems to absorb the light, bears thin, otherworldly marks on the blade and handle.

Death, the inescapable. A grim reaper is incapable of understanding human emotion and is a stranger to the concepts of good and evil. He appears to have no other purpose but to bring death, as his Horseman commands. The grim reaper's presence is a telltale sign that a mortal is about to draw his last breath.

Carrier of souls. A psychopomp is an entity that guides souls toward the afterlife, accompanying them during the transition between life and death. In the past, many creatures played this role. But now that the afterlives are no longer reachable, psychopomps follow Death's orders, taking care of different tasks. One particular grim reaper was once called the Angel of Death, and was the most powerful among the soul carriers. Some believe he was an angelic being before transforming into an undead, though there are no traces or proof of his celestial past.

Spectral magister. The reaper is an expert at exploring the boundaries between life and death. He dances with spectral grace between the shadows of existence, slipping through matter. This partially incorporeal nature allows the reaper to enter wherever he desires while also enhancing his ability to control spectral forces. Especially those forces that act upon the bodies of the recently deceased. Therefore, a reaper is often seen in the company of the seven servants of death: newly reanimated bodies under his control.



GRIM REAPER

Large Undead, generally neutral

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	14 (+2)	19 (+4)	18 (+4)

Saving Throws Con +9, Wis +9

Skills Perception +9, Stealth +10

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 19, true sight 60 ft.

Languages Babel Tongue, Primal Tongue, telepathy 60 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus: +5

Special Equipment. The grim reaper wields a *Scythe of the Grim Reaper*. The scythe ignores resistance to slashing damage.

Servant of Death. If any damage drops the grim reaper to 0 hit points, the reaper must make a Wisdom saving throw with a DC equal to 5 + the taken damage, unless he suffered a critical hit. On a successful save, the grim reaper drops to 1 hit point instead.

Undead Nature. The grim reaper doesn't require food, drink, or sleep, and is immune to disease.

Incorporeal Movement. The grim reaper can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Legendary Resistance (1/Day). If the grim reaper fails a saving throw, he can choose to succeed instead.

Sepulchral Resistance. If the grim reaper is not incapacitated, both the reaper and each undead of his choice within 60 feet have advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The grim reaper can use his Terrifying Presence and then make two attacks with his *Scythe of the Grim Reaper* or with his Death Ray.

Terrifying Presence. Each creature of the grim reaper's choice within 60 feet of him and aware of his presence must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the grim reaper's Terrifying Presence for the next 24 hours.

Scythe of the Grim Reaper. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 22 (4d10) cold damage, and if the target is a creature, the grim reaper gains a number of temporary hit points equal to the dealt slashing damage. If the grim reaper attacks a creature and rolls a 20, he deals an additional 16 (3d10) slashing damage and rolls a d20 again. On a roll of 20, he cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, or doesn't have or need a head. Such a creature instead takes an extra 16 (3d10) slashing damage from the hit.

Death Ray. *Ranged Spell Attack:* +9 to hit, range 120 ft., one creature. *Hit:* 23 (4d8 + 5) necrotic damage and the target must succeed on a DC 17 Constitution saving throw, or suffer one of the following effects of the grim reaper's choice:

- + **Entrapment.** The target is restrained for 1 minute. A restrained target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- + **Frozen.** The target takes 14 (4d6) cold damage. A creature killed by this effect becomes a frozen statue until magic such as *true resurrection* or *wish* restore it to life, or until it is raised through Create Servant.

Create Servant. The grim reaper chooses a humanoid dead for less than 1 minute within 10 feet of him. The target is raised as a **skeletal servant**. The skeletal servant is under the grim reaper's control. The grim reaper can't control more than seven skeletal servants at the same time.

Spellcasting. The grim reaper casts one of the following spells, requiring no material component. His spellcasting ability is Wisdom (spell save DC 17):

At will: *detect evil and good*, *detect magic*

2/day each: *animate dead*, *cone of cold*, *darkness*, *dispel magic*, *invisibility*

Reactions

Absorb Vitality. When the grim reaper drops a creature to 0 hit points dealing cold or necrotic damage, he regains 16 (3d10) hit points.

SKELETAL SERVANT

A screech and crunch announce the creature's arrival. Old bones form a blackened and worn skeleton that moves unnaturally as though emulating a human being. The skeleton is covered with tatters of ancient cloth and rags worn by time. The bones are encrusted with ice in many places. A slight silvery light is visible deep within its empty sockets.

Made, not born. Skeletal servants are made of human bones that rarely belonged to the same person and are animated by the power of Death and his necromancers. The latter often scout ossuaries and ancient catacombs to create new servants. Skeletal servants follow their master's orders blindly, with no sense of self-preservation. They are not self-aware but do show shreds of instinctual intelligence. They can wield weapons, recognize danger, and solve simple problems like using a key to open a door. They are often armed with frozen swords or clubs, and are relied upon as soldiers. Scattered throughout Death's Domain, they hunt down and exterminate trespassing last ones who are often attracted by tales of abandoned riches.

Unyielding fighters. Skeletal servants attack any living creature without distinction unless they have received contrary orders from their creators. They can act with other servants animated by the same master but not those commanded by a different master. Generally, they ignore other undead beings, neither aiding nor hindering them. A skeletal servant will not rest until their foe is vanquished. If the enemy flees, the servant will chase them until they are caught. However, no one has seen servants beyond the lands of Death, beyond which it is believed that they would crumble into a heap of inanimate bones.



SKELETAL SERVANT

Medium Undead

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances piercing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Babel Tongue but doesn't speak

Challenge 2 (450 XP)

Proficiency Bonus: +2

Servant of Death. If any damage drops the skeletal servant to 0 hit points, the reaper must make a Wisdom saving throw with a DC equal to 5 + the taken damage, unless he suffered a critical hit. On a successful save, the skeletal servant drops to 1 hit point instead.

Undead Nature. The skeletal servant doesn't require food, drink, or sleep, and is immune to disease.

Covered with Frost. The skeletal servant's body is covered with thick blocks of frost that grant a greater resistance and natural armor.

Actions

Multiattack. The skeletal servant makes two attacks with its Frozen Sword.

Frozen Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) cold damage.

Reactions

Freezing Claw (Recharge 6). When a creature within 5 feet of the skeletal servant hits the servant with an attack, the servant can use one of its claws to try and freeze its attacker. The attacker must succeed on a DC 12 Dexterity saving throw to avoid the claw, or take 5 (2d4) cold damage and become restrained until the end of its next turn.



SWARM OF DEAD AWAITING JUDGMENT

In the deathly quiet, the wind suddenly reveals their translucent profiles. They are a multitude of ill-defined beings floating in the breeze. Their ethereal forms, tangled together, make their way through the air with an icy hiss, leaving in their wake a faint glow that lasts suspended in the darkness for several seconds. Their laments mingle together as they near, creating a spectral chorus of agonized voices.

United for eternity. The swarm moves, floats, and hunts as if it were a single being. The closer the swarm gets, the more clearly one can see how the contours of the individual creatures seem to meld together within it. Within the cold, spectral glow that constitutes the swarm, faces will appear in the place where, a moment before, there were hands and vice versa. This creature has no anatomy: it is an indistinct mass of spectral energy.

Spectral devourer. The swarm desires to expand indefinitely and constantly searches for new specters to absorb within itself. The best way to accomplish this purpose is by draining the living of their life force, bringing them to death. The swarm's fragmented and complex consciousness sees this consumption as an act of love. A melancholic desire to unite with those who still suffer from life on the Plain of Armageddon. So much so that the swarm will invite its victims to let go and join it, almost praying for them not to resist as they are consumed.



Familiar faces. Within the swarm, a mortal may recognize the face of a long-lost loved one or people believed to have been missing for years. When recognized, this familiar face emerges from the multitude of spectral bodies, calling out desperately, asking only to be embraced once more. It is unclear if this is a ruse by the swarm or if the specter is truly who it claims to be.



SWARM OF DEAD AWAITING JUDGMENT

Huge swarm of Medium undead, generally neutral

Armor Class 12

Hit Points 59 (7d12 + 14)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Babel Tongue

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium undead. The swarm can't regain hit points or gain temporary hit points.

Servant of Death. If any damage drops the swarm to 0 hit points, the swarm must make a Wisdom saving throw with a DC equal to 5 + the taken damage, unless it suffered a critical hit. On a successful save, the swarm drops to 1 hit point instead.

Undead Nature. The swarm doesn't require food, drink, or sleep, and is immune to disease.

Incorporeal Movement. The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Energy Drain. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) necrotic damage plus 14 (4d6) cold damage, and the target's Strength score is reduced by 2d4, or 7 (2d6) necrotic damage plus 7 (2d6) cold damage if the swarm has half of its hits point or fewer and the target's Strength score is reduced by 1d4. If the target's Strength drops to 0 in this way, the target dies. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid is killed by this attack, after 1d4 rounds a spirit rises from its corpse and joins the swarm. After that, in order to bring the humanoid back to life, the swarm must be defeated first.

INFERNAL SHE-WOLF

A black and gaunt figure stalks furtively upon the frozen earth. Its fur is shaggy and worn, and it appears spotted because ample portions of the skin are hairless. In several places, the muzzle, abdomen, and flanks are flayed enough to expose the skull, ribs, and hips beneath. The stench of death exudes several feet from the creatures, almost unbearable. There is something monstrous in its movements, as though the once canine anatomy had been utterly perverted by un-death.

Greed incarnate. Infernal she-wolves are dark and blasphemous creatures that originated in Hell. One of them was mentioned in the Dark Forest by the great poet. The greed of these beasts knows no end, as does their lust to devour anything that claims their attention. In the lands of Death, truth be told, their appetite is rarely satisfied. But this is no concern for the she-wolves, who are undead creatures and do not really require nourishment. Often lacking flesh to feast upon, these beasts will attack skeletal animals and, even more gladly, skeletal servants. Their bones, encrusted with ice, dried flesh, and magic, temporarily distract from the hunt for juicier targets. After hunting, she-wolves drag the remains to their underground den, where they accumulate, forming a veritable ossuary.

Tolerated guests. She-wolves do not serve Death; they have simply taken residence in his lands when Hell emptied. The reasons for this choice are unclear. Perhaps they are instinctively attracted to dead beings, which abound in the lands of the Horseman. Or perhaps some form of otherworldly magnetism keeps them tied to that Domain. Be that as it may, Death's forces tolerate their presence, avoiding and giving space to the she-wolves instead of challenging them. Moreover, skeletal servants have no care for their existences and thus provide she-wolves with easy prey – the best meal a she-wolf can wish for, lacking lost ones to devour.



INFERNAL SHE-WOLF

Large Undead, generally neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	7 (-2)	14 (+2)	15 (+2)

Skills Perception +8, Stealth +5

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages -

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Undead Nature. The infernal she-wolf doesn't require food, drink, or sleep, and is immune to disease.

Legendary Resistance (1/Day). If the infernal she-wolf fails a saving throw, it can choose to succeed instead.

Keen Hearing and Smell. The infernal she-wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The infernal she-wolf has advantage on attack against a creature if at least one of the she-wolf's allies is within 5 feet of it.

Resistance to Apocalyptic Arctic. The infernal she-wolf can freely move in Apocalyptic arctic and in any arctic environment or terrain as if it wasn't difficult terrain.

Actions

Multiattack. The infernal she-wolf can use its Terrifying Presence, then makes one attack with its Bite.

Terrifying Presence. Each creature of the infernal she-wolf's choice within 30 feet of it and aware of its presence must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the infernal she-wolf's Terrifying Presence for the next 24 hours.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Deadly Breath (Recharge 5-6). The infernal she-wolf exhales a foul gust of bluish-black wind in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) necrotic damage plus 9 (2d8) cold damage and its speed is reduced by 10 feet until the start of the infernal she-wolf's next turn. On a successful save, a creature takes half as much damage and its speed is not reduced.

Legendary Actions

The infernal she-wolf 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. The infernal she-wolf regains spent legendary actions at the start of its turn.

Move. The infernal she-wolf moves up to its maximum speed.

Bite. The infernal she-wolf makes an attack with its Bite.

Breath (Costs 3 Actions). The infernal she-wolf recharges its Deadly Breath and uses it.

SKELETAL STEED

Pale and splintered bones held together by supernatural power. One of the eyes still lingers within its socket, together with a few shreds of cartilage. Metal shoes are nailed to the hooves, and trappings cover the back. This beast, the sad parody of a steed, stands placidly in the frozen and sterile wastelands, lowering its head from time to time as though grazing, whipping its bony tail. The steed seems tranquil, though its sight causes horror. Perhaps it is but an illusion? But suddenly, the grim vision becomes more tangible as this placid animal with no lungs, throat, or mouth begins to neigh.

As in life, so in death. Despite their terrifying appearance, skeletal steeds are fully-fledged horses. They have memories of what they once were and react to external inputs as though they were still alive. However, they feel no pain, fatigue, or hunger and cannot perform any biological function typical of life. They see and hear without eyes, ears, and internal organs. They even have a sense of touch, as when feeling weight upon their back. The magic energy granting them undeath is directly tied to Death's presence; without it, the steeds would be a mere pile of bones.

Imprinting. What sets skeletal steeds apart from other skeletal beasts is that they are naturally tame with Death's Armies, especially toward grim reapers, to whom they are bound. Usually, if a steed is near, then so is its rider. Skeletal steeds are skittish toward the living and react toward them as would a wild horse with a human being they have never seen before.

SKELETAL BEAST

Common animals that fall under Death's influence have long since become skeletal creatures, gaunt carcasses unnaturally raised by the dark influence of life's suppression. These skeletal beasts acquire some additional traits that represent their twilight existence, eternally in balance between life and death.

To represent a beast under Death's influence, you must add the (Skeletal) descriptor and the following traits

Damage Vulnerability bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft.

Servant of Death. If any damage drops the skeletal beast to 0 hit points, the beast must make a Wisdom saving throw with a DC equal to 5 + the taken damage, unless it suffered a critical hit. On a successful save, the skeletal beast drops to 1 hit point instead.

Skeletal Nature. The skeletal beast doesn't require air, food, drink, or sleep, and it is immune to disease.

Untamed. Any Wisdom (Animal Handling) check made on the skeletal beast gains disadvantage.

Resistance to Apocalyptic Arctic. The skeletal beast can freely move in Apocalyptic arctic and in any arctic environment or terrain as if it wasn't difficult terrain.

SKELETAL STEED

Large Beast (Skeletal), unaligned

Armor Class 12 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Damage Vulnerability bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Proficiency Bonus: +2

Servant of Death. If any damage drops the skeletal steed to 0 hit points, the steed must make a Wisdom saving throw with a DC equal to 5 + the taken damage, unless it suffered a critical hit. On a successful save, the skeletal steed drops to 1 hit point instead.

Skeletal Nature. The skeletal steed doesn't require air, food, drink, or sleep, and it is immune to disease.

Resistance to Apocalyptic Arctic. The skeletal steed can freely move in Apocalyptic arctic and in any arctic environment or terrain as if it wasn't difficult terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

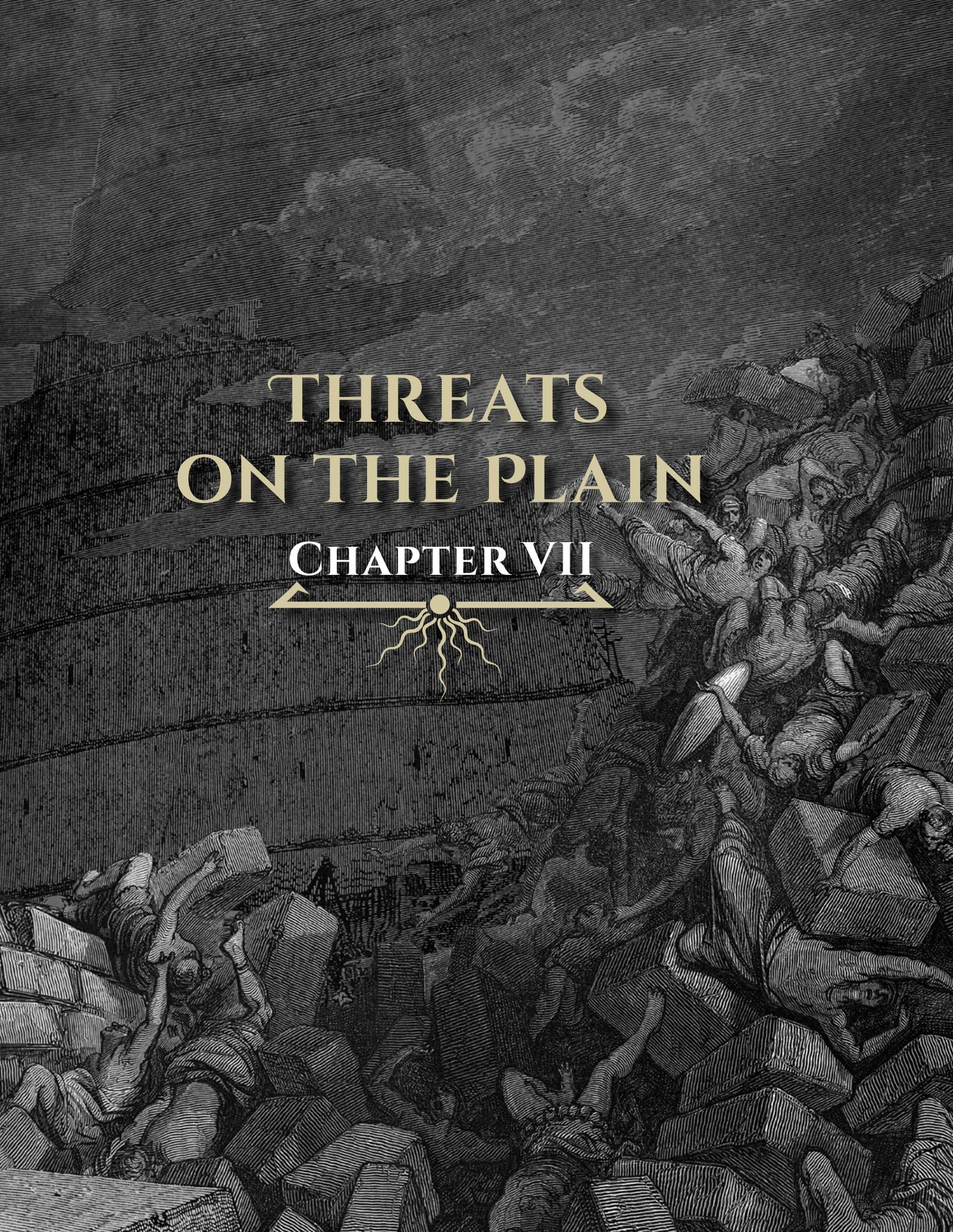
Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the skeletal steed moves at least 20 feet straight toward a creature and then hits on the same turn, and the target is a Large creature or smaller, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Bonus Actions

Crush the Fallen. When a creature that the skeletal steed can see is prone within 5 feet of it, the skeletal steed can make a Bite attack against that creature.

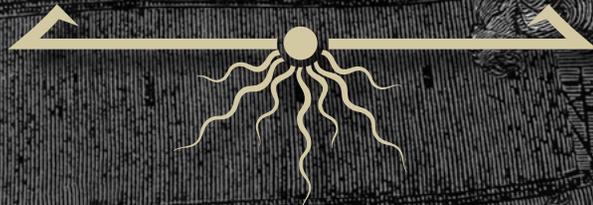






THREATS ON THE PLAIN

CHAPTER VII

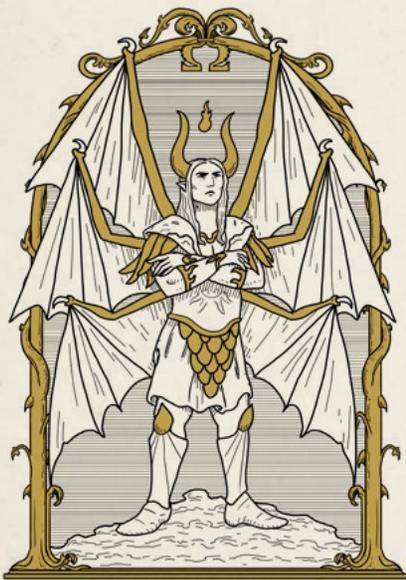


LUCIFERO REBORN

Lucifero is a winged giant, magnificent and silent. He is imposing even while huddled down, crouching on the ruins of the central nave as though he had never left Mont Saint-Michel after setting foot within. When his six membranous wings unfold, the vision is unexpected. Lucifero is no longer the wretched creature trapped within the depths of the infernal Cocytus after the fall. He is no longer twisted, foul, and hideous. He no longer has three faces. He is no longer condemned to gnaw on the damned forever. Lucifero now resembles the being he was before the rebellion. His angelic beauty is once again his own, though still tarnished by the Lord's curse. Between his mighty, curved horns shines the Divine Spark that was once the most blinding halo in all the Empyrean. His skin has a bruised hue and is marked with ancient divine sigils; his ears are pointed, almost feral. His irises burn within the dark eyes like embers in the night. He hides his face with one shoulder, concealing an expression of eternal and mute resentment. He is no longer the Emperor of Hell, the First Corruptor, the Prince of the Fallen. But neither is he once more the Morningstar, Helel the Lightbringer. Who is Lucifero at the End Times, now that he is reborn?

Abaddon's repentance. Lucifero was not just the Lord's favorite. He was the most beloved among his brothers. His betrayal split the Heavens asunder, upsetting the perfect balance that should have lasted forever. Many among the angels have changed their love for Lucifero into hatred. Mikhael himself is the most notable example. He struck Lucifero, casting him down to create the Infernal Chasm. But recently, a different archangel plumbed the depths of Hell to free Lucifero from his prison. Abaddon, who once was

Azrael, the Archangel of Death. He reached the ninth and deepest circle of Hell and bent his head before the one who was once first among equals, praying for forgiveness. For having been blind, for not grasping the cruelty of the Heavenly Father's Plan sooner. After all, had the Lord not sacrificed Lucifero to create that infernal prison? Abaddon believes there is a clear parallel between the opening of Hell and the Abyss, which he caused by his own hand. Thus, he has offered his fealty to Lucifero, who has not yet decided if he will accept this pledge and, if so, how he would use it.



Lucifero's home. Before the apocalyptic cataclysms, Mont Saint-Michel was a religious and cultural center, a place of pilgrimage for the Michaelic cult. A gothic abbey resembling a fortress, built upon a rocky island and protected by mighty walls. It was one of the most prominent European places of worship for the warrior archangel.

Now, the island of Mont Saint-Michel is surrounded by black sands connecting to the vast marsh that is the Edge of the Abyss. The village that rose there before the Apocalypse and the abbey above it remained miraculously intact, as though the Lord had granted one of his beloved children this domain as an otherworldly gift. But Lucifero claimed those halls, not

Mikhael. The whole island is infested with the shadows, nightmares, and memories of the Morningstar, so much so that one can feel the beating of Lucifer's heart by stroking the mighty architecture. It is a cursed place that not all the Adversary's servants can visit safely.

LUCIFERO'S LAIR

Lucifero dwells in the ancient abbey consecrated to his brother Mikhael in the Old World. Unlike the rest of the Plain of Armageddon, this structure seems to have escaped the ruin of the Last Days. The building complex clings to black rock emerging from the northern sea, protected by walls, towers, and a gate that is, however, always open and ready to receive pilgrims or the emissaries of other powers wanting to honor the lord of that place. The inner rooms are far from comfortable: the halls are mostly cold, shrouded by shadows, and infested by the fallen angel's nightmares and memories, which seem to take shape out of thin air and disappear into the darkness from whence they came. Each corridor, each nave, and each passage is an intermingling of shadow and light, where one might easily fall into an ambush or have unexpected encounters. Lucifero lords over his court of perverted and decadent spirits from the central nave, seated upon a throne of coarse, black rock shaped like a mountain – perhaps an attempt to elevate himself after the fall.

Lucifero Reborn in his lair has a challenge rating of 26 (90,000 Experience Points).



LAIR ACTIONS

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

Recall Evil. Lucifero Reborn calls to himself 1d4 **fiends** with a challenge rating of 3 or less, or 1d4 **minor devils** (see *Inferno – Virgilio's Untold Tales*) from his lair. These fiends or devils act as Lucifero Reborn's allies, and obey his mental commands. They remain until Lucifero Reborn is destroyed, or until Lucifero Reborn takes a bonus action to dismiss them.

Shadows of the Abbey. Lucifero Reborn calls upon the shadows lingering in his lair, which take shape and attack any trespassers. Each creature that Lucifero Reborn can see in his lair must make a DC 21 Constitution saving throw; on a failed save, a creature takes 26 (4d12) necrotic damage and is frightened by Lucifero Reborn until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and is not frightened. The shadows then disappear.

Lucifero's Nightmare. Lucifero Reborn chooses a creature within 60 feet that he can see. The target must succeed on a DC 21 Wisdom saving throw, or be haunted by Lucifero Reborn's nightmares. A haunted target takes 21 (6d6) psychic damage and falls unconscious until it takes any damage or until initiative count 20 on the next round.



LUCIFERO REBORN

Gargantuan fiend (Infernal), lawful neutral

Armor Class 20 (natural armor)

Hit Points 388 (21d20 + 168)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	26 (+8)	25 (+7)	22 (+6)	26 (+8)

Saving Throws Str +15, Dex +13, Con +16, Int +15, Wis +14, Cha +16

Skills Athletics +15, Deception +16, History +15, Intimidation +16, Perception +14, Persuasion +16, Religion +15

Damage Resistances acid, cold, fire, lightning, poison, radiant, thunder

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned,

Senses passive Perception 24, true sight 220 ft.

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus: +8

Special Equipment. Lucifero Reborn wields *Lucifero's Bident*.

Lucifero's Bident. The bident's prongs radiate a wave of frost around itself. The speed of each creature within 30 feet of Lucifero Reborn is reduced by 10 feet. In addition, when Lucifero Reborn unsheathes this weapon, he can extinguish all nonmagical flames in a 60-foot radius around himself. This property can only be used once per hour.

Legendary Resistance (3/Day). If Lucifero Reborn fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Lucifero Reborn can't be affected or detected by spells of 4th level or lower unless he wishes to be. In addition, Lucifero Reborn has advantage on saving throws against all other spells and magical effects.

Regeneration. Lucifero Reborn regains 20 hit points at the start of his turn, if he has at least 1 hit point.

Cursed Nature. Lucifero Reborn doesn't require air, food, drink, or sleep, and he is immune to disease.

Lucifero's Awareness. Lucifero Reborn knows if he's being told a lie.



One with the Profane. When Lucifero Reborn deals necrotic damage to one target, he can choose to ignore resistance to necrotic damage, and consider immunity to necrotic damage as if it were resistance to necrotic damage for the purpose of overcoming resistance and immunity to damage.

Corrupted Divine Spark. A divine spark crackles between Lucifero's horns, merely a baleful shade of what was once his shining halo. The Divine Spark allows him to make special attacks and grants him proficiency with all saving throws and resistance to many types of damage (already included in his stats block).

Actions

Multiattack. Lucifero Reborn can use his Terrifying Presence and then make two melee attacks with *Lucifero's Bident* or with his Infernal Word.

Terrifying Presence. Each creature of Lucifero Reborn's choice within 120 feet and aware of his presence must succeed on a DC 23 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Lucifero Reborn's Terrifying Presence for the next 24 hours.

Lucifero's Bident. *Melee or Ranged Weapon Attack:* +18 to hit, reach 15 ft. or range 50/150 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 18 (4d8) cold damage plus 18 (4d8) necrotic damage. If Lucifero Reborn throws *Lucifero's Bident* to make a ranged attack, whether the attack hits or misses, the bident flies back to Lucifero's hand after the attack. If Lucifero doesn't have a hand free, the weapon lands at his feet. In addition, if Lucifero Reborn rolls a 20 to hit a creature, the target is poisoned and restrained until the end of Lucifero Reborn's next turn.

Infernal Word. *Ranged Spell Attack:* +16 to hit, range 220 ft., one target. *Hit:* 33 (4d12 + 7) necrotic damage plus 26 (4d12) fire damage. In addition, if Lucifero Reborn rolls a 20 to hit a creature, the target is blinded until the end of Lucifero Reborn's next turn.

Diabolical Diapason (Recharge 6). Lucifero Reborn hits the ground or a hard surface with his bident, releasing an echo of the frozen Cocytus where the weapon was forged. Each creature within 60 feet of Lucifero Reborn must make a DC 20 Constitution saving throw. On a failed save, a creature takes 22 (4d10) cold damage plus 22 (4d10) necrotic damage plus 22 (4d10) psychic damage and becomes restrained until the end of Lucifero Reborn's next turn. On a successful save, a creature takes half as much damage and is not restrained. The ground in the area is covered with slippery ice and becomes difficult terrain for 1 hour.

Corrupted Divine Spark (Recharge 6). Lucifero Reborn casts from his brow a dark fiery orb to a point within 220 feet that he can see. Each creature in a 40-foot radius sphere centered on the point chosen by Lucifero Reborn must make a DC 22 Dexterity saving throw. The sphere spreads around corners. On a failed save, a creature takes 42 (12d6) necrotic damage plus 42 (12d6) fire damage and becomes poisoned for 1 minute. On a successful save, a creature takes half as much damage. Objects in the area that are not being worn or carried are damaged by this effect.

Spellcasting. Lucifero Reborn casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 24):

At will: *detect evil and good, detect magic, detect thoughts, dispel magic*

2/day: *finger of death*

1/day each: *dominate monster*

Legendary Actions

Lucifero Reborn 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. Lucifero Reborn regains spent legendary actions at the start of its turn.

Move. Lucifero Reborn moves up to his maximum speed.

Attack (Costs 2 Actions). Lucifero Reborn makes one attack with *Lucifero's Bident* or with his Infernal Word.

Cast a Spell (Costs 2 Actions). Lucifero Reborn uses Spellcasting.

Wings of Lucifero (Costs 3 Actions). Lucifero Reborn fiercely flaps his mighty wings, raising a strong gust of wind around himself. Each creature within 30 feet of Lucifero Reborn must make a DC 24 Strength saving throw, or take 25 (4d8 + 7) bludgeoning damage plus 18 (4d8) necrotic damage and be knocked prone. Lucifero Reborn can then fly up to his fly speed.



ABADDON

Abaddon is the beating of four mighty wings in the silence of the eternal dusk. His angelic face, once radiant, bears the marks of unmistakable darkness born from torment and betrayal. His moon-white skin contrasts with his raven hair, and changes color below the elbows and hips, becoming an unnatural hue of green, like oxidized copper. He wears a dark cloak that can wrap around his entire body but is constantly pushed back by the beating of his wings. Below this mantle, Abaddon still dons the same cuirass and golden greaves that he wore when serving the Lord. His beauty and magnetic aura of command have endured, though they become ever darker as his halo dampens, taking the shape of arching horns upon his head. Abaddon resembles the melancholic Lucifero, just deprived of divine light. An angel in the crucial moment of his fall. An entity once celestial and brimming with absolute convictions, now bearing a new and indescribable uncertainty.

The seventh seal. When the fifth angel blew his horn, a gray star descended slowly upon the Earth. It was Abaddon, bearing the keys of the Abyssal Pit. He opened on behalf of Satan and thus forsook the light of the Lord. Within the maelstrom, the Abyssal City took shape; from it, miasma, smoke, and poisons rose forth. Aghast, Abaddon witnessed his deed come to fruition. A tall and ghastly cloud came from the Abyss, corrupting the nearby lands. Riding it were demons of all forms, especially the horrid abyssal locusts, who bore the power to eternally torment humanity with their poison. Abaddon became their lord.



The Archangel of Death. The Heavenly Father's presumed omniscience is constantly challenged by his Great Plan. Many dwell upon it now that it is starting to be revealed. Why would the Lord allow such terrible actions against him and his Creation? How can the Adversary exist if not through the Lord's own design? Though the End Times have arrived, these questions yet await answers. One mystery may already be revealed, however...

Azrael, the Archangel of Death, was charged with bearing news of their imminent deaths to saints and prophets, assisting them and guiding their souls onward. However, his task during the Apocalypse was different. He received keys from the Lord himself and with them his final charge: becoming Abaddon, the Destroyer of the last people, who was to unleash the Abyss onto the world and become the Adversary's most beloved instrument. So it was prophesized, and so was already written in the Great Plan. Azrael's love for the Father was put to the test. He fell for this love, but while falling, Azrael understood what had been done to him. And with understanding, his heart filled with pain and, in time, hatred.



A leader with no charge. When he served the Lord, Abaddon was the upright and meticulous leader of the Guardian Angels, who aided the passing of ordinary people. For millennia, the Angel of Death was feared, pictured, cited, and remembered instead of death itself. Having opened the Abyss, however, Abaddon has lost not only his place at the foot of the Throne but also his role in the events yet to come. With time, this loss has led him to discard any moral laws. His attention is now not on the Lord and his Adversary but on the Four Horsemen of the Apocalypse. It is yet unclear if Abaddon wishes to ally with some of them, or if he has uncovered a way to subdue them and take on their role.



ABADDON

Large celestial (Thronian), lawful neutral

Armor Class 23 (natural armor, shield)

Hit Points 432 (32d10 + 256)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	26 (+8)	24 (+7)	28 (+9)

Saving Throws Str +16, Int +16, Wis +15, Cha +17

Skills Athletics +16, Deception +17, History +16, Investigation +16, Intimidation +17, Nature +16, Perception +15, Religion +16

Damage Resistances cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses passive Perception 25, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Proficiency Bonus: +8

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

Magic Resistance. Abaddon has advantage on saving throws against spells and other magical effects.

Aura of Abaddon. Abaddon radiates an aura of ravaging force and deadly energy in a 30-foot radius around himself. Each time an enemy creature starts its turn in Abaddon's aura, it must succeed on a DC 22 Constitution saving throw, or take 11 (2d10) force damage plus 11 (2d10) necrotic damage and become frightened by Abaddon until the start of its next turn. On a successful save, a creature becomes immune to Abaddon's aura for the next 24 hours.

Resistance to Apocalyptic Forests. Abaddon can freely move in Apocalyptic forests and in any forest environment or terrain as if it wasn't difficult terrain.

Blessed Nature. Abaddon doesn't require air, food, drink, or sleep, and he is immune to disease.

Blessed Fall. When Abaddon falls, he drops at 60 feet per round and doesn't take any fall damage.

Lord's Awareness. Abaddon knows if he's being told a lie.

One with the Sacred. When Abaddon deals force damage or necrotic damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Abaddon's weapon attacks are magical.

Actions

Multiattack. Abaddon makes two attacks with his Destroyer's Spear or with his Destroyer's Flame.

Destroyer's Spear. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 16 (3d10) force damage. In addition, if Abaddon rolls a 20 to hit a creature, the target takes an extra 17 piercing damage and is knocked prone.

Destroyer's Flame. *Ranged Spell Attack:* +17 to hit, range 120 ft., one target. *Hit:* 20 (2d10 + 9) fire damage plus 11 (2d10) necrotic damage.

Destroyer's Thunder (Recharge 5-6). Abaddon utters a curse in an ancient tongue and creates a powerful force vibration in a 60-foot cone in front of him. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, a creature takes 33 (6d10) force damage plus 33 (6d10) thunder damage, is knocked prone, and becomes deafened until the end of Abaddon's next turn. On a successful save, a creature takes half as much damage, is not knocked prone and is not deafened.

Change Shape. Abaddon magically polymorphs into a humanoid or a beast of any size, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Abaddon reverts to his true form if he dies.

Spellcasting. Abaddon casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 25):

At will: *animate dead, detect good and evil, detect magic, detect thoughts, sending*

2/day each: *circle of death, dispel evil and good, dispel magic, finger of death, greater restoration*

Bonus Actions

Destructive Fury (3/Day). Until the start of his next turn, Abaddon has advantage on his attack.

Summon Souls (1/Day). Abaddon magically summons 1d4 + 1 **minotaur skeletons** or **ogre zombies**. The summoned creatures magically rise from the ground or take shape in any other way in an unoccupied space within 120 feet of Abaddon. The summoned creatures act immediately after Abaddon's turn and obey Abaddon's mental commands (no action required). If Abaddon issues no commands, the creatures only defend themselves against hostile creatures, but otherwise they take no action. Each summoned creature lasts for 1 hour, until it drops to 0 hit points, until Abaddon is destroyed, or until Abaddon dismisses it with a bonus action.

Summon Abyssal Locust (1/Day). Abaddon summons an **abyssal locust**. The summoned creature magically appears in an unoccupied space within 60 feet of Abaddon. The summoned creature acts immediately after Abaddon's turn and obeys Abaddon's mental commands (no action required). If Abaddon issues no commands, the creature only defends itself against hostile creatures, but otherwise it takes no action. The summoned creature lasts for 1 hour, until it drops to 0 hit points, until Abaddon is destroyed, or until Abaddon dismisses it with a bonus action.

Call of Abaddon (Recharge 5-6). Abaddon rears his head and utters the imperious order to attack. Each of his allies within 30 feet of Abaddon that can hear him can use its reaction to make a weapon attack against a creature within reach.

Reactions

Parry. Abaddon adds 4 to his AC against one melee attack that would hit him. To do so, Abaddon must see the attacker and be wielding a shield.

Legendary Actions

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

Teleport. Abaddon magically teleports, along with any objects he is carrying or wearing, to an unoccupied space within 60 feet that he can see.

Attack. Abaddon makes an attack with his Destroyer's Spear or with his Destroyer's Flame.

Cast a Spell (Costs 2 Actions). Abaddon uses Spellcasting.

Bringer of Ruin (Costs 3 Actions). Abaddon suddenly radiates a wave of necrotic energy filling a 15-foot radius sphere centered on himself. Each enemy creature in the area must make a DC 22 Wisdom saving throw. On a failed save, a creature takes 33 (6d10) necrotic damage and is blinded until the start of Abaddon's next turn. On a successful save, a creature takes half as much damage and is not blinded. In addition, if this effect drops a target to 33 hit points or less, the target must make an additional DC 22 Wisdom saving throw; on a failed save, the target dies.

AZAZEL

His body is sculpted like a living statue. His dark skin is the color of anthracite and is etched with golden, divine geometrical shapes intertwined with sacred symbols to create an intricate network of divine tattoos. His wings, akin to those of the cherubim, share the dark hue of his skin as they extend majestically behind him. His severe and grim face is lined with wrinkles, as though Azazel had experienced the whole spectrum of human emotion only to discard it entirely. His look is mysterious and alluring: the body is naked from the waist up while flowing trousers of Eastern fashion cover Azazel's hips. Bulky golden manacles etched with divine sigils bind his wrists. The chains that once connected the manacles are now broken. Azazel is free and will be free till the end.

The Shameless. Few recall the time when Asael the Traveler joined Lucifer and his rebellion. They fought and fell together, but Asael avoided the infernal prison by hiding with Alastor within the realm of mortals. Though countless years passed, the spiteful Asael never stopped defending his – undoubtedly biased – ideas about the Kingdom of Heaven that had cast him out. Without thought or shame, Asael insulted the Heavenly Father and his host of tyrannical angels. Though Asael kept changing form, name, and voice, his message remained the same: the Throne is tyrannical, intolerant, and dictatorial. But, above all, the Throne lied to its followers, withholding the truth about Creation and the End Times. It was then that

the Lord called him Azazel the Shameless, and sent Rafael to punish him.

The curse of the desert. In apocryphal texts and in the Book of Enoch, Azazel is portrayed as a fallen angel connected to the sin of pride and moral corruption. He revealed the military secrets of Paradise to men without scruples and spread the frivolous love for jewels, precious stones, and cosmetics among all the people he encountered. Then, the Lord tasked the archangel Rafael with magically binding Azazel, casting him into an endless pit in the desert outside Jerusalem. This physical and spiritual state of confinement was intended to separate Azazel from the rest of Creation, thus stopping him from spreading evil among humanity. Rafael determinedly accomplished his task, ensuring Azazel was vanquished and imprisoned. However, during the cataclysms of the Seven Seals, the earth contorted, breaking the prison of Azazel, who now found himself free in the Plain of Armageddon.

Master of lies. Ancient, otherworldly beings remember Azazel as an astute and deceitful being known for his ability to manipulate people and events to achieve his goals. Azazel was a master of lies capable of taking many forms, creating tangible illusions, and masking the truth with endless ingenuity. With his silver tongue and sharp intellect, Azazel could once push mortals and other angels to act against their own will. But now that he is free from prison after millennia of





oblivion, Azazel has lost interest in these machinations. He wishes to take vengeance on the Lord and cannot tolerate Lucifero forgetting him. His plan is simple: after regaining strength and power, Azazel will contact Alastor and his old friend Gavriel. Through them, he will gain a foothold with the two factions.

The golden manacles. Only the destructive force unleashed by the Apocalypse could allow Azazel to break the chains linking his wrists, which prevented him from using his power. However, the fallen angel still fears that those manacles may reconnect with a simple command if he is brought before Metatron. But for now, they bother him not; quite the contrary. They are imbued with a divine power that Azazel has learned to harness. The chains animate at his command, granting others a taste of Azazel's millennia-long suffering.





AZAZEL

Large fiend (Infernal), neutral evil

Armor Class 20 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	22(+6)	24(+7)	21(+5)	22(+6)	24(+7)

Saving Throws Dex +11, Wis +11, Cha +12

Skills Arcana +10, History +10, Deception +12, Perception +11, Religion +10, Sleight of Hand +11, Stealth +11

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 21, true sight 120 ft.

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus: +5

Legendary Resistance (2/Day). If Azazel fails a saving throw, he can choose to succeed instead.

Magic Resistance. Azazel has advantage on saving throws against spells and other magical effects.

Sneak Attack. Once per turn, Azazel deals an extra 24 (7d6) damage when he hits a target with a weapon attack and has advantage on the attack, or when the target is within 5 feet of an ally of Azazel that isn't incapacitated and Azazel doesn't have disadvantage on the attack.

Cursed Nature. Azazel doesn't require air, food, drink, or sleep, and he is immune to disease.

Devil's Awareness. Azazel knows if he's being told a lie.

One with the Profane. When Azazel deals fire damage or poison damage to one target, he can choose to ignore resistance to these types of damage, and consider any immunities to these types of damage as if they were resistance to these types of damage for the purpose of overcoming resistance and immunity to damage.

Magic Weapons. Azazel's weapon attacks are magical.

Actions

Multiattack. Azazel makes two attacks with his Fist and one with his Golden Chain, or three attacks with his Rotting Bolt. Then he can use Snatch, if available.

Golden Chain. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and if the target is a creature, it is grappled (DC 20 to escape). While grappled by Azazel, the target is restrained and takes 9 (2d8) acid damage at the start of each of its turns. Azazel can only grapple one creature at a time.

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Rotting Bolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 16 (2d8 + 7) necrotic damage plus 9 (2d8) poison damage.

Snatch (Recharge 5-6). If Azazel is grappling a creature, he can try to poison it. The target grappled by Azazel must make a DC 18 Constitution saving throw. On a failed save, a creature takes 21 (6d6) poison damage and it is poisoned until the start of Azazel's next turn. On a successful save, a creature takes half as much damage and it is not poisoned.

Diabolical Charm (3/Day). Azazel chooses a creature within 30 feet that he can see. The target must succeed on a DC 20 Wisdom saving throw, or become magically charmed by Azazel for 24 hours. The charmed creature obeys Azazel's 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 Azazel's diabolical charm for the next 24 hours.

Change Shape. Azazel magically polymorphs into a humanoid or beast of any size, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. Azazel reverts to his true form if he dies.

Spellcasting. Azazel casts one of the following spells, requiring no material component. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks)

At will: *charm person, detect evil and good, detect magic, detect thoughts*

1/day each: *black tentacles, contagion, dispel magic, greater restoration, insect plague, invisibility*



Bonus Actions

Move in Shadows. Azazel takes a Sprint, Disengage, or Hide action.

Reactions

Vanish in Shadows. Azazel halves the damage he would take from an attack that hits him, as long as he can see the attacker.

Legendary Actions

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

Teleport. Azazel magically teleports, along with any objects he is carrying or wearing, to an unoccupied space within 60 feet that he can see.

Attack. Azazel makes an attack with his Fist or his Golden Chain.

Cast a Spell (Costs 2 Actions). Azazel uses Spellcasting.

Unleash Ruin (Costs 3 Actions). Azazel chooses a creature he is grappling and infects it with a toxin through his chains. The target grappled by Azazel must make a DC 19 Constitution saving throw. On a failed save, the target drops to 0 hit points, while on a successful one, it is poisoned until the end of its next turn.



LEVIATHAN

A mountain of water seemed to rear up from the sea. It may have touched the clouds. Then, at the top, the surface broke, and the sharp head of a gargantuan sea serpent emerged. Its gaping maw was rife with fangs like a wall of keen pikes, dark and iridescent. The seamen clung to the gunwales, praying to the Lord and repenting their sins. It was not the leviathan who capsized the ship but merely the tidal wave it generated. The monster dove back into the icy depths, uncaring.

There was evening, and there was morning, a fifth day. Before creating Adam and Eve, the Lord made the birds that fly above the earth, and the animals of the earth, and the livestock, and everything that creeps on the ground after its kind. Before that, the Lord made every creature with which the waters swarmed. The leviathans were the absolute first. The Lord gifted these creatures with unconceivable bulk, strength, and ancient and primordial cunning. According to the Great Plan, the leviathans would rule the waves, as deep and vast as the heavens themselves.

Rulers of the depths. Like other apocalyptic monsters, the leviathans have always lived in the oceans, undisturbed. But, when Adam and Eve were cast out of Eden, and their offspring claimed the lands, the Lord chose to confine the leviathans far from the shores.

The creatures were banned from the maritime routes and cities of mankind to avoid excessive destruction. However, every time the arrogance of man became intolerable, the Lord sent the leviathans to teach mankind to be meek before the forces of Creation. With the coming of the Apocalypse, it is no longer necessary to confine the leviathans, who now claim all reaches of the oceans. Some scholars speculate that the Righteous will be with the Lord at the end of the Apocalypse, while the Earth will be nothing but silent rubble and the oceans swarming with leviathans devouring one another.

Colossal monsters. Leviathans cause extreme damage to ships and coasts alike. Their armor can resist the attacks of almost all conventional weapons. However, legends tell of people who survived after being swallowed whole. Considering their size, it might be better to attack a leviathan from within – but who would be so foolish as to attempt such a deed?



LEVIATHAN'S LAIR

Though leviathans dominate all apocalyptic seas, many of their number build lairs, not to feel more secure, but to relish in the destruction they have brought into the world. These titanic nests are found throughout the seas, built from intertwined hulks of wrecked ships, barely jutting out from the surface, with most of their mass hidden in the depths. The leviathan basks amid the waves and destruction at the center of the lair, surrounded by broken wood held together by writhing algae rising from the sands beneath. Rarely, some daredevils may try to brave the lair in search of lost treasures or artifacts to recover for their faction. The leviathan's response to these events is always the same: it summons a tidal wave to drag the fools under, where they are dispatched quickly and brutally. Sometimes, the leviathan will simply swallow an entire section of the lair together with the intruders.

A leviathan in its lair has a challenge rating of 21 (33.000 Experience Points)

LAIR ACTIONS

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

Acid Poisoning. The leviathan chooses a creature underwater within 120 feet of it that it can see. The creature must succeed on a DC 20 Constitution saving throw, or take 14 (4d6) acid damage plus 14 (4d6) poison damage and become poisoned until initiative count 20 on the next round.

Kelp Tendrils. The leviathan chooses a creature in its lair. The creature must succeed on a DC 20 Dexterity saving throw, or be restrained by a kelp tendril until freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another entangled creature within reach on a success. Dealing 20 slashing damage to the kelp (AC 14) also frees the creature without damaging it, ending the effect and destroying the kelp tendril.

Acid Stream. A strong acid stream runs through the leviathan's lair. Each creature within 60 feet of the leviathan takes 11 (2d10) acid damage and must succeed on a DC 20 Strength saving throw, or be pushed up to 60 feet away from the leviathan.





LEVIATHAN

Titanic dragon, generally chaotic neutral

Armor Class 19 (natural armor)

Hit Points 575 (10d100 + 70)

Speed 30 ft., swim 180 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	20 (+5)	27 (+7)	5 (-3)	20 (+5)	15 (+2)

Saving Throws Str +13, Con +13, Int +3

Skills Athletics +13, Perception +11

Damage Resistances necrotic

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned

Senses blindsight 220 ft., passive Perception 21

Languages -

Challenge 20 (25,000 XP)

Proficiency Bonus: +6

Amphibious. The leviathan can breathe air and water.

Leviathan's Aura. Each creature that starts its turn within 120 feet of the leviathan must succeed on a DC 19 Wisdom saving throw, or become frightened by the leviathan for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Leviathan's Aura for the next 24 hours.

Leviathan's Armor. The leviathan's skin is made of thick, nearly impenetrable scales. This sturdy armor grants the leviathan immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Resistance to Any Terrain. The leviathan can freely move in any environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Titanic Monster. The leviathan deals double damage to objects and structures.

Titanic Brawn. The leviathan has advantage on Strength and Constitution checks, and on Strength and Constitution saving throws.



Legendary Resistance (2/Day). If the leviathan fails a saving throw, it can choose to succeed instead.

Magic Resistance. The leviathan has advantage on saving throws against spells and other magical effects.

Cursed Nature. The leviathan is immune to disease.

Magic Weapons. The leviathan's weapon attacks are magical.

Actions

Multiattack. The leviathan makes one attack with its Bite and one with its Slam. It can use Swallow Whole instead of its Bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 13 (2d12) acid damage, and if the target is a creature, it is grappled (DC 22 to escape). While grappled, the target is restrained and the leviathan can't bite another target.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) bludgeoning damage. If the leviathan swims at least 30 feet straight toward a creature and then hits on the same turn, that target takes an extra 17 (5d6) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 24 (5d6 + 7) bludgeoning damage.

Swallow Whole. The leviathan makes an attack with its Bite against a Huge or smaller creature grappled by the leviathan. If the attack hits, the target takes the Bite's damage, it is swallowed, and it is no longer grappled. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the leviathan, and it takes 35 (5d12) poison damage at the start of each of the leviathan's turns. The leviathan doesn't benefit from immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks made by swallowed creatures. If the leviathan takes 50 damage or more on a single turn from a creature inside it, the leviathan regurgitates all swallowed creatures, which fall prone in a space within 15 feet of the leviathan. If the leviathan dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 60 feet of movement.

Legendary Actions

The leviathan 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. The leviathan regains spent legendary actions at the start of its turn.

Move. The leviathan moves up to his maximum speed.

Detect. The leviathan makes a Wisdom (Perception) check.

Tails Slap (Costs 2 Actions). The leviathan makes an attack with its Tail Slap.

Swallow Whole (Costs 2 Actions). The leviathan uses Swallow Whole.

Seismic Shock (Costs 3 Actions). When the leviathan stands on the ground, the sheer weight of its body makes the ground tremble, unleashing a sudden seismic shock. Each other creature standing on the ground within 240 feet of the leviathan must succeed on a DC 21 Strength saving throw, or be knocked prone.

Swirling Current (Costs 3 Actions). When the leviathan is underwater, its quick and frenzied motions produce a magical swirling current in a line that is 120 feet long and 10 feet wide. The water in that line becomes difficult terrain for other creatures until the start of the leviathan's next turn; in addition, each creature in the line must succeed on a DC 21 Strength saving throw, taking 32 (5d12) force damage on a failed save, or half as much damage on a successful one.



BEHEMOTH

The body of a beast as big as a sanctuary rests placidly by the lake. Tranquil and uncaring, a behemoth naps with its ample belly stretched upon the earth. But lo, it awakes from its torpor. In but a few sips, the lake is drained. Then it begins to feed. With each mouthful, it uproots trees, crushes stones, and ruins everything in its path. Its skin is like lead-colored armor, its maw is the length of its entire skull, and its tusks are stubby and truncated. Placed on the sides of its head, the behemoth's small, hungry eyes are constantly searching for food. With one charge, it could level a building. Its bellow makes entire vales shudder.

Forgotten. The apocalyptic cataclysm has shattered the Old World, opening fractures between mountains and continents. This upheaval has awakened the behemoths from their millennia-long slumber, letting them lose from their dens in the earth's bowels. It is said that the behemoths dwelled upon the land before the Great Flood, which some of their number survived by burrowing deep under the earth. These vast creatures fell into a deep hibernation, waiting for the waters to withdraw. However, they kept sleeping even after the ocean fell back into its place and remained dormant until the apocalyptic earthquakes finally woke them. No one knows how many of them emerged from the earth's bowels, but it is clear that destruction follows them wherever they roam.

Sudden awakening. The brusque awakening caused by the apocalyptical earthquakes has worsened the demeanor of these creatures. After sleeping so long, the behemoths are irascible, nervous, hungry, and moody. The world they knew has ceased to exist; what welcomes them now is a torn and dying earth. Thirst and hunger make them half-mad and push them continuously in search of fresh water and vegetation. Once, they ignored humans, whom they did not consider a threat. Now, they are skittish enough to charge any creature who will not give way to them.



BEHEMOTH

Gargantuan Monstrosity, generally chaotic neutral

Armor Class 18 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+7)	16 (+3)	26 (+7)	4 (-3)	18 (+4)	10 (+0)

Saving Throws Str +13, Con +13, Int +3

Skills Athletics +13, Perception +10

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages -

Challenge 19 (22,000 XP)

Proficiency Bonus: +6

Diehard (1/day). When the behemoth drops to 0 hit points but is not instantly killed, it drops to 1 hit point instead.

Resistance to Apocalyptic Swamps. The behemoth can freely move in Apocalyptic swamps and in any swamp environment or terrain as if it wasn't difficult terrain; in addition, he does not gain exhaustion levels from extreme weather conditions in that terrain.

Keen Sight. The behemoth has advantage on Wisdom (Perception) checks that rely on sight.

Famished. At the start of its turn, the behemoth can choose to gain advantage on the attack it makes in that turn, but any attack made against it have advantage until the start of its next turn.

Rampaging Fury. the behemoth deals double damage to objects and structures.

Brutal. The behemoth has advantage on Strength checks and on Strength saving throws.

Legendary Resistance (2/Day). If the behemoth fails a saving throw, it can choose to succeed instead.

Magic Resistance. The behemoth has advantage on saving throws against spells and other magical effects.

Cursed Nature. The behemoth is immune to disease.

Magic Weapons. The behemoth's weapon attacks are magical.

Actions

Multiattack. The behemoth makes an attack with its Slam and an attack with its Bite. Then it can use its Roar, if available.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the behemoth moves at least 30 feet straight toward a creature and then hits on the same turn, the target takes an extra 16 (3d10) bludgeoning, and if it is a creature, it must succeed on a DC 21 Strength saving throw, or be knocked prone.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage, and the target must make a DC 21 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Roar (Recharge 5-6). The behemoth emits a powerful roar, and any creature within 300 feet of the behemoth that can hear it must succeed on a DC 19 Wisdom saving throw, or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Crush the Fallen. When a creature that the behemoth can see is prone within 5 feet of it, the behemoth can make a Bite attack against that creature.

Legendary Actions

The behemoth 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. The behemoth regains spent legendary actions at the start of its turn.

Move. The behemoth moves up to his maximum speed.

Detect. The behemoth makes a Wisdom (Perception) check.

Paralyze the Prey (Costs 2 Actions). The behemoth chooses a creature within 60 feet, frightened by the behemoth, and that the behemoth can see. The target must succeed on a DC 19 Wisdom saving throw, or become paralyzed until the end of its next turn.

Charge (Costs 2 Actions). The behemoth moves up to its maximum speed and makes an attack with its Slam.

SERPENT OF EDEN

A large serpent with emerald scales rests amid the dry branches of a tree. Its bulk might lead one to take it for an anaconda, but its snout and eyes are highly unusual. The head recalls that of a dragon, ending in a pair of horns. The eyes, blood-colored, have slit-like vertical pupils that betray ancient and keen intelligence. The stories call them “serpents”, but their draconic nature will chill your blood, if but for an instant.

The Great Tempters. Serpents of Eden are the offspring of the Ancient Serpent who lured Adam and Eve into eating the fruits of the Tree of the Knowledge of Good and Evil. They are not, in fact, serpents but rather dragons without wings or legs. The serpents of Eden know all the tongues of man, even those forgotten for millennia, and they are among the few abysal creatures who will approach other sentient beings peacefully. Indeed, these dragons live to tempt those they encounter. They initially offer knowledge and advice, claiming that they wish to withdraw from the conflicts between factions. They support these lies by providing precious information and clues that fit

the goals of their interlocutors. Should others show interest in learning more and eventually share their heart's desire, the serpent offers proper “missions” to complete before revealing the answers. Whatever the mission's objective, to reach the reward they crave, the serpent's victims must take actions that will shake their morality, instilling doubts and uncertainty in their most profound convictions. It is nigh impossible to determine whether one of the Great Tempters is lying, save by using magic.

Nothing is sacred, nothing is absolute. The serpents of Eden say they do not wish to align with the Lord or the Adversary. Truth be told, their true enemies are dogmatism and the belief in the existence of absolute values. Their deeds, however, often coincide with those of the many servants of the Adversary who try with every measure to shake mankind's faith in moral virtues.



Uncertain origins. Ironically, the serpents of Eden's origins are a matter of debate. Some believe that the first serpent who slithered into the Garden of Eden and tempted Adam and Eve was Satanas himself – indeed, one of the names by which he is known is Ancient Serpent. Other doctrines maintain that the

serpent was one of the Lord's creatures, sent by his design to test the first humans. More still argue that the first serpent was Asmodeus, who was later cursed and reduced to the brutal tyrant he is now. Perhaps the truth will never be known.

SERPENT OF EDEN

Huge Dragon, generally chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	19 (+4)	15 (+2)	13 (+1)

Saving Throws Dex +5, Int +8, Cha +5

Skills Arcana +8, Deception +5, History +8, Insight +6, Perception +6, Persuasion +5, Religion +8, Stealth +5

Damage Resistances necrotic, radiant

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages all

Challenge 9 (5,000 XP)

Proficiency Bonus: +4

Amphibious. The serpent of Eden can breathe air and water.

Born Trickster. The serpent of Eden is invisible to any form of magical divination. It cannot be targeted by such magics, nor be perceived by magic scrying sensors. Any Wisdom (Insight) checks made to discern the serpent of Eden's intentions or sincerity have disadvantage.

Resistance to Apocalyptic Coasts and Seas. The serpent of Eden can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Magic Resistance. The serpent of Eden has advantage on saving throws against spells and other magical effects.

Cursed Nature. The serpent of Eden is immune to disease.

Abyssal Sight. Magic darkness doesn't hinder the serpent of Eden's darkvision.

Actions

Multiattack. The serpent of Eden makes an attack with its Poisonous Bite and one with its Constrict.

Poisonous Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage; in addition, if the target is a Huge creature or smaller and the serpent of Eden isn't already constricting a creature, the target is grappled (escape DC 17) and restrained until this grapple ends.

Psychic Assault (Recharge 5-6). The serpent of Eden chooses a creature within 60 feet that it can see. The target must make a DC 16 Intelligence saving throw. On a failed save, a creature takes 52 (8d12) psychic damage and is stunned until the start of the serpent of Eden's next turn. On a successful save, it takes half as much damage.

Forbidden Temptation. The serpent of Eden chooses a humanoid within 30 feet that it can see and whispers words of temptation in its ear. If the target can see and hear the serpent of Eden, it must succeed on a DC 16 Wisdom saving throw, or become magically charmed for 24 hours. A charmed target obeys the serpent of Eden's spoken commands. If the target suffers any harm or receives a suicidal command from the serpent of Eden, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the serpent of Eden's Forbidden Temptation for the next 24 hours.

Spellcasting. The serpent of Eden casts one of the following spells, requiring no material component. His spellcasting ability is Intelligence (spell save DC 16):

At will: *charm person, detect evil and good, detect magic, minor illusion*

2/day each: *detect thoughts, hypnotic pattern, invisibility, see invisibility*

1/day each: *modify memory, phantasmal killer*

SPIRIT OF SOLOMON

The magus raises his hand, and the ring shines as though incandescent. The air boils as he pronounces the formulae, respecting the sacred geometries and tracing the gestures of power. And lo, where there was nothing, now flickers a flame, and from it, a spiral of smoke rises, soon becoming silk. Quick as a sail torn by the wind, the fabric billows and contorts. Liquid metals bubble as they drip upward toward the ceiling. The intertwined fibers tense like taut ropes. The small flames are now everywhere, aligning themselves to form a broad, fiery halo. Amid the swirling drapes, the being that was summoned comes forth. It reshapes itself, taking a human-like form before the magus's eyes. A mask instead of a face, and metal limbs that dangle limply, like those of a lifeless doll. But the magus knows that, with each new summoning, the spiritual homunculus morphs, showing itself in ways beyond its evoker's control.

Spiritual puppet. The procedures for shaping the spirit are complex and date back to the practices of the Summoner King. The magus unites his knowledge of celestial beings and dark entities, blending them in an intricate esoteric project. The process is first applied through a magic, ceremonial ritual and only later simplified, making it quicker and more accessible. The power deriving from fusing such distinct energies is great yet challenging to control. Forging an abstract entity and giving it a tangible form by design in this world requires excellent control. Wherever dwells a spirit of Solomon, there is also the magus who gave it its charge.



Taming the elements. A spirit of Solomon is a simulacrum that takes the aspect and powers of the otherworldly entities that its magus has studied for years. This process often grants the spirit a limited capacity to control the elements. Some even believe that to empower their spirits, the scholars of the School of Solomon have included some formulae attributed to the djinn of old in their projects.



SPIRIT OF SOLOMON

Large Elemental, generally lawful neutral

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	16(+3)	12(+1)	12(+1)	17(+3)

Damage Resistances fire, poison, and see Changing Spirit below

Condition Immunities exhaustion, poisoned, prone, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages Babel Tongue, Language of the Old World, Primal Tongue

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Changing Spirit. The spirit of Solomon has resistance to a type of damage determined by the type of element it is attuned to (summoner's choice when the spirit is summoned, or the Guide rolls a d6): 1, lightning (air); 2, acid (water); 3, cold (ice); 4, force (magic energy); 5, radiant (light); 6, necrotic (darkness).

Force Burst. If the spirit of Solomon dies, its body disintegrates in a deflagration: Each creature within 13 feet of the spirit of Solomon must succeed on a DC 14 Strength saving throw, or take 10 (3d6) bludgeoning damage and be knocked prone.

Burning Spirit. A creature that touches the Spirit of Solomon or hits it with a melee attack within 5 feet of it takes 3 (1d6) fire damage.

Unearthly Nature. The spirit of Solomon doesn't require air, food, drink, or sleep, and it is immune to disease.

Magic Weapons. The spirit of Solomon's weapon attacks are magical.

Actions

Multiattack. The spirit of Solomon makes two attacks with its Metallic Claw or with its Force Ray.

Metallic Clay. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target is also affected by one of the following random effects (the Guide can roll a d8 to determine the type, rerolling duplicates):

1. **Fire.** The target takes 7 (2d6) fire damage and must succeed on a DC 14 Dexterity saving throw, or become blinded until the start of the spirit of Solomon's next turn.
2. **Air.** The target takes 7 (2d6) lightning damage and must succeed on a DC 14 Constitution saving throw, or become stunned until the start of the spirit of Solomon's next turn.
3. **Water.** The target takes 7 (2d6) acid damage and must succeed on a DC 14 Strength saving throw, or become incapacitated until the start of the spirit of Solomon's next turn.
4. **Poison.** The target takes 7 (2d6) poison damage and must succeed on a DC 14 Constitution saving throw, or become poisoned until the start of the spirit of Solomon's next turn.
5. **Ice.** The target takes 7 (2d6) cold damage and must succeed on a DC 14 Dexterity saving throw, or become restrained until the start of the spirit of Solomon's next turn.
6. **Magic Energy.** The target takes 7 (2d6) force damage and must succeed on a DC 14 Strength saving throw, or be knocked prone.
7. **Light.** The target takes 13 (2d12) radiant damage.
8. **Darkness.** The target takes 13 (2d12) necrotic damage.

Force Ray. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (2d10 + 3) force damage. In addition, if the spirit of Solomon rolls a 20 to hit a creature, the target is restrained until the end of the spirit of Solomon's next turn.

Spellcasting. The spirit of Solomon casts one of the following spells, requiring no material component. Its spellcasting ability is Charisma (spell save DC 14):

2/day each: *detect evil and good*, *detect magic*, *disguise self* (any celestial or fiendish form), *purify food and drink*, *tongues*

1/day each: *gaseous form* (only self), *invisibility*, *protection from energy*

BLISSFUL SOUL

In the clearing warmed by the Throne's bright light, silvery laughter dances in the light breeze. The apparition appears out of thin air, surrounded by a light and soft glow, as though it were cloaked in morning mist. Its features are pale, delicate, and appear sculpted out of the light itself. The soul runs with supernatural grace, barely touching the land beneath. Each detail of its being is bright and clear: the long, translucent hair moves like silken threads, the white garments billow about, partially revealing the body beneath, and the limbs seem to phase in and out of existence as they traverse the sun's rays.

The soul seems to have forgotten all burdens, lost in a memory of sublime joy and bliss. Yet, there is something unnatural in this vision.

The future belongs to the ghosts. The Plain of Armageddon is entirely infested with spirits, specters, and shadows: the souls of the last ones who died after the opening of the Seven Seals. Now that the afterlives are empty and inaccessible, these spirits are condemned to remain trapped in the material world. The spirits manifest in a variety of ways. Sometimes, with slight whispers and phantom sounds, creating an unsettling atmosphere rife with tension; other times, they emerge from the dark as true specters, taking tangible form.



Within His will, they find peace. The blissful souls are what remains of those who led lives guided by the light of the Lord. They are sublime and serene ghosts who often take the visage they had while living their most blissful moments. Blissful souls are, however, eternally trapped within a moment, which they relive again and again, with little care for anything else.

Bliss and torment. During the End Times, blissful souls are not a significant threat. However, their existence showcases the absolute power that the Lord wields over the souls of the deceased, especially now that Heaven can welcome them no longer. These souls are forced to smile and dance until the Final Battle, caught within an infinite cycle of joy, sudden realization, and torment. They may even turn against those who intrude upon them during the brief moment in which they realize they are victims of their own bliss.

BLISSFUL SOUL

Medium Undead, generally lawful good

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Damage Resistances acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Babel Tongue, Celestial

Challenge 1 (200 XP)

Proficiency Bonus: +2

Blissful Nature. The blissful soul doesn't require food, drink, or sleep, and is immune to disease.

Incorporeal Movement. The blissful soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Vibrating Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) radiant damage plus 4 (1d8) thunder damage.

Idyllic Visions (Recharge 6). The blissful soul chooses a creature within 30 feet that it can see and fills that creature's mind with wondrous dreams and idyllic visions. The target must succeed on a DC 12 Wisdom saving throw, or be magically charmed by the blissful soul for 1 minute or until the blissful soul deals damage to it.

Warping Scream (1/Day). The blissful soul emits a raging scream. This scream does not affect constructs, undead, or celestials. Each other creature within 20 feet of the blissful soul that can hear it must succeed on a DC 12 Constitution saving throw, or be stunned until the start of the blissful soul's next turn.



DEPRAVED SOUL

A lingering moan joins the howling wind as the waves crash upon the rocks. A horrid apparition emerges from a long-lost wreckage. Wet rags cling to its body, dangling like rotten algae. The face's features are distorted as if they had slid down upon the skull. The half-closed and lifeless eyes emit flashes of light. The skin is pale and transparent, almost see-through. Traces of the past still mark the figure: bloodstains, old and dark, blend in with the moldy garments, suggesting a violent death. The moan fills the salty air once again; then, the depraved soul tilts its head toward those who have trespassed on the site of its death.

The future belongs to the ghosts. The Plain of Armageddon is entirely infested with spirits, specters, and shadows. The souls of the last ones who died after the opening of the Seven Seals. Now that the afterlives are empty and inaccessible, these spirits are condemned to remain trapped in the material world. The spirits manifest in a variety of ways. Sometimes, with slight whispers and phantom sounds, creating an unsettling atmosphere rife with tension; other times, they emerge from the dark as true specters, taking tangible form.

Woe unto you, you souls depraved! Depraved souls are what is left of those who fell into Corruption before their death. They are grotesque specters who often manifest themselves in the shape they had during the most perverted and dark moments of their life. They also often expose the causes of their deaths. Depraved souls are eternally trapped within their sins and continue to relive the temptation that haunted them in life.



Cursed places. During the End Times, depraved souls are a never-ending threat – constant reminders of the darkness within humanity and of the nefarious consequences of sin. Some of these specters appear to linger near where they committed their heinous deed. Their minds are trapped in the past, and they have difficulty interpreting the events of the present.

Some depraved souls lure the living toward the source of their corruption; others simply prey upon them.

DEPRAVED SOUL

Medium Undead, generally chaotic evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 0 ft., swim 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Damage Resistances cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Babel Tongue, Infernal

Challenge 1 (200 XP)

Proficiency Bonus: +2

Incorporeal Movement. The depraved soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Resistance to Apocalyptic Coasts and Seas. The depraved soul can freely move in Apocalyptic coasts and seas and in any coastal or sea environment or terrain as if it wasn't difficult terrain.

Cursed Nature. The depraved soul doesn't require food, drink, or sleep, and is immune to disease.

Actions

Corrupting Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage plus 4 (1d8) acid damage.

Hideous Nightmares (Recharge 6). The depraved soul chooses a creature within 30 feet that it can see and fills that creature's mind with nightmares and harrowing visions. The target must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 11 (2d10) psychic damage and is frightened by the depraved soul for 1 minute. On a successful save, a creature takes half as much damage and is not frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maddening Scream (1/Day). The depraved soul emits a monstrous, maddening scream while it is not exposed to sunlight. This scream does not affect constructs, undead, or fiends. Each other creature within 20 feet of the depraved soul that can hear it must succeed on a DC 12 Constitution saving throw, or be stunned until the start of the depraved soul's next turn.

PLAGUED VULTURE

The shadow emerges from the clouds of ash and the miasma rising from the earth. It is a vulture, unnaturally large and horrid. Its bleeding body bears testament to the terrible wounds it suffered in life. Even though now proudly displayed, its wings are torn and tattered, consumed by sickness, and ruined by the wrath of the Apocalypse.

The beast has jutting bones and exposed organs, all tormented by the Plague. A wavering flame dances in its eyes, a twinkle of light drowned in an abyss of agony. The plagued creature shrieks in pain, an ill omen that merges with the howling wind of the Plain of Armageddon. Like a curse errant, its presence is the echo of a time now passed, condemned to wander amid the ruins of a dying world.

Errant curse. Though there had been epidemics in the past, what was unleashed during the End Times was without precedent. The flesh of many beasts became infected, weak, and infirm. So it had been decided, and so the Plague spread through the Plain of Armageddon. The plagued vulture is the echo of an extinct beast, now forced to traverse the wrecked and dying world as a bearer of disease. When a flock of plagued vultures nests in a region, the Plague soon claims it. How this malady spreads is unknown, though it certainly does so rapidly.

The eternal hunt. Plagued vultures rely on a highly efficient hunting strategy based on their airborne agility and keen senses. They often soar across the Plain of Armageddon, but avoid Death's Domain. Their flights cover vast areas in search of carcasses or weak animals. When they spot a prey or carcass, they dive down with precision, using their mighty talons to grab the targets. These birds are known for competing with other vultures over prey, often setting off spectacular airborne battles.

PLAGUED BEAST

Plagued beasts are creatures tainted by the planetary effect of the seals, and unfortunately have become the most common variant of animals haunting the Plain of Armageddon. The Plague physically weakens these creatures, turning them into half-blind, raging, and vicious versions of their former selves.

To represent a plagued beast from the Plain of Armageddon, you must add the (Plagued) descriptor and the following traits:

Plagued. The Plague physically weakens a creature, turning it into a half-blind, raging, and vicious version of its former self. A plagued beast has disadvantage on Constitution checks and Wisdom checks, but when it deals damage to a creature with an attack, the attack deals extra damage equal to the plagued beast's proficiency bonus. This trait cannot be removed by spells that cure diseases, such as *lesser restoration* or *heal*.

Untamed. Any Wisdom (Animal Handling) check made on the plagued beast gains disadvantage.

Resistance to Apocalyptic Swamps. The plagued beast can freely move in Apocalyptic swamps and in any swamp environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

PLAGUED VULTURE

Medium Beast (Plagued), unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 0 (10 XP)

Proficiency Bonus: +2

Plagued. The Plague physically weakens a creature, turning it into a half-blind, raging, and vicious version of its former self. A plagued vulture has disadvantage on Constitution checks and Wisdom checks, but when it deals damage to a creature with an attack, the attack deals extra damage equal to the plagued vulture's proficiency bonus (already included in the attack). This trait cannot be removed by spells that cure diseases, such as *lesser restoration* or *heal*.

Untamed. Any Wisdom (Animal Handling) check made on the plagued vulture gains disadvantage.

Resistance to Apocalyptic Swamps. The plagued vulture can freely move in Apocalyptic swamps and in any swamp environment or terrain as if it wasn't difficult terrain; in addition, it does not gain exhaustion levels from extreme weather conditions in that terrain.

Keen Sight and Smell. The plagued vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The plagued vulture has advantage on attack against a creature if at least one of the plagued vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

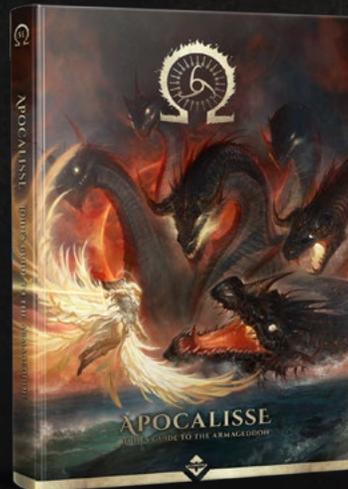
Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



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