



THE FOUR HORSEMEN

In many religions and beliefs, there are stories of the End Times, when the world comes to a deadly and devastating end. Many of these tales denounce the culprit of these world-ending catastrophes to be the people of the world, whose greed and hatred lead them to destroy each other and the rest of the world around them. However, these attributes of destruction give rise to evils above and beyond themselves. When the world is on the brink of collapse, and men, elves and dwarves are at each other's throats, the Four Horsemen of the Apocalypse rise from their slumber in the nine hells to wreak havoc across the land.

CONQUEST

The first of the four. Conquest disguises himself as a well-mannered, silver-tongued traveling noble and gains the admiration and adoration of all of the people he speaks to. Quick-witted and power-hungry, he enjoys walking into the castles of great kings and emperors and convincing them to give up their crown to him. All but a few are able to turn down his request, and once he puts a crown on his head, all within his realm fall under his magical subjugation, carrying out his every word against their own will.

Conquest carries a silver longbow and a quiver full of peacock-feathered arrows at his hip. He rides upon his majestic white horse, Glory, and is a force to be reckoned with when he has entire armies serving under his heel.

FAMINE

Dressed in the deepest of black and often disguised as a medicine man, Famine seeks to deal justice to those whose major sin is gluttony. When he finds people who gorge themselves, he wipes out scores of crops, kills and rots livestock, dries up rivers, and sends the masses into despair.

Carrying a scale that doubles as a magical focus, he rides the night-black horse Fear, draining energy and hope from the living to make himself stronger.

WAR

Continually seeking out chaos and destruction, War disguises himself as an old bitter soldier. Finding unrest in small villages or great kingdoms, War feeds fire to the flames of disgruntled serfs or unhappy nobles, driving them to commit acts of violence that quickly escalate to full-fledged battles and sometimes world-covering wars. With every arrow shot and every sword swung, he grows stronger and stronger, feeding off of the world's chaos.

War wields a tremendous greatsword that seems to always glisten with blood. He rides his flaming red horse Ruin and is physically the strongest of the four horsemen, capable of defeating almost any warrior in combat.

DEATH

The final, and most dangerous of the four horsemen. Death travels the world as an old woman, seeking out the old and dying to put to final rest. Whenever Death passes through a town, the number of deadly diseases grows, there is an increase in the number of life-taking accidents, and a sense of looming despair follows her wherever she goes. Although she does not seek to increase her own power, just being in her presence drains even the greatest man of his strength and will to carry on.

Death always wields her canonical scythe, and rides upon her pale horse Despair. She is the last of the four horsemen, because she brings the final stroke to the lives of those subjected to the other three.



GLORY

Large fiend (demon), neutral evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 21 (+5) | 23 (+6) | 12 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Str +10, Dex +10, Con +11, Cha +17

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

Languages -

Challenge 15 (13000 XP)

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

ACTIONS

Multiattack. Glory can make two attacks with its Hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 16 (2d10+5) bludgeoning damage.

Stampeding Charge. At the end of a movement of 20 feet or greater, Glory can take an action to move into a square that is occupied by an enemy. That enemy must make a DC 15 Strength saving throw or be knocked prone and immediately hit by Glory's hooves. On a successful save, Glory is moved back to the last empty square it occupied, and must end its movement.

CONQUEST

Medium fiend (devil), neutral evil

Armor Class 18 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 26 (+8) | 26 (+8) | 22 (+6) | 22 (+6) | 28 (+9) |

Saving Throws Dex +15, Con +15, Cha +17

Skills Deception +16, Persuasion +16

Damage Resistances bludgeoning, piercing, slashing

Senses darkvision 50 ft. passive Perception 16

Languages Common, Infernal

Challenge 20 (25000 XP)

Devil's Tongue. Conquest has advantage on all Deception and Persuasion checks.

Enchanting Arrows. All of Conquest's attacks are magical. When Conquest hits a creature with an attack made from his longbow, that target must make a DC 15 Wisdom saving throw. On a failed save, the creature must roll a 1d6 and is subject to the following effects until Conquest's next turn:

1 or 2: The creature is charmed

3 or 4: The creature is frightened

5 or 6: The creature is paralyzed

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

Overlord. Conquest gains a bonus +1 to damage for every ally that is within 30 feet of him up to a maximum bonus of +10. This includes his horse, Glory.

ACTIONS

Multiattack. Conquest makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +15 to hit, range 120/600 ft., *Hit:* 22 (4d6+8) piercing damage.

Summon Minion (3/day). Calling a minion from the depths of hell, Conquest summons a Bearded Devil to any open square within 30 feet of him.

REACTIONS

Subjugation. When Conquest is the target of a melee attack, he can force the attacker to make a DC 18 Wisdom saving throw. On a failed save, the attack automatically fails and the attacker must end their turn.

LEGENDARY ACTIONS

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

Longbow. Conquest makes an attack with his longbow

Behind The Lines. Conquest has his horse Glory take a movement.

Trample Underfoot (Costs 2 Actions). Conquest imposes his will upon his foes and forces them to bow before him. All enemies within 30 feet must succeed on a DC 15 Wisdom saving or be forced prone.

FEAR

Large fiend (demon), neutral evil

Armor Class 18

Hit Points 225 (18d12 + 108)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 21 (+5) | 23 (+6) | 12 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Str +10, Dex +10, Con +11

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

Languages -

Challenge 15 (13000 XP)

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

ACTIONS

Multiattack. Fear can make two attacks with its Hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 16 (2d10+5) bludgeoning damage.

Noxious Breath. Fear breathes out a foul gas from his mouth and nostrils, covering a 20 foot cone in front of him. All creatures within the area of the gas must make a DC 15 Constitution saving throw. On a failed save, creatures take 15(5d6) poison damage and cannot take a reaction until their turn. On a successful save, creatures take half the amount of damage.

FAMINE

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d8 + 144)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 25 (+7) | 26 (+8) | 24 (+7) | 23 (+6) | 22 (+6) |

Saving Throws Str +10, Dex +10, Con +15, Int +14, Wis +17, Cha +17

Skills Arcana +15, Medicine +17, Perception +17

Damage Resistances bludgeoning, piercing, slashing

Senses darkvision 60 ft. passive Perception 16

Languages Common, Infernal

Challenge 20 (25000 XP)

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

Infernal Scale. All of Famine's attacks are magical. When Famine deals damage, he deals an additional 5d6 necrotic damage.

Spellcasting. The famine is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The famine has the following wizard spells prepared:

Cantrips (at will): *Blade Ward*, *Mage Hand*, *Ray of Frost*
1st level (4 slots): *False Life*, *Fog Cloud*, *Ray of Sickness*, *Shield*
2nd level (3 slots): *Blindness/Deafness*, *Melf's Acid Arrow*, *Ray of Enfeeblement*, *Scorching Ray*
3rd level (3 slots): *Animate Dead*, *Bestow Curse*, *Fireball*, *Vampiric Touch*
4th level (3 slots): *Blight*, *Greater Invisibility*
5th level (3 slots): *Cloudkill*, *Dominate Person*
6th level (1 slots): *Disintegrate*, *Flesh to Stone*
7th level (1 slots): *Finger of Death*, *Teleport*
8th level (1 slots): *Feeblemind*, *Incendiary Cloud*

ACTIONS

Multiattack. Famine makes two Scale attacks, or makes one Scale attack and casts one cantrip.

Scale. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 15 (3d6+5) bludgeoning damage.

LEGENDARY ACTIONS

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

Cantrip. Famine casts a cantrip.

Starvation. Famine drains the sustenance out of a creature. One creature within 30 feet must succeed on a DC 20 Constitution saving throw, or take disadvantage on attack rolls, ability checks, and saving throws. This disadvantage ends when the creature takes an action to eat.



WAR

Medium fiend (devil), chaotic evil

Armor Class 22 (natural armor)

Hit Points 261 (18d10 + 162)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 24 (+7) | 28 (+9) | 20 (+5) | 20 (+5) | 25 (+7) |

Saving Throws Str +17, Dex +15, Con +17, Int +14, Wis +17, Cha +17

Skills Athletics +17, History +14, Intimidation +15

Damage Resistances bludgeoning, slashing

Senses darkvision 50 ft. passive Perception 15

Languages Common, Infernal

Challenge 20 (25000 XP)

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

Infernal Blade. War's weapon attacks are magical. When War hits with any weapon, the weapon deals an extra 6d8 Force damage.

Master Of Chaos. War feeds on chaos and conflict, and in turn feeds back into it, making everyone in his vicinity violent and unwilling to compromise. Persuasion rolls made within 60 feet of War are made at disadvantage. In addition, at the beginning of each of War's turns, he regains 20 hit points, and his attacks deal an additional 1d6 force damage.

ACTIONS

Multiattack. War makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., *Hit:* 16 (2d6+9) slashing damage, plus 27 (6d8) force damage.

Call To Arms. All enemies within 30 feet must make a DC 18 Wisdom saving throw. On a failed save, the enemies can only spend their next action making melee attacks against War.

LEGENDARY ACTIONS

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

Greatsword. War makes an attack with his greatsword.

Tide Of Chaos (Costs 2 Actions). War uses his power over chaos to turn allies against each other. One target must make a DC 18 Wisdom saving throw. On a failed save, the target must attack its closest ally for 1 minute or until its hit points are reduced to 0.

RUIN

Large fiend (demon), neutral evil

Armor Class 18

Hit Points 225 (18d12 + 108)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 21 (+5) | 23 (+6) | 12 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Str +10, Dex +10, Con +11

Damage Immunities force

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

Languages -

Challenge 15 (13000 XP)

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

ACTIONS

Multiattack. Ruin can make two attacks with its Hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 16 (2d10+5) bludgeoning damage.

Fire Breath. Ruin exhales deadly flames in a 20 foot cone in front of him. All targets within the cone must make a DC 15 Dexterity saving throw. On a failed save, targets take 24(8d6) fire damage. On a successful save, creatures take half the amount of damage.

DEATH

Medium fiend (devil), neutral evil

Armor Class 19

Hit Points 225 (18d10 + 126)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 26 (+8) | 24 (+7) | 22 (+6) | 28 (+9) | 20 (+5) |

Saving Throws Con +15, Int +14, Wis +17

Skills Insight +17

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 19

Languages Common, Infernal

Challenge 20 (25000 XP)

Last Breath. Enemies adjacent to Death have disadvantage on all saving throws. In addition, whenever a creature dies within 60 feet of Death, she gains 30 health and has resistance to all damage until her next turn.

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

Infernal Scythe. All of Death's attacks are magical and deal an additional 4d8 necrotic damage. This is included in the damage done with her scythe.

ACTIONS

Multiattack. Death makes two scythe attacks.

Scythe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 14 (2d8+5) slashing damage. + 12(4d8) necrotic damage.

Marked For Death (1/day). Death points her finger at one creature and takes its life. If the creature has 100 hit points or fewer, it must succeed a DC 20 Wisdom saving throw or die.

LEGENDARY ACTIONS

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

Scythe. Death makes an attack with her scythe.

Eternal Slumber (Costs 2 Actions). Death breathes the life out of a creature's lungs, putting it at its last strands of life. A creature within 5 feet of Death must succeed a DC 15 Constitution saving throw, or drop immediately to 0 hit points.

Return To Life (Costs 3 Actions). One dead creature within 5 feet of Death returns to life with 20 hit points. Any magical effects that were acting on this creature are now gone.

DESPAIR

Large fiend (demon), neutral evil

Armor Class 18

Hit Points 225 (18d12 + 108)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 21 (+5) | 23 (+6) | 12 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Str +10, Con +11

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

Languages -

Challenge 15 (13000 XP)

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

Deathly Aura. Any creature within 5 feet of Despair must make a DC 15 Wisdom save or be frightened for 1 minute.

ACTIONS

Multiattack. Despair can make two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 16 (2d10+5) bludgeoning damage.

