

THE SERAPHIC WAR

WHAT'S INCLUDED

This month we've got a LOT of lore detailing how the Aasimar in Surya came to be, as well as the Tieflings! This lore includes a new type of angel, the Seraphic host for which we have four insane high level stat-blocks, two new species and a spell!

AASIMAR ORIGINS

After the Draconic War, society began to forge ahead once more. People found purpose in their gods and rushed to fill their spiritual and existential needs with divinity. The population thrived under divine influence, and the gods' agendas began to permeate society. Over the next few decades, they formed religious factions, banding together those who held the beliefs of their deity.

Inside these factions, clerics and paladins almost always rose to the top. Those who garnered favor with the gods were revered for their piety, and the people began to aspire to such things. Families began to marry exclusively within their religion, businesses preferred to trade with those who shared their beliefs, and so much more. Though there was fear of the animosity that had once formed over deific worship, there was tentative harmony amongst these groups. They did their best to acknowledge the benefit of minds unlike theirs and forged forward with unity in mind.

This unification solidified the pantheons in their place. Stories upon stories grew the power of the gods, and so they had more to give. Aasimar began to appear similarly to the proliferation of dragon-born, but their defining trait was that they could be better identified with; anyone could be born an Aasimar, and the people could see themselves in the blessed folk. Any child born an Aasimar was hoisted to the top as quickly as possible. Academies opened up, and businesses whose owners were Aasimar thrived even more; they were treated as tokens to be flaunted.

Gradually, the culture amongst Aasimar grew tense. The upper government was almost exclu-

sively populated by them, and the burden of their birthright began to weigh upon them. They began to strike out, refuse their positions, hide their heritage, and some abused it to gain power where others would refuse it.

The rulers of Negresh could see the unrest beginning to mount, and fears of another exodus were growing. During this time, as with all things, a balancing force began to form. Those who renounced their divinity began to change. They thought that with their gods cast aside, they would become regular mortals. Unfortunately, they were wrong. As punishment for forsaking their birth right, those who took drastic measures to leave their god behind had their skins turn various chromatic shades, representing the sin that caused them to leave, as well as horns of varying shapes sprouting from their heads.

These people soon came to call themselves tieflings, ashamed of their transformation they hid, seeking out more like them. Encouraging others to abandon their gods to embrace the life of the punished.

Exploiting the unrest, a faction of these Tieflings attacked the noble houses of Negresh, disguising their actions as part of the ongoing Aasimar infighting. A civil war broke out between those who worshiped differing pantheons: the Chronicle and Sovereign Pantheon banded together, and the Jotun and Primordial worshipers formed their own side.

This three-sided conflict raged on for a decade, with the tieflings keeping to their hidden cabals in order to fuel it from the side lines.

At the apex of the war, powerful divine worshipers began to emerge. As the battle raged, they grew stronger, and their gods granted their most devout more and more strength without regard for what it might create. The two that stood out the most were Aziraphale, and Petros. Their strength peaked in their final battle. After a grueling battle, Aziraphale banished Petros from the prime, obliterating the resolve of the opposition. However, Aziraphale was shattered by what he saw unfold from his actions. The value of his righteous destruction was laid out before him. Devout worshipers were abandoning

their religion, families were shunning those who remained faithful, and those who once fought for the honor of their god were now desperately fighting for an end.

Aziraphale ran. In shame, he retreated from the war and vanished, leaving Negresh to be overrun by the Tiefling warriors that lay in wait. The war was over but in a way that the Negreshian people never wished for.

For decades, the Tiefling people ruled over Negresh. Aziraphale was gone, and the people were subjugated, forced to live under a tyrannical rule.

AZIRAPHALE'S RETURN

Aziraphale's self-imposed exile was devastating to the Negreshian people. Tieflings gathered more and more power, eventually rising to the heights of Petros and Aziraphale, angelic superpowers that dominated the country. The people remaining under the tiefling rule began to scatter, trying to find sanctuary or heroes who could liberate those trapped by the occupying force. The people feared two names, Nythriel and Ebris, and would go to the ends of Surya to escape.

Decades into the conflict, an adventurer by the name of Evangeline Thalor set out to find someone, anyone, who would stand up to the tiefling rule. After months of journeying through the Negreshian forests, she stumbled upon Aziraphale's home. Initially, she didn't know who she'd found, but he looked sickly and mentally defeated. Her kind nature took over, and she took up residence in a nearby hamlet to nurse Aziraphale back to health. Their friendship grew as she brought him food and supplies. She told him stories of her struggles back home, where she used to smuggle refugees out of tiefling-occupied settlements. Over time, as Aziraphale heard tales of the tragedies he left behind, a growing sense of obligation began to fill his heart, and Evangeline was giving him hope.

Aziraphale was still too fearful of returning to civilization, so he tutored Evangeline, teaching her to harness his divine magic. A bond formed between the two of them. Evangeline learned to channel his divine power from wherever she was and used it to continue liberating refugees. This was the first historical record of a patron/warlock relationship and inspired many in the future to form relationships and bargains with powerful figures and entities.

It came to a point where Evangeline could no

longer effect change in the world with the limited power she had. Moving refugees from one place to another was a temporary solution because eventually their camps would be found and they'd be dragged back to work in the tiefling settlements. Evangeline pleaded with Aziraphale, begging him to return with her to face the tiefling princes.

After much convincing, Aziraphale agreed to help. Their plan was to lead an uprising in the capital city of Verant: wait for Nythriel to leave the city to round up dissenters, then confront Ebris, the champion of Asmodeus, at his throne with as many men as they could gather. It took many months to assemble a considerable enough force for this task. Any person they recruited had to disappear without notice, whether it be through a faked death or perceived banishment; these people had to be invisible.

When all were ready, Aziraphale, Evangeline, and their militia worked their way into the heart of Verant. Unfortunately, there had been very few reports of Ebris' capabilities. They soon discovered, after a long, grueling fight, that Ebris could not be killed in traditional ways. His physical form was effectively unkillable, and the only way to harm him was while he was possessing a victim. During the height of the battle, as the militia was fending off the tiefling soldiers that had managed to arrive, Evangeline fell victim to Ebris' possession. It was the first chance the militia had to hurt Ebris, putting Aziraphale in a situation that would cause him to act in ways he'd regret for the rest of his life. Ebris' folly was doubting Aziraphale's resolve. At the apex of the fight, Aziraphale struck down his beloved friend, using her life as a tool to bring Ebris to his knees. As he held Evangeline in his arms, Ebris' soul was banished to the outer planes, much like Petros.

Once Ebris was dealt with, Aziraphale knew it wouldn't be long until Nythriel returned from his raids. So he held in his pain and sadness and waited for hours, hours which turned into days, then weeks. Nythriel never returned. As far as the people of Surya are concerned, they never returned anywhere. They haven't been seen since Ebris was slain. Aziraphale chalked it up to Nythriel's chaotic nature, simply dragging him into the winds. However, not knowing if he was dead rests in Aziraphale's mind to this day.

AASIMAR EXODUS

Once the city of Verant had been reclaimed, Aziraphale realized that the divinity the gods had granted his followers was far too much for man to handle in its current state. Over the next few months, Aziraphale worked with artificers to create a divine rod, something that could channel everything he had. Once it was complete, he walked to the center of Verant and slammed it into the ground, sending quakes across the city and wrenching all of it from the earth. Verant rose above the land and took its perch hundreds of feet in the air. He declared it a place for the Aasimar to go and be safe from the ire of man, a city of their own so that they could not be used any further. The rod now acts as a beacon; each Aasimar that comes of age in Surya feels its pull and is guided to their people. This process destroyed Aziraphale, weakening him until he was nothing but a man once more, a feeling for which he was grateful.

He remained with the people left behind by his ritual for a while, letting the government reform and guiding it to become a guild-based elective monarchy. He wanted the fate of their civilization to be in the hands of the people who built it. Carpenters, stonemasons, hunters, and blacksmiths rose to power and rebuilt the city in honor of Aziraphale's efforts and sacrifices. These people began building Verant once more, filling in the crater left behind by what people came to call the Isle of Aziraphale. Once the city was finished, Aziraphale left once more; he needed to seek the audience of the gods who had granted him this power. He walked for months, visiting each holy site he could find, praying to Valoria to grant him an audience. Eventually, he gained that ear and begged her to limit what power could be granted to her children. Valoria heard him but did not act without cost: Aziraphale was to remain on Surya forever, to watch mortal men and ensure the gods never overstep in their gifts again.

THE SERAPHIC HOSTS

As time went on in Surya, these angelic figures filled historical recollections. For the most part, they are listed by name, but anyone who has come across them since they stepped out of the spotlight might know them as the Seraphic Hosts. In the centuries that followed, the four of them came to their own separate conclusions about their relationship with the gods. Seemingly abandoned by their patrons after Aziraphale's deal, they each

decided to abandon humanity as much as they possibly could. Additionally, they saw it fit that they no longer be an arm for their god. Now, they live their own unique lives. Petros and Ebris reside somewhere in the outer planes, only putting their hands on the cosmic scales if the request is closely tied to their own beliefs. Nythriel, while unconfirmed, is also assumed to be somewhere out in the outer planes with a similar mentality regarding such matters. So now, the gods call them Seraphic Hosts, a classification of angels unique to them and them alone. Beyond the reach of divine manipulations, the gods only beseech the Seraphic Hosts in moments of desperation, hoping that their cause is substantive enough to be rallied behind.

SPECIES

TIEFLING ORIGINS

It was later discovered that the birth of a Tiefling was not exclusive to acts of denouncement of their Aasimar heritage. Instead, it was thrust upon any individual, Aasimar or not, who betrayed their god's tenets in a significant enough way. Many such stories exist in which a devout worshiper makes a deal with an antithetical force and is thus marked with Tiefling-hood. This indicates to researchers and historians that the mere promise of a heinous act, without the act itself, was enough to bring upon the scorn of their deity. Betrayal, it seems, is above all the primary motivation for these punishments.

The original Tieflings were transformed from their Aasimar form as punishment for renouncing their god. Each Tiefling's unique shade was based on their reason for renouncing divinity. The colors are as follows:

SIN	COLOR
Lust	Pastel Pink
Gluttony	Gold
Pride	Violet
Sloth	Light Blue
Wrath	Red
Greed	Orange
Envy	Green

FORSWORN TIEFLINGS

Initially, only good people who were punished for changing their ways became Tieflings. However, an

uncommon phenomenon arose wherein evildoers who shed their servitude to an evil deity or abandoned their goals of violence or criminality would also be marked by an evil god. These Forsworn Tieflings were created to be marked against criminal organizations and churches of the evil gods so that they may be punished for turning against their ways. Those who are made this way often do not survive being the target of such ire, but if they do, they serve as beacons of hope to those who might fear the repercussions of renouncing their ways of ill repute.

The Forsworn are marked by becoming albino, their eyes turning yellow, and glass-like transparent horns that protrude from their heads.

TIEFLING (FORSWORN)

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1
Speed: 30 ft.

Size. You are medium or Small. You choose this when you select this race.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Hellish Resistance. You have resistance to fire damage.

Courage of the Defiant. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *heroism* spell once you with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *calm emotions* spell once with this trait, and regaining your ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

MALEFIC SCION AASIMAR

Similarly to the Forsworn Tieflings, there is an evil counterpart for regular Aasimar. While it is commonly observed for an Aasimar to fall, a Malefic Scion is an Aasimar born with the divine gift of their family's god. Evil gods usually refrain from giving distinctive physical gifts to their devout, but in cases where a being rises to such heights that ostentatious pride is of no concern, a god might grant them an Aasimar child. These children are born with brightly colored eyes, skin with a faint shimmering translucency, and some kind of natural weapon, such as claws, teeth, or a tail. A Malefic Scion is a rare gift and might come with downsides

if they wish to live their own life, but it almost always cements an evil lineage in the history books.

AASIMAR (MALEFIC SCION)

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1
Speed: 30 ft.

Size. You are Medium or Small. You choose this when you select this race.

Ostentatious Resistance. You have resistance to fire and radiant damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Dark Gift. As an action, you can touch a creature's weapon and roll a number of d4s equal to your proficiency bonus. The creature's next weapon attack deals additional necrotic damage equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.

Twisted Talent. You know the *friends* cantrip. Charisma is your spellcasting ability for it.

Mantle of Influence. When you reach 3rd level, you can reveal an embodiment of your heritage. As a bonus action you transform, you grow horns and a pleasant aroma fills the air, embodying the recipients fondest memories. Creatures other than your allies within 20 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or have disadvantage on all Charisma based skill checks until the transformation ends. This transformation lasts for 1 minute or until you end it as a bonus action.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

SPELLS

EVANGELINE'S CHAIN HEALING

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

As you channel holy restorative lightning, your hands thrum with both destructive and restorative energy. Choose a creature within range. You can either cause the target to regain hit points equal to 4d12 + your spellcasting ability modifier, or force the target to make a Constitution saving throw. On

a failed save, the target takes 4d12 lightning damage plus your spellcasting ability modifier, or half as much on a successful save.

Additionally, if the last effect of this spell was to deal damage and the target failed their saving throw, choose a new target within 30 feet of the original target. The new target regains hit points equal to 4d8 + your spellcasting ability modifier, if the target succeeds on it's saving throw increment the die size twice and heal 4d6 instead. If the last effect of this spell was to heal, choose a new target within 30 feet of the original target. The new target must make a Constitution saving throw, taking 4d8 lightning damage plus your spellcasting ability modifier on a failed save, or half as much on a successful save.

This process continues, decreasing the die size incrementally (4d12, 4d10, 4d8, 4d6, 4d4) until the spell ends after the 4d4 roll. If the target succeeds on their saving throw and incrementing the die size would result in a size lower than 4d4 the spell ends.

CREATURES

TIPS FOR KILLING SERAPHIC HOSTS

GENERAL TIPS

- Have the party gather information on their respective target. Learn what kinds of damage the Host deals and have them be able to brew or buy resistance potions based on what they find out.
- Homebrew some sort of solution to the problems a particular Seraphic Host might pose: a set of shackles to disable Petros' magical immunity, a talisman that makes a player unable to gain temporary hit-points to avoid Aziraphale's nuclear-tier explosions, a unique compound that, when disintegrated by Nythriel's Aura of Annihilation, will disperse an angel-wounding gas, or any number of ways to use the *mind blank* spell to protect your most valuable party members from possession!
- Structure the fights with these individuals in stages, each one weakening them and turning off/down a core feature that makes them tough to fight in one go. Ambush Petros while he rests and steal or destroy his powerful spear *Force*!

PETROS, SERAPHIC HOST OF LAW

Have your players learn that Petros has trouble staying on its targets and force them to use their Equal Playing Field ability so that its attacks start to miss. You could also have them try to lure Petros somewhere that requires a speed type like swimming or burrowing, which would force it to use that ability.

AZIRAPHALE, SERAPHIC HOST OF GOOD

Constructs and undead are largely immune to healing. If the party discovers that Aziraphale's primary method of murder is over-healing someone, they might seek ways to achieve lichdom, become a construct, or simply recruit those kinds of allies to take Aziraphale down.

NYTHRIEL, SERAPHIC HOST OF CHAOS

Nythriel can be defeated by reducing the number of attacks he can make with Infinite Retaliation. A good strategy for defeating him would be to raise your party's Charisma saves as much as possible so they can't be forced to attack and to front-load all of your damage into one or two attacks! Rogues and Paladins are Nythriel's nightmare.

EBRIS, SERAPHIC HOST OF EVIL

The best way to defeat Ebris is to use your party's hit points as much as possible and then find a way to end the possession, while simultaneously whisking that ally to safety. Alternatively, you could run your highest damage ally into Ebris and bait a juicy possession, then use your method of anti-possession so that they are able to lay into Ebris on their next turn.

CHALLENGE NOTE

These creatures are not meant to be fought by a standard adventuring party. The Seraphic Hosts are intended to be set pieces that your players gather allies for, seek out their weaknesses, or go on quests for unique weapons just to be able to win. Below are some recommended ways for your party to take down Seraphic Hosts.

ADDITIONAL NOTE

Your players don't necessarily have to kill one of the hosts, there might not be a good reason for them to do so. You could have them seal them away, or use one to help them deal with the other. Sure, if it has a stat-block, you can kill it! However, there are far more ways to use these admittedly kind of bonkers stat-blocks.

PETROS, SERAPHIC HOST OF LAW

Large Celestial, Lawful Neutral

Armour Class 28

Hit Points 100 + the total number of hit-points of all hostile creatures in the combat when it begins

Speed 60ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26	18	22	22	30	18

Saving Throws Str +17, Con +15, Wis +19

Skills Athletics +17 Perception +28 Insight +28

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

Damage Resistances necrotic

Senses darkvision 300ft., truesight 240 ft., passive Perception 38

Languages all, telepathy 10 miles.

Challenge variable (30+)

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

Limited Magical Immunity. Petros is immune to spells of 5th level or lower that are on the Cleric or Paladin spell list unless it wishes to be affected. It has advantage saving throws against all other spells and magical effects.

Marble Skin. If Petros takes 15 or less damage from an attack, they instead take no damage.

Always on Time. Petros does not roll initiative at the start of combat, instead, twice per round at the end of another creatures turn Petros can choose to take their turn. Any effects or saving throws that occur at the start or end of a creatures turn occur on both of Petros' turns. This includes reactions and legendary actions returning and rolling for ability recharges.

Magic Weapons. Petros' weapon attacks are magical.

Chaos Correction. Whenever *Equal Playing Field* is not available, attacks Petros makes do not automatically hit. Instead, roll a d20. On a roll of 1-10, the attack misses. On a roll of 11-20, the attack hits.

ACTIONS

Multiattack. Petros makes four attacks, two Force or Force (Thrown) attacks and two Correction attacks. Force returns to Petros' hand at the end of their turn.

Force (Spear). *Melee Weapon Attack:* automatic hit, reach 10ft., one target. *Hit:* 100 radiant damage.

Force (Thrown). *Ranged Weapon Attack:* automatic hit, range 40/120 ft., one target. *Hit:* 100 radiant damage, and the targets walking speed is reduced to 0 until the end of their turn.

Correction (Shortsword). *Melee Weapon Attack:* special to hit, reach 5ft., one target. *Hit:* 50 radiant damage, and the target must succeed on a DC 27 Dexterity saving throw or drop one item of Petros' choice.

Equal Playing Field (Recharge 5-6). Petros drags equalizes the playing field, dragging up or pulling down his opponents to his speed. Petros lets out a pulse of divine magic in a 120-foot radius. Each creature in the area must make a DC 27 Charisma saving throw. On a failure, their walking and flying speed become equal to Petros' and all other forms of movement become 0. A creature affected by this ability makes a saving throw at the end of each of their turns, removing this effect on a Success. If Petros' movement changes for any reason, any creatures currently affected by this ability also adjust their speed to match.

VARIABLE HP MECHANICS

When a new combatant enters the initiative, increase Petros' max hit-points and current hit-points by an amount equal to the creatures current hit-points. If the combat ends before Petros' hit-points reach zero, his hit-points return to 100 as though he had never been harmed.

Additionally, if a creature exits the combat with more than 0 hit-points, Petros loses hit-points equal to the amount of hit-points the creature had when it left combat to a minimum equal to 100 + the current total hit-points of all remaining hostile creatures.

AZIRAPHALE, SERAPHIC HOST OF GOOD

Large Celestial, Neutral Good

Armour Class 30

Hit Points 650

Speed 60ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20	22	26	20	24	30

Saving Throws Dex +15, Con +17, Cha +19

Skills Acrobatics +15 Perception +16 Persuasion +28

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

Damage Resistances necrotic

Condition Immunities blinded, charmed, deafened, frightened, grappled, restrained

Damage Vulnerabilities healing

Senses darkvision 300ft., truesight 240 ft., passive Perception 25

Languages all, telepathy 10 miles.

Challenge 30+

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

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

Vital Awareness. Aziraphale is constantly aware of the following information regarding any living creature within 500 ft. of him:

- Their current hit-points.
- Any conditions, diseases or spells affecting them.
- Their current temporary hit-points.

Radiant Excess. When healing Aziraphale grants would bring a creature's hit-points above their maximum hit-points, the excess is granted as temporary hit-points. Unlike normal, these temporary hit-points are not overwritten by granting a different source of temporary hit-points. If a creature's temporary hit-points exceeds their maximum hit-points they explode, dealing radiant damage equal to the current amount of temporary hit-points to all creatures including themselves in a 10-foot radius around them. The creature then gains two points of exhaustion and falls prone. Temporary hit-points gained this way disappear 1 hour after the last time the creature was healed.

Heal Saves. When Aziraphale targets an unwilling creature with a healing spell such as *cure wounds* the creature must succeed on a Wisdom saving throw equal to Aziraphale's spell save DC. On a failure, the creature is healed for the full amount. On a success, the creature heals for half the amount.

Aura of Infinite Grace. Aziraphale's divine beauty instills a sense of awe in his enemies. Whenever an enemy within 20 feet of Aziraphale makes a saving throw, it must subtract 5 from the roll.

Magic Weapons. Aziraphale's weapon attacks are magical.

ACTIONS

Multiattack. Aziraphale makes four attacks.

Clemency (Longbow). *Ranged Weapon Attack:* +15 to hit, range 150/600 ft., one target. *Hit:* 17 (2d10+6) radiant damage. If the target is below 50% of its maximum hit points, the attack deals triple damage.

Spellcasting. Aziraphale casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 27):

At Will: *command*, *cure wounds* (6th-level), *freedom of movement*, *healing word* (6th-level), *mass cure wounds*, *mass healing word*

3/day each: *greater restoration*, *heal*

1/day each: *gate*, *mass heal*, *true resurrection*

LEGENDARY ACTIONS

Aziraphale 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.

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

Lay on Hands. Aziraphale touches a creature and heals them for 3d8 + 10 hit-points.

Move. Aziraphale moves up to its speed without provoking attack of opportunity attacks.

Cast a Spell. Aziraphale casts a spell that it can cast at will.

PF2E INSPIRATION

The *Radiant Excess* ability is heavily inspired, if not a direct rip from the PF2e Gliminal. I thought it fit here and decided to convert it for my 5e monster! I think the dynamic for this monster will be significantly different, but I didn't want to take credit for another talented writer's idea.

Word of Recall (Costs 3 Actions). Aziraphale casts the *word of recall* spell.

NYTHRIEL, SERAPHIC HOST OF CHAOS

Large Celestial, Chaotic Neutral

Armour Class 28

Hit Points 600

Speed 150ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20	30	28	26	24	24

Saving Throws Dex +19 Con +18 Cha +16

Skills Acrobatics +19 Deception +24 Intimidation +24 Persuasion +24 Stealth +28

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

Damage Resistances lightning, radiant

Damage Vulnerabilities cold

Condition Immunities blinded, charmed, frightened, grappled, paralyzed, prone, stunned

Senses darkvision 200ft., truesight 60ft., tremorsense 400ft., passive perception 17

Languages all, telepathy 100 feet.

Challenge 30+

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

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

Magic Weapons. Nythriel's weapon attacks are magical.

Uncertainty Principle. Nythriel's attacks are unpredictable, even to himself. Instead of rolling normally to hit, Nythriel rolls a d20 for

each attack. On a roll of 1-10, the attack misses; on a roll of 11-20, the attack is a critical hit. This ability can be disabled if Nythriel is targeted by a spell cast at 5th level or higher that could elicit a chaos-reducing effect, such as, but not limited to: *calm emotions*, *charm monster*, *charm person*, or *command*. Once disabled, this ability remains so until the start of Nythriel's next turn.

Aura of Annihilation. While Nythriel is conscious, he exudes a nightmarish aura that disintegrates matter to add to his form. At the start of each of his turns, Nythriel can choose any number of creatures he can see within 50 feet of him. Each chosen target takes 10d10 force damage. Nythriel regains hit points equal to half the total amount of damage dealt to each target.

Additionally, each instance of damage dealt to Nythriel reduces the range of this ability by 5 feet until the end of his next turn.

Inescapable. Nythriel can use a special reaction on every turn to make an attack of opportunity. This ability does not use expend Nythriel's normal reaction.

ACTIONS

Infinite Retaliation. Nythriel can make one attack against each creature that caused it to take damage or forced it to make a saving throw or ability check since its last turn. If it is Nythriel's first turn in the initiative order, he makes an attack against each enemy that has a higher initiative than him.

Unending Rending. *Melee Weapon Attack:* +19 to hit, reach 20ft., one target. *Hit:* 1d100+10 slashing damage.

Drowning Insanity (Recharge 5-6). Nythriel lets out a mind-bending screech, muddling the minds of his enemies and bringing them closer to the brink of uncertainty. Each creature of Nythriel's choice that can hear him must succeed on a DC 27 Charisma saving throw or act on their next turn as follows: each creature names two actions they would like to perform on their next turn. When their turn begins, roll 1d4. On a roll of 1, they perform their first choice. On a roll of 2, they perform their second choice. On a roll of 3, they move and use their action to dash in a direction of Nythriel's choosing. On a roll of 4, they perform an action of Nythriel's choice to the best of their ability. Unless otherwise stated they are free to use their movement and bonus actions as normal. On a successful save, the creature takes 12d6 psychic damage and acts normally on their turn.

LEGENDARY ACTIONS

Nythriel 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.

Unending Rending. Nythriel makes an Unending Rending attack.

Move. Nythriel moves up to its speed without provoking opportunity attacks.

Drowning Insanity (Costs 3 Actions). Nythriel uses its Drowning Insanity ability. If it is currently not recharged, using this legendary action causes it to recharge.

EBRIS, SERAPHIC HOST OF EVIL

Medium Celestial, Neutral Evil

Armor Class 10

Hit Points 450

Speed 0 ft., fly 240 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18	28	20	26	26	30

Saving Throws. Dex +18 Wis +17 Cha +19

Skills Deception +27 Intimidation +27 Persuasion +27

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 200ft., truesight 60ft., passive perception 18

Languages. all, telepathy 100 ft.

Challenge 30+

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

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

Cursed Invulnerability. While Ebris is not currently possessing a creature, it is immune to all damage. Once Ebris leaves a possessed creature, by choice or by force it loses immunity to damage dealt by that creature until the end of its next turn.

ACTIONS

Possession. One creature that Ebris can see within 5 feet of it must succeed on a DC 27 Charisma saving throw or be possessed by Ebris; Ebris then disappears, and the target is incapacitated and loses control of its body. Ebris now controls the body but doesn't deprive the target of awareness. Ebris can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics and knows all of the possessed creature's capabilities, including knowledge, class features, and proficiencies. Additionally, while possessing a creature, Ebris takes half the damage dealt to the possessed creature.

The possession lasts until the body drops to 0 hit points or Ebris ends it as a bonus action. Ebris is ejected if the target falls unconscious. When the possession ends, Ebris reappears in an unoccupied space within 5 feet of the body. The target is immune to Ebris' Possession for 24 hours after succeeding on the saving throw or after the possession ends.

While possessing a creature, Ebris takes the creature's turn for them and also gets its own turn in which it can only use actions listed in the "Possession Actions" section.

POSSESSION ACTIONS

Arcane Reinvigoration. Ebris channels its power into the possessed victim. The possessed target immediately regains expended spell slots with a combined level of 15.

Fiendish Charm. Ebris attempts to make the victim more beguiling to those it wishes to deceive. Until the end of Ebris' next turn, the possessed victim has advantage on all Charisma skill checks.

Vengeful Surge. Ebris infuses the possessed victim with a surge of aggressive energy. Until the end of Ebris' next turn, the possessed target can make one additional attack when it takes the Attack action on its turn.

Life Conduit (Recharge 5-6). Ebris infuses the possessed victim with a surge of dark energy. The possessed target's next successful melee weapon attack deals an additional 8d10+9 necrotic damage. Ebris regains hit points equal to the necrotic damage dealt.

REACTIONS

Parasitic Healing. When a creature Ebris is possessing is targeted by a spell that would increase its hit points in any way, Ebris can use its reaction to cause the healing to affect itself instead.

GM ADVICE

This monster can in trusted groups almost run itself! Whenever it's possessions succeeds, if you have trust in your players, tell them to play their character in Ebris' best interest and have them attack their fellow party members. As the DM you can still make the possession actions and roleplay through the mouth of the possessed target, but i've had a lot of success with the drama of players having to turn on the party.

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