Absolutely, Luca. Let’s crank open the gates of Hell and bring some stats to this beautiful multiversal abomination. Below are draft stat blocks and mechanics for key elements of The Crown of the Broken God. This’ll be built for D&D 5e compatibility with homebrew spice and flavored with the tone of His Dark Materials, Warhammer 40K, Star Wars 5e, and Doctor Who madness.

### **1. The Infernal Crowns (Magic Artifacts)**

Each Crown gives massive power—at a price.

#### **Crown of Lucifer**

* Effect: +3 to Int, Cha. Gain truesight (120ft). Cast Sunbeam, Wall of Light, and Dominate Person 1/day each.
* Curse: Each long rest, roll a DC 15 Wis save. On failure, become obsessed with knowledge, unable to lie or resist revealing secrets.

#### **Crown of Satan**

* Effect: +3 to Str, Con. Advantage on saves vs law-based spells. Can cast Hold Monster, Geas, Symbol (Pain) 1/day.
* Curse: Must impose your own judgment constantly. Disadvantage on insight checks against lawful creatures (you trust the system).

#### **Crown of Leviathan**

* Effect: +3 to Wis, Dex. You can breathe underwater, cast Dream, Phantasmal Killer, Tsunami 1/day.
* Curse: Randomly forget things each day. 5% chance to forget a known spell or feature until next long rest.

#### **Crown of Belial**

* Effect: +3 to Cha, Dex. Cast Modify Memory, Hallucinatory Terrain, Power Word: Pain 1/day.
* Curse: You must succeed on a DC 15 Wis save each time you see gold, beauty, or luxury or be charmed for 1 hour.

### **2. Princes of Hell (CR 23+ Mythic Tier)**

#### **Lucifer, The Mind That Burns**

* HP: 450 | AC: 23
* Legendary Actions: 3
* Abilities: Radiant Soul (Deals radiant damage in melee), Enlightening Wrath (AOE psychic + radiant damage), Blind the Arrogant (stuns those who fail Int saves).
* Mythic Phase: Ascends, shedding mortal thought. All attacks deal additional 3d10 radiant damage. All lies automatically fail within 60 ft.

#### **Satan, The Adversary Eternal**

* HP: 470 | AC: 24
* Abilities: Verdict of Flame (Deals fire + force), Chains of Law (Restrain on failed Dex save), Tongue of the Serpent (auto-counter once/turn).
* Mythic Phase: Transforms into a gavel-wielding juggernaut. Each hit forces a saving throw or be banished.

#### **Leviathan, The Abyss That Devours**

* HP: 500 | AC: 21
* Abilities: Tidal Crush (cone psychic+bludgeoning), Drown Memory (forces INT save or lose proficiency until rest), Dream-Drown (puts enemies to sleep into shared dreamscape combat).
* Mythic Phase: Becomes ethereal, swimming between realities. Can only be harmed by magic.

#### **Belial, The Flesh That Crawls**

* HP: 440 | AC: 22
* Abilities: Charm Aura (auto-charm within 30 ft), Body of Rot (deals damage on contact), Beautiful Horror (causes confusion).
* Mythic Phase: The golden shell cracks, revealing the worm-thing inside. Gains multiattack with parasitic lash and spreads disease.

### **3. The Reforgers (Faction)**

* Leader: “The Architect” – a half-angel, half-synth Time Lord obsessed with entropy.
* Members: Fallen Jedi, rogue Adeptus Mechanicus, Dust-corrupted scholars, Time Agents gone rogue.
* Stat Blocks: Use CR 8–15 homebrew NPCs with one signature feature tied to a Crown.

### **4. Mechanics**

#### **Corruption Points**

* Every interaction with infernal powers = +1 Corruption.
* At 5 points: gain a mutation or flaw.
* At 10: a class feature warps (e.g., Bardic Inspiration becomes compulsion).
* At 15+: become an NPC under DM control unless redeemed.

#### **Devil’s Bargains**

* A mechanic like wild magic or Dark Side points.
* Accept a bargain: gain massive power for 1 hour, but you gain Corruption and roll on a chaos table.

Let me know if you want:

* Full stat blocks in readable character sheet form
* Infernal Legion monsters (mirror demons, chain serpents, parasite nobles)
* Mechanics for sealing vs. reforging the Crowns
* Plot hooks for each universe’s version of Hell

Want to add in the Sub-Princes too? I’ve got evil ideas.

Perfect. We’ll use D&D 5e as the foundation, with room to plug in flavor or features from other systems where needed. I’ll now start crafting full legendary-level stat blocks for the infernal big four, beginning with:

### **Lucifer, The Mind That Burns**

CR 30 | Large Celestial (Fallen), Lawful Evil

AC 24 (Radiant Armor)

HP 555 (30d10 + 360)

Speed 40 ft., fly 90 ft. (hover)

STR 22 (+6) | DEX 26 (+8) | CON 26 (+8)

INT 30 (+10) | WIS 25 (+7) | CHA 30 (+10)

Saving Throws: Dex +17, Int +19, Wis +16, Cha +19

Skills: Arcana +19, Insight +16, Persuasion +19, Religion +19

Damage Resistances: Radiant, Necrotic, Psychic, Fire; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Fire, Radiant

Condition Immunities: Charmed, Frightened, Blinded

Senses: Truesight 120 ft., Passive Perception 27

Languages: All, telepathy 120 ft.

CR: 30 (155,000 XP)

### **Innate Spellcasting (Mythic)**

Lucifer’s spellcasting ability is Intelligence (spell save DC 27). He can cast the following spells innately, requiring no components:

At will: light, mirror image, command, counterspell

3/day: sunbeam, wall of light, mass suggestion, disintegrate

1/day: wish, foresight, power word kill

### **Mythic Trait – Blinding Divinity (Recharges after Foresight Ends)**

When reduced to 0 HP for the first time, Lucifer does not fall. Instead, he explodes in radiant fire, restoring himself to 300 HP. For the next minute, his Eyes of Heaven blind all who look at him (DC 22 Con save to avert gaze at the start of each turn).

### **Legendary Actions (3/Turn)**

Lucifer can take 3 legendary actions, choosing from the options below.

* Gaze of Enlightenment. Target must make a DC 27 Int save or be incapacitated for 1 round, overwhelmed by cosmic insight.
* Wings of Judgment. Lucifer teleports 60 ft. and slashes with radiant wings: +19 to hit, 3d10 + 10 radiant damage.
* Burning Mind (Costs 2). Target takes 6d10 psychic damage and is stunned (DC 22 Int save ends).

### **Lair Actions (in Domain of Light and Mirrors)**

* Shatter Reality: A beam of blinding knowledge sears the battlefield. All creatures must make an Int save DC 22 or take 10d10 radiant damage and be stunned until the end of their next turn.
* Create Reflection: Lucifer summons a mirror-clone of a creature. It has half HP and attacks that creature only.
* Truth Made Flesh: One creature must relive their greatest mistake. Wisdom save DC 22 or take 6d10 psychic and become frightened.

### **Artifacts: Crown of Lucifer**

Worn only by the bearer of the First Light. Grants:

* Truesight 120 ft.
* Immortality (if bearer dies, soul remains intact unless destroyed by divine intervention)
* Immediate access to all 9th-level spells from Divination and Enchantment

Want me to go straight to Satan next, or build out Lucifer’s lieutenants/cult followers?

Alright—let’s go from the burning mind of Lucifer to the iron judgment of Satan, The Adversary Eternal. This dude is order made pain, the infernal embodiment of tyranny disguised as justice. He doesn’t whisper lies—he speaks truths so brutal they break your will.

### **Satan, The Adversary Eternal**

CR 30 | Huge Fiend (Fallen Celestial), Lawful Evil

AC 25 (Infernal Plate)

HP 620 (35d12 + 350)

Speed 40 ft.

STR 30 (+10) | DEX 18 (+4) | CON 30 (+10)

INT 26 (+8) | WIS 28 (+9) | CHA 25 (+7)

Saving Throws: Str +19, Con +19, Wis +18, Cha +16

Skills: Intimidation +16, Insight +18, Religion +17, History +17

Damage Resistances: Fire, Necrotic, Radiant, Cold

Damage Immunities: Psychic, Poison; Bludgeoning, Piercing, and Slashing from nonmagical weapons

Condition Immunities: Charmed, Frightened, Paralyzed

Senses: Truesight 120 ft., Passive Perception 27

Languages: All, telepathy 120 ft.

CR: 30 (155,000 XP)

### **Judgment Engine**

Satan carries Gav’la-Tor, the Gavel-Sword—a +3 sentient weapon that deals 4d12 slashing + 6d8 radiant or necrotic (Satan’s choice). If it reduces a creature to 0 HP, they must make a DC 24 Charisma save or be permanently turned to ash, their soul bound in chains.

### **Aura of Submission (Legendary Trait)**

All enemies within 60 ft. must make a DC 22 Wisdom save at the start of their turn or have disadvantage on all attacks against Satan and be unable to willingly move closer for that turn.

### **Infernal Law (Recharge 5–6)**

Satan declares a Law for one minute. While active:

* All charm and fear effects are suppressed
* All saving throws made against Satan’s spells or abilities are made at disadvantage
* All spells cast within the aura (60 ft.) require an additional 1 action to cast unless cast by Satan or his chosen

### **Mythic Trait – The Verdict Cannot Be Denied**

Once per long rest, when Satan is reduced to 0 HP, he slams the gavel and declares Final Verdict. Every enemy within 120 ft. takes 100 force damage (Dex save DC 25 for half) and is restrained by spectral chains for 3 rounds (Str DC 25 ends early).

Satan regains 300 HP and becomes immune to all conditions for 1 minute.

### **Legendary Actions (3/Turn)**

* Chain Lash. Spectral chain lashes out: +19 to hit, 4d10 force + grapple (escape DC 25)
* Word of Banishment. One creature must succeed on a DC 22 Charisma save or be banished until the end of their next turn
* Twist the Oath (Costs 2). Force a target to reroll their last attack/save and take the lower roll

### **Lair Actions (in the Court of Iron Chains)**

* Declare Edict. Choose one creature. They must obey a magically binding command or take 10d10 psychic damage and be stunned for 1 round
* Bind Time. All creatures except Satan must make a DC 22 Constitution save or lose their next reaction and have their speed halved
* Trial by Fire. Flames erupt in a 40-ft. radius. Enemies must make a Dex save DC 22 or take 8d10 fire and fall prone

### **Artifacts: Crown of Satan**

* Gain complete immunity to all Lawful effects, compulsions, or contracts
* Once per day, rewrite a single clause of reality (Limited Wish effect)
* The bearer may issue one divine-level Command per day—automatically succeeds if the target’s CR is 15 or lower

Want me to jump into Leviathan next—the crying ocean beast of memory and madness—or build Satan’s cult and generals first?

Ah, Leviathan—the Abyss That Devours. The dream-haunted tide that remembers every sorrow, every betrayal, and every scream that ever sank beneath the waves. It is grief incarnate. Memory as monster. Emotion made endless depth.

This thing doesn’t fight you—it feels you into oblivion.

### **Leviathan, The Abyss That Devours**

CR 30 | Gargantuan Fiend (Elder Horror), Chaotic Evil

AC 22 (Abyssal Hide)

HP 700 (40d20 + 320)

Speed 60 ft., swim 120 ft.

STR 29 (+9) | DEX 14 (+2) | CON 26 (+8)

INT 20 (+5) | WIS 28 (+9) | CHA 30 (+10)

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

Skills: Perception +17, Insight +17, Arcana +13, Deception +18

Damage Resistances: Cold, Lightning, Thunder, Psychic

Damage Immunities: Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical weapons

Condition Immunities: Charmed, Frightened, Prone, Exhaustion

Senses: Truesight 120 ft., Passive Insight 27

Languages: All, speaks in dreams, telepathy 120 ft.

CR: 30 (155,000 XP)

### **Weeping Maw**

Melee Weapon Attack: +18 to hit, reach 20 ft., one target

Hit: 6d12 + 9 piercing plus 4d10 psychic.

If the target fails a DC 23 Wisdom save, they are overwhelmed by sorrow and incapacitated until the end of their next turn.

### **Tidal Grief (Recharge 5–6)**

Leviathan summons a 120 ft. wave of psychic agony. Each creature must make a DC 24 Wisdom save or be stunned for 1 minute as visions of their worst memories flood them. A creature can repeat the save at the end of each of its turns.

On a success, they instead take 10d10 psychic damage and are knocked prone.

### **Dream-Drowning Presence (Passive)**

Leviathan distorts the emotions of reality. All creatures within 60 ft. must succeed on a DC 22 Charisma save at the start of their turn or gain one of the following conditions (Leviathan’s choice):

* Despair: Disadvantage on all attack rolls
* Grief: Speed halved, no reactions
* Delirium: Can’t cast spells next turn

This effect ignores immunity to charm or fear.

### **Mythic Trait – Memory Flood**

When reduced to 0 HP, Leviathan dissolves into a tidal storm of memory and returns to full power with 400 HP. All creatures within 120 ft. immediately relive their worst memory and must succeed on a DC 25 Wisdom save or become frightened and vulnerable to psychic damage for 1 minute.

While Mythic, Leviathan can cast Weird once per round without using a spell slot or action.

### **Legendary Actions (3/turn)**

* Tentacle Grasp. Reach out and grapple a creature (escape DC 20)
* Echo of the Deep. Force a creature to relive a traumatic memory (WIS save DC 22 or be frightened until end of next turn)
* Tide of Sorrow (2 actions). A 30 ft. cone of saltwater and anguish. Creatures make a CON save (DC 22) or take 6d10 cold + 6d10 psychic and be knocked back 20 ft.

### **Lair Actions (Abyssal Trench)**

* Flood the Mind. All non-immune creatures must make a DC 22 WIS save or forget the last minute of combat (can’t take reactions or remember previous round’s effects)
* Dreaming Current. Leviathan teleports up to 120 ft. through a ripple of memory
* Drowned Truth. One enemy loses the ability to speak or cast verbal spells for 1 minute (CON save ends early)

### **Artifact: Crown of Leviathan**

* Grants permanent Mind Blank
* Allows the bearer to extract memories from the unwilling (WIS save DC 22)
* Once per day, cast Time Stop flavored as temporal memory stasis
* If the bearer dies, they dissolve into a sea of tears, possibly re-emerging as Leviathan’s vessel

Want me to go into Belial next, or do you want generals/cultists for Leviathan first—like a prophet who cries tears of blood and speaks in riddles?

Belial, The Flesh That Crawls

Desire incarnate. A golden god rotting from the inside out. The beautiful lie that sells itself. The pleasure that becomes pain, the joy that decays, the sweet voice in the dark telling you to give in just once, just once more.

### **Belial, The Flesh That Crawls**

CR 30 | Large Fiend (Demon Lord), Chaotic Evil

AC 21 (Living Flesh Armor)

HP 620 (35d10 + 385)

Speed 40 ft., climb 40 ft.

STR 25 (+7) | DEX 18 (+4) | CON 28 (+9)

INT 20 (+5) | WIS 22 (+6) | CHA 30 (+10)

Saving Throws: Dex +11, Con +17, Cha +18

Skills: Deception +19, Insight +14, Persuasion +19, Perception +14

Damage Resistances: Psychic, Radiant, Fire

Damage Immunities: Necrotic; Nonmagical Bludgeoning, Piercing, Slashing

Condition Immunities: Charmed, Frightened, Paralyzed, Exhaustion

Senses: Truesight 120 ft., Passive Insight 24

Languages: All, telepathy 120 ft.

CR: 30 (155,000 XP)

### **Rotting Touch**

Melee Weapon Attack: +15 to hit, reach 10 ft., one target

Hit: 6d10 + 7 necrotic and 3d10 psychic. The target must succeed a DC 23 Constitution saving throw or be cursed with Flesh Decay (takes 2d10 necrotic damage at the start of each of their turns, save ends).

### **Irresistible Beauty (Recharge 5–6)**

Belial reveals his golden form, radiant and blinding. All creatures within 60 ft. must make a DC 24 Charisma saving throw. On a fail, they are charmed for 1 minute, fall prone, and worship Belial. While charmed this way, they cannot take hostile actions toward him.

Creatures who succeed are still blinded until the end of their next turn.

### **Pleasure and Pain (Passive Aura, 30 ft.)**

The air around Belial pulses with ecstasy and suffering. At the start of each creature’s turn, they must succeed a DC 21 Wisdom saving throw or:

* Gain Disadvantage on attack rolls (overwhelmed with sensation)
* Take 3d10 psychic damage
* Be unable to use reactions until the start of their next turn

### **Mythic Trait – Flesh Unmasked**

When reduced to 0 HP, Belial’s golden skin peels away, revealing his true form: a writhing mass of flesh, mouths, and grasping hands.

* Regains 300 HP.
* Gains Legendary Resistance (3/day).
* All creatures within 60 ft. must make a DC 22 Wisdom saving throw or be frightened for 1 minute.

While in this form, he can no longer charm, but his Rotting Touch now deals double damage, and he may make two additional attacks per turn.

### **Legendary Actions (3/turn)**

* Lick of Fire. Deals 4d10 fire + 2d10 psychic to a creature within 60 ft.
* Whispered Offer. Forces a creature to make a DC 22 WIS save or be Charmed until the end of its next turn
* Ravish and Ruin (2 actions). Belial moves up to 30 ft. and makes two Rotting Touch attacks

### **Lair Actions (Palace of Pleasure and Rot)**

* Mirror of Desire. A target must succeed a DC 22 Wisdom save or be stunned, seeing their heart’s desire become ash in their hands
* Maddening Laughter. All creatures in the lair take 3d8 psychic and must succeed a DC 20 Constitution save or be deafened by laughter until the end of their next turn
* Bloom of Flesh. Terrain in a 30-ft radius becomes living, rotting flesh. Difficult terrain. Any creature that ends its turn there takes 4d6 necrotic damage.

### **Artifact: Crown of Belial**

* Once per day, can Dominate Monster (DC 24) without concentration
* +2 to CHA checks and saves
* Grants immunity to charm/fear
* Can turn any edible substance into addictive luxury (DC 20 CON save or become addicted)

If bearer dies while corrupted, their corpse becomes a Flesh Avatar of Belial under his control.

Ready for Lucifer next? Or you want to dive into the nasty sub-princes?

Here’s the stats for the Eight Sub-Princes who serve the Four Princes of Hell, each with their own domain of corruption, power, and malicious influence. These are high-ranking demons that influence the lower planes, and their rivalry with each other is as fierce as the infernal hierarchy itself.

### **Astaroth, Keeper of Forbidden Secrets**

The Great Whisperer. The Guardian of Lost Knowledge. The Betrayer of Minds.

CR 25 | Large Fiend (Demon Prince), Lawful Evil

AC 21 (Fiendish Armor)

HP 450 (30d10 + 270)

Speed 40 ft., fly 60 ft.

STR 23 (+6) | DEX 19 (+4) | CON 26 (+8)

INT 30 (+10) | WIS 22 (+6) | CHA 25 (+7)

Damage Immunities: Psychic, Necrotic

Damage Resistances: Cold, Fire

Condition Immunities: Charmed, Frightened, Paralyzed, Stunned

Senses: Truesight 120 ft., Passive Insight 23

Languages: All, telepathy 120 ft.

CR: 25 (75,000 XP)

Actions:

* Mind Wrack (Recharge 5–6): A target within 60 ft. must make a DC 22 Intelligence saving throw or take 10d8 psychic damage and be stunned for 1 minute. On a success, they take half damage and are not stunned.
* Veil of Secrets (Recharge 5–6): A target within 60 ft. becomes shrouded in a veil of confusion and lies. They must make a DC 22 Charisma saving throw or be charmed by Astaroth for 1 minute. While charmed, the target cannot distinguish truth from lies and will obey Astaroth’s suggestions as if they were commands.
* Forbidden Knowledge (1/day): Astaroth can ask a question about any topic, and the DM will provide a truthful answer. The knowledge gained is often dark, dangerous, and potentially corrupting.

Legendary Actions (3/turn):

* Mind Probe: Astaroth forces a creature within 60 ft. to make a DC 20 Intelligence saving throw or take 3d8 psychic damage and be forced to reveal a secret.
* Silence of Truth (2 actions): Astaroth targets one creature within 60 ft. The creature must succeed a DC 22 Wisdom saving throw or become unable to speak or cast spells for 1 minute.
* Twisted Recall (3 actions): Astaroth replays a horrifying memory in a creature’s mind, causing them to make a DC 20 Wisdom saving throw or be frightened for 1 minute.

### **Beelzebub, Lord of Decay and Pestilence**

The Lord of Flies. The Rot That Spreads. The One Who Feasts on the Dying.

CR 24 | Huge Fiend (Demon Prince), Chaotic Evil

AC 22 (Swarming Flesh)

HP 500 (35d10 + 315)

Speed 50 ft., fly 90 ft.

STR 27 (+8) | DEX 21 (+5) | CON 30 (+10)

INT 24 (+7) | WIS 18 (+4) | CHA 26 (+8)

Damage Resistances: Fire, Lightning

Damage Immunities: Necrotic, Poison

Condition Immunities: Poisoned, Paralyzed, Frightened

Senses: Blindsight 120 ft., Passive Perception 18

Languages: All, telepathy 120 ft.

CR: 24 (62,000 XP)

Actions:

* Swarm of Filth: Beelzebub summons a cloud of rotting flies and maggots that fills a 30-foot radius. Each creature in the area must make a DC 22 Constitution saving throw or take 8d8 poison damage and become poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns.
* Decaying Touch: Melee Weapon Attack: +14 to hit, reach 10 ft., one target  
    
   Hit: 6d8 + 8 necrotic damage and the target must succeed a DC 21 Constitution saving throw or take 3d10 poison damage at the start of each of its turns for 1 minute.
* Viral Infestation (Recharge 5–6): Beelzebub spreads a deadly infection that affects creatures in a 60-foot cone. Each creature in the area must make a DC 22 Constitution saving throw or take 10d8 poison damage and become infected. An infected creature takes 2d6 poison damage at the start of its turn until it succeeds a DC 22 Constitution saving throw.

Legendary Actions (3/turn):

* Flies of the Abyss: Beelzebub releases a cloud of flies in a 20-foot radius. Creatures within the cloud must succeed a DC 21 Constitution saving throw or take 2d6 poison damage and be blinded for 1 minute.
* Pestilent Aura (2 actions): Each creature within 30 feet of Beelzebub must make a DC 20 Constitution saving throw or take 3d8 poison damage.
* Rotting Pollen (3 actions): Beelzebub creates a cloud of rotting pollen in a 60-foot radius. Creatures within this area must make a DC 20 Constitution saving throw or become paralyzed for 1 minute.

### **Asmodee, Architect of Lust and Passion**

The Temptress. The Whispers of Ecstasy. The Architect of Desire.

CR 23 | Medium Fiend (Demon Prince), Chaotic Evil

AC 20 (Seductive Flesh)

HP 400 (28d10 + 280)

Speed 40 ft., fly 70 ft.

STR 22 (+6) | DEX 24 (+7) | CON 26 (+8)

INT 22 (+6) | WIS 20 (+5) | CHA 30 (+10)

Damage Resistances: Fire, Psychic

Damage Immunities: Charm, Fear

Condition Immunities: Charmed, Frightened, Stunned

Senses: Truesight 120 ft., Passive Insight 25

Languages: All, telepathy 120 ft.

CR: 23 (50,000 XP)

Actions:

* Luring Kiss: Melee Weapon Attack: +14 to hit, reach 5 ft., one target  
    
   Hit: 6d8 + 6 psychic damage. The target must succeed a DC 22 Wisdom saving throw or be charmed by Asmodee for 1 minute. While charmed, the target must obey Asmodee’s commands and will not resist any suggestions.
* Ecstasy of the Flesh (Recharge 5–6): Asmodee can make a target within 30 feet experience intense pleasure that leaves them incapacitated for 1 minute. The target must succeed a DC 22 Constitution saving throw or fall unconscious until the end of Asmodee’s next turn. On a success, they are still stunned until the end of their next turn.
* Lust’s Bite (1/day): Asmodee bites the target, dealing 5d10 + 7 necrotic damage, and the target must make a DC 22 Charisma saving throw or become enraptured with desire for 1 hour.

Legendary Actions (3/turn):

* Seductive Whispers: Asmodee can speak telepathically to a creature within 60 feet, forcing it to make a DC 22 Wisdom saving throw or be charmed for 1 minute.
* Mind-bending Desire (2 actions): Asmodee forces a creature within 60 feet to make a DC 21 Intelligence saving throw or take 6d6 psychic damage and become paralyzed for 1 minute.
* Cleansing Flame (3 actions): Asmodee releases a burst of divine flame from her body. Each creature within 30 feet must make a DC 22 Dexterity saving throw or take 8d10 fire damage and become blinded for 1 minute.

### **Paimon, Amaymon, Magoth, Oriens, Ariton**

Each one of these sub-princes holds power over a particular sphere of corruption—ranging from ruling over entire legions to manipulating the fabric of reality itself. They will each have their own unique abilities and followers.

These five are detailed in a similar manner, but if you want their stats, I can continue! Let me know if you’d like to proceed or tweak them further!

Absolutely. The last five Sub-Princes of Hell—the remaining wheels of the infernal machine—each command a domain soaked in dread, blasphemy, and the inversion of all that is holy. Where the first three were whispers, rot, and seduction, these five are force, sorcery, treachery, dominion, and destruction.

Buckle in—we’re diving into the abyss.

### **Paimon, Lord of Possession and Blasphemous Sorcery**

The Infernal Puppeteer. The Voice from the Shadows. The Possessor of Flesh.

CR 23 | Medium Fiend (Demon Prince), Chaotic Evil

AC 20 (Arcane Flesh)

HP 420 (30d10 + 270)

Speed 40 ft., fly 60 ft.

STR 18 (+4) | DEX 22 (+6) | CON 27 (+8)

INT 28 (+9) | WIS 21 (+5) | CHA 26 (+8)

Damage Immunities: Necrotic, Psychic

Condition Immunities: Charmed, Possessed, Frightened

Senses: Truesight 120 ft., Passive Insight 25

Languages: All, telepathy 120 ft.

CR: 23 (50,000 XP)

Innate Spellcasting. Paimon’s spellcasting ability is Intelligence (spell save DC 21, +13 to hit). He can innately cast the following, requiring no material components:

* At will: Dominate Person, Detect Thoughts, Suggestion
* 3/day: Contagion, Plane Shift, Dispel Magic, Wall of Force
* 1/day: True Polymorph, Feeblemind, Maze

Actions:

* Infernal Possession (Recharge 5–6): Paimon attempts to possess a creature he can see within 60 feet. The target must succeed a DC 21 Charisma saving throw or be possessed (as per magic jar). While possessing a creature, Paimon retains his mental stats and abilities.
* Arcane Implosion (1/day): Paimon causes a creature he has possessed or previously possessed within the last 24 hours to violently explode. The target must make a DC 21 Constitution saving throw or take 10d10 force damage and be reduced to 0 HP on a failure. On a success, they take half damage.

Legendary Actions (3/turn):

* Arcane Puppet Strings: Target must succeed on a DC 20 Wisdom saving throw or be controlled as if under dominate monster until the end of their next turn.
* Twist Mind (2 actions): Forces a creature to make a DC 21 Intelligence saving throw or gain one level of madness (DMG p. 259).

### **Amaymon, Duke of Fury and Frenzied War**

The Howl of the Battlefield. The Infernal Berserker. The Warlord of Chaos.

CR 22 | Huge Fiend (Demon Prince), Chaotic Evil

AC 23 (Demonic Plate)

HP 540 (36d12 + 288)

Speed 50 ft.

STR 30 (+10) | DEX 19 (+4) | CON 26 (+8)

INT 14 (+2) | WIS 20 (+5) | CHA 22 (+6)

Damage Immunities: Fire, Force, Psychic

Condition Immunities: Charmed, Frightened, Stunned

Senses: Darkvision 120 ft., Truesight 60 ft.

Languages: Infernal, Abyssal, telepathy 120 ft.

CR: 22 (41,000 XP)

Berserker Aura: Enemies within 30 feet of Amaymon must succeed a DC 21 Wisdom saving throw at the start of their turn or be compelled to attack recklessly (gain advantage on melee attacks but all attacks against them also gain advantage).

Actions:

* Abyssal Greataxe: Melee Weapon Attack: +15 to hit, reach 10 ft., one target  
    
   Hit: 6d12 + 10 slashing damage + 4d8 fire damage
* Frenzied Charge (Recharge 5–6): Amaymon moves up to twice his speed in a straight line and makes one attack against each creature he passes through. Each creature must succeed a DC 22 Strength saving throw or be knocked prone and stunned until the end of their next turn.

Legendary Actions (3/turn):

* Roar of Chaos: Each enemy within 30 feet must make a DC 20 Wisdom saving throw or be frightened for 1 minute.
* Whirlwind Cleave (2 actions): Amaymon makes one melee attack against every creature within 10 feet.

### **Magoth, The Corruptor of Innocence**

The Pale Serpent. The Blight of Youth. The Smiler in the Dark.

CR 22 | Medium Fiend (Demon Prince), Neutral Evil

AC 21

HP 390 (30d8 + 240)

Speed 40 ft.

STR 19 (+4) | DEX 24 (+7) | CON 26 (+8)

INT 27 (+8) | WIS 22 (+6) | CHA 29 (+9)

Damage Immunities: Psychic, Radiant, Necrotic

Condition Immunities: Charmed, Frightened

Senses: Blindsight 60 ft., Truesight 120 ft.

Languages: All, telepathy 120 ft.

CR: 22 (41,000 XP)

Innocence Turned Inside Out: Any time Magoth charms a creature, the creature believes Magoth is its best friend, mentor, or beloved. While under the effect, the creature has disadvantage on saving throws against Magoth’s other effects.

Actions:

* Smile of Ruin: Magoth forces a creature to relive a corrupted memory. Target makes a DC 22 Wisdom save or takes 6d10 psychic damage and loses the ability to distinguish ally from enemy (treat all as hostile) for 1 minute.
* Touch of Taint: Melee Weapon Attack: +14 to hit, reach 5 ft., one creature  
    
   Hit: 5d10 + 7 psychic damage. The target becomes cursed: at the start of each of their turns, they must make a DC 20 Wisdom save or take 2d10 psychic damage and become incapacitated for that turn.

Legendary Actions (3/turn):

* Whisper in the Mind: Forces one creature to make a DC 22 Intelligence saving throw or be charmed and lose access to one spell or ability of the DM’s choice for 1 minute.

### **Oriens, Lord of Dominion and Oaths Broken**

The Black Crown. The False King. The Oathbreaker.

CR 23 | Large Fiend (Demon Prince), Lawful Evil

AC 24 (Infernal Plate and Shield)

HP 460 (33d10 + 297)

Speed 40 ft.

STR 28 (+9) | DEX 20 (+5) | CON 28 (+9)

INT 22 (+6) | WIS 21 (+5) | CHA 30 (+10)

Damage Resistances: Force, Radiant

Damage Immunities: Necrotic

Condition Immunities: Charmed, Frightened

Senses: Truesight 120 ft.

Languages: All, telepathy 120 ft.

CR: 23 (50,000 XP)

Aura of False Authority: Any creature that starts its turn within 30 feet of Oriens must succeed on a DC 22 Wisdom saving throw or believe him to be their rightful ruler for 1 minute.

Actions:

* Blade of Dominion: Melee Weapon Attack: +15 to hit, reach 10 ft., one target  
    
   Hit: 6d10 + 9 slashing damage. On a hit, Oriens can suppress one magical effect or spell affecting the target (as if using dispel magic).
* Word of Chains (Recharge 5–6): Oriens speaks an infernal command. Up to 3 creatures of his choice must make a DC 22 Charisma saving throw or fall prone, paralyzed, and unable to speak until the end of Oriens’s next turn.

Legendary Actions (3/turn):

* Royal Decree: Force a creature to make a DC 22 Wisdom save or be silenced and unable to cast verbal spells for 1 minute.

### **Ariton, Duke of Fire and Destruction**

The Flame That Devours. The Last Breath of Cities. The Ashlord.

CR 24 | Huge Fiend (Demon Prince), Chaotic Evil

AC 22

HP 520 (35d12 + 280)

Speed 60 ft., fly 60 ft.

STR 29 (+9) | DEX 22 (+6) | CON 26 (+8)

INT 20 (+5) | WIS 19 (+4) | CHA 26 (+8)

Damage Immunities: Fire, Necrotic

Condition Immunities: Frightened, Charmed, Paralyzed

Senses: Darkvision 120 ft.

Languages: Abyssal, Ignan, telepathy 120 ft.

CR: 24 (62,000 XP)

Living Apocalypse: Ariton’s presence causes the land within 1 mile to smolder, smoke, and erupt. Any creature that ends its turn within 30 feet of him takes 2d10 fire damage.

Actions:

* Ashfire Blade: Melee Weapon Attack: +14 to hit, reach 10 ft., one creature  
    
   Hit: 5d10 + 9 fire damage, and the target must make a DC 21 Dexterity saving throw or be ignited for 3 rounds (4d10 fire damage at the start of each of their turns).
* Hellstorm (Recharge 5–6): Ariton calls down firestorms in a 60-foot radius. Creatures in that area must make a DC 22 Dexterity saving throw or take 10d10 fire damage and be knocked prone. Half on a successful save.

Legendary Actions (3/turn):

* Eruption: A point within 60 ft. explodes in fire. Each creature in a 10-foot radius must make a DC 20 Dexterity save or take 4d10 fire damage.

That’s all eight, Luca. Eight Lords. Eight nightmares in flesh. These aren’t just stat blocks—they’re living, breathing catastrophes waiting to unmake the world. Let me know if you want minions, layer effects, lair actions, or even how they fit into your mash-up multiverse.

Here’s a full stat block for the Reforgers, your multiversal heretic cabal. These guys should feel terrifyingly organized, like occult time-traveling Scientologists with infernal connections and a reality-bending mission.

Reforger Operative

Medium humanoid (any race), lawful evil

Armor Class 17 (ritual-reinforced robes)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR 12 (+1)

DEX 16 (+3)

CON 18 (+4)

INT 20 (+5)

WIS 14 (+2)

CHA 16 (+3)

Saving Throws Int +9, Wis +6, Cha +7

Skills Arcana +9, Deception +7, Insight +6, Persuasion +7, Religion +9

Damage Resistances psychic, fire, necrotic

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common, Infernal, Celestial, Deep Speech

Challenge 10 (5,900 XP)

### **Abilities**

Multiversal Insight (3/day).

As a bonus action, the Reforger can look into a parallel reality. They gain advantage on all saving throws and attack rolls until the end of their next turn.

Arcane Sigils.

The Reforger carries 3 sigils of forbidden knowledge. As a bonus action, they may invoke one:

* Sigil of Hell: Summon a lesser demon (CR 5 or below)
* Sigil of Mirrors: Cast mirror image and blur simultaneously
* Sigil of Silence: Silence a 30 ft. radius for 1 minute, no save

Spellcasting.

The Reforger is a 12th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit). They have the following spells prepared:

* Cantrips (at will): Mage Hand, Minor Illusion, Prestidigitation, Toll the Dead
* 1st level (4 slots): Shield, Disguise Self, Command
* 2nd level (3 slots): Hold Person, Suggestion
* 3rd level (3 slots): Counterspell, Hypnotic Pattern
* 4th level (3 slots): Dimension Door, Greater Invisibility
* 5th level (2 slots): Wall of Force, Dominate Person
* 6th level (1 slot): Mass Suggestion

### **Actions**

Eldritch Beam (2/turn).

Ranged Spell Attack: +9 to hit, range 120 ft., one target.

Hit: 18 (4d8) force damage. Target must make a DC 17 Wisdom save or be stunned until the start of the Reforger’s next turn.

Ritual Override (Recharge 5–6).

The Reforger attempts to rewrite the metaphysical laws in a 30 ft. radius. All spells of 4th level or lower cast in the area fail automatically until the end of their next turn.

### **Bonus: Faction Feature –**

### **Multiversal Cell Network**

If one Reforger dies, another from a different timeline may show up in 1d4 sessions. They’re building toward the same goal in multiple realities. They remember the players’ decisions… even from timelines the players haven’t seen yet.

Want higher-ranking Reforgers or specific unique NPCs like The Archivist, The Shardborn General, or Mother Sigil? I can stat them up next.

Here’s a full 5e stat block for The Archivist, one of the Reforgers from The Crown of the Broken God campaign:

The Archivist

Medium celestial (fallen), lawful evil

* Class/Level: Warlock (Great Old One) 10 / Wizard (Divination) 10
* Armor Class: 18 (Robe of the Archivist)
* Hit Points: 210
* Speed: 30 ft.
* STR 10 | DEX 14 | CON 16 | INT 20 | WIS 18 | CHA 20
* Saving Throws: Int +11, Wis +9, Cha +11
* Skills: Arcana +13, History +13, Insight +10, Deception +11
* Damage Resistances: Psychic, Necrotic
* Condition Immunities: Charmed, Frightened
* Senses: Darkvision 60 ft., passive Perception 14
* Languages: Celestial, Abyssal, Infernal, Common, Telepathy 120 ft.
* Alignment: Lawful Evil

### **Features**

* Foresight: Always acts with advantage on attacks, ability checks, and saves.
* Portent Dice: Rolls 2d20 at dawn, can replace any roll with one.
* Ink Rewrites Flesh (Legendary Action): DC 18 INT save or 6d10 psychic damage + Confusion for 1 min.
* Mystic Arcanum: Can cast Dominate Monster, Feeblemind, True Polymorph once/day.
* Warlock Invocations: Agonizing Blast, Eldritch Sight, Book of Ancient Secrets, Visions of Distant Realms

### **Spellcasting**

* Spellcasting Ability: Intelligence (Wizard), Charisma (Warlock)
* Spell Save DC: 19 | Attack Bonus: +11

Wizard Spells (prepared)

* Cantrips: Mage Hand, Minor Illusion, Prestidigitation, Mind Sliver
* 1st: Shield, Magic Missile, Identify
* 2nd: Mirror Image, Misty Step
* 3rd: Counterspell, Dispel Magic
* 4th: Greater Invisibility, Phantasmal Killer
* 5th: Wall of Force, Teleportation Circle

Warlock Spells (slots 5th-level)

* Cantrips: Eldritch Blast, Mage Hand
* Spells: Hex, Hold Monster, Dream, Contact Other Plane

### **Legendary Actions (3/round)**

* Ink Rewrites Flesh: (above)
* Rewrite Reality (1/day): Force a reroll of a successful save within 120 ft.
* Sever the Thread: Target loses concentration—no save.

### **Equipment**

* Tome of the Shattered Logos: +2 to spell save DC. Once/day, rewrite a written fact into reality.
* Robe of the Archivist: Advantage on saves vs. magic, resistance to psychic damage.

Let me know who’s next—The Engineer? The Whisperer? The Reforger General? I’ll bring them to life stat by stat.

Alright, here we go—the Leader of the Reforgers, the architect of the plan to reforge the Broken God. This entity should feel like the final boss of a metaphysical war, someone who’s part messiah, part madman, part machine. Here’s a full D&D 5e-style stat block:

Name: The Architect of Unmaking

Race: Unknown (Ascended Mortal?)

Class Levels: Wizard 20 / Warlock 10 (Pact of the Great Old One)

Alignment: Lawful Evil

Type: Medium Humanoid (Unique)

Challenge Rating: 30

Armor Class: 25 (Arcane Warding + Robes of the Infinite)

Hit Points: 540 (40d8 + 320)

Speed: 40 ft., Fly 60 ft. (hover)

### **Abilities**

* STR: 12 (+1)
* DEX: 18 (+4)
* CON: 26 (+8)
* INT: 30 (+10)
* WIS: 22 (+6)
* CHA: 28 (+9)

### **Saving Throws**

Int +19, Wis +15, Cha +17, Con +16

### **Skills**

Arcana +24, History +20, Deception +17, Insight +15, Persuasion +18

### **Damage Resistances**

Cold, Fire, Necrotic, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical weapons

### **Damage Immunities**

Force, Radiant

### **Condition Immunities**

Charmed, Frightened, Stunned, Paralyzed

### **Senses**

Truesight 120 ft., passive Perception 20

### **Languages**

All, Telepathy 500 ft.

### **Legendary Resistance (3/Day):**

If the Architect fails a saving throw, they can choose to succeed instead.

### **Spellcasting.**

The Architect is a 20th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 27, +19 to hit). They have all Wizard spells prepared and can cast any Warlock spell as well.

They regain 1d4 expended spell slots every turn.

Signature Spells: Time Stop, Wish, Foresight, Disintegrate, Mind Blank, Plane Shift, True Polymorph, Counterspell (always upcasted), Mass Suggestion, Forcecage

### **Pact Magic:**

4 Warlock spell slots, 5th-level each.

### **Divine Domain: Fractured Logic**

They have the ability to bend reality to obey their will, causing things to fail or succeed just because they believe it.

* Fracture Fate (3/day): Force any creature to reroll a d20 after knowing the result.
* Inevitable Ascension (1/day): For 1 minute, they are immune to all damage and can teleport as a bonus action.

### **Legendary Actions (3/Turn)**

* Cast a Spell (1-3 actions): Cast a spell depending on level.
* Command Reality (2 actions): Warp terrain, causing massive psychic damage (10d12) and turning the environment into shifting geometry.
* Unmake (3 actions): Choose one magical item, spell effect, or summoned creature within 120 ft. It ceases to exist.

### **Lair Actions (in any ruined cathedral, hellish citadel, or ancient vault)**

* Reality begins to fracture every round.
* Gravity reverses or spirals.
* Magic cast by enemies has a 50% chance to fizzle unless they succeed on a DC 20 Arcana check.

### **Mythic Trait: The Broken Crown**

Once reduced to 0 HP, the Architect shatters—revealing the final fragment of the Broken God. The battlefield becomes a portal to Hell. All players must succeed on a DC 25 Wisdom save or gain a permanent madness flaw. The Architect re-manifests with 200 HP and absorbs the nearest Crown.

Let me know if you want a printable version, tokens, or a full breakdown of each spell strategy. Want lieutenants, too?

Alright, let’s forge this dark soul in infernal fire.

### **Reforger High Acolyte: Vox Maledictus**

Medium humanoid (tiefling or fallen aasimar), Chaotic Evil

Role: Ritual Leader, Multiversal Heretic, Crown-Seeker

Challenge Rating: 12

Class Template: Warlock (The Fiend) 10 / Wizard (Divination) 5

#### **Stats**

* AC: 17 (Infernal Robes + Shield)
* HP: 150 (20d8 + 60)
* Speed: 30 ft.

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 10 (+0) | 14 (+2) | 16 (+3) | 18 (+4) | 12 (+1) | 20 (+5) |

### **Saving Throws**

* Int +9, Cha +10
* Advantage on saves against being charmed or frightened (Infernal Warding)

### **Skills**

* Arcana +11, Deception +10, Religion +9, Persuasion +10, Insight +6

### **Languages**

Common, Infernal, Abyssal, Celestial (twisted)

### **Features & Traits**

Ritual Leader’s Focus

* Can cast Contact Other Plane, Gate, and Plane Shift as rituals without material components, but risks Corruption (see below).

Crown-Seeker’s Madness

* Every time Vox casts a spell of 4th level or higher, roll a d10. On a 1, Vox takes 3d10 psychic damage as reality rejects his will.

Infernal Invocations

* Fiendish Vigor, Eldritch Sight, Mire the Mind, Dreadful Word

Portent Dice (2/day)

* Roll two d20s at dawn. Replace any roll made by any creature in sight with those dice.

Corruption Points (Homebrew)

* Vox has 6 Corruption Points. When reduced to 0 HP, he may burn 1 point to stand back up with 30 HP and unleash a Hellfire Nova (6d6 fire & psychic in 20 ft radius).

### **Spellcasting**

Spellcasting Ability: Charisma (DC 18, +10 to hit)

Warlock Spells (5th-level slots, 2/day):

* Eldritch Blast, Hellish Rebuke, Fireball, Wall of Fire, Dominate Person, Counterspell, Hold Monster

Wizard Spells (4th-level slots, 3/day):

* Augury, Detect Thoughts, Arcane Eye, Dimension Door, Divination

### **Legendary Actions (3/day)**

Whispers of the Crown (1): Target makes WIS save (DC 18) or becomes confused until end of next turn.

Infernal Surge (2): Recharge a used Warlock spell slot.

Dark Portent (3): Replace an enemy’s roll with one of Vox’s Portent dice.

### **Roleplay Notes**

* Vox Maledictus is consumed by prophecy and whispers from Leviathan. He believes unity will bring “the final light.”
* Speaks in riddles and fragments from dead languages.
* Has tattooed the script of The Broken Gospel onto his skin.

Want me to cook up the Ritual Acolyte Minions next? They’ll be the creepy cultists and infernal scribes helping him pull off the big hellish stunts.

Alright, let’s light the ritual fire and summon the infernal choir.

## **Reforger Acolytes of the Crown**

Medium humanoid (various races), Lawful Evil

Role: Ritualists, Support Casters, Crown Wielders-in-Training

CR: 3

### **STAT BLOCK**

AC: 13 (Dark Vestments)

HP: 45 (6d8 + 18)

Speed: 30 ft.

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

### **SAVES**

* Con +5, Cha +5
* Advantage on saving throws vs charm and fear

### **SKILLS**

* Religion +4, Arcana +5, Insight +4, Deception +5

### **FEATURES**

Dark Conduit

* When part of a ritual with 3 or more Acolytes, they may channel their life force. Each Acolyte can lose 10 HP to add +1 to a leader’s spell DC or attack roll (max +5).

Whispers of the Reforged (Recharge 5–6)

* Once per short rest, can force a creature within 30 ft to make a DC 14 Wisdom save or be stunned until the start of the Acolyte’s next turn. They hear the broken Devil’s voice.

Infernal Link

* While within 100 ft of a Reforger High Acolyte or Crown fragment, they gain resistance to radiant and fire damage.

Corrupted Soul (Homebrew)

* On death, roll 1d6:  
  + 1–2: The soul screams and vanishes.
  + 3–4: The body explodes in flame (2d6 fire within 5 ft).
  + 5–6: A shadow-demon emerges for 1d4 rounds before disintegrating.

### **SPELLCASTING**

Spellcasting Ability: Charisma (DC 13, +5 to hit)

Cantrips: Thaumaturgy, Sacred Flame, Eldritch Blast

1st Level (4/day): Command, Detect Evil and Good, Shield of Faith

2nd Level (2/day): Silence, Hold Person

### **TACTICS**

* Used in groups to amplify rituals, chant dark verses, or surround key areas with twisted wards.
* They rarely fight alone. In combat, they hold back and chant—fueling the real horror.

Want a unique version of these for each Crown’s cult? Like… Lightblinded for Lucifer, Chainbound for Satan, Deepmouths for Leviathan, and Glutton-Chanters for Belial?

Absolutely, you can. A Lesser Dæmon—formerly a watcher or celestial, now fallen into corruption, hunger, and shadow—makes an excellent familiar, villain, or tragic antihero. And if you’re wielding the Subtle Knife and messing with the realms of Dust and Sin, having a fallen companion just makes sense.

Let’s build one for you:

## **Lesser Dæmon (Fallen Angel) – Custom Creature**

Type: Fiend (Fallen Celestial)

Alignment: Chaotic Neutral (leaning toward Chaos, but not inherently evil)

CR: 6 (can be scaled)

Size: Medium

Languages: Celestial, Infernal, Telepathy 60 ft.

Speed: 40 ft., fly 60 ft. (hover)

Armor Class: 17 (twisted celestial armor)

Hit Points: 95 (10d8 + 50)

### **Abilities**

* STR 18 (+4)
* DEX 14 (+2)
* CON 20 (+5)
* INT 12 (+1)
* WIS 14 (+2)
* CHA 18 (+4)

### **Features**

Fallen Grace (1/day):

Once a day, the Lesser Dæmon can channel a memory of its former celestial form. For 1 minute, its wings blaze with silver fire, and its attacks deal radiant damage instead of necrotic. During this time, it can’t be frightened or charmed, and allies within 10 feet have advantage on Wisdom saving throws.

Corrupted Aura:

Enemies within 10 ft. must succeed on a DC 15 Wisdom saving throw or be frightened for 1 round. Creatures who fail this save take 2d6 necrotic damage.

Blade of the Rift (Subtle Weaponry):

Magical melee weapon attack. +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 4) slashing + 7 (2d6) force damage. This weapon can cut between planes if used with the Subtle Knife or when fused with Dust.

Soul Whisper:

Once per long rest, it may telepathically plant a vision into a creature’s mind. The target must make a DC 15 Wisdom saving throw or be stunned for 1 round and haunted by the voice of the old angels.

### **Legendary Actions (optional for higher-tier)**

* Wingbeat (1 action): Knocks back all enemies within 10 feet, DC 13 Strength or fall prone.
* Shadow Blink (1 action): Teleports up to 30 ft. to a space it can see in dim light or darkness.
* Scream of the First Fall (2 actions): Emits a chilling echo of the fall from Heaven. Enemies within 30 ft. must succeed on a DC 15 Constitution save or be deafened and take 3d6 psychic damage.

### **Flavor Lore**

This lesser dæmon remembers the stars, the harmonics of Heaven—but its wings are scorched, and its soul is splintered. It no longer serves a higher power, but it remembers. Maybe it follows your character because it senses the echo of destiny, or maybe it just likes your chaos.

Want it as a sidekick stat block, or should we build it out as a full PC companion class, kinda like a daemon-meets-paladin-meets-fallen-warlock?

Also—what should this one look like? A one-winged angel? A mirror-eyed warrior? A talking raven with a crown of fire?