Metatron & The Authority

The ultimate rulers of the celestial hierarchy, Metatron and the Authority hold dominion over vast legions of Angels. The Authority, the first conscious being to emerge, falsely claimed to be the Creator. As he aged and weakened, he entrusted power to his Regent, Metatron, a once-mortal Angel of terrifying ambition.

Metatron, Regent of the Authority

The tyrant of Heaven, Metatron is a being of overwhelming power and unyielding will. He seeks to impose absolute order upon all existence, ruling over Dust and dictating the fate of mortal souls.

Celestial Tyrant (Lawful Evil)

Armor Class: 25 (Divine Form, Barrier of Light)

Hit Points: 450 (30d12 + 300)

Speed: 0 ft., Fly 150 ft. (Hover, ignores all terrain and obstacles)

Ability Scores

• Strength: 30 (+10)

• Dexterity: 28 (+9)

• Constitution: 30 (+10)

• Intelligence: 30 (+10)

• Wisdom: 30 (+10)

• Charisma: 32 (+11)

Saving Throws

• Strength +19, Constitution +19, Wisdom +19, Charisma +20

Skills

• Deception +20, History +18, Insight +19, Intimidation +22, Perception +19, Persuasion +22, Religion +18

Damage Resistances:

• Radiant, Psychic, Necrotic, Force

Damage Immunities:

• Poison, Thunder, Non-Magical Weapons, Cold, Lightning

Condition Immunities:

• Charmed, Frightened, Exhaustion, Poisoned, Stunned, Paralyzed, Restrained, Banished

Senses:

• True Sight 500 ft., Passive Perception 30

Languages:

• Celestial, all mortal tongues, telepathic communication across entire planes

Traits & Abilities

Regent of Heaven:

• Metatron commands all loyal Angels, his will superseding all celestial beings except the Authority.

• If an Angel within 1 mile attempts to act against him, they must make a DC 26 Wisdom saving throw or be forced to obey his command.

Divine Authority:

• Any mortal or lesser celestial who hears Metatron speak must make a DC 26 Wisdom saving throw.

• Fail: They become his unquestioning servant, obeying him permanently unless freed by divine intervention.

Immortal Form:

• Metatron’s body is pure energy, making him immune to all non-magical attacks.

• Only legendary artifacts or the Subtle Knife can physically harm him.

Barrier of Light (3/Day):

• As a reaction, Metatron can block any attack or spell targeting him.

• If the attack is made with the Subtle Knife, he must make a DC 24 Charisma saving throw or be forced through a portal.

Master of Dust:

• Metatron can control the flow of Dust, preventing creatures from regaining Dust Points or accessing metaphysical abilities.

• If he fully severs a being from Dust, they lose all free will and become an empty husk.

Actions

Wrath of the Regent (Recharge 5-6):

• Melee Spell Attack: +20 to hit, reach 15 ft., one target.

• Hit: 120 (12d10 + 40) radiant damage.

• Target must make a DC 26 Constitution saving throw or be obliterated, their soul bound to Metatron’s will.

Decree of the Tyrant:

• Metatron issues a command that echoes through the universe.

• All creatures within 1 mile must make a DC 26 Charisma saving throw.

• Fail: They are paralyzed and unable to act for 1 minute.

Rend the Veil:

• Metatron tears through dimensions, summoning legions of Angels or opening a gate to the Abyss to banish foes.

Legendary Actions (3 per Round)

Rewrite Fate (Costs 2 Actions):

• Metatron forces a reroll of any attack, saving throw, or ability check within 1 mile.

Erase from Reality:

• Metatron targets a creature within 60 feet.

• The target must make a DC 26 Constitution saving throw or be erased from existence, leaving no trace.

CR (Challenge Rating): 35 (250,000 XP)

• Metatron is an endgame boss meant to be unstoppable without legendary artifacts or intervention from powerful beings.

The Authority, the First Angel

The oldest conscious being, the Authority was once a mighty ruler but has long since aged into frailty. Now confined to a crystal prison, he is little more than a withered husk, unable to rule. Metatron acts in his name, but the Authority’s power lingers in the fabric of reality itself.

Fading God (Neutral, barely conscious)

Armor Class: 10 (Weak Form)

Hit Points: 1 (Cannot Heal)

Speed: 0 ft., Floats in a Crystal Prison

Ability Scores

• Strength: 1 (-5)

• Dexterity: 1 (-5)

• Constitution: 1 (-5)

• Intelligence: 18 (+4)

• Wisdom: 30 (+10)

• Charisma: 30 (+10)

Traits & Abilities

The First Angel:

• The Authority was once a being of immense power, but he is now nothing more than a feeble consciousness.

• His presence alone still warps reality, but he is incapable of acting on his own.

Divine Echoes:

• If someone touches the Authority, they must make a DC 30 Wisdom saving throw.

• Fail: They experience visions of all creation, their mind permanently altered.

Final Death:

• If the Authority’s prison is destroyed, he will dissolve into the wind, finally passing into oblivion.

CR (Challenge Rating): 0 (0 XP)

• The Authority is not a combatant. His death is a story event, not a battle.

Final Thoughts

• Metatron is the true villain, the one who seeks to maintain a false empire.

• The Authority is a tragic figure, once a great being, now a frail shadow of his former self.

• Their downfall signals the end of the old order—the liberation of Dust and the breaking of divine tyranny.