



DRAGON'S HOARD 7

A BIG HOMEBREW COMPILATION

MONSTERS



THE HUNTER FROM BEYOND

What madness lurks inside this creature's mind?

ENVOYS OF OTHER BEINGS

The Elder Gods, and other entities that lurks in the Realms of Madness have little care, or interest for events of the mortal Planes. Yet, sometimes, a creature catches their curiosity, or perhaps their ire. These poor souls rarely escape their fate and slowly succumb to madness.

If the creature was evil enough during its life, it may turn into a hunter from beyond, a puppet of these Elder Gods.

HIDDEN THREATS

Hunters from beyond are found within all societies, hidden behind their magical disguises. Their abilities allow them to mix with the higher spheres of societies, influencing kings and emperors. Other times they'll kill and replace a trusted advisor, to get closer to the rulers, before murdering them, destabilizing entire kingdoms.

CRYPTIC GOALS

As envoys of Aberrant Deities, their goals are as abstract as those of their masters. No one knows for sure why one becomes the target of a hunter from beyond, but few survive such assaults. Once they have their sight set on you, you'll find no safe place to rest. Their favorite hunting grounds are the Fey Realms, ripe with creatures trapped by their own madness.

GM Note

Upon slaying a Hunter from Beyond whose mask wasn't destroyed, players can loot the mask from the corpse.

WHISPERING MASK

wondrous item, very rare (requires attunement)

This mask emanates an aura of madness, twisting the reality around it. The mask can transfer a fraction of its power to its owner. Wearing the mask grants you resistance to psychic damage and telepathy up to 60 feet.

This mask has 10 charges that it regains daily at dawn. While wearing the mask and being attuned to it you gain the following benefits: you can cast the *misty step* or *tongues* spell by expending 1 charge. You can expend 3 charges to cast the *blink* spell. You can also cast the *scrying* or *contact other plane* spell by expending 5 charges.

Curse: Each time a creature equips the mask it must succeed on a DC 15 Wisdom saving throw or gain a random long-term madness. In addition, each hour that the creature keeps the mask on, or each time it casts a spell using the mask, it must make another saving throw, gaining an additional long-term madness on a failure. Once a creature has 3 long-term madneses from the mask, that creature turns into a Hunter from Beyond. Destroying the mask of such a hunter reverts the creature back to their true form.

Art by Riptaid

HUNTER FROM BEYOND

Medium aberration, any non-good alignment

Armor Class 16 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

11 (+0) 16 (+3) 14 (+2) 19 (+4) 17 (+3) 16 (+3)

Saving Throws Dex +7, Int +8, Cha +7

Skills Acrobatics +7, Deception +7, Perception +7, Stealth +11

Damage Immunities psychic

Senses passive Perception 17

Languages Deep Speech, telepathy 60 ft.

Challenge 11 (7,200 XP)

Assassinate. During its first turn, the hunter from beyond has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the hunter from beyond is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the hunter from beyond instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The hunter from beyond's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *tongues*

3/day each: *dimension door*, *scrying*

1/day each: *contact other plane*, *planeshift (self)*

Maddening Whispers (Aberrant Form Only). Creatures that start their turn within 10 feet of the hunter from beyond, or enter that area for the first time on their turn, must succeed on a Wisdom saving throw or become frightened of the hunter from beyond for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Maddening Whispers for the next 24 hours.

Masked Creature. The mask gives power to the hunter from beyond. It can be destroyed to limit those powers. It has 18 AC and 25 hit points and is immune to psychic and poison damage. Area of effect spells that affect the hunter from beyond do not affect the mask. If the mask is destroyed, the hunter from beyond cannot use its Change Shape or Etherealness actions, nor can it enter the Ethereal Plane with its Vanishing Strike. The mask reforms after 24 hours.



Sneak Attack (1/Turn). The hunter from beyond deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the hunter from beyond that isn't incapacitated and the hunter from beyond doesn't have disadvantage on the attack roll.

Actions

Multiaction. The assassin makes two shortsword attacks, it can replace the second shortsword attack by a vanishing strike.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

Demented Gaze (Aberrant Form Only). The hunter from beyond stares down one creature it can see within 80 feet of it, and the visions of incomprehensible madness fills their mind for a moment. The target must succeed on a DC 16 Intelligence saving throw or take 23 (3d12 + 4) psychic damage.

Vanishing Strike (Aberrant Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw the hunter from beyond enters the Ethereal Plane from the Material Plane.

Change Shape. The hunter from beyond magically polymorphs into a small or medium humanoid, or back into its true aberrant form. Its statistics are the same in each form. Any equipment the hunter from beyond is wearing or carrying isn't transformed. If the hunter from beyond dies, it reverts to its true form.

Etherealness. The hunter from beyond magically enters the Ethereal Plane from the Material Plane, or vice versa. When exiting the Ethereal Plane the hunter from beyond can do so as a bonus action.

BERILUC

CRUEL EXPERIMENTS

These creatures used to be pacifists, peacefully wandering the land, until hags decided to meddle with them. They saw the potential in these creatures, and casted a curse on them, turning the once peaceful beings into blood thirsty beasts. A genocide took place, the cursed creatures destroying the original berilucs. Now only the monsters remain.

TRAPPERS

Beriluc use their impressive stealth to hide in the shadows. When an unwary creature walks by, they'll exchange places with them, to prevent them from moving, before delivering a slow and destructive hit, shattering their innards. They hunt not for survival, neither for fun, it seems as if a greater calling is driving them.



Art by Jacob e. Blackmon

JEB
2010

BERILUC

Small fey, neutral evil

Armor Class 15

Hit Points 90 (20d6 + 20)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 20 (+5) 12 (+1) 11 (+0) 12 (+1) 15 (+2)

Saving Throws Dex +7

Skills Perception +5, Stealth +9

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Actions

Multiattack. The beriluc makes two claw attacks.

Fast Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Slow Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. This attack automatically fails if the target has a movement speed other than 0.

Swaperoo. The beriluc forces two target creatures within 60 feet of it that it can see, of which it may be one, to instantly swap positions. Each swapped hostile creature must then succeed on a DC 12 Charisma saving throw, or have their speed reduced to 0 until the end of the beriluc's next turn.

These vicious creatures will trap you in place before slicing you to pieces.



Art by Jacob e. Blackmon

KILLER VINE

BAD PLANTS

There is bad herbs, and then there is the killer vine. It grows in the Fey or in places where the fey influence is strong. It propagates really fast, devouring other plants in the vicinity. Thankfully many monsters have developed a taste for it, as it has digestive benefits, causing the population of the particular plant to dwindle at the same rate that it grows, ensuring a stable system.

If all Fey creatures are wiped an early sign is the fact that these plants are overrunning the local flora.

HUNGRY PLANTS

The killer vines kill not for fun but for sustenance. They go dormant after a big kill, taking the time to digest their new source of calories.

KILLER VINE

Tiny plant, unaligned

Armor Class 11 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +1

Damage Vulnerabilities fire

Damage Resistances piercing

Condition Immunities blinded, deafened

Senses tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the killer vine remains motionless, it is indistinguishable from a regular vine.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the vine can't constrict another target.

Deadly Poison. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is grappled by the vine, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

When walking through the Fey, mind your steps, even the smallest of creatures might try to kill you.

EERIE BEAST

GHOST KILLERS

Eerie beasts are born from the Fey and hunt all extraplanar beings that roam there, mostly undead that came back from beyond. They are capable of tracking them all the way to the Ethereal Plane and back. They are sturdy and aggressive, capable of leaping behind foes unseen, to deliver deadly strikes.

LIFE OF DEVOTION

Many Fey Noble prove themselves by hunting and taming an eerie beast. It becomes their companion through life. Once a bond is formed, the eerie beast will only recognize one master, and if their owner were to die, the beast dies from sadness a few days later. This bond is something beyond rational understanding.

RUTHLESS KILLERS

Eerie beasts which aren't tamed are extremely dangerous, as they can wander the Ethereal Realm unseen in search of their next prey. They feast on hags and other dangerous Fey creatures, and despite their bestial look possess a wisdom that few can match. As such trapping one is near impossible, and a bloody battle almost always ensues.



Art by Jacob e. Blackmon

They can be loyal beasts, but they only have one master. Brought inside of a town, they can cause disaster as soon as their master is gone.

EERIE BEAST

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	15 (+2)	8 (-1)

Skills Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses truesight 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Avoidance. If the eerie beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Ethereal Sight. The eerie beast can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ghostly Leap. As a bonus action, the eerie beast can teleport up to 30 feet to an unoccupied space that it can see.

Keen Sight and Smell. The eerie beast has advantage on Wisdom (Perception) checks that rely on sight or smell.

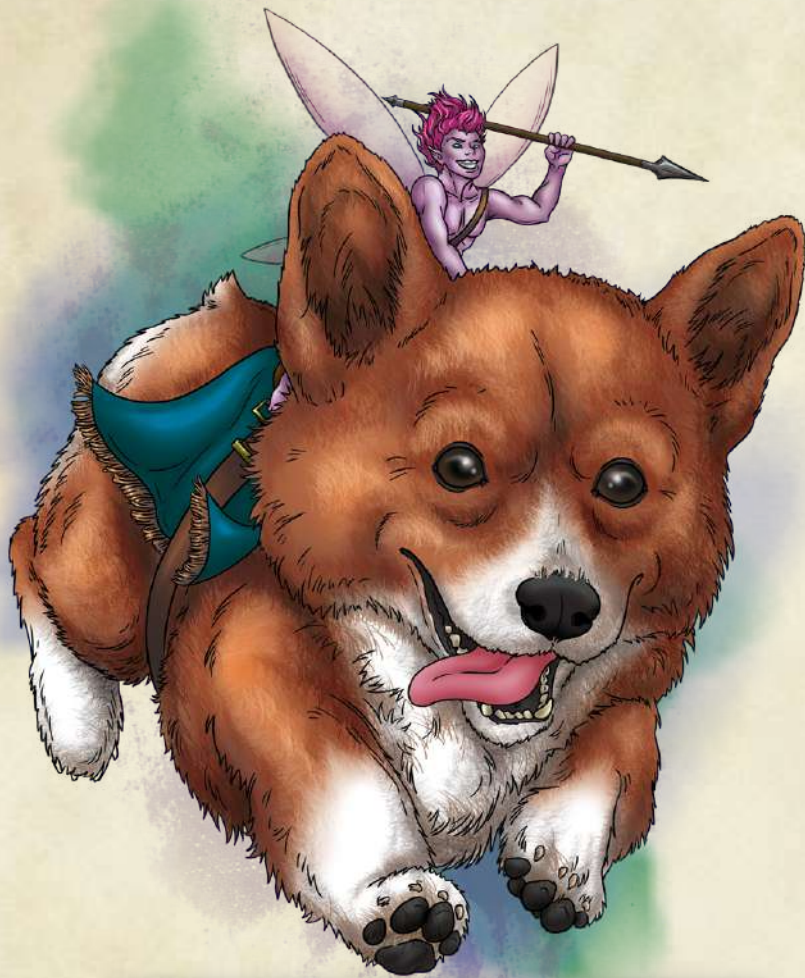
Actions

Multiattack. The eerie beast makes two attacks with its claws

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) force damage.

Etherealness. The eerie beast magically enters the Ethereal Plane from the Material Plane, or vice versa. If the eerie beast takes force damage, it can't use this action during its next turn.

Death Gaze (Recharge 5-6). One target within 30 feet of the eerie beast that it can see must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 31 (7d8) psychic damage. If the creature drops to 0 hit points from this damage, it dies.



These creatures are undoubtedly the fiercest defenders of the Realms.

CORGI RIDER

Tiny fey, any alignment

Armor Class 14 (studded leather)

Hit Points 45 (10d4 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Sylvan

Challenge 1 (200 XP)

Cavalry Training. When the Corgi Rider hits a target with a melee attack while mounted on a creature, the mount can make a melee attack against the same target as a reaction.

Actions

Multiattack. The Corgi Rider makes two attacks with its spear

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

CORGI

Small beast, unaligned

Armor Class 10

Hit Points 13 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	12 (+1)

Senses passive Perception 10

Languages understands Sylvan

Challenge 1/2 (100 XP)

Puppy Eyes. The Corgi has eyes capable of softening the hardest of souls. Any creature who targets the Corgi with an attack or a harmful spell must first make a DC 11 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ability doesn't protect the Corgi from area of effects, such as the explosion of a fireball.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) piercing damage.

I'll be honest with you, I don't have any particular lore around these creatures. I just have the rights to the art. It looks adorable AF, so now it's a DnD Monster. Enjoy!

Art by Indi Martin



FALSE GUARDIAN

Monkey Note: A false guardian can appear as a result of a cleric that has strayed from their god casting *spirit guardians* or *guardian of faith*. It will act normally at first, until the spell ends. At which point it will reveal its nature as a false guardian. Tricking the party into believing that it is here to help.

PERFECT ORDER

A False Guardian is a prime threat sent by the Celestials. When clerics stray away from the path of their gods, in ways that could be dangerous to these very gods, they send these angelic avatars of order to take care of the issue, in a swift way. Although there are stories of False Guardians being dispatched to take care of the last remnants of a dying god's clergy.

FALSE GUARDIAN

Medium celestial (deva), lawful neutral

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

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

Saving Throws Wis +9, Cha +9
Skills Deception +13, Insight +9, Perception +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 11 (7,200 XP)

Angelic Weapons. The false guardian's weapon attacks are magical. When the false guardian hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

False Aid. When a cleric casts *guardian of faith* or *spirit guardian*, the false guardian magically appears instead, polymorphed into an avatar of the aid summoned by the spell.

In the new form, the false guardian only retains its personality and alignment, otherwise following all the rules of the spell. Instead of vanishing when the spell ends, it turns back into its form.

Innate Spellcasting. The false guardian's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*
 1/day each: *dominate person*, *raise dead*

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

Actions

Multiaction. The false guardian makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The false guardian touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Corrupted Aid (Recharge 6). The false guardian touches a creature. For the next minute, each time the target deals damage with a weapon attack it regains a number of hit points equal to the damage dealt. In addition each time it heals an allies it regains the same amount of hit points. When this effect ends, the target takes an amount of damage equal to the total damage it has healed from this effect. This damage cannot reduce a creature's hit points below 1.

SIMPLE TRICK

When a cleric implores his god for powers, using their magic to conjure what they believe to be a guardian, they lead the way for the false guardian to enter the mortal plane. The angel will lead the cleric to believe that it is here to help, using their corrupted aid to bolster them in battle, only to strike them down once the combat is over.

RELENTLESS PURSUIT

If a cleric survives the assault of the first False Guardian, they will chase him in much less subtle ways. Sending squadrons of them until the deed is done, or the threat vanishes.

Art by Warm_tail



THE 5TH COMMANDMENT

Thou Shall Not Murder.

GODSEND

Commandments are emissaries of the Gods. When countries fall to chaos and corruption, lawful gods send their powers to restore order in a world of chaos. The 5th commandment has been seen in history when battles rage up to the brink of no return. When a population is about to be so damaged that it wouldn't recover, the Commandment descends from the Heavens.

AXIOMATIC BEING

The 5th commandment embodies justice. No death will happen under its watch. The Commandment longs to purge the world from vice and sin, seeing corruption everywhere, except within.

Art by Warm_Tail

BLAZING SOUL

Due to its status of godly creature, it empowers all beings that accept it. The angel will merge with devoted believers, granting them wings of light, divine weapons, a skin harder than steel and an unbreakable resolve. The fighter that it creates will lay waste to the heretics that refuse to bow down before the might of the god. Whilst they cannot kill others, nothing impedes the righteous fury of the celestial being.

MONKEY NOTE:

A Commandment on its own isn't a scary monster. For its CR it has a dismal amount of hit points and low damage output. It's meant to be used as a buff for another creature that it will possess. In addition if not quickly dispatched a Commandment will take possession of another creature, restoring all their health and increasing their defense massively, which can prove deadly.

5TH COMMANDMENT

Medium celestial, Lawful Neutral

Armor Class 11

Hit Points 105 (14d8 + 42)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Wis +9, Cha +11

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant

Condition Immunities charmed, frightened, prone, restrained

Senses truesight 120 ft., passive Perception 15

Languages All

Challenge 9 (5,000 XP)

Angelic Weapons. The 5th Commandment's weapon attacks are magical. When the 5th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Divine Awareness. The 5th Commandment knows if it hears a lie.

Holy Regeneration. The 5th Commandment regains 20 hit points at the start of its turn. If the 5th Commandment takes necrotic damage, this trait doesn't function at the start of the 5th Commandment's next turn. The 5th Commandment dies only if it starts its turn with 0 Hit Points and doesn't Regenerate.

Thou Shall Not Murder. Humanoids within 500 feet of the 5th Commandment that are about to kill a humanoid take 10d8 radiant damage and fail their attempt at murder (failing the attack roll, wasting the spell or losing the poison for example). This damage can't reduce the target's hit points below 1. If a humanoid is slain as a direct consequence to the actions of another one, the perpetrator dies.

Wings of Death. The 5th Commandment has a flying speed of 60 feet. In addition, once per round, when the 5th Commandment is damaged by a creature, it can force that creature to see the absolute truth of its mortality. The creature becomes vulnerable to the next instance of radiant damage it takes.

Actions

Holy Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

Holy Lance. *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 5th Commandment can see within 5 ft. is possessed by the 5th Commandment; the 5th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 5th Commandment now controls the body but doesn't deprive the target of awareness. The 5th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 5th Commandment ends it as a bonus action. When the possession ends, the 5th Commandment reappears in an unoccupied space within 5 ft. of the body.

To defeat a commandment, one must delve deep inside and find the monster within. Only when the beast of darkness is unleashed will the angels fall.

-Fallen Prophet Taraneth Starthread

SEEKER OF POWER

The 5th Commandment, like its siblings, seeks out powerful beings to merge with. It cares little for the knowledge or power of will of the individual, as it asserts its stronger will over it. Instead what it looks for is strong bodies, sturdy creatures that wouldn't break under blows. Although the creature needs to be willing to merge with a Commandment, a population on the brink of extinction wouldn't hesitate before presenting their strongest fighter to the angel. Such as **Seraphine, the last soldier of the Holy War.**

SERAPHINE, MARTYR OF THE 5TH

Medium celestial, Lawful Neutral

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Str +11, Dex +9, Con +10, Wis +11, Cha +13
Skills Athletics +11, Intimidation +13, Perception +11, Persuasion +13
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, frightened, prone, restrained
Senses truesight 120 ft., passive Perception 21
Languages All
Challenge 18 (20,000 XP)

Angelic Weapons. The Martyr of the 5th's weapon attacks are magical. When the Martyr of the 5th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Divine Awareness. The Martyr of the 5th knows if it hears a lie.

Holy Regeneration. The Martyr of the 5th regains 20 hit points at the start of its turn. If the Martyr of the 5th takes necrotic damage, this trait doesn't function at the start of the Martyr of the 5th's next turn. The Martyr of the 5th dies only if it starts its turn with 0 Hit Points and doesn't Regenerate.

Indomitable (3/Day). The Martyr of the 5th can reroll a saving throw it fails. It must use the new roll.

Thou Shall Not Murder. Humanoids within 500 feet of the Martyr of the 5th that are about to kill a humanoid take 10d8 radiant damage and fail their attempt at murder (failing the attack roll, wasting the spell or losing the poison for example). This damage can't reduce the target's hit points below 1. If a humanoid is slain as a direct consequence to the actions of another one, the perpetrator dies.

Wings of Death. The Martyr of the 5th has a flying speed of 60 feet. In addition, once per round, when the Martyr of the 5th is damaged by a creature, it can force that creature to see the absolute truth of its mortality. The creature becomes vulnerable to the next instance of radiant damage it takes.

Actions

Multiattack. The Martyr of the 5th makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and 9 (2d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 9 (2d8) radiant damage.

Legendary Actions

The Martyr of the 5th can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Martyr of the 5th regains spent legendary actions at the start of its turn.

Weapon Attack. The Martyr of the 5th makes a weapon attack.

Command Ally. The Martyr of the 5th targets one ally it can see within 30 feet of it. If the target can see and hear the Martyr of the 5th, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 21 Wisdom saving throw or be frightened until the end of warlord's next turn.



THE 3RD COMMANDMENT

Remember the sabbath day, to keep it holy

PROTECTOR OF THE DOWNTRODDEN

Tyrants that try to overwork the population under their yoke abhor this Commandment. It forces all that are under its influence to rest for a day, where no labor can be done. No guards may punish the poor souls and they get to rest their body from the excruciating labor that they are forced to do. Perhaps the 3rd Commandment cannot stop the tyranny, but in such dire circumstances, everything helps.

IMPARTIAL REST

On the other hand, the 3rd Commandment It also forces free workers to strategically organize their week, as they know they will not be able to work on the 7th day. It doesn't matter if it is a dazzling young businessman trying to expend his commerce, or a lord signing a war treaty, all are treated equally by the Commandment.

PASSIVE AID

Even if it is a holy creature, the commandment is victim of its own power, being unable to move on the 7th day of each week. Many view this commandment as a being of good, but they are mistaken. The commandment hardly cares about morality, simply imposing its rules to murderers and innocents alike.

MONKEY NOTE:

This commandment isn't very powerful on its own, the damage output that it has is dismal. What it does possess are incredible defensive capabilities with the ability to incapacitate creatures, solid saves, magic resistance and so on. If it possesses a highly damaging creature, chaos can ensue easily.

Art by ullision

3RD COMMANDMENT

Medium celestial, lawful neutral

Armor Class 14 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	17 (+3)	21 (+5)	23 (+6)

Saving Throws Wis +8, Cha +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 6 (2,300 XP)

Angelic Weapons. The 3rd Commandment's weapon attacks are magical. When the 3rd Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The 3rd Commandment has advantage on saving throws against spells and other magical effects.

Respect the Sabbath. Humanoids within 500 feet of the 3rd commandment cannot work on the 7th day of each week. On that day the 3rd Commandment's movement speed is 0.

Wings of Rest. The 3rd Commandment has a flying speed of 60 feet. In addition, once per round, when the 3rd Commandment is damaged by a creature, it can force that creature to rest. The creature must succeed on a DC 17 Wisdom saving throw or become incapacitated until the start of the 3rd Commandment's next turn.

Actions

Radiant Strike. *Melee Spell Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 9 (2d8) radiant damage.

Healing Touch (3/Day). The 3rd Commandment touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 3rd Commandment can see within 5 ft. is possessed by the 3rd Commandment; the 3rd Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 3rd Commandment now controls the body but doesn't deprive the target of awareness. The 3rd Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies, expecting for its Flow of Apathy action that it can still use. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 3rd Commandment ends it as a bonus action. When the possession ends, the 3rd Commandment reappears in an unoccupied space within 5 ft. of the body.

Flow of Apathy (Recharge 5-6). Each humanoid in a 30 feet radius centered on the 3rd Commandment must succeed on a DC 17 Wisdom saving throw or be incapacitated until the start of the 3rd Commandment's next turn.

MONKEY NOTE:

According to the dictionary "work is any activity involving mental or physical effort done in order to achieve a purpose or result." That would mean that adventurers going out and exploring/fighting would constitute work.

SEEKER OF POWER

The 3rd Commandment, like its siblings, seeks out powerful beings to merge with. It cares little for the knowledge or power of will of the individual, as it asserts its stronger will over it. Instead what it looks for is strong bodies, sturdy creatures that wouldn't break under blows. Due to its strong defensive capabilities, the Commandment will search for an aggressive being capable of bringing pain to enemies, if that combatant has strong religious belief, it makes the possession easier, one such being was **Dagon, the Sanctified Dragonknight**.

DAGON, MARTYR OF THE 3RD

Medium celestial (dragonborn), lawful neutral

Armor Class 16 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	17 (+3)	21 (+5)	23 (+6)

Saving Throws Con +6, Wis +9, Cha +10

Skills Deception +10, Stealth +8

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Angelic Weapons. The Martyr of the 3rd's weapon attacks are magical. When the Martyr of the 3rd hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The Martyr of the 3rd has advantage on saving throws against spells and other magical effects.

Pack Tactics. The Martyr of the 3rd has advantage on an attack roll against a creature if at least one of the Martyr of the 3rd's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Respect the Sabbath. Humanoids within 500 feet of the Martyr of the 3rd cannot work on the 7th day of each week. On that day the Martyr of the 3rd's movement speed is 0.

Wings of Rest. The Martyr of the 3rd has a flying speed of 60 feet. In addition, once per round, when the 3rd Commandment is damaged by a creature, it can force that creature to rest. The creature must succeed on a DC 18 Wisdom saving throw or become incapacitated until the start of the Martyr of the 3rd's next turn.

Actions

Multiattack. The Martyr of the 3rd makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 9 (2d8) radiant damage.

Holy Dragonfire (3/Day). *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 33 (6d8 + 6) radiant damage.

Flow of Apathy (Recharge 5-6). Each humanoid in a 30 feet radius centered on the Martyr of the 3rd must succeed on a DC 18 Wisdom saving throw or be incapacitated until the start of the Martyr of the 3rd's next turn.

Legendary Actions

The Martyr of the 3rd can take 1 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Martyr of the 3rd regains spent legendary actions at the start of its turn.

Strike. The Martyr of the 3rd makes one attack with its shortsword.

THE 8TH COMMANDMENT

Thou shalt not bear false witness against thy neighbour

AMONG THE CHAOS

As an envoy of the Gods, the 8th commandment descends upon the land when the situation is most dire. When chaos is rampant and destruction omnipresent, it is tasked with bringing back order. The absolute truth that this being brings spells doom for many corrupt empires.

ABSOLUTE TRUTH

Many corrupt societies are built upon lies that spread like spider webs, trapping innocent citizens. The cleansing fire that the absolute truth of the 8th Commandment causes makes these empires fall. In a society where no lie can be uttered, the tyrant cannot lie about the horror they cause.

AFTERMATH

This absolute truth can also be devastating for friends and families, indeed, many relationships are built upon lies, even if small. Everything being exposed in such a fashion can cause these relationships to crumble. Perhaps it is for the better, perhaps it creates a healthier soil on which to build trust, or perhaps the truth proves unbearable to hear.



DEVOUT, MARTYR OF THE 8TH

Devout was a paladin, sent to conquer new lands by his kingdom, to tame any potential threats to his country and create habitable areas out of the uncharted lands. He saw to his duty with no question, for the good of his country.

After years of war and violence, he came back to an empty house and a broken country. His wife had abandoned him, his country thanked his service with a few coins and a comfortable bed under a bridge. In a twisted turn of fate, he learned that all the fighting that he did was not for his fellow citizens, but simply to satisfy the greed of warring nobles.

In his despair he fell to praying to Gods, seeking an answer to such lies. An angel answered his call, easing his mind off the despair. Since then they have been fighting to establish absolute truth, no matter the cost.

Art by Bethaleil



8TH COMMANDMENT

Medium celestial, Lawful Neutral

Armor Class 16 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	21 (+5)	23 (+6)	26 (+8)

Saving Throws Dex +7, Wis +10, Cha +12
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, frightened, prone, restrained
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 12 (8,400 XP)

Angelic Weapons. The 8th Commandment's weapon attacks are magical. When the 8th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Divine Awareness. The 8th Commandment knows if it hears a lie.

Thou Shalt Not Bear False Witness. Humanoids within 500 feet of the 8th Commandment know if they hear a lie. In addition, each time an humanoid in that radius utter a lie it takes 5 (1d10) radiant damage.

Weight Of Sins. If the 8th Commandment deals damage with a melee attack to a humanoid that lied within the past 24 hours, it takes an additional 9 (2d8) radiant damage.

Wings of Truth. Once per round, the 8th Commandment can force a creature it can see (magically or otherwise) to make a DC 20 Wisdom saving throw. On a failure the 8th Commandment magically learns one of the most intimate secret of the target. If a creature's saving throw is successful the creature becomes immune to this ability for the next 24 hours.

Actions

Sword of Truth. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage and 9 (2d8) radiant damage.

Sacred Gaze. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 19 (2d10 + 8) psychic damage and 9 (2d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 8th Commandment can see within 5 ft. is possessed by the 8th Commandment; the 8th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 8th Commandment now controls the body but doesn't deprive the target of awareness. The 8th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 8th Commandment ends it as a bonus action. When the possession ends, the 8th Commandment reappears in an unoccupied space within 5 ft. of the body.

Art by Warm_Tail

DEVOUT, MARTYR OF THE 8TH

Medium celestial, Lawful Neutral

Armor Class 18 (plate)
Hit Points 187 (22d8 + 88)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	21 (+5)	23 (+6)	26 (+8)

Saving Throws Dex +6, Wis +11, Cha +13
Skills Athletics +9, Deception +13, Intimidation +13
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, frightened, prone, restrained
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 16 (15,000 XP)

Angelic Weapons. The martyr of the 8th's weapon attacks are magical. When the martyr of the 8th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Aura of Fear. If a creature is frightened of the martyr of the 8th, its speed is reduced to 0 while within 10 feet of the martyr of the 8th, and that creature takes 5 psychic damage if it starts its turn there.

Divine Awareness. The martyr of the 8th knows if it hears a lie.

Thou Shalt Not Bear False Witness. Humanoids within 500 feet of the martyr of the 8th know if they hear a lie. In addition, each time an humanoid in that radius utter a lie it takes 5 (1d10) radiant damage.

Wings of Truth. Once per round, the martyr of the 8th can force a creature it can see (magically or otherwise) to make a DC 21 Wisdom saving throw. On a failure the martyr of the 8th magically learns one of the most intimate secret of the target. If a creature's saving throw is successful the creature becomes immune to this ability for the next 24 hours.

Spellcasting. The martyr of the 8th is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The martyr of the 8th has the following paladin spells prepared:

1st level (4 slots): *command*, *thunderous smite*, *shield of faith*
2nd level (3 slots): *branding smite*, *find steed*
3rd level (2 slots): *blinding smite*, *fear*

Actions

Multiattack. The martyr of the 8th makes three attacks with its glaive or its shortbow.

Glaive of Truth. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage and 9 (2d8) radiant damage. If the target is a humanoid that lied within the past 24 hours, it takes an additional 9 (2d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and 9 (2d8) radiant damage.

Terrorize (Recharges after a short or long rest). The martyr of the 8th exudes magical menace. Each enemy within 30 feet of the martyr of the 8th must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the martyr of the 8th, the target can repeat the saving throw, ending the effect on itself on a success.

Legendary Actions

The martyr of the 8th can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The martyr of the 8th regains spent legendary actions at the start of its turn.

Attack. The martyr of the 8th makes one attack with its glaive or shortbow

Fly. The martyr of the 8th moves up to half its flying speed.



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AFTERMATH

8TH COMMANDMENT

Medium celestial, Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	21 (+5)	23 (+6)	26 (+8)

Saving Throws Dex +7, Wis +10, Cha +12

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant

Condition Immunities charmed, frightened, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 12 (8,400 XP)

Angelic Weapons. The 8th Commandment's weapon attacks are magical. When the 8th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Divine Awareness. The 8th Commandment knows if it hears a lie.

Thou Shalt Not Bear False Witness. Humanoids within 500 feet of the 8th Commandment know if they hear a lie. In addition, each time an humanoid in that radius utter a lie it takes 5 (1d10) radiant damage.

Weight Of Sins. If the 8th Commandment deals damage with a melee attack to a humanoid that lied within the past 24 hours, it takes an additional 9 (2d8) radiant damage.

Wings of Truth. Once per round, the 8th Commandment can force a creature it can see (magically or otherwise) to make a DC 20 Wisdom saving throw. On a failure the 8th Commandment magically learns one of the most intimate secret of the target. If a creature's saving throw is successful the creature becomes immune to this ability for the next 24 hours.

Actions

Sword of Truth. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage and 9 (2d8) radiant damage.

Sacred Gaze. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 19 (2d10 + 8) psychic damage and 9 (2d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 8th Commandment can see within 5 ft. is possessed by the 8th Commandment; the 8th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 8th Commandment now controls the body but doesn't deprive the target of awareness. The 8th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 8th Commandment ends it as a bonus action. When the possession ends, the 8th Commandment reappears in an unoccupied space within 5 ft. of the body.

DEVOUT, MARTYR OF THE 8TH

Medium celestial, Lawful Neutral

Armor Class 18 (plate)
Hit Points 187 (22d8 + 88)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	21 (+5)	23 (+6)	26 (+8)

Saving Throws Dex +6, Wis +11, Cha +13
Skills Athletics +9, Deception +13, Intimidation +13
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, frightened, prone, restrained
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 16 (15,000 XP)

Angelic Weapons. The martyr of the 8th's weapon attacks are magical. When the martyr of the 8th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Aura of Fear. If a creature is frightened of the martyr of the 8th, its speed is reduced to 0 while within 10 feet of the martyr of the 8th, and that creature takes 5 psychic damage if it starts its turn there.

Divine Awareness. The martyr of the 8th knows if it hears a lie.

Thou Shalt Not Bear False Witness. Humanoids within 500 feet of the martyr of the 8th know if they hear a lie. In addition, each time an humanoid in that radius utter a lie it takes 5 (1d10) radiant damage.

Wings of Truth. Once per round, the martyr of the 8th can force a creature it can see (magically or otherwise) to make a DC 21 Wisdom saving throw. On a failure the martyr of the 8th magically learns one of the most intimate secret of the target. If a creature's saving throw is successful the creature becomes immune to this ability for the next 24 hours.

Spellcasting. The martyr of the 8th is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The martyr of the 8th has the following paladin spells prepared:

1st level (4 slots): *command*, *thunderous smite*, *shield of faith*
2nd level (3 slots): *branding smite*, *find steed*
3rd level (2 slots): *blinding smite*, *fear*

Actions

Multiaction. The martyr of the 8th makes three attacks with its glaive or its shortbow.

Glaive of Truth. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage and 9 (2d8) radiant damage. If the target is a humanoid that lied within the past 24 hours, it takes an additional 9 (2d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and 9 (2d8) radiant damage.

Terrorize (Recharges after a short or long rest). The martyr of the 8th exudes magical menace. Each enemy within 30 feet of the martyr of the 8th must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the martyr of the 8th, the target can repeat the saving throw, ending the effect on itself on a success.

Legendary Actions

The martyr of the 8th can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The martyr of the 8th regains spent legendary actions at the start of its turn.

Attack. The martyr of the 8th makes one attack with its glaive or shortbow

Fly. The martyr of the 8th moves up to half its flying speed.