

13 Chaotic Entities Monster Manual

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Contents

| | |
|-----------------------------|----|
| Mara | 3 |
| Lilith | 5 |
| Pazuzu | 7 |
| Ahriman | 9 |
| Ravana | 11 |
| Azazel | 13 |
| Surtr | 14 |
| Fenrir | 15 |
| Kali | 18 |
| Set | 21 |
| Lamashtu | 23 |
| Nergal | 24 |
| Banshee | 26 |
| Final Notes | 28 |
| To the Dungeon Master | 28 |

A moon drowned in clouds, where the veil between worlds grows thin, the whispers of the ancient beings claw at the edges of reality. Journey into the shadows where the darkest tales intertwine, where Mara, Kali, and their malevolent kin wait in the corners of the night.

As you traverse through the tales of these chaotic entities, remember, in the depth of night, they whisper, they beckon. The fabrics of darkness woven by these beings is a testament to the complex and terrifying realms that lie just beyond the veil of our known world, where chaos and malevolence intertwine in an eternal dance.

In the darkness, they wait, and they watch, forever a part of the human psyche, a dark mirror reflecting our deepest fears and the chaos that resides within us all.

In the abyssal corners of human mythology, where reality frays at the edges and the boundaries between worlds blur, an unholy chorus of malevolent beings etches tales of darkness and fear into the annals of time. Through the obsidian, dark void that envelops the moon's gentle glow, they emerge – figures woven from the threads of nightmares, embodiments of our deepest, most primal fears. A gathering storm of chaos and malevolence, their tales seep into the waking world, echoing the whispers of darkness that reverberate in the hidden corners of the human psyche.



Mara

The Temptress of Illusions

Mara, often depicted in Buddhist mythology, is synonymous with temptation and illusion. She embodies deceit and desires, wielding her powers to steer individuals away from the path of enlightenment. Her influence is pervasive, pulling at the strings of the heart and mind, seeking to engulf souls in a world of insatiable cravings and illusions.

In the serene realms of meditation, the tranquil landscapes hide an unsettling figure lurking in the shadows. Mara unfurls her deceitful tendrils towards the enlightened ones, endeavoring to drag souls into an abyss of insatiable cravings, forever lost in a sea of illusion. Each motion is poetry in darkness, a choreography of malevolence, designed to ensnare the unsuspecting practitioner with honeyed whispers of earthly pleasures and fabricated successes.

Mara's domain is a mirage, an ever-shifting landscape of ethereal beauties and false promises, where time loses its meaning and space its boundaries. Here, desires are magnified tenfold, presented as shimmering illusions that beckon one to forsake the quest for spiritual liberation. Those who find themselves entrapped in her web struggle to discern reality from the ever-changing facade, the lines between truth and falsehood blurred in the enticing dance of Mara's illusions.

Yet, the wise and seasoned seekers may recognize her deceit, their inner light cutting through the alluring darkness. It becomes a battle of wills, a test of inner strength and resolve as they navigate through the labyrinthine pathways set before them, guided by the compass of inner wisdom and the beacon of enlightenment that glows within their souls.

As they stand firm, refusing to succumb to the tantalizing temptations Mara presents, a transformation occurs. The once powerful and feared figure diminishes, her hold weakening with each rejection of her falsities. A profound realization unfolds as they

comprehend that Mara, the seductress of illusion, is but a projection of their own fears and desires.



Class: Warlock (Great Old One Patron)
Abilities: High Intelligence and Wisdom
Skills: Arcana, Deception
Spell Suggestions: Eldritch Blast, Telepathy, Dream
Magic Items: Amulet of Nightmares (grants the ability to manipulate dreams and fears)
Armor Class: 16 (Cloak of Protection)
Hit Points: 110 (20d8 + 20)
Challenge Rating (CR): 13 (10,000 XP)

MARA

Medium humanoid, Chaotic Evil

Armor Class 16 Cloak of Protection

Hit Points 110

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 16 (+3) | 20 (+5) | 19 (+4) | 24 (+7) |

Saving Throws Dex +9, Cha +12

Skills Deception +17, Insight +9, Persuasion +17

Damage Vulnerabilities radiant

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, frightened

Senses blindsight 120 ft., truesight 60 ft., passive Perception 14

Languages Celestial, Common, Infernal, Sylvan, telepathy 120 ft.

Challenge 13 (10,000 XP)

Amulet of Nightmares. Grants the ability to manipulate dreams and fears up to 60 feet. When target approaches the wearer of the amulet, there is a 25% chance per round they are within 60 feet of amulet that they will lose control of their mind and fear takes over - madness immediately sets in - every round while they are within the 60 feet of the amulet, taking 1d4 damage each round, until removed from amulets affect. But once removed, they become resistant to its effects: if they approach again, after overcoming the maddening fear that possessed their minds, there will only be a 5% chance of the effects occurring again.

Illusory Appearance. Can create powerful illusions to deceive enemies.

Spell Suggestions: Eldritch Blast, Telepathy, Dream

ACTIONS

Illusion Attack. Illusion melee spell attack that confuses target before she strikes with her claws, bring down their reaction, their AC -5 for that moment of her melee attack.

3 Claw Melee Attacks. 3 attacks with claws (1 target only) doing 2d10 psychic damage for each successful attack.

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Lilith

The Night Terror

A prominent figure across various mythologies, Lilith is often illustrated as a powerful and independent entity: A figure representing darkness and misfortune. With a fierce determination, Lilith roams the night, her vengeful eyes seeking solace through the chaos she instills in the innocent. A guardian of the night, she harbors a terrifying affection for newborns, seeking to reclaim what once was hers.

In the darkness, Lilith, the forsaken first woman, roams with vengeance burning in her cold eyes. A relentless entity, she harbors a terrifying affection for newborns, her whispers seeping into the cradles of the innocents. She seeks to reclaim what was once denied to her, spreading a cloak of fear wherever her shadow falls.

As the moon ascends to its throne in the night sky, Lilith awakens from her desolate realm, embodying the bitterness and anguish carried through centuries. Her presence unsettles the stillness of the night, her silhouette dancing ominously against the silvery luminescence that blankets the earth. Her voice, once melodious, now echoes with a haunting resonance, weaving tales of loss and betrayal to those who dare to listen.

Through the labyrinthine corridors of time, Lilith has transformed, a metamorphosis fueled by an insatiable desire for retribution. She is a siren of darkness, her song beckoning the fragile hearts to venture into her cold embrace, where promises of power and liberation are entwined with threads of deception and malice. Each night, she weaves a tapestry of nightmares, a reflection of the profound loneliness and rage that festers within her.

And as dawn approaches, painting the sky with hues of hope and renewal, Lilith retreats, her energy waning with the first rays of sunlight. She becomes a whisper in the wind, a fleeting shadow in the awakening world, a poignant reminder of the complexities of myth and legend that intertwines with the human experience. Until night falls again, and the vengeful guardian of the night resumes her eternal, mournful vigil.



Class: Sorcerer (Shadow Magic)
Abilities: High Charisma and Intelligence
Skills: Perception, Stealth
Spell Suggestions: Shadow Step, Darkness, Umbral Sight
Magic Items: Staff of Night (grants the ability to manipulate shadows and darkness)
Armor Class: 18 (Shadow Armor)
Hit Points: 150 (20d10 + 40)
Challenge Rating (CR): 17 (18,000 XP)

LILITH

Medium humanoid (The Night Terror), Neutral Evil

Armor Class 18
Hit Points 150
Speed 35 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 18 (+4) | 22 (+6) | 21 (+5) | 25 (+7) |

Saving Throws Con +10, Int +12
Skills Perception +11, Stealth +17
Damage Vulnerabilities radiant
Damage Resistances fire, necrotic
Damage Immunities poison
Condition Immunities charmed, paralyzed
Senses passive Perception 21
Languages Abyssal, Celestial, Common, Infernal, telepathy 100 ft.
Challenge 17 (18,000 XP)

Night Terror. Can instill fear in her enemies, potentially paralyzing them with fright.

Shadow Step. Can teleport between shadows.

Summon Shadows. Can summon 3d4 shadows to aid her in battle.

Magic Item: Staff of Night. Grants the ability to manipulate shadows and darkness.

ACTIONS

Nightmare Touch. Melee Attack: 4d10 Necrotic Slashing Damage, and for 1d6+1 days (not stacked) can induce nightmares, causing exhaustion if the target fails a Wisdom save when melee is successful.

Pazuzu

The Prince of the Lower Winds

Pazuzu stands as a figure of foreboding dread in Mesopotamian mythology, ruling over the southwestern wind, harbinger of storms and bearer of famine and locusts. His very essence is synonymous with the deepest fears of humanity, representing chaos and malevolence. His grim figure, part man and part beast, signifies the melding of the worst aspects of nature and humanity.

In a desolate landscape of darkness, Pazuzu reigns supreme, unleashing torrents of storms and locusts upon the realms. His fearsome presence, a blend of man and beast, encapsulates the terrifying forces of nature and the chaos it harbors, forever seeking to expand his domain of dread and despair.

At the heart of the turmoil, the twisted visage of Pazuzu stands defiant, an embodiment of the untamed forces that govern the darker corners of the world. His wings, dark and vast, stretch across the horizon, threatening to engulf all that lies in their shadow. His breath, a noxious mix of tempest and fire, brings ruin to fields and famine to the innocent. His taloned hands grasp at the heavens, challenging the very gods who dare to stand against him.

In ancient scripts, his name is whispered with fear and reverence, a testament to the pervasive influence he holds over the land. He is the orchestrator of destruction, the master of calamities, directing his minions with a ruthless hand. Underneath his reign, there is no respite, no shelter from the relentless pursuit of chaos. He crafts his symphonies with the screams of the doomed and the wails of the suffering, a never-ending opus of despair that echoes through time.

But in the complexity of myth, Pazuzu is not just a figure of unbridled malice. He is also seen as a guardian, a defender against even darker forces that threaten to consume the world. A dual entity, he embodies the paradox of nature: a creator and a destroyer, a being capable of both benevolence and cruelty. In the presence of Pazuzu, humanity stands at the precipice, witnessing firsthand the sheer power and ferocity that nature, at its most raw and untamed, can unleash.

As legend narrates, there comes moments where even Pazuzu shows restraint, withholding his might to preserve a precarious balance. In these fleeting instances, it becomes evident that even beings of immense darkness hold a respect for the intricate web of existence, understanding that true power comes not from unbridled destruction, but from the nuanced dance between creation and chaos.



Class: Druid (Circle of the Land – Desert)

Abilities: High Constitution and Strength

Skills: Nature, Intimidation

Spell Suggestions: Call Lightning, Insect Plague, Control Weather

Magic Items: Scepter of Storms (allows the control of weather and summoning of locust swarms)

Armor Class: 19 (Natural Armor)

Hit Points: 200 (24d8 + 96)

Challenge Rating (CR): 19 (22,000 XP)

PAZUZU

Medium fiend (The Prince of the Lower Winds), Chaotic Evil

Armor Class 19 Natural Armor

Hit Points 200

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 21 (+5) | 22 (+6) | 19 (+4) | 20 (+5) | 21 (+5) |

Saving Throws Str +12, Dex +11

Skills Acrobatics +17, Perception +17

Damage Vulnerabilities thunder

Damage Resistances lightning, necrotic

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 27

Languages All

Challenge 19 (22,000 XP)

Spell Suggestions. Call Lightning, Insect Plague, Control Weather, Charm Person, Wind Walk, Teleport, Dispel Magic

Magic Item: Scepter of Storms. Can control weather and summon locust swarms, 2 charges per day. Swarming, biting locusts fill a 100-foot-radius around Pazuzu, causing 2d10 piercing damage every round inside of affected area. Locust swarms last 1d12+3 rounds. The weather control is limited 3 miles of his choosing, that is visible to him to point at. The weather change occurs in 1d4 rounds.

ACTIONS

Spell: Wind Blast Wall. Can attack per round with instant spell, Wind Blast Wall. Spell attack is 30 feet wide from him, charging outwards of 100 feet away from him, and any target hit takes 5d6 bludgeon damage, if they fail a Dex Save Throw vs DC 15. If target is hit by Wind Blast Wall, they are also thrown back 30 feet + 1d6 more damage: there is a 30% chance anything held in hand is tossed 1d20 feet away from the holder.

Spell Item: Unholy Avenger. This great sword of his is a +3 Unholy Avenger, radiates anti-magic field 60 feet radius, with a 50% of any spell cast within 60 feet of it could fail, except any magic that aligns with Chaotic Evil - it will not be affected. It can detect Lawful Good alignments 120 feet. When attacking a Lawful Good alignment, it instantly becomes a +5 Unholy Avenger, and gives wielder 3 attacks per round with it.

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Ahriman

The Lord of Darkness

A significant deity in Zoroastrianism, Ahriman embodies the principle of destructive chaos. He is the darkness that seeks to swallow the light, the bringer of death and decay. A figure of pure malevolence, Ahriman is ever in conflict with the forces of good, vying for dominion over the world, sowing seeds of hatred and discord wherever his influence spreads.

Amidst the ethereal plains, Ahriman, the epitome of darkness, plots tirelessly against the forces of light. With an insatiable hunger for destruction, he endeavors to engulf the world in darkness, fostering hatred and chaos in the hearts of men, forever embroiled in a battle against the forces of good, threatening to tip the scales towards an era of desolation.

In the cosmic theater of good versus evil, Ahriman emerges as a formidable antagonist, weaving intricate plans to destabilize the harmonious order sustained by the forces of light. He embodies a relentless pursuit of power, a desire to undermine the benevolent creations and spread his tendrils of influence across the realms. With each passing moment, his sinister strategies grow more elaborate, fueled by a deep-rooted enmity that knows no bounds.

Cloaked in shadows, he moves with calculated precision, his presence a dark maelstrom that seeks to consume all that is pure and virtuous. He is a master manipulator, exploiting the weaknesses and fears of humanity, stirring the pot of discontent and strife. His words drip with venom, infecting the minds of those he touches, turning brother against brother, nation against nation.



Class: Sorcerer (Shadow Magic)
Abilities: High Charisma and Intelligence
Skills: Deception, Arcana
Spell Suggestions: Shadow Step, Darkness, Necrotic Shroud
Magic Items: Staff of Decay (burns and decays non-magical items)
Armor Class: 20 (Shadow Armor)
Hit Points: 220 (20d12 + 100)
Challenge Rating (CR): 21 (33,000 XP)

AHRIMAN

Large humanoid (The Lord of Darkness), Lawful Evil

Armor Class 20 Shadow Armor

Hit Points 220

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 19 (+4) | 23 (+6) | 22 (+6) | 21 (+5) | 22 (+6) |

Saving Throws Dex +11, Wis +12

Skills Arcana +20, History +13

Damage Vulnerabilities radiant

Damage Resistances fire

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, petrified

Senses passive Perception 15

Languages Abyssal, Common, Infernal, Primordial, telepathy 120 ft.

Challenge 21 (33,000 XP)

Dark Manipulations. Dark Manipulation: Can control darkness and create objects or barriers from it.

Corruption. Can corrupt living beings, turning them into minions, at his command and control, for 1d20 rounds. Can target 1 humanoid, creature or monster every day. Spell save DC.

ACTIONS

Magic Item: Staff of Decay. Attack damage 1d12+10, there is no save, non-magical items will begin to decay in 3 rounds, anyone touching it will be burned for 1d6 damage every round holding it barehanded.

Magic Item: Darkness Spear. If wield by anyone under a strength and dexterity under 18 each, the range is typical limitations, but when Ahriman wields it, range is 120 feet, though up to 200 feet (greater than 120 Ahriman will have a disadvantage roll).

Chaos Wave. Radius pulse wave spell attack, 3 times per hour, unleashing a wave chaotic energy that automatically disrupts all magical effects instantly, including any magical casting, but not affecting magical items (i.e. potions, magical armor, etc.), negating them, up to 100 feet radius from Ahriman. Could cause 4d8 necrotic + 2d8 psychic damage. Ahriman rolls Chaos Wave spell attack with an advantage roll for damage.

Melee: Shadow Strike. Bludgeon attack damage of 1d12+3 and Save Throw DC, if Save Throw failed 20% of Hit Points are drained.

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Ravana

The Ten-Headed Demon King

Ravana, the legendary demon king of Lanka, emerges from the ancient Hindu epic, the Ramayana. A formidable scholar and a mighty warrior, he is a man of paradox, harboring vast knowledge and demonic tendencies. His ten heads symbolize his intellectual prowess, but they also represent his extreme desires and greed. A mighty force on the battlefield, Ravana's tale is a tragic one, where his strengths become the harbinger of his downfall.

In the realms of myth and legend, Ravana stands tall with ten heads, a testament to his unparalleled intellect and might. A fearsome warrior and a scholarly king, his reign is marked by both prosperity and tyranny. But his insatiable desires lead him down a path of destruction, a tragic figure whose strengths herald his inevitable downfall.

Amidst the grandeur of his golden palace, Ravana sits on his throne, a master of dichotomies. His mind, a reservoir of deep knowledge and understanding, is constantly at odds with the cravings that plague his heart. In the intricate halls of his kingdom, echoes of grand debates on philosophy and the arts resound, testimony to a ruler who valued intellect as much as power.

On the battlefield, Ravana fights with unmatched bravery and skill, a warrior king in his prime. But as the arrows fly and the celestial weapons clash, Ravana's inner turmoil becomes his greatest enemy. Unable to tame the demons within, his vast intellect succumbs to the darkness that has grown in his heart.



Class: Fighter (Eldritch Knight)
Abilities: High Strength and Intelligence
Skills: History, Warfare
Spell Suggestions: Fireball, Teleportation Circle, Shield
Magic Items: Sword of Lanka (domination over enemies), Chandrahas (legendary staff)
Armor Class: 21 (Armored Skin)
Hit Points: 230 (20d10 + 110)
Challenge Rating (CR): 23 (50,000 XP)

RAVANA

Medium humanoid, Chaotic Evil

Armor Class 21 Armored Skin

Hit Points 230

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 29 (+9) | 24 (+7) | 18 (+4) | 24 (+7) | 16 (+3) |

Saving Throws Str +15, Dex +16

Skills Athletics +15, Intimidation +17

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, fire

Damage Immunities force, poison, thunder

Condition Immunities charmed, stunned

Senses passive Perception 17

Languages Abyssal, Celestial, Common, Infernal

Challenge 23 (50,000 XP)

Melee Bonus. Can attack 2 times per turn.

Spell Suggestions: Fireball, Teleportation Circle, Shield

Fire Manipulation. Can control and create fire.

ACTIONS

Legendary Weapon: Chandrahas. A large staff with a glowing crescent moon at the end that can cut through any armor, even magical armor. When struck, it does 2d20+10 damage, and it will throw any medium size creature or smaller 40 feet away causing another 1d10 damage with a 40% chance of releasing anything in targets hand(s).

Magic Item: Sword of Lanka. A mighty weapon that grants domination over enemies. If target is struck by sword, it does 2d8 damage + Save Throw DC 13, if Save Throw fails you are under Ravana control for 1d6 rounds.

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Azazel

The Scapegoat of the Wilderness

In ancient Judaic texts, Azazel embodies sin and transgression. Banished to the desolate places of the earth, he becomes the receptacle of the community's sins during the ritual of Yom Kippur. This fallen angel is not just a figure of atonement but also a beacon of allure and rebellion, teaching humanity forbidden knowledge, steering them towards the paths of warfare and vanity. Within the barren stretches of the wilderness, Azazel lingers as a somber figure, bearing the weight of humanity's sins.



Class: Warlock (Fiend Patron)

Abilities: High Intelligence and Charisma

Skills: Religion, Deception

Spell Suggestions: Thaumaturgy, Hellish Rebuke, Flame Strike

Magic Items: Staff of Forbidden Magic (loss of magic powers and negates magic), Heavenly Blade (bypass any resistances and immunities)

Armor Class: 22 (Magical Barriers)

Hit Points: 250 (20d12 + 120)

Challenge Rating (CR): 25 (75,000 XP)

AZAZEL

Medium humanoid, Neutral Evil

Armor Class 22 Magical Barriers

Hit Points 250

Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 23 (+6) | 22 (+6) | 26 (+8) | 22 (+6) | 26 (+8) |

Saving Throws Dex +14, Cha +16

Skills Nature +16, Survival +22

Damage Vulnerabilities radiant

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities exhaustion, petrified

Senses passive Perception 16

Languages Abyssal, Celestial, Common, telepathy 100 ft.

Challenge 25 (75,000 XP)

Spell Suggestions. Thaumaturgy, Hellish Rebuke, Flame Strike

ACTIONS

Heavenly Blade. A sword that does 3d10 radiant damage. It can bypass any resistances and immunities, including any provided by celestial beings.

Multi-armed Strikes. 4d6 slashing damage,

Magic Item: Staff of Forbidden Magic. Staff dispels and negates all magic in a 120 feet radius. If struck by Staff of Forbidden Magic, target takes 2d10 damage and rolls a Save Throw against a DC 15, if Save Throw fails, any magic item, armor, spell ability - anything magical - could be lost forever (DM discretion on the application of this detail in battle).

Surtr

The Flaming Juggernaut of Ragnarok

Surtr is an elemental force from Norse mythology, a fire giant destined to bring about the cataclysmic event known as Ragnarok. A keeper of the fiery realm of Muspelheim, his mere presence is associated with blazing fires and scorching lands. At the end of times, Surtr is prophesized to lead his fiery legions against the gods, culminating in the world's fiery rebirth. Amidst the molten landscapes of Muspelheim, Surtr stands as a beacon of impending doom. This fire giant, wielding a flaming sword, embodies the very essence of destruction. As the harbinger of Ragnarok, he is poised to bring forth an inferno that will engulf worlds, reshaping the fates of gods and mortals alike.



Class: Barbarian (Path of the Berserker)

Abilities: High Strength and Constitution

Skills: Athletics, Intimidation

Spell Suggestions: Flame Blade, Fire Storm, Wall of Fire

Magic Items: Flaming Sword of Muspelheim (a blade that ignites anything it touches)

Armor Class: 23 (Fiery Aura)

Hit Points: 280 (24d12 + 120)

Challenge Rating (CR): 23 (50,000 XP)

SURTR

Medium humanoid, Chaotic Neutral

Armor Class 23 Fiery Aura

Hit Points 280

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 26 (+8) | 26 (+8) | 20 (+5) | 20 (+5) | 16 (+3) |

Saving Throws Str +15, Con +15

Skills Athletics +22, Intimidation +17, Perception +12, Survival +19

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned, stunned

Senses passive Perception 22

Languages Celestial, Common, Giant, Primordial

Challenge 23 (50,000 XP)

Spell Suggestions. Fireball, Flame Blade, Meteor Swarm, Incendiary Cloud, Fire Shield, Fire Storm

ACTIONS

Magic Item: Legendary: Flaming Sword of Muspelheim. +3 magical, 3d12 fire damage + 3d6 slashing damage, anything it touches, including magical items, ignites on fire for an additional 1d8 per turn for 1d4 turns, and fire can spread. Surtr can attack twice per turn.

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Fenrir

The Unbound Wolf of Destiny

Another central figure in the Norse apocalypse, Fenrir, the monstrous wolf, is a creature of immense power and dread. Born of the trickster god Loki and the giantess Angrboda, his fate is intertwined with that of the gods. Despite being bound by them to prevent chaos, his eventual breaking free signifies the onset of Ragnarok and the doom of the Aesir god Odin.

Bound in chains, the immense form of Fenrir lies dormant, awaiting the moment of prophecy. This colossal wolf, with a ferocity unparalleled, is both a testament to the gods' fear and their impending doom. Once unshackled, his roar will herald the end of the Aesir reign, marking a cataclysm that will reshape the world.

In the depths of the Norse cosmos, beneath the shade of Yggdrasil, the World Tree, Fenrir's presence looms as a constant reminder of the inevitable cycle of destruction and rebirth. His very existence, a paradox of the gods' making, encapsulates the looming threat that hangs like a dark cloud over the golden halls of Asgard.

Fenrir's chains, forged from the sound of a cat's footsteps, the beard of a woman, the roots of mountains, and other impossibilities, are not just physical restraints but symbolize the intricate web of fate that binds all beings in the Norse cosmology. These bonds, though seemingly indestructible, tremble with the latent force that the monstrous wolf embodies, a testament to the uneasy balance that the gods have managed to maintain.

As the days grow darker and the signs of Ragnarok become more apparent, the gods watch with growing apprehension as Fenrir's power seems to swell. The very forces of nature resonate with his impending release, as if the world itself is holding its breath, awaiting the cataclysm that his freedom will bring. Tales of his fearsome jaws, capable of swallowing the world, circulate amongst the gods and men alike, fueling an ever-growing atmosphere of dread and foreboding.

In the final moments, when the skies crack open and the earth trembles, Fenrir will rise, a force of chaos and destruction, embodying the raw, primal power that the Norse apocalypse represents. Odin, the Allfather, will meet him in battle, a confrontation that symbolizes the ultimate clash between order and chaos, creation and destruction.

With each thunderous step, Fenrir threatens to tear apart the fabric of the world, his howls echoing like the tolling of a death knell for the Aesir. It is said that in this monumental battle, even the gods cannot escape the destiny woven by the Norns, the weavers of fate. As Fenrir (or any combined adventuring party powerful enough) and Odin face each other on the battlefield, the cosmos will bear witness to a battle that transcends time.



Class: Fighter (Champion)
Abilities: High Strength and Dexterity
Skills: Athletics, Perception
Spell Suggestions: None, but has a devastating bite attack.
Magic Items: Chains of the Gods (once broken, grants Fenrir unparalleled strength)
Armor Class: 24 (Natural Armor)
Hit Points: 300 (24d12 + 140)
Challenge Rating (CR): 29 (135,000 XP)

FENRIR

Large beast, Chaotic Evil

Armor Class 24 (natural armor)

Hit Points 300

Speed 88 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 29 (+9) | 29 (+9) | 18 (+4) | 10 (+0) | 10 (+0) |

Saving Throws Str +18, Dex +18

Skills Perception +18, Stealth +27, Survival +18

Damage Vulnerabilities fire

Damage Resistances bludgeoning, cold

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

Condition Immunities exhaustion, frightened, petrified

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 300 ft., truesight 120 ft., passive Perception 28

Languages Celestial, Common, Giant

Challenge 29 (135,000 XP)

Wolf Pack. Can summon 1d12+3 dire wolves or winter wolves that will defend Fenrir until death.

Unleashed Fury. Instantly increase bite attacks to 3 attacks per turn for 1d6 rounds, 1 time per day.

ACTIONS

Ferocious Bite. 4d12 piercing damage, can grabble the target and hold in place.

Howl of the Apocalypse. Area effect, radius of 180 feet from Fenrir causing 3d10 thunder damage if Save Throw against DC 15 is unsuccessful per person/target/creature within the howl radius of 180 feet + a 50% chance causing fear + disadvantage rolls for 2d6 rounds. Can produced the Howl of the Apocalypse every 3 rounds.

REACTIONS

Magic Item: Chains of the Gods. Chains can bind and restraint anything, even the gods themselves, indefinitely. Once restraints removed, Fenrir is granted unparalleled strength.

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Kali

The Goddess of Time, Creation, and Destruction

Emerging from the Indian pantheon, Kali is a complex and multifaceted deity. Often depicted with a fearsome visage, she is the embodiment of time, creation, and destruction. A force that transcends good and evil, Kali dances in the graveyard of worlds, where she devours the illusions of the ego and fosters spiritual liberation.

In the cosmic dance of time, Kali unfolds as a deity of unparalleled complexity. With a fearsome appearance, she dances in the graveyards of worlds, devouring illusions and nurturing spiritual growth. A beacon of liberation, Kali stands beyond good and evil, a force that transcends the boundaries of mortality.

With dark tendrils of hair swirling in the cosmic winds, Kali manifests as the ultimate destroyer of falsehoods, a fierce mother who nurtures and protects even as she annihilates. Her dance is a powerful and relentless force, swirling and weaving through the tapestry of existence, tearing away the veils of illusion that bind humanity to the cycle of birth and death.

At the heart of the tumultuous cosmos, amidst the swirling galaxies and burning stars, Kali's dance resonates with the heartbeat of the universe itself. Each step, a reverberation that shakes the foundations of reality, a testament to her role as the harbinger of both creation and dissolution. Her eyes, burning with the fires of wisdom, peer into the depths of existence, where she discerns the transient nature of all things.

In her many hands, she holds the symbols of both life and death: the severed head of ignorance, the sword of discernment, the lotus of spiritual awakening. These objects bear witness to her role as the guide through the cycles of samsara, ushering souls towards liberation, towards a realization of the ultimate truth.

As devotees approach her, with hearts trembling in awe and reverence, they find themselves at the threshold of transformation. Kali, the fierce and loving mother, beckons them to shed their fears and attachments, to embrace the raw, untamed energy that resides within them. In her presence, the ego shatters, making way for the

birth of a new consciousness, a state of being that transcends the limitations of the physical world.

In the grandeur of her dance, amidst the echoing beats of the damaru and the clashing of symbols, Kali embodies the rhythmic pulse of existence itself. Her dance is a cosmic symphony, where destruction gives way to creation, where endings herald new beginnings. Through the cycles of time, she remains an enigmatic figure, a deity who encompasses the complexities of life and death, of creation and destruction, an eternal force that guides and shapes the cosmos with an energy that is both terrifying and awe-inspiring.

Thus, in the cosmic theater of the universe, Kali reigns supreme as the primordial energy that fuels the engines of worlds, a force of nature that dances tirelessly at the crossroads of time and eternity, orchestrating the grand, cosmic ballet of life and death, of beginnings and endings, forever immersed in the sacred dance that orchestrates the eternal rhythms of the universe.



Class: Cleric (Tempest Domain)

Abilities: High Wisdom and Strength

Skills: Religion, Insight

Spell Suggestions: Divine Word, Storm of Vengeance, Destructive Wave

Magic Items: Scimitar of Time (able to manipulate time briefly)

Armor Class: 26 (Divine Armor)

Hit Points: 320 (24d10 + 160)

Challenge Rating (CR): 30 (155,000 XP)

KALI

Medium humanoid, Chaotic Neutral

Armor Class 26 Divine Armor

Hit Points 340

Speed 40 ft., fly 60 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|----------|---------|
| 30 (+10) | 24 (+7) | 22 (+6) | 25 (+7) | 30 (+10) | 19 (+4) |

Saving Throws Str +19, Wis +19

Skills Acrobatics +25, Athletics +28, Persuasion +22, Religion +25

Damage Vulnerabilities necrotic

Damage Resistances fire, force, radiant

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion

Senses passive Perception 20

Languages All

Challenge 30 (155,000 XP)

Time Manipulation. Can manipulate time to slow down or hasten events 3 times per day, once per turn, affecting all things, including magic and magical items, up to 300 feet radius from her. Save Throw DC 24. If affected targets fail Save Throw, she slows down time for all fails within the 300 feet radius of her, she gains 4 extra attacks if she desires, per round, for 1d8 rounds, that will bring the targets AC down by -9, or if she hastens events (i.e. targets running away, attacking, casting, talking, etc.) it may seem instantaneous to the targets, to her it's slow motion, giving her a +10 on AC and +10 dexterity, lasting 1d8+2. Target may try to escape effects after being affected by removing themselves greater than 300 feet away from her.

Spell Suggestions. Divine Word, Storm of Vengeance, Destructive Wave, Moonbeam, Barkskin

Magic Item: Orb of Time. While holding this orb, you can use an action to determine whether it is morning, afternoon, evening, or nighttime outside. This property functions only on the Material Plane.

Gathered Teleport. This instant spell, instantly transports up to 8 creatures/monsters/beasts/humanoids, of her choice that she can see within range, or a single object that she can see within range, to a destination she selects. If she targets an object (maybe that Holy Avenger that Paladin is carrying?), it must be able to fit entirely inside a 10-foot cube. The destination she choose must be known to her, and it must be on the same plane of existence as she and targets are. She can cast this spell ability 1 time per day. Save Throw vs DC 15 not to affected.

ACTIONS

Melee Attack. 3d12+6 slashing damage + target ages 10 years per strike, and their Strength, Constitution and Dexterity ability scores drop by 1 point permanently for each successful attack.

Magic Item: Master Swordsman. +3 magical sword that hastens her attacks to 3 melee attacks per round at 1d12+3 damage per attack. Because wielding this sword offers the hasten attacks, she can mix and match her attacks with other attacks (i.e. 1 attack with Time Manipulation, 1 attack with sword, 1 attack with hands).

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Set

The God of Chaos and Storms

In ancient Egyptian mythology, Set embodies the primal forces of chaos, storms, and darkness. Often seen as a malevolent figure, he is also a guardian of the sun god Ra during his nightly journey through the underworld. This dual nature makes him a deity of complexity and power, representing both destruction and protection.

In the arid landscapes of ancient Egypt, Set rises as the embodiment of chaos and storms. This complex deity harbors both malevolence and protection, bringing storms that can wreak havoc or shield the vulnerable. With darkness and primal force at his beck and call, Set stands as a formidable figure in the pantheon, holding powers that can both create and destroy.

Amidst the golden sands and towering pyramids, Set's influence manifests as a swirling vortex of conflicting energies. He holds dominion over the fierce desert storms, his voice echoing in the howl of the wind, as he wields the raw, untamed forces of the natural world with a masterful hand. In the intricate tapestry of Egyptian mythology, Set occupies a space of profound duality, a being who navigates the realms of both light and shadow with deft agility.

By night, Set transforms into a vigilant guardian, escorting the sun god Ra through the perilous journey across the underworld. Here, amidst the lurking dangers of the night, Set's protective aspect comes to the fore, showcasing his capacity for guardianship and loyalty. With fierce determination, he battles the forces of chaos that threaten to engulf the world in darkness, a sentinel who stands vigilant at the borders of the known and the unknown.

Yet, Set's nature is as fluctuating as the desert sands, embodying both creation and annihilation within his being. His complex relationships with other deities in the pantheon further underline his intricate role within the fabric of Egyptian mythology. A brother, an adversary, and a protector, Set's multifaceted personality embodies the intricate dance of opposites, a deity who holds within him the seeds of both conflict and chaos to bring some semblance of harmony.



Class: Sorcerer (Storm Sorcery)

Abilities: High Charisma and Constitution

Skills: Intimidation, Arcana

Spell Suggestions: Chain Lightning, Control Weather, Storm of Vengeance

Magic Items: Scepter of Storms (grants control over weather and elemental forces), Shield of Chaos (advantage rolls)

Armor Class: 27 (Shield of Chaos)

Hit Points: 350 (24d12 + 200)

SET

Large humanoid, Chaotic Evil

Armor Class 27

Hit Points 350

Speed 35 ft., fly 70 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 21 (+5) | 24 (+7) | 23 (+6) | 21 (+5) | 24 (+7) |

Saving Throws Dex +13, Int +14

Skills Arcana +14, Deception +23, Survival +21

Damage Vulnerabilities radiant

Damage Resistances fire, necrotic

Damage Immunities force, poison

Condition Immunities blinded, charmed, poisoned

Senses passive Perception 15

Languages Abyssal, Celestial, Common, Primordial, telepathy 200 ft.

Challenge 25 (75,000 XP)

Sandstorm Summoning. Can summon a sandstorm 300 feet radius at will, 2 times per day as a defensive maneuver, else to blind targets for an attack. Set is not affected by its Sandstorm it creates, and can see through it clear as day, but all targets inside of Sandstorm are blind and must cover their eyes from the dust and sand. Affected target will have a -7 armor class against Set's attacks, and a -5 to all attack rolls while affected by Sandstorm.

Shape-shift. Can instantly transform at will, into any creature/monster/beast.

Spell Suggestions. Chain Lightning, Control Weather, Storm of Vengeance

Magic Item: Shield of Chaos. All rolls are advantage rolls.

ACTIONS

Chaos Strike. Melee attack 3d10 necrotic damage + Save Throw requiring Intelligence save to resist "confusion" - if Save Throw fails, confusion sets in for 1d6 rounds force target to roll disadvantage while affected.

Chaos Enshrouding Blast. Cast instantly, 3 times a day, up to 3 times in 1 turn, Chaos Enshrouding Blast, a cone that ripples 100 feet beyond Set at a 60-foot spread out at 100 feet, causing an Intelligent Save Throw against DC 16. if failed Save Throw, 1d12+3 psychic damage + confusion for 1d4+1 rounds, per target in area affected, giving targets disadvantage rolls during those rounds affected (can stack, forcing target to re-roll X stacked effect and then choosing the lowest of all disadvantage rolls).

Magic Item: Scepter of Majesty. While holding this bejeweled, golden rod, Set can use an action to cast the Enthrall spell (save DC 15) from it, exhorting those in range to follow Set and obey Set commands. When Set finishes speaking, 1d6 creatures that failed their saving throw are affected as if by the Dominate Person spell. Each such creature treats Set as its ruler, obeying his commands and automatically fighting in his defense should anyone attempt to harm him. Charmed subjects have advantage on attack rolls against any creature that attacked him or that cast an obvious spell on Set within the last round. The scepter can't be used this way again until the next dawn.

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Lamashtu

The Demon Queen of Monsters

A fearsome figure in Mesopotamian mythology, Lamashtu is a deity synonymous with nightmares, childbirth complications, and malevolent witchcraft. Often depicted as a lion-headed woman with a donkey's body and bird's feet, she represents the chaos and perils that lurk at the fringes of the civilized world. Amidst the dunes of ancient Mesopotamia, the demonic figure of Lamashtu prowls, seeking to inflict terror and chaos. This malevolent entity embodies the nightmares of humanity, bringing forth suffering and pain with a mere flick of her talon. A sovereign of monsters, she commands an army of dark entities, sowing seeds of destruction wherever her shadow falls.



Class: Warlock (Fiendish Patron)

Abilities: High Intelligence and Charisma

Skills: Deception, Arcana

Spell Suggestions: Finger of Death, Summon Fiend, Witch Bolt

Magic Items: Amulet of Nightmares (grants control over chaotic evil creatures)

Armor Class: 25 (Demonic Carapace)

Hit Points: 260 (20d12 + 120)

LAMASHTU

Large beast (The Demon Queen of Monsters), Chaotic Evil

Armor Class 25 Demonic Carapace

Hit Points 260

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 20 (+5) | 24 (+7) | 23 (+6) | 21 (+5) | 24 (+7) |

Saving Throws Con +15, Cha +15

Skills Insight +13, Intimidation +23, Perception +21

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, necrotic

Damage Immunities poison

Condition Immunities charmed, frightened

Senses passive Perception 31

Languages Abyssal, Common, Draconic, Goblin, Infernal, Orc, Primordial, telepathy 150 ft.

Challenge 26 (90,000 XP)

Spell Suggestions. Finger of Death, Summon Fiend, Witch Bolt

Shape-shift. Can instantly transform into a different creature of large size or smaller, and adopt their abilities.

Amulet of Nightmares. Grants control over chaotic evil creatures. Up to 1d10 if CR is less than 10, else only 1 chaotic evil creature. Lasts 1d20 hours.

Summon Offspring. Lamashtu can summon 1d6 demons of a CR 6 or less who will fight for her until death, 1 time per day.

Demon Swarm. 1 time per month, she can summon a random swarm of demons to coordinate an attack - 1d100 demons CR 3 or less.

ACTIONS

Ferocious Bite. Melee attack causing 3d10 piercing damage. Inflicts a curse upon the target, requiring a Wisdom Save Throw DC 15 to avoid, else they are cursed: the curse causes them to receive damage 1d10 damage anytime Lamashtu receives any damage.

Claws. 2 melee attacks with claws per turn, 1d12+3 damage per successful claw attack.

Terrifying Roar. Roar every round, causing panic and fear for 1d4 turns (stackable), Save Throw vs a DC 14 not to be affected. If affected, target(s) will run from her until it wears off.

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Nergal

The Raging God of War

A deity from the Mesopotamian pantheon, Nergal embodies the ruthless aspects of war, pestilence, and the sun's scorching heat. Initially a god of the underworld, his role expanded to encompass destructive forces on earth, showcasing the sheer power and violent aspects of nature and humanity.

In the war-torn landscapes of Mesopotamian lore, Nergal reigns with brutal force. As the deity of war and destruction, his presence signifies unyielding power and devastation. A fiery entity, he basks in the glory of battle, his fiery chariot leaving a trail of ashes and scorched earth. Nergal stands as a testament to the relentless forces of nature and the inevitable cycle of destruction and rebirth.



Abilities: High Strength and Constitution

Skills: Athletics, Survival

Spell Suggestions: Flame Strike, Fireball, Searing Smite

Magic Items: Battle Axe (able to ignite the battlefield)

Armor Class: 26 (Fiery Mantle)

Hit Points: 275 (22d12 + 132)

Challenge Rating (CR): 28 (120,000 XP)

NERGAL

Large celestial, Neutral Evil

Armor Class 26 Fiery Mantle

Hit Points 275

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 28 (+9) | 27 (+8) | 21 (+5) | 21 (+5) | 20 (+5) |

Skills Acrobatics +25, Athletics +25, Deception +13, Intimidation +13, Sleight of Hand +25, Survival +13

Damage Vulnerabilities radiant

Damage Resistances bludgeoning

Damage Immunities fire

Condition Immunities exhaustion, frightened, paralyzed

Senses passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

Challenge 28 (120,000 XP)

War Mastery. Skill in every form of combat and warfare.

Berserk State. Can enter a war raging berserker state for 1d6 rounds every hour at will, adding a +3 to hit, resistant to all non-magical items, and +1d8 extra of melee damage.

War Cry. His voice echos in a deep rumble - boosting the morale and combat effectiveness of allies, giving him and all allies advantage rolls for 1d6 turn in combat. Can War Cry 1 time per hour.

Battle Fury. Gains 3 melee attacks per round with War Ax of Fire for 1d4 turns. A state that gives him powerful series of strikes with his War Axe of Fire, producing advantage rolls on attacks with War Axe, adding a +2 to rolls, and +5 to damage. Can Battle Fury 2 times per day (no stackable).

Army of the Dead. Can summon an army of 1d100 humanoid undead soldiers 1d20, of at least a CR of 10 each, but not greater than a CR 20 (at Dungeon Masters discretion), 1 time per week.

Magic Item: War Ax of Fire. Melee attack 1d12+3, ignites all non-magical items on fire it touches.

ACTIONS

Plague Touch. Melee attack 3d8 necrotic damage, inflicting diseases on target (no Save Throw), causing 1d8 necrotic damage per round on the afflicted for 1d6 rounds.

Pestilence Cloud. Creates a cloud of poisonous gas that can engulf and damage multiple enemies for 1d6 rounds. Area of effect is 260 feet radius surrounding Nergal, if fail Save Throw vs DC 15, it causes 4d10 poison damage initially, then 1d6+3 after while targets are in affected area. Can create this cloud of poison every hour.

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Banshee

The Wailing Spirit of Despair

Stemming from Irish folklore, the Banshee is a harbinger of death, a spectral entity whose wail precedes the demise of a family member. A spirit of mourning and loss, the Banshee drifts through the misty landscapes, a figure of sorrow echoing the laments of those who have passed.

In the mists of Irish folklore, a mournful wail pierces the silence, heralding the presence of the Banshee. This ethereal spirit, draped in flowing garments, embodies sorrow and loss. With a voice that resonates with the anguish of the departed, the Banshee serves as a harbinger of death, her cries echoing the impending doom of those caught in her mournful gaze.

With hair as fine as spun silver, flowing like a cascade of sorrow, she roams the night with an aura of melancholy that permeates the surroundings. The spectral figure travels through the forests and meadows, her weeping intertwining with the whispers of the wind and the rustle of the leaves, forming a symphony of mourning that reverberates through the hills and valleys of Ireland.

Her cry, a melody woven from the deepest strains of grief, carries with it the weight of ancestral sorrow, transcending time and echoing through the generations. It is a sound that transcends language, a cry that speaks to the very soul, resonating with the inherent understanding of loss that dwells within every heart.



Class: Bard (College of Spirits)
Abilities: High Charisma and Wisdom
Skills: Performance, Insight
Spell Suggestions: Banshee's Wail (a new spell that signifies impending doom), Etherealness, Teleport
Magic Items: Veil of Tears (grants the ability to foresee death)
Armor Class: 19 (Ethereal Armor)
Hit Points: 200 (20d10 + 80)
Challenge Rating (CR): 20 (25,000 XP)

BANSHEE

Medium undead (The Wailing Spirit of Despair), Chaotic Neutral

Armor Class 19 Ethereal Armor

Hit Points 200

Speed 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 24 (+7) | 20 (+5) | 21 (+5) | 25 (+7) | 20 (+5) |

Saving Throws Wis +13, Cha +11

Skills Perception +19, Stealth +19

Damage Vulnerabilities thunder

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities frightened, paralyzed, poisoned

Senses passive Perception 29

Languages Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 20 (25,000 XP)

Magic Item: Amulet: Veil of Tears. Ability to foresee death of others, can forecast 1 week in advance.

Wail of the Damned. Radiating from her, 30 feet radius, causes 4d12 psychic damage per round, if Wisdom Save Throw vs DC 14 fails.

Mass Wail. 4 times a day, can unleash a powerful wail that can affect 60 feet radius from her, Save Throw against a DC 14 or frighten fear sets in for 1d10 rounds - targets won't run away, but instead cower in fear where they are.

Haunting Visage. Can instantly cast Haunting Visage 1 time per day, to create illusions up to 3 targets at once, to haunt and torment enemies, if Wisdom Save Throw vs DC 16 fails. Can cast up to 120 feet away.

Spell Suggestions. Banshee's Wail (a new spell that signifies impending doom), Etherealness, Teleport

ACTIONS

Deathly Touch. Melee attack, causing 3d10 necrotic damage. Can cause paralysis, requiring Constitution Save Throw vs DC 15, failed Save Throw the target falls to the ground, awake, but immobile for 1d12 rounds.

Spell Attack: Mourn. Can cast Mourn twice per round, at different targets, up to 120 feet away, causing 3d8 Necrotic Damage and if Save Throw vs DC 11 fails, the target feels sad, as this overwhelming surge of emotions distracts them, causing them to attack with a -2, and defend with a lower AC of -2.

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Final Notes

In the chilling embrace of night, where shadows dance with reckless abandon, the echoes of these dark tales resonate in the human heart, a symphony of fear and fascination. As if drawn by some malevolent magnet, we find ourselves entranced by their lore, unable to look away from the swirling vortex of darkness that beckons with the allure of the unknown.

Remember, as you tread cautiously in their territories, the realms they inhabit are but a thin veil away, a murmur in the deep silence of the night. It is in this silence that they weave their narratives, a dark fabric of chaos and malevolence that hints at the complex, terrifying, yet fascinating worlds that lie just beyond our grasp. These whispers of darkness serve as a constant reminder of the dual nature of existence, an eternal dance of creation and destruction, where light is forever entwined with shadow, and life with death.

Venture if you dare, into the realms of these chaotic entities, for their stories are inked in the annals of time, an eternal testament to the darkness that resides within us all, waiting to be awakened.

To the Dungeon Master

Please add or subtract as you wish, these are not set rules, but ideas and guidelines. You can even scale the entity relative to the encounter by subtracting Hit Points, adding spell abilities, etc.

I admit, stat blocks are not 100% perfect, but I did my best at the time, for us.

Hoped you enjoyed.

Juan

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