

# Satan

**SATAN** any size  
celestial (devil), Lawful Evil

**Armor Class** 26  
**Hit Points** 333  
**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	26 (+8)	26 (+8)	30 (+10)	25 (+7)	31 (+10)

**Saving Throws** Str +19, Con +17, Wis +16, Cha +19

**Skills** Deception +19, Insight +16, Intimidation +28, Perception +25, Persuasion +19, Religion +19, Stealth +17

**Damage Resistances** acid, bludgeoning, lightning, piercing, slashing, thunder

**Damage Immunities** cold, fire, necrotic, poison; +3 or greater weapon to hit else; non-magickal attacks

**Condition Immunities** charmed, exhaustion, frightened, poisoned, prone

**Senses** blindsight 300 ft., darkvision 300 ft., truesight 120 ft., passive Perception 35

**Languages** All, telepathy 120 ft.

**Challenge** 30 (155,000 XP)

**Wizard Spells.** Casting all Wizard spells as a Wizard 30th Level

**Druid Spells.** Casting all Druid spells as a Druid 14th Level

**Dark Sight.** Darkness spells have no effect

**Constant Casting.** Can continuously Detect Magic and cast Freedom of Movement, no need to cast.

**At Will.** At will: animate dead, bestow curse, black tentacles, charm monster, chill touch, create undead, death ward, detect evil and good, disintegrate, dispel evil and good, dispel magic, dominate monster, eyebite, hellish rebuke (as a 5th-level spell), greater invisibility, invisibility, finger of death, harm, mass suggestion, plane shift, produce flame, planar ally, suggestion, teleport, vampiric touch, wall of fire

**Legendary Resistance 2/Day.** If Satan fails a saving throw, he can choose to succeed instead.

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

**Regeneration.** Satan regains 1d30 hit points at the start of his turn if he has at least 1 hit point.

**Shadow Stealth.** While in dim light or darkness, Satan can take the Hide action as a bonus action.

## ACTIONS

**Multiattack.** Satan uses his Frightful Presence. He then makes three melee attacks.

**Claws.** Melee Weapon Attack: reach 12 feet, one target. Hit: 28 (4d8+10) slashing damage plus 10 (2d12) necrotic damage.

**Frightful Presence.** Each creature of Satan's choice that is within 300 feet of him and aware of him must succeed on a DC 20 Wisdom saving throw or become frightened 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 Satan's Frightful Presence for the next 24 hours.

**Change Shape.** Satan magically polymorphs into any creature that has a challenge rating no higher than his own, or back into his true form. Satan reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (his choice). In a new form, Satan retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, including any lair actions of that form.

## LEGENDARY ACTIONS

Costs 3 Actions, Satan summons a fiend of challenge rating 15 or lower, which appears in an unoccupied space that he can see within 90 feet. The fiend disappears when it drops to 0 hit points. It obeys any verbal commands that Satan issues to it (no action required by him). If he doesn't issue any commands to the fiend, it acts freely.



# Satan

Supreme in the hierarchy of fiends, Satan embodies a figure of universal dread. He possesses the fluid ability to take on any appearance he desires, though he often favors the semblance of a regular human, adopting traits designed to foster both trust and reverence from those he engages with. Within domains where his rule is absolute – occurrences that are scarce yet progressively growing in frequency – he materializes in an almost humanoid shape, standing approximately 7 feet tall, equipped with horns, a tail, and a pitchfork, and featuring deep, maroon-hued skin that radiates a majestic aura.

His agility transcends limits, enabling him to traverse at unparalleled speeds, teleport with pinpoint accuracy, journey across different dimensions, or even traverse through the corridors of time as needed. To successfully land an attack on Satan, an assailant would require a weapon with a +3 enhancement and must harbor a conscience unburdened by guilt and a resolve unwaveringly fixed on a goal of the purest intentions. Any brave or foolish enough to assault Satan through psychic means will invariably succumb to his eternal dominion – only a Wish spell bears the potency to rescue such individuals, with lesser measures proving futile.

Satan stands impervious to conventional psionic assaults, abstaining from utilizing standard psychic modes of attack. His mastery over magical and psychic disciplines is virtually limitless, allowing him the freedom to employ any spell or psychic technique at will. His prowess in spellcasting rivals that of a 30th-level adept, save for druidic spells where his capabilities align with a 20th-level expert. His psionic strength is unregistered, but assumed great, although he expends no energy when utilizing his formidable psychic abilities.

Satan possesses the formidable power to manipulate destiny, orchestrating a series of calamities to befall a person, including the demise of loved ones and the dismantlement of their professional life, assets, societal standing, reputation, and physical well-being, just to initiate the spiral of misfortune. However, there exists a glimmer of hope for the afflicted individual; should they exhibit unwavering resolve amidst these tribulations, the agents of benevolence will ultimately step in to alleviate their distress, striving to preserve the equilibrium of the multiverse. This intervention, unfortunately, might not bestow any form of restitution for the hardships endured.

## **Allure and Seduction**

Satan's paramount skill lies in his mastery of seduction and allure, wielding the power to fulfill the deepest desires harbored by any individual. To activate this potent promise, the aspirant must seal a diminutive yet binding contract, substituting conventional ink for a personal offering of their own blood. This pact facilitates the realization of wishes that transcend the capabilities of ordinary solicitations, crafting outcomes that are both immensely influential and transformative.

Though capable, Satan rarely bestows the granting of common wishes – akin to those invoked through a Wish spell – without the formality of the blood contract. Such exceptions are usually reserved to extend a helping hand to souls already ensnared in a dire fate or possibly as a token of appreciation for unwavering allegiance to him. When it concerns matters of significant magnitude, Satan typically mandates the formation of a contractual agreement, reinforcing the gravity and binding nature of the transaction between him and the person seeking to have their wish granted.

After a period of seven years, an individual who has traded their soul to Satan in exchange for one of these potent wishes is obliged to forfeit their soul to the dark entity, regardless of the stipulations encompassed within their wishes. In instances where the person has sought the gift of immortality, the due date for the soul's surrender is extended to a time when the person, weary of their ceaseless existence, chooses to relinquish their hold on life and willingly embarks on a journey to hell – a choice that the majority eventually succumb to. Alternatively, the contract reaches its conclusion upon the person's demise through violent means, as the boon of immortality does not shield them from potential fatalities arising from accidents or conflicts.

Despite this, Satan occasionally displays a preference for individuals willingly submitting to their infernal fate, at times granting protective measures to prolong their earthly sojourn. This assistance may manifest in various forms, including magical armor or additional wishes, thereby guarding them against untimely deaths and encouraging a voluntary descent into the fiery abyss when the time feels ripe for the individual. This strategy aligns with Satan's penchant for acquiring souls who succumb to the darkness voluntarily, rather than through coercion or unforeseen accidents.

## **Contractual**

For individuals who seem to tolerate the gift of immortality with grace, Satan has a penchant for introducing a series of unforeseen and often unpleasant surprises, not stipulated within the contract, to nudge them toward voluntarily embracing their damnation by sapping the joy from their endless lives, rendering existence practically unbearable. In cases where immortality hasn't been the chosen wish, the person may procure additional desires, though each subsequent wish exacts a toll of one year from the person's remaining lifespan.

To maintain clarity and precision during gameplay, it is highly recommended that the contract be documented clearly, with identical replicas provided to both the player character and the Dungeon Master. This permits a comprehensive review by the involved player before they commit to the agreement, a crucial step given Satan's notorious propensity for meticulously adhering to the literal terms of the contract, often manipulating its wording to satisfy his malevolent inclinations. Consulting a legal expert on these agreements is typically not an option, and those willing to provide counsel demand a staggering fee. Generally, the contract delineates the explicit terms of the exchange, specifying the respective obligations and entitlements of each party.

Once a pact is forged with Satan, extricating oneself from the binding agreement is an exceedingly rare occurrence. A slight window of opportunity for nullification exists if the individual was not in full possession of their faculties during the signing, thereby rendering the contract null and void and the granted wish rescinded. Satan does not take such violations lightly and will exact vengeance upon the orchestrator of the interference.

Notwithstanding, as long as the individual remains content or at least resigned to the terms of their contract, there exists no force potent enough within the cosmos – not even divine intervention (although theoretically feasible, it has never transpired) – capable of annulling the agreement. However, should the doomed individual harbor a fervent desire to escape the contract's clutches, avenues do exist. While they cannot negate the innate obligation to forfeit their soul, they have the option to seek the aid of an entity possessing monumental power willing to confront Satan in a celestial duel, championing their cause in an epic battle against the dark lord.

## **To Annul**

Regrettably, once the individual harbors genuine intentions to annul the contract, the countdown to their demise accelerates dramatically, converting their remaining years to a

mere equivalent in hours before Satan arrives to claim his due. This instigates a frenzied race against time, necessitating swift and decisive action post-reconsideration.

Moreover, other demons are aligned with Satan in this regard, diligently working to hinder the individual's attempts to escape their destined fate, either through detainment or, if necessary, termination. This unified front stems from the understanding that the credibility of the entire demonic realm is jeopardized if the contract is breached. Naturally, embarking on any measure to nullify the contract can only commence once the firm decision to do so has been established.

In these dire circumstances, salvation is still within reach, albeit challenging to secure. Clerics possessing a minimum rank of Patriarch possess the authority to invoke their deity's intercession, potentially rescuing the endangered soul. However, this divine intervention usually demands evidence of the person's commitment to virtuous principles, often manifested through the undertaking of a significant quest, serving as a testament to their newfound allegiance to the forces of good. This venture effectively becomes the currency for their soul's redemption.

As part of the spiritual salvage process, the essential casting of an Atonement spell is mandated, accompanied often by the initiation of a Quest – necessitating the expertise of an eighth-level cleric. Failing to fulfill the obligations of the assigned Quest carries a grave consequence: the instantaneous reclamation of the individual's soul by Satan, reinstating the original terms of the infernal contract and sealing their grim fate.

## **Satan Allies**

Satan finds camaraderie among particular groups and entities; this includes the sects of witches who devoutly venerate him, the majority of individuals who have forsaken their souls in pacts with him, and the formidable Belial. On occasion, Satan might solicit the assistance of a human ensnared within his sphere of influence to carry out a specific duty on his behalf. While this request can technically be declined, it is widely acknowledged that defying Satan's wishes harbors significant repercussions. Nevertheless, those who successfully fulfill Satan's assignments can anticipate suitable compensation for their efforts.



Contrarily, his roster of adversaries is extensive, encompassing virtually all entities that align with the forces that oppose him. This includes the myriad devils who recognize Asmodeus as the supreme ruler of the infernal realms – essentially every devil with the exception of Belial. Furthermore, the entire demonic cohort, celestial beings, and the assembly of deities and entities representing the spheres of good, chaos, and neutrality are firmly against him. This extends to the powers embodying lawful evil, neutral lawful, and neutral evil principles that forge alliances with Asmodeus or any other entity that opposes Satan, making him a figure contested by a vast array of powerful forces. Indeed, navigating these complex and perilous alliances and enmities might make any character's dilemmas seem trivial in comparison!

