



MONKEYDM

THE TEN COMMANDMENTS



5TH EDITION COMPENDIUM



BRING RIGHTEOUS JUSTICE UPON THE HERETICS



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Foreword

The Ten Commandments, also known as the Decalogue, are a set of biblical principles relating to ethics and worship that play a fundamental role in Judaism and Christianity. According to the book of Exodus in the Torah, the Ten Commandments were revealed to Moses at Mount Sinai.

What if instead of being sentences in stone tablets, the commandments were living and breathing monsters that enforced powerful laws, that no human could break. What if the gods sent them down on earth to stop the chaos created by devils, demons and humans? Well this is such a world, and these are the 10 Commandments.

Arcadii Usenko



Cleric - Truth Domain

Clerics of the Truth domain are devoted to the absolute and uncompromised truth, no matter how uncomfortable it might be. They spend their years researching and uncovering secrets about the universe. Fascinated by magic, their eyes allow them to see through illusions and curses, seeing things for what they truly are.

Truth sayers as they are called, are often used as envoys in negotiations, as they can always see through lies, and cannot lie themselves. This status often makes them pariahs in societies, as rare are the ones ready to hear the unabashed truth.

Truth Domain Spells

Cleric Level	Spells
1st	<i>detect magic, faerie fire</i>
3rd	<i>moonbeam, zone of truth</i>
5th	<i>dispel magic, remove curse</i>
7th	<i>divination, locate creature</i>
9th	<i>commune, dispel evil and good</i>

Absolute Truth

Starting at 1st level, you can never utter a lie. If you try to, the words do not come out. In exchange, as an action you can grant yourself a +10 bonus to Insight checks for the next minute. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

True Gaze

Also at 1st level, you gain proficiency in either Investigation or Insight. In addition you have advantage on Investigation checks made to discern through Illusions, and gain a +5 bonus on saving throws made against Illusion spells.

Monkey Note: It is a +5 bonus, instead of advantage, so that the DM can add it behind the screen without informing the players and potentially ruining the purpose of the Illusion.

Channel Divinity: Expose Reality

Starting at 2nd level, you can present your holy symbol to expose all. You emit a pulse of a divine magic as an action. All creatures in a 15 feet radius centered on you that are under the effect of a spell or curse must succeed on a Wisdom saving throw. On a failure you learn which spell or curses are affecting them. Choose one creature that has failed the save, you can choose to end one of the spells that it is affected by, if it is of a level equal to your Proficiency bonus or lower.



Sacred Sight

Starting at 6th level, you can imbue your eyes with holy powers. As a bonus action, you gain Truesight out to 120 feet until the start of your next turn. You can use this ability a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Revelation

Starting at 17th level, you can use your action to activate a revelatory aura that lasts for 1 minute or until you dismiss it using another action. While the aura is active you are under the effect of the *antimagic field* spell, but it doesn't affect any of your spells or abilities, you do need to concentrate on the spell. Once you've used this ability, you can't do so again until you complete a long rest.

Art by Dean Spencer



The Divine Law

Agent of a Divine being that works to restore righteous order to the world. This entity could be one of the 10 commandments.

Divine Law Spell

Spell Level	Spells
1	<i>command, bless</i>
2	<i>spiritual weapon, zone of truth</i>
3	<i>slow, spirit guardians</i>
4	<i>death ward, guardian of faith</i>
5	<i>commune, dispel evil and good</i>

Tools of Justice

At 1st level, you gain the tools necessary to exact the law. You gain proficiency in Insight and Investigation. If you are already proficient with one of these skills you can gain proficiency in Religion or Persuasion instead.

Words of Power

Also at 1st level, You can cast the *command* spell at its lowest level without expending a spell slot. You can do so a number of times equal to your Charisma modifier per long rest.

Celestial Envoy

At 6th level, your patron grants a deeper link to celestial powers. You gain resistance to radiant damage and have advantage on attack rolls against Fiends and Undead.

Radiant Consumption

At 10th level, the radiant damage that you deal ignore resistances.

In addition you can unleash your divine fury. As a bonus action, you transform into an avatar of the divine law. You gain a flying speed of 60 feet and can change the damage of your spells to radiant damage. This transformation lasts for 1 minute, and you can't use it again until you complete a long rest.

Eyes of the Divine

At 14th level, your divine connection transcends you. You gain Truesight out to 30 feet.



Art by Warm_Tail



Feats

Equalizer

(alternative to the lucky feat)

Whenever you make an attack roll, an ability check, or a saving throw, you can choose to replace the result of the roll by a 10. You can choose to use this ability after you roll the die, but before the outcome is determined.

You can use this ability 3 times and regain all uses after a long rest.

Shield Master (alternate)

You use shields not just to protect yourself, but also others. You gain the following benefits while you are wielding a shield:

- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect. If you do so, creatures in a 10 feet cone behind you are considered to be behind total cover against that effect.

Precise Combatant

You have learned to exert great control over your might when fighting. You gain the following benefits:

- Your Strength, Dexterity, Wisdom, Intelligence or Charisma score increases by 1, to a maximum of 20.
- Whenever you reduce a creature to 0 hit points or lower, you can choose to knock the creature out. You can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.
- When you make an attack roll, you can increase your focus and gain a bonus to the roll equal to your proficiency bonus. Once you use this ability you can't use it again until you take a short or long rest.

Sanctified Warrior

Your exposure to divine magic has changed you, granting you the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn the *bless* spell and one 1st-level spell of your choice. The 1st-level spell must be from the cleric or paladin spell list. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Wings of Change

Prerequisite: worshipping a god

Your unwavering faith grants you wings. As a bonus action you can sprout a pair of wings, that grant you a 60 feet flying speed. Attacks of opportunity against you have disadvantage while you have these wings. They vanish at the start of your next turn, where you fall if nothing is holding aloft.

You can create these wings a number of times equal to twice your proficiency bonus, and regain all expended uses after completing a long rest.





Spells: Power Words

These spells are the purest manifestation of power, no one can resist their injunction.

Power Word Glory

*8th level enchantment
(Bard, Cleric)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that emblazons the might of one creature you can see within range with 100 hit points or fewer. 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. This effect ends early if the target reaches more than 100 hit points or falls unconscious.

Power Word Resist

*6th level enchantment
(Bard, Cleric)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak an unbreakable word of power that empowers a creature that you can see within range. For the next minute the creature has resistance to bludgeoning, piercing and slashing damage.

Power Word Blind

*6th level enchantment
(Bard, Sorcerer, Warlock, Wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that darkens the sight of one creature you can see within range, leaving it blind. If the target has 100 hit points or fewer, it is blinded. Otherwise, the spell has no effect.

The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, this blindness ends.

Power Word Vengeance

*4th level enchantment
(Bard, Sorcerer, Warlock, Wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word filled with vitriol, that corrupts a creature that you can see within range. The next time within the next minute that the creature deals damage to you, it takes the same amount of necrotic damage. This damage ignores resistance or immunity.

Art by Konstantin G



Power Word Pursue

8th level necromancy
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a vengeful word of power that animates the rage of the corpse of a creature you can see within range. Target a dead creature, it comes back to life with 1 hit point and 75 temporary hit points. As part of casting this spell, you design another creature, the risen creature will do everything in its power to kill it. The risen creature has resistance to all damage except radiant, advantage on all saving throws, and deals an additional 1d10 force damage each time it deals damage to its target.

The risen creature stays alive for 1 minute, until it runs out of temporary hit points, or until its target dies, afterwards it vanishes into nothingness. No spell can bring the creature back.

Power Word Deaf

5th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that engulfs the hearing of one creature you can see within range, leaving it deaf. If the target has 100 hit points or fewer, it is deafened. Otherwise, the spell has no effect.

After 1 minute, the deafened target must make a Constitution saving throw at the end of each of its turns. On a successful save, this deafness ends.

Power Word Mute

6th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that shatters the voice of one creature you can see within range, leaving it silenced. If the target has 150 hit points or fewer, it is unable to speak or perform the verbal components of spells. Otherwise, the spell has no effect.

After 1 minute, the silenced target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

The Great Sorceress Arty has been know to use this spell when her companion annoyed her by talking too much.

Power Word Destruction

9th level evocation
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a word of pure devastation that completely annihilates one object, structure or non permanent magical creation. When destroyed by this spell, an object or structure is reduced to a pile of fine grey dust. This spell automatically disintegrates a Gargantuan or smaller nonmagical objects, structure or non permanent magical creation. If the target is larger than Gargantuan, this spell disintegrates a 30-foot-cube portion of it. Magic items are unaffected by this spell.



Martial Spells

Martial spells are feats of power that only powerful combatants can unleash. Mechanically they act as normal spells.

You gain a martial spell whenever you gain ASIs in the fighter or barbarian class. The spell must be of 1st level at level 4 or lower, 2nd level at level 6 and/or 8, 3rd level at level 12 and/or 14, 4th level at level 16 and 5th level at level 19. Constitution is your spellcasting ability for these spells. (These spells can still be cast by barbarians even while using rage.)

Other classes can learn martial spells, but fighters and barbarian don't need to expend a spell slot need only provide the verbal component of the spell in order to cast it, and they can cast each spell that you learn through this ability once per day.

Alternatively, a combatant that worships a god might be granted the ability to use the following spells by its deity when deemed necessary (GMs choice).

Blades of Light

*1st-level transmutation
(Cleric, Paladin)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minute

You infuse a weapon you are holding with divine energy. For the duration your hits with that weapon deal an additional 1d4 radiant damage and creatures that you damaged are outlined in light until the start of your next turn. Outlined creatures cannot become invisible for that duration.

Radiant Leap

*2nd-level evocation
(Cleric, Paladin)*

Casting Time: 1 action

Range: 60 feet (10 foot radius)

Components: V, S

Duration: Instantaneous

You leap in the air before crashing down to a point on the ground within range that you can see. All creatures in a 10 feet radius centered on the landing point must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage and 2d6 radiant damage, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 2nd.

Fist of the Earth

*3rd-level transmutation
(Druid, Sorcerer, Wizard)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken rock)

Duration: Instantaneous

You punch the ground at your feet, causing the earth to rupture. All creatures in a 10-foot-wide and 30-foot-long line in front of you must succeed on a Dexterity Saving throw. On a failure a creature takes 4d10 bludgeoning damage, is pushed back 10 feet in a direction of your choice perpendicular to the line and is knocked prone. On a success a creature takes half as much damage and isn't pushed or knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Draining Shield

*3rd-level abjuration
(Sorcerer, Warlock, Wizard)*

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: Instantaneous

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile. When a melee attack misses you that would have hit without the AC bonus gained by this spell, the life force of the creature is draining. The creature takes 3d8 necrotic damage and you regain half as much hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.

Divine clarity

*4th-level enchantment
(Cleric, Paladin, Wizard)*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You apply your hands on a creature, infusing it with divine power. It becomes immune to being charmed for the duration, if it is already under a charm, the charm ends immediately. In addition for the duration the target has advantage on Wisdom (Insight) Checks.



Divine Dash

4th-level transmutation
(Cleric, Paladin)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of pixie dust)

Duration: 1 round

You radiate with light and take a leap forward. You can move up to 60 feet in any direction, without triggering attacks of opportunity, leaving a trail of light behind you. That trail of light solidifies into a wall, which lasts until the start of your next turn.

The wall appears from your initial location, up to where you ended your movement, it is 10 feet high, and 1 foot thick. The wall blocks line of sight and nothing can physically pass through it. It emits bright light out to 60 feet and dim light for an additional 60 feet. In addition creatures other than you that start their turn within 5 feet of the wall must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Predatory Reflexes

5th-level transmutation
(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hair from a lion's mane)

Duration: Concentration, up to 1 minute

Until the spell ends, the targets gain a +3 bonus to its AC and Strength, Dexterity and Constitution saving throws, its movement speed increases by 30 feet and it gains an additional reaction on each of its turns. In addition, when it is targeted by an attack or a spell (including by an area of effect), the target can expend its reaction to move up to 30 feet, potentially avoiding the effect.





Items:

Sanctified Wings

Wondrous item, very rare, requires attunement by a non-evil creature.

These wings belonged to celestial knights, ancient servants of the Gods. This divine gift is woven from the feathers of Couatls, each carefully plucked and assembled to fit the frame of a knight. They pulse with divine energy, granting a pleasant feeling of warmth to the touch. Yet, a careful observer might notice that caged violence is nested within them, waiting for release. Perhaps the Couatls didn't give their feathers willingly...

While attuned to this item you have resistance to radiant damage and a flying speed of 40 feet.

In addition, while attuned, you can, as a bonus action, summon the sacred powers held within the wings, transforming yourself into an celestial knight, you gain the following benefits:

- Your creature type becomes Celestial.
- The first time you are reduced to 0 hit points but not killed outright during the transformation, you can drop to 1 hit point instead.
- You can use the wings to shield you against damage. When you are hit by an attack or you fail a Strength, Dexterity or Constitution saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.
- You unleash a dangerously powerful light that radiates from your entire being, threatening to destroy all. You shed bright light in a 60-foot radius and dim light for an additional 60 feet, and each time you deal damage to a creature, you deal additional radiant damage equal to your proficiency bonus.

This transformation lasts for 1 minute and ends early if you fall unconscious. Once you've used the wings in this way, you can't do so again until you complete 1d3 long rests.

Art by Dean Spencer





art by Jesus-Blones

Sanctified Mask

Wondrous item, very rare, requires attunement by a non-evil creature.

This mask obscures your face and grants a pleasant feeling of warmth. It was bestowed to high ranking celestial knights for their devotion.

While wearing the mask and attuned to it, you gain the following benefits:

- You have resistance to necrotic damage
- You can turn the mask invisible at will (no actions required)
- You have Truesight out to 120 feet
- You can't be targeted by any divination magic or perceived through magical scrying sensors.

Radiant Plate

plate armor, very rare, requires attunement by a non-evil creature

That last item of the guardian angels that once roamed the planes, the celestial knights. These holy soldiers are now long gone, but left behind remains of their powerful apparel, only worthy heroes can claim them in their battle against Evil.

While wearing this armor and being attuned to it, you gain a +1 bonus to your AC and saving throws, and the following benefits:

- You can change any damage you deal into radiant damage, this radiant damage ignores resistances.
- At the start of each of your turns, you regain hit points equal to your proficiency bonus if you have no more than a quarter of your hit points left. You don't gain this benefit if you have 0 hit points.
- You have advantage on saving throws against Fiends and Undead.

Mighty Pan

Mace, uncommon

Easy to handle, useful in the kitchen, absolutely deadly on the battlefield, the pan is the weapon of choice of many masters of battle.

While wielding this weapon you gain the following benefits:

- When you score a critical hit with this weapon for the first time against an enemy, it is stunned until the end of your next turn.
- If you are targeted by an attack, you can interpose the pan between yourself and the opponent as a reaction, your AC increases by 1 against that attack.
- The first time each day that you roll a 1 on your attack roll with the pan, you can reroll it.





The 1st Commandment

I am the Lord thy God, Thou shalt have no other gods before me.

Angels

The interesting thing about angels, is that there are many expressions, about wishing upon an angel, or hoping for an angel to come down to aid you. Yet in the stories, every time the angels descended it was in the middle of blood baths, of wars so vicious they still scar the land. Careful what you wish for, for if an angel descends, it means that the utmost destruction has begun.

Art by warm_tail

The First Celestial

The 1st commandment was created by an ancient god, that wanted to ensure that their faith was the one true faith, the only faith. The first celestial was birthed. Filled with godly powers, it prevented the worship of any other god. A curious thing happened, as the many gods of the world realized the power held within the 1st commandment, other deities started to craft their own. The offspring of these commandments have birthed the celestials as we know them, protectors of the divine realms.

Battle Hardened

Although many 1st commandments were created, not many survived, indeed a great war erupted between the gods, pitting the commandments against one another. This cataclysm is described by ancients texts as a night of shooting stars, so bright, that it seemed like the sun never set. Once the battle was over only a few remained, some say that one god rose above them all, some say, that a few commandments fled together, and that the gods have since vanished.



1st Commandment

Huge celestial, Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 30 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	21 (+5)	17 (+3)	23 (+6)	26 (+8)

Saving Throws Dex +9, Wis +12, Cha +14

Damage Resistances fire, necrotic

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

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 20 (25,000 XP)

Angelic Weapons. The 1st Commandment's weapon attacks are magical. When the 1st Commandment hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack). In addition the 1st Commandment ignores resistance and immunity to radiant damage.

Divine Presence. If a creature starts its turn within 60 ft. of the 1st Commandment, the 1st Commandment can force the creature to make a DC 22 Constitution saving throw if the 1st Commandment isn't incapacitated. On a failed save, the creature is blinded by the divine being. A blinded creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the 1st Commandment's Divine Presence for the next 24 hours.

Legendary Resistance (2/day). If the 1st Commandment fails a saving throw, it can choose to succeed instead.

Magic Resistance. The 1st Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt have no other gods before me.

Humanoids within 500 feet of the 1st Commandment can only feel the presence of the god that sent the 1st Commandment. Clerics, paladins and warlocks that don't worship that god lose their power in that radius, unless they are protected by *non detection* or *protection from evil and good* or similar spells.

Actions

Multiattack. The 1st Commandment makes two attacks with either its godly touch or angelic bow, after which it can use its holy light.

Godly Touch. *Melee Spell Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (5d8 + 8) radiant damage. This attack automatically hits prone creatures.

Angelic Bow. *Ranged Weapon Attack:* +14 to hit, range 100/600 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage and 13 (3d8) radiant damage.

Convert. The 1st Commandment gazes at a creature within 30 feet of it, the target must succeed on DC 22 Wisdom saving throw. A creature has advantage on this save if they are fighting the 1st Commandment. On a failed save the creature starts worshipping the god that the 1st Commandment represents, and views the 1st Commandment as a savior. At the end of every 30 days, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends. The break enchantment ability of a *dispel evil and good* spell ends this effect early.

Holy Light. The 1st Commandment teleports up to 60 feet to an unoccupied space that it can see. All creatures within 5 feet and the space where it reappears must succeed on a DC 22 Constitution saving throw or take 7 (2d6) radiant damage and fall prone.

Celestial Light (Recharge 5-6). The 1st Commandment emits light in a 60-foot radius centered on it. Each creature in that area must make a DC 22 Constitution saving throw, falling prone and taking 56 (16d6) radiant damage on a failure, or not falling prone and taking half as much on a success.

Reactions

Divine Wings. As a reaction, when the 1st Commandment is targeted by a harmful attack, spell or effect, it can force the attacking creature to make a DC 22 Wisdom saving throw. On a failed save the creature wastes their action and instead grovels, falling prone and then ends its turn.

Legendary Actions

The 1st Commandment 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 1st Commandment regains spent legendary actions at the start of its turn.

Attack. The 1st Commandment makes one attack with its godly touch or angelic bow.

Teleport (Costs 2 Actions). The 1st Commandment uses its holy light





Art by Lena_graphics

The 2nd Commandment

Thou shalt not take the name of the Lord thy God in vain.

Truth Bearer

The 2nd commandment forces all creature to show what they really are inside. Not shapechanger may roam the walls of its city without losing their false appearance. Prophets of false gods, or false prophets of real gods are also silenced, decluttering the air from lies.

Scout

The 2nd commandment is usually sent by the gods in lands that have lost their faith. These countries are prone to false speakers, that try to abuse the poverty and hopelessness of the population. Cults are prone to rise, offering an unreachable salvation. The commandment's power prevents this madness from happening.

Voice of Authority

The commandment must make sure to remind its sheeps that their shepard in the higher realms still watches over them. As such it has a powerful voice that reaches the soul, enlightening it. It brings comfort to those who are lost. In addition, that very voice can be used in battle to force opponents to their knee, groveling before the celestial might.

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.



The 2nd Commandment

Medium celestial, Lawful Neutral

Armor Class 13

Hit Points 161 (19d8 + 76)

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	18 (+4)	23 (+6)	24 (+7)

Saving Throws Wis +10, Cha +11

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

Damage Immunities radiant

Condition Immunities charmed, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 12 (8,400 XP)

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

Magic Resistance. The 2nd Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not take the name of the Lord thy God in vain. Humanoids within 500 feet of the 2nd Commandment cannot impersonate any else. Spells such as *disguise self* or *polymorph* fail, and shapeshifting creatures are forced to show their true form. In addition humanoids pretending to be the envoy a god in that area become mute and blind, until they take the resolution to stop doing so.

Wings of the Lord. The 2nd Commandment has a flying speed of 60 feet. In addition, the 2nd Commandment can cast *command* at will, without expending a spell slot, as a bonus action, the spell save DC is 19.

Actions

Voice of the Lord. The 2nd Commandment points at one creature that it can see within 100 feet of it, and the sound of a powerful voice fills the air around it for a moment. The target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage or half as much on a success.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 2nd Commandment can see within 5 ft. is possessed by the 2nd Commandment; the 2nd Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 2nd Commandment now controls the body but doesn't deprive the target of awareness. The 2nd 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 2nd Commandment ends it as a bonus action. When the possession ends, the 2nd Commandment reappears in an unoccupied space within 5 ft. of the body.

Ela, The Blessed

Ela was an odd goliath, especially by goliath's standards. She excelled in her mastery over the waters. She was born with unexplainable powers, allowing her to breath underwater where others would drown, and most surprising of all, walk on water. Many believed that inside her flowed the blood of the gods.

Ela, the Chosen

It wasn't long before the goliaths realized that there suspicions were true. She indeed had divine blood in her, and gods came to claim it. Seeing as she would be the perfect host for a Commandment. In time of war and hardship she was taken away from her home, and merged with the divine being. Her powers amplified by the being, she drowned out the enemies of the gods.



Ela, Martyr of the 2nd

Medium celestial (goliath), Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 212 (25d8 + 100)

Speed 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	18 (+4)	18 (+4)	23 (+6)	24 (+7)

Saving Throws Con +10, Wis +12, Cha +13

Skills Nature +10, Survival +12

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

Damage Immunities necrotic, radiant

Condition Immunities charmed, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 18 (20,000 XP)

Amphibious. The Martyr of the 2nd can breathe air and water.

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

Legendary Resistance (2/day). If the Martyr of the 2nd fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Martyr of the 2nd has advantage on saving throws against spells and other magical effects.

Thou shalt not take the name of the Lord thy God in vain. Humanoids within 500 feet of the Martyr of the 2nd cannot impersonate any else. Spells such as *disguise self* or *polymorph* fail, and shapeshifting creatures are forced to show their true form. In addition humanoids pretending to be the envoy a god in that area become mute and blind, until they take the resolution to stop doing so.

Water Walk. The Martyr of the 2nd can stand and move on liquid surfaces as if they were solid ground.

Wings of the Lord. The Martyr of the 2nd has a flying speed of 60 feet. In addition, the Martyr of the 2nd can cast *command* at will, without expending a spell slot, as a bonus action, the spell save DC is 21.

Actions

Multiattack. The Martyr of the 2nd makes two axe attacks, or uses its voice of the lord followed by an axe attack.

Axe. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and 9 (2d8) radiant damage.

Drown. The Martyr of the 2nd targets a creature within 60 feet that it can see, holy water surrounds their body. The target must succeed on a DC 21 Constitution Saving throw or be restrained and immediately start suffocating. As an action the target can repeat the save, escaping on a success.

Voice of the Lord. The Martyr of the 2nd points at one creature that it can see within 100 feet of it, and the sound of a powerful voice fills the air around it for a moment. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage or half as much on a success.

Legendary Actions

The Martyr of the 2nd 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 2nd regains spent legendary actions at the start of its turn.

Attack. The Martyr of the 2nd makes on axe attack.

Water Form. The Martyr of the 2nd liquifies its body. It moves up to half its movement speed, it has resistance to all damage during that movement.

Submerge (Costs 2 Actions). The Martyr of the 2nd uses its drown action.





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 4th Commandment

Honour thy father and thy mother

Sent by the gods to restore order, the 4th commandment enforces parental policies on their children. In a world where many parents have gone and died to the war, and where many children lack structure, the gods saw fit to add to the familial power.

Order Incarnate

The issue with the law is that it is unyielding. No matter right or wrong the law will apply the same. Disobey your parent because you tried to commit a murder despite their best warning, and you'll be incapacitated. Disobey because you refused to finish your food and the enforced punishment created by the commandment remains the same.

Art by Lena_graphics

Vasir, the Usurper

Vasir was a cunning elf. He was a serial killer, with a preference for children, that was put on death row for the atrocities he committed. Yet he managed to pretend to turn his life towards the gods, and was offered an audience with the 4th commandment, as an act of penance before his execution. Once there he managed to merge with the celestial, yet keep perfect control over his body, turning him into a winged monster.

Bane of humankind

Armed with his newfound celestial powers Vasir, mad with hatred, made every single one of his jailors suffer, murdering their entire family in front of their eyes, starting with the youngest. Since then he roams the lands, inflicting torture and death in his path. Celestial forces have been dispatched to take care of him, to no avail.

4th Commandment

Medium celestial, Lawful Neutral

Armor Class 11

Hit Points 120 (16d8 + 48)

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 4th Commandment's weapon attacks are magical. When the 4th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Honor Thy Father and Thy Mother. Humanoids within 500 feet of the 4th Commandment have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 19 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

Wings of Family. The 4th Commandment has a flying speed of 60 feet. Once per round, when the 4th Commandment is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the 4th Commandment's choice instead.

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 4th Commandment can see within 5 ft. is possessed by the 4th Commandment; the 4th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 4th Commandment now controls the body but doesn't deprive the target of awareness. The 4th 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 4th Commandment ends it as a bonus action. When the possession ends, the 4th Commandment reappears in an unoccupied space within 5 ft. of the body.



Vasir, Martyr of the 4th

Medium celestial (elf), Lawful Evil

Armor Class 18 (studded leather)

Hit Points 202 (27d8 + 81)

Speed 35 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	17 (+3)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Con +9, Wis +11, Cha +13

Skills Deception +13, Insight +11, Intimidation +13, Perception +11, Stealth +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 21

Languages All

Challenge 17 (18,000 XP)

Angelic Weapons. The martyr of the 4th's weapon attacks are magical. When the martyr of the 4th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Honor Thy Father and Thy Mother. Humanoids within 500 feet of the martyr of the 4th have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 21 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

Innate Spellcasting. The martyr of the 4th's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *non detection*, *pass without a trace*

Innocent Laughter. Any creature within 10 feet of Vasir that isn't protected by a *mind blank* spell hears in its mind the screams of the hundreds of children that Vasir has killed. As a bonus action, Vasir can force all creatures that can hear the screams to make a DC 21 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

Unbreakable Will. Vasir is immune to effect that would control his mind, such as the *dominate monster* spell.

Wings of Family. The martyr of the 4th has a flying speed of 60 feet. Once per round, when the martyr of the 4th is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the martyr of the 4th's choice instead.

Actions

Multiattack. The martyr of the 4th makes three attacks with its holy sword or two attacks with its holy lance.

Holy Sword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

Holy Lance. *Ranged Weapon Attack:* +13 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

Reactions

Parry. The martyr of the 4th adds 6 to its AC against one melee attack that would hit it. To do so, the martyr of the 4th must see the attacker and be wielding a melee weapon.

Legendary Actions

The martyr of the 4th 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 4th regains spent legendary actions at the start of its turn.

Attack. The martyr of the 4th makes one attack with its holy sword or lance.

Fly. The martyr of the 4th of the 8th moves up to half its flying speed.



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.

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.

Art by Warm_Tail



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 6th Commandment

Thou shalt not commit adultery.

Gentle Command

Frustration often leads to massive changes within societies, massive changes can often lead to war. One of the fastest ways to destroy a relationship and bring about incredible change is to commit adultery. Reflecting upon this the gods sent this Commandment upon the lands, to enforce long lasting relationships.

Finding Solutions

In a world where the only person you feel desire and attraction for is your significant other, humanoid are much more likely to try to stay in the relationship and work through their issues, rather than taking an easier way out through a new relationship with someone new. The commandment makes sure of that, in addition to protecting its people from the magic of the lower planes that might cloud their minds.

Art by Warm_Tail

Clear Mind

In a world where devilish invasions occur frequently, its hard to trust a neighbor, as the devils can disguise their appearance and sweeten their words. The sheer presence of the commandment dispels any charm that those fiends could use.



6th Commandment

Medium celestial, Lawful Neutral

Armor Class 13

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Wis +10, 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 16

Languages All

Challenge 10 (5,900 XP)

Angelic Weapons. The 6th Commandment's weapon attacks are magical. When the 6th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The 6th Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not commit adultery. Humanoids within 500 feet of the 6th Commandment cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

Wings of Love. The 6th Commandment has a flying speed of 60 feet. Once per round, when the 6th Commandment is targeted by an attack or a spell, that creature must succeed on a DC 19 Wisdom saving throw or lose the attack or spell.

Actions

Holy Lance. *Melee Spell Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 6th Commandment can see within 5 ft. is possessed by the 6th Commandment; the 6th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 6th Commandment now controls the body but doesn't deprive the target of awareness. The 6th 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 6th Commandment ends it as a bonus action. When the possession ends, the 6th Commandment reappears in an unoccupied space within 5 ft. of the body.

Charming Smile (Recharge 5-6). The 6th Commandment flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.

GM Note: Bright smile wouldn't work against humanoids in a committed relationships, since it is a charm, this is a potential strategic element that your players can use.



Rosalyn

Rosalyn was a mother in a happy family, until she discovered that her husband had an affair. The news destroyed her, the rock that was her relationships turned out to be quick sand, and she was drowning. After cutting ties with her partner, she fled her hometown, and found a new home in the church.

Summoned Angel

In her new found home, she found comfort in her religion, it gave her purpose and guidance. She discovered many others that found themselves in the same precarious situation as she once was. She started praying for a solution to this madness, and so an angel descended from the skies, answering her call. She now keeps watch over her city.

Rosalyn, Martyr of the 6th

Medium celestial (human), Lawful Neutral

Armor Class 18 (plate)

Hit Points 161 (19d8 + 76)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +9, Int +9, Wis +11, 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 15 (13,000 XP)

Angelic Weapons. The martyr of the 6th's weapon attacks are magical. When the martyr of the 6th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Innate Spellcasting. The martyr of the 6th's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *jump*, *misty step*, *non detection*, *tongues*
1/day each: *arcane hand*, *plane shift*

Legendary Resistance (1/day). If the martyr of the 6th fails a saving throw, it can choose to succeed instead.

Magic Resistance. The martyr of the 6th has advantage on saving throws against spells and other magical effects.

Thou shalt not commit adultery. Humanoids within 500 feet of the martyr of the 6th cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

Wings of Love. The martyr of the 6th has a flying speed of 60 feet. Once per round, when the martyr of the 6th is targeted by an attack or a spell, that creature must succeed on a DC 20 Wisdom saving throw or lose the attack or spell.

Actions

Multiattack. The martyr of the 6th makes two greatsword attacks.

Sanctified Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage and 9 (2d8) radiant damage. After dealing damage the martyr of the 6th can teleport up to 60 feet towards a hostile creature.

Charming Smile (Recharge 5-6). The martyr of the 6th flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.

Legendary Actions

The martyr of the 6th 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 6th regains spent legendary actions at the start of its turn.

Attack. The martyr of the 6th makes one greatsword attack

Vanish. The martyr of the 6th casts *misty step*

The 7th Commandment

Thou shalt not steal.

Stern Figure

The law is unyielding, and so is this celestial. Its righteous blade will cut down anyone trying to steal under its vigilant watch, be it children or beggar, all suffer the same fate. There is mercy in its harshness, as those it punishes regrow the lost limbs, the stigma does remain forever though.

Angel of Iron

Unlike all its fellow commandments, the 7th wears a full suit of armor to protect it in battle. Is it to prevent thieves from getting to it? Or is it because it has something to hide underneath the protection, no one knows. Master with its blades, this commandment will take possession of mighty warriors to enforce its rule.

Power of Law

There is an old story about an ancient emperor that ruled over lands, he owned everything, from peasants, to each grain of corn. Everything was his by law, a law that he wrote. Knowing that his people were rowdy and fermenting a revolution, he tricked the gods into sending the 7th Commandment. Using that power he made sure that none could eat HIS food, unless he allowed it, forcing all the resistance to starve.

Art by Warm_Tail



7th Commandment

Medium celestial (aasimar), Lawful Neutral

Armor Class 18 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	18 (+4)	21 (+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, paralyzed, prone, restrained

Senses truesight 120 ft., passive Perception 15

Languages All

Challenge 11 (7,200 XP)

Angelic Weapons. The 7th Commandment's weapon attacks are magical. When the 7th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The 7th Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not steal. Humanoids within 500 feet of the 7th Commandment cannot take another person's property without permission or legal right and without intending to return it. If they attempt to do so they lose the appendage with which they tried to steal, until the next dawn when it regrows. In addition all sleight of hand and thieves tools checks in that area are made at disadvantage.

Wings of Thievery. The 7th Commandment has a flying speed of 60 feet. Once per round, when the 7th Commandment deals damage to a creature, it can steal the life force of the creature, regaining an amount of hit points equal to the damage dealt.

Actions

Radiant Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage and 9 (2d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 7th Commandment can see within 5 ft. is possessed by the 7th Commandment; the 7th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 7th Commandment now controls the body but doesn't deprive the target of awareness. The 7th 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 7th Commandment ends it as a bonus action. When the possession ends, the 7th Commandment reappears in an unoccupied space within 5 ft. of the body.

Zildane, the battle angel

Zildane was an aasimar that grew up in a temple. She was trained in the ways of the blade like few were, able to unfurl her wings at will, devastating her opponents with her divine light. Yet, she was only a mortal, she had limitations. She would pray for more power to be able to bring divine justice upon the land, and one day that wish was granted.

Sanctified War

After offering her body to the commandment, Zildane became truly unstoppable. She was instrumental to victory in many holy wars. Although brutal, her way of battle reflects her iron will. She has been known to incapacitate more than one stealing hand. A harsh lesson for those who dare break the law.



Zildane, Martyr of the 7th

Medium celestial (Dragonborn), Lawful Neutral

Armor Class 17 (leather armor)

Hit Points 212 (25d8 + 100)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	18 (+4)	18 (+4)	21 (+5)	24 (+7)

Saving Throws Dex +12, Wis +11, Cha +13

Skills Perception +11, Stealth +12

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

Damage Immunities radiant

Condition Immunities charmed, frightened, paralyzed, prone, restrained

Senses truesight 120 ft., passive Perception 21

Languages All

Challenge 19 (22,000 XP)

Angelic Weapons. The Martyr of the 7th's weapon attacks are magical. When the Martyr of the 7th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Legendary Resistance (2/day). If the Martyr of the 7th fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Martyr of the 7th has advantage on saving throws against spells and other magical effects.

Thou shalt not steal. Humanoids within 500 feet of the Martyr of the 7th cannot take another person's property without permission or legal right and without intending to return it. If they attempt to do so they fall unconscious for 1 minute. In addition all sleight of hand and thieves tools checks in that area are made at disadvantage.

Wings of Thievery. The Martyr of the 7th has a flying speed of 60 feet. Once per round, when the Martyr of the 7th deals damage to a creature, it can steal the life force of the creature, regaining an amount of hit points equal to the damage dealt.

Actions

Multiattack. The Martyr of the 7th makes two attacks, one with its radiant blades and one with its angel wing.

Radiant Blades. *Melee Spell Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage and 9 (2d8) radiant damage.

Angel Wing. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. The target is grappled (escape DC 21) if the Martyr of the 7th isn't already holding a creature, and the target is restrained until this grapple ends.

Iron Maiden. The Martyr of the 7th makes one Radiant Touch attack against a Medium or smaller target it is grappling. If the attack hits, the target is banished inside the Martyr of the 7th, and the grapple ends. The target is blinded and restrained, it has total cover against attacks and other effects outside the Martyr of the 7th, and it takes 21 (6d6) piercing damage at the start of each of the Martyr of the 7th's turns. The Martyr of the 7th can have only one creature banished at a time.

If the Martyr of the 7th takes 30 damage or more on a single turn from the banished creature, the Martyr of the 7th must succeed on a DC 18 Constitution saving throw at the end of that turn or free the creature, which falls prone in a space within 5 ft. of the Martyr of the 7th. If the Martyr of the 7th dies, the maiden breaks and the creature can escape.

Blade Dash (Recharge 5-6). The Martyr of the 7th teleports forward 20 feet forming a 20ft. long and 5 ft. wide line behind itself. Each creature in that line must make a DC 21 Dexterity saving throw, taking 66 (12d10) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Martyr of the 7th 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 7th regains spent legendary actions at the start of its turn.

Attack. The Martyr of the 7th makes one radiant blades attack.

Avoid. The Martyr of the 7th moves up to 60 feet without triggering attacks of opportunity.





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.

Art by Warm_Tail



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 a humanoid in that radius utters 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 secrets 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

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.



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.



The 9th Commandment

Thou shalt not covet thy neighbour's wife

Encompassing Command

This Commandment relies on its power to prevent the thought of adultery from even occurring, all humanoids fall prey to its power. In addition to make sure that no one will succumb to temptation, even the most charismatic and brash humanoids are reduced in their grandeur.

Stolen Romance

By killing the possibility of wanting another partner, the 9th commandment forces those under its grasp to stick together, because it is the only person that they can ever feel attraction for. The downside is that it is the only person they'll ever feel attraction for, and if that attraction dies, only their shared responsibilities remain, and potential disgust of one another.

Fierce Foe

Although its orders are to stop humanoids from even uttering the thought of adultery or theft, or other crimes, the 9th Commandment comes on the battlefield armed with might and power. Namely it can use others as a shield, forcing allies to attack on another when they try to confront the celestial being. Its orders are to restore order, it follows the gods rules and no one elses.

Art by Warm_Tail



9th Commandment

Medium celestial, Lawful Neutral

Armor Class 13

Hit Points 161 (19d8 + 76)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	18 (+4)	17 (+3)	22 (+6)	26 (+8)

Saving Throws Wis +10, Cha +12

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

Damage Immunities radiant

Condition Immunities charmed, frightened, paralyzed, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 12 (8,400 XP)

Angelic Weapons. The 9th Commandment's weapon attacks are magical. When the 9th Commandment hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

Covetous Wings. The 9th Commandment has a flying speed of 60 feet. Once per round, as a reaction, when the 9th Commandment is targeted by a harmful attack, spell or effect, it can choose another creature within 60 feet of it. That creature must succeed on a DC 20 Charisma saving throw, or swap location with the 9th Commandment and become the new target of the spell.

Magic Resistance. The 9th Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not covet thy neighbour's wife.

Humanoids within 500 feet of the 9th Commandment feel no desire or attraction towards other humanoids which are already in committed relationships. In addition all humanoids in that radius have disadvantage on Persuasion (Charisma) checks.

Actions

Angelic Bow. *Ranged Weapon Attack:* +12 to hit, range 100/600 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage and 13 (3d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 9th Commandment can see within 5 ft. is possessed by the 9th Commandment; the 9th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 9th Commandment now controls the body but doesn't deprive the target of awareness. The 9th 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 9th Commandment ends it as a bonus action. When the possession ends, the 9th Commandment reappears in an unoccupied space within 5 ft. of the body.

Cupidon, the trickster

Cupidon was a playful aasimar, who enjoyed charming others, to make them believe they were in love, before pulling the magic right before the kiss. His tricks got him into trouble many times, but he enjoyed messing with others, and these were mostly harmless pranks, until it wasn't. Once he decided to pull a prank on a high ranking religious figure, making them fall in love with an simple bartender. Only the magic was removed too late to the priests liking, who imprisoned Cupidon.

Celestial Punishment

Cupidon was dragged to an altar, where he was forced to merge the 9th commandment, stripping him of his will. Since then Cupidon who used to create false romance, now actively prevents it. His body was enhanced, capable of holding divine powers, and to this day the commandment reigns supreme. It is said that sometimes in battle, Cupidon's body sheds a tear, remembering its old freedom.

Cupidon, Martyr of the 9th

Medium celestial (aasimar), Lawful Neutral

Armor Class 18 (plate)

Hit Points 195 (23d8 + 92)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	17 (+3)	22 (+6)	26 (+8)

Saving Throws Dex +9, Con +10, Wis +12, Cha +14

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

Damage Immunities radiant

Condition Immunities charmed, frightened, paralyzed, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 18 (20,000 XP)

Angelic Weapons. The Martyr of the 9th's weapon attacks are magical. When the Martyr of the 9th hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

Covetous Wings. The Martyr of the 9th has a flying speed of 60 feet. Once per round, as a reaction, when the Martyr of the 9th is targeted by a harmful attack, spell or effect, it can choose a creature within 60 feet of it. That creature must succeed on a DC 22 Charisma saving throw, or swap location with the Martyr of the 9th and become the new target of the spell.

Legendary Resistance (2/day). If the Martyr of the 9th fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Martyr of the 9th has advantage on saving throws against spells and other magical effects.

Thou shalt not covet thy neighbour's wife. Humanoids within 500 feet of the Martyr of the 9th feel no desire or attraction towards other humanoids which are already in committed relationships. In addition all humanoids in that radius have disadvantage on Persuasion (Charisma) checks.

Actions

Multiattack. The Martyr of the 9th makes three attacks.

Longsword. *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) slashing damage and 13 (3d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +14 to hit, range 100/600 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage and 13 (3d8) radiant damage.

Restraining Feathers. *Melee Spell Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 13 (3d8) radiant damage and the target must succeed on a DC 15 Dexterity saving throw or become restrained. A restrained target can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the feathers. The Martyr of the 9th can only have one target restrained at a time with this ability.

Reactions

Shield of Light. The Martyr of the 9th adds 6 to its AC against one melee attack that would hit it. To do so, the Martyr of the 9th must see the attacker.

Legendary Actions

The Martyr of the 9th 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 9th regains spent legendary actions at the start of its turn.

Attack. The Martyr of the 9th makes one weapon attack.

Exchange. If the Martyr of the 9th is restraining a target within 30 feet with its Restraining Feathers, it swaps position with them, the target remains restrained.





Art by warm_tail

The 10th Commandment

Thou shalt not covet thy neighbour's possessions.

Martial Master

Unlike its peers which are frail and easy to hit, the 10th commandment is clad in celestial armor, rendering its body untouchable. In addition it possesses a martial might that it can impart on whoever it possesses, moving around the battlefield, as if its armor weighs nothing. Beware its sword, it strikes with godly precision.

Killer of Passions

Passions are any powerful or compelling emotion or feeling, as love or hate. Often humanoids develop a hatred towards others due to the things other possesses that they do not. Resentment appears, poisoning their minds, turning into hatred. This commandment prevents this development. It renders everyone satisfied with what they have, be it the jealous neighbor, or the starving peasant.

Gatekeeper

The 10th commandment is most often last to descend upon the lands, only sent where everything that is holy has been lost, and where chaos reigns. It has able to access the lower planes, where devils and demons live. It is said that the reason hell is so neatly organized is due to its influence, but these might just be stories.



10th Commandment

Medium celestial, Lawful Neutral

Armor Class 18 (plate)

Hit Points 180 (19d8 + 95)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	20 (+5)	19 (+4)	22 (+6)	23 (+6)

Saving Throws Wis +11, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, radiant

Condition Immunities charmed, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 14 (11,500 XP)

Angelic Weapons. The 10th Commandment's weapon attacks are magical. When the 10th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The 10th Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not covet thy neighbour's possessions. Humanoids within 500 feet of the 10th Commandment feel no desire for material possessions that belong to someone else. In addition creatures in that area feel compelled to aid their neighbor, creatures asking for genuine help have advantage on Charisma (Persuasion) checks.

Stolen Wings. The 10th Commandment has a flying speed of 60 feet. These fiendish wings store power, the 10th Commandment can cast *absorb elements* at will, without expending a spell slot. Alternatively the 10th Commandment can teleport in a space adjacent to a creature it can see within 60 feet of it as a reaction.

Actions

Zweihänder. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage and 9 (2d8) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 10th Commandment can see within 5 ft. is possessed by the 10th Commandment; the 10th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 10th Commandment now controls the body but doesn't deprive the target of awareness. The 10th 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 10th Commandment ends it as a bonus action. When the possession ends, the 10th Commandment reappears in an unoccupied space within 5 ft. of the body.



Master of the Forge

Huldan was a dwarf known for his armor crafting skills. Some of the sturdiest steel was forged by his hands. His faith was as strong as the protection he created. Which made him the prime target for commandments. His knowledge of crafting combined with their celestial powers made for an unstoppable force on the battlefield.

Huldan, Martyr of the 10th

Medium celestial (dwarf), Lawful Neutral

Armor Class 18 (plate)

Hit Points 190 (20d8 + 100)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	20 (+5)	19 (+4)	22 (+6)	23 (+6)

Saving Throws Wis +12, Cha +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, radiant

Condition Immunities charmed, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 17 (18,000 XP)

Angelic Weapons. The Martyr of the 10th's weapon attacks are magical. When the Martyr of the 10th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Legendary Resistance (2/day). If the Martyr of the 10th fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Martyr of the 10th has advantage on saving throws against spells and other magical effects.

Thou shalt not covet thy neighbour's possessions. Humanoids within 500 feet of the Martyr of the 10th feel no desire for material possessions that belong to someone else. In addition creatures in that area feel compelled to aid their neighbor, creatures asking for genuine help have advantage on Charisma (Persuasion) checks.

Light as a Feather, Deadly as a Blade

With the swiftness of the angel, Huldan solidified a religious order, where no thought of theft ever came to mind. During deadly wars and conquests, the commandment guided him through the battlefield, tearing through the flesh of the heretics. Only to end the war by depraving soldiers of their passions.

Stolen Wings. The Martyr of the 10th has a flying speed of 60 feet. These fiendish wings store power, the Martyr of the 10th can cast *absorb elements* at will, without expending a spell slot. Alternatively the Martyr of the 10th can teleport in a space adjacent to a creature it can see within 60 feet of it as a reaction.

Actions

Multiattack. The Martyr of the 10th makes two attacks, either with his bright shortsword or bow.

Bright Shortsword. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage and 9 (2d8) radiant damage.

Bright Bow. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 9 (2d8) radiant damage.

Legendary Actions

The Martyr of the 10th 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 10th regains spent legendary actions at the start of its turn.

Pierce. The Martyr of the 10th makes a bright bow attack, on a hit, the target must succeed on a DC 20 Strength saving throw or have their movement speed reduced to 0 until the start of the Martyr of the 10th's next turn.

Wing Bash. The Martyr of the 10th beats its wings. Each creature within 5 ft. of the Martyr of the 10th must succeed on a DC 19 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The Martyr of the 10th can then fly up to half its flying speed.



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

Multiattack. 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 Joe Prachatree



Thank You !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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Each Artist is cited on their respective page.

And now onto the next project...

Cheers !

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