

ALISTER KONEZEGEL'S FIELD GUIDE VOLUME V:

INHUMAN ANGELS



10 NEW CELESTIAL MONSTERS



CONTENTS



Introduction	I
Tips for the DM	I
Alpha/Omega	2
Babbletongue	4
Cherubim	7
The Four Horsemen	9
The Four Horsemen	9
Conquest	10
War	12
Famine	13
Death	15
Masked Godling	17
Ophanim	19
Seraphim	20
Creatures by Challenge Rating	22

CREDITS

Art: “Babbletongue” art modified from a wood carving by Hans Burgkmair the Elder and colored by Shakko (available for use with modification under Creative Commons: PD-US-expired)

“Cherubim” art from an unknown engraver in 1773 (available for use with modification under Creative Commons: PD-US-expired)

“Four Horsemen” art is modified from the painting Four Horsemen of the Apocalypse by Viktor Vasnetsov. Painted in 1887 (available for use with modification under Creative Commons: PD-US-expired)

Second piece of “Four Horsemen” art is modified from the painting Death on a Pale Horse by Benjamin West in 1817 (available for use with modification under Creative Commons: PD-US-expired)

“Ophanim” art from an unknown illustrator prior to the 19th century (available for use with modification under Creative Commons: PD-US-expired)

“Alpha & Omega”, “Masked Godling”, and “Seraph” art provided by the DMs Guild Creator Resources

Designer & Producer: Zeke Gonzalez

Layout: Natalie Ash

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player’s Handbook, Monster Manual, Dungeon Master’s Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

“When the people of most kingdoms imagine the celestial harbingers of the gods, they picture angels that look like them: a beautiful face atop a winged humanoid form. These angels are depicted in sculpture, painting, and even the stained-glass windows of temples. These holy creatures strike glorious poses, clad in ceremonial armor and bearing a glowing blade in the defense of the deity they call master. However, these creatures are only the tip of the iceberg when it comes to the myriad of celestial beings that call the Upper Planes home. Within the pages of this book you will find entities that defy convention: terrifying fusions of man and beast, geometric monsters that defy logic, and awful creatures who are said to herald the end of all things in the name of ancient law.”

Alister Konezege, The Traveler’s Guide to Rakhollo

Alister Konezege’s Field Guide Volume V: Inhuman Angels is a supplement containing 10 monsters designed for D&D 5th Edition. These monsters use rules, spells, and concepts from Wizards of the Coast’s D&D 5th Edition and are intended to supplement your campaigns.

This bestiary is a collection of new celestials with new traits and abilities inspired by the Bible and other Christian texts, Japanese animation, and scientific literature. If you want more new monsters, investigate the other volumes of *Alister’s Field Guide*: [Monstrous Arthropods](#), [Aquatic Terrors](#), [Fearful Flora & Fungi](#), & [Outrageous Owlbears](#). And remember, if you seek the truly terrifying, you need look no further than the strange monsters with which we share our world...



TIPS FOR THE DM

As with any supplement, *Inhuman Angels* should be adapted to work for your group. If you don’t like the way a monster works, please feel free to change it. Adjust the hit points, damage, abilities, spells, and lore of these creatures to suit your games and your players. For example, if you want to use a monster, but think that its ability to impose certain conditions on the characters won’t be fun for your group, instead have it deal extra damage or give it a new trait!

To deliver an optimum experience for your players, it is best to read the stat blocks of the monsters you intend to use in full before attempting to run them. There are spells, attacks, and abilities that you need to understand in advance to run a fun and effective encounter.

Have fun using these monsters! It was highly enjoyable to create these creatures and set them loose on my own players, and I hope that you can share in that experience!

ALPHA/OMEGA

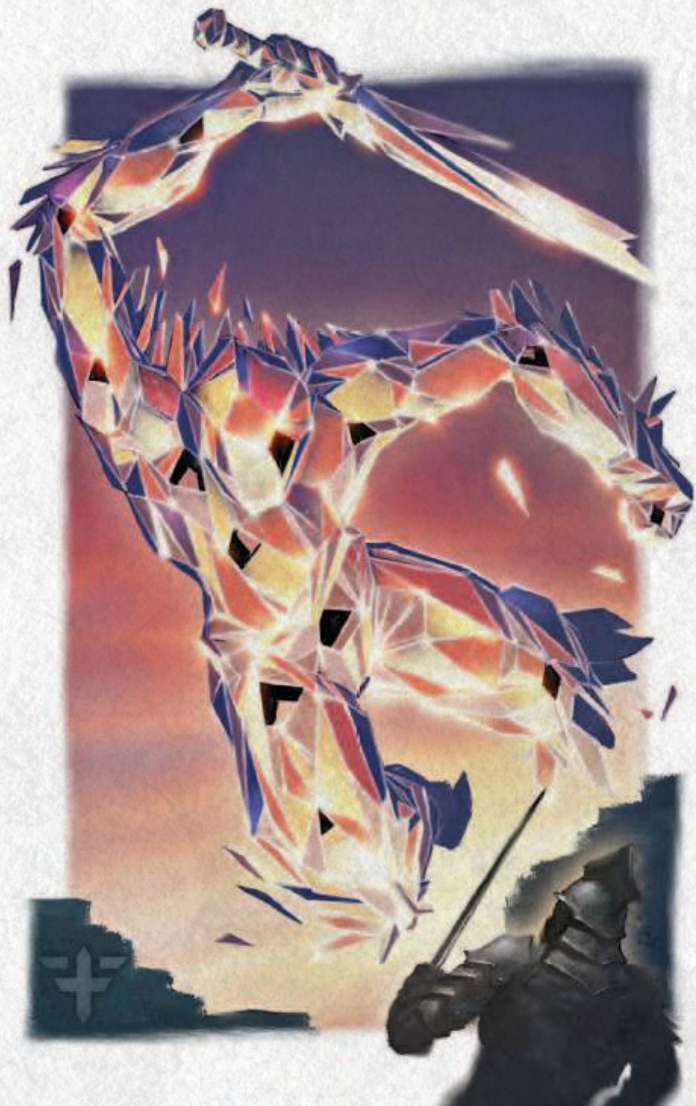
An entity with a presence of undeniable divinity... And terror. A shining, diamond being that reflects a prism of light. With ease it separates into two identical beings that move rhythmically in an unbearably beautiful dance of elegant, exquisite violence.

THE FIRST AND THE LAST.

Before the primordials forged the Material Plane, before the first deities were born, an unthinkable ancient race of starlight creatures walked among the dark, cold nothing that became the multiverse. And these beings never left. Rarely, one of these strange entities descends from hidden places throughout the multiverse to explore the Material Plane. Their minds and goals are so alien and foreign that their motives and desires are impossible to understand, but when they walk among mortals they leave a path of terror in their wake. Some claim that they have been working behind the scenes to slowly collapse all the planes of the multiverse into one world. Others believe they plan to awaken an ancient entropic force of destruction. A coalition of star-obsessed mages believe that these celestials aim to steal the world seed at the heart of the Material Plane to build a new world of their own.

CRYSTALLINE TWINS.

These creatures, often called crystal titans or hard angels, are in fact two tightly bound entities which share one body. When struck in battle, the singular form cracks apart into two smaller creatures which move far more rapidly than their original body. They are the ultimate fighting duo: creating cover for one another, taking hits intended for one another, and fighting side-by-side to slaughter anything that gets in their way.



IMMORTAL NATURE.

Alpha/Omega do not require food, drink, or sleep.



Alpha/Omega

Large Celestial, Neutral Evil

Armor Class: 15 (17 with Divine Dance)

Hit Points: 153 (14d10 + 70)

Speed: 30 ft. (60 ft. with Divine Dance)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	17 (+3)	15 (+2)	14 (+2)

Saving Throws: Dex +8, Wis +5

Skills: Perception +5, Sleight of Hand +8, Stealth +8

Damage Resistances: necrotic, radiant

Condition Immunities: charmed, exhausted, frightened, poisoned

Senses: truesight 60 ft., passive Perception 15

Languages: Celestial, Common

Challenge: 8 (3,900 XP)

Beginning and the End. Alpha/Omega gain advantage on attack rolls while within 5 ft. of their respective Omega/Alpha as long as it isn't incapacitated.

Divine Dance. While split and within 60 feet of one another, Alpha/Omega's speed are doubled, it gains a +2 to AC, and it gains an additional action each turn which can be used only to make one weapon attack, dash, disengage, or dodge.

Martial Advantage. Once per turn, Alpha/Omega can deal an extra 9 (2d8) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of their respective Omega/Alpha that isn't incapacitated.

Actions

Multiattack. Alpha/Omega can use its Absolute Terror Field. It then makes two attacks with its crystal shard.

Crystal Shard. Melee Weapon Attack: +8 to hit, reach 5 ft. or range 60/120 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Absolute Terror Field. Each creature of Alpha/Omega's choice that is within 60 feet of Alpha/Omega and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this Alpha/Omega's Absolute Terror Field for 24 hours.

Reactions

Split. When an Alpha/Omega that is Large or larger is subjected to damage, it splits into two new celestials if it has at least 20 hit points. Each new celestial has hit points equal to half the original Alpha/Omega's, rounded down. One of the new celestials is the Alpha and the other is the Omega, and both are one size smaller than the original Alpha/Omega but otherwise retain the same statistics.

Reflective Ripple. When Alpha/Omega is hit and its respective Omega/Alpha is within 60 feet of it, the two celestials may switch places so that the opposite celestial is dealt the damage of the triggering attack.

BABBLETONGUE

A crimson-skinned, thick-bodied beast stalks the land. Its seven long necks tangle around one another; its nightmarish, horned heads bear ghoulish expressions of hopeless melancholy and delighted depravity as they babble and screech in a myriad of languages. Astride and horribly fused to this monster is the upper body of a humanoid woman, elegantly appointed in a scarlet gown and gold jewelry, gracefully bearing high a steaming chalice of blood.

APOCALYPTIC HARBINGER.

Every deity, no matter their alignment or the beliefs of their devout, has a unique vision of the end of the world. And when these visions begin to crystallize and the end threatens to arrive, each of these deities have equally unique harbingers of



the fall of civilization. One such herald is Babbletongue, said to be an instrument of good and lawful deities who bears the sickly sweet news of end times to the helpless and lost. She roams doomed lands, calling forth the end of days and converting or destroying the unfaithful upon the horizon of apocalypse.

TWISTED ANGEL.

Do not allow her monstrous appearance to deceive you. For although she is mighty and terrible to behold and her work furthers the unrelenting march of death, she is sent from the Upper Planes to adjudicate the wrath and judgement of its deities. Due to her angelic nature, wounding her is extraordinarily difficult and requires weapons that have been kissed by the River Styx that winds through the Lower Planes, also known as styxblessed weapons.

BRINGER OF HONEYED WORDS.

Wherever Babbletongue goes, she brings with her the languages of every world and every plane of existence. Those who come into her presence find themselves speaking nonsense, slipping between languages they do and do not know. Beyond complicating communication, this makes casting spells in her presence extraordinarily difficult as the words of magic twist on the tongue. It is from this ability that her name comes, though she has many titles and epithets including: Mystery, Babylon the Great, the Ecstasy of Death, and the Scarlet Court.

IMMORTAL NATURE.

Babbletongue does not require food, drink, or sleep.

REGIONAL EFFECTS

A region within 5 miles of Babbletongue is warped by the creature's overwhelming presence, which creates the following effects:

- During the day, the horizon appears aflame with scarlet and orange light. At night, the brightness of the stars is ominously heightened.

- Humanoid creatures within the region find that they can understand all spoken and written languages as if by the comprehend languages spell.
- All creatures with an Intelligence score of 5 or higher suffer nightmares of Babbletongue as she slouches onwards before the coming end of the world.

If Babbletongue dies or leaves the area, this effect fades over the course of 2d10 days.

Babbletongue

Gargantuan celestial, lawful neutral

Armor Class: 19 (natural armor)

Hit Points: 858 (44d20 + 396)

Speed: 60 ft., climb 30 ft., fly 40 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	28 (+9)	25 (+7)	25 (+7)	30 (+10)

Saving Throws: Str +18, Int +16, Wis +16, Cha +19

Skills: Insight +16, Perception +16, Persuasion +16, Religion +16

Damage Resistances: psychic, radiant; bludgeoning, piercing, and slashing from attacks not made with styxblessed weapons

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhausted, frightened, poisoned

Senses: truesight 120 ft., passive Perception 26

Languages: all, telepathy 120 ft.

Challenge: 30 (155,000 XP)

Angelic Weapons. Babbletongue's melee attacks are magical. When Babbletongue hits with any melee attack, it deals an extra 4d8 radiant damage (included in the attack).

Aura of Incoherence. Other creatures within 60 feet of Babbletongue can speak only in an incoherent combination of different languages. While within this area, casting a spell with a verbal component is impossible, magic items cannot be activated with their command word, and any other ability or class feature which requires verbal communication cannot be used.

Divine Awareness. Babbletongue knows when she hears a lie.

Innate Spellcasting. Babbletongue's innate spellcasting ability is Charisma (spell attack bonus +19, spell save DC 27). She can innately cast the following spells, requiring no material components:

- **At will:** tongues, sacred flame (4d8), tongues, vicious mockery (4d4)
- **3/day each:** bane (4th level), dispel magic, guiding bolt (4th level), inflict wounds (4th level)
- **1/day each:** blindness/deafness (6th level), earthquake, flame strike, harm, heal, insect plague

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

Multiple Heads. Babbletongue has eight heads. While she has more than one head, Babbletongue has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever Babbletongue takes 100 or more damage from a styxblessed weapon in a single turn, one of her heads dies. If all her heads die, Babbletongue dies.

Reactive Heads. For each head Babbletongue has beyond one, she gets an extra reaction that can be used only for opportunity attacks.

Rejuvenation. If she is reduced to 0 hit points with more than one head still alive, Babbletongue returns to life in 1d6 days and regains all her hit points. Only a wish spell or successful divine intervention can prevent this trait from functioning.

Actions

Multiattack. Babbletongue can use her Presence of Awe. She then makes as many bite attacks as she has heads and casts a spell using her Innate Spellcasting ability or uses her Martyrs' Chalice, if available.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 18 (4d8) radiant damage.

Claw. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) piercing damage plus 18 (4d8) radiant damage.

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) piercing damage plus 18 (4d8) radiant damage.

Presence of Awe. Each creature of Babbletongue's choice that is within 120 feet of Babbletongue and aware of her must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. Creatures with immunity to the charmed condition have advantage on this saving throw. While frightened in this way, a creature must spend its action prostrating itself before Babbletongue. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Babbletongue's Presence of Awe for the next 2 hours.

Martyrs Chalice (Recharge 5-6). Babbletongue upends her chalice, expelling a magical torrent of corrupted blood in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more, the target gains the following flaw: "I welcome the end of the world. The blasphemy of the civilized world must be cleansed in order to give rise to a new paradise."

Legendary Actions

Attack. Babbletongue makes a claw attack or a tail attack.

Move. Babbletongue moves up to her speed.

Prophetic Word. Babbletongue casts vicious mockery using her Innate Spellcasting.

Black Crown (Costs 2 Actions). Babbletongue fixes her gaze on one creature she can see within 15 feet of her. A crown of writhing shadow appears on the target's head and the target must succeed on a DC 27 Charisma saving throw against this magic or become charmed by Babbletongue for 1 minute. While charmed, the target perceives Babbletongue as a herald of the gods to be protected at all costs. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to Babbletongue's black crown for the next 24 hours.

Vision of the End (Costs 2 Actions).

Babbletongue sends a vision of the apocalypse to one creature she can see within 30 feet of her. The target must succeed on a DC 27 Wisdom saving throw against this magic or become paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Beast of Revelation (Costs 3 Actions). A corona of red light surrounds Babbletongue as she speaks the prophecy of the end of times and the birth of paradise. Each creature of Babbletongue's choice within 60 feet of her and aware of her must make a DC 27 Intelligence saving throw against this magic, taking 28 (8d6) psychic damage and affected as if by the slow spell until the end of their next turn on a failed save or half as much damage on a successful one. Babbletongue does not need to concentrate on this effect.

CHERUBIM

A four-winged and four-headed creature flies steadily in place, its four humanoid hands in a posture of reverent prayer. Each of its four heads stare steadfastly in all directions: the wild visage of a maned lion, the face of an eerily unblinking humanoid, the proudly stern head of an ox, and the regal, sharp gaze of the eagle. Its skin gleams like burnished brass and it bears two long, straight legs like those of a bull.

FROM THE GARDENS OF HEAVEN.

Cherubim are the lowest known class of angel and hatch fully grown from fruit in the heavenly gardens of Mount Celestia. They wander the Upper Planes freely and unbound to the desires of any single deity. However, sometimes cherubim gather in flocks and become highly territorial of their verdant birthplaces, especially those gardens which are frequently invaded by beings from the Material Plane or Lower Planes. These cherubim can become quite hostile to any who they view as invaders and can only be placated for a short time by honey mixed with fresh milk. When they stamp their hooves upon intruders, those intruders find themselves under a heavenly censure which slows their bodies and makes them vulnerable to the cherubic assault.

DEVOTED POLLINATORS.

Although their angelic nature means they do not require to eat or drink, cherubim often act as heavenly gardeners within their home gardens, consuming fruits and leaves that grow unruly, gathering pollen on their wings and spreading it throughout Mount Celestia, and tilling the earth with their hooves. As a result, their breath bears the smell of the herbs and fruits they consume and cultivate, which makes for a powerful weapon against intruders.

IMMORTAL NATURE.

Cherubim do not require food, drink, or sleep.





Cherubim

Medium celestial, lawful good (75%) or chaotic good (25%)

Armor Class: 12

Hit Points: 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	8 (-1)	10 (+0)	11 (+0)

Saving Throws: Dex +4

Skills: Perception +2

Condition Immunities: charmed, exhausted, frightened

Senses: darkvision 60 ft., passive Perception 12

Languages: Celestial

Challenge: 2 (450 XP)

Multiple Heads. The cherubim has four heads. While it has more than one head, the cherubim has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Nimble Escape. The cherubim can take the disengage or hide action as a bonus action on each of its turns.

Actions

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or become censured for 1 minute. While censuring, a creature cannot take reactions and their speed is halved.

Incense Breath (Recharge 5-6). The cherubim's four heads exhale a cloud of floral incense in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. A creature who fails this saving throw by 5 or more is marked by the increasingly strong smell of floral incense for 24 hours and has disadvantage on Wisdom (Perception) checks that rely on smell. This effect can only be removed by lesser restoration or similar magic.

THE FOUR HORSEMEN



I heard in a voice like thunder, “Come!” I looked, and there before me was a white horse! Its rider held a bow, and he was given a crown, and he rode out as a conqueror bent on conquest.

I heard a second voice say, “Come!” Then another horse came out, a fiery red one. Its rider was given power to take peace from the earth and to make people kill each other. To him was given a great weapon.

I heard the third voice creature say, “Come!” I looked, and there before me was a black horse! Its rider was holding a pair of scales in his hand.

I heard the fourth voice say, “Come!” I looked, and there before me was a pale horse! Its rider was named Death, and Hades was following close behind him. They were given power over a fourth of the earth to kill by sword, famine and plague, and by the wild beasts of the earth.

- Excerpt from the Scroll of Revelation

ANGELS OF LEGEND.

These four angels crop up in the faiths and prophecies of many different religions and little is known of them but one fact: when the end of the Material Plane is nigh, they shall ride. And when they ride, they will leave behind a trail of desolation and destruction that is foreseen to kill one-fifth of the Material Plane’s population. Most believe that they are fiendish riders that will ride forth from the Lower Planes, but the truth is that they are celestial incarnations of primordial, apocalyptic force that possess the singular resolve to execute their destined duty.

CONQUEST

Conquest is the first horseman, devoted to the fall of civilizations and bending the ruling class to its iron will. It rides through cities and into the seat of leadership, using its powerful enchantment magic to manipulate rulers into issuing decrees that lead to the rapid collapse of local economies,

infrastructure, and communities. Its mount is a massive white stallion which emanates cold wherever it goes, which uses the statistics of a **young silver dragon**, except it is a monstrosity instead of a dragon.

Conquest

Medium celestial (titan), chaotic neutral

Armor Class: 17 (natural armor)

Hit Points: 162 (19d8 + 64)

Speed: 50 ft.

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

Saving Throws: Dex +10, Wis +11, Cha +11

Skills: Deception +11, Insight +11, Perception +11, Persuasion +11

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: psychic

Condition Immunities: charmed, exhaustion, frightened

Senses: truesight 120 ft., passive Perception 21

Languages: all

Challenge: 20 (25,000 XP)

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

Aura of Majesty. Conquest can utter a special command or warning whenever another creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand Conquest.

Crown of Kings. When Conquest or its mount is targeted by an enchantment spell, it rebounds on the caster as if it was cast by Conquest, using Conquest's spell save DC.

Innate Spellcasting. Conquest's spellcasting ability is Charisma (spell save DC 19). Conquest can innately cast the following spells, requiring only verbal components:

- **At will:** charm person, dissonant whispers, healing word (2nd level), vicious mockery (4d4)
- **3/day:** fear, hold person, suggestion
- **1/day:** dominate person, geas, mass suggestion

Legendary Resistance (3/Day). If Conquest fails a saving throw, it may choose to succeed instead.

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

Mount. If Conquest isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided Conquest and its mount are on the same plane of existence. When it teleports, Conquest appears astride the mount along with any equipment it is wearing or carrying. While mounted and not incapacitated, Conquest can't be surprised, and both it and its mount have advantage on Dexterity saving throws. While mounted, Conquest may use a bonus action to dismount its mount. If Conquest is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Multiattack. Conquest uses its Imperial Command. It also makes two longbow attacks.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 12 (1d8 + 4) piercing damage plus 18 (4d8) radiant damage. If the target is concentrating on a spell, they have disadvantage on their Constitution saving throw to maintain concentration.

Conquering Touch (3/Day). Conquest touches another creature. The target takes 54 (12d8) psychic damage and must succeed on a DC 19 Charisma saving throw or use their reaction to move up to their speed and make a melee attack against a target of Conquest's choosing.

Imperial Command. Conquest speaks a celestial command, targeting a creature who can see or hear it. If the target is Conquest's ally or charmed by Conquest, it immediately uses its reaction to make one weapon attack at a target of Conquest's choice, dealing an extra 18 (4d8) radiant damage on a hit. If the target is hostile to Conquest, it must succeed on a DC 19 Charisma saving throw or immediately uses its reaction to make one weapon attack at a target of Conquest's choice, dealing an extra 18 (4d8) radiant damage on a hit.

Reactions

Parry. Conquest adds 6 to its AC against one melee attack that would hit it. To do so, Conquest must see the attacker and be wielding its longbow.

Parting Shot. When a creature moves away from Conquest, it makes a longbow attack at them. An attack that hits this way hobbles a creature. While hobbled, a creature's speed is halved and they can only take an action or a bonus action on their turn, not both. This condition ends when the affected creature takes a short or long rest, is treated with a DC 18 Wisdom (Medicine) check, or by lesser restoration or similar magic.

Legendary Actions

Imperial Command. Conquest speaks a command to an ally, which immediately uses its reaction to make one weapon attack at a target of Conquest's choice.

Wheeling Manuevor. Conquest moves up to its speed without incurring attacks of opportunity.

Quick Casting (Costs 2 Actions). Conquest casts a spell using its Innate Spellcasting.

Volley of Arrows (Costs 3 Actions). Conquest makes two attacks with its longbow.

Proclamation of the King (Costs 3 Actions). Conquest proclaims the end of days and the decimation of paltry civilization. Each creature of Conquest's choice within 30 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw against this magic or take 21 (6d6) psychic damage. A creature who fails this saving throw by 5 or more is charmed by Conquest until the end of their next turn.



WAR

War is the second horseman, which incites violence and carnage wherever it goes. It inflames military conflict and its mere presence is enough to cause ordinary people to be filled with uncontrollable rage. Its mount is a massive red stallion whose hooves turn sand to glass and burn

flora in its wake. War's mount uses the statistics of a **young bronze dragon**, except it is a monstrosity instead of a dragon.

War

Medium celestial (titan), chaotic neutral

Armor Class: 17 (natural armor)

Hit Points: 162 (19d8 + 64)

Speed: 50 ft.

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

Saving Throws: Str +11, Wis +9, Cha +9

Skills: Athletics +11, Acrobatic +11, Intimidation +11, Perception +9

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire

Condition Immunities: charmed, exhaustion, frightened

Senses: truesight 120 ft., passive Perception 21

Languages: all

Challenge: 20 (25,000 XP)

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

Aura of Wrath. Wrath's presence fuels violence. Wrath and its allies within 30 ft. of it score a critical hit on an attack roll of 19 or 20. Wrath and its allies also roll one additional weapon damage die when determining the extra damage for a critical hit.

Blood Frenzy. War has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

- **At will:** compelled duel, searing smite

- **3/day:** crusader's mantle, staggering smite
- **1/day:** death ward, destructive wave

Legendary Resistance (3/Day). If War fails a saving throw, it may choose to succeed instead.

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

Mount. If War isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided War and its mount are on the same plane of existence. When it teleports, War appears astride the mount along with any equipment it is wearing or carrying. While mounted and not incapacitated, War can't be surprised, and both it and its mount have advantage on Dexterity saving throws. While mounted, War may use a bonus action to dismount its mount. If War is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Multiattack. War uses its Frightful Presence. It also makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 18 (4d8) radiant damage.

Burning Touch (3/Day). War touches another creature. The target takes 54 (12d8) fire damage and must succeed on a DC 17 Constitution saving throw. On a failed saving throw, War regains a number of hit points equal to the damage dealt. On a successful saving throw, War regains a number of hit points equal to half the damage dealt.

Frightful Presence. Each creature of War's choice that is within 120 feet of War and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself

on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to War's Frightful Presence for the next 24 hours.

Reactions

Grasp of Flames. When a creature hits War with a melee weapon attack, War uses its Burning Touch, if available.

Legendary Actions

Attack. War makes an attack with its greatsword.

Trampling Charge. War moves up to its speed towards a creature it can see. If it ends its movement within 5 feet of that creature, the target must succeed on a DC 19 Dexterity saving throw or be knocked prone.

Quick Casting (Costs 2 Actions). War casts a spell using its Innate Spellcasting.

Burning Rage (Costs 2 Actions). War ignites in an explosion of flame. All creatures within 10 feet of War must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) fire damage. Until the end of its next turn, War's greatsword deals an additional 1d6 fire damage on a hit.

Frenzy of Violence (Costs 3 Actions). War emanates an aura of blinding rage which incites violence. All creatures within 30 feet of War who are aware of it must succeed on a DC 18 Charisma saving throw or immediately use their reaction to move up to their speed and attack the closest creature.

FAMINE

Famine is the third horseman. Wherever Famine goes, it makes people ravenously hungry and yet unable to be sated of their desires. Its mount is a ghastly black horse which brings the horrible

smell of rotting meat wherever it goes. Famine's mount uses the statistics of a **hezrou**, except it is a monstrosity instead of a fiend (demon).

Famine

Medium celestial (titan), chaotic neutral

Armor Class: 17 (natural armor)

Hit Points: 168 (19d8 + 83)

Speed: 50 ft.

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

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

Skills: History +8, Nature +9, Perception +9, Survival +9

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, poisoned

Senses: truesight 120 ft., passive Perception 21

Languages: all

Challenge: 20 (25,000 XP)

Aura of Starvation. At the start of Famine's turn, all creatures of Famine's choice within 30 feet of it must succeed on a DC 19 Constitution saving throw or gain a level of exhaustion.

Innate Spellcasting. Famine's spellcasting ability is Charisma (spell save DC 19). Famine can innately cast the following spells, requiring only verbal components:

- **At will:** detect poison and disease, protection from poison, sacred flame (4d8), thaumaturgy
- **3/day:** blindness/deafness, create food and water, insect plague
- **1/day:** contagion, divine word, heroes feast

Legendary Resistance (3/Day). If Famine fails a saving throw, it may choose to succeed instead.

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

Mount. If Famine isn't mounted, it can use a bonus action to magically teleport onto the

creature serving as its mount, provided Famine and its mount are on the same plane of existence. When it teleports, Famine appears astride the mount along with any equipment it is wearing or carrying. While mounted and not incapacitated, Famine can't be surprised, and both it and its mount have advantage on Dexterity saving throws. While mounted, Famine may use a bonus action to dismount its mount. If Famine is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Multiattack. Famine uses its Poison Mind. It also casts a spell using its Innate Spellcasting.

Poison Mind. Famine targets one or two creatures that it can see within 60 feet of it. Each target must make a DC 17 Wisdom saving throw, taking 26 (4d12) necrotic damage and is blinded on a failed save or half as much damage on a successful one.

Rotting Touch (3/Day). Famine touches another creature. The target takes 42 (12d6) poison damage and must succeed on a DC 19 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) necrotic damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Emaciating Breath (Recharge 5-6). Famine exhales a rattling breath of steaming yellow gas in a 60 foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the target takes 56 (16d6) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. On a successful save, the target takes half as much damage.

Reactions

Weight of Greed. When a creature that Famine can see attacks Famine, Famine increases the weight of the gold and other objects of value on their person, imposing disadvantage on the attack roll.

Legendary Actions

Hungry Eyes. Famine targets a creature within 60 feet that has at least one level of exhaustion. One level of exhaustion is removed from the target and Famine regains 4d10 hit points.

Dismounting Maneuver. Famine dismounts, then Famine and its mount may both move up to their speed without incurring attacks of opportunity.

Potent Cantrip (Costs 2 Actions). Famine casts an at will spell from its Innate Spellcasting. Roll two additional damage dice when determining the damage on a hit.

Emanations of Sloth (Costs 2 Actions). Famine targets up to three creatures within 60 feet of it and makes them feel a sickening wave of fatigue. The targets must succeed on a DC 19 Constitution saving throw or be affected by the slow spell until the end of their next turn. Targets with two or more levels of exhaustion have disadvantage on this saving throw. Famine does not need to concentrate on this effect.

Quick Casting (Costs 3 Actions). Famine casts a spell using its Innate Spellcasting.

DEATH

Death is the fourth horseman. Death is granted the power to end life by all manner of natural and unnatural means. Its mount is a pale horse with a carnivorous appetite and a mouth full of sharp fangs.

Death's mount uses the statistics of a **howler**, except it is a monstrosity instead of a fiend.

Death

Medium celestial (titan), chaotic neutral

Armor Class: 17 (natural armor)

Hit Points: 168 (19d8 + 83)

Speed: 50 ft.

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

Saving Throws: Dex +10, Con +11, Wis +9

Skills: Arcana +11, History +11, Perception +9, Survival +9

Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: blinded, charmed, exhaustion, frightened, poisoned

Senses: truesight 120 ft., passive Perception 21

Languages: all

Challenge: 20 (25,000 XP)

At Death's Door. Whenever a creature within 120 feet of Death is reduced to 0 hit points, Death regains 20 hit points. Whenever a creature within 120 feet of Death fails a death saving throw, Death regains 20 hit points.

Fatal Weapons. Death's weapon attacks are magical. When Death hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Innate Spellcasting. Death's spellcasting ability is Intelligence (spell save DC 19). Death can innately cast the following spells, requiring no components:

- **At will:** animate dead, chill touch, inflict wounds, speak with dead, toll the dead
- **3/day:** blight, circle of death, enervation, insect plague
- **1/day:** harm, finger of death, power word kill, soul cage

Legendary Resistance (3/Day). If Death fails a saving throw, it may choose to succeed instead.

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

Mount. If Death isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided Death and its mount are on the same plane of existence. When it teleports, Death appears astride the mount along with any equipment it is wearing or carrying. While mounted and not incapacitated, Death can't be surprised, and both it and its mount have advantage on Dexterity saving throws. While mounted, Death may use a bonus action to dismount its mount. If Death is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Multiattack. Death uses its Horrifying Visage. It also makes two attacks with its scythe.

Scythe. Melee Weapon Attack: +10 to hit, range 15 feet, one target. Hit: 16 (2d10 + 5) slashing damage plus 18 (4d8) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 ft. of Death that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Death's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Proclamation of Death (Recharge 6). Death marks one target it can see within 120 feet for death. At the end of the target's next turn, the target dies.

Legendary Actions

Mounted Strike. While mounted, Death moves up to its mount's speed and makes an attack with its scythe.

Cantrip. Death casts an at will spell from its Innate Spellcasting.

Whirl of Steel (Costs 2 Actions). Death makes an attack with its scythe against all creatures of its choice within range.

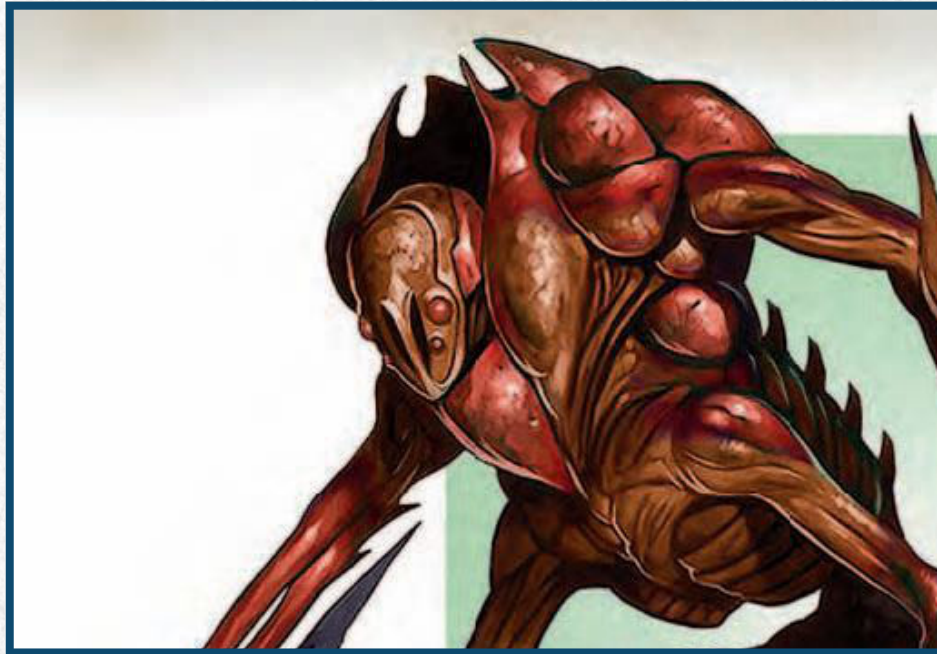
Shadowy Hounds (Costs 2 Actions). Wolves of darkness appear around one creature Death can see. The target must succeed on a DC 17 Strength saving throw, taking 21 (6d6) piercing damage and being knocked prone on a failed save, or half as much damage on a successful one. Creatures who are frightened of Death have disadvantage on this saving throw.

Quick Casting (Costs 3 Actions). Death casts a spell using its Innate Spellcasting.

APOCALYPTIC ENCOUNTERS?

If you are looking for even more powerful incarnations of the Biblical four horsemen, check out Realmwarp Media's *Four Horsemen of the Apocalypse*. They interpret the white horseman as Pestilence, instead of Conquest, and their version of these creatures are each CR 23 or higher. That supplement also includes a Warlock Patron option for the Four Horsemen.

MASKED GODLING



The tall, red creature has spindly, crooked limbs and a thick body wrapped in muscle and shining, armor-like skin. Its head is recessed into its chest and it seems to wear a mask of beaten bronze that bears four circular red eyes.

PERSONIFICATION OF THE FAITHLESS.

Masked godlings are celestials born from the doubt of the once-devoted. When a temple loses the hope of its followers through corruption or scandal, the budding anxieties and fears of those who were once faithful gives birth to a new version of that temple's deity or deities. These terrifying and bleak reflections have one goal: to destroy the symbols and representatives of the faith which created them. By doing so, masked godlings create more fear and doubt which continues to fuel their existence in a vicious cycle of destruction.

INFERNAL AIMS.

Some devils particularly delight in laying long-term spiritual siege to a large or powerful temple of a prominent deity with the explicit aim of causing enough pain in the community to give birth to a masked godling. As a former celestial archon, the Archduke Baalzebul is particularly well-known for sending his servants to undermine the temples of good-aligned deities. These acts of spiritual warfare create the perfect atmosphere for devils to convince mortals to accept diabolical bargains.

IMMORTAL NATURE.

Masked godlings do not require food, drink, or sleep.

Masked Godling

Huge celestial, chaotic evil

Armor Class: 18 (natural armor)

Hit Points: 228 (19d12 + 95)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	15 (+2)	16 (+3)	22 (+6)

Saving Throws: Str + 9, Con +10, Wis +8, Cha +11

Skills: Athletics +9, Perception +8

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

Condition Immunities: charmed, exhausted, frightened

Senses: truesight 120 ft., passive Perception 18

Languages: Celestial, telepathy 120 ft.

Challenge: 15 (13,000 XP)

Crystal Heart. The masked godling has a heart of red crystal embedded in its chest which glows at the start of its turn, causing the masked godling to regain 20 hit points. The crystal heart has an AC of 20, 50 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and immunity to force, poison, and psychic damage. If the crystal heart is reduced to 0 hit points, it shatters and this trait no longer functions.

Force Absorption. Whenever the masked godling is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the damage dealt. It may then use its reaction to cast magic missile at the attacker using its Innate Spellcasting.

Innate Spellcasting. The masked godling's innate spellcasting ability is Charisma (spell attack bonus +11, spell save DC 19). It can innately cast the following spells, requiring no material components:

- **At will:** magic missile (3rd level), shield of faith, spiritual weapon (5th level)
- **3/day each:** disintegrate

Standing Leap. The masked godling's long jump is up to 60 feet and its high jump up to 100 feet, with or without a running start.

Actions

Multiattack. The masked godling makes three attacks with its force saber.

Force Saber. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 25 (4d10 + 4) force damage. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means short of a wish spell or divine intervention.

OPHANIM

A set of interlocking, crimson rings soar through the sky on unmoving wings bearing luminous eyes. This bizarre creature defies the logical rules of both geometry and biology, and it is wreathed in radiant flame.

ANGELIC GUARDIANS.

Ophanim are a lower class of angel who are born when a confluence of devout souls reach the Upper Planes in the wake of tragedy. The souls join in a blessed union to form a new ophanim: a being composed of interlocking rings of light representing the intersection of true faith. They are often assigned to act as guardians of powerful magical artifacts or important locations on the Upper Planes. Ophanim have also been known to accompany devas to the Material Plane as messengers.



THE IMMORTAL FIRE.

These unearthly angels burn constantly with the holy fire granted to them by their deity. While it harms heretics to its faith, this fire does not harm true followers of ophanim's creed. Some militant religious are granted ophanim as protection by their patron deity, and often include stepping within the heart of the ophanim's flame as a final test of devotion and loyalty to their god.



IMMORTAL NATURE.

Ophanim do not require food, drink, or sleep.



Ophanim

Medium celestial, any alignment

Armor Class: 13

Hit Points: 78 (12d8 + 24)

Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	15 (+2)

Saving Throws: Dex +6, Wis +6

Skills: Insight +6, Perception +9

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

Condition Immunities: blinded, charmed, exhausted, frightened

Senses: darkvision 60 ft., truesight 10 ft., passive Perception 19

Languages: Celestial

Challenge: 5 (1,800 XP)

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

Blazing Rings. A creature with an alignment other than the ophanim's who touches it or hits it with a melee attack while within 5 feet takes 9 (2d8) radiant damage.

Innate Spellcasting. Ophanim's innate spellcasting ability is Charisma (spell attack bonus +6, spell save DC 14). It can innately cast the following spells, requiring no material components:

- **At will:** light, sacred flame (2d8)
- **1/day each:** detect evil and good, guiding bolt

Actions

Burning Wheel. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Gaze of Righteousness (Recharge 5-6). The ophanim locks its eyes on up to four creatures it can see within 60 feet of it and unleashes a ray of white fire at each of them. Each target must make a DC 14 Dexterity saving throw, taking 9 (2d8) radiant damage and becoming blinded until the end of their next turn on a failed save or half as much damage on a successful one.

SERAPHIM

Upon first glance, this angelic herald looks like an enormous phoenix wrapped in white-hot flames. Upon closer inspection, it becomes obvious that the creature possesses six wings, not two, and that these burning wings are covered with pale grey eyes, focused intently on its quarry. When a seraph is sent to the Material Plane, it is a terrible sign of a deity's wrath.

FAITH'S END.

Seraphs are rare and powerful angelic beings which typically protect the immortal forms of their patron deity. Their incomprehensible forms can often be witnessed surging through the sky of the Upper Planes as they sing in a mind-shattering chorus that calls out praises to their deity. However, when a deity wishes for their anger or disgust to be felt by mortals, they will send a singular seraph to the Material Plane to wreak havoc on cities of blasphemers, faithless, or sinners. Seraphs are ruthless and possess an unerring sense of righteous justice which fuels these bouts of violence and destruction. Their gaze has the ability to make even the most steadfast heroes recall their weakest moments and succumb to the flames of guilt.

RADIANT IMPACT.

In the history of divine intervention upon the Material Plane, many deities have made their feelings known by unleashing a seraph upon those who mock or defy them. In the desert city of Sanctuary, one hero rose above the masses to defend her home from the angelic attack. Melissara Suntor willed into being the golden wings of her divine

heritage and met the fearsome seraph in the skies above her home. The flying paladin danced through the skies around the seraph's tremendous blows and finally struck a fatal blow to the seraph's burning body. However, the seraph's death released a calamitous explosion of divine energy in the shape of six unfurling wings of light, which incinerated the hero and her city both. Outsiders have since dubbed the outcome of this battle The First Impact and point to the crater which was once Sanctuary as a warning to those who may wish to slay the physical embodiments of divine wrath.

IMMORTAL NATURE.

Seraphs do not require food, drink, or sleep.



Seraphim

Huge celestial, lawful good

Armor Class: 22 (natural armor)

Hit Points: 262 (21d12 + 126)

Speed: 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	22 (+6)	20 (+5)	20 (+5)	22 (+7)

Saving Throws: Str +15, Dex +10, Con +13, Wis +12

Skills: Insight +12, Perception +12

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

Damage Immunities: fire, radiant

Condition Immunities: blinded, charmed, exhausted, frightened

Senses: truesight 120 ft., passive Perception 22

Languages: Celestial, telepathy 120 ft.

Challenge: 24 (62,000 XP)

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

Blinding Aura. At the start of each of the seraph's turns, each creature within 5 feet of it takes 10 (3d6) radiant damage. A creature that touches the seraph or hits it with a melee attack while within 5 feet of it takes 10 (3d6) radiant damage.

Illumination. The seraph sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Innate Spellcasting. The seraph's innate spellcasting ability is Charisma (spell attack bonus +13, spell save DC 21). It can innately cast the following spells, requiring no material components:

- **At will:** guidance, light, sacred flame (4d8)
- **3/day:** branding smite, daylight, dispel magic, earthquake, lesser restoration
- **1/day each:** banishment, death ward, flame strike

Keen Sight. The seraph has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (2/Day). If the seraph fails a saving throw, it can choose to succeed instead.

Radiant Impact. When the seraph dies, it explodes in an outpouring of divine energy, and each creature within 60 feet of it must make a DC 21 Dexterity saving throw, taking 70 (20d6) radiant damage on a failed save, or half as much damage on a successful one. The explosion causes any magical items in the area to glow for 1 minute as if the light spell was cast on them.

Actions

Multiattack. The seraph uses its Infinite Gaze. It then makes three attacks: one with its beak and two with its talons.

Beak. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) piercing damage plus 18 (4d8) radiant damage.

Talons. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage plus 18 (4d8) radiant damage.

Infinite Gaze. Each creature of the seraph's choice that is within 60 feet of the seraph and looking at it must succeed on a DC 21 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the seraph's Infinite Gaze for the next 24 hours.

Immolate Guilt (Recharge 5-6). The seraph stokes the fires of guilt within its foes, causing them to ignite in flames from the inside-out. Each creature of the seraph's choice within 100 feet must make a DC 21 Charisma saving throw against this magic, taking 70 (20d6) fire damage and becoming immolated for 1 minute on a failed saving throw or taking half as much damage on a successful one. While immolated, a creature takes 14 (4d6) fire damage at the start of each of its turns and an antimagic sphere appears centered on it. The seraph does not need to concentrate on this effect. An affected creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CREATURES BY CHALLENGE RATING

CHALLENGE RATING 2

Cherubim

CHALLENGE RATING 5

Ophanim

CHALLENGE RATING 8

Alpha/Omega

CHALLENGE RATING 15

Masked Godling

CHALLENGE RATING 20

Conquest

Death

Famine

War

CHALLENGE RATING 24

Seraph

CHALLENGE RATING 30

Babbletongue