

BRAGGADOUCHIO'S  
**MONSTERS OF THE APOCALYPSE**

# THE GREAT BEASTS

The end of the world brings forth terrors of the earth, sea, and skies. These enormous beasts bring destruction with every step of their feet, flap of their wings, and flick of their tail. Their roars tear the heavens asunder. These beasts are the final step of the Apocalypse, born to destroy the world.

## BEHEMOTH, TERROR OF THE EARTH

Behemoth is said to live deep within a forest, buried under eons of collected earth and plants. Stories tell of his awakening after millennia of sleep, when the people of the world bring about the destruction of nature. Rumors say that he's so large that his horns are made of the largest trees in the world, his mouth is bigger and darker than any cave, and every footstep he takes fractures the earth under him. He feeds on mountains and drinks lava to sate his thirst, but once he awakens nothing can fill his enormous need to eat everything that crosses his path.

## LEVIATHAN, MAW OF THE SEAS

Shipwrecked sailors spread rumors of floating among driftwood when a colossal, serpentine fish rose out of the sea before them. Leviathan is said to be over 300 miles long, and its passing creates tidal waves large enough to consume cities. It's so fast that when it moves towards you, it's as if you were being hit by a flying comet, and when it roars, it parts the sea in front of it.

## ZYZ, SCOURGE OF THE SKIES

Sometimes called Lord of the Birds, Zyz is said to descend from the clouds. Rumors say that its wings are so large that it can block out the sun, and each flap that it takes leaves hurricanes and tempests in its wake. Some say that its favorite food is elder dragons, which it hunts out of the sky when they flee from the crumbling earth and sea.

## BEHEMOTH, TERROR OF THE EARTH

*Colossal beast, true neutral*

**Armor Class** 19

**Hit Points** 820 (40d20 + 400)

**Speed** 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	14 (+2)	20 (+5)	14 (+2)

**Saving Throws** Str +19, Con +19, Wis +14

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., tremorsense 100 ft. passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Behemoth fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** Behemoth's weapon attacks are magical.

### ACTIONS

**Multiattack.** Behemoth can make six attacks: one with its bite, four with its stomps, and one with its tail attack. It can use its Swallow instead of its bite.

**Stomp.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., *Hit:* 36 (4d12+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or fall prone.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Behemoth can't bite another target.

**Swallow.** Behemoth makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Behemoth, and it takes 56 (16d6) fire damage at the start of each of Behemoth's turns.

If Behemoth takes 60 damage or more on a single turn from a creature inside it, Behemoth must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Behemoth. If Behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

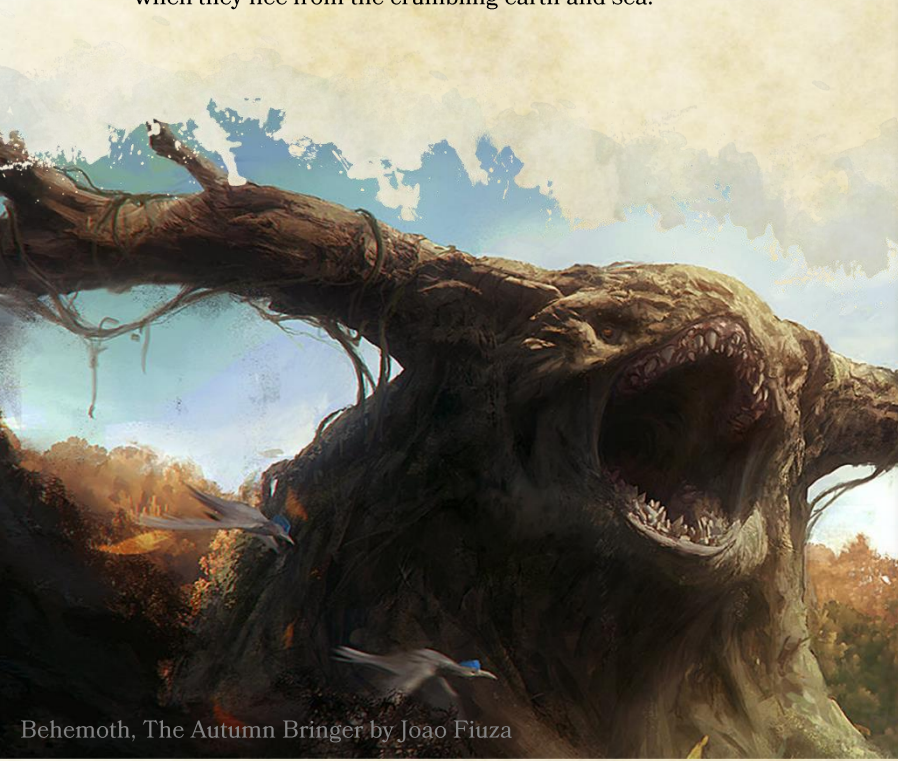
**Tremor (1/day).** Behemoth pounds on the ground, rupturing the earth around it. This acts as the spell Earthquake with a saving throw DC of 27.

### LEGENDARY ACTIONS

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

**Stomp.** Behemoth makes a stomp attack.

**Earth Growth (Costs 2 Actions).** Behemoth calls upon the earth's power to aid it. Tentacle-like vines erupt from the ground beneath it and attempt to entangle its foes. Any creature within 30 feet must succeed a DC 20 Dexterity saving throw or be restrained. A restrained creature can use its action to attempt a DC 20 Strength saving throw to escape the vines. Once a creature succeeds a saving throw to escape the vines, it is immune to the effects of Earth Growth for an hour.





## LEVIATHAN, MAW OF THE SEAS

Colossal beast, true neutral

**Armor Class** 19

**Hit Points** 740 (40d20 + 320)

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	26 (+8)	26 (+8)	20 (+5)	14 (+2)

**Saving Throws** Dex +17, Con +17, Wis +14

**Skills** Perception +14

**Damage Immunities** cold

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft. passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Leviathan fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** Leviathan's weapon attacks are magical.

**Echolocation.** As long as Leviathan is underwater, it can identify and locate any object within one mile. Additionally, dim light and darkness do not impose disadvantage on Wisdom (Perception) checks.

### ACTIONS

**Multiattack.** Leviathan can make one Crashing Wave and then make four attacks: one with its bite, two with its tentacles, and one with its tail attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., *Hit:* 31 (4d12+5) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Leviathan can't bite another target.

**Tail Attack.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be shoved 10 feet.

**Crashing Wave.** Leviathan creates a torrent with a flick of its fin. All creatures within 15 feet must succeed on a DC 20 Dexterity saving throw or take 4d12 bludgeoning damage and be shoved 10 feet. On a successful saving throw, the target takes half as much damage.

**Tentacles.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained.

### LEGENDARY ACTIONS

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

**Tail Attack.** Leviathan makes an attack with its tail.

**Shockwave (Costs 2 Actions).** Leviathan releases an underwater shriek that sends a shockwave through the water, battering anyone it hits. Any creature within 30 feet of Leviathan must succeed a DC 20 Constitution saving throw or be stunned until the next turn.

## ZYZ, SCOURGE OF THE SKIES

Colossal beast, true neutral

**Armor Class** 22

**Hit Points** 700 (40d20 + 280)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	30 (+10)	24 (+7)	16 (+3)	20 (+5)	26 (+8)

**Saving Throws** Dex +19, Con +18, Wis +14

**Damage Resistances** bludgeoning, piercing, piercing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Zyz fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** Zyz's weapon attacks are magical.

**Eagle Eye.** Zyz can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away. Additionally, dim light doesn't impose disadvantage on its Wisdom (Perception) checks.

### ACTIONS

**Multiattack.** Zyz can make a Torrential Winds attack and then make five attacks: one with its beak, two with its wings, and two with its claws.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) slashing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Zyz can't claw another target.

**Beak.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) piercing damage.

**Wing.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., *Hit:* 19 (2d12+6) bludgeoning damage.

**Torrential Winds.** Zyz flaps vigorously, creating vigorous winds that buffet enemies. Any creature within 50 feet of Zyz in the direction that it is targeting must make a DC 20 Strength saving throw. On a failed save, the creature takes 2d12 bludgeoning damage and falls prone. On a successful save, the creature takes half the damage.

**Sonic Shout (1/day).** Zyz emits a terrifying, high-pitched shriek that tears apart the heavens. Structures within 100 feet takes 10d12 thunder damage. Any creature within 100 feet of Zyz must succeed on a DC 20 Dexterity saving throw or take 10d12 thunder damage and fall prone. On a successful save, the creature takes half that amount.

### LEGENDARY ACTIONS

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

**Wing.** Zyz makes an attack with its wing.

**Typhoon (Costs 2 Actions).** Zyz summons a tremendous thunderstorm and strikes his enemies with lightning. One creature within 60 feet must succeed on a DC 20 Dexterity saving throw or take 6d12 lightning damage. On a failed save, it takes half that amount.





Artwork credited to theDURRRRIAN

## THE FOUR HORSEMEN

In many religions and beliefs, there are stories of the End Times, when the world comes to a deadly and devastating end. Many of these tales denounce the culprit of these world-ending catastrophes to be the people of the world, whose greed and hatred lead them to destroy each other and the rest of the world around them. However, these attributes of destruction give rise to evils above and beyond themselves. When the world is on the brink of collapse, and men, elves and dwarves are at each other's throats, the Four Horsemen of the Apocalypse rise from their slumber in the nine hells to wreak havoc across the land.

### CONQUEST

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The first of the four. Conquest disguises himself as a well-mannered, silver-tongued traveling noble and gains the admiration and adoration of all of the people he speaks to. Quick-witted and power-hungry, he enjoys walking into the castles of great kings and emperors and convincing them to give up their crown to him. Few are able to turn down his request, and once he puts a crown on his head, all within his realm fall under his magical subjugation, carrying out his every word against their own will.

Conquest carries a silver longbow and a quiver full of peacock-feathered arrows at his hip. He rides upon his majestic white horse, Glory, and is a force to be reckoned with when he has entire armies serving under his heel.

### FAMINE

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Dressed in the deepest of black and often disguised as a medicine man, Famine seeks to deal justice to those whose major sin is gluttony. Everywhere he goes, he kills crops, rots livestock, and sends the masses into desolation.

Carrying a scale that doubles as a magical focus, he rides the night-black horse Fear, draining energy and hope from the living to make himself stronger.

### WAR

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Continually seeking out chaos and destruction, War disguises himself as an old bitter soldier. Finding unrest in small villages or great kingdoms, War feeds fire to the flames of disgruntled serfs or unhappy nobles, driving them to commit acts of violence that quickly escalate to full-fledged battles and sometimes world-covering wars. With every arrow shot and every sword swung, he grows stronger and stronger, feeding off of the world's chaos.

War wields a tremendous greatsword that seems to always glisten with blood. He rides his flaming red horse Ruin and is physically the strongest of the four horsemen, capable of defeating almost any warrior in combat.

### DEATH

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The final, and most dangerous of the four horsemen. Death travels the world as an old woman, seeking out the old and dying to put to final rest. Whenever Death passes through a town, the number of deadly diseases grows, there is an increase in the number of life-taking accidents, and a sense of looming despair follows her wherever she goes. Although she does not seek to increase her own power, just being in her presence drains even the greatest man of his strength and will to carry on.

Death always wields her canonical scythe, and rides upon her pale horse Despair. She is the last of the four horsemen, because she brings the final stroke to the lives of those subjected to the other three.



## CONQUEST

Medium fiend, neutral evil

**Armor Class** 18 (natural armor)  
**Hit Points** 357 (42d8 + 168)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	18 (+4)	18 (+4)	22 (+6)

**Saving Throws** Dex +11, Con +10, Cha +12  
**Skills** Deception +12, Persuasion +12  
**Damage Immunities** radiant  
**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, paralyzed  
**Senses** darkvision 60 ft. passive Perception 14  
**Languages** Common, Infernal  
**Challenge** 20 (25000 XP)

**Devil's Tongue.** Conquest has advantage on all Charisma (Deception) and Charisma(Persuasion) checks.

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

**Overlord.** For every ally that is within 30 feet of Conquest, he gains a +1 bonus to all damage rolls, with a maximum bonus of +10. This includes his horse, Glory.

**Infernal Bow.** Conquest's weapon attacks are magical. When Conquest hits with any weapon, the weapon deals an extra 6d8 radiant damage.

### ACTIONS

**Multiattack.** Conquest makes two longbow attacks.

**Longbow.** Ranged Weapon Attack: +14 to hit, range 120/600 ft., Hit: 19 (4d6+5) piercing damage, plus 27 (6d8) radiant damage. In addition, the target must succeed a DC 20 Wisdom saving throw or be charmed until next turn.

### REACTIONS

**Subjugation.** When Conquest is the target of a melee attack, he can force the attacker to make a DC 20 Wisdom saving throw. On a failed save, the attack automatically fails and the attacker must end their turn.

### LEGENDARY ACTIONS

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

**Longbow.** Conquest makes an attack with his longbow.

**Quick Retreat.** Glory can move up to its movement speed.

**Trample Underfoot (Costs 2 Actions).** Conquest raises his hand and demands the world to sink to its knees. All enemies within 30 feet must succeed on a DC 20 Wisdom saving throw or be fall prone.

## GLORY

Large fiend, neutral evil

**Armor Class** 18 (natural armor)  
**Hit Points** 285 (30d10 + 120)  
**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9  
**Damage Resistances** bludgeoning, piercing, slashing, radiant  
**Condition Immunities** charmed, frightened  
**Senses** passive Perception 11  
**Languages** Infernal  
**Challenge** 15 (13000 XP)

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

**Infernal Hooves.** All of Glory's attacks are magical. Any attack made by Glory deals an additional 4d8 radiant damage.

### ACTIONS

**Multiattack.** Glory can make two attacks with its hooves.

**Hooves.** Melee Weapon Attack: +9 to hit, reach 5 ft., Hit: 26 (4d10+4) bludgeoning damage, plus 18 (4d8) radiant damage.

**Stampeding Charge.** If Glory moves at least 15 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 26 (4d10+4) bludgeoning damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed a DC 17 Strength saving throw or be knocked prone.

## FEAR

Large fiend, neutral evil

**Armor Class** 18 (natural armor)  
**Hit Points** 285 (30d10 + 120)  
**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9  
**Damage Resistances** bludgeoning, piercing, slashing, necrotic  
**Condition Immunities** charmed, frightened  
**Senses** passive Perception 11  
**Languages** Infernal  
**Challenge** 15 (13000 XP)

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

**Infernal Hooves.** All of Fear's attacks are magical. Any attack made by Fear deals an additional 4d8 necrotic damage.

### ACTIONS

**Multiattack.** Fear can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage, plus 18 (4d8) necrotic damage.

**Noxious Breath.** Fear breathes out a foul gas in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, it takes 36 (8d8) poison damage and cannot take a reaction until the beginning of the creature's turn. On a successful save, it takes half as much damage.

## FAMINE

Medium fiend, lawful evil

**Armor Class** 17 (natural armor)  
**Hit Points** 315 (42d8 + 126)  
**Speed** 30 ft.

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

**Saving Throws** Con +9, Int +13, Wis +13  
**Skills** Arcana +10, Nature +10, Perception +13, Perception +13  
**Damage Immunities** necrotic  
**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened  
**Senses** darkvision 60 ft. passive Perception 17  
**Languages** Common, Infernal  
**Challenge** 20 (25000 XP)

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

**Infernal Scale.** All of Famine's attacks are magical. When Famine deals damage, he deals an additional 6d8 necrotic damage.

**Spellcasting.** The famine is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). The famine has the following wizard spells prepared:

Cantrips (at will): *blade ward, mage hand, ray of frost*  
1st level (4 slots): *false life, fog cloud, ray of sickness, shield*  
2nd level (3 slots): *blindness/deafness, melf's acid arrow, ray of enfeeblement, scorching ray*  
3rd level (3 slots): *animate dead, bestow curse, fireball, vampiric touch*  
4th level (3 slots): *blight, greater invisibility*  
5th level (3 slots): *cloudkill, dominate person*  
6th level (1 slot): *disintegrate, flesh to stone*  
7th level (1 slot): *finger of death, teleport*  
8th level (1 slot): *feeblemind, incendiary cloud*

### ACTIONS

**Multiattack.** Famine makes two Scale attacks, or makes one Scale attack and casts one cantrip.

**Scale.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 10 (2d6+3) bludgeoning damage, plus 27 (6d8) necrotic damage

### LEGENDARY ACTIONS

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

**Cantrip.** Famine casts a cantrip.

**Starvation (Costs 2 Actions).** Famine drains the sustenance out of a creature. One creature within 30 feet must succeed on a DC 21 Constitution saving throw, or it takes disadvantage on attack rolls, ability checks, and saving throws. A creature can use its action to eat to end this disadvantage.

## WAR

Medium fiend, chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 399 (42d8 + 210)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

**Saving Throws** Str +12, Con +11, Cha +10

**Skills** Athletics +12, History +9

**Damage Immunities** force

**Damage Resistances** bludgeoning, slashing, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

**Challenge** 20 (25000 XP)

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

**Infernal Blade.** War's weapon attacks are magical. When War hits with any weapon, the weapon deals an extra 6d8 force damage.

**Master Of Chaos.** War feeds on chaos and conflict, and in turn feeds back into it, making everyone in his vicinity violent and unwilling to compromise. All Charisma (Persuasion) rolls made within 60 feet of War are made with disadvantage. In addition, when War's total hit points are reduced to 60% of his total (240 hit points or below), he can make an extra greatsword or greatspear attack per turn as part of his action. When his total hit points are reduced to 30% of his total (120 hit points or lower), he can make another extra greatsword or greatspear attack per turn as part of his action.

### ACTIONS

**Multiattack.** War makes three greatsword or greatspear attacks.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., *Hit:* 13 (2d6+6) slashing damage, plus 27 (6d8) force damage.

**Greatspear.** With a guttural cry, War summons a massive spear out of thin air to strike an opponent at a distance. One target within 120 feet must make a DC 18 Dexterity saving throw. On a failure, the target takes 9 (2d8) piercing damage and 27 (6d8) force damage. On a success, the target takes half of that damage.

**Call To Arms.** All hostile creatures within 30 feet of War must succeed on a DC 18 Wisdom saving throw or spend its next action making a melee attack against it.

### LEGENDARY ACTIONS

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

**Greatsword.** War makes an attack with his greatsword.

**Greatspear.** War makes an attack with his greatspear.

**Tide Of Chaos (Costs 2 Actions).** War uses his power over chaos to turn allies against each other. One target within 30 feet must make a DC 18 Wisdom saving throw. On a failed save, the target is charmed for 1 minute or until its hit points are reduced to 0. While the target is charmed by War, it must attack its closest ally.



War and Ruin by theDURRRRIAN

## RUIN

Large fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9

**Damage Resistances** bludgeoning, piercing, slashing, force

**Condition Immunities** charmed, frightened

**Senses** passive Perception 11

**Languages** -

**Challenge** 15 (13000 XP)

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

**Infernal Hooves.** All of Ruin's attacks are magical. Any attack made by Ruin deals an additional 4d8 force damage.

### ACTIONS

**Multiattack.** Ruin can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage, plus 18 (4d8) force damage.

**Fire Breath.** Ruin breathes out deadly flames in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, it takes 45 (10d8) fire damage. On a successful save, it takes half as much damage.



## DEATH

Medium fiend, neutral evil

**Armor Class** 19 (natural armor)  
**Hit Points** 357 (42d8 + 168)  
**Speed** 30 ft.

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

**Saving Throws** Dex +9, Con +11, Wis +12  
**Skills** Insight +12, Perception +12  
**Damage Immunities** necrotic  
**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, paralyzed  
**Senses** darkvision 60 ft. passive Perception 16  
**Languages** Common, Infernal  
**Challenge** 20 (25000 XP)

**Last Breath.** Enemies adjacent to Death have disadvantage on all saving throws. In addition, whenever a creature dies within 60 feet of Death, she gains 30 health and has resistance to all damage until her next turn.

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

**Infernal Scythe.** All of Death's attacks are magical and deal an additional 6d8 necrotic damage. This is included in the damage done with her scythe.

### ACTIONS

**Multiattack.** Death makes three scythe attacks.

**Scythe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 13 (2d8+4) slashing damage. plus 27(6d8) necrotic damage.

**Marked For Death (1/day).** Death points her finger at one creature and takes its life. If the creature has 100 hit points or fewer, it must succeed a DC 20 Wisdom saving throw or die.

### LEGENDARY ACTIONS

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

**Scythe.** Death makes an attack with her scythe.

**Life Rend (Costs 2 Actions).** Death breathes the life out of a creature's lungs, putting it at its last strands of life. A creature within 5 feet of Death must succeed a DC 20 Constitution saving throw or take 36 (8d8) necrotic damage. Death regains hit points equal to half the damage dealt.

**Return To Life (Costs 3 Actions).** One dead creature within 5 feet of Death returns to life with 20 hit points. Any magical effects that were acting on this creature are now gone.

## DESPAIR

Large fiend, neutral evil

**Armor Class** 18 (natural armor)  
**Hit Points** 285 (30d10 + 120)  
**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9  
**Damage Resistances** bludgeoning, piercing, slashing, necrotic  
**Condition Immunities** charmed, frightened  
**Senses** passive Perception 11  
**Languages** Infernal  
**Challenge** 15 (13000 XP)

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

**Deathly Aura.** Any creature within 5 feet of Despair must make a DC 15 Wisdom save or be frightened for 1 minute. If a creature succeeds the saving throw, they become immune to this feature.

**Infernal Hooves.** All of Despair's attacks are magical. Any attack made by Despair deals an additional 4d8 necrotic damage.

### ACTIONS

**Multiattack.** Despair can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage. plus 18 (4d8) necrotic damage.

