

## VILLAIN SPOTLIGHT

# SKANAFEL THE DEVOURER

**A** nightmare for the forces of law and good, Skanafel the Devourer is a demonstration of how even the highest of beings can be broken, corrupted, and remade into a weapon for the Abyss. Once a mighty and noble planar warrior, the angel Elephoserial was captured by the forces of a powerful demon lord during a raid into the Abyss. Dragged into the depths of that fiend's domain, he was subjected to centuries of torment and mutilation, his wings destroyed, his face torn from his skull, and his mind and soul twisted and warped by vile demonic craft into an abomination of rage, destruction, and unending hatred for all he once was.



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## HISTORY

Eons ago Elephoseriel was the foremost servant of an ancient deity of freedom and courage. In his lord's service the mighty planetar led celestial armies that threw down countless fiendish tyrants, slaying monstrous behemoths whose names now exist only in forgotten legends—yet these battles were only a means to the noble ends of breaking chains and freeing slaves. His dearest companion was his intelligent greatsword Klaidicardos, and together they were a beacon that shone across the planes, even venturing into the darkest realms to rescue lost and broken souls.

It was during one of these missions that the planetar's fall began. At his lord's command Elephoseriel led a small troop of celestial warriors into the madness of the Venomous Labyrinth, lair of the demon lord known as That-Which-Crawls. The master fiend had captured a mortal prophet from the Material Plane and was attempting to break her soul to turn her to his own worship. After battling their way through the sanity-draining tunnels into the demon lord's fortress, the battle-worn rescuers found themselves in the center of a well-laid trap and surrounded by demonic forces, cut off from any retreat or rescue by mighty sorcery. Elephoseriel was the last to fall, only meeting defeat at the jaws of the That-Which-Crawls itself.

The centuries that followed were filled with torment and anguish—in the darkest pits below the fortress the planetar was mutilated and tortured by the demon lord's servants at the direction of the now-corrupted prophet. After his wings were destroyed great chains were embedded in the stumps and

through his appendages. As he hung suspended in emptiness, his flesh clawed at by monstrous demons and his mind relentlessly assaulted by visions of the destruction of all he loved, the only thing upon which he could focus was the mad laughter of the tormentor he originally sought to save. The faltering remains of the angel's sanity and willpower broke at last when she ripped his face from his skull and fed him the decaying remains of his own wings.

Elephoseriel fell into the void of madness and evil to emerge as Skanafel the Devourer. He tore himself free, shattering his chains and reforging them into parts of himself. Bowing before his new master he asked for one boon, one reward for his conversion: to be allowed to consume his tormentor. His wish was granted—he swallowed her flesh and her soul, swearing to serve That-Which-Crawls until the day when all wings are broken and all souls fall into darkness, a promise that he has mercilessly kept.

## APPEARANCE

Skanafel is barely recognizable from the angel he once was. His skin is ashen gray, mottled by the livid red scars that cover his body, twisting his visage into a landscape of torment. His limbs are knotted with swollen muscle from dragging the weight of the black iron chains that still pierce his flesh through ever-bleeding wounds at his ankles, wrists, and the shattered stumps of his wings. The ends of the broken metal that dangle from his arms and stumps have been wrought into crude hooks, but his legs still drag huge weights that slow his gait to a menacing crawl. His face is nothing but an eyeless jagged-toothed maw, his voice is a ragged howl.

While he is completely blind, his angelic hearing is as keen as ever, allowing him to pinpoint and target sounds and movement at great distances. Within his razor-filled gullet is a black, life-draining void capable of consuming beings just as large as he. Those swallowed by Skanafel find themselves trapped in a lightless realm of crushing pressure, unable to move as their life-force is drained away to glut the Devourer's endless appetite.

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## PERSONALITY

Skanafel's defining trait is hatred for anything that flies. While he loathes celestial beings in particular they're by no means the only targets of his vengeance (as uninformed allies have found to their agonizing sorrow). He is irredeemably mad and reflexively violent but not a fool—indeed, the Devourer's fractured mind is still as tactically brilliant as it ever was. Skanafel takes a special pleasure in dragging angels from the sky and chewing their wings from their living bodies before consuming them whole, and if given the opportunity to indulge in this appetite he happily entertains nearly any offer of mercenary employment.

## ACTIVITIES

Skanafel has been That-Which-Crawls' foremost warrior for millennia. When he isn't defending the Venomous Labyrinth from incursions by other demonic forces he pursues his lord's agenda out in the planes, hunting angels and other celestial beings, tearing them from the skies of a thousand realms and devouring them whole. As part of this mission he regularly accepts contracts with other fiendish powers, both demonic and infernal, faithfully transmitting his rewards back into his lord's coffers while indulging his horrific urges on whatever heavenly beings he's unleashed upon.

The Devourer has also seeded the Material Plane with summoning rituals, detailing his skills as well as the procedures required for mortals to bring him up out of the Abyss. While That-Which-Crawls' cult is small in relation to other, better known demon lords, it is spread widely enough to garner the interests of foolish lords and enterprising villains of all sorts.

## MOTIVATIONS

Skanafel's immediate goal is to avenge himself on his former comrades by devouring as many of them as he can and adding their strength to his own. While he is easily powerful enough to challenge devas and planetars without fear, his heart is bent on confronting and consuming a solar. With access to

## Klaidicardos

*Weapon (greatsword), legendary (requires attunement by creature of non-evil alignment)*

Celestial craft forged this greatsword for the hands of a now-fallen planetar warrior. Once *Klaidicardos* shone like polished gold in its master's hand, its blade reflecting sunlit skies—now its light is colder, the blade casting the shadows of storm clouds and lightning.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

**Evilbane.** *Klaidicardos* does an additional 2d8 radiant damage to creatures of the fiend or undead type.

**Heaven's Blessing.** *Klaidicardos's* wielder has resistance to necrotic damage, and advantage on saving throws against spells and other magical effects.

**Sentience.** *Klaidicardos* is a sentient lawful good weapon with an Intelligence of 16, a Wisdom of 20, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

The weapon can speak, read, and understand Common and Celestial, and can communicate with its wielder telepathically. Its voice is cold and clear.

**Personality.** *Klaidicardos* is consumed with guilt and grief at its master's fall. Its sole purpose is to bring him to an end, and it will attune itself to any non-evil creature that it thinks might be able to accomplish that goal (even if the sword first needs to help that creature grow in power).

*Klaidicardos* is still tied to its former master and has an innate knowledge of his location at all times. Its wielder is immune to Skanafel's Howl and Consume attacks, and the fiend is vulnerable to damage from the blade.

that level of holy might, the Devourer believes he'll finally be able to ascend to a new realm of power, becoming an entity of unparalleled abilities—then his work can truly begin.

His mad dream is to one day be mighty enough to drown all the planes in blood and chaos as he hunts down his former master. It has been eons since that ancient deity last intervened in mortal affairs, and nearly all traces of the Lord of Flight and Freedom



and its followers have vanished from the world—yet Skanafel knows it is out there, somewhere, mourning its lost champion. The Devourer will eventually find him to tear him from the sky, sharing all the glorious, horrifying knowledge that the fiend has gained over millennia of bloodshed and destruction. As he finally consumes his former master the heavens will crumble and the angels will fall, the very concept of flight and all it promises erased from the cosmos.

## SECRETS OF THE BLADE

Elephoseriel's sentient blade Klaidicardos still exists (see the sidebar on the previous page). That-Which-Crawls is far too canny to destroy something that might serve as a tool against a potentially treacherous servant and it secreted the greatsword away within the depths of the Venomous Labyrinth. Adventurers lost inside of the maddening passages might stumble across its hiding place and be drawn to it by the blade's morose dirge for its fallen master.



## Skanafel the Devourer

Large celestial (angel), chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 290 (20d10+180) effective 435

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	28 (+9)	20 (+5)	22 (+6)	24 (+7)

**Saving Throws** CON +15, WIS +12, CHA +13

**Skills** Intimidation +13, Perception +12

**Damage Resistances** fire, necrotic, radiant; bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** poison

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

**Senses** blindsight 300 ft., tremorsense 30 ft., passive Perception 22

**Languages** all, telepathy 120 ft.

**Challenge** 20 (25,000 XP)

**Innate Spellcasting.** Skanafel's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components.

**At will:** *blindness*, *darkness*

**3/day each:** *cloudkill*, *insect plague*

**1/day:** *earthquake*

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

### ACTIONS

**Multiattack.** Skanafel makes four attacks: one with his bite, one with his slam, and two with his hooks.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (5d8+8) magical piercing damage, plus 14 (4d6) necrotic damage.

**Hook.** *Melee Weapon Attack:* +14 to hit, reach 100 ft., one target. *Hit:* 26 (4d8+8) magical piercing damage, plus 10 (3d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until the grapple ends, Skanafel cannot use this hook on another target.

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) magical bludgeoning damage, and target must succeed on a DC 20 Strength saving or be pushed 50 feet away.

**Consume.** Skanafel makes a bite attack against a Large or smaller creature he is grappling. If the attack hits, the creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Skanafel, and it takes 28 (8d6) necrotic damage at the start of each of Skanafel's turns.

While swallowed, the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Skanafel regains hit points equal to that amount. The reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point total to 0.

If Skanafel consumes and kills an angel with a challenge rating equal to or greater than his, his Hit Dice increase by 1 die.

If Skanafel takes 40 damage or more on a single turn from a creature inside of him, he must succeed on a DC 23 Constitution saving throw at the end of his turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of him. If Skanafel dies, a swallowed creature is no longer restrained by him and can escape from his corpse using 10 feet of movement, exiting prone.

**Howl (Recharge 5–6).** Skanafel emits a mind-breaking howl. Each creature within 50 feet of him that can hear him must succeed on a DC 19 Wisdom save or take 44 (8d10) psychic damage and be paralyzed until the end of Skanafel's next turn. On a successful saving throw, the damage is halved, and the creature's movement is halved. Flying creatures take double damage from this attack.

**Teleport (Recharge 5–6).** Skanafel magically teleports, along with equipment he is wearing or carrying and with any creature he is grappling, up to 120 feet to an unoccupied space he can see.

### REACTIONS

**Reel.** Skanafel pulls any creatures grappled by his hooks up to 50 feet straight towards him. 🦷