



THE 4 DRAGONS OF THE APOCALYPSE

5TH EDITION COMPENDIUM

EPIC CREATURES TO SHATTER THE HOPES AND DREAMS OF YOUR PLAYERS



CONQUEST

Huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	25 (+7)	9 (-1)	13 (+1)	13 (+1)

Saving Throws Dex +6, Con +13, Wis +7, Cha +7

Skills Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Ice Walk. Conquest can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Dread Made Flesh. Conquest ignores resistance to fear, and treats immunity as resistance.*

Break Their Will. Creatures within 120 feet of Conquest that are frightened of it have their speed reduced to 0, and take 5 (1d10) psychic damage at the start of their turn.

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

ACTIONS

Multiattack. Conquest can use its Conquering Presence. It then makes three attacks: one with its bite and two with its claws.

Conquering Presence. Each creature of Conquest's choice that is within 120 ft. of Conquest and aware of it must succeed on a DC 15 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.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage and the target is knocked prone if it's afraid of Conquest.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is knocked prone if it's afraid of Conquest.

Breath of the Conqueror (Recharge 5-6). Conquest exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 54 (12d8) cold damage on a failed save and have disadvantage on their next saving throw against Conquering Presence, or half as much damage and not suffer additional effect on a successful one.

LEGENDARY ACTIONS

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

Detect. Conquest makes a Wisdom (Perception) check.

Tail Attack. Conquest makes a tail attack.

Wing Attack (Costs 2 Actions). Conquest beats its wings. Each creature within 10 ft. of Conquest must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Conquest can then fly up to half its flying speed.

CONQUEST, THE FIRST DRAGON OF THE APOCALYPSE

HISTORY:

Conquest, the white dragon, terrorizes, and brings fear in the heart of men. Causing empires to fall from internal conflicts, from the separation of a couple, by eroding trust; to the assassination attempt on the crown due to the fear of being ruled by an incompetent king.

Conquest is said to arrive and sweep across the world, unleashing civil war and internal strife, which separates him from War, who embodies a more open warfare. He delights in the fear he causes, and his goal is to sow the seeds of discord that Pestilence will thrive on. In the legends it is said that he will be the first of the dragons to appear when the Apocalypse begins.

BEHAVIOR:

Conquest will not fight in the open in the beginning, letting the pervasive nature of his presence do the work for him. Once enough discord is abound, he will strike. Attacking small villages, preferring to prey on the defenseless, woman and children are but a treat for his palate. He prefers to skirmish to force retreat to the big capitals and weaken the empire he has his sights on. When people are all gathered in the same place, that's when Pestilence will appear. He revels in the fear he causes. A true sadist, Conquest loves to play with his preys, giving them the illusion of a chance of escape before delivering the final blow.

IN BATTLE:

Conquest will try to inflict fear on as many of the players as possible, using his breath attack to target the ones with the highest wisdom. Once they are afraid, he will use his Wings or Tail or Bite to knock the creatures prone, and use his Break their Will ability to keep them there with 0 movement speed. Once creatures are prone he will swoop down and try to murder any who has ranged attacks. He doesn't fight fair and will murder any unconscious creature if given the chance. If he falls under 25% of his health, he will try to flee, and come back to fight another day. His lair has a secret exit blocked by ice that he can go through without expending extra movement.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Conquest takes a lair action to cause one of the following effects; Conquest can't use the same effect two rounds in a row:

- A nightmare inducing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and creatures in its area must roll a d4 and subtract the number rolled from attack rolls and saving throws. Each creature in the fog when it appears must make a DC 10 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) psychic damage. A creature that is afraid of Conquest has disadvantage on that save. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.
- Jagged ice shards erupt from the earth, striking up to three creatures above that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

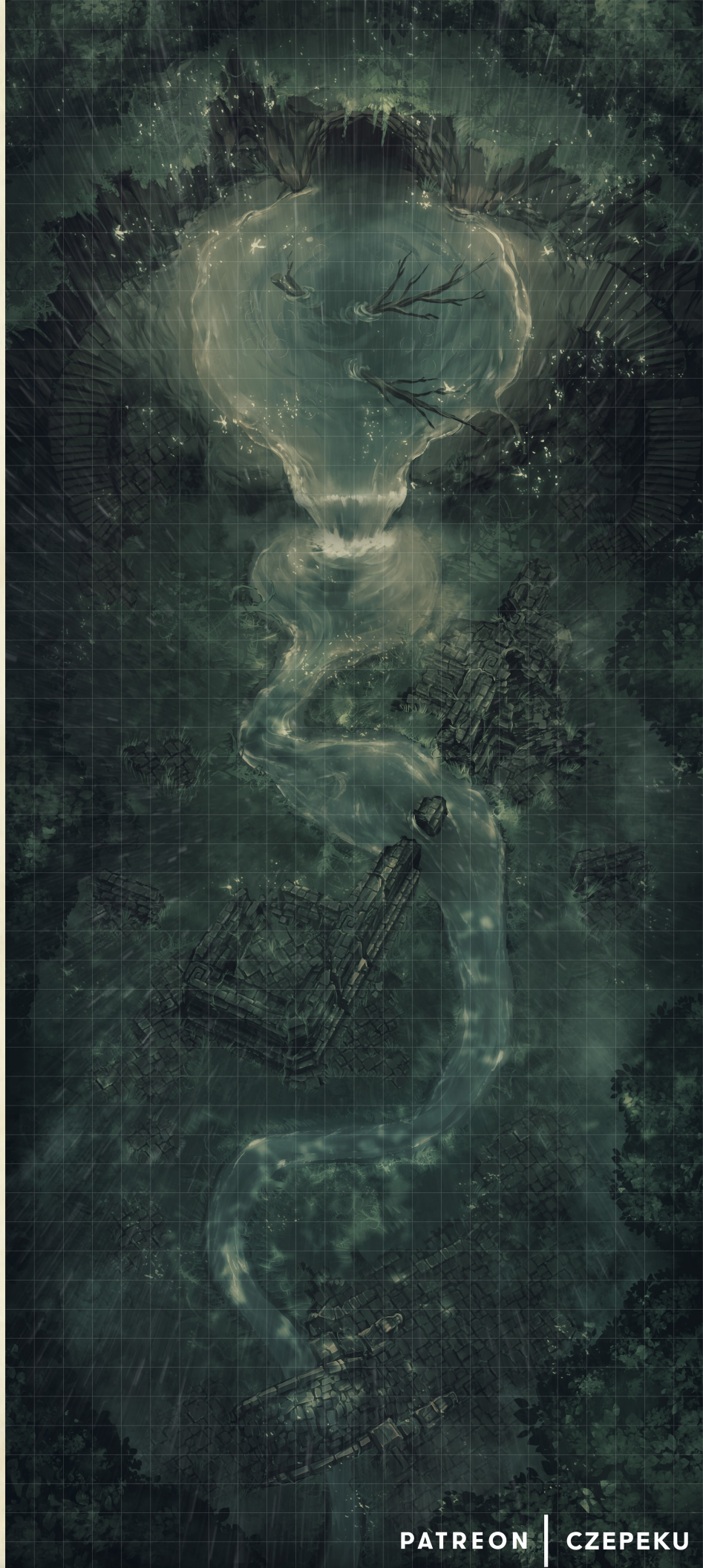
The region containing Conquest's lair is warped by the dragon's magic, which creates one or more of the following effects:

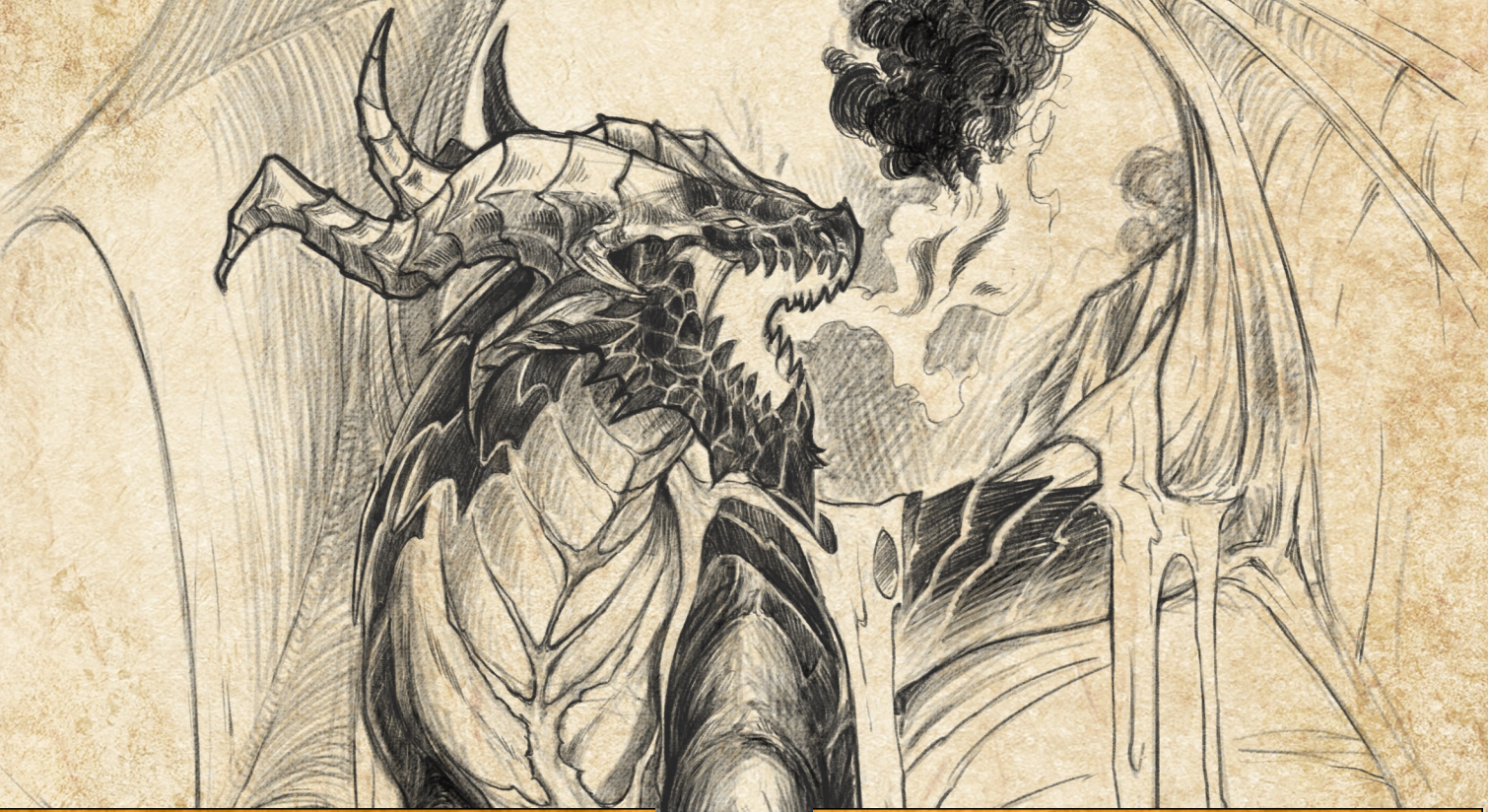
- Chilly fog lightly sporadically obscures the land within 6 miles of the dragon's lair. After each hour spent in the fog a creature must succeed a DC 14 Wisdom saving or become frightened and run away towards what it judges to be the closest safe area.
- Fear grabs the heart of all creatures. Critters and small animals do not enter the radius within 1 mile of the lair. All creatures within 6 miles experience a sense of unease and paranoia, and their sleep are filled with nightmares about their own demise.
- Icy walls block off areas in the dragon's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If Conquest wishes to move through a wall, it can do so without slowing down. The portion of the wall the dragon moves through is destroyed, however. If the dragon dies, the fog and precipitation fade within 1 day. The ice walls melt over the course of 1d10 days.

CONQUEST'S LAIR

Conquest is hidden underneath the water and erupts at the beginning of the fight. Follow the fighting tactics described above.

MAP CREATED BY [CZE AND PEKU](#)





WAR

Gargantuan dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 351 (19d20 + 152)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	16 (+3)	13 (+1)	23 (+6)

Saving Throws Dex +7, Con +15, Wis +8, Cha +13

Skills Perception +15, Stealth +7

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 180 ft., passive Perception 25

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Rage Made Flesh. A creature that touches War or hits him with a melee attack while within 5 feet of him takes 10 (3d6) psychic damage.

Rampage. When War reduces a creature to 0 hit points with a melee attack on its turn, he can take a bonus action to move up to half its speed and make a Bite attack.

Reckless. At the start of its turn, War can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Regeneration. War regains 30 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Multiattack. War can use his Violent Presence. He then makes three attacks: one with his bite and two with his claws.

Violent Presence. Each creature of War's choice that is within 120 ft. of War and aware of him must succeed on a DC 21 Wisdom saving throw or view the ally closest to them as a threat to be dealt with immediately, spending all their subsequent turns attacking it. 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 Violent Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Breath of War (Recharge 5-6). War exhales fire in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save and the targets immediately make a melee weapon attack towards an ally, if there are no ally nearby they attack themselves; or half as much damage on a successful one and not make the attack .

LEGENDARY ACTIONS

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

Detect. War makes a Wisdom (Perception) check.

Tail Attack. War makes a tail attack.

Wing Attack (Costs 2 Actions). War beats his wings. Each creature within 10 ft. of War must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. War can then fly up to half his flying speed.

WAR, THE SECOND DRAGON OF THE APOCALYPSE

LAIR ACTIONS

On initiative count 20 (losing initiative ties), War takes a lair action to cause one of the following effects; War can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground War can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Maddening screams fill the air in a 60-foot radius around War. Each creature other than War in that area must succeed on a DC 15 Wisdom saving throw or suffer one random effect from the short-term madness table (DMG p.259).
- Violence-inducing gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or spend its next turn attacking itself.

REGIONAL EFFECTS

The region containing a legendary red dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Cities within 6 miles of War's lair are taken by madness and declare war on their neighbours.
- Water sources within 1 mile of the lair evaporate entirely.
- Rocky fissures within 1 mile of the dragon's lair let out maddening gases, causing wildlife to go berserk.

If the dragon dies, these effects fade over the course of 1d20 days.

LORE

HISTORY:

A true monster, War is a draconic abomination that revels in violence, craving it. The more destruction he can cause, the more chaos, the more suffering, the more blood spilled, the happier he is. He specialises in pitting countries and kingdoms against each other, using the war and chaos that is caused to satiate his hunger for violence. Like a maddening battlefield, He turns brothers against each other, rips families apart, tears cities down. In the Tales of old is it said that the madness that he created would cause mother to choke their own children, their minds lost to violence and savagery.

BEHAVIOR:

War has a madness that he can impart on any of the unfortunate souls that come too close to him. The never-ending madness causes creatures to revert to a sort of savage and primal instinct. Uncommon phenomena are sighted, such as dogs turning against their owner and biting their face off, when but a day prior they were still hugging like best friends. This cycle of violence and hatred amplifies until wars are declared, if you can't trust your family, why would you trust your neighbour? When the combat unleashes and the chaos of the battle is absolute, War can be seen falling from the skies, similar to a meteor striking the battlefield, devouring soldiers from any factions, amplifying the chaos and the madness. When the ashes fall down the next day, the devastation is stunning, thousands upon thousands of lives gone, waiting for Pestilence to finish the job.

IN BATTLE:

War lives his life in an unending frenzy, that only quiets during the tumult of battle. His fighting method reflects that, he will try to turn as many people against each other as possible, to amplify the chaos, and jump into the fray himself. He loves strong warriors and kills them last. He will first attack and kill spell casters which he considered less honourable, before moving on to his favourite prey. Using his breath of war whenever it recharges, he then jumps in battle recklessly attacking all the time. He enjoys staying in melee against opponents since he has permanent chip damage. He only uses his wings legendary action to get closer to opponents, and will never run away from a battle, death is not something he envisions.

WAR'S LAIR

War is patiently waiting for the heroes here, feasting on corpses from unfortunate adventurers

MAP CREATED BY [CZE AND PEKU](#)





PESTILENCE

Huge undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	14 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +9, Con +12, Wis +7, Cha +10

Skills Perception +13, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Plague Made Flesh. Pestilence ignores resistance to the poisoned condition, and treats immunity as resistance*

Rotting Agony. Creatures within 120 feet of Pestilence that are poisoned suffer disadvantage to all their saving throws.

Undead Fortitude. If damage reduces Pestilence to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Pestilence drops to 1 hit point instead.

Innate Spellcasting. Pestilence's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *cloudkill*

ACTIONS

Multiattack. Pestilence can use its Toxic Miasma. It then makes three attacks: one with its bite and two with its claws.

Toxic Miasma. Each creature of Pestilence's choice that is within 300 feet of the dragon and aware of it must succeed on a 18 Constitution saving throw or become poisoned for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage plus 13 (3d8) acid damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Pestilent Breath (Recharge 5-6). Pestilence exhales poison in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage and 27 (6d8) acid damage on a failed save and the creature spends its action next turn retching and reeling, or half as much damage on a successful one and not suffer additional effects.

LEGENDARY ACTIONS

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

Detect. Pestilence makes a Wisdom (Perception) check.

Tail Attack. Pestilence makes a tail attack.

Cast a Spell (Costs 2 Actions). Pestilence casts a spell from its spell list.

PESTILENCE, THE THIRD DRAGON OF THE APOCALYPSE

HISTORY:

Pestilence is a walking disaster, coming after the passing of Conquest and War, it brings to the grave the poor souls that are still alive. His mere presence poisons crops and water sources, the debilitating miasma that it exudes rots the bodies of those left standing. Once a dead dragon, Pestilence was brought back from the dead by Death, but never quite recovered.

It is an emotionless killer, killing more by duty and habit than for any other reasons. Although it doesn't enjoy killing, it doesn't dislike it either, the poor fools that try to challenge it come to realise that fact too late.

BEHAVIOR:

Pestilence doesn't enjoy daylight, reminding it too much of his former life. He leaps out from his lair when the dark takes over. Flying over devastated battlefield and villages, it targets those left standing with his plague, sometimes leaving them the time to go back home, so that its targets can better spread the infection. A cold killer it goes for the most efficient kills. King or beggar, no one is safe from its toxins.

IN BATTLE:

Pestilence will try to kill any cleric as fast as possible, due to its undead nature. Paladins are next on its list, because they possess the ability to heal his poison. Once targets with the ability to deal with his poison have been dealt with, it'll focus on the rest of the attacking party. Pestilence will try to use its legendary actions to cast cloud kill, using the fact that its ability gives disadvantage on saves to poisoned creatures, its breath attack is used as often as possible as well. If a player somehow manages to tick it off, it will cast *contagion* to give it the most agonising death possible.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Pestilence takes a lair action to cause one of the following effects; Pestilence can't use the same effect two rounds in a row:

- A cloud of swarming rotting insects fills a 20-foot-radius sphere centered on a point Pestilence chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 16 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Tentacles of animated acid sprout from the back of Pestilence, grasping foes. Choose 3 creature within 120 feet of the dragon, they must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet closer to Pestilence and knocked prone.
- Pestilence summons 1d3 **Chuuls** that obey its command (no action required by it) in a space that it can see within 60 feet of it. Roll initiative for each of them.

REGIONAL EFFECTS

The region containing Pestilence's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A sickening fog lightly obscures the land within 6 miles of the lair, any creature within that inhales the fog for the first time must succeed a DC 12 Constitution Saving Throw at the end of each of its turn. A creature is affected after failing three of these Saving Throws, the disease's effects last for 1 month, and the creature stops making these saves. After succeeding on three of these Saving Throws, the creature recovers from the disease, and becomes immune to those effects for 1 month. An affected creature suffers a crippling fever and begins to bleed uncontrollably, its maximum hit points are reduced by 1 every hour that passes. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature is affected by the spells *greater restoration* or *wish*.
- In a 6 mile radius around the lair, *Oozes* of various kinds, as well as *Chuuls* start appearing and attacking the wild life indiscriminately, hinting at the presence of an unnatural monster.
- Water sources within 1 mile of the lair are supernaturally fouled. Creatures that drink such water regurgitate it within minutes.

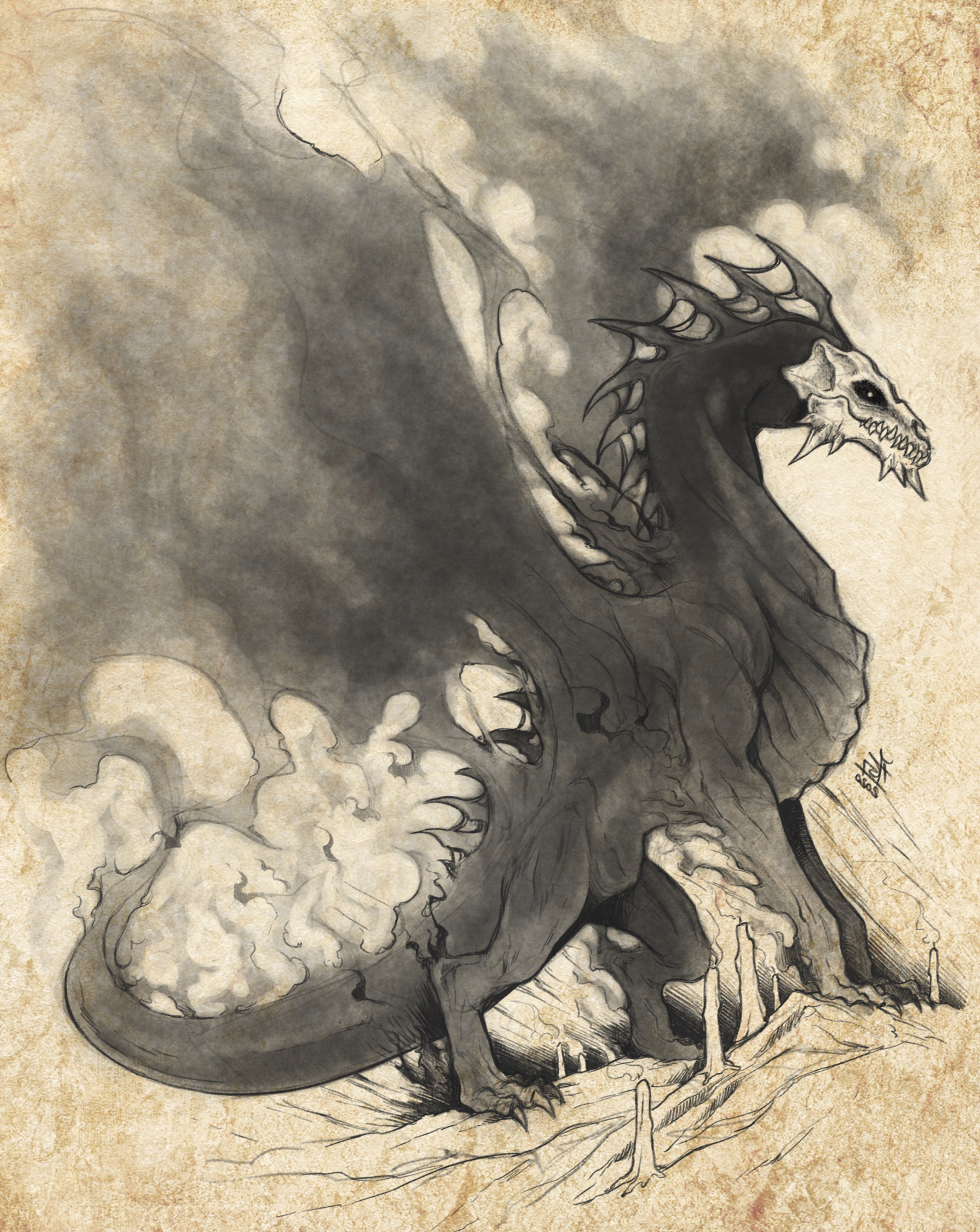
If the dragon dies, these effects fade over the course of 1d6 days.

PESTILENCE'S LAIR

Pestilence is hidden in the skull underneath the tar and poison, he doesn't want to engage the fight, but if he is detected he will.

MAP CREATED BY [CZE AND PEKU](#)





DEATH

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	21 (+5)	17 (+3)	25 (+7)

Saving Throws Dex +7, Con +13, Wis +10, Cha +14

Skills Arcana +12, History +12, Perception +17, Stealth +7

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, incapacitated, poisoned, unconscious

Senses blindsight 60 ft., truesight 300 ft., passive Perception 27

Languages All

Challenge 23 (50,000 XP)

Embodiment of Death (Mythic Trait; Recharges after a Short or Long Rest). If Death is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains 250 hit points. In addition, undeath protects her, the spell *armor of agathys* is casted on her at 9th level.

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

Innate Spellcasting. Death's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *darkness*, *raise dead*, *resurrection*

3/day each: *finger of death*, *negative energy flood*, *eyebite*

1/day each: *power word kill*, *true resurrection*, *Abi-Dalzim's horrid wilting*

Necrotic Absorption. Whenever Death is subjected to necrotic damage, she takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

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

ACTIONS

Multiattack. Death can use its Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Frightful Presence. Each creature of Death's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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 Death's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage and 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). Death uses one of the following breath weapons.

Death Breath. Death exhales a necrotic blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 58 (13d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this attack rises up as a zombie under Death's command at the start of her next turn.

Paralyzing Breath. Death exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be paralyzed 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.

Change Shape. Death magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Death's choice).

In a new form, Death retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. Death makes a Wisdom (Perception) check.

Tail Attack. Death makes a tail attack.

Strike From Beyond. Death vanishes before reappears within 5 feet a creature of her choice with 120 feet of her and makes a bite attack.

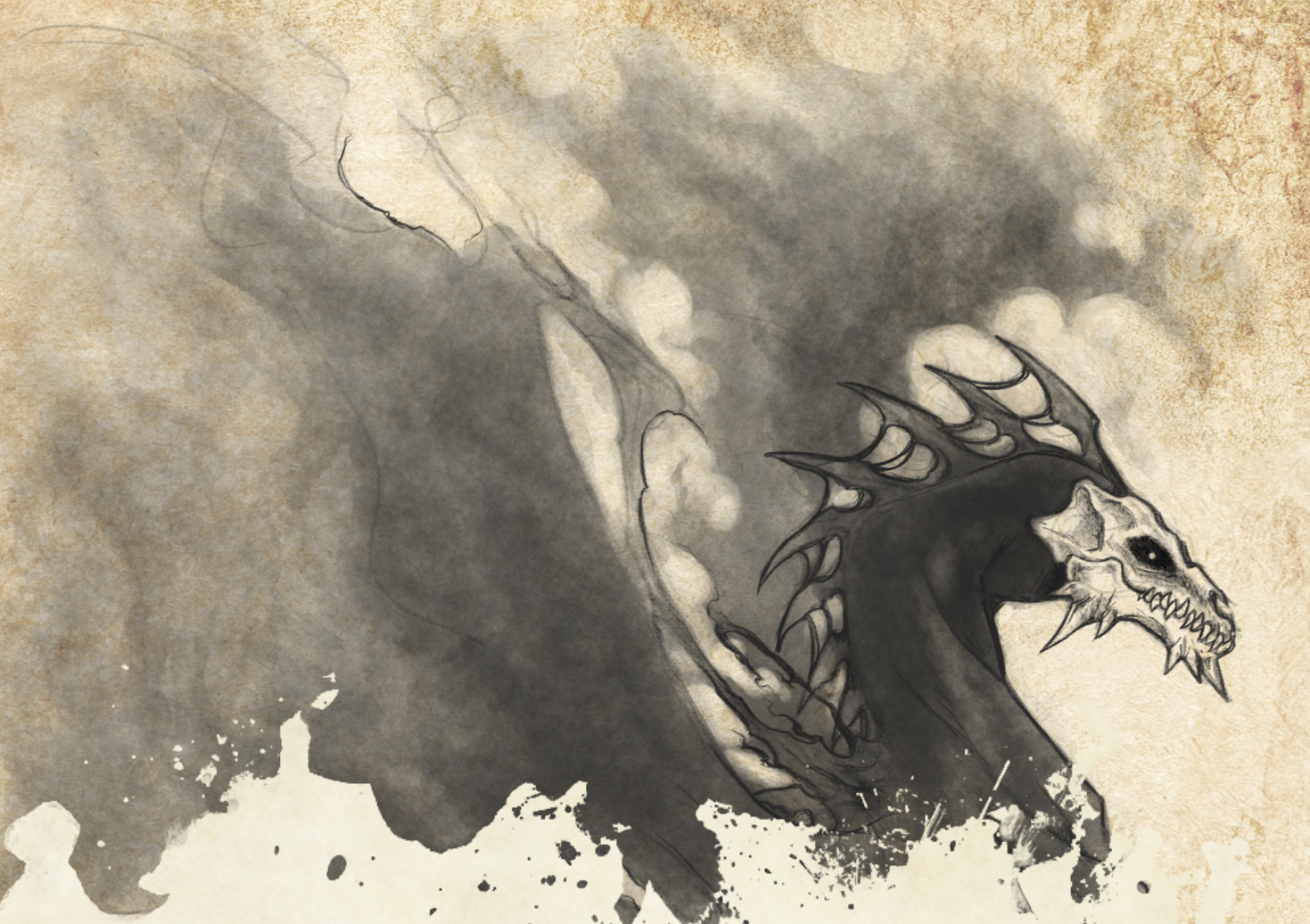
Cast A Spell (Costs 2 Actions). Death casts a spell of her choice from her spell-list

MYTHIC ACTIONS

If Death's Mythic trait is active, she can use the options below as legendary actions, as long as she has temporary hit points from *armor of agathys*.

Call Of Death (Costs 2 Actions). Death empowers herself, and feeds on the souls of the unfortunate. For 1 minute, all the necrotic damage that she deals reduces hit points maximum by an amount equal to the necrotic damage inflicted. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Swift Strikes. Death makes 2 attacks, one with her bite and one with her tail.

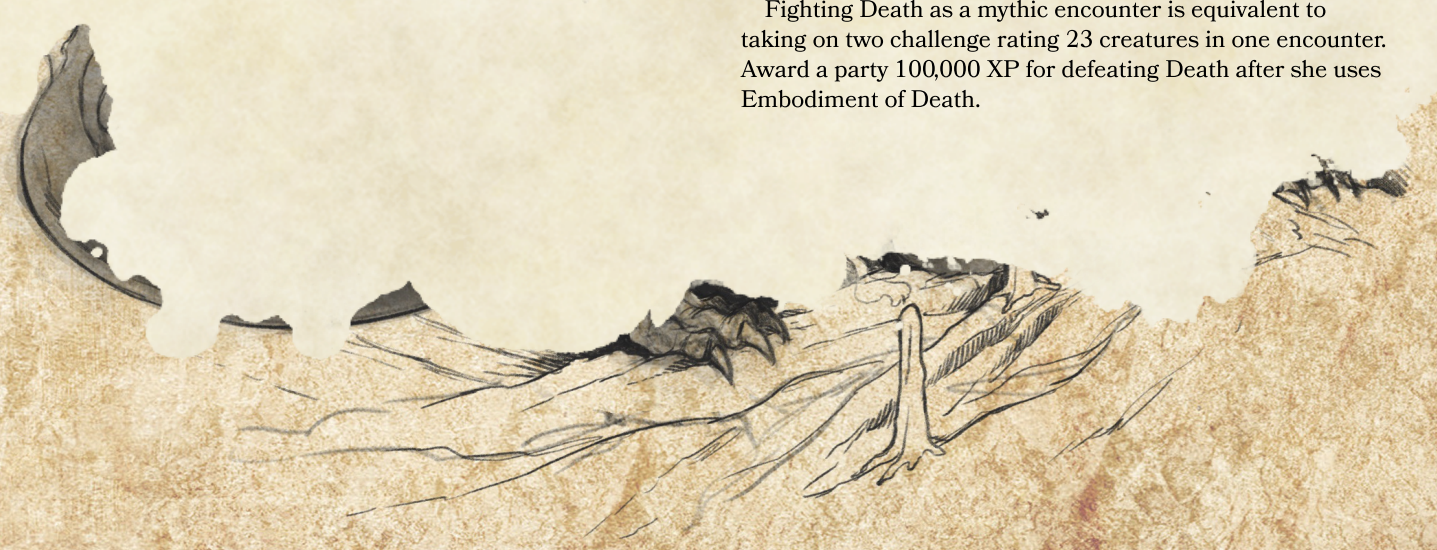


DEATH AS A MYTHIC ENCOUNTER

Death serves as a potent threat against even high level characters, but you can increase the challenge by using the Embodiment of Death trait. When this happens, Death heals many of her wounds and protects herself further, and then she can choose one of her mythic actions when she uses a legendary action. You might foreshadow Death using her mythic trait by describing her skin cracking and a darker shadow seen underneath as she suffers wounds. Read or paraphrase the following text when Death finally uses her Embodiment of Death trait:

The dragon's skin cracks, turns into a sinister black, and melts! The monster crumbles to dust-but what clatters to the ground isn't scale and bone, but a black tar. The sound of shattering bones precedes the dragon rising up anew, the last of her shed skin dropping away, revealing sullen and untouched scales of shadows.

Fighting Death as a mythic encounter is equivalent to taking on two challenge rating 23 creatures in one encounter. Award a party 100,000 XP for defeating Death after she uses Embodiment of Death.



DEATH, THE LAST DRAGON OF THE APOCALYPSE

HISTORY:

Death, the silver dragon, used to be a paragon of good. Protecting mortals from undeath, she would fly through the lands and cleanse it from this curse. She had a partner, whose name, just like hers, has long been forgotten. One day, in their fiercest battle yet, fighting off a lich and its legion, the black dragon keeping her company fell to his wounds. Lost in anger, she ravaged and destroyed the battlefield, but it was too late for her companion.

Searching for a solution, she sifted hours through the cursed research notes of the lich. What was at first a small voice in the back of her head, tempting her with unholy gifts, become louder and louder as days passed, until that fateful day. Desperate for a way to bring her companion, the silver dragon finally succumbed to the temptations of the voice, and that day, she merged with the phylactery of the lich. Death was born.

With her newfound powers she brought the black dragon, but the wounds were too severe, and he never fully recovered, his body constantly breaking apart, and his memory lost. Seeing what she had done and her failure, Death tried to reject the gift she had accepted, turn back the flow of time. But it was too late. The corruption that she merged with slowly driving her sanity away, wiping her thoughts, until one thing was left, the Apocalypse.

BEHAVIOR:

Death might have lost her moral compass, but she is still a cunning enemy that will exploit every tool of her arsenal to gain victory. As the herald of the Apocalypse, she brings back legions of the dead using the corpses laid before her by the other members of the Apocalypse. But before making her appearance she summons the other 3 dragons, knowing that her role is vital. She intends on ending all of creation, and she knows its not a duty that can be done in a day. Some part of her still holds on to the love she shared with Pestilence, which is why she sends him last. If all the other members are defeated, she will cause a permanent night to reap as many souls as possible, and try to root out the threats.

IN BATTLE:

Death in battle will try to maintain a range with the heroes. She will try to deal with the ones possessing ranged attacks first, using her destructive spells, and dropping a power word kill on the person she judges to be the most powerful threat. She will also use darkness a lot to blind them, and give herself advantage on her attacks. If her Mythic form is triggered, this is when she becomes the most dangerous (make sure your players are equipped for it). She will immediately use her call of death ability, and abuse all the ways with which she can deal necrotic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Death takes a lair action to cause one of the following effects; Death can't use the same effect two rounds in a row:

- A sinister wind from beyond blows through the air near Death. Each creature within 120 feet of the dragon must succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Death creates magical darkness as if it had cast the *darkness* spell. The fog lasts until initiative count 20 on the next round.
- Corpses rise from the earth to aid their Mistress. Death summons 1d2 wights in squares adjacent to her. Roll initiative for each of them, they obey Death's command (no action required).

REGIONAL EFFECTS

The region containing Death's lair is warped by the dragon's magic, which creates one or more of the following effects.

- Once per day, the dragon can extinguish daylight, plunging the area in a 6-mile radius centered on her lair into non-magical darkness for 24 hours.
- Within 1 mile of the lair, undeath plagues the land. Most Fallen creatures rise back as wights, zombies, skeletons and ghosts.
- Death calls, all creatures in a 6-mile radius centered seem to die in situations which normally would have never been fatal. All creatures in that radius roll death saving throws with disadvantage.

If the Death dies, there is a 50% chance for all the undead to find repose and for the other effects to fade in 1 day. There is also a 50% risk for her death to create a hole in the Material plane after 1d4 days, which legions of undead pour out off.

In addition if Death passes away, Pestilence does as well.

DEATH'S LAIR

Death's room is plunged in darkness, she is behind her portal that leads to the *ethereal plane*, She will positively try to murder anyone that dares enter her lair.

MAP CREATED BY [CZE AND PEKU](#)



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And now onto the next project...

Cheers !



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