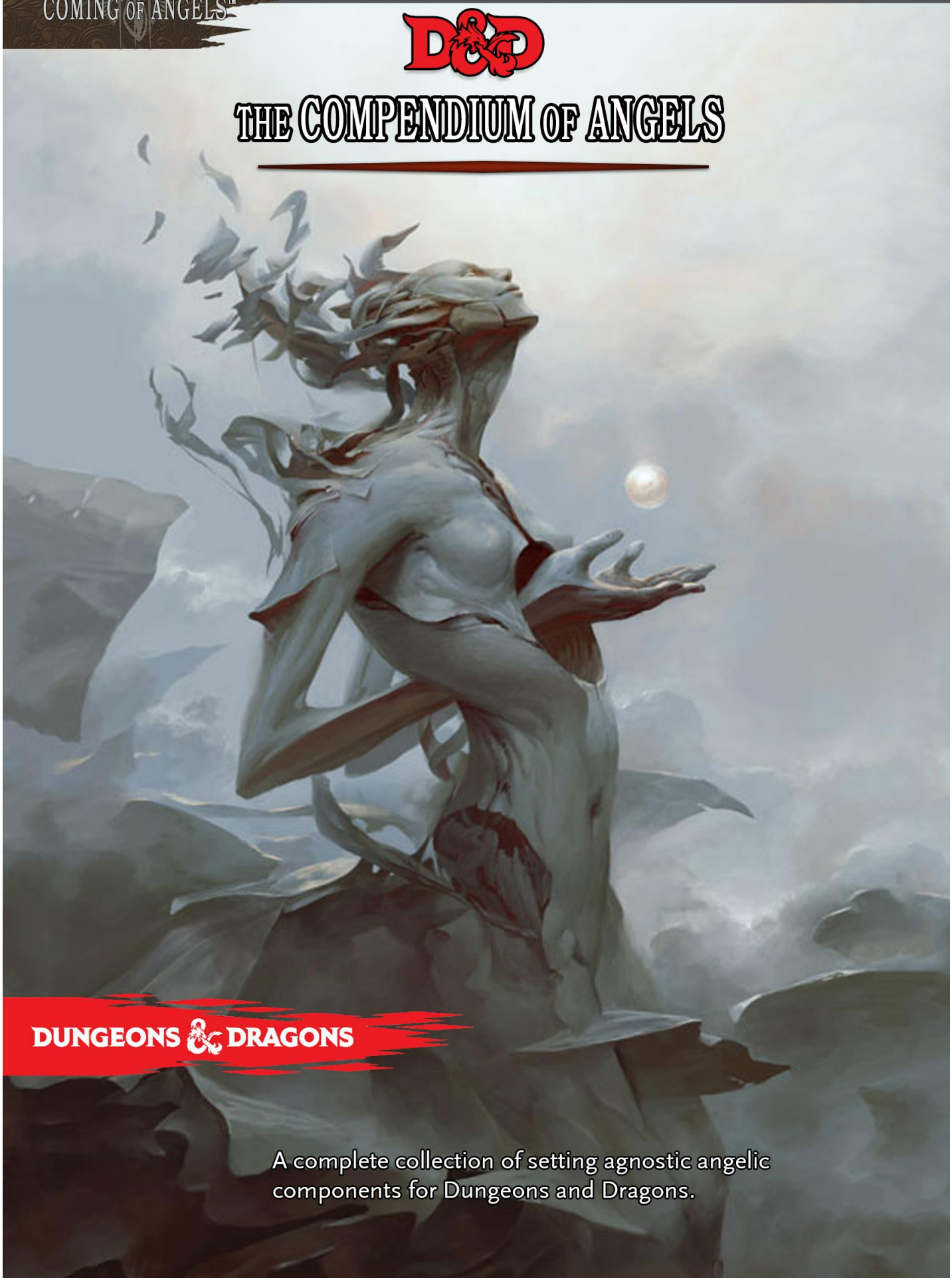
COMING OF ANGELS™

THE COMPENDIUM OF ANGELS



DUNGEONS & DRAGONS

A complete collection of setting agnostic angelic components for Dungeons and Dragons.

INTRODUCTION

A word from the author

When this book began, it was nothing more than a few angel creatures thrown together based off the wonderful art of Peter Mohrbacher, the artist of the popular Angelarium website. After a few back and forth emails from him to get his blessing to use his paintings, I began to think where else I could take the ideas I was coming up with.

Researching the kabbalah, angelology, and the Abrahamic-religions gave me a huge well of inspiration to pull from. What was once just a book of angelic creatures became a supplement that could be used in any D&D campaign. Soon class options, races, and pages of lore were thought up to accompany the creatures within.

It was with Chelsea Dabbs help that I was able to make this project a reality. Her eye for art and skill at photoshop added the visual component needed to make my work truly shine. With her assistance, this book became something that I am truly proud of.

Within these pages you will find enough material to run a campaign with, do a number of one-shots, or even just add a bit of spice to your own setting. Feel free to use, rearrange, and edit any material you find within to suit your own needs. Above all else, take a point of inspiration from the compendium. It'll serve you well in the future—I promise.

In the interest of safeguarding myself and my collborators, we hold no ownership, claim, or responsibility for the art in this book. This is a FREE work of fan passion, and is not to be resold,profited from, or used to market.

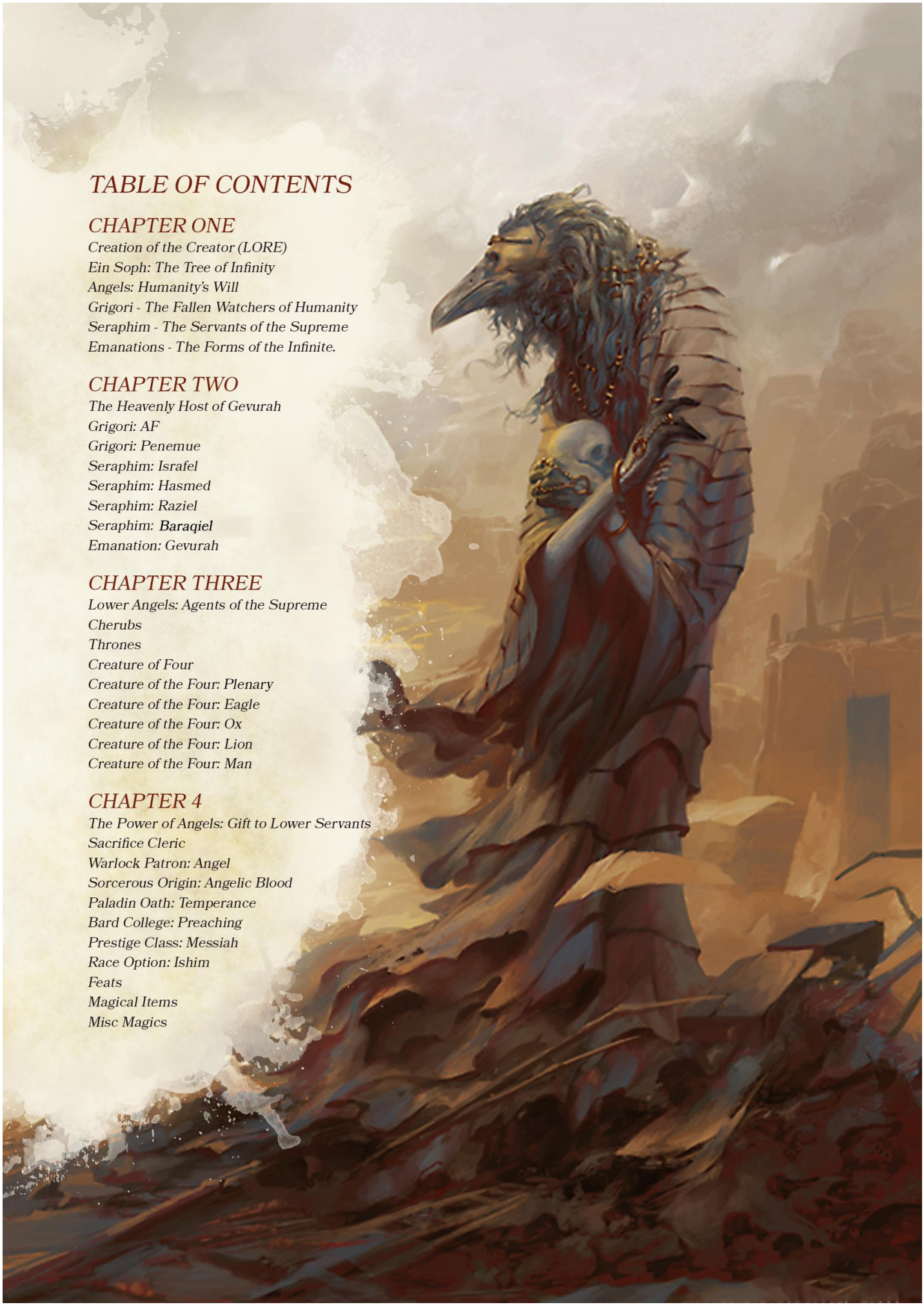


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CHAPTER ONE:

THE CREATION OF THE CREATOR

"And Man said, 'Let us make God in our own image, according to our likeness; and let him have dominion over the anger of our mind, the mysteries of the world, and over the song, and over all..."

Throughout the history of all sentient races and the infinite cosmos that fill creation, there is always the common belief of gods. These gods shape the world and influence it, hurling dooms from their mountains, rising seas filled with fish, shaping humanity from the earth and breathing life into them. At the top of those usually is a Supreme Being who rules over them. Or, in many religions, there is but the Supreme Being and his messengers.

This god creates the world, the texts say. He shaped men from clay, or spun them from silk, or birthed them from his cranium. Always in the likeness of themselves, always as a clone, a simulacrum of their power. But even a shadow of greatness is still great, and even man still has ability.

With emotion, with knowledge, comes great changes in the universe. The creation of God was but one of the many resulting events of man's advent. Humanities desire to have something over themselves to protect them and guide them and love them is stronger than any magic or curse. Over the eons, the collective desires of a race that spans universes created something outside the laws of physics and magic that governs worlds. They created Ein Soph, and within it they created the Supreme Infinite—the God of Gods.

The Supreme Infinite is a being with no free will of its own. It is a power beyond recognition, a force of nature unlike any other, programmed to carry out the Supreme Plan—the enlightenment of all humanity. It seeks to save humanity through any means possible, and was afforded an endless well of power to do so: human emotion. With this basic, elemental force, the Supreme Infinite was able to craft a number of messengers that represent the universal functions that humanity seeks to control.

Angels, man calls them. And there are many. The Angels of Anger, the Angels of Script, the Angels of Death and Strength and Annihilation and a thousand thousand other things. The Supreme Infinite pounded them all out of the detritus of human need and sent them out to complete the Supreme Plan.

And so humanity created its greatest tool and its greatest enemy.

EIN SOPH: THE TREE OF INFINITY

When the Supreme Infinite was birthed, it was through proxy. At the center of all things lies the tree Ein Soph—the Tree of Infinity. To behold it is to behold nothing more than a thing of wood and leaves, no more spectacular than any other tree. But as one approaches this thing, they begin to understand exactly what it is.

Within the gnarled branches and the grooves of the wood lies the lives of every human to have ever existed. The bark is composed of universes infinite, beyond the scope of any mortal being. To touch it is to feel wood, but to know what it is brings enlightenment.

The tree exists in a world all its own. Its roots dig into what seems to be rock, and golden clouds of light frame Ein Soph from behind. The branches stretch far into the heavens, and the leaves, green, never change their colors.

But as with all things cosmic, there is more to this seemingly simple world than meets the eye. Just as the tree itself is all universes, the ground too is special; it is composed of the hopes and virtues of all the world; the air and clouds are the desires for enlightenment and saving; the light is the heartbeat of humanity, waxing and waning as the Supreme Plan approaches its finale.

Within the roots of Ein Soph live the lower dominations of angel. The solar, plantar, and deva make their hopes here. Further up the tree one can find the cherubs and the thrones, living amongst the branches. And higher up still one can see the ancient and powerful seraphim, the heralds of creation, ruling of all else. Only above the canopy, at Ein Soph's crown, can one find Keter, its truest emanation.

It is nigh impossible to reach Ein Soph. It would require magic beyond a mortal's natural power, or the guidance of angels, or some other cataclysmic being sending a living soul there. To wage war against this Heaven is even more foolish. Ein Soph has birthed more angels then humans to have existed—its armies are infinite, and it would take a god of equal power to match such a host.

ANGELS: HUMANITY'S WILL

Born from the many emotions of mankind, angels are powerful servants of the Supreme Infinite that ensure that the Supreme Plan is completed. There are many, many angels that have been created, broken up into divisions based on their powers and purpose. Many are known across the cosmos in the forms of solar, planetar, and deva, as well as the many deities that control them. What many do not know, however, is that even these celestial beings are just angels that serve Ein Soph.

At the top of the spiritual food chain there stand the original angels and their fallen brethren. These are the angels that represent and control primordial aspects of humanity and the universe, and that hold the most power. Familiar ones, such as Michael, the Angel of Strength, are known to all. Others, such as Israfel, the Angel of Song, are only known to a



GRIGORI:THE FALLEN WATCHERS OF HUMANITY

Not all angels can remain pure. Human emotion is strong enough to birth gods—corrupting angels is no harder. Oftentimes this happens when the angel in question can no longer properly control the power it was invested with. One story tells of the Angel of Truth who, after so many lies have been told by man, fell to earth and became the Angel of Lies instead. Such stories are not only true, but more common than one might think. Dozens of angels have fallen over the eons, corrupted by the powers that created them—destroyed by those they would save.

When this happens, the Supreme Infinite does not lose power over his faithful lambs. He strips the corrupted angels of their wings and halo, so that they cannot be destroyed by the power drowning them. He then assigns them a new mission: to watch over humanity. These angels are called the Grigori. The Watchers.

A Grigori exists as a receptacle for mankind's folly. AF, the Angel of Anger, devours the hatred of humanity. Baraqiel, the Angel of Lightning, takes in their changes and helps guide them. Each Grigori is thus as important as any seraphim. Without them, humanity may very well destroy itself. With them, the Supreme Infinite can destroy those few civilizations that would otherwise jeopardize the Supreme Plan.

Though the Supreme Infinite holds the power to do so, it is a creature of fundamental limitation. The angels are no different. A manifestation of human will, the Supreme Infinite cannot, or rather, will not restore a Grigori to its status as seraphim. Not until a Grigori is destroyed does it have the chance to be properly reborn. However doing so could easily throw thousands upon thousands of universes out of balance. Such a disaster could all but ruin the Supreme Plan. Thus, the Grigori remain powerful and strong, even if they have fallen below their brothers and sisters.

SERAPHIM: THE SERVANTS OF THE SUPREME

Chief of all angels are the seraphim, those named and born from humanities most elemental nature. These beings are powerful beyond measure, capable of facing off against gods, demon princes, and devils of the highest caliber. Many angels hold the power to bring entire universes to their knees, if not flat out destroying them. Others instead exist to guide mankind, teaching them and giving them labors to prove their worth and grit.

A seraphim is different from other angels in not only power, but appearance as well. Each one holds a different form based on what they were born from. An angel such as Raziel, the Angel of Mystery, is covered head to toe in grey armor and cloth. Another, such as Uriel, the Angel of Flame, has a head of burning fire.

Also different from their brothers is a seraphim's halo and wings. Both are composed of the primordial force that created them. It is the halo that is truly important, however. A seraphim's halo connects its essence to the Supreme Infinite. If the halo is ever damage, this power leaks from the angel. Total destruction of a halo can leave an angel powerless, turning it mortal and stripping it of its many unique abilities. Rumors have it that angel hunters across the cosmos have learned this secret, and have been hunting angels for eons.

DIVINE EMANATIONS: THE FORMS OF THE INFINITE

There are times when the Supreme Infinite must do something that no other angel can. When a threat too grave has appeared, or when it would take the face of god to convince a man to do the right thing, the Supreme Infinite will allow a piece of itself to manifest. This is what is called a Divine Emanation—a sephirot.

The sephirot are not clones or shades of the Supreme Infinite. They are the god itself, working the machinations that must be worked. They are all-powerful in the areas they are designated, and are capable of completing whatever task is put before them. As they are pieces of the Infinite, they are also the extensions of humanity's will as well. Thus, they serve the Supreme Plan without question, designing the next step and carrying it out.

Unlike the angels, a divine emanation has no limits of mortality put upon it. Only creatures that carry with them the blessings of gods, or that wield weapons meant to strike down gods, can wage battle with a sephirot. And even then, doing so is near impossible. After all, they carry infinite power. It would take a force of equal majesty to be able to stop their Supreme Plan, no matter how dark or twisted it may become.

There are ten sephirot in total. They are Keter, the Crown; Chokhmah, the Wisdom; Binah, the Understanding; Chesed, the Kindness; Gevurah, the Strength; Tiferet, the Beauty; Netzach, the Eternity; Hod, the Splendour; Yesor, the Foundation; and Malkuth, the Kingsship. In this book only Gevurah will be talked about in detail, for he is the sephirot most involved with humanity's doing.





CHAPTER 2

THE HEAVENLY HOST OF GEVURAH

Of all the sephirot, it is Gevurah who commands the most power. He exists as the left arm of the kabbalah, and the sword of the Supreme Infinite. He holds the greatest legion of angels, each trained in the absolute obliteration of threats to the Supreme Plan. For ages uncounted he has destroyed realms, universes, planes, and a civilizations without mercy. It is his heavenly host, however, that carries out much of this slaughter.

Each angel that serves a divine emanation is somehow blessed a different way. Those that serve Gevurah are blessed with Power. This Power is the primordial thing that created them, and it is what they use to anchor themselves to mortal planes. This phenomena is called Sovereignty. An angel's Sovereignty is where they hold the most power, and it can be equated to the lair of a powerful dragon or demon lord. While within their Sovereignty, an angel can manipulate the very fabric of space and time to further their cause.

The second Power given to the host of Gevurah was the Power of Form. Whenever a mortal creature witnesses an angel from this host, they must have the constitution to be able to resist a powerful negative effect from cursing them. These effects depend on the angel in question and are listed in each creature's stat block.

DM's Note

In the following chapter you will also find the stat blocks for the 6 major angels of Gevurah's host, as well as stats for Gevurah himself. Each of these creatures is incredibly strong, and they are intended for end game content. Gevurah especially is not intended to be something easily handled; it is suggest that Dungeon Masters that use this content in their games come up with unique circumstances, or ensure that the player characters are at the highest level before throwing any of these angels at them. Each of them is exceedingly lethal.



AF

Once upon a time there was a great and powerful angel, whose wings, so wide and magnificent, shadowed all who angered in the world. These souls were nurtured by this angel's power, and their anger was culled. It was turned into passion and wisdom, severance and awe. But all creation, when combined into one, produces an anger that cannot be quantified. The archangel, even with its connection to the Infinite, was corrupted. Its wings nurtured anger, birthed hate, raised aggression.

The Infinite cast this angel down, stripped its wings, and decreed as such: "You will absorb the anger of all things until the Plan of the Supreme is done." And thus, AF was born.

The Angel of Anger, this Grigori has consumed the endless hate of all civilization from the moment it was created. This has twisted its form into a horror beyond mortal comprehension.

AF's motivations are simple: to eat all anger until it to exist. As righteous and pure as this mission is, AF appears as anything but. The Grigori is constantly bleeding, choked, blinded, and overall impotent. Without its wings, it cannot feed off the power of the Infinite. Even its arms were removed, and though two blood red limbs hover over the stumps, they are useless in all ways.

The symbol of AF is a sword through the back, subduing a humanoid figure to the ground. This same symbol is matched by AF's own materialized form. The sword represents all the anger of humanity, forever punishing AF and forcing it to thrash about, useless as the action is.

When AF steps into a plane, it does so because of the sheer amount of rage that fills that universe. It will consume the blood and woe of all things that hate, oftentimes destroying civilizations in the process. Often this leads to the complete erasing of a dimension in order to purge the anger and to ensure the success of the Supreme Plan.

AF'S SOVEREIGNTY

AF's sovereignty is any location filled with anger. Battlefields, graveyards, and sites of devastation are all examples of such places. Thus, these locations double as AF's lair, and it is here that his power reaches its height.

LAIR ACTIONS

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

- *AF designates a cube of space within 120 feet that is no bigger than 20 feet in width and height. All creatures within must make a DC 24 Wisdom saving throw or become pacified, losing their ability to make an Attack action or to cast a spell for 1d4+1 turns or until they take damage.*
- *AF consumes the blood from wounds created during battle. All creatures within 120 feet must make a DC 24 Constitution saving throw or lose any hit points regained during the last round.*
- *AF casts sympathy on itself without material, somatic, or verbal components, naming 4 different types of intelligent creature to be effected by the spell. The effect ends on the next initiative count 20.*

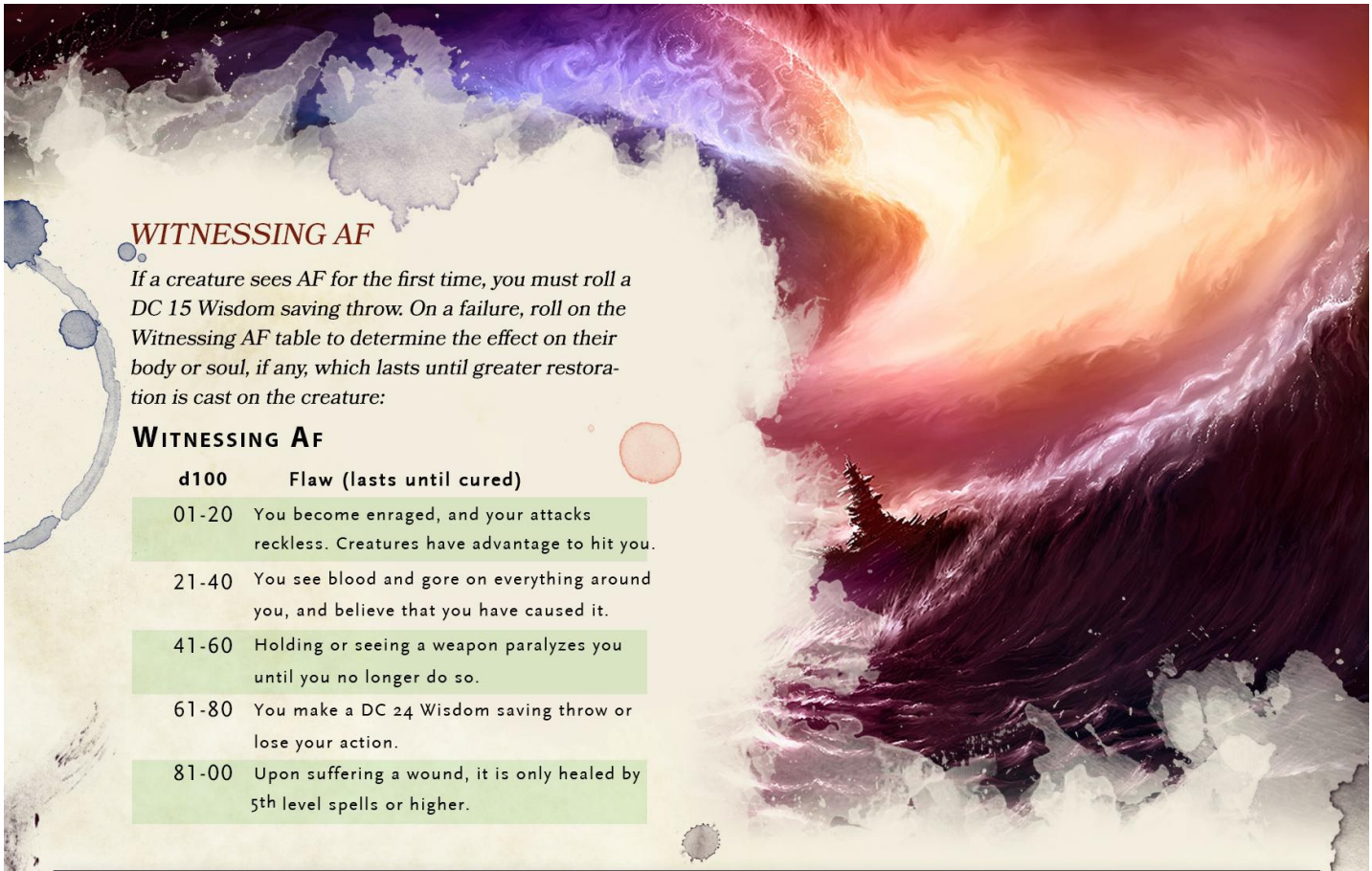


REGIONAL EFFECTS

The region containing AF's lair is warped by his magic, creating one or more of the following effects:

- *Intelligent life within 1 mile feels the urge to snap, rage, or otherwise become angry until they exhaust themselves.*
- *When wounded, lifeforms seem to bleed far more than they should, no matter how much blood is in their body.*
- *A creature that spends more than 1 hour in a region within 1 mile of AF's lair feel the need to release their anger on the nearest creature. They must make a DC X Wisdom saving throw or attack the nearest creature or object.*





WITNESSING AF

If a creature sees AF for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing AF table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature:

Witnessing Af

d100	Flaw (lasts until cured)
01-20	You become enraged, and your attacks reckless. Creatures have advantage to hit you.
21-40	You see blood and gore on everything around you, and believe that you have caused it.
41-60	Holding or seeing a weapon paralyzes you until you no longer do so.
61-80	You make a DC 24 Wisdom saving throw or lose your action.
81-00	Upon suffering a wound, it is only healed by 5th level spells or higher.

AF

Gargantuan celestial, lawful good

Armor Class 19
Hit Points 239 (19d12+250)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20(+5)	28 (+9)	26 (+8)

Skills Insight +16, Intimidation +15
Damage Immunities radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses truesight 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Divine Insight. AF knows when it is told a lie.

Feast on Rage. When a creature other than AF is wounded within 120 ft. of AF, he heals half the damage they suffer.

Impotent Body. AF's body is rendered impotent by rage. He cannot use the Action, Dash, Grapple, or Use an Object actions.

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

Magic Weapons. AF weapon attacks are magical.

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

Rampage. When AF reduces a creature to 0 hit points during his turn, he can move up to half his movement speed and perform another action.

Actions

Anger Surge. AF designates up to 5 different creatures. They must succeed on a DC 24 Wisdom saving throw. On a failure they are enraged, and promptly attack or cast a spell on the nearest living creature that is not AF.

Fury, Take Them. AF designates up to 5 different creatures. If they are under 30 HP they instantly drop to 0 hit points, and AF regains their remaining hit points as his own.

Outrage of Impotency. AF designates up to 5 different creatures. They must succeed on a DC 24 Wisdom saving throw. On a failure, they lose their turns this round, as well as disadvantage on all attack rolls or skill checks for the next 1d4 rounds.

Rage of Wounds. AF designates up to 5 different creatures. They must succeed on a DC 24 Wisdom saving throw. On a failure, any wounds that have been suffered during combat grow worse, and the creature takes half the amount of damage they've suffered during that combat.

Legendary Actions

AF 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. AF regains spent legendary actions at the start of its turn.

Blood Eater. AF takes in a massive breath, consuming all the blood on the battlefield, creating difficult terrain centered on him for 120 ft. This effect ends on his next initiative.

Rage of Wounds (2 Actions). AF takes his Rage of Wounds Action, but only designates 1 target.

Sword that Falls (3 Actions). AF designates 1 creature. They must succeed on a DC 24 Wisdom saving throw. On a failure, they wound themselves with their weapon or cast a damaging spell on themselves.

BARAQIEL

Of the fallen watchers, it is Baraqiel that stands as the purest among them. In eons past, when the angels were dreamed up by humanity, Baraqiel was fashioned as a mighty seraphim. He was imbued with the power to change the world around him—he guided the Supreme Plan ever further, shifting the hearts of men so that their actions would fall in line with the Infinite's own.

But even angels can fall. As the hearts of man changed in the infinite universes for time uncounted, Baraqiel changed as well. It was corrupted and destroyed, losing the ability to perform its job and thus becoming useless to the Supreme Infinite.

The hearts of men rekindled the flame in the cold ashes of the dead seraphim, however. Like a phoenix from its funeral pyre, Baraqiel arose again as the Angel of Lightning, embodying the very idea of change. Though it no longer serves the original purpose the Supreme Infinite had attributed to it, Baraqiel is now a powerful Grigori that embodies the wilder, cataclysmic changes of humanity

As a Grigori, Baraqiel was given to Gevurah's host. It is a weapon ever loaded. When AF's consumption of a plane's anger fails, and when the Creature of Four, Thrones, and Solar are unable to cause significant change, Baraqiel is deployed. His power brings with it great disasters, casting doom after doom to force a world to change via trial by fire.

Baraqiel himself is, much like AF, consumed with his new duty. He can think of nothing but the next change it will cause the world to experience. Never does it think in the now, nor does it communicate in the present tense. Instead, Baraqiel is forever locked in the future, speaking of things that may come to pass, no matter how unlikely they are.

BARAQIEL'S SOVEREIGNTY

Baraqiel's sovereignty is always a place of great disaster. War zones, political assassinations, tsunami and earthquake—these locations call the Grigori to them. When he appears, any changes those areas are going through are highlighted. Thus, disasters spiral out of control, occasional even becoming extinction level events. Because of the nature of these places, Baraqiel's power is at its peak there, and thus they serve as its lair.

LAIR ACTIONS

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

- *Baraqiel calls down a thunderstorm. All creatures within 120 feet must make a Dexterity X saving throw or suffer 5d6 lightning damage.*
- *Baraqiel disturbs the fabric of the world around him. The next 1d4 rounds are skipped for all creatures within 30 feet.*
- *Baraqiel rends the atmosphere. When a spell is cast within 120 feet of Baraqiel before the beginning of his next turn, the creature must make a DC X Wisdom saving throw or the spell is canceled and they lose the spell slot.*

REGION EFFECTS

The region containing Baraqiel's lair is warped by his magic, creating one or more of the following effects:

The sky is overcast within 6 miles of Baraqiel's lair. Earthquakes, volcanic eruptions, and thunderstorms constantly plague this region.

Creatures and objects within 1 mile of Baraqiel's lair occasionally teleport up to 10 feet in the direction they are moving.

Communication through technology, telepathy, or magic has severe white noise interference within 10 miles of Baraqiel's lair.

WITNESSING BARAQIEL

If a creature sees Baraqiel for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing Baraqiel table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature.

Witnessing Baraqiel

d100	Flaw (lasts until cured)
01-20	You begin seeing visions of the future.
21-40	You take 1d6 lightning damage a minute.
41-60	You see static and hear white noise.
61-80	You forget 1d20 years of your life.
81-00	Metal items within 5 ft are pulled to you.





BARAQIEL

Gargantuan celestial, lawful good

Armor Class 25
Hit Points 355 (23d20 + 250)
Speed 150 ft., 300 ft., flying

STR	DEX	CON	INT	WIS	CHA
24 (+7)	30 (+10)	24 (+7)	18 (+4)	8 (-1)	30 (+10)

Saving Throws Dexterity +17
Damage Immunities lightning, radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses true sight 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Bolt of Inspiration. Whenever a creature scores a critical hit within 30 feet of Baraqiel, he gains a point of inspiration. These points of inspiration may stack.

Divine Insight. Baraqiel knows when it is told a lie.

Ever Changing Angel. Every turn, Baraqiel gains a new damage immunity. This damage immunity lasts until the end of his next turn. After a damage immunity has been selected, it cannot be selected again until all others have been selected at least once.

Fast as Lightning. Baraqiel may make take the dash action as a bonus action.

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

Magic Weapons. Baraqiel's weapon attacks are magical.

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

Magnetic Aura: If a creature is wielding a metal weapon or wearing metal around Baraqiel, his magnetic aura pulls and pushes at them. These creatures have disadvantage to hit Baraqiel.

Actions

Multiattack. Baraqiel teleports and makes 3 lightning strike attacks.

A Blessing of Angel's Chaos (1/day). Baraqiel fires off 3 lightning strikes into the ground below him. In 1d10+1 turns, a great natural disaster, such as a tsunami, earthquake, or volcanic eruption occurs. Any creature within 1 mile of Baraqiel must = make a DC 25 saving throw of their choice or fall to 0 hit points when the disaster occurs. Should Baraqiel be defeated before the disaster occurs, the effect disappears.

Lightning Strike. *Ranged Weapon Attack*: +17 to hit, 60/300 ft., one target. Hit: 60 (10d10+10) lightning damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw become paralyzed for 1 minute. It may make the saving throw at the end of each turn.

Teleport. Baraqiel turns into a bolt of lightning and disappears into the skies above. He can then choose a spot within 120 feet to land. Any creature within 15 feet of that location must make a DC 25 Constitution saving throw or take 20 (4d10) lightning damage.

Legendary Actions

Baraqiel 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. Baraqiel regains spent legendary actions at the start of its turn.

Attack. Baraqiel attacks once with a lightning strike.

Rain of Light (2 Actions). Baraqiel fires a lightning bolt into the heavens. Moments later, lightning strikes rain from the thunderous sky. Any creature within 30 feet of Baraqiel must make a DC 25 Dexterity saving throw or take 20 (4d10) lightning damage and become paralyzed until the beginning of their next turn.

Gevurah's Bolt (3 Actions). Baraqiel's chest surges with lightning. Seconds later, he fires a beam of lightning at a nearby hostile creature. The creature must make a DC 25 Constitution saving throw or become charged be Baraqiel's lightning. Baraqiel has advantage to hit this creature and can use his reaction to target them with a lightning strike. Only one creature may be effected by this ability at a time.in must make a DC 26 Constitution saving throw or be reduced to 0 hit points, turned to ash, and killed. On a success they gain 1 point of exhaustion and forget 1d4 years of their life.

ISRAFEL

Of all Gevurah's host, none is more important than Israfel, the Angel of Song. She is born not from the desire of man, nor any of their virtues or beliefs. Instead she is shaped by a unifying aspect of humanity that lingers of them like the cloud of her dark songs: Armageddon. She is the idea of the apocalypse personified, an angel whose strengths and powers are based around a trumpet whose notes bring about the end of all things.

Countless civilizations, worlds, and even universes have heard the dirge of Israfel's trumpet. It is a sound unlike any music ever heard before. The notes are cataclysms, the verses genocides. The greatest disasters man can imagine occurs when Israfel performs, and she does so gladly. Those that study angelology, practice the traditions of the Kabbalah, or who have faced angels in the past call her the Burning One, and this is one of the many reasons.

Covered in brass, iron, and golden armor, Israfel's body is one of sleek magnificence. Her halo is a smoldering stack of flame and radiance that rises from the back of her skull. The embers these flames produce are in actuality "events." Whenever they touch something, they rapidly transform into an extinction level event for whatever world has the misfortune of being graced by Israfel's presence.

Likewise the angel of song's wings are a pair of armored blades that hover in front of her waist. These blades are like mirrors; reflected in them is the sin of all cosmos, and they serve as a portal to the various worlds. Oftentimes a plane only hears Israfel's song or is graced by her embers because of the gateway these wings open up.

Of all Gevurah's host, Israfel is the first and the last line of defense. She blows the trumpet to begin the end of all things, and blows it again when the apocalypse has come to an end.

ISRAFEL'S SOVENREIGNTY

Israfel's sovereignty is a place outside of time and space. She resides in a place of melting mountains, a burning sky—where the atmosphere is filled with smoke, not oxygen. Rare is it that she must take such a place to a mortal plane. When she does, however, it is with great disaster does she land. Planets that she visits are reduced to husks of what they once were within moments. Thus, when Israfel descends, she is at the peak of her power, and the world she is on is considered her lair.

LAIR ACTIONS

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

- *Israfel blows her trumpet, calling a blight upon all plant life on the plane that she is on.*
- *Israfel blows her trumpet, turning at least 10,000 square miles of water into blood.*
- *Israfel blows her trumpet, placing a curse on humanity's children. Every firstborn child of 1 year of age or*

REGION EFFECTS

The region containing Israfel's lair is warped by his magic, creating one or more of the following effects:

- *Mountain ranges across the world that Israfel is on become actively volcanic.*
- *Insects swarm en masse across the world Israfel is on, consuming plant life and creatures with the beast tag.*
- *Storms across the world that Israfel is on have a 50% chance of becoming storms of poison, rain, and thunder.*

WITNESSING ISRAFEL

If a creature sees Israfel for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing Israfel table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature.



Witnessing Israfel

d100	Flaw (lasts until cured)
01-20	You are cursed by Israfel. All water and food you touch instantly spoils and rots.
21-40	You see and hear hallucinations of the apocalypse every other minute.
41-60	You become aware when a being on the same plane dies. You feel their passing pain.
61-80	If you hear music, you fly into a rage, attempting to kill everything within 1 mile of you.
81-00	You can cast the meteor swarm spell once a day and must except against celestials.

ISRAFEL

Medium celestial, lawful good

Armor Class 25
Hit Points 241 (29d8 + 250)
Speed 150 ft., flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	26 (+8)	20 (+5)	20 (+5)	30 (+10)	30 (+10)

Saving Throws Charisma +19, Wisdom +19
Damage Immunities psychic, radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses true sight 120 ft., passive Perception 29
Languages all, telepathy 120 ft.
Challenge 29 (135,000 XP)

Divine Insight. Israfel knows when it is told a lie.

Ember. When Israfel's embers touch something by her command, she may choose one of the spells afforded to her by her trumpet to affect the area surrounding the ember.

Gateway to Eternity. Israfel's wings serve as portals to any plane or world that she desires. She may allow a mortal creature to pass through them to a location of their choice, or she may enter them herself, teleporting to a realm of her choice.

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

Magic Weapons. Israfel's weapon attacks are magical.

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

The First Trumpet. Israfel's trumpet is the original tool of apocalyptic song. When she blows on it, it allows her to cast the following spells without any components: control weather, earthquake, insect plague (at 9th level), meteor swarm, or storm of vengeance. The spell save DC of these spells is 27. Spells performed this way do not count as concentration spells.

Actions

Song of Songs. Israfel blows on her trumpet once. She can cast any of the spells it allows, or perform a lair action different than the one she already used that turn.

Legendary Actions

Israfel 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. Israfel regains spent legendary actions at the start of its turn.

Apocalyptic Performance (3 Actions). Israfel blows on her trumpet once.



HASMED

Of all the angels that serve the Supreme Infinite, none are as powerful or final as Hasmed, the Angel of Annihilation. It represents the fundamental function of obliteration, and serves as an angel of punishment for civilizations, worlds, and planes that must be destroyed for the sake of the Supreme Plan.

Hasmed, as an angel, has little personality as compared to his kin. He is a seraphim that exists solely to do his job. It is the only way it can keep itself from falling to the lust that destruction kindles in the hearts of all living beings. Thus it does not speak, does not think, and does not communicate. Instead it merely does its job—to undo.

As all Seraphim, Hasmed's halo and wings represent its purpose. The former is a thin, black ring that radiates a violet light from the top. This light is the light of annihilation, and anything that the immediate glow touches is always doomed to certain and total destruction.

Hasmed's wings, on the other hand, are not wings in the traditional sense. Instead they are the clouds of dust created by its work. They are composed of the quarks and planks of all matter that Hasmed has destroyed. They are infinite in size, or close enough to make no matter. Often times Hasmed keeps them concealed, only making them visible when it decides to ruin everything before it.

In appearance, Hasmed is humanoid above the waist. He is physical perfection personified, with grey skin that is ever so slightly tinted by the purple light of its power. Bellowing from its arms and chest are ribbons of flesh. These ribbons in turn form a cowl around Hasmed's face, allowing him to remain blind and deaf to the horrors that he causes.

Hasmed's four legs, all stump like below the knee, are surrounded by an armor skirt. These legs continuously move as if treading water. In reality they are manipulating the fabric of the cosmos itself, constantly destroying and closing in the space to keep itself a float.

When the Supreme Plan calls for Hasmed's assistance, it is when a threat has become too large to ignore. Gevurah itself, the Divine Emanation of Strength, uses Hasmed as a final resort. Only the most powerful, and unfortunate, souls ever get a chance to suffer the blessing of Hasmed.

HASMED'S SOVEREIGNTY

Hasmed's sovereignty is a place of dichotomy. He only appears in a place of total harmony or total chaos. These locations call to him for they are the places where the forces of annihilation are at their most powerful. In the former, this is because of the obliteration of all negative or cursed thoughts, and are always spared until the end of Hasmed's work. The latter is a place where all love has been destroyed, and is a place of such sin that Hasmed has no choice but to obliterate everything there. Thus, these locations double as Hasmed's lair, and it is here that his power reaches its height.



LAIR ACTIONS

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

- *Hasmed motions with one of its hands, plucking at the strings of a soul's form. This motion causes one creature of his choice to be subjected to power word kill (widom save DC X). Hasmed needn't see the creature, but he must be aware of its presence in his sovereignty.*
- *Hasmed utters a word of undoing. Any creatures within 30 feet of Hasmed must make a Constitution saving throw (DC X) or have 1d10 years of their memory erased.*
- *Hasmed grasps the air, and thus the world. He can freely reshape up to 300 feet of terrain around him by annihilating various aspects of it to suit his needs.*

HASMED

Gargantuan celestial, lawful good

Armor Class 22
Hit Points 410 (26d20 + 300)
Speed 100 ft., flying

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	26(+8)	30 (+10)	8 (-1)

Saving Throws Constitution +18, Strength +18, Wisdom +18
Skills Intimidation +16
Damage Immunities radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses blindsight 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 28 (120,000 XP)

Blind Punisher. Hasmed is blind and deaf, and thus can neither see nor here. It has blindsight, but suffers disadvantage on Perception (Wisdom) checks requiring hearing.

Cosmic Dust. Hasmed's wings are shaped from the cosmic dust that he creates upon obliterating something. Should a creature venture into this dust, they must make a DC 26 Wisdom saving throw or forever become lost inside.

Divine Insight. Hasmed knows when it is told a lie.

End. When anything suffers damage around Hasmed, he regains 20 (4d10) hit points.

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

Magic Weapons. Hasmed's weapon attacks are magical.

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

Stuff of Oblivion. When a creature comes into direct physical contact with Hasmed they must make a DC 26 Wisdom saving throw or die and be turned to dust.

Violet Halo. If a creature touches Hasmed's halo, they must make a DC 26 Wisdom saving throw or die and be turned to dust.

Actions

Multiattack. Hasmed makes 4 attacks with its ribbons.

Halo (Recharge 6). Hasmed tilts its halo and intensifies the light within it. All creatures in front of Hasmed must make a DC 26 Wisdom saving throw or fall to 0 hit points, turn to dust, and die. On a success, a creature suffers 50 (10d10) necrotic damage.

Ribbons. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 40 (7d12+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken. This effect lasts until the spell greater restoration or wish are cast on the target. The target dies if its maximum hit point's hits 0.

Legendary Actions

Hasmed 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. Hasmed regains spent legendary actions at the start of its turn.

Lash. Hasmed makes a ribbon attack.

Unraveling of Yesterday (2 Actions). Hasmed annihilates a number of recent events. All damage done to him after his last turn ended is removed, as well as all status conditions. This legendary action can only be used once per minute.

Oblivion's Horizon (3 Actions). Hasmed annihilates the boundary between space and time around him. This creates a powerful black hole that sucks everything in within 30 feet of Hasmed. A creature sucked

REGION EFFECTS

The region containing Hasmed's lair is warped by his magic, creating one or more of the following effects:

- *All sentient beings within 1 mile of Hasmed's sovereignty feel extremely peaceful or extremely hostile.*
- *The terrain of the region surrounding Hasmed's sovereignty rapidly alters or shifts, as if natural disasters were actively reshaping the land.*
- *A creature traveling within 1 mile of Hasmed's sovereignty must make a DC 17 Wisdom saving throw or fall to 0 hit points, die, and turn to dust once per day.*

WITNESSING HASMED

If a creature sees Hasmed for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing Hasmed table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature.

Witnessing Hasmed

d100	Flaw (lasts until cured)
01-20	Your eyes are turned to dust. They cannot be healed save through the wish spell.
21-40	You hear its voice and your ears go deaf. They cannot behealed save through the wish spell.
41-60	Your desire to exist is extinguished. You suffer 5 points ofexhaustion.
61-80	You forget 1d20 years of your life.
81-00	Something in you is broken. You can no longer use magicor spell-like abilities.

RAZIEL



The concept of mystery is one that has existed alongside human belief since they first crawled from the mud of their creation. It is this sense of wanderlust and awe at the world that gave birth to Raziel, the Angel of Mysteries.

Raziel's purpose is simple: to keep the mysteries of the universe organized, constrained, and censored from those that would seek them. The Supreme Infinite crafted him for this purpose, bestowing upon him a book that only he may read. Within this tome, whose pages number in the infinite, every bit of information in the universe is recorded. It takes the seraphim but moments to gather whatever information he needs from the book.

Of all the Seraphim, Raziel is the most likely to interact with mortal lifeforms. Occasionally the Supreme Plan requests that he give out a page from his book to a lost soul. At other times he appears in order to record or destroy something approaching a level of mystery beyond what they should. These moments are rare, however. Raziel is the most calm, understanding, and compassionate of the angels. He is more likely to simply banish a target then raise a hand against them.

As a seraphim, Raziel is most easily denoted by both his wings and his halo. The former are unique to the angel of mystery. Each feather is a folded up page from the book that he holds. Though they may not appear it, there are more feathers in those wings then one can possibly count—they are as infinite as the mysteries of the cosmos. When Raziel descends to enlighten a mortal, he often does so by giving them a feather from his wings to serve as their guidance.

Raziel's halo represents the burning clarity that manifests when one unravels a great mystery. It is a ring of fire that floats behind his head, casting him in an amber light. So bright is it that no shadows, darkness, or otherwise impurity can enter into its radius. Mortals that stare directly into the halo often go blind, unable to behold the splendor of the Supreme Infinite's bookkeeper.

RAZIEL'S SOVEREIGNTY

Raziel's sovereignty is a place that no mortal can willingly create on their own. He appears in a moment of great revelation before a single lost soul, often in a haze of burning light and thunderous clouds. As he is the least aggressive angel of Gevurah's host, never does his sovereignty emerge for the purpose of waging war. Thus, unlike his seraphim brothers, Raziel does not create a proper lair when he manifests.

WITNESSING RAZIEL

If a creature sees Raziel for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing Raziel table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature.

Witnessing Raziel

d100	Flaw (lasts until cured)
01-20	The righteousness of his halo blinds you.
21-40	You sense the mystery in his wings, and are attracted to it.You are charmed by Raziel.
41-60	Raziel's wisdom enthralls you. You will follow anycommands he issues forth.
61-80	You get a glimpse at the truth in his feathers. You fall unconscious for 1d10 days.
81-00	A piece of Raziel's majesty remains within you.You see visions of far off worlds.



RAZIEL

Large celestial, lawful good

Armor Class 22
Hit Points 375 (25d20 + 250)
Speed 60 ft., 150 ft., flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	26 (+8)	30 (+10)	30 (+10)	28 (+9)

Saving Throws Intelligence +18, Wisdom +18
Damage Immunities psychic, radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses true sight 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 25 (75,000 XP)

Angelic Casting. Raziel's book of mysteries affords him incredible casting abilities. He knows all spells, and can cast them all at a 9th level. However, he cannot cast the same spell twice in one day. Raziel does not have a defined number of spell slots, his spell save DC is 26, and his spellcasting ability is Wisdom.

Book of Mysteries. Raziel's book contains within it all information that humanity could ever possibly know about any subject they could possibly delve into. When Raziel reads from this book, whose pages are magically infinite, he can learn any detail about the cosmos that he wishes. Thus, Raziel automatically succeeds on any intelligence check he makes, and has advantage on all other rolls he makes, including attacking, damage, saves, and skill checks. This book also affords him all sorcerer metamagics. He has a total of 25 sorcery points to spend.

Divine Insight. Raziel knows when it is told a lie.

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

Magic Weapons. Raziel's weapon attacks are magical.

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

Actions

Mystery of Solomon (1/day). Reading through his book of mysteries, Raziel learns how to manifests both angels and demons. He can summon up to 10 creatures with the celestial or fiend (demon) tags that are CR 16 or below. Alternatively, he can summon 2 creatures with the celestial or fiend tags that are CR 22 or below.

Spell Cast. Raziel can cast any spell afforded to him through angelic casting.

Legendary Actions

Raziel 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. Raziel regains spent legendary actions at the start of its turn.

Holy Reading. Raziel reads from his book and regains one spell of 8th-level or lower. A spell regained this way cannot be done so again for 24 hours.

Spell Cast (2 Actions). Raziel casts a spell from his book of mysteries.

Wings of the Infinite (3 Actions). Raziel unfurls his wings, releasing millions of book pages across a 1 mile area. Anyone within this radius must make DC 26 Wisdom saving throw or go unconscious for 1d20 years as they are overwhelmed by the mysteries imprinted onto these pages. A creature made unconscious through this method must have greater restoration cast on them to wake up. A creature that passes the saving throw cannot be affected again by this ability for the rest of their natural lifetime.

SIMIKIEL

Just as humanity has created angels of righteousness, so too have they created angels of nightmare. Simikiel, the Angel of Vengeance, is one such creature. He was born from the concept that he embodies—the need for humanity to extract justice and retribution on those that have wronged them. This created the blind seraphim, whose elemental nature has terrorized worlds for eons.

Simikiel is the most violent and aggressive of Gevurah's host. His nature pushes him on to use his double bladed sword to massacre and murder those he is tasked with hunting. A well-known prayer to Simikiel reveals his disastrous nature, however. Should a human invoke him and Simikiel deem the target innocent, the summoner is always, without a doubt, murdered. Often the black feathers he sheds from his wings are the only signs that the angel has descended, as well as a corpse with its eyes gouged out.

Unlike much of Gevurah's host, Simikiel's role in the Supreme Plan involves him being contacted directly by humanity. Any person, no matter their background or power, can call forth the angel of vengeance to smite those who deserve it. And many have. Simikiel has personally broken empires, shattered civilizations, and killed even gods that have erred. Other than Hasmed, the Angel of Annihilation, Simikiel stands as the most powerful of Gevurah's host. And as one of the most pure, it is impossible for the taint of sin to darken his blade.

It is through Simikiel's wings and halo that one can see the true murkiness of his position. The former are black as night, stained black by the blood and hatred of so many lives torn apart at his hands. Likewise his halo is attached to his head. It too is black as tar, and it is only through the implants it has into Simikiel's skull is he capable of remaining so pure. The connection it provides him to the Supreme Infinite makes murder a virtue, not a sin, for the angel of vengeance.

SIMIKIEL'S SOVEREIGNTY

Simikiel's sovereignty, much like Raziel's, is not a traditional region or area. He manifest when a prayer to him is spoken, and when retribution must be given out. Thus, as he does not root himself to one area when summoned, he has no true lair.

WITNESSING SIMIKIEL

If a creature sees Simikiel for the first time, you must roll a DC 15 Wisdom saving throw. On a failure, roll on the Witnessing Simikiel table to determine the effect on their body or soul, if any, which lasts until greater restoration is cast on the creature.

Witnessing Simikiel

d100	Flaw (lasts until cured)
01-20	A great fear of punishment fills your mind for every action you take.
21-40	Your hearing is hypersensitive, but your eyes rot away over the course of 1d10 days.
41-60	You feel a crippling regret whenever you harm another creature.
61-80	When a creature wrongs you in any way, you are compelled to destroy it.
81-00	Whenever a creature close by requests help, you are compelled to help them.



SIMIKIEL

Large celestial, lawful good

Armor Class 23
Hit Points 285 (24d10+ 250)
Speed 150 ft., 300 ft., flying

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	20 (+5)	26 (+8)	20 (+5)

Saving Throws Constituion +17, Dexterity +17, Strength +17
Damage Immunities radiant; nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses blindsense 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 24 (75,000 XP)

Avenger. A target Simikiel has been summoned to exact vengeance on is considered vulnerable to Simikiel's attacks and legendary actions. If the summoner of Simikiel has invoked the prayer and the angel has deemed the target innocent, Simikiel seeks out and kills the summoner. The summoner is considered vulnerable to all damage that Simikiel does, and Simikiel automatically critically hits when fighting the summoner.

Divine Insight. Simikiel knows when it is told a lie.

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

Never Fall. When Simikiel is hunting a target, he cannot fall below 1 hit point until that target is dead. Likewise, should Simikiel die after slaying the target, he is reborn at full hit points when the prayer of vengeance is recited again.

Magic Weapons. Simikiel's weapon attacks are magical.

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

Actions

Multiattack. Simikiel teleports and makes 4 sword attacks.

Sword Attack. Melee Weapon Attack: +17 to hit, 5 ft., one target. Hit: 45 (10d8+10) slashing damage.

Vengeance's Arrow. Ranged Weapon Attack: +17 to hit, 60/120 ft., one target. Hit: 45 (10d8+10) piercing damage. Throwing his sword at his target, Simikiel demands that they die. They must succeed on a DC 23 Wisdom saving throw or die. Only a creature marked by Simikiel can be affected by this ability.

Legendary Actions

Simikiel 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. Simikiel regains spent legendary actions at the start of its turn.

Attack. Simikiel attacks twice with his sword.

Slaughter of Sinners (2 Actions). Simikiel holds his sword before him, utters an ancient word, and lets go of it. The sword splits into two different blades and become dancing swords. These swords may take the Attack legendary action twice before the end of Simikiel's next turn, where they fuse back into one blade. They deal the same damage as if Simikiel himself wielded them.



GEVURAH

The kabbalah divides the Supreme Infinite into sections as if they were body parts. Each section is its own divine emanation of the Supreme Infinite, and each has its own purpose. None, however, are as violent, as outwardly powerful, and as terrifying as the left arm of the Infinite: Gevurah.

Gevurah represents the basic idea of "strength" that humanity holds. This belief of power, of success, of progress, and of survival have fashioned a god that stands above almost all overs. Gevurah is, as a fundamental being, more powerful than anything else in the cosmos save Keter, the Crown of the Supreme Infinite. It is more powerful than any other god, holding enough strength behind it to destroy entire cosmos.

However, the ideas of progress guide Gevurah. It swings its sword and unleashes its angels for the purpose of growth. It wishes for the Supreme Plan to bring enlightenment to all creatures. The dooms it throws at man are meant to temper their wings. Thus, Gevurah sees itself as a trial that all men must overcome—the waterfall that all carp must leap. Through labor, strife, suffering, and battle will men walk above the gods. The many civilizations, gods, worlds, and even planes turned to dust by this method are nothing more than failures to Gevurah. Their loss is of no consequence to the Supreme Plan.

When a threat manifests, it is Gevurah's host that handles it. And when that falls, only then does God draw his sword. In the uncountable eons since Gevurah was created, a man could count on his hand how many times the left arm has swung the blade down. Only a power beyond the cosmic level, such a messiah powered by another god, could ever hope to stand against this creation of humanity.

The nuances and details of Gevurah's appearance change whenever he manifests. The only features that are consistent is his horned head, his two massive arms, the red light that blossoms from where his chest should be, and the great sword he wields by the blade. Those who study the Supreme Infinite often emblazon a symbol of Gevurah composed of these features somewhere on their bodies. They believe it grants them strength, and they are not wrong.

Though Gevurah's body and purpose are described as a sword, it is the weapon he wields that his name truly refers to. The blade is infinitely heavy and, when sung, can cleave universes in twain if such is desired. For a mortal to be struck by this blade without the power of a god behind them is certain death. Likewise, the sword serves as beacon. Should Gevurah wish, he often uses it to tear a hole in the fabric of space and time directly to Heaven, from whence pour out millions upon millions of angels.

Those who attempt to battle Gevurah are either fools or heretics powerful enough to earn the direct ire of the Supreme Infinite itself. Regardless of their desires, however, their death is almost always ensured.

GEVURAH'S SOVEREIGNTY

Unlike the lesser angels he commands, Gevurah has no sovereignty of his own. All of creation is his to own, and thus one could say that all of creation is his lair.

WITNESSING GEVURAH

Unlike the lesser angels he commands, Gevurah is not a creature to be witnessed without his consent. If that consent is not given when the emanation appears, creatures must make a DC 27 Wisdom saving throw and a DC 27 Constitution saving throw. On a fail of either saving throw, anything witnessing Gevurah dies. A messiah is not affected by this feature.





GEVURAH

Gargantuan celestial, lawful good

Armor Class 30
Hit Points 600 (40d20 + 400)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Constitution +19, Charisma +19, Dexterity +19, Intelligence +19, Strength +19, Wisdom +19
Damage Immunities all
Condition Immunities all
Senses true sight 120 ft., passive Perception 29
Languages all, telepathy infinite range
Challenge 30 (155,000 XP)

Discorporation. When Gevurah drops to 0 hit points, his body is destroyed and his essence returns to the Ein Soph tree, and he is unable to take physical form for a time.

Divine Insight. Gevurah knows when it is told a lie.

Emanation of God. Gevurah cannot be harmed by another creature's melee or ranged attacks unless the creature is a celestial creature, a fiend creature, a character with at least 5 levels in the messiah prestige class, or the lance of longinus, or a creature that has been blessed by another CR 30 creature for the purpose of fighting Gevurah.

Godsword. Gevurah wields a sword fashioned from the primordial ideas of strength and progress. When a creature is struck by this sword, they must make a DC 27 Constitution and Wisdom saving throw or die. A creature that passes both of these saving throws is not affected again for 24 hours. A messiah or a creature blessed by another CR 30 creature cannot be effected.

Legendary Resistance (5/day). If Gevurah fails a saving throw, it can choose to succeed instead.

Magic Weapons. Gevurah's weapon attacks are magical.

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

Teleportation. Instead of taking the move action, Gevurah may teleport to any point in any plane that he wishes.

Actions

Multiattack. Gevurah can use his Godly Presence. He then makes 4 attacks with his Godsword.

Godly Presence. Each creature of Gevurah's choice within a 30 feet radius must make a DC 27 Wisdom saving throw or fall prone, become charmed, frightened, and stunned for 1 minute. A creature must make the saving throw at the end of each turn, instantly ending the effects on a success. A creature is not affected for 24 hours by Gevurah's Godly Presence if they pass the saving throw. A creature that has at least 1 level in the messiah prestige class or that is blessed by a CR 30 creature cannot be affected by this ability.

Godsword. Melee Weapon Attack: +17 to hit, 30 ft. reach, one target. Hit: 60 (5d20+10) slashing damage and 100 (20d10) radiant damage.

The Host of Gevurah (1/day). Gevurah rips open the fabric of space/time, tearing a hole into Heaven itself. The 4 seraphim, 2 Grigori, and all 21 solar emerge from the hole. They take their turns on Gevurah's initiative. When Gevurah suffers damage, one of the three groups is banished back to heaven instantly.

Legendary Actions

Gevurah 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. Gevurah regains spent legendary actions at the start of its turn.

Attack (3 Actions). Gevurah makes 3 attacks with his Godsword.

The Supreme Plan (3 Actions). Gevurah banishes a creature to Ein Soph, the great tree that houses the Supreme Infinite, for 1 minute. While there they must contend with the entirety of the Host of Gevurah until they return. A creature that is a celestial, has at least 1 level in the messiah prestige class, is blessed by a CR 30 creature, or that has already been banished once cannot be affected by this ability.



FEATS

ANGEL SLAYER

You have fought the Angels of the Supreme more than once and name yourself their greatest enemy, gaining the following benefits:

- *When a celestial creature you are fighting teleports, flies, or moves, you can take an Attack of Opportunity with a ranged weapon, melee weapon, or a spell that requires an attack roll. You must see the creature within 60 feet to do this.*
- *You make take a -5 to hit on any attack rolls versus a celestial creature to add +10 to your overall damage rolled.*
- *You have advantage on saving throws versus celestial creatures.*

GOD TOUCHED

You have been blessed by the Infinite, allowing you the following benefits to enact its Supreme Plan:

- *When facing magic that damages you, you may make a DC 20 Religion check. On a success, you gain resistance to all damage dealt by that spell in particular.*
- *Upon hitting 0 hit points, you may make a DC 20 Religion check whenever you fail a death saving throw. On a success you are brought back to 1 hit point and are granted damage resistance to the creature or obstacle that felled you for 1 minute.*

HERETIC SLAYER

You are chosen by the Angels to purge the world of heretics, gaining the following benefits:

- *During combat, you may declare 1 creature a herretic. You have advantage on all Intelligence and Wisdom checks regarding that creature.*
- *You may take a -5 to hit on any attack roll versus a heretical creature to add +10 to your overall damage rolled when striking them.*
- *When a heretical creature dies, you may declare another creature as heretical.*
- *When you slay a heretical creature, you gain advantage on your next set of death saving throws.*

KABBALAH SCHOLAR

You have studied the Kabbalah, the sacred tree that contains all information that the Supreme Infinite contains. You are granted the following benefits:

- *You have basic knowledge of whatever plane you are on at all times.*
- *You have advantage on all Wisdom checks.*
- *You cannot be surprised by creatures with the aberration, celestial, or fiend creature tags.*



CHAPTER 3: LOWER ANGELS
AGENTS OF THE SUPREME

The seraphim and Grigori are not the only angels created by the Supreme Infinite. While many realms are familiar with deva, plantar, and solar, there are more out there with just as incredible a power. In this chapter, you will find the lore and stat blocks for a number of heavenly creatures meant to be used in campaigns featuring this book's content. A number of them can be used for not just encounters, but for Warlock familiars, transportation, plot devices, and NPCs as well.

DM's Note

Many of these creatures are more than just bundles of stats for players to kill. They are all intelligent and, above all else, heavenly. Consider having them as NPCs that guide the party as well, or mentors to take them to the next plane of existence. Remember that in combat, even the least of angels can provide a lethal encounter against the party. Handle them with care!

THE CREATURE OF FOUR

The Creature of Four are the servants of the utmost power. They are four creatures of incredible power that are sent by the Supreme Infinite to moderate a problem. They are the second line of defense, after the lower angels, but before the host of Gevurah invades. Together they are the Eagle, who goes to serve as a diplomatic guide; the Ox, who crushes the forces of evil that stand before the Supreme Plan; the Lion, who savages and murders the most powerful of threats; and the Man, who rebuilds the ashes and secures the plan's course.

When the Creature of Four are killed, their essence returns to the Supreme Infinite so that they may be reborn. However, they are not reborn in their original bodies. Instead, they are combined into a new, absolute force: the Plenary.

The Plenary is a near unstoppable amalgamation of the Creature of Four's individual parts. Its soul purpose is the total obliteration of any heretic it can find. Oftentimes this means destroying a band of heroes, obliterating a the capital of a kingdom, or laying waste to an entire army. Only when this devastating being is slain does the Heavenly Host move in earnest.



Pact Of The Chain Familar: Cherub

Cherubs are minor angels, and serve as attendants for those blessed by their celestial power.

Emanations of the Divine. *A Cherub is more akin to a piece of an angel rather than an actual angel. While they have a number of divine powers, none of them are more than a candle to the might of an angel. Likewise, when destroyed, their essence returns to the angel that birthed them. Thus, a Cherub is never truly destroyed and is instead reborn endlessly until the angel no longer has a use for it.As the children of angels, a Cherub's natural form is not comprehensible by mortal beings. In order to make sense of them, they are often perceived as human infants with wings. Despite their appearance, Cherub do not cry or act as a baby would, and they often appear either frightfully ugly or dangerously beautiful, depending on the angel that created them.*

Angelic Nature. *Because of their angelic nature, Cherub do not need to eat, drink, or sleep. As long as their parent angel holds power, they are biologically immortal.*

Incorruptible. *Cherub, as shards of angels, cannot be corrupted in any way. They always stay true to their purpose and will guide their host unerringly towards the completion of his mission. When spoken too, their higher form of language often manifests as riddles that are hard to answer. This complexity thus makes it hard for their host to be corrupted as well—it consumes them with faith and the need to complete their divine task.*

CHERUB

Tiny celestial (angel), lawful good

Armor Class 12
Hit Points 10 (3d4+3)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	13 (+1)	16 (+3)	16 (+3)	14 (+2)

Skills Perception +5, Insight +5
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages understands all, telepathy 120 ft.
Challenge 1 (200 XP)

Innate Spellcasting. The cherub's spellcasting ability is Charisma (spell save DC 12). The cherub can innately cast the following spells, requiring only verbal components:
At will: *detect good and evil, guidance*
1/day: *bless, bane*

Angelic Insight. The cherub knows when it is told a lie by any creature.

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

Actions

Holy Song (1/day). The Cherub begins to sing a holy song, provided it is has not been damaged in the last round. This song has no effect against celestials or aasimar. All other creatures within 30 feet of the Cherub that can hear must make a DC 12 Wisdom saving throw. On a failure, they are rendered charmed by the Cherub for 1 minute, or until they take damage.

Divine Sight. The Cherub can see all invisible creatures, as well as the true forms of any creature shapeshifted.

Thrones

The Supreme Infinite has created legion after legion of angels, each spawned from the myth and needs of humanity's will. Amongst these divine beings, it is the Thrones that serve the hardest. While the angels that serve as hosts to the Divine Emanations are powerful universal functions, without the help of the Thrones, even they would buckle under the immense pressure put on them by the Infinite.

Humility, Peace, and Submission. *Thrones are the Angels that represent the holy and pure aspects of humanity. They are born from every positive thought and influence humanity creates. Thus, their numbers are infinite. Unlike the Ishim, which are the dark sides of humanity, there are no evil thoughts that plague the minds of Thrones. When encountered, they do nothing but make themselves subservient to other species, and want only peace to come from their encounters.*

Correctors of Sin. *Though pacifism is the way of the Throne, they are also the correctors of sin. When born, they desire to purify and purge sin from the minds of humanity so that they can instead replace them with motivations of love and harmony. Because of this, when a Throne is born they are given the ability to fight as well. It is their radiant light that they use to baptize those before them, as well as a certain martial prowess that allows them to break the bodies—and thus the spirits—of those*

Challengers of the Divine. *Thrones are the messengers of the Infinite to the mortals of man. While Deva and Planetar may attempt to guide those below, it is the Thrones that instructs those that need it most. They specifically seek out sinful souls, lost spirits, or misguided heroes and provide for them challenges to step back onto the holy path. When Thrones appear before mortals, they consider themselves the roads to divinity. They are persistent, and will not allow their quarry to escape them or progress past them without their challenge being overcome first. Likewise, due to the power that they originate from, Thrones do not care if they kill their targets. If someone fails the challenge of a Throne and is obliterated as a result, then the Supreme Plan is altered and the next soul is chosen to be challenged.*

Purity made manifest. *A Throne's appearance is unique to itself. Many may appear as simply old men, others as burning wheels covered in thousands of eyes. These shapes are determined solely by the thoughts that create them. Every Throne's birth moment shapes them from the Supreme Infinite's power like a sculptor would a pot from clay. This makes this particular host of angels terrifying and eldritch in terms of appearance. Many of them thus state "Do not fear," when they manifest before mortals, as their shapes can inspire absolute horror in those that see them.*





POWER

The Powers are the most typical Thrones. These are angels of battle who descend to the planes to offer challenges to mortals before them. Should the mortal overcome their challenge, which may not always be a trial by combat, they are often given blessings, relics, or other such gifts to the now baptized soul.

They manifest in a variety of forms, though they are usually large, animalistic creatures with scant human features.

THRONE: POWER

Large celestial, lawful good

Armor Class 18
Hit Points 200 (16d10+112)
Speed 40 ft., 120 ft., flying

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	20 (+5)	24 (+7)	22 (+6)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 16 (15,000)

Angelic Weapons. The throne: power's weapon attacks are magical. When the throne: power hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).
Divine Awareness. The throne: power knows when it is told a lie.
Innate Spellcasting. The throne: power's spellcasting ability is Wisdom (spell save DC 20). The throne: power can innately cast the following spells, requiring no material components:
At will: detect evil and good, invisibility
3/day each: blade barrier, dispel evil and good, flame strike, raise dead1/day each: commune, control weather, insect plague
Magic Resistance. The throne: power has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The throne: power makes two Smite attacks.
Smite. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft. one target. Hit: 21 (4d6 + 7) bludgeoning, piercing, or slashing damage plus 22 (5d8) radiant damage.
Teleport. The throne: power can teleport to a location within 120 feet.

OPHANIM

The lowest of the Thrones, these beings are meant to serve as the wheels for spirits to move forwards. They are literal angels of progress, and only appear to help the misguided take that final step they need. Thus, though they are capable of battle, they are often non-combatant beings. Their name comes from the fact that most Ophanim appear as massive wheels covered in burning eyes and sporting flaming wings. There are often large differences from wheel to wheel, however.

THRONE: OPHANIM

Large celestial, lawful good

Armor Class 15
Hit Points 90 (10d10+61)
Speed 60 ft., 200 ft., flying

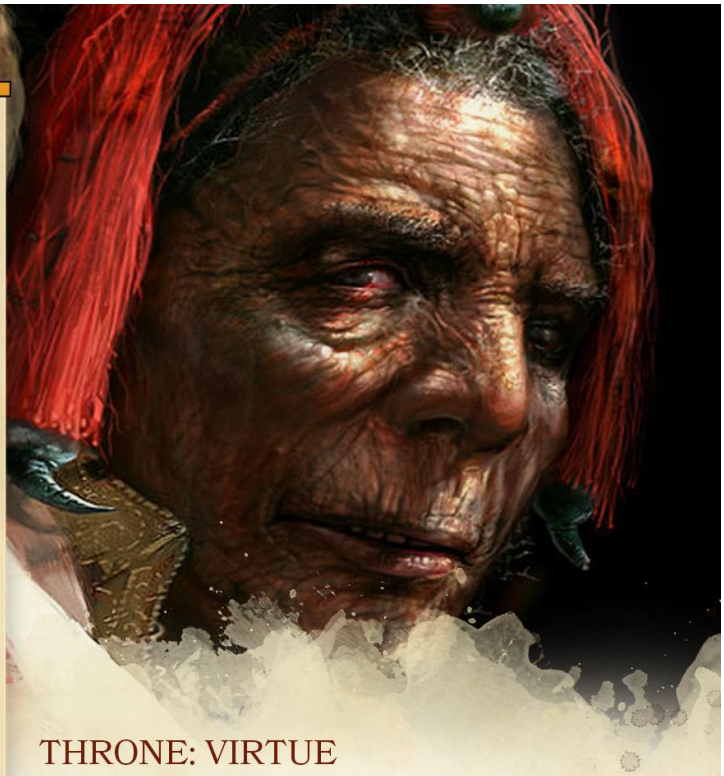
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	20 (+5)	14 (+2)	20 (+5)	10 (+0)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted , frightened
Senses truesight 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 7 (2,900)

Divine Awareness. The throne: ophanim knows when it is told a lie.
Magic Weapons. The throne: ophanim weapon attacks are magical.
Magic Resistance. The throne: ophanim has advantage on saving throws against spells and magical effects.

Actions

To Heaven We Go. The throne: ophanim turns into a radiant ball of fire. Any unwilling creature within 5 feet must make a DC 16 Wisdom saving throw or be absorbed into the throne: ophanim's radiance. They are then transported with the throne: ophanim, appearing at whatever location it has gone too. The throne: ophanim can shift planes and travel any amount of distance with this action.
Radiant Burst. The throne: ophanim releases a massive blast of light from within. Every creature within 30 feet must make a DC 16 Wisdom saving throw as their sins are ignited within their souls. All flammable objects a creature carries or is wearing burst into radiant flames should they fail. These flames deal 25 (4d10) radiant damage at the start of the creature's turn and last for 1d4+1 rounds.
Teleport. The throne: ophanim can teleport up to 500 feet.



THRONE: VIRTUE

Largecelestial, lawful good

Armor Class 21
Hit Points 243 (18d10 + 144)
Speed 50 ft., 150 ft., flying

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	30 (+10)	25 (+7)

Saving Throws Int +14, Wis +17, Cha +14
Skills Insight +17, Perception +17
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 27
Languages all, telepathy 120 ft.
Challenge 21 (33,000)

Angelic Weapons. The throne: virtue's weapon attacks are magical. When the throne: power hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Clerical Spellcasting. The throne: virtue is a 20th level cleric of the knowledge domain. It can have up to 30 spells prepared when it manifests. Its spellcasting ability is Wisdom, its spell save DC is 25, and its spell attack bonus is +17.

Divine Awareness. The throne: power knows when it is told a lie.

Magic Resistance. The throne: power has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The throne: virtue makes two Smite attacks and casts a spell or uses radiant burst.

Radiant Burst. The throne: virtue releases a massive blast of light from within. Every creature within 30 feet must make a DC 25 Wisdom saving throw as their sins are ignited within their souls. All flammable objects a creature carries or is wearing burst into radiant flames should they fail. These flames deal 25 (10d10) radiant damage at the start of the creature's turn and last for 3d4+1 rounds.

Smite. Melee or Ranged Weapon Attack: +15 to hit, reach 5 ft. one target. Hit: 22 (4d6 + 8) bludgeoning, piercing, or slashing damage plus 27 (6d8) radiant damage.

Teleport. The throne: virtue can teleport up to 300 feet.

Legendary Actions

The throne: virtue 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 so throne: virtue regains spent legendary actions at the start of its turn.

Spell Cast. The throne: virtue casts a spell from its spell list.

Honest Word (2 Actions). The throne: virtue asks a question to a sentient creature within 30 feet. That creature must pass a DC 25 Wisdom saving throw or answer the question. Upon answering the question, the creature is unable to harm the throne: virtue and vice versa for 1d4+1 turns.

Erase Sin (3 Actions). The throne: virtue designates a creature within 30 feet. That creature must pass a DC 25 Wisdom saving throw or face judgement. If the throne: virtue deems the character unworthy of life within its own standards, the creature dies. If a creature passes this saving throw it cannot be effected again by this ability.

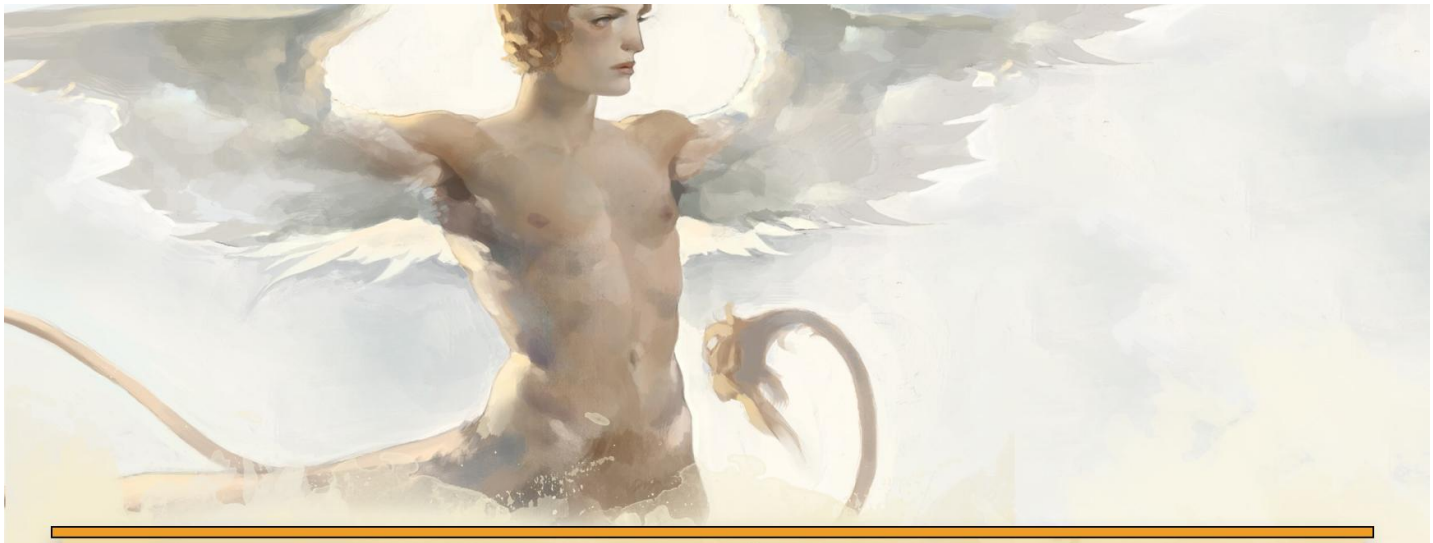
THRONE: VIRTUE

The seven most pure virtues of humanity created the seven virtues of the Thrones. These powerful angels are the kings of their kin and stand as the total manifestation of the positive forces in humanity. They only descend to the planes when a messiah must be created, or when entire civilizations have lost their way.

Virtues hold incredible power and can be considered almost godlike in their strength. To face a Virtue is more difficult than facing the creature of four. Though they do not have the raw martial prowess as Solar, they are more devastating in other ways.

When they appear, Virtues appear totally humanoid at first glance. Often they take the guises of old men or women, only manifesting their divine traits in battle or when they must do so to prove a point of theirs.





CREATURE OF FOUR: PLENARY

Gargantuan celestial, lawful good

Armor Class 21
Hit Points 300 (30d20+240)
Speed 105 ft., flying

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Str +15, Dex +13, Con +15, Int +17, Wis +17, Cha +17
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 25
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

All Man's Knowledge. When the creature of the four: plenary manifests, he manifests with 20 levels in a single class. If that class is a spellcasting class, it knows all spells for that class. It has all archetypes in that class with the exception of warlock, in which case it has the Patron: Angel found in this supplement. Its spell save DC is always 25.

All Man's Skills. When the creature of the four: plenary manifests, it learns all skills that the class it manifests with can have proficiency in.

Divine Insight. The creature of the four: lion knows when it is told a lie.

Legendary Resistance (3/day). If the creature of the four: lion fails a saving throw, it can choose to succeed instead.

Magic Weapons. The creature of the four: lion's weapon attacks are magical.

Magic Resistance. The creature of the four: lion has advantage on saving throws against spells and magical effects.

Strength to Overcome. Whenever the creature of the four: plenary faces an obstacle meant to obstruct it physically in anyway, it has advantage on the saving throw or skill check. Additionally, creatures have difficulty to restrain the creature of the four: plenary, imposing disadvantages on grapples against it.

Vicious Ravage. When an attack misses the creature of the four: plenary, it can make two Attacks of Opportunity as a reaction against that creature.

Zealous Savage. When the creature of the four: plenary misses an attack, it gains advantage on the next one.

Actions

Claw. Melee Weapon Attack: +15 to hit, reach 20 ft., one creature. Hit: 44 (8d10+8) piercing damage plus 40 (10d8) radiant damage.

Divine Shift. The creature of the four: plenary can shift to a different class, reassign its ability points, manifest a new weapon, and choose new feats.

Feature Use. The creature of the four: man can use any class feature that it manifests with, including attacks, spells, etc, as if it was a 20th level creature of that class.

Feathers of Eternity. Each creature of the creature of the four: plenary's choice that is within 120 feet and looking at the eagle must succeed at a DC 25 Wisdom saving throw or be rendered paralyzed from seeing the countless futures of themselves in the creature of the four: plenary's wings for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself as a success. If a creature's saving throw is successful or the effect ends, the creature is immune to the creature of the four: plenary's Feathers of Eternity for the next 24 hours.

Frightful Presence. Each creature of the creature of the four: plenary's choice that is within 120 feet of the creature of the four: lion and aware of it must succeed on a DC 25 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 the creature of the four: plenary's Frightful Presence for the next 24 hours.

Ram. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 36 (7d10+7) slashing damage plus 40 (10d8) radiant damage.

Legendary Actions

The creature of the four: plenary 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 creature of the four: plenary regains spent legendary actions at the start of its turn.

Divine Shift. The creature of the four: plenary uses its Divine Shift ability.

Casts Spell – Attack (2 Actions). The creature of the four: plenary casts a spell or uses the Claw or Ram action.

Immortal Knowledge (3 Actions). The creature of the four: plenary regains all hit points lost that round and is cleansed of all conditions.

CREATURE OF FOUR: EAGLE

Huge celestial, lawful good

Armor Class 17
Hit Points 239 (19d12+250)
Speed 150 ft., flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	20 (+5)	30 (+10)	22 (+6)

Saving Throws. Charisma +11, Wisdom +15
Skills Insight +15, Perception +15, Persuasion +11
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 25
Languages understands all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Divine Insight. The creature of the four: eagle knows when it is told a lie.

Knowledge of All Things. The creature of the four: eagle has advantage against all nonmagical saving throws. The creature of the four: eagle also imposes disadvantage onto any creature that attacks it.

Innate Spellcasting. The creature of the four: eagle's spellcasting ability is Wisdom (spell save DC 23). It can innately cast the following spells, requiring no material components:
At will: guidance, detect evil and good, detect magic, identify, augury, locate object
3/day each: clairyovoance, divination, arcane eye, locate creature, commune, legend lore, scrying
1/day each: find the path, foresight

Legendary Resistance. (3/day): If the creature of the four: eagle fails a saving throw, it can choose to **succeed instead.**

Magic Weapons. The creature of the four: eagle's weapon attacks are magical.

Magic Resistance. The creature of the four: eagle has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The creature of the four: eagle makes two talon attacks and one beak attack.

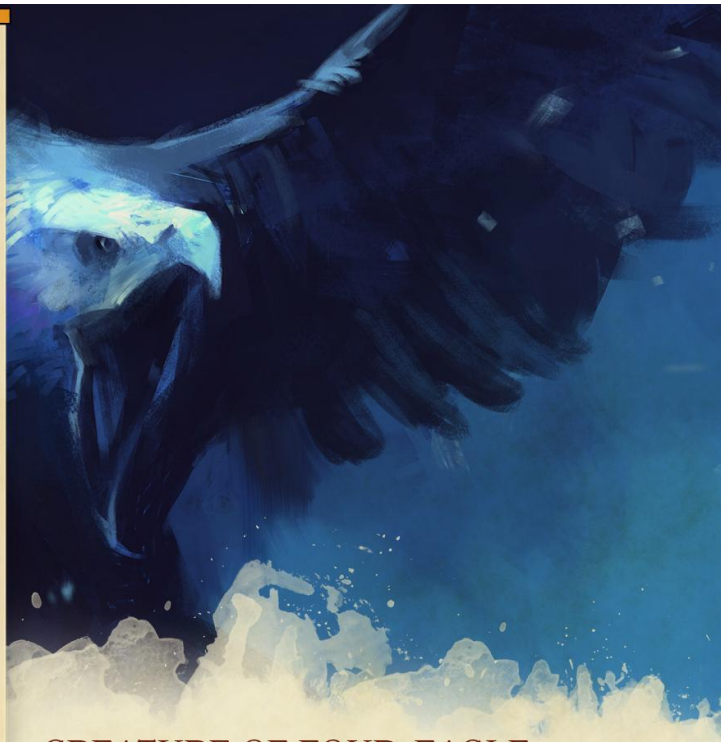
A Different Perspective. The creature of the four: eagle can choose 10 creatures within 120 feet and instantly end any charm or frightening effects placed on them. The creature sees from a random point on the creature of the four: eagle's body as its perspective is swapped out for 1d4+1 rounds.

Beak. Melee Weapon Attack: +9 to hit, reach 15 ft., one creature. Hit: 11 (3d6+4) piercing damage plus 16 (4d8) radiant damage.

Feathers of Eternity. Each creature of the creature of the four: eagle's choice that is within 120 feet and looking at the eagle must succeed at a DC 23 Wisdom saving throw or be rendered paralyzed from seeing the countless futures of themselves in the eagle's wings for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself as a success. If a creature's saving throw is successful or the effect ends, the creature is immune to the eagle's Feathers of Eternity for the next 24 hours.

Talon. Melee Weapon Attack: +9 to hit, reach 15 ft., one creature. Hit: 14 (3d8+4) slashing damage plus 24 (6d8) radiant damage.

The Right Path. The creature of the four: eagle can choose up to 10 creatures other than itself to give advantage to on their next saving throw, skill check, or attack roll.



CREATURE OF FOUR: EAGLE

The creature of four: Eagle is one part to the complete being. On it's own it has a variety of traits.

Graceful Justice. *The Eagle is a magnificent beast, with elegant wings stretching far into the sky. His feathers are windows into the future, a simple being finding themselve enthralled with their beauty or horror.*

Foresight. *The Eagle is the telling of possible futures, seeing all things before they may happen. It is often seen before a natural disaster or a battle. The choices of other creatures may still change the future, and often the Eagle leaves with no consequence. However should evil reign the Eagle is the first line of negotiation.*

Hearts of Many. *Because of their angelic nature, the Creature of Many: Ox does not eat, drink, or sleep as a normal Ox would. Each body of the creature fuels the other, forever connected even when apart.*

Incorruptible. *Creatue of Many: Eagle are created in the image of the holy and thus are incorruptible. They stand stalwart again all opposing forces in ther protection and duties to their creator. While they are intelligent beasts they are but a mirror reflecting the grace of all things good and pure.*







CREATURE OF FOUR: OX

The creature of four: Ox is one part to the complete being. On it's own it has a variety of traits.

Towering Might. *The Ox is often seen in a variety of personas depending on how they were created. Some may appear monsterious in form, while other are regal and beautiful beasts. However they all share a common train of many eyes all over their body.*

Fragments of Divinity. *The Ox is but a piece of the greater puzzle that makes of Creature of Four. The great beasts are as gentle as they are fierce, acting on their own as intelligent shields to beings weaker then them. They are resilient against the tyranny of evil in any form, their will to protect their greatest weapon. They stand tall, their magnificent horns bent forward, in continual praise of higher beings. They often arise in times of dire need, their presence a symbol of protection, and of coming forces.*

Hearts of Many. *Because of their angelic nature, the Creature of Many: Ox does not eat, drink, or sleep as a normal Ox would. Each body of the creature fuels the other, forever connected even when apart.*

Incorruptible. *Creatue of Many: Ox are created in the image of the holy and thus are incorruptible. They stand stalwart again all opposing forces in ther protection and duties to their creator. While they are intelligent beasts they are but a mirror reflecting the grace of all things good and pure.*

CREATURE OF FOUR: OX

Huge celestial, lawful good

Armor Class 17
Hit Points 239 (19d12+250)
Speed 150 ft., flying

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	20 (+5)	20 (+5)	14 (+2)

Saving Throws Constitution +12, Strength +12, Wisdom (+10)
Skills Athletics +12, Insight +10, Perception +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 25
Languages all, telepathy 120 ft.
Challenge 16 xp(15,000)

Charge. If the creature of the four: ox moves at least 20 feet straight toward at target and then hits it with a ram attack on the same turn, the target takes an extra 25 (5d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked back 30 feet and left prone.

Divine Insight. The creature of the four: eagle knows when it is told a lie.

Legendary Resistance. (3/day): If the creature of the four: eagle fails a saving throw, it can choose to succeed instead.

Magic Weapons. The creature of the four: eagle's weapon attacks are magical.

Magic Resistance. The creature of the four: eagle has advantage on saving throws against spells and magical effects.

Strength to Overcome. Whenever the creature of the four: ox faces an obstacle meant to obstruct it physically in anyway, it has advantage on the saving throw or skill check. Additionally, creatures have

Actions

Multiattack. The creature of the four: ox makes two hoof attacks.

Crushed. Melee Weapon Attack: +12 to hit, reach 15 ft., one creature. Hit: 54 (10d10+7) bludgeoning damage plus 40 (10d8) radiant damage. Target creature must make a DC 20 Constitution saving throw or be knocked prone and grappled. For every turn they remain grappled, they suffer another 20 (2d10) radiant damage.

Hoof. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 27 (8d6+7) piercing damage plus 16 (4d8) radiant damage.

Ram. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 36 (7d10+7) slashing damage plus 40 (10d8) radiant damage.

CREATURE OF FOUR: LION

Large celestial, lawful good

Armor Class 17
Hit Points 201 (19d8+250)
Speed 150 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	16 (+3)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dexterity +13, Strength +13
Skills Athletics +13, Insight +10, Perception +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 25
Languages all, telepathy 120 ft.
Challenge 16

Divine Insight. The creature of the four: lion knows when it is told a lie.
Evasion. When the creature of the four: lion passes a dexterity saving throw, it takes no damage or negative effects.
Keen Smell. The creature of the four: lion has advantage on Wisdom (Perception) checks that rely on smell.
Legendary Resistance (3/day). If the creature of the four: lion fails a saving throw, it can choose to succeed instead.
Magic Weapons. The creature of the four: lion's weapon attacks are magical.
Magic Resistance. The creature of the four: lion has advantage on saving throws against spells and magical effects.
Pounce. If the creature of the four: lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.
Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet. For every additional 10 feet the creature of the four: lion jumps an additional 15 feet.
Vicious Ravage. When an attack misses the creature of the four: lion, it can make two Attacks of Opportunity as a reaction against that creature.
Zealous Savage. When the creature of the four: lion misses an attack, it gains advantage on the next one.

Actions

Multiattack. The creature of the four: lion uses its Frightful Presence and makes three claw attacks and one bite attack.
Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 36 (8d8+7) bludgeoning damage plus 40 (10d8) radiant damage.
Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 27 (8d6+7) piercing damage plus 16 (4d8) radiant damage.
Frightful Presence. Each creature of the creature of the four: lion's choice that is within 120 feet of the creature of the four: lion and aware of it must succeed on a DC 18 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 the creature of the four: lion's Frightful Presence for the next 24 hours.



CREATURE OF FOUR: LION

The creature of four: Lion is one part to the complete being. On it's own it has a variety of traits.

Ferocity Incarnate. The Lion with is mass of mane, and dagger like claws can not be defined by them. Like other beasts that make up the Creature of Four, the Lion has eyes covering its skull, and a jaring set of jaws fill with rows of jagged fangs. It's body is coated in scales and fur from head to toe, like armor for its physical form.

Raw Vigor. The Lion is the strength in the Creature of Four, and on it's own is a potent fighter. It is the fury, passion, and desire to fight as well. The lion appear only at the end as a last measure against evil. It's intent will always be to destroy evil where it stand with no mercy. It is a beast of vengence for the higher beings.

Hearts of Many. Because of their angelic nature, the Creature of Many: Ox does not eat, drink, or sleep as a normal Ox would. Each body of the creature fuels the other, forever connected even when apart.

Incorruptible. Creatue of Many: Lion are created in the image of the holy and thus are incorruptible. They stand stalwart again all opposing forces in ther protection and duties to their creator. While they are intelligent beasts they are but a mirror reflecting the grace of all things good and pure.

CREATURE OF FOUR: MAN

Large celestial, lawful good

Armor Class 17
Hit Points 225 (25d8+250)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened
Senses truesight 120 ft., passive Perception 25
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

All Man's Ability. When the creature of the four: man manifests, it has 35 points that it can add tovarious stats. No one stat can be higher than 30.

All Man's Feats. When the creature of the four: man manifests, it can choose up to 4 feats to have, found in the Player's Handbook.
All Man's Knowledge. When the creature of the four: man manifests, he manifests with 20 levels in a single class. If that class is a spellcasting class, it knows all spells for that class. It has all archetypes in that class with the exception of warlock, in which case it has the Patron: Angel found in this supplement. Its spell save DC is always 18.

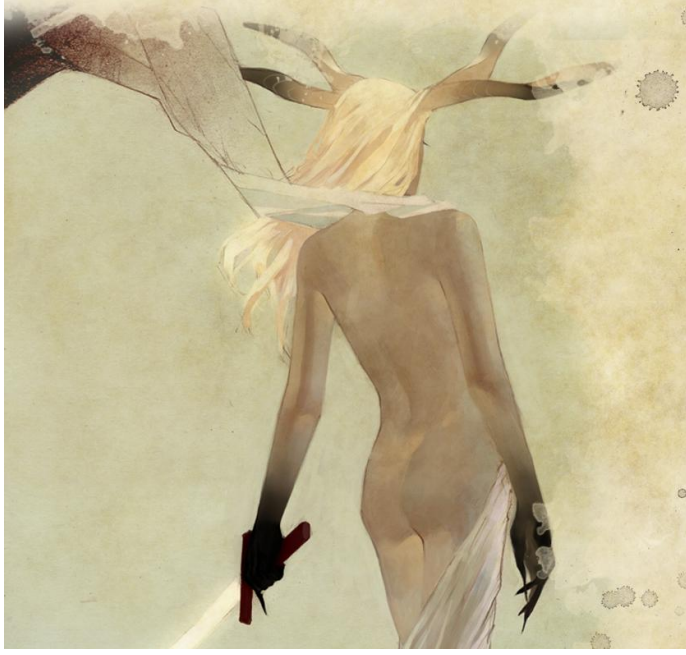
All Man's Skills. When the creature of the four: man manifests, it learns all skills that the class it manifests with can have proficiency in.

All Man's War. When the creature of the four: man manifests, it can conjure up any weapon of its choice that the class it holds is proficient in.

Actions

Feature Use. The creature of the four: man can use any class feature that it manifests with, including attacks, spells, etc, as if it was a 20th level creature of that class.

Divine Shift. The creature of the four: man can shift to a different class, reassign its ability points, manifest a new weapon, and choose new feats.





CREATURE OF FOUR: MAN

The creature of four: Man is one part to the complete being. On it's own it has a variety of traits.

Harmony is All. *The Man is often seen a strange creature, it's body powerful yet lean, his face delicate yet firence, and voice just as undefinable. Even his hands will confuse you, one strong and gripping, the ontehr gentle and kind. However he always has his glistening white hair falling in silky straight lengths down his body.*

Symmetry is Word. *The Man is but the mouth piece and balence of the Creature of Four. His pressence is the begining of balence and restoration of order and good. He is often found where the scales of good and evil have tipped, a harbringer of order. He is the soul and free will of mankind, their goodness embodied.*

Hearts of Many. *Because of their angelic nature, the Creature of Many: Man does not eat, drink, or sleep as a normal Man would. Each body of the creature fuels the other, forever connected even when apart.*

Incorruptible. *Creatue of Many: Man are created in the image of the holy and thus are incorruptible. They stand stalwart again all opposing forces in ther protection and duties to their creator. While they are intelligent beasts they are but a mirror reflecting the grace of all things good and pure.*



CHAPTER 4: THE POWERS OF ANGELS

GIFTS TO MORTALS

Angels are the servants of humanity. Because of the Supreme Plan, oftentimes this servitude forces them to give their powers to those in need. In this chapter, you will find a number of class options meant to be used in tandem with this content, or even in campaigns that does not feature a heavy celestial presence. There are classes, races, and other options meant to customize characters, and to give them the feel that the angels are truly working with them. Additionally, you will find the Miracle system—a system that can be used with or without the prestige class attached to it that can heavily modify the events happening in a campaign or one-shot.

DM's Note

While these class options and other features are balanced to the best of my ability, feel free to edit them as you wish in your own games. I adhere to the belief that most rules for Dungeons & Dragons are simply guidelines. Because of that, if you find a feature is too powerful, too weak, or if you would like to change the mechanics of anything here, feel free to do so!





Sacrifice Domain

Sacrifice is focused on a balance of life and death. To power up healing or to decimate foes, the cost however comes at great price, ones own life. This domain is not alignment or god specific. Any one in life may experience sacrifice, and thus all walks of life may find their place in this domain. However, regardless of alignment, most Sacrifice clerics are known for being radical or chaotic beings. Clerics of the sacrifice domain are infused with a natural balance to their destructive forces, they often teeter on the edge of death, one step from self ruin.

Sacrifice Domain Spells

Cleric Level	Spells
1st	*False Life, Bless*
2nd	*Lesser Restoration, Blindness/Deafness*
3rd	*Beacon of Hope, Vampiric Touch*
4th	*Death Ward, Blight*
5th	*Mass Cure Wounds, Antilife Shel*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and improvised weapons.

Channel Divinity: Blood For Blood

Starting at the 2nd level, you have learned how to empower your spells by using your own blood as tribute. As a bonus action, you can expend a number of hit die. Every hit die spent is treated as if you rolled the max number, and you take the amount of damage rolled. For every hit die spent this way, you may raise a spell of your choice by an equal amount of spell levels, capping out at your highest spellcasting level.

Channel Divinity: Eye For An Eye

At the 6th level, you can mutilate yourself to regenerate others wounds or to cripple them. As an action, you may make a Constitution saving throw verses your own spellcasting DC. On a failure, you take Xd8 necrotic damage, and half on a save, with X equaling your cleric levels. After this damage is done, you can force a target creature to roll on the lingering wounds table, or you can choose to heal them of a lingering wound.

Divine Weapon

At the 8th level, you can expend a hit die as a bonus action. This hit die is treated as if you rolled the max number, and you take that amount of damage. You then summon any weapon and gain proficiency in it as long as it is the blood weapon you are using. You add your Wisdom modifier to attack rolls and damage with this weapon in addition to your ability modifier and proficiency bonus.Starting at the 14th level, your blood weapon is more powerful than ever before. When it strikes a target, you may take half the damage dealt and roll another damage die.



The Miracle Of Flaying

At the 17th level, you can perform miracles by flaying yourself. As an action, roll a hit die. You instantly fall to that number of hit points, and cannot heal more than that for 1 minute. Additionally, roll on the lingering wounds table in the Dungeon Master's Guide. After suffering this lingering wound, you may choose one creature and impose onto it one of the following effects for 1 minute.

Crippled Body: *Target creature automatically fails every saving throw or check it makes.*

Exposed Tissue: *The target creature's flesh is exposed, and thus has vulnerability to all types of damage.*

Ruined: *The target's body is ruined internally, and thus can only deal half damage with any damaging rolls it makes.*



THE ANGEL

Your patron is an angel, a powerful messenger of a god that holds powers both transcendent and celestial. These beings hold motivations divine and incomprehensible. Oftentimes they will directly order their patrons to do something pointless or dangerous, requesting total trust in the guidance of the angels. Those that show their faith through undergoing these trials often emerge more powerful than when they entered. Examples of angels are Hasmed, the Angel of Annihilation; Raziel, the Angel of Mysteries; and Penemue, the Angel of Script.

EXPANDED SPELL LIST

The Angel lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ANGEL EXPANDED SPELLS

Spell Level	Spells
1st	*bless*
2nd	*zone of truth*
3rd	*spirit guardians*
4th	*guardian of faith*
5th	*hallow*

BLIND FAITH

Starting at the 1st level, your patron begins to reward you for placing faith into its power. Upon finishing a long rest, you can choose to take disadvantage in all attack throws, saving throws, or skill checks until your next long rest. Whenever you fail the type of roll you have disadvantage on, you regain an expended spell slot. You must change the type of roll that suffers disadvantage after finishing another long rest. You may not change the roll that suffers disadvantage to the roll that it was previously.

GUARDIAN ANGEL

Upon reaching the 6th level, your patron has taken hold of your very life. Upon hitting 0 hit points, your patron automatically casts the spell death ward on you. This effect lasts for a number of turns equal to your Charisma modifier, preventing you from falling to 0 hit points. However, as a result, you suffer disadvantage on all attack rolls, saving throws, and skill checks until the spell ends.

Once you have used this feature, you cannot use it again until you finish a long rest.

HEAVENLY SMITE

At the 10th level, your patron lends its strength to your spells. Whenever you critically hit with a spell attack roll, or whenever a creature fails a save against your spell save DC by 10 or more, your patron smites the creature, making it vulnerable to the damage you do on that turn

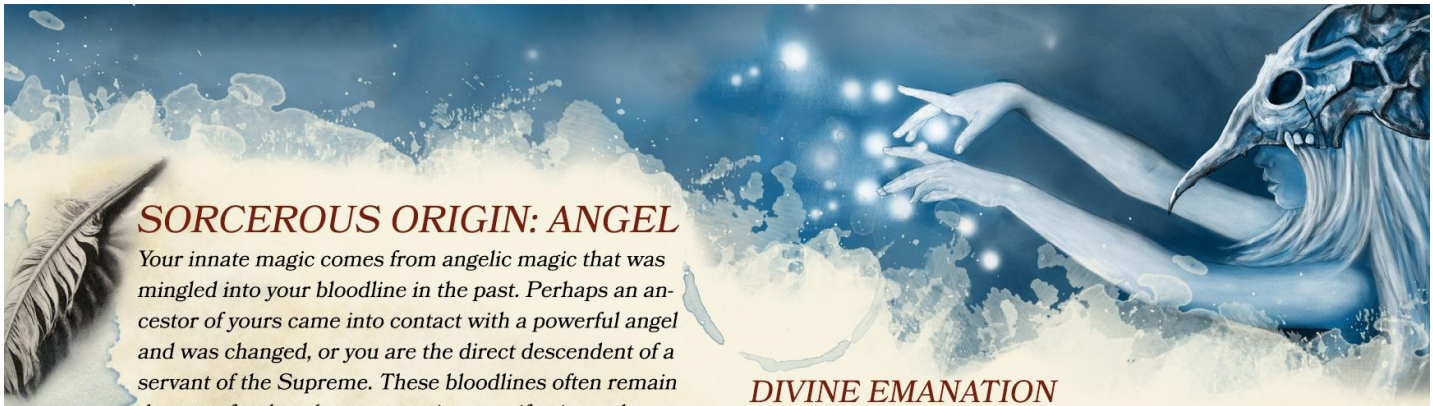
WILL OF THE SUPREME

Upon reaching the 14th level, your patron allows you to tap into the Supreme Infinite—a wisdom and power source beyond anything else in the cosmos. When casting a spell, you can use this power to enhance it with one of the following three choices before the creature rolls a saving throw or before you roll to hit:

- *You do the maximum amount of damage that spell can do instead of rolling damage.*
- *Your spell targets the soul of the creature. Instead of dealing damage, you force the creature to roll on the lingering wounds table, rerolling on a 11 or higher. It suffers both lingering wounds.*
- *Your spell smites the creature, so that it is vulnerable to any damage it suffers from creatures other than you until the beginning of its next turn.*

Once you use this feature, you cannot use it again before completing a long rest.





SORCEROUS ORIGIN: ANGEL

Your innate magic comes from angelic magic that was mingled into your bloodline in the past. Perhaps an ancestor of yours came into contact with a powerful angel and was changed, or you are the direct descendent of a servant of the Supreme. These bloodlines often remain dormant for decades to centuries, manifesting only when it has found a suitable soul to properly infect. Any given sorcerer can be a first of this bloodline, an exception in a world of exceptions.

ASPECTS OF DIVINITY

Starting when you choose this origin at 1st level, your angelic blood begins to manifest physically whenever you invoke its power. Whenever you cast a spell, spend a sorcery point, or use a sorcerer class feature other than this one, choose one of the following effects to manifest:

The Creator's Eyes: *You spawn 1d20 eyes that appear randomly on your body. You can see through all of these eyes. These eyes give you true sight within 10 feet. Additionally, when you look at a creature with these eyes, you can know when they are lying.*

Flesh of Angels: *Your skin turns into a precious metal, such as gold or silver, and begins to faintly glow. You gain resistance to either nonmagical bludgeoning, slashing, or piercing damage in addition to radiant damage.*

Shepard's Feet: *Your feet let off an intense light, become shrouded in small thunderclouds, grow wings, or gain some other divine feature. Your movement speed is doubled and nonmagical difficult terrain no longer hampers you.*

Once an effect manifests, another cannot be invoked until a long rest is completed, during which the previous effect fades away. Due to the power of these emanations, you cannot manifest the same one twice in a row.

CELESTIAL HERITAGE

At the 1st level, your angelic blood allows you to read and write in celestial. In addition, you have advantage on Charisma checks versus celestial beings.

SUPREME TOUCH

At the 6th level, the power of your heritage surges when you utilize your metamagic feats. When performing a metamagic feat, you may choose to spend an additional sorcery point to enhance its power. You deal an amount of radiant damage equal to your Charisma modifier when you hit a creature with a spell attack or when a creature fails a spell save versus one of your spells. Additionally, if your spell attack roll critically hits or the creature fails its save by 5 or more, the creature is blinded or deafened for a number of turns equal to your Charisma modifier.

DIVINE EMANATION

Upon reaching the 14th level, your angelic blood manifests more violently when you tap into your power. Whenever you cast a spell, spend a sorcery point, or use a sorcerer class feature other than this one or aspect of the divine, choose one of the following effects to manifest:

Authority of the Infinite. *A halo of light manifest above your or behind your head, radiating an intense light within 120 feet. Any hostile creature that stares into this light must make a Wisdom saving throw versus your spell save DC or become frightened or charmed of you for 1 minute or until they take damage. Once a creature passes the saving throw, they are immune to this effect for 24 hours. You may spend 1 sorcery point to suppress or reignite this aura.*

The Lord's Presence. *A powerful aura of thunderclouds, fire, radiant light, or some other effect of your choice manifests, filling a 30 by 30 foot cube around you. This aura counts as difficult terrain for hostile creatures. Additionally, hostile creatures are overwhelmed by your presence and thus have disadvantage to hit you while within this aura. You may spend 1 sorcery point to suppress or reignite this aura.*

Celestial Voice. *Your voice becomes that of a booming angel. The only language you can speak in is celestial. All hostile creatures within 60 feet that hear your voice must make a Wisdom saving throw versus your spell save DC or follow a command no longer than 10 words that does not involve harming themselves. Once a creature succeeds or fails on this saving throw, they are immune to the effect for 24 hours. You may spend 1 sorcery point to suppress or reignite this aura.*

Once an effect manifests, another cannot be invoked until a long rest is completed, during which the previous effect fades away. Due to the power of these emanations, an effect cannot manifest again until two others have manifested.

APOTHEOSIS

At the 18th level, your blood has become incredibly pure and thus connected with the divine. When at 0 hit points and making death saving throws, upon 3 successes you revive with a number of hit points equal to your sorcerer level + your Charisma modifier and regain half of your total sorcery points. Upon making 3 failures, you revive temporarily for your next turn, regaining all spell slots and sorcery points and gaining the ability to cast a spell twice on that turn. At the end of that turn, your character dies.

OATH OF TEMPERANCE

The Oath of Temperance is taken by those who wish to use their resources to help others without receiving benefits or rewards. They value themselves no higher than the common man; those who take this oath are down to earth, seeing their job in the same vein that a farmer does plowing the land. Those that follow this path believe that all evil can be repented, and only wish for the good of all humanity.

TENANTS OF TEMPERANCE

The tenants of those that follow this oath were created by some of the humblest knights of the many Choirs. Those that follow them do so strictly, seeing them as hard rules meant to keep their egos in check.

- ***Always Show Restraint.*** *Power used recklessly can cause more harm than good.*

- ***Give Mercy.*** *Everything and everyone has a shard of good in them. Give it a chance to emerge.*

- ***Be Humble.*** *Remember that your job is no more important than the farmer or blacksmith's own.*

- ***Moderation of Ego.*** *Understand that sometimes what you want is not what you need, or what needs to be done.*

Oath Of Temperance Spells

Level	Spells
3rd	*bless, heroism*
5th	*calm Emotion, hold person*
9th	*glyph of warding,leomund's tiny hut*
13th	*polymorph, otiluke's resilient sphere*
17th	*hold Monster, wall of force*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Repenting Prayer. *As an action, you can pray for the soul of the creature you want to attack. For one minute, every attack you make against that creature may have your Wisdom modifier added to both the attack and damage rolls. Additionally, Divine Smites and spell-based smites do an extra 1d8 damage to that creature. You may not do lethal damage to this creature until the combat is over and the creature commits another evil act, as per DM's discretion.*

Vow of Humanity. *As an action, when you see a frightened or charmed creature, you may present your holy symbol and begin to pray for that creature. That creature is no longer charmed or frightened;however, you must make a Wisdom saving throw equal to your 8+your proficiency+your Wisdom modifier or suffer the effects yourself.*

LIFE SAVER

At the 7th level, you produce of an aura around you for 10 feet. When any creature is struck while inside of your aura, you can use your reaction to split the damage in half between you and the creature. At the 18th level, this aura spreads to 30 feet.



BLESSING OF MERCY

At the 15th level, when you see a creature hit 0 hit points, you have until the end of your turn (or one minute out of combat) to cast Spare the Dying as a bonus action on the creature, keeping it stabilized and unconscious at 0 hit points. A creature may only receive this blessing once.

SAVIOR OF SOULS

At the 20th level, you can take the form of a Savior of Souls. You may gain a halo of radiant light, begin to exude a gentle aura, hush the sounds and levels of light around, or some other peaceful effect signaling your transformation.

- *Using your action, you may undergo this transformation. For 1 minute, you gain the following effects:*
- *You may roll a number of hit die as an action, losing that much health and restoring it to all creatures within 10 feet of you.*
- *Creatures you strike must roll a hit die. When they fall to the amount of HP rolled or lower they are incapacitated but blessed, and thus cannot fall to 0 hit points until they commit another evil act. The player decides whether an act is evil, and a creature cannot be blessed more than once in its lifetime.*
- *Allied creatures within 10 feet of you automatically pass saving throws, but you must make the same saving throws at disadvantage or suffer the effects.*

Once you use this feature, you cannot use it again until you finish a long rest.



BARD COLLEGE: PREACHING

Bards of the College of Preaching are zealous men and women who weave songs of gods, angels, and religions meant to inspire and empower those around them. Much like clerics they are holy devotees, though they are not granted the same mystical force as their righteous brothers are. Instead their powers manifest through their scriptures and their sayings, all of which contain powerful wisdom and divine insight into the world around them.

BONUS PROFICIENCIES

When you join at the College of Preaching at 3rd level, you gain proficiency in Wisdom saving throws, as well as any Charisma checks when preaching the gospel of your choice.

SPIRITUAL DELIVERANCE

Also at 3rd level, you learn to inspire others to continue their faith-filled missions in life. As a reaction, you may allow a creature of your choice that is making death-saving throws to add one of your bardic inspiration dice to their saving throw. Additionally, any number rolled that is modified to a 19 or 20 with your bardic inspiration dice is considered a critical success.

RIGHTEOUS SERMON

Starting at the 6th level, your words are laden with wisdom and truth. When you grant a creature a bardic inspiration dice as a bonus action, you may grant an additional bardic inspiration for free.

BEARING THE TORCH

At the 14th level, your desire to speak the gospel and preach the good word empowers you, even when you approach death. You may use your bardic inspiration dice for your death saving rolls. If the combined numbers rolled add up to a 19 or 20, you come back to life with a number of hit points equal to your Wisdom and Charisma ability modifiers combined.





PRESTIGE CLASS: MESSIAH

A messiah is both a leader and savior of a religious cause—a man or woman who is literally divine in all senses of the word. Their power primarily comes from the miracles they can perform. These powerful changes of fate can be replicated by heroes, but only a messiah can produce a true miracle unlike which the world has never seen.

Performing miracles is extremely rare. Messiahs are, by extension, just as uncanny. Only a few true messiah have appeared throughout the cosmos, crafting religions and teaching truths that often last for millennia without weakening. Most messiah only realize what they are after a divine event in their life, or when a god or angel directly contacts them.

The messiah prestige class uses the rules for miracles presented at the end of this section.

• Proficiency in the Religion skill. A messiah is the physical representation of their religion. They must know it as well as they know themselves.

• Neutral Good alignment. In order to become and progress as a messiah, you must be pure in your goodness.

• Character level 15th. A messiah is experienced in matters of the world.

• Perform a miracle. A messiah must have performed a miracle that no one else could replicate through their own abilities. This miracle makes you the chosen messiah of your deity. You can only gain messiah levels by continuously performing miracles and proving to your deity that you are a worthy messiah.

The Messiah

		—Spell Slots per Spell Level—		
Level	**Features**	1st	2nd	3rd
1st	Miracle Weaver, Miraculous Magic	2	—	—
2nd	Miracle Performer	3	—	—
3rd	Blood of the Messiah	4	2	—
4th	Miracle Performer	4	3	—
5th	Majesty of Creation, Beyond the Beyond	4	3	2

PREREQUISITES

In order to advance as a messiah, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

• Wisdom 16. Messiah must be incredibly wise in able to understand the hearts to which they preach.

• Charisma 16. Messiah must be capable of convincing, persuading, and sometimes even intimidating those that believe differently then they.





CLASS FEATURES

As a messiah, you gain the following class features.

HIT POINTS

Hit Dice: *2d4 per messiah level.*

Hit Points per Level: *2d4 (or 5) + your Constitution modifier per messiah level.*

PROFICIENCIES

Tools: *None*

Saving throws: *None*

Skills: *None*

EQUIPMENT

The messiah prestige class does not grant any special equipment.

MIRACLE WEAVER

At 1st level, you learn how to create miracles when they are needed. This allows you to take one of three miracle categories and to fully replicate them, exceeding the bounds of other mortal heroes. The "Miracle" section below contains information on miracles, their mortal bounds, and the limits you are able to replicate them with.

The first miracle you learn to replicate is the one you perform in order to prove to both the world and your deity that you are worthy of being called a messiah. Your entrance to this class includes the ability to learn the secrets of the cosmos, allowing you to reproduce miracles on a whim.

MIRACULOUS MAGIC

Miracles can make use of your own magical power to further enhance their effects. You gain a number of spell slots as specified on the Messiah table, but this class does not grant spells known. Instead, as a messiah, you can expend your spell slots to empower miracles, as described in the "Miracle" section below.

For the purpose of multiclassing, to determine your total spell slots, add your levels in messiah to your levels in classes that grant you the Spellcasting feature. For example, if you are a messiah 4/wizard 6, you would have the spell slots of a 10th-level character, in addition to having the cantrips and spellbook of a 6th-level wizard.

MIRACLE PERFORMER

As you travel down the path of enlightening the masses, you learn to perform more miracles. At the 2nd and 4th levels, you can choose another miracle to perform and master.

BLOOD OF THE MESSIAH

At the 3rd level, your body has become a living relic. You no longer need to eat, drink, or sleep, though you must still take long rests in order to properly recuperate. Likewise, you no longer age and cannot be aged by magical means.

As a messiah, pieces of your body now contain overwhelming divine power. As an action, you can roll a number of hit dice equal to your messiah level. You restore 4 times the amount rolled to a creature of your choice and lose the amount of hit points rolled while you allow them to drink your blood, consume some of your flesh, or some other similar effect. A creature healed in this method has any curses on them removed, and any conditions that can be healed by lesser restoration or greater restoration are healed.

Once you use this feature, you cannot use it again until you complete a long rest.

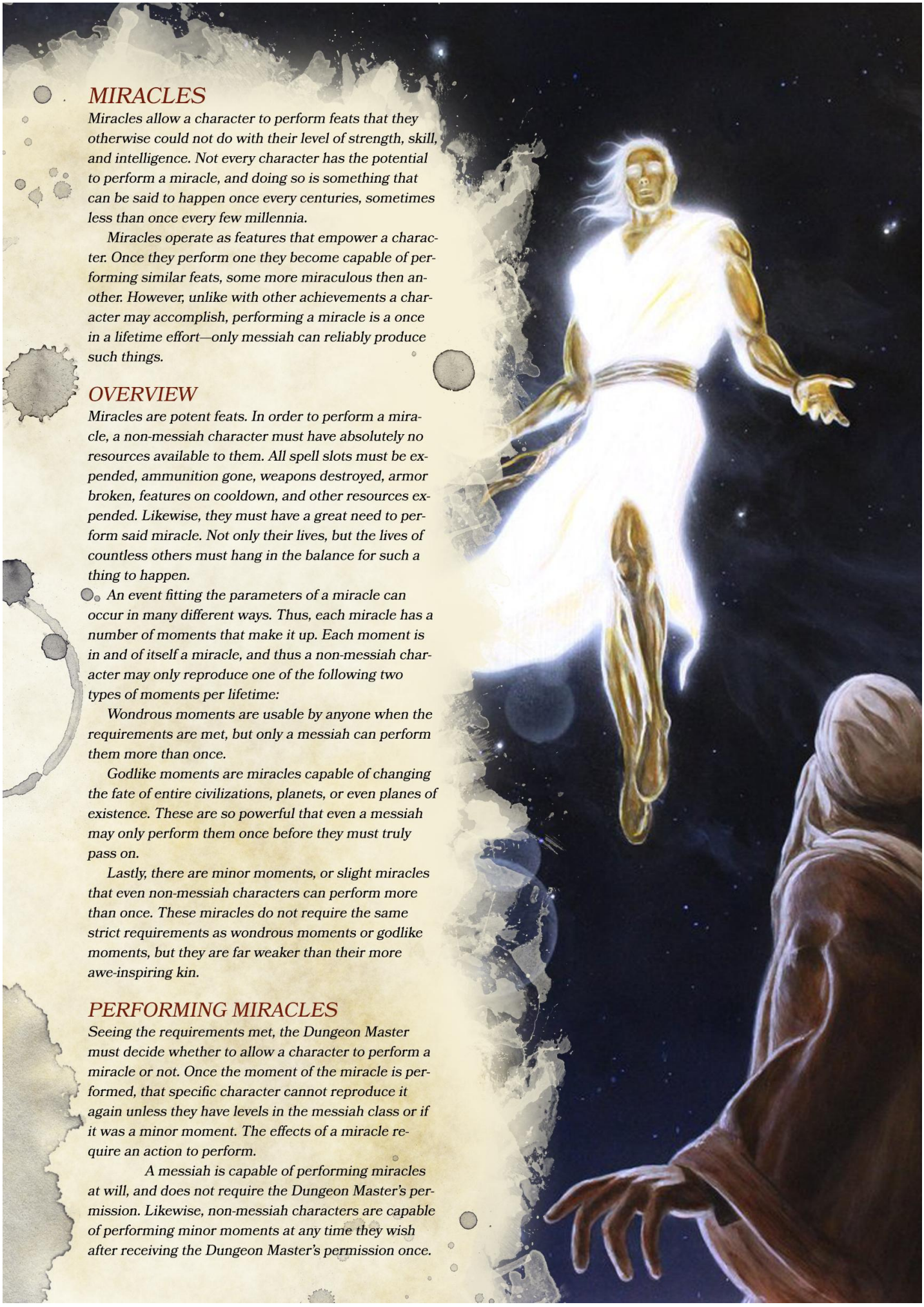
MAJESTY OF CREATION

Upon reaching the 5th level, you are capable of performing a single great feat of godlike proportions. When using a miracle, you are capable of invoking its godlike feature.

BEYOND THE BEYOND

Once you reach the 5th level, you are now a being that is directly controlled by your deity, beliefs, or guiding principles. When you hit 0 hit points, you only need one death saving throw to stabilize. Upon stabilization, you can choose to return to life with half your hit points intact. Once you use this feature, you cannot use it again until you complete a long rest.

Additionally, should you fail 3 death saving rolls, you do not die. Instead after 3d20 days you return to life at full hit points with no conditions or other negative effects plaguing you.



MIRACLES

Miracles allow a character to perform feats that they otherwise could not do with their level of strength, skill, and intelligence. Not every character has the potential to perform a miracle, and doing so is something that can be said to happen once every centuries, sometimes less than once every few millennia.

Miracles operate as features that empower a character. Once they perform one they become capable of performing similar feats, some more miraculous then another. However, unlike with other achievements a character may accomplish, performing a miracle is a once in a lifetime effort—only messiah can reliably produce such things.

OVERVIEW

Miracles are potent feats. In order to perform a miracle, a non-messiah character must have absolutely no resources available to them. All spell slots must be expended, ammunition gone, weapons destroyed, armor broken, features on cooldown, and other resources expended. Likewise, they must have a great need to perform said miracle. Not only their lives, but the lives of countless others must hang in the balance for such a thing to happen.

An event fitting the parameters of a miracle can occur in many different ways. Thus, each miracle has a number of moments that make it up. Each moment is in and of itself a miracle, and thus a non-messiah character may only reproduce one of the following two types of moments per lifetime:

Wondrous moments are usable by anyone when the requirements are met, but only a messiah can perform them more than once.

Godlike moments are miracles capable of changing the fate of entire civilizations, planets, or even planes of existence. These are so powerful that even a messiah may only perform them once before they must truly pass on.

Lastly, there are minor moments, or slight miracles that even non-messiah characters can perform more than once. These miracles do not require the same strict requirements as wondrous moments or godlike moments, but they are far weaker than their more awe-inspiring kin.

PERFORMING MIRACLES

Seeing the requirements met, the Dungeon Master must decide whether to allow a character to perform a miracle or not. Once the moment of the miracle is performed, that specific character cannot reproduce it again unless they have levels in the messiah class or if it was a minor moment. The effects of a miracle require an action to perform.

A messiah is capable of performing miracles at will, and does not require the Dungeon Master's permission. Likewise, non-messiah characters are capable of performing minor moments at any time they wish after receiving the Dungeon Master's permission once.



TYPES OF MIRACLES

THE MIRACLES OF FAITH

A miracle of faith occurs when a character has no other options before them, and no belief in themselves or the world around them. Instead, they put all of their trust and hopes into a power they consider above themselves. This can be an overarching belief, a deity, a king, or anything else they consider more capable then themselves.

A Second Chance (Minor moment). *When you fail an attack roll or a creature succeeds on a saving throw versus an effect you created, you can instead choose to critically hit or to make that creature critically fail. Once this miracle is performed, it cannot be done again until you complete a long rest, and it cannot be used again against that same creature.*

Moment of Grace (Minor moment). *When you are struck by an attack or fail a saving throw, you can enjoy a moment of grace. You suffer no ill effects on that turn. Once this miracle is performed, it cannot be done again until you complete a long rest. By expending a messiah spell slot you can reproduce this effect at will.*

Twist of Fate (Minor moment). *After completing a long rest and finding yourself unable to solve a problem you face, you gain advantage on all Wisdom and Intelligence checks regarding that problem for the next day. Once this miracle has been performed, it cannot be performed again on the same problem. By expending a messiah spell slot you can increase the duration of this effect by a number of days equal to the level of the spell slot expended.*

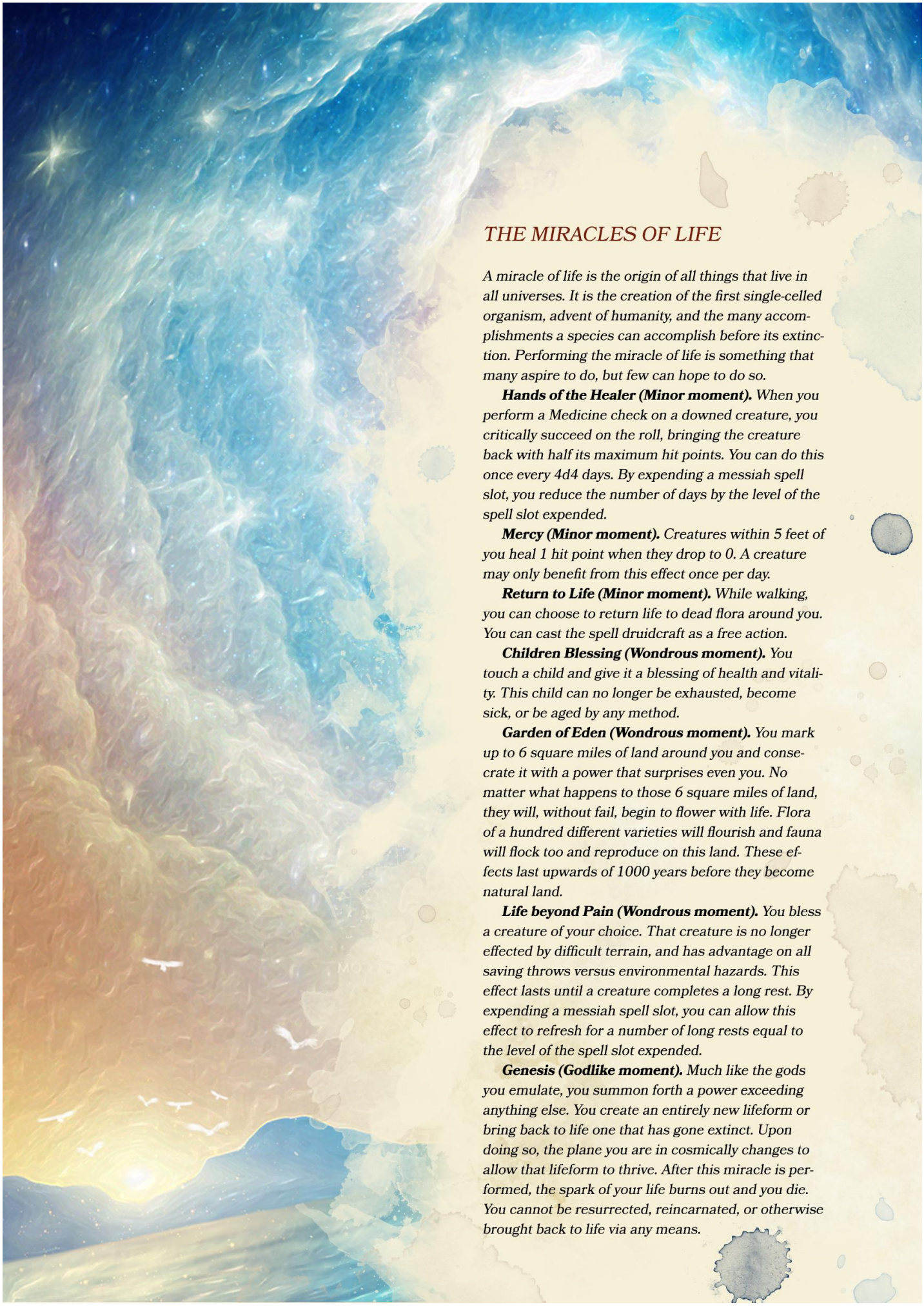
Eucatastrophe (Wondrous moment). *You give up all hope, leaving only your faith behind. A powerful creature of the Dungeon Master's choice appears, saving your life and removing you from the current situation, along with any other creatures of your choice. You must have met this creature before, or otherwise have some type of association with it.*

Prayer of Saving (Wondrous moment). *You stop everything you are doing and fall to your hands and knees, praying for something, anything to save you. You cast the wish spell, with the Dungeon Master determining the spell's effects. Once this miracle has been performed, it cannot be done so again.*

Through the Valley (Wondrous moment). *You designate a place you must reach no matter what. As long as you do not attack, perform spells, or perform any other hostile action, you cannot drop below 1 hit point while traveling to that place, no matter the distance and time it takes. Once this miracle has been performed, it cannot be done so again for 1d20 + 1 years.*

Deus Ex Machina (Godlike moment). *You give your body, mind, and spirit to a being, godlike or not, that you consider to be more important and more powerful than anything else you know. Making a prayer to this being, a magical replica of it manifests before you. It will perform any request you ask of it in exchange for you joining it in oblivion. The being then performs said request. Afterwards you die and can no longer be resurrected, reincarnated, or otherwise brought back to life through any effect.*





THE MIRACLES OF LIFE

A miracle of life is the origin of all things that live in all universes. It is the creation of the first single-celled organism, advent of humanity, and the many accomplishments a species can accomplish before its extinction. Performing the miracle of life is something that many aspire to do, but few can hope to do so.

Hands of the Healer (Minor moment). *When you perform a Medicine check on a downed creature, you critically succeed on the roll, bringing the creature back with half its maximum hit points. You can do this once every 4d4 days. By expending a messiah spell slot, you reduce the number of days by the level of the spell slot expended.*

Mercy (Minor moment). *Creatures within 5 feet of you heal 1 hit point when they drop to 0. A creature may only benefit from this effect once per day.*

Return to Life (Minor moment). *While walking, you can choose to return life to dead flora around you. You can cast the spell druidcraft as a free action.*

Children Blessing (Wondrous moment). *You touch a child and give it a blessing of health and vitality. This child can no longer be exhausted, become sick, or be aged by any method.*

Garden of Eden (Wondrous moment). *You mark up to 6 square miles of land around you and consecrate it with a power that surprises even you. No matter what happens to those 6 square miles of land, they will, without fail, begin to flower with life. Flora of a hundred different varieties will flourish and fauna will flock too and reproduce on this land. These effects last upwards of 1000 years before they become natural land.*

Life beyond Pain (Wondrous moment). *You bless a creature of your choice. That creature is no longer effected by difficult terrain, and has advantage on all saving throws versus environmental hazards. This effect lasts until a creature completes a long rest. By expending a messiah spell slot, you can allow this effect to refresh for a number of long rests equal to the level of the spell slot expended.*

Genesis (Godlike moment). *Much like the gods you emulate, you summon forth a power exceeding anything else. You create an entirely new lifeform or bring back to life one that has gone extinct. Upon doing so, the plane you are in cosmically changes to allow that lifeform to thrive. After this miracle is performed, the spark of your life burns out and you die. You cannot be resurrected, reincarnated, or otherwise brought back to life via any means.*



THE MIRACLES OF STRENGTH

A miracle of strength occurs when you somehow gather up the strength or power needed to overcome any obstacle in your path. Such feats occur when a person needs to lift something they otherwise could not, when they face an obstacle that they cannot possibly overcome, or when they gain a second wind that pushes them on despite having already been beaten down.

Beyond the Point (Minor moment). *When you fail a saving throw because of exhaustion you can reroll the throw and use the number rolled. Once this miracle has been performed, it cannot be done so again until you complete a long rest.*

Final Push (Minor moment). *Faced with something you could not otherwise move, you automatically critically succeed on a strength check to shove something, lift something, or move something before you. Once this miracle has been performed, it cannot be done so again until you complete a long rest.*

One More Time (Minor moment). *When you reach 0 hit points, you can use the fighter's second wind feature. Once this miracle has been performed, it cannot be done so again until you complete a long rest.*

In the Palm (Wondrous moment). *When a hostile creature attempts to escape, or should its somehow flee to another plane or location after hitting 0 hit points, you may extend your hand. The creature is trapped within the palm of your hand, reduced in size to tiny, and unable to escape until you decide to let it go. Once this miracle has been performed, you cannot do so again until you complete a long rest. A creature affected by this miracle cannot be effected by it again.*

Three Chances (Wondrous moment). *When facing a creature that is hostile towards you, you can perform this miracle and give them three chances to disengage and repent for their sins. On the third chance, you smite the creature, dealing 10d10 radiant damage to it. This damage is nonlethal. Once this miracle has been performed, it cannot be done so again until you complete a long rest.*

Versus Goliath (Wondrous moment). *Should you face a creature that is hostile towards you and at least two sizes larger then you, you perform a miracle that allows you to overcome your foe no matter the cost. The creature becomes vulnerable to all damage you do for 1 minute. By expending a messiah spell slot, you can deal an extra 1d6 damage to the creature every time you damage it. For every spell slot level expended above 1st, you add another 1d6 of damage. Once this miracle has been performed, it cannot be done so again.*

Sun Mover (Godlike moment). *Unable to defeat a creature or overcome an obstacle any other way, you reach towards the heavens to ask the cosmos for aid. You take temporary control of the orbit of the sun and stars, and as an action, should you be on a plane or planet, move them closer, further away, dampen or increase their heat and light output, and increase or decrease their size. Afterwards you yourself die, with your soul becoming a constellation in the night sky for that plane to see. You cannot be resurrected, reincarnated, or otherwise brought back to life via any means.*



ISHIM

The creature stood over corpses, it's hands dripping with blood, nude as this was the day it was born. A human man named Don Volkoz watched with wide eyes as the creature turned slowly, it's haunting gaze fixing on him in the silence of that cavern. It took slow, graceful, and almost weightless steps across the surface of blood, before it came to one knees before him, hand over the empty space where it's heart would rest if it had one, "I have completed my service to your greatest wish", it said. The man stuttered, peeled back against the rocky floor, "W-What are you?". It finally looked him in the eyes, a soft smile pulling at it's lips, "I am the creation of a pure wish, your wish to live another day, I have completed my service to you and will now leave". And just as suddenly as it appeared it left him there, having just been saved from certain death.

Many years later Don Volkoz was sitting alone at a table in an inn he frequented on his travels in search of that strange being that had saved his life. As fate would have it, there in that nameless inn, in the middle of nowhere, it strode in. He knew it the moment his eyes landed on her that she was the one and same he had encountered years before when he was a young man, but while he had aged and grown old, she remained unchanging. Her eyes found him, she seemed wiser there deep in her eyes. She gave him a curt nod before heading to her room at the inn.

Ishim are born into existance from a pure wish, or thought from their human creator's. It's usually at a moment before death, or desepration, some lonliness. Regardless the Ishim appears, and will serve their Human untill their wish is granted, some choose to never leave their human. Some do however and after which they disappear just as suddenly, traveling the world searching for new purpose for their immortal

BORN IN PURITY

With their strange and rather unusual births into existence, no two Ishim look the same. They are as diverse as their creators, ranging from beautiful cherub like beings with hollow bodies, to horrifying abominations with shadowy appearences. However most share light weight bodies, weighing much less then they appear, as if they were made of air, averaging about 45 to 85 pounds in their adult forms no matter how big they appear to be on the outside. They often share physical features of their creators, be it their eyes, skin color, or some other part, only their celestial origins distort it depending on the wish that was made.

ETERNAL WANDERLUST

Ishim will often server their human's till death, theirs or the master's, but in most cases they out live their counter-parts and find themselves wandering the world searching for new purpose in their immortal lives. Often regardless of their human creators, Ishim are highly neautral creatures, and only involve themselves if they feel a strong personal pull to a situation. While they are rare as a speices most greet them kindly, especially if they notice a lack of human master, knowing the creature is now cursed to a lonley existance, doomed to leave no foot print on the world.

A WISH FOR DEATH

Long ago at the begining of man, human that is, and the first Ishim were created some found in their long existance a wish for death after hundreds of years past. While they are immortal they can be killed just as a human can. It is said when a Ishim dies any whom witness are overwhelmed with hoplessness, for in their own right Ishim are angels, the guardian angels of man.

THE JOURNEY OF THE PERSISTANT

As much as death and sadness surrond the Ishim, they are in and of themselves a gentle and persistant race. As they journey after fullfilling a wish or outliving their counter part, they can often be found in military forces, religious establishments, or end up as wanderers. In their lives they feel a constant pull to do the one thing they were created for, if it be protection, companionship, or adventure. Those who face their immortanlity and find purpose in their lives often become leaders, teachers, or heros in their own right.



ISHIM NAMES

Ishim come into existance not remembering their own names, some remember then in time, others are named by their human counter parts, while a few end up naming themselves.

Male Names: *Azazel, Duhmah, Harut, Jophiel, Leliel, Muriel, Raziel.*
Female Names: *Ariel, Jehoel, Nakir, Nanael, Poyel, Sariel, Vehuel.*

UNCOMMON RACES

The Ishim are an uncmmon race and do not appear in society as much as other races. It is only known that a Ishim must server out a wish their creator made, but beyond this no one knows why or how the Ishim come to be. Even the Ishim do not know, or at least have not shared the knowlege with the rest of the world.

ISHIM TRAITS

Your Ishim character has a number of traits in commowith all other mogwai

Ability Score Increase. You may choose two ability scores to increase by 1.

Age. A Ishim reaches adulthood the moment they come into existence, they do not age but may be killed.

Alignment. Most Ishim are Chaotic Neutral. They seek to bond to the being that creates them and serve their purposes.

Size. Ishim average about 5 feet tall and weigh about 65 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Epoch: You are immune to having your age magically changed and advantage against all saves to prevent ability score decreases.

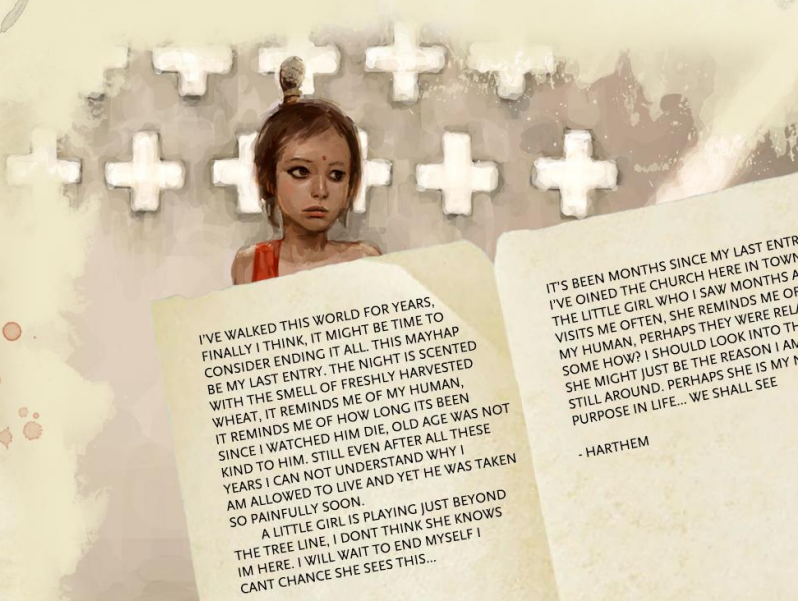
Nightmare Fuel: You have advantage on all Intimidate rolls..

Darkvision: You gain darkvision 60 feet.

Celestial Presence: You are able to cast bane once per long rest based. You use your Wisdom as your casting modifier for the purpose of that spell.

Languages: You can write,read, and speak Common, and Celestial.





I'VE WALKED THIS WORLD FOR YEARS, FINALLY I THINK, IT MIGHT BE TIME TO CONSIDER ENDING IT ALL. THIS MAYHAP BE MY LAST ENTRY. THE NIGHT IS SCENTED WITH THE SMELL OF FRESHLY HARVESTED WHEAT, IT REMINDS ME OF MY HUMAN, IT REMINDS ME OF HOW LONG ITS BEEN SINCE I WATCHED HIM DIE, OLD AGE WAS NOT KIND TO HIM. STILL EVEN AFTER ALL THESE YEARS I CAN NOT UNDERSTAND WHY I AM ALLOWED TO LIVE AND YET HE WAS TAKEN SO PAINFULLY SOON.
A LITTLE GIRL IS PLAYING JUST BEYOND THE TREE LINE, I DONT THINK SHE KNOWS IM HERE. I WILL WAIT TO END MYSELF I CANT CHANCE SHE SEES THIS...

IT'S BEEN MONTHS SINCE MY LAST ENTR
I'VE OINED THE CHURCH HERE IN TOWN
THE LITTLE GIRL WHO I SAW MONTHS A
VISITS ME OFTEN, SHE REMINDS ME OF
MY HUMAN, PERHAPS THEY WERE REL
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SHE MIGHT JUST BE THE REASON I AM
STILL AROUND. PERHAPS SHE IS MY N
PURPOSE IN LIFE... WE SHALL SEE

- HARTHEM



THE LANCE OF LONGINUS



CROWN OF THORNS



ROD OF REPENTANCE

MAGIC ITEMS

ROD OF REPENTANCE

Weapon (club), uncommon

The Rod of Repentance is a powerful tool created by those that know of Angels, have encountered them, or whom have been guided by the Supreme Plan to fashion them. These rods, silvery in color and no more than 2 feet in length, are powerful relics meant to literally beat the sin out of someone's soul. When you strike a hostile creature, or a creature that has somehow offended you, the rod becomes a +1 weapon, is considered magical, and deals an extra 2d10 bludgeoning damage to them. If the creature has especially sinned, such as having killed someone recently or committed some other grave crime, they are vulnerable to the bonus bludgeoning damage dealt by this rod.

CROWN OF THORNS

Wondrous item, rare

Given to messiah or other souls chosen by the angels, the crown of thorns is a symbol to all who see it—a symbol of humility and, thusly, divinity. While you wear the crown, your AC is reduced by an amount equal to your Wisdom modifier. You then gain resistance to all types of damage, as well as advantage on all saving throws that could cause you bodily or mental harm.

THE LANCE OF LONGINUS

Weapon (lance), legendary (requires attunement)

A powerful spear that is said to have killed messiah and angel alike, the Lance of Longinus is a legendary spear said to be capable of skewering impossible foes. While wielding this lance it is considered a +3 magical weapon and all creatures struck by the lance are considered vulnerable to damage done by the lance.

When a creature you are fighting is struck by this lance, and the creature is has any cleric, paladin, or messiah levels, or if the creature has the celestial tag, you can critically strike on 18-20 versus that creature. A creature that has been hit by a critical strike through this method by this lance is rendered incapacitated until the end of its next turn.

ISRAFEL'S TRUMPETS

Wondrous item, legendary (requires attunement)

A gift from the angels themselves, this trumpet is said to be the one that heralds the resurrection of a messiah, as well as the beginning of the end of days. There are 72 trumpets that exist. A messiah must blow on a different one for every level it wishes to gain, up to 5, as a messiah.

When a trumpet is blown you can choose to cast one of the following spells once per day: control weather, earthquake, insect plague (at 9th level), meteor swarm, or storm of vengeance. Once a spell is cast by a trumpet, it cannot be cast again with that trumpet.

A PAGE FROM AZRAEL'S BOOK

Wondrous item, legendary

A page from Azrael's book, he who is the Angel of Death. This page contains the name of 1d100 creatures of the DM's choice, as well as their times of death and their methods of passing organized into 1 line a creature. You may spend 10000 gold pieces in material to edit any one line on this page. For example, you could turn Orc Bob's date of death to today, and he will die that day with the passing that you choose for him.

Once you write on this page, your lifespan reduces by 1d20 years. If you are a creature with a longer than normal lifespan, your life span is reduced to 60 years.

BOWL OF MATARIEL

Wondrous item, legendary

A bowl of blue-dyed bone, it is said that any water put into it shall become the pure tears of Matariel, the Angel of Rain. When you drink water from this bowl, you restore 15d6 hit points, are healed of any madness, lingering wounds, or other conditions placed onto your character, and are purified of all curses.

Once you drink from this bowl, you may not do so again without reducing your lifespan by 1d20 years. If you are a creature with a longer than normal lifespan, your life span is reduced to 60 years.

TORCH OF URIEL

Weapon (torch), legendary

It is said that this torch was lit by the heat of Uriel's head, he who is Angel of Flame. This torch radiates as if the daylight spell was cast on it. When you strike a creature with this torch, they must succeed on a DC 18 Constitution saving throw. On a failure, their spirits are ignited, and they die in 1d8+1 turns as their souls are rendered to ash.

When you first gain the Torch of Uriel, it burns closer to your hand with every passing day. You have 1d20 days before the torch burns itself out. For every creature you strike with the Torch of Uriel, the days are reduced by 5. If you reduce the amount of days to 0 through this method, the Torch of Uriel burns you as well. On a failure versus a DC 18 Constitution saving throw, your spirit is ignited, turning you to dust in 1d8+1 minutes.

METAMAGIC

At the 3rd, 10th, and 17th levels, when choosing metamagic feats, you have access to the options presented here.

ASCENDANT SPELL

When you cast a spell, you can choose to spend a number of sorcery points equal to the spell's level + 1 to increase it to the next spell level.

JUDGING SPELL

When you cast a damaging spell of 1st level or higher, you can choose to spend a number of sorcery spells equal to twice the spell's level to make the creature vulnerable to the type of damage the spell deals.

RIGHTEOUS SPELL

When you cast a spell of 1st level or higher, you can choose to spend a number of sorcery spells equal to half the spell's level (minimum 1) and do an amount of radiant damage equal to your sorcerer level.

ZEALOUS SPELL

When you cast a spell and make a spell attack role, you may spend 3 sorcery points to grant yourself advantage on the attack role.



PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. When choosing, you can instead choose the option below.

PACT OF THE SHROUD

Your patron gives you a mystical shroud. Using your action, you can manifest the shroud, summoning from the aether to cover you. The shroud disappears if it is away from your persons for more than 1 minute. It also disappears should you choose to dispel it.

While wearing the shroud you can add half of your Charisma modifier (minimum 1) to your AC. Additionally, it grants you advantage on all Knowledge skill checks.

ELDRITCH INVOCATIONS

ANGEL'S SIGHT

You can tell when a creature is lying to you by looking at them, and have true sight within 5 feet.

BORNE AWAY BY ANGELS

Instead of making death saving rolls, you can choose to stabilize yourself as your patron sends servants down to ensure your life. You cannot be healed, attacked, or otherwise effected in any way for 1 minute. Afterwards you cannot use this feature again for 1 week.

DO NOT FEAR

YOU GAIN THE FOLLOWING cantrips added to your cantrips known list: prestidigitation and thaumaturgy.

SHADOW OF THE VALLEY OF DEATH

Prerequisite: 18th level, Pact of the Shroud feature
While wearing your shroud, you can cast etherealness once per day on yourself without using spell slots or components.

THE MESSIAH'S SHROUD

Prerequisite: Pact of the Shroud feature
Your shroud radiates with the power of your patron. You can create dim light around you or lower lights to dim around you within 5 feet. Additionally, you can choose to cast invisibility, daylight, or darkness without using a warlock spell slot or spell components once per day.

UNENDING SERVITUDE

You age 10 years less for every year you age, increasing your mortal lifespan.

VOICE OF GREATER POWER

Prerequisites: 7th level
You gain the power to cast command without using a spell slot.



PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here.

TOTEM SPIRIT

These totems are available to you when you choose a totem animal at level 3rd level.

Ram. *While raging, if you make an attack after moving at least 15 feet in a straight line, you can use the Shove action as a bonus action. The spirit of the ram empowers your charges.*

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Ram. *While raging, you can climb at your full movement speed, and can fall up to 20 feet without taking damage. The spirit of the ram empowers your feet like hooves.*

TOTEMIC ATTUNEMENT

These totems are available to you when you choose a totem animal at 14th level.

Ram. *While raging, you have immunity to being knocked prone, and have advantage on saving rolls and skill checks that use Strength of Dexterity. The spirit of the ram makes you sure footed and strong of limb.*

