

OBSIDIAN APOCALYPSE: LORDS OF EVIL



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ASI MAGNOR

Sheathed in fragrant wrappings and armored by magic and sheer age, the undead emperor Asi Magnor conquered the world both before his death and after. He radiates malevolence and power, desiring to clutch the world in his claw-like hands or to crush it beneath his sandaled feet.

BACKGROUND

Asi Magnor was born into a long and unbroken line of kings in the desert kingdom of Shaan. Shortly before the Cataclysm, the Shaan were known as a peaceful and cosmopolitan people with ornate and elaborate death rituals. In the time of Asi Magnor, though—some three thousand years before the Cataclysm—they were a war-like people with great command of magic.

When Asi Magnor ascended to the throne of the Shaan Empire, he levied an enormous army from their mountain cities and set out to conquer new lands for the Empire. Magnor proved an immensely powerful warrior-priest and a talented, if brutish, commander. Land after land fell to the Shaan until they held nearly the entire known world under their dominion.

While the emperor bled his client states dry, his empire took slaves in enormous numbers. Magnor's harem swelled with thousands of concubines and wives, who gave him innumerable heirs. His children interbred with the many peoples of the world and returned, once grown, to their "native" lands to act as rulers in Asi Magnor's stead.

After a time, Asi Magnor sought to conquer the only thing left opposing him: death itself. The Shaan held long traditions of elaborate death rituals and often raised undead to guard their fabulous necropolis. To return as some husk did not appeal to Magnor—he wanted to live forever—so he bent his will toward rejecting undeath for some other path.

At this he failed, time and again. Approaching death, Magnor in his bitterness took his legions with him into his grand necropolis. None returned; all were interred with him as he died—legions of the dead to protect the greatest and richest tomb ever conceived.

When the Cataclysm struck and the great meteor fell from the sky, Asi Magnor—who had once rejected the idea of his own undeath—rose from the grave. With him came also the warrior kings interred elsewhere, along with their servants, their soldiers, their wives and concubines, their horses, and everything once living contained in their tombs. The sacred geometry of the necropoli amplified the energy of the meteor, driving the legions of the dead to pour from their tombs under the command of Asi Magnor. To swell the ranks of their armies, the dead wiped out any Shaan still living—an

easy task, as they had grown weak and scholarly in the intervening millennia.

Asi Magnor, once dismissive of undeath, now embraced it and reveled in the enormous power he felt surging through his dry and creaking flesh. He raised his sword and pointed it out at the world, unleashing his legions on a land already battered and half destroyed. Overrunning nation after nation and slaughtering anyone and everyone he saw, the mummy sought to claim the world in a new empire as he had held it in life.

At first, any resistance was weak and futile. After some time, though, the vampire lich Calix Sabinus organized an alliance to stand against Magnor's legions. Though frustrated over and again in his battles, Asi Magnor continued to grind down his enemies. Then everything changed. Coming into his full power, Calix Sabinus led a counterattack, fuelled by arcane magic and an embrace of undeath. Neither of these forces could Asi Magnor fully comprehend, rooted in the divine as he was and still not accepting in his heart of hearts that he was undead.

Calix Sabinus defeated Asi Magnor in his own necropolis city, striking him down and cutting him into pieces, which were then burned into ashes and scattered to the winds.

Since the mummy emperor's death, a succession of ancient warrior kings, wives, and concubines have squabbled over the wreckage of his mountain kingdom. Even so, rumors abound that Asi Magnor was not completely destroyed, that his ash is reforming, that rituals can revitalize him, that his withered organs in their jars still beat and pulse, and that the great priest-king may yet return to reclaim his empire with a fresh army and a new appreciation of death and the power it holds.

Meanwhile, cults of the dead seek the truth in these rumors, either to exercise power over his spirit and remains or to prevent his rise, should the talk turn out to be true.

In the ruins of Shaan Saa Halaan, the once-and-again first concubine of Asi Magnor appears to be gaining the upper hand in claiming his legacy. And so, though the Empire is broken, the lands and mountains of the Shaan may rise to be a threat once again...

ASI MAGNOR

Asi Magnor, the Mummy Emperor

Medium undead, lawful evil

Armor Class 21 (Natural Armor)

Hit Points 386 (36d8 + 224)

Speed 25 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	24 (+7)	17 (+3)	24 (+7)	18 (+4)

Saving Throws CON +14, INT +12, WIS +16, CHA +13

Skills Athletics +14, History +12, Intimidate +13, Perception +16, Religion +12, Sense Motive +16



Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Truesight 60 feet, Passive Perception +26

Languages Common, Abyssal, Celestial, telepathy 120 ft.

Challenge 30 (155,000 XP)

Aura of Despair. Each living creature within 90 feet of him and aware of Asi Magnor must succeed on a DC 23 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 with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Asi Magnor's Aura of Despair for the next 24 hours.

Eyes of Darkness. Magical darkness doesn't impede Asi Magnor's darkvision.

Legendary Resistance (3/Day). If Asi Magnor fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Asi Magnor's weapon attacks are magical.

Rejuvenation. If destroyed, Asi Magnor gains a new body in 24 hours if its heart is intact, regaining his hit points and becoming active again. The new body appears within 5 feet of Asi Magnor's heart.

Spellcasting. Asi Magnor is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). Asi Magnor has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy, sacred flame, spare the dying*

1st level (5 slots): *bane, bless, command, detect magic, inflict wounds, protection from evil and good*

2nd level (4 slots): *blindness/deafness, enhance ability, hold person, silence*

3rd level (4 slots): *animate dead, bestow curse, magic circle, protection from energy*

4th level (3 slots): *banishment, freedom of movement, guardian of faith*

5th level (2 slots): *contagion, flame strike, insect plague*

ACTIONS

Multiattack. Asi Magnor can use his Dreadful Glare and make three melee attacks with his rotting fist or with Severance.

Rotting Fist. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 17 (5d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Severance. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 16 (3d10) necrotic damage. A creature dropped to 0 hit points by this weapon cannot be raised or resurrected by any magic short of a *wish*. In addition, the creature cannot rise as undead under any circumstance.

Dreadful Glare. Asi Magnor targets one creature it can see within 60 feet of him. If the target can see Asi Magnor, it must succeed on a DC 23 Wisdom saving throw against this magic or become frightened until the end of Asi Magnor's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of any mummy, including Asi Magnor.

LEGENDARY ACTIONS

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

Attack. Asi Magnor makes one attack with his rotting fits or uses his Dreadful Glare, or he makes one attack with his sword and uses his Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around Asi Magnor. Each creature within 5 feet of him must succeed on a DC 23 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Asi Magnor utters a blasphemous word. Each non-undead creature within 10 feet of him that can hear the magical utterance must succeed on a DC 23 Constitution saving throw or be stunned until the end of Asi Magnor's next turn.

Channel Negative Energy (Costs 2 Actions). Asi Magnor magically unleashes negative energy. Creatures within 60 feet of him, including ones behind barriers and around corners, can't regain hit points until the end of Asi Magnor's next turn.

Touch of Darkness. Asi Magnor surrounds a creature he can see within range with shadows and darkness. The target must make a DC 23 Wisdom saving throw or become blinded. The effect lasts until the end of Asi Magnor's next turn.

Touch of Evil. If Asi Magnor hits a creature with a melee weapon attack, he can cause the target to become poisoned. This effect lasts until the end of Asi Magnor's next turn.

Whirlwind of Sand (Costs 2 Actions). Asi Magnor magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to his normal form. While in whirlwind form, Asi Magnor is immune to all damage, and he can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Asi Magnor remains in his possession.

Asi Magnor carries two magic items of significant power:

Severance. A great, two-handed sword with a blade shaped like a crescent moon, similar to an enormous sickle, and made of magical bronze. Once wielded in the service of the Shaan sun god, it has now been corrupted to the service of the Night Serpent Who Bounds the Void. The blade counts as a +2 weapon in normal circumstances and a +3 weapon against otherworldly creatures such as ghosts or those from other planes. It is said that Severance cuts your soul as well as your body, slaying you in two worlds. Those killed by it cannot be resurrected and they do not rise as undead.

Crook of Rule. Once a symbol of life and justice, the crook of rule now serves to raise the dead as warriors. The staff has 7 charges and regains 1d6 expended charges daily at dawn. While wielding the staff, the user can use an action to cast *animate dead* (1 charge per use). In addition, the wielder can use an action to cast *protection from good and evil* without using a charge.

CALIX SABINUS

Wings spread, maw agape, sheathed in leather and gold, and spun from the blood of thousands stands Calix Sabinus, god-emperor of the undead lords, bringer of death, destroyer of angels, a power before the Cataclysm, a tyrant after.

BACKGROUND

Calix Sabinus was born before the Cataclysm to a family of minor nobles in the city of Aos on the island of Kathar, capital of the Xeres Islands, now the Xeres Mountains. Calix was an unremarkable third son, marked only by his above-average intelligence. Calix's father funded the boy's education with a mind to pawing him off upon the priesthood after a time, though religion was by no means to Calix's interests.

Rebelling against his father's intentions, Calix fell in with a bad crowd of younger second and third sons from other noble families. He soon took to neglecting his lessons, preferring to drink, carouse, and involve himself in these noble scions' patronage of magicians, alchemists, and other workers of the arcane.

Influenced by these fumbling explorations, Calix scandalized his family by deciding to study arcane magic rather than

going silently into the priesthood. In response, his family disinherited him. Beggared though he was, he displayed a propensity for magical ability strong enough for him to progress quickly as a collegiate wizard—until this too he ruined by intently studying the forbidden practices of necromancy.

Because of his illegal studies, the college cast Calix out in disgrace. Though impoverished—now financially as well as ethically—he continued to indulge himself. By taking out credit and spending it at a fantastic rate, Calix purchased corpses on which he experimented and threw himself into Aos drinking holes and whorehouses with uncommon enthusiasm.

It was during one such sojourn into Aos' underside that he met Sabine, an alluring and sophisticated woman from the distant northern islands. Calix was enchanted by her. More important to him, though, was that she funded his necromantic studies so they could continue unabated. She even supplied a great many rare tomes for him to explore, driving him to understand the magic of death all the greater.

In time, Sabine revealed the reason for her enthusiastic interest in the dark arts. She was a vampire—and she needed him to find a cure for her condition. He was torn: his studies had twisted his mind and he had become obsessed by undeath and immortality, but here was the woman he loved rejecting the very things he sought. Their argument raged and Sabine nearly killed Calix, but the scholar finally relented. Parting company with the woman, he promised to search for a cure.

When his love returned to him two years later, Calix swore that he had found how to restore her mortality, and so they renewed their relationship. However, he soon revealed the steely core of treachery and self-interest that would serve him so well in later years. Once he lured her into his laboratory, he rendered her helpless with magics. Taking her blood, Calix turned himself undead—becoming all that he had ever wished to be—before he destroyed her.

Destroying the woman he loved to gain eternal life drove out all compassion and empathy left in Calix, and so he began taking revenge on those he felt had slighted him. He cut a swathe through his noble household of birth, killing his parents and his brothers—leaving himself the only heir to the family's estates and fortune, both of which he duly inherited—before turning his ruthless attentions upon the masters of his former college. Following this rage, Calix secluded himself, content to study forbidden magic as he had before while maintaining a base of adherents he could feed on.

The Cataclysm brought an end to his life in the shadows. As the skies burned and ash fell, the people he had controlled began to die in droves. Needing a steady supply of blood, Calix soon found himself in the peculiar position of working to preserve the lives of those cattle. He used artifacts and magic to raise legions of the undead, compelling them to shore up the city and till the ground tirelessly for what



meager crops could be gathered. Those who threatened his lands—whether refugees, scavengers, bandits, or rivals—soon faced armies of dead.

In time, Calix Sabinus became an unlikely hero in the rebellion against Asi Magnor's imperial ambitions by heading an army of mortals and undead alike. While a cunning and deadly fighter, Calix couldn't take on Magnor's armies in a full frontal assault. Realizing this, he turned toward defense to give himself time enough to complete his magical studies. With his forces beaten back almost to his stronghold, Calix reemerged—transformed once again by magic, this time into the first and only vampiric lich. Nearly as powerful as a god, the lich led his desperate army to annihilate Asi Magnor's forces in a final victory.

Since that victory, Calix Sabinus has withdrawn with his brood into his castle-laboratory in the mountain city of Aps. Leaving the undead lords to squabble and fight as they wish, he now concentrates his studies and efforts on his next transformation, whatever that might be...

CALIX SABINUS

Medium undead, lawful evil

Armor Class 19 (Natural Armor)

Hit Points 378 (36d8 + 216)

Speed 30 feet, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	22 (+6)	18 (+4)	17 (+3)	22 (+6)

Saving Throws DEX +14, WIS +12, CHA +15

Skills Athletics +14, Intimidate +15, Perception +12, Sense Motive +13, Stealth +14

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Blindsight 60 feet, Truesight 60 ft., Passive Perception 22

Languages Common, Celestial, Infernal, Elven, Dwarven, Draconic

Challenge 30 (155,000 XP)

Aura of Despair. Each living creature within 60 feet of him and aware of Calix Sabinus must succeed on a DC 23 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 with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Calix Sabinus's Aura of Despair for the next 24 hours.

Legendary Resistance (3/Day). If Calix Sabinus fails a saving throw, he can choose to succeed instead.

Magical Resistance. Calix Sabinus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Calix Sabinus's weapon attacks are magical.

Misty Escape. When he drops to 0 hit points outside his resting place, Calix Sabinus transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While Calix Sabinus has 0 hit points in mist form, he can't revert to vampire form; he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Rejuvenation. If Calix Sabinus is destroyed yet has his phylactery, he gains a new body in 1d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Regeneration. Calix Sabinus regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Calix Sabinus takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Shapechanger. If Calix Sabinus isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Calix Sabinus can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Calix Sabinus can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Spider Climb. Calix Sabinus can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turn Resistance. Calix Sabinus has advantage on saving throws against any effect that turns undead.

Vampire Weaknesses. Calix Sabinus has the following flaws:

Forbiddance. Calix Sabinus can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. He takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into his heart while he is incapacitated in his resting place, Calix Sabinus is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Calix Sabinus takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Spellcasting. Calix Sabinus is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward, chill touch, frostbite, mage hand, message*

1st level (4 slots): *burning hands, charm person, false life, magic missile*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement, scorching ray*

3rd level (3 slots): *animate dead, bestow curse, fireball*

4th level (3 slots): *black tentacles, dimension door, fire shield*

5th level (3 slots): *cone of cold, enervation, wall of force*

6th level (2 slots): *circle of death, create undead*

7th level (2 slots): *finger of death, teleport*

8th level (1 slot): *horrid wilting*

9th level (1 slot): *meteor swarm*

REACTIONS

Piercing Gaze. If a creature comes within 30 feet of Calix Sabinus, he can turn his gaze on them. The target must make a DC 23 Wisdom saving throw or become frightened until the end of Calix's next turn.

ACTIONS

Multiattack. Calix Sabinus makes three attacks, only one of which can be a bite attack. Alternatively, he can make three attacks (only one of which can be a bite attack) and use his Charm power.

Paralyzing Touch (Vampire Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) necrotic damage. Instead of dealing damage, Calix Sabinus can grapple the target (escape DC 24). In addition, the creature struck must make a DC 23 Constitution saving throw or become paralyzed. The affected creature can roll this save again at the end of each of its turns, with success ending the effect.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 14 (3d6 + 4) piercing damage plus 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Calix Sabinus regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground

risers the following night as a vampire spawn under his control.

The Burning Blade (Vampire Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) fire damage.

Charm (Vampire Form Only). Calix Sabinus targets one humanoid he can see within 30 feet of him. If the target can see the vampire, the target must succeed on a DC 23 Wisdom saving throw against this magic or be charmed by Calix Sabinus. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes his requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time Calix Sabinus or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Calix Sabinus is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Calix Sabinus magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, he can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as his allies and obeying his spoken commands. The beasts remain for 1 hour, until Calix Sabinus dies, or until he dismisses them as a bonus action.

Spell Critical (Vampire Form Only). Whenever Calix rolls a critical hit with a melee or ranged spell attack, he can then cast another spell as a bonus action that same round. This second spell must include the target of the critical hit as one of its targets or within its area of effect.

LEGENDARY ACTIONS

Calix Sabinus 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 vampire regains spent legendary actions at the start of its turn.

Cantrip. Calix Sabinus casts a cantrip.

Move. Calix Sabinus moves up to his speed without provoking opportunity attacks.

Paralyzing Strike. Calix Sabinus makes one Paralyzing Strike.

Bite. Calix Sabinus makes one bite attack.

Calix Sabinus carries several magic items worth noting:

The Burning Blade. Crafted from a single piece of obsidian and infused with necromantic energy, the Burning Blade is a *flame tongue* sword. In addition, anyone slain by Burning Blade rises as a skeleton under the control of the wielder, their bones scorched black by the unnatural fire.

Fallen Angel Wings. This pair of great bat wings was permanently implanted into Calix Sabinus' back using dark sorcery. Some even claim they are Zebadiah's wings, morphed and preserved using necromancy. They can be concealed as a cloak of black feathers or activated to spread as great bat wings. The wings give Calix a fly speed of 60 feet.

Figurine of Wondrous Power, Ebony Fly.

The Undying Eye. In his fortress laboratory, Calix maintains a perfect sphere of necromantic obsidian, six feet in diameter. In its depths he can scry at great distances with almost undefeatable power. The undying eye is considered to be a crystal ball with *see invisibility*, *telepathy*, *true seeing* and *detect thoughts*.

REIKENJO, THE FIRST

This monstrosity of flesh has myriad dripping tentacles that seem to writhe of their own accord. At the heart of this mess of viscera is the vague form of a man, his eyes gleaming with hatred and dark cunning.

BACKGROUND

When the Shaper Virus began to spread among the people of Abaddon, some scholars and churgeons began to speculate on its beginning. There had to be an origin for the infection—a first victim, there had to be a patient zero.

Reikenjo was supposedly the first human exposed to the Intruder, the meteor that introduced the Shaper Virus contagion. As the tale goes, he had been fishing at the time the meteor hit, and was blown to shore by the impact. He landed in a tangled heap, his body shattered by the catastrophe. Somehow, he managed to drag himself back to his village. Though the village healers set his broken bones, Reikenjo continued to complain of pains in his arms and neck. He also suffered from a fever that could not be broken, and frequently fell into delirious sleeps where he would babble in a strange tongue. Physicians confined him to bed, telling him all he needed was rest. The infection spread slowly, with Reikenjo exhibiting only the most superficial of signs. Over time his hair fell out, and numerous disturbing growths began to appear on his body. Specialists were called in, but even the best magical healers made no progress in curing the man. Instead, more villagers began to exhibit similar symptoms.

Eventually, Reikenjo was in desperate need of aid. The greatest churgeons flocked to the site, eager to prove themselves, and clerics were on hand to lend magical aid. Eager villagers crowded the makeshift hospital, desperate to see an end to the contagion that was rapidly promising to be their death. As the first scalpel touched the victim's flesh, a writhing tentacle burst out to grab the nearest physician by the neck, burning his flesh with dripping acid and slamming the man deep into a nearby wall. Within a few short minutes,

everyone in the room had been torn to shreds. The patient seemed to be everywhere at once, tearing men apart with both his tentacles and blasts of sorcery.

The hospital was quickly turned into a charnel house, blood and gore coating every surface. The villagers huddled outside were too scared to intervene, refusing to enter until a cloaked figure was seen fleeing into the night. Eventually, most of the villagers were overcome by curiosity and entered the site of the ill-omened surgery. Most of them grew sick shortly thereafter, leaving nothing behind. The name of the original village has long since been forgotten, lost in the caverns of time. Such are the origins of the Shaper Virus, at least according to popular legend.

The monstrous Reikenjo displays a unique trait among the sufferers of the Shaper Virus. He alone seems to have kept some semblance of intelligence, though most people no longer believe that his mind is his own. His sorcerous powers seem evidence enough that something from the meteor crash must have inhabited the body of the poor fisherman. He is known to be able to take on his original form—a man of simple means who shows only the faintest symptoms of some kind of infection. In this guise he enters unsuspecting settlements, limping and seeming somewhat ill. When the locals try their best to heal the poor soul, he unleashes his true nature. Wringing the necks of any within tentacle reach, he leaves the town a ruin of contagion. So it is that Reikenjo has become something of a bogeyman in a world full of nightmares—a rare feat, indeed.

The most disturbing part of Reikenjo's tale is that the settlements he picks do not seem entirely random, though they do not conform to the planning of any mortal creature. Some villages he passes over entirely; others he skips, allowing a brief respite before he doubles back to infect them. As more and more towns succumb to the Shaper Virus, some scholars are beginning to note a disturbing pattern. When plotted, the eldritch nature of the sign formed by the fallen settlements is enough to drive even the undead nobles and fierce infernals of Abaddon to take notice and quiver with fear.

REIKENJO, THE FIRST

Reikenjo the First

Medium aberration, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 460 (40d8 + 280)

Speed 30 feet, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	14 (+2)	17 (+3)	24 (+7)

Saving Throws DEX +13, WIS +12, CHA +16

Skills Athletics +15, Intimidate +16, Perception +12

Damage Resistances Fire

Damage Immunities Cold, Lightning, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Blindness, Deafness, Frightened, Poisoned



Senses Darkvision 120 ft., Passive Perception 22

Languages Common, Abyssal, Infernal

Challenge 30 (155,000 XP)

Amorphous Anatomy. Reikenjo's bizarre anatomy defies logic, making it difficult for others to deal lasting damage. Reikenjo is immune to any spell or effect that would alter his form. In addition, as a reaction Reikenjo can turn a critical hit against him into an ordinary hit.

Infectious Blood. Creatures that score a melee critical hit against Reikenjo must make a DC 23 Dexterity saving throw or be sprayed with his infectious blood, subjecting them to the Shaper Virus.

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

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

Magic Weapons. Reikenjo's weapon attacks are magical.

Regeneration. Reikenjo regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Reikenjo dies only if he starts his turn with 0 hit points and doesn't regenerate.

Shapechanger. Reikenjo can use his action to polymorph into a Small or Medium humanoid it has seen, or back into his true form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Shaper Virus. If Reikenjo strikes a creature with his tentacle attack, or a creature is struck by his infectious blood, they must make a DC 23 Constitution saving throw or contract the Shaper Virus. This virus is immune to *lesser restoration*, *greater restoration*, and the paladin's lay on hands class feature when used to cure disease. Only a *wish* can cure this infection.

Victims cured of the virus cannot take Infected feats; however, cured characters do not lose Infected feats they have already taken. See the Shaper Virus section for more details on its effects.

Spellcasting. Reikenjo is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *blade ward*, *gust*, *mage hand*, *poison spray*, *shocking grasp*

1st level (4 slots): *magic missile*

2nd level (3 slots): *blur*, *scorching ray*

3rd level (3 slots): *fireball*, *hold person*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *dominate person*

6th level (2 slots): *disintegrate*, *mass suggestion*

7th level (2 slots): *teleport*, *whirlwind*

8th level (1 slot): *dominate monster*

9th level (1 slot): *power word kill*

ACTIONS

Multiattack. Reikenjo can make 8 tentacle attacks and cast one spell with a casting time of 1 Action or quicker.

Tentacle Strike. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage. The target is grappled (escape DC 25). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. Reikenjo cannot use the same tentacle on another target. In addition, the target must make a DC 23 Constitution saving throw or become infected with the Shaper Virus.

Maw of Madness. One living creature of Reikenjo's choice he can see within 120 feet must make a DC 23 Wisdom saving throw or become charmed. The charmed creature must use its action before moving on each of its turns to make a melee attack against a creature other than itself that Reikenjo mentally chooses. The target can act normally on its turn if Reikenjo chooses no creature or none are within the reach of this power.

On subsequent turns, Reikenjo must use his bonus action to control his target or the effect ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, this effect ends.

REACTIONS

Reflective Strike. When Reikenjo is hit by a melee attack, he can use his reaction to make a tentacle strike at his attacker with advantage on the roll.

LEGENDARY ACTIONS

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

Reikenjo regains spent legendary actions at the start of his turn.

Attack. Reikenjo makes one tentacle attack.

Cantrip. Reikenjo casts a cantrip.

Crush. Reikenjo automatically inflicts 20 (4d6 + 6) bludgeoning damage against one creature it has grappled with a tentacle.

THE ANGEL ZEBADIAH

Half beautiful, half monstrous, the angel Zebadiah bears the scars of his losses and defeats down one side of his body, which is stripped back to burnt and blackened musculature,



like a diagram in some wizard's book on the anatomy of the dead. Zebadiah's eyes gleam with the feral anger of a caged animal, as though he paces back and forth in his mind, confined to a hellish reality even as he is accustomed to soaring between the planes. While Zebadiah is a hero, the closest many will ever get to the gods again, he scares you...

BACKGROUND

Zebadiah arrived on Abaddon seventy-five years ago from his own plane, where he labored in the service of a god of justice and law. He has since been trapped, as have many other planar creatures.

Finding a dark and devastated world, Zebadiah immediately set out to create havens of peace and tranquility, to restore the land and the people to dignity. He failed again and again, though, outnumbered by the forces of darkness, death, and evil and stymied by a broken-spirited populace beyond hope of saving.

The terrible necessities of life on Abaddon ground down Zebadiah, now cut off from his god and much of his power. Seeking any way to better the fortunes of Abaddon, the angel began to intermix his angelic bloodline—as well as the blood of other angels—with those of surviving humans and demihumans to stiffen their resolve and to give them more of a chance against their oppressors. The exalted, questionably the product of these labors, have made their fathers and mothers proud as they continue to rise up against evil.

Zebadiah became fixated upon Calix Sabinus as his great enemy, dismissing Asi Magnor as a tyrant. Zebadiah saw something far more dangerous in the vampire, as he was then: an ambition and a will to challenge the gods themselves, now absent from Abaddon. This obsession led to Zebadiah's greatest humiliation; defeated by Calix at the gates of Asi Magnor's fortress, the angel found his burned and crippled body held aloft by the vampire as a battle standard.

Broken in spirit and body and with a terrible geas laid upon him, Zebadiah has been banished from Calix Sabinus' lands. He can only wander in the wilderness, aiding his children where he can and lashing out in anger against the undead lords who do not enjoy the vampire lord's protection.

Zebadiah might be a hero, an angel and a lingering echo of the gods, but he is now quite mad. An obsessive avatar of revenge and justice, he is willing to sacrifice almost anything to bring down Calix Sabinus and to break the backs of undead rule, a course that may well lead him and his followers down the road of evil.

Kept from his target, Zebadiah now sits in the middle of a web of followers, whom he sends out to save angels and other forces for good and law as they fall into Abaddon's prison dimension. When opportunities arise, he coordinates the breeding of new exalted and strikes with terrible wrath.

THE ANGEL ZEBADIAH

Names: Zebadiah, The Angry Angel, The Half-Burned, The New God, Blood-Father.

Symbol: Two wings, one skeletal and one full-feathered

Favored Weapon: Warhammer

Divine Domain: War

THE ANGEL ZEBADIAH

Large celestial, lawful good

Armor Class 21 (Natural Armor)

Hit Points 435 (30d10 + 270)

Speed 50 feet, fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	28 (+9)	26 (+8)	26 (+8)	30 (+10)

Saving Throws INT +17, WIS +17, CHA +19

Skills Athletics +18, Intimidate +19, Perception +17, Religion +17, Sense Motive +17

Damage Resistances Acid, Cold, Lightning, Radiant

Damage Immunities Acid, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Blindness, Deafness, Frightened, Petrification, Poisoned

Senses Darkvision 120 ft., Truesight 120 ft., Passive Perception 27

Languages All, Telepathy 150 ft.

Challenge 30 (155,000 XP)

Angelic Weapons. Zebadiah's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 8d8 radiant damage (included in the attack).

Divine Awareness. Zebadiah knows if he hears a lie.

Innate Spellcasting. Zebadiah's innate spellcasting ability is Charisma (spell save DC 27). He can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *dispel magic*, *invisibility* (self only), *lesser restoration*

3/day each: *blade barrier*, *dispel evil and good*, *greater restoration*, *resurrection*

1/day each: *banishing smite*, *commune*, *control weather*, *heal*, *teleport*

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

Regeneration. Zebadiah regains 20 hit points at the start of his turn. He dies only if he starts his turn with 0 hit points and doesn't regenerate.

Spellcasting. In addition to his innate spellcasting abilities, Zebadiah is a 20th-level spellcaster. For these spells, his spellcasting ability is Wisdom (spell save DC 25, +17 to hit with spell attacks). Zebadiah has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *spare the dying*

1st level (4 slots): *bless, cure wounds, guiding bolt, healing word*

2nd level (3 slots): *calm emotions, enhance ability, warding bond*

3rd level (3 slots): *daylight, protection from energy, revivify*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (3 slots): *dispel evil and good, geas, insect plague*

6th level (2 slots): *heroes feast, word of recall*

7th level (2 slots): *divine word, regenerate*

8th level (1 slot): *holy aura*

9th level (1 slot): *mass heal*

REACTIONS

Flying Sword. Zebadiah uses his Flying Sword ability as a reaction instead of a bonus action.

ACTIONS

Multiattack. Zebadiah makes four melee attacks with any of his weapons.

Hammer of Vengeance. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 26 (5d6 + 9) bludgeoning damage plus 36 (8d8) radiant damage. Against undead creatures, the radiant damage increases to 45 (10d8).

Sword of Wrath. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage plus 36 (8d8) radiant damage plus 14 (4d6) fire damage. This weapon scores a critical hit on a roll of 19 or 20.

Slaying Longbow. *Ranged Weapon Attack:* +15 to hit, range 150/600 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 36 (8d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 23 Constitution saving throw or die.

Flying Sword. Zebadiah releases his sword of wrath to hover magically in an unoccupied space within 10 feet of him. If he can see the sword, he can mentally command it as a bonus action to fly up to 60 feet and either make one attack against a target or return to his hands. If the hovering sword is targeted by any effect, Zebadiah is considered to be holding it. The hovering sword falls if Zebadiah dies.

Healing Touch (6/Day). Zebadiah touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

Zebadiah 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. Zebadiah regains spent legendary actions at the start of his turn.

Teleport. Zebadiah magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Searing Burst. Zebadiah emits magical, divine energy. Each creature of his choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 28 (8d6) fire damage plus 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 2 Actions). Zebadiah targets one creature he can see within 30 feet of him. If the target can see Zebadiah, the target must succeed on a DC 23 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.