

# ZARIEL

**P**urity is the final refuge of cowardice, the ultimate excuse for inaction by the weak of spirit, willing to lay down their lives but no more in the pursuit of justice. What good has purity brought to those who suffer by that inaction? Shall they embrace their doom, content in the knowledge that their betters considered their plight and found it unworthy of intervention? If saved, shall they lament the great cruelties by which they were delivered from evil?

## ZARIEL LORE

**History DC 15:** The Hellriders of Elturiel are so named for the famed charge they made into the mouth of hell, riding against the hordes of chaos in service of an angel of great power and conviction. Though few returned to tell the tale, their bravery has inspired generations of warriors since.

**Religion DC 15:** Zariel is Lord of the First, ruler of the blasted hell of Acheron and chief infernal bastion against the hordes of chaos. She is most often worshipped by those impelled by ideological or nationalistic fervor to fight, but who lack the means to make the impact they wish, or by those desperate for a grand purpose to lend meaning to their lives.

**Religion DC 20:** Zariel was once an angel of Mount Celestia, who forfeited her divinity to join the fray of the Blood War and was endowed by the Lord of the Hells with a position of high infernal command for her dedication.

Zariel's celestial origins and disdain for politicking make her a pariah among the other Lords of the Nine, though few serious attempts at deposing her have been made among them, as rulership of Avernus is considered something of a millstone for the truly ambitious.

## ZARIEL TACTICS

Zariel begins combat from the air, carving up the landscape beneath her foes with her Earthgouger Claw, then descending to visit her wrath upon any ranged attackers once she takes 25 or more damage in a turn from one of them. She waits to use her Diving Abhorrence until she can catch at least three foes in it unless the party have demonic allies, in which case she uses it immediately.

With her legendary actions, she generally prioritizes her Beacon of Hatred, flitting between foes regardless of attacks of opportunity so long as she has devilish allies with available reactions, otherwise using her Beacon of Hellfire, ideally directly after gouging a new trench on her turn with her claw. She typically uses her Beacon of Contempt only if her movement is restrained by some conjuration, ideally attacking whoever summoned it for their audacity.

Once reduced below half hit points, she focuses all of her attacks on one creature at a time until they are unconscious or effectively neutralized due to broken limbs, prioritizing as a target any creature attempting to redeem her or exploiting her Melancholic Resilience. She trusts to her Aura of Corrupted Fury to finish off any unconscious foes.





# ZARIEL

*Large celestial/fiend (devil), lawful evil*

**Armor Class** 21 (Natural Armor)

**Hit Points** 652 (45d10 + 405)

**Speed** 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

**Saving Throws** INT +16, WIS +16, CHA +18

**Skills** Intimidation +18, Perception +16

**Damage Resistances** Cold, Fire, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Darkvision 120 ft. (penetrates magical darkness), Passive Perception 26

**Languages** All, Telepathy 120 ft.

**Challenge** 26 (90,000 XP)

**Lord of the First.** Devils under Zariel's control act on her initiative instead of their own. When a devil under Zariel's control dies, it explodes. Each creature within 15 feet of it must succeed on a DC 18 Dexterity saving throw or take 14 (4d6) fire damage, or half as much on a success.

**Aura of Divine Purpose.** If Zariel has at least 291 hit points, creatures of her choice within 60 feet of her ignore the effects of being Charmed, Frightened, or Turned.

**Aura of Corrupted Fury.** If Zariel has fewer than 291 hit points, at the start of each of her turns each creature of her choice that she can see within 60 feet is engulfed in hellfire, taking 5 (1d10) fire and 5 (1d10) necrotic damage.

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

**Melancholic Resilience (5/Day).** If Zariel fails a saving throw, she can choose to succeed instead.

As a Bonus Action, a creature may present Zariel with a symbol of her past life and make a DC 25 Charisma (Persuasion) check. On a success, Zariel is unable to use this ability until the beginning of her next turn.

## Actions

**Multiattack.** Zariel makes two attacks with her Hammerhand Flail, each of which she may replace with a use of her Earthgouger Claw.

**Hammerhand Flail.** Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 21 (3d8 + 8) bludgeoning damage plus 14 (4d6) fire damage.

If this attack was made at advantage, the target suffers one additional effect of Zariel's choice:

- The target must succeed on a DC 24 Strength saving throw or be pushed 15 feet away and knocked prone.

- The target must succeed on a DC 24 Constitution saving throw or have one of its legs broken, reducing its speed by 15 feet until cured by Greater Restoration or similar Magic.
- The target must succeed on a DC 24 Constitution saving throw or have one of its arms broken, giving it disadvantage on attacks made with weapons wielded with that arm until cured by Greater Restoration or similar Magic.

**Earthgouger Claw.** Zariel swipes her claw and sends forth a swipe of spectral force that carves a 20 foot long, 5 foot wide, 5 foot deep trench in the ground between two points she can see within 120 feet.

Each creature in the area must succeed on a DC 24 Dexterity saving throw or take 36 (8d8) force damage, or half as much on a success.

**Divine Abhorrence (Recharge 5-6, 9th Level Spell, Concentration).** Zariel unleashes a torrent of scouring light in a 90 foot cone. Each creature in the area must succeed on a DC 24 Charisma saving throw or take 44 (8d10) radiant damage and be banished to a prison demiplane, or take half as much damage on a success.

An affected creature repeats this saving throw at the end of each of its turns, reappearing in the nearest unoccupied space to where it departed on a success.

If a creature fails three saves to escape, Zariel no longer requires concentration to keep it banished.

## Reactions

**Unflinching Resolve.** As a reaction to being forced to make a saving throw against a spell or magical effect, Zariel chooses to fail the saving throw, then moves up to half her speed toward's the effect's source and makes a melee attack against it.

**Fury Unleashed (1/Day).** As a reaction to being reduced below 291 hit points, Zariel lets out a scream of insane rage. For the next minute, attacks made by and against Zariel are made at advantage.

## Legendary Actions

Zariel can take 3 legendary actions, choosing from the options below.

**Beacon of Hatred.** Zariel moves up to half her speed and makes a melee attack, then up to one other devil may use its reaction to make a melee attack against the same target.

**Beacon of Contempt.** Zariel moves up to half her speed and makes a melee attack, and may move through any creations of magical force or other conjurations with this movement, shattering them as she passes through.

**Beacon of Hellfire.** Zariel moves up to half her speed and makes a melee attack, and up to two trenches created with her Earthgouger Claw flare with hellfire. Each creature within 5 feet of one or more of them must succeed on a DC 24 Dexterity saving throw or take 11 (2d10) fire plus 11 (2d10) necrotic damage.

## ART CREDITS

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- Zariel by Heonhwa Choe

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