



## The 4th Commandment

*Honour thy father and thy mother*

Sent by the gods to restore order, the 4th commandment enforces parental policies on their children. In a world where many parents have gone and died to the war, and where many children lack structure, the gods saw fit to add to the familial power.

### Vasir, the Usurper

Vasir was a cunning elf. A was a serial killer, with a preference for children, that was put on death row for the atrocities he committed. Yet he managed to pretend to turn his life towards the gods, and was offered an audience with the 4th commandment, as an act of penance before his execution. Once there he managed to merge with the celestial, yet keep perfect control over his body, turning him into a winged monster.

## Bane of humankind

Armed with his newfound celestial powers vasir, mad with hatred, made every single one of his jailor suffer, murdering their entire family in front of their eyes, starting with the youngest. Since then he roams the lands, inflicting torture and death in his path. Celestial forces have been dispatched to take care of him, to no avail.

## 4th Commandment

*Medium celestial, Lawful Neutral*

**Armor Class** 11

**Hit Points** 120 (16d8 + 48)

**Speed** 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Wis +9, Cha +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, prone, restrained

**Senses** truesight 120 ft., passive Perception 15

**Languages** All

**Challenge** 9 (5,000 XP)

**Angelic Weapons.** The 4th Commandment's weapon attacks are magical. When the 4th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Honor Thy Father and Thy Mother.** Humanoids within 500 feet of the 4th Commandment have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 19 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

**Wings of Family.** The 4th Commandment has a flying speed of 60 feet. Once per round, when the 4th Commandment is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the 4th Commandment's choice instead.

### Actions

**Holy Sword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

**Holy Lance.** *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the 4th Commandment can see within 5 ft. is possessed by the 4th Commandment; the 4th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 4th Commandment now controls the body but doesn't deprive the target of awareness. The 4th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 4th Commandment ends it as a bonus action. When the possession ends, the 4th Commandment reappears in an unoccupied space within 5 ft. of the body.



# Vasir, Martyr of the 4th

Medium celestial (elf), Lawful Evil

**Armor Class** 18 (studded leather)

**Hit Points** 202 (27d8 + 81)

**Speed** 35 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	17 (+3)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Con +9, Wis +11, Cha +13

**Skills** Deception +13, Insight +11, Intimidation +13, Perception +11, Stealth +12

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, prone, restrained

**Senses** truesight 120 ft., passive Perception 21

**Languages** All

**Challenge** 17 (18,000 XP)

**Angelic Weapons.** The martyr of the 4th's weapon attacks are magical. When the martyr of the 4th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Honor Thy Father and Thy Mother.** Humanoids within 500 feet of the martyr of the 4th have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 21 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

**Innate Spellcasting.** The martyr of the 4th's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *non detection*, *pass without a trace*

**Innocent Laughter.** Any creature within 10 feet of Vasir that isn't protected by a *mind blank* spell hears in its mind the screams of the hundreds of children that Vasir has killed. As a bonus action, Vasir can force all creatures that can hear the screams to make a DC 21 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

**Unbreakable Will.** Vasir is immune to effect that would control his mind, such as the *dominate monster* spell.

**Wings of Family.** The martyr of the 4th has a flying speed of 60 feet. Once per round, when the martyr of the 4th is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the martyr of the 4th's choice instead.

## Actions

**Multiattack.** The martyr of the 4th makes three attacks with its holy sword or two attacks with its holy lance.

**Holy Sword. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

**Holy Lance. Ranged Weapon Attack:** +13 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the martyr of the 4th can see within 5 ft. is possessed by the martyr of the 4th; the martyr of the 4th then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The martyr of the 4th now controls the body but doesn't deprive the target of awareness. The martyr of the 4th can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the martyr of the 4th ends it as a bonus action. When the possession ends, the martyr of the 4th reappears in an unoccupied space within 5 ft. of the body.

## Reactions

**Parry.** The martyr of the 4th adds 6 to its AC against one melee attack that would hit it. To do so, the martyr of the 4th must see the attacker and be wielding a melee weapon.

## Legendary Actions

The martyr of the 4th can take 2 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 martyr of the 4th regains spent legendary actions at the start of its turn.

**Attack.** The martyr of the 4th makes one attack with its holy sword or lance.

**Fly.** The martyr of the 4th of the 8th moves up to half its flying speed.

