

Gentle Command

Frustration often leads to massive changes within societies, massive changes can often lead to war. One of the fastest way to destroy a relationship and bring about incredible change is to commit adultery. Reflecting upon this the gods sent this Commandment upon the lands, to enforce long lasting relationships.

Finding Solutions

In a world where the only person you feel desire and attraction for is your significant other, humanoid are much more likely to try to stay in the relationship and work through their issues, rather than taking an easier way out through a new relationship with someone new. The commandment makes sure of that, in addition to protecting its people from the magic of the lower planes that might cloud their minds.



The 6th Commandment

Medium celestial, Lawful Neutral

Armor Class 13

Hit Points 229 (27d8 + 108)

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

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 16 (+3) | 18 (+4) | 19 (+4) | 22 (+6) | 25 (+7) |

Saving Throws Wis +12, Cha +13

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 16

Languages All

Challenge 17 (18,000 XP)

Angelic Weapons. The 6th Commandment's weapon attacks are magical. When the 6th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The 6th Commandment has advantage on saving throws against spells and other magical effects.

Thou shalt not commit adultery. Humanoids within 500 feet of the 6th Commandment cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

Wings of Love. The 6th Commandment has a flying speed of 60 feet. Once per round, when the 6th Commandment is targeted by an attack or a spell, that creature must succeed on a DC +7 Wisdom saving throw or lose the attack or spell.

Actions

Holy Scythe. *Melee Spell Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) radiant damage.

Celestial Possession (Recharges on a Short or Long Rest). One willing creature that the 6th Commandment can see within 5 ft. is possessed by the 6th Commandment; the 6th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 6th Commandment now controls the body but doesn't deprive the target of awareness. The 6th 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 6th Commandment ends it as a bonus action. When the possession ends, the 6th Commandment reappears in an unoccupied space within 5 ft. of the body.

Charming Smile (Recharge 5-6). The 6th Commandment flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC +7 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.



Rosalyn, Martyr of the 6th

Medium celestial (human), Lawful Neutral

Armor Class 18 (plate)

Hit Points 161 (19d8 + 76)

Speed 30 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 19 (+4) | 19 (+4) | 22 (+6) | 25 (+7) |

Saving Throws Con +9, Int +9, Wis +11, Cha +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 16

Languages All

Challenge 15 (13,000 XP)

Angelic Weapons. The martyr of the 6th's weapon attacks are magical. When the martyr of the 6th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

Innate Spellcasting. The martyr of the 6th's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *jump*, *misty step*, *non detection*, *tongues*
1/day each: *arcane hand*, *plane shift*

Legendary Resistance (1/day). If the martyr of the 6th fails a saving throw, it can choose to succeed instead.

Magic Resistance. The martyr of the 6th has advantage on saving throws against spells and other magical effects.

Thou shalt not commit adultery. Humanoids within 500 feet of the martyr of the 6th cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

Wings of Love. The martyr of the 6th has a flying speed of 60 feet. Once per round, when the martyr of the 6th is targeted by an attack or a spell, that creature must succeed on a DC 20 Wisdom saving throw or lose the attack or spell.

Actions

Multiattack. The martyr of the 6th makes two greatsword attacks.

Sanctified Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage and 9 (2d8) radiant damage. After dealing damage the martyr of the 6th can teleport up to 60 feet towards a hostile creature.

Charming Smile (Recharge 5-6). The martyr of the 6th flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.

Legendary Actions

The martyr of the 6th 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 6th regains spent legendary actions at the start of its turn.

Attack. The martyr of the 6th makes one greatsword attack

Vanish. The martyr of the 6th casts *misty step*

