

DEATH

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	21 (+5)	17 (+3)	25 (+7)

Saving Throws Dex +6, Con +12, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +15, Stealth +6

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, incapacitated, poisoned, unconscious

Senses blindsight 60 ft., truesight 300 ft., passive Perception 25

Languages All

Challenge 20 (25,000 XP)

Embodiment of Death (Mythic Trait; Recharges after a Short or Long Rest). If Death is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains 250 hit points. In addition, undeath protects her, the spell *armor of agathys* is casted on her at 9th level.

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

Innate Spellcasting. Death's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *darkness*, *raise dead*, *resurrection*

3/day each: *finger of death*, *negative energy flood*, *eyebite*

1/day each: *power word kill*, *true resurrection*, *Abi-Dalzim's horrid wilting*

Necrotic Absorption. Whenever Death is subjected to necrotic damage, she takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Shadow Stealth. While in dim light or darkness, Death can take the Hide action as a bonus action.

ACTIONS

Multiattack. Death can use its Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Frightful Presence. Each creature of Death's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 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 Death's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage and 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). Death uses one of the following breath weapons.

Death Breath. Death exhales a necrotic blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this attack rises up as a zombie under Death's command at the start of her next turn.

Paralyzing Breath. Death exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed 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.

Change Shape. Death magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Death's choice).

In a new form, Death retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. Death makes a Wisdom (Perception) check.

Tail Attack. Death makes a tail attack.

Strike From Beyond. Death vanishes before reappears within 5 feet a creature of her choice with 120 feet of her and makes a bite attack.

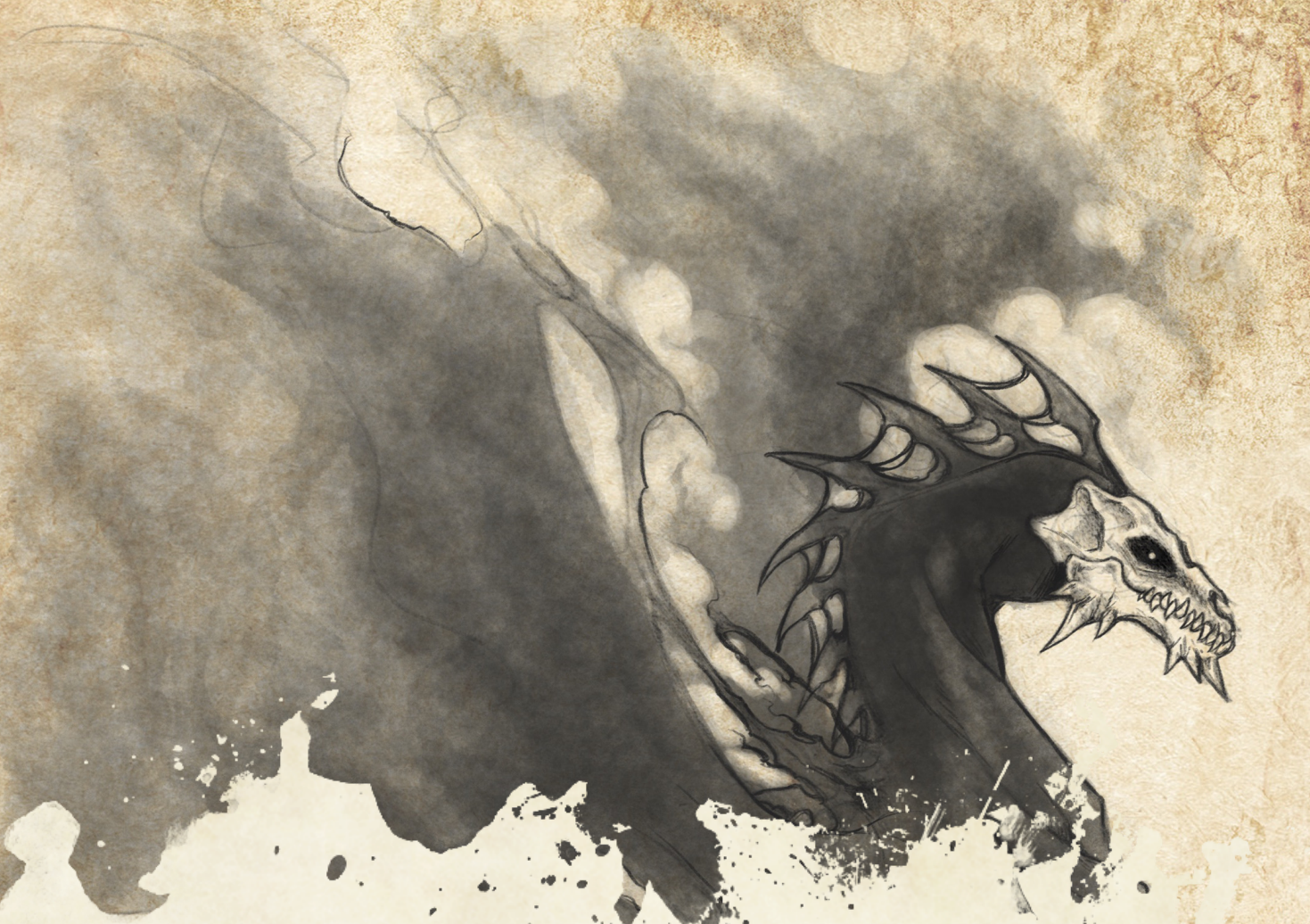
Cast A Spell (Costs 2 Actions). Death casts a spell of her choice from her spell-list

MYTHIC ACTIONS

If Death's Mythic trait is active, she can use the options below as legendary actions, as long as she has temporary hit points from *armor of agathys*.

Call Of Death (Costs 2 Actions). Death empowers herself, and feeds on the souls of the unfortunate. For 1 minute, all the necrotic damage that she deals reduces hit points maximum by an amount equal to the necrotic damage inflicted. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Swift Strikes. Death makes 2 attacks, one with her bite and one with her tail.

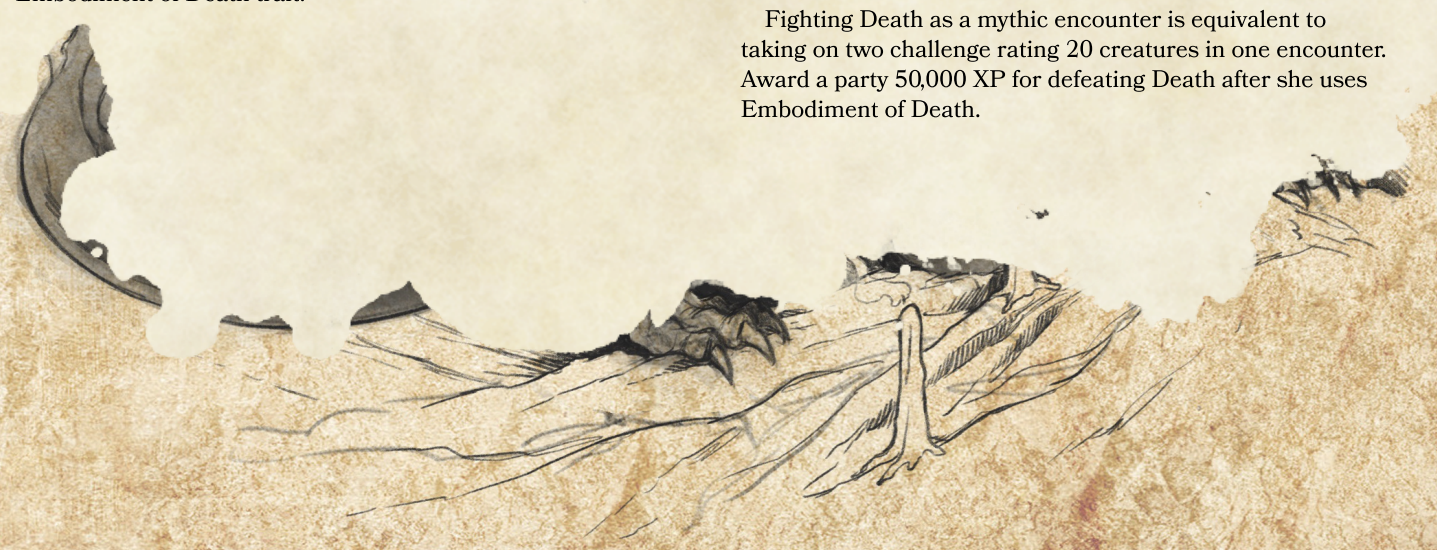


DEATH AS A MYTHIC ENCOUNTER

Death serves as a potent threat against even high level characters, but you can increase the challenge by using the Embodiment of Death trait. When this happens, Death heals many of her wounds and protects herself further, and then she can choose one of her mythic actions when she uses a legendary action. You might foreshadow Death using her mythic trait by describing her skin cracking and a darker shadow seen underneath as she suffers wounds. Read or paraphrase the following text when Death finally uses her Embodiment of Death trait:

The dragon's skin cracks, turns into a sinister black, and melts! The monster crumbles to dust-but what clatters to the ground isn't scale and bone, but a black tar. The sound of shattering bones precedes the dragon rising up anew, the last of her shed skin dropping away, revealing sullen and untouched scales of shadows.

Fighting Death as a mythic encounter is equivalent to taking on two challenge rating 20 creatures in one encounter. Award a party 50,000 XP for defeating Death after she uses Embodiment of Death.



DEATH, THE LAST DRAGON OF THE APOCALYPSE

HISTORY:

Death, the silver dragon, used to be a paragon of good. Protecting mortals from undeath, she would fly through the lands and cleanse it from this curse. She had a partner, whose name, just like hers, has long been forgotten. One day, in their fiercest battle yet, fighting off a lich and its legion, the black dragon keeping her company fell to his wounds. Lost in anger, she ravaged and destroyed the battlefield, but it was too late for her companion.

Searching for a solution, she sifted hours through the cursed research notes of the lich. What was at first a small voice in the back of her head, tempting her with unholy gifts, become louder and louder as days passed, until that fateful day. Desperate for a way to bring her companion, the silver dragon finally succumbed to the temptations of the voice, and that day, she merged with the phylactery of the lich. Death was born.

With her newfound powers she brought the black dragon, but the wounds were too severe, and he never fully recovered, his body constantly breaking apart, and his memory lost. Seeing what she had done and her failure, Death tried to reject the gift she had accepted, turn back the flow of time. But it was too late. The corruption that she merged with slowly driving her sanity away, wiping her thoughts, until one thing was left, the Apocalypse.

BEHAVIOR:

Death might have lost her moral compass, but she is still a cunning enemy that will exploit every tool of her arsenal to gain victory. As the herald of the Apocalypse, she brings back legions of the dead using the corpses laid before her by the other members of the Apocalypse. But before making her appearance she summons the other 3 dragons, knowing that her role is vital. She intends on ending all of creation, and she knows its not a duty that can be done in a day. Some part of her still holds on to the love she shared with Pestilence, which is why she sends him last. If all the other members are defeated, she will cause a permanent night to reap as many souls as possible, and try to root out the threats.

IN BATTLE:

Death in battle will try to maintain a range with the heroes. She will try to deal with the ones possessing ranged attacks first, using her destructive spells, and dropping a power word kill on the person she judges to be the most powerful threat. She will also use darkness a lot to blind them, and give herself advantage on her attacks. If her Mythic form is triggered, this is when she becomes the most dangerous (make sure your players are equipped for it). She will immediately use her call of death ability, and abuse all the ways with which she can deal necrotic damage.

LAIR ACTIONS

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

- A sinister wind from beyond blows through the air near Death. Each creature within 120 feet of the dragon must succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Death creates magical darkness as if it had cast the *darkness* spell. The fog lasts until initiative count 20 on the next round.
- Corpses rise from the earth to aid their Mistress. Death summons 1d2 wights in squares adjacent to her. Roll initiative for each of them, they obey Death's command (no action required).

REGIONAL EFFECTS

The region containing Death's lair is warped by the dragon's magic, which creates one or more of the following effects.

- Once per day, the dragon can extinguish daylight, plunging the area in a 6-mile radius centered on her lair into non-magical darkness for 24 hours.
- Within 1 mile of the lair, undeath plagues the land. Most Fallen creatures rise back as wights, zombies, skeletons and ghosts.
- Death calls, all creatures in a 6-mile radius centered seem to die in situations which normally would have never been fatal. All creatures in that radius roll death saving throws with disadvantage.

If the Death dies, there is a 50% chance for all the undead to find repose and for the other effects to fade in 1 day. There is also a 50% risk for her death to create a hole in the Material plane after 1d4 days, which legions of undead pour out off.

In addition if Death passes away, Pestilence does as well.