

# AZRAEL, THE LAST PLAGUE



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## HISTORY

Once a favourite of the gods Azrael was hungry for power, and threatened the gods in their ascent. To punish him for his pride, he was imprisoned in a forgotten prison, never to see the light again. Azrael's powers were stronger than his bindings however, and his powerful influence seeped throughout the land. He corrupted many, and from his hatred 9 apostles were born. These nine other Plagues coalesced towards his prison, before freeing him from his eternal punishment. On that day, the world ended. Even the gods hid far away. Of the few that remained to fight, all were slain.

## AZRAEL

*Medium celestial, chaotic evil*

**Armor Class** 23 (natural armor)

**Hit Points** 333 (23d8 + 230)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

**Saving Throws** Str +18, Int +13, Wis +14, Cha +16

**Skills** Insight +14, Perception +14

**Damage Resistances** necrotic, radiant

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** blindsight 300 ft., passive Perception 24

**Languages** all, telepathy 120 ft.

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

**Angel of Death (Mythic Trait; Recharges after a Short or Long Rest).** When Azrael is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, Azrael regains half his maximum HP and instantly duplicates himself. The duplicate functions as per the *simulacrum* spell, although the copy starts with the same amount of hit points as the original, and looks exactly identical. The copy also has access to Mythic Actions.

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

**Chosen of the Gods.** Azrael is immune to damage

**Corruptor.** Azrael is permanently under the effect of a *sanctuary* spell, cast at 7th level. In addition if a creature fails the saving throw against the spell it must target an ally as the new target, if no allies are present it targets itself.

**God-killer.** Azrael's hits can damage gods and kill them.

**Innate Spellcasting.** Azrael's spellcasting ability is Charisma (spell save DC 24). Azrael can innately cast the following spells, requiring only verbal components:

At will: *divine word*, *greater restoration*, *invisibility*, *modify memory*, *water walk*  
2/day each: *dominate monster*, *plane shift (self only)*, *power word kill*, *sunburst*

In front of such utter destruction, all nations allied in a desperate attempt at stopping the inevitable. The most powerful casters were assembled, tasked with creating restraints powerful enough to stop god-killers. The mightiest martial combatants lead the assault on the Plagues. There was only one goal, stopping the end of time. Azrael proved to be impervious to any kind of damage, shattering soldiers as if they were mere twigs. Only one weapon was strong enough to break his defenses, *Lachryma*, forged from the tears of the slain gods. By fate, or luck the Plagues were sufficiently weakened from the battle, and the trap sprung into action, imprisoning them all in the Defiled Box. The losses suffered that day were incalculable.

**Legendary Resistance (3/day).** If Azrael fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** Azrael's weapon attacks are magical.

**Passover.** When it first appears, Azrael will kill all the first-born of the land in a single night. Only if a first born is located inside a house with goat blood spread over the door will it survive this fate, as the fallen angel will passover.

## ACTIONS

**Multiattack.** Azrael makes two melee attacks.

**Healing Touch (3/Day).** Azrael touches a creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

**Scythe. Melee Weapon Attack:** Reach 15 ft. Azrael sweeps his scythe through one creature, dealing 19 (2d8 + 10) slashing damage plus 18 (4d8) radiant damage.

## LEGENDARY ACTIONS

Azrael 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. Azrael regains spent legendary actions at the start of its turn.

**Attack.** Azrael makes one attack with his scythe.

**Vanish.** Azrael teleports to a point that he can see within 120 feet of him

**Corrupt (Costs 3 Actions).** Azrael targets a creature within 15 feet. The target must succeed on a DC 24 Wisdom saving throw or view its closest ally as an enemy and Azrael as an ally for 1 minute. A creature under this effect spends its turn trying to kill its new foe. An affected creature can repeat the save at the end of each of its turn, ending the effect on a success. A *remove curse* or *greater restoration* spell ends this effect.

## MYTHIC ACTIONS

If Azrael's Mythic trait is active, he can use the actions below as legendary actions.

**Divine Blood.** Azrael regains 40 hit points.

**Suffering (Costs 2 Actions by each Azrael).** Destructive energy appears in a 20-foot wide line that extends between the two Azraels. Each creature in the area must succeed on a DC 24 Constitution saving throw or take 35 (10d6) radiant and 35 (10d6) necrotic damage.

**GM Note:** the 10th plague in Christianity is described as an angel of death sent by God to kill all the first-born, no name is given to that angel. Upon further research it seems that there is a single angel of death described in the texts, and that would be Azrael (that name is similar across Christianity and Islam), hence why the name is employed here.

## LAIR ACTIONS

On initiative count 30 (losing initiative ties), Azrael takes a lair action to cause one of the following effects; Azrael can only use one lair action per round, even if his Mythic Trait is active; Azrael can't use the same effect two rounds in a row:

- **Guardian Angels:** Azrael summons 1d2 devas to its aid in battle, they appear within 5 feet of him, and roll their own initiative.
- **Cataclysm:** Blazing orbs of fire plummet to the ground at four different points Azrael can see within 300 feet of him. Each creature in a 20-foot-radius sphere centered on each point he chooses must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 14 (4d6) fire damage and 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.
- **Wave of Terror:** Azrael targets all hostile creatures within 120 feet of him. They must succeed on a DC 18 Wisdom saving throw or become frightened of him and blinded until the end of Azrael's next turn.

## CONTINENTAL EFFECTS

- Corrupted angels of all kinds appear on the continent, causing chaos and destruction, while Azrael takes over the heavens and attempts to slay the gods.
- Azrael appears when all the other plagues are defeated. He will attempt to stall long enough for all of them to come back to life, as such he will remain hidden in the heavens above the continent he is massacring.
- When Azrael appears on Earth, he'll use his Passover trait, killing all first born on the continent.

**Monkey Note:** I play-tested this thing until I was ripping my hair off, and I still cannot land on a conclusive CR. Did your players come with a powerful dispel magic prepared? Well in that case he is CR 24 (remember that the mythic trait doesn't count against the CR). Do they not have it prepared, and ran into battle without preparation, well CR 28-30 it is.

## BEHAVIOR

Azrael is the embodiment of pride, he is very full of himself. He knows he is mightier than the gods, and will make sure the players know as well. His goal is to destroy the world, for all the sins they committed against him, and to punish the gods for their attempt against him. The reason Azrael appears only after all the other Plagues on earth is because he will be in the heavens trying to kill or enslave the gods, so that they can watch the destruction of everything they created. He's confident the other Plagues can cause a carnage without him. Once he'll realize that the plagues are defeated, he'll hide in the heavens, waiting for all of them to regenerate, before launching an assault with all of them against the heroes.

**GM Note:** I don't think players can take on all the Plagues at once, no matter how strong they are.

## IN BATTLE

If found and confronted, Azrael is very reckless in battle, he'll go in with his scythe as he knows he cannot be damaged. Once the player wielding Lachryma lands a hit on him, rendering him vulnerable, he will fight a lot more defensively. Getting in for quick attacks before flying away. If he judges anyone weak enough, he'll attempt to use *powerword: kill* to get rid of the threat. Once his Mythic Trait is active, he'll position himself to target as many people as possible with his Suffering ability. Both copies of him will increase the pressure in battle, coming closer to characters to fight them, as they can output a massive amount of damage when combined.

## HOW ON EARTH IS SOMEONE SUPPOSED TO KILL THIS THING ?

- The Lachryma blade is necessary to deal any damage to it, it's a McGuffin. If you, as the GM, want to run the monster without it, you can simply remove his Chosen of the Gods ability.
- A powerful dispel magic is going to be necessary to get rid of the Corruptor trait, otherwise your players are in for a very very tough time.
- The mythic trait doesn't reactive the Chosen of the Gods ability or the Corruptor trait if the magic has been dispelled.
- Similar to a Tarrasque, you need to give your players magic items, and time to prepare to defeat it. Granted they might not have much time since this thing will cause the end of time.