



ORGANIZATION

XIII

CREED OF DND

I'm dreaming... but which parts...were the dream?



The Elements of Chaos

A milenia had passed since the Dawn War. Links rattled as the Chained God stirred once more.

Seeking a way to free himself from his godly prison, he began whispering in the ears of those who prayed for Chaos and Power creating the Cult of Tharizdun

With skin of the fallen god Mask, 13 cloaks were created to shroud the upper echelon from any divination, magic, and even the senses of the Gods. With this, the cult had a permanent and secret leadership facilitating its goals of freeing their lord.

Prisoned indefinitely and secretly, Tharizdun had to work through his cult. Members would seek powerful artifacts, legendary spells, and tomes of lost knowledge hoping to find their lord and a way to free him.

Though there were some fanatical leaders that impressed The Chained God, they each eventually died succumbing to old age or being discovered and slain by heroes. Then, the idea of creating an elite upper echelon was made.

Using the souls of the most devoted followers and most powerful elementals, Tharizdun created a new hybrid race that was far more powerful than any Genasi. The Nobodies.

Each immortal and powerful in their own right, these nobodies had their elemental weaknesses removed and given more physical forms so they could wield powerful magic items. Within the cult, they were known as The Elements of Chaos.



Roxas, Number X111

Medium Elemental (Light), Neutral Good

Armor Class 20 (+2 Studded Leather)

Hit Points 250 (35d8 + 80)

Speed 60 ft. Hover 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	19 (+4)	14 (+2)	17 (+3)	22 (+6)

Saving Throws Dex +12, Con +10, Wis +9

Skills Acrobatics +10, Arcana +8, Perception +9, Persuasion +11, Religion +8

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Common, Primordial

Challenge 20 (25,000 XP)

Traits

Innate Spellcasting Roxa's can cast the following spells without requiring material components. (+12 to hit, DC 19)

At will: Light, Lesser Restoration, Cure Wounds, Guiding Bolt, Dimension Door

3/day ea: Dispel Magic, Dawn, Destructive Wave (radiant)

1/day ea: Teleport, Plane Shift, Wall of Light

Legendary Resistance (2/day) If Roxas fails a saving throw, he can choose to succeed instead.

Magic Weapon Roxas' attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Light Glide When Roxas takes the dash action, Roxas automatically takes the Dodge action too.

Actions

Multiattack Roxas makes three Key Blade attacks, uses Scattering Lights, and then uses Shockwave Thrust.

Star of Light Ranged Attack: +14 to hit, range 240 ft., one target. Hit: 4d12+6 radiant damage.

Keyblade +2 Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 1d8 + 8 slashing plus 1d6 radiant damage.

Scattering Lights Roxas summons beams of light. Creatures within a 30 ft. cone must make a DC 19 Dexterity saving throw, taking 4d6 radiant damage on a failure or half as much on a success.

Shockwave Thrust Roxas propels himself up to 120 ft. towards a creature and makes a Keyblade attack. After which, he summons beams of light. Each creature within 15 ft. must make a DC 19 Dexterity saving throw, taking 4d6 radiant damage on a failure or half as much on a success.

Magic Hour (Recharge 5-6) All creatures within 30 ft. must make a DC 19 Constitution saving throw. On a failure, a creature is pushed backwards 30 ft. and is blinded until the end of its next turn.

Roxas rises 30 ft. in the air and makes 7 Star of Light attacks.



Reaction

Parry Roxas raises his AC by 6 against one attack he can see being made against him.

Legendary Action (3/round)

Roxas has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Roxas moves up to half his speed or makes an attack

Dancing Blades Roxas moves 15 ft. and makes a Key Blade attack with a range of 15 ft. as he levitates his swords to spin like saws in the air towards a target before returning.

Criss-Cross (Two Actions) Roxas imbues his swords with magic and light releasing a horizontal slash around himself.

Creatures within 15 ft. must make a DC 19 Dexterity saving throw, taking 2d8 slashing plus 6d6 radiant damage on a failure or half as much on a success.

Creatures between 20-60 ft. away must make a DC 19 Dexterity saving throw, taking 4d6 radiant damage on a failure or half as much on a success.

Aerial Roll (Two Actions) Without provoking attacks of Opportunity, Roxas launches into the air towards a target up to 120 ft. away while firing light beams below himself.

All creatures in a line up to 120 ft. long that is 15 ft. wide must make a DC 19 Dexterity saving throw, taking 4d6 radiant damage on a failure or half as much on a success. Roxas then makes two Keyblade Attacks against the target creature.

Dimension Door (Three Actions) Roxas casts Dimension Door.



Larxene, Number X11

Medium Elemental (Lightning), Chaotic Evil

Armor Class 21 (+2 Studded Leather)

Hit Points 100 (13d6 + 48)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	16 (+3)	14 (+2)	8 (-1)	12 (+1)

Saving Throws Dex +12, Int +4, Wis +6

Skills Acrobatics +17, Stealth +17, Perception +4, Sleight of hand +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages Common, Primordial

Challenge 16 (15,000 XP)

Traits

Innate Spellcasting Larxene can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Shocking Grasp, Thunderwave, Dimension Door

3/day ea: Dispel Magic, Lightning Bolt, Call Lightning

1/day ea: Teleport, Plane Shift, Chain Lightning

Legendary Resistance (2/day) If Larxene fails a saving throw, she can choose to succeed instead.

Magic Weapons Larxene's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Lightning Speed Larxene has Evasive Maneuvers from the PHB.

If she moves in a straight line, Larxene can move in any direction including up.

Larxene can take the Disengage and Hide action as a bonus action.

Actions

Multiattack Larxene make four Foudre attacks and uses either Storm Ball or Lightning Strike. She can replace two Foudre Attacks with a Clone Dive.

Foudre +2 Melee Weapon Attack: +14 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 9 slashing plus 1d6 lightning damage.

Clone Dive Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 2d10 lightning damage and the clone reverts. Target creature must succeed a DC 19 Constitution saving throw or be stunned until the beginning of Larxene's next turn.

Lightning Strike Larxene causes lightning to strike a point within 120 ft. Creatures within 5 ft. of that point must make a DC 19 Dexterity save, taking 2d10 lightning damage on a failure or half as much on a success.

Discharge Larxene discharges lightning from her body. Creatures within 15 ft. must make a DC 19 Dexterity saving throw, taking 2d10 lightning damage on a failure or half as much on a success.



Actions

Lightning Clones As a bonus action, Larxene summons up to three clones (no more than 4 total) within 30 ft.

Each clone acts on Larxene's turn and has their own reaction and movement. Larxene and her clones split up her multiattack and bonus action.

Damage to a clone deals damage to Larxene. If a clone moves more than 300 ft. away from the other(s), it Reverts.

Clone Assault (Recharge 5-6) All but one Larxene disappears. Target creature within 60 ft. of Larxene is suddenly barraged by clones. The clones make 8 Foudre attacks against the creature with advantage as they attack from all angles.

Lightning Top (1/day) Larxene spins in a 360 degree circle with balls of lightning on her sides. Each creature within 120 ft. must make a DC 19 Dexterity saving throw, taking 16d6 lightning damage on a failure or half as much on a success. As well, Larxene uses lightning strike against every creature in the air.

Reactions

Parry Larxene raises her AC by 5 against one attack she can see being made against her.

Lightning Strike Larxene uses lightning strike against one creature in the air.

Revert As long as there is more than one clone, a clone disappears returning its essence to the other clone(s).

Legendary Action (3/round)

Larxene has 3 Legendary actions a round and regains the uses at the beginning of her turn.

Move/Attack Larxene moves up to half her speed or makes an attack

Lightning Power (Two Actions) Larxene uses either Lightning Strike or Lightning Ball.

Dimension Door (Three Actions). Larxene casts Dimension Door.



Marluxia, Number X1

Medium Elemental (Shadow), Neutral Evil

Armor Class 20 (+2 Studded Leather)

Hit Points 202 (28d8 + 57)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	16 (+3)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +12, Con +9, Cha +10

Skills Acrobatics +18, Perception +9, Deception +10, Persuasion +10, Stealth +18, Sleight of hand +12

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities paralyzed, petrified, poisoned, unconscious

Senses darkvision 300 ft., Devil Sight 120 ft., passive Perception 19

Languages Common, Primordial

Challenge 19 (22,000 XP)

Traits

Innate Spellcasting Marluxia can cast the following spells without requiring material components. (+10 to hit, DC 18)

At will: Dimension Door, Arms of Hadar, Darkness, Pass Without a Trace, Wither and Bloom

3/day ea: Dispel Magic, Vampiric Touch, Remove Curse, Black Tentacles (Vines), Blight

1/day ea: Teleport, Plane Shift, Circle of Death, Enervation, Wall of Thorns

Legendary Resistance (2/day) If Marluxia fails a saving throw, he can choose to succeed instead.

Magic Weapons Marluxia's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Great Dahlia Marluxia wields a Scythe called the Great Dahlia. This scythe has the deadly ability of being able to attack a creature's soul.

Every time a creature is hit by this weapon, a piece of its soul is ripped off leaving a glow on the body.** A creature hit a number of times equal to its CR or Character level dies.**

Every time a creature makes contact with The Great Dahlia's wielder, 1d2 pieces of their soul return. Any pieces of soul return after 10 minutes.

Incorporeal Movement Marluxia can move through other Creatures and Objects as if they were Difficult Terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Actions

Multiattack Marluxia makes four attacks with Great Dahlia. He then makes three Petal Blade attacks or uses Blossom Shower.

Great Dahlia Attack Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 2d4 + 8 slashing plus 1d6 necrotic damage. Take 1 hit to soul.

Petal Blade Marluxia's swings creates blades of petals that fly through the air.

Ranged Weapon Attack: +14 to hit, range 120/240 ft., one target. 2d4+8 slashing plus 1d6 necrotic damage.

Blossom Shower Marluxia disappears and chooses up to three creatures within 30 ft. He makes a Great Dahlia attack against each.

Marluxia then teleports to an unoccupied space he can see within 5 feet of one of the targets he hit or missed.



Actions

Vines of Death (Recharge 5-6) As a bonus action, each creature of Marluxia's choice within 30 ft. becomes wrapped in shadowy vines. If the creatures do not use an action to remove the vines or do not move more than 30 ft. to shake off the shadows, they take 8d8 necrotic damage at the beginning of Marluxia's next turn as the roses bloom.

Siphoning Shadows (Recharge 5-6) As a bonus action, Marluxia creates three 15 ft. radius hemispheres of dimly lit darkness on the ground within 60 ft. for 1d2 rounds. Each creature within must make a DC 19 Dexterity save to move before they appear.

Whenever a creature moves into a hemisphere or starts their turn there, they take 6d8 necrotic damage.

End's Bloom (Recharge 6) The entire area within 60 ft. becomes filled with rose petals as geysers of life-stealing shadows begin to erupt. Creatures within must make a DC 19 Dexterity saving throw, taking 4d8 necrotic damage on a failure or half as much on a success.

Then, a single creature makes a DC 19 Dexterity saving throw as Marluxia summons his Scythe to try to slash them. On a failure, they take 8d8 slashing/necrotic damage and take 7 hits to the soul.

Reactions

Parry Marluxia raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Marluxia has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Marluxia moves up to half his speed or makes an attack

Vacuum Fan (Two Actions) Marluxia creates a vortex. Creatures within 40 ft. must succeed a DC 19 Strength saving throw or be pulled 30 ft. towards him. Creatures within 5 ft. must succeed a DC 19 Dexterity saving throw or take 4d8 slashing/necrotic damage and take 6 hits towards the soul.

Hunting Scythe (Two Actions) Marluxia dives into the shadow of his scythe and spins it like a saw. He moves 50 ft. and every creature he passes through must succeed a DC 19 Dexterity save or take 4d8 necrotic damage and take 3 hits towards the soul.

Dimension Door (Three Actions) Marluxia casts Dimension Door.



Luxord, Number X

Medium Elemental (Time), Lawful Evil

Armor Class 18 (+2 Studded Leather)

Hit Points 200 (42d6 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Int +9, Cha +10

Skills All Game Sets +15, Insight +7, Investigation +9, Persuasion +10, Sleight of hand +9, Perception +7, Deception +10, History +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Common, Primordial

Challenge 15 (13,000 XP)

Traits

Innate Spellcasting Luxord can cast the following spells without requiring material components. (+10 to hit, DC 18)

At will: Banishment, Dimension Door, Expeditious Retreat, Gentle Repose, Hold Person

3/day ea: Dispel Magic, Haste, Catnap,

1/day ea: Teleport, Plane Shift, Hold Monster, Time Stop

Legendary Resistance (2/day) Luxord can choose to succeed on a saving throw that he fails.

Magic Weapons Luxord's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Grand Finale (20 HP or less) When Luxord's drops to 20 hp or less, he surrounds all creatures within 60 ft. with giant cards and challenges them. If they do not win more games than they lose collectively, they all turn into Sentient Cards until the end of his next turn and take 2d12 necrotic damage each. Luxord heals for half of the total damage dealt.

If Luxord loses, he dies.

Actions

Multiattack Luxord makes three Fair Game attacks and then uses Card Stream and Sentient Cards.

Fair Game +2 Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 1d6 + 7 slashing damage.

Card Whip Luxord spins cards around him in a 10 ft. radius. Creatures within must make a DC 18 Dexterity saving throw, taking 4d8 slashing damage on a failure or half as much on a success.

Sentient Cards Luxord creates two sentient cards and leaps 30 ft. without provoking attacks of opportunity. These cards act on his turn

Look Closely (Recharge 5-6) Luxord summons 10 sentient cards and jumps into the face of one. The cards immediately create a 20 ft. radius circle with their backs facing inwards.

Four of the cards are bomb variants and two are clock variants.

If Luxord's card is flipped or destroyed by the beginning of his next turn, all Sentient cards disappear. If not, he regains 4d12 hp and hops out of the card.



Reactions

Parry Luxord raises his AC by 5 against one attack he can see being made against him.

Card Swap (Recharge 6) Luxord moves 15ft. leaving a sentient card in his place.

Legendary Actions (3/round)

Luxord has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Luxord moves up to half his speed or makes an attack

Challenge (Two Actions) Luxord challenges a creature within 60 ft. to a random game 1d6 (See games below). If they refuse, they take 8d12 necrotic damage and Luxord heals for half the damage. If they lose, they take 4d12 necrotic damage and turn into a Sentient card until the end of Luxord's next turn. If they win, Luxord takes 2d12 necrotic damage and they heal for half the damage dealt.

Dimension Door (Three Actions) Luxord casts Dimension Door.

Games

After accepting a challenge to a game, time freezes for everyone except Luxord and the target until they finish the game. Players can find other creative solutions than suggested to beat the games below (DM discretion).

Card Flourish Luxord shows the winning card and moves it between his hands rapidly. Target must grab the card by succeeding a DC 18 Sleight of Hand check.

Liars Dice Luxord pulls out two cups and some dice. Target must lie about their roll by succeeding a DC 18 Deception check.

Axe Throwing Luxord summons a dummy and throwing axes. Target must hit the dummy more by succeeding a DC 18 Athletics check.

Dragon's Chess Luxord summons a game board. Target must win the match by succeeding a DC 18 Insight check.

Shell Game Luxord summons a ball and some shells. He then shuffles the shells at unbelievable speeds. Target must choose the shell with the ball by succeeding a DC 18 Perception check.

Lady of Fate's Dice Luxord and the target roll 2d6. Whoever rolls higher wins.



Sentient Card

*Medium Construct, Unaligned *

Armor Class 12 (Natural Armor)

Hit Points 10

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Passive Perception 10

Languages Understands Primordial

Challenge N/A

Traits

Cover A Sentient Card within 5 ft. of Luxord provides three-quarters cover against area effects or ranged attacks.

Bomb Variant This type of card has a bomb on the face of it. When flipped(action) or destroyed, creatures within 5 ft must make a DC 18 Dexterity saving throw. Creatures take 6d6 fire damage on a failure and half as much on a success.

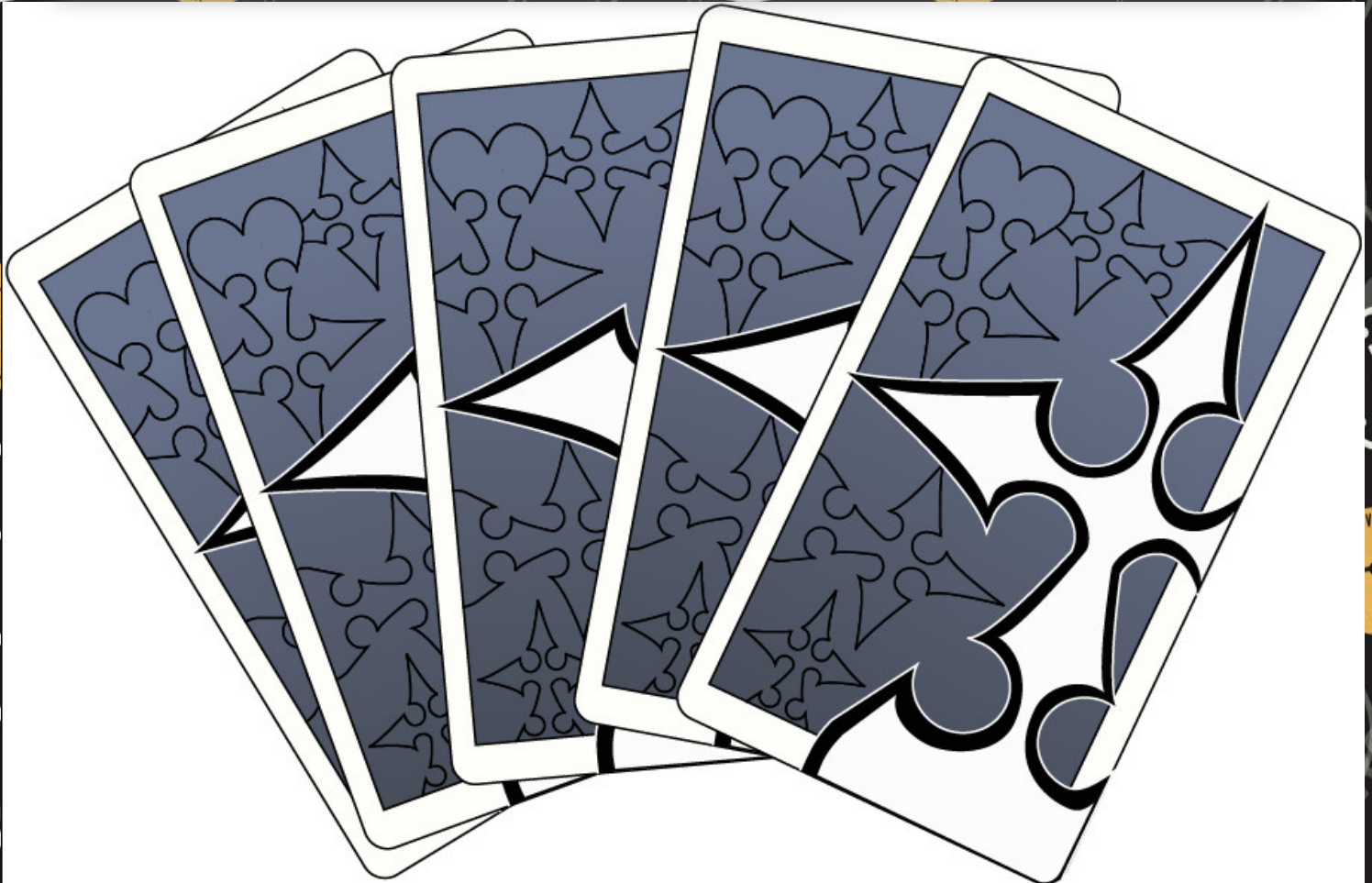
Clock Variant This type of card has a clock on the face of it. When flipped(action) or destroyed, creatures within 5 ft must succeed a DC 18 Constitution saving throw or be stunned until the end of their next turn.

Magic Weapons The Sentient Card's attacks are considered magical for overcoming resistances and immunity to non-magical damage.

Actions

Sentient Card Slash Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: (1d6 + 3) slashing damage.

Interposing Body The Sentient Card interposes itself between Luxord and a creature. The Sentient Card moves to stay between Luxord and the target, providing Luxord with half cover against the target. The target can move toward Luxord through the Sentient Card's space, but that space is difficult terrain for the target.



Demyx, Number IX

Medium Elemental (Water), Neutral

Armor Class 18 (+2 Studded Leather)

Hit Points 178 (37d6 + 30)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Con +6, Cha +9

Skills Acrobatics +6, Performance +14, Survival +6, Persuasion +14, Perception +6

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities petrified, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 16

Languages Common, Primordial

Challenge 15 (13,000 XP)

Traits

Innate Spellcasting Demyx can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Create or Destroy Water, Dimension Door

3/day ea: Dispel Magic, Control Water, Watery Sphere

1/day ea: Teleport, Plane Shift, Maelstrom

Legendary Resistance (2/day) If Demyx fails a saving throw, he can choose to succeed instead.

Magic Weapons Demyx's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Actions

Multiattack Demyx makes two Sitar attacks and uses Geyser or he makes three Water Form attacks.

Sitar +2. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 1d6 + 6 slashing damage.

Geyser. Water erupts in a 5 ft. cube within 15 ft. Creatures within must succeed a DC 17 Dexterity saving throw or take 4d6 bludgeoning damage and be thrown 30 ft. up. They only take half damage on a success.

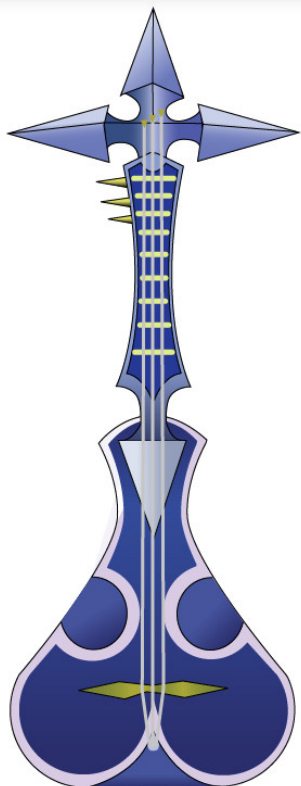
Water Form One Water Form makes an attack. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage.

This has advantage if there is an ally within 5 ft. of the target.

Dance Water Dance! (Recharge 5-6) Demyx summons 20 Water Forms within 60 ft. The only actions Demyx can take is ending Dance Water Dance! or making three Water Form attacks.

At the beginning of each of his turns, Demyx gains a number of Temp HP equal to five times the number of water forms remaining.

Dance Water Dance! ends if Demyx loses concentration.



Reactions

Parry Demyx raises his AC by 5 against one attack he can see being made against him.

Legendary Actions (3/round)

Demyx has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Demyx moves up to half his speed or makes a Sitar or Water Form attack.

Encore (Two Actions) Demyx summons 1d10 + 1 water forms if he is concentrating on Dance Water Dance. Can have up to 20.

Water Move (Two Actions) Demyx Uses a Water Move. See Below.

Dimension Door (Three Actions) Demyx casts Dimension Door.

Water Moves

Water Glide Demyx summons a spout of water and rides it in a 60 ft. line. Creatures in the way must make a DC 17 Dexterity saving throw, taking 4d6 bludgeoning damage on failure or half as much on a success.

Water Bubbles Creatures within 15 ft. must succeed a DC 17 Constitution saving throw or take 4d6 bludgeoning damage and be blinded until the end of their next turn. On a success, they only take half damage.

Wave Walk Demyx summons a wave in front of him and walks forward 5 ft. Creatures in a 5 ft. long and 40 ft. wide line must succeed a DC 17 Strength saving throw or take 4d6 bludgeoning damage and be knocked prone. On a success, they only take half damage.

Water Form

Water Forms are medium-sized water elementals that look like Demyx and have 1 hp and 10 AC. They have a 10 in every ability score.

They move up to 30 ft. on Demyx's turn being able to end their turn in the same space as one another but not another creature.



Axel, Number V111

Medium Elemental (Fire), Neutral

Armor Class 20 (+2 Studded Leather)

Hit Points 178 (32d8 + 34)

Speed 50 ft., flame walk 150 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +12, Int +8, Cha +11

Skills Acrobatics +12, Perception +9, Stealth +12, Intimidation +11, Performance +11, Persuasion +11, Deception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire and poison

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 120 ft., passive Perception 19

Languages Common, Primordial

Challenge 17 (13,000 XP)

Traits

Innate Spellcasting Axel can cast the following spells without requiring material components. (+11 to hit, DC 19)

At will: Dimension Door, Scorching Ray, Burning Hands

3/day ea: Dispel Magic, Fire Shield, Wall of Fire, Fireball

1/day ea: Teleport, Plane Shift, Immolation, Flame strike

Legendary Resistance (2/day) If Axel fails a saving throw, he can choose to succeed instead.

Magic Weapons Axel's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Fire Assassin While in fire, Axel has 150 ft. movement speed and can use a bonus action to hide.

(1/turn) The first time Axel uses an ability or casts a spell on a creature he is hidden from within fire, they have disadvantage on the first save against the effect.

Actions

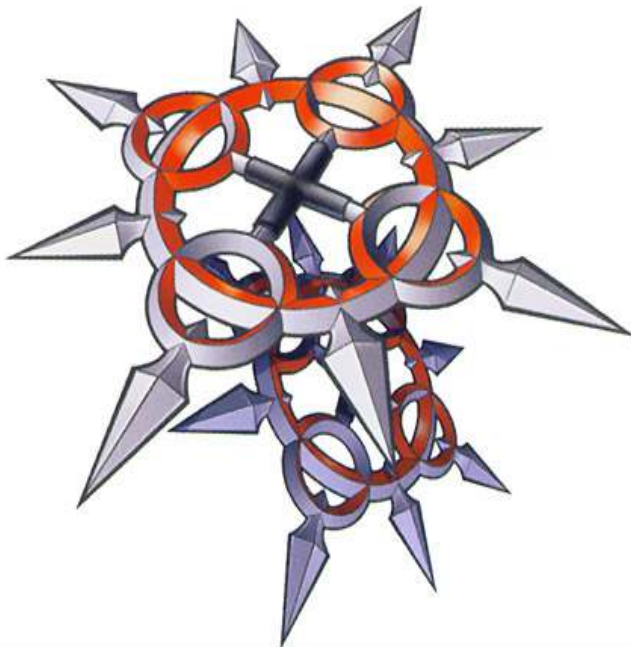
Multiattack Axel makes two Eternal Flame attacks, uses Fire Wheel, and then uses a *Fire move.

Eternal Flame +2 Chakram Melee Weapon Attack: +14 to hit, reach 5 ft. or 20/60 ft., one target. Hit: 1d6 + 8 slashing and 1d6 fire damage.

Flame Wheel Axel creates a wheel of flames. Creatures in a 15 ft. long line in front of Axel must make a DC 19 Dexterity saving throw, taking 5d6 slashing /fire damage on a failure or half as much on a success.

* **Fire Tooth** Axel controls his chakrams to viciously attack anyone in an adjacent 60 ft. cube. Axel makes an attack against each creature within the cube with advantage.

* **Fire Glide** Axel Glides on fire in an 80 ft. long line. Creatures in the that line must make a DC 19 Dexterity saving throw, taking 4d6 fire damage on a failure and half as much on a success. Attacks of opportunity made against Axel are made with disadvantage.



Actions

***Fire Slam** Axel leaps up to 30 ft. away and slams down creating a 20 ft. radius and 40 ft. tall cylinder of fire. Creatures within must make a DC 19 Dexterity saving throw, taking 4d6 fire damage on a failure or half as much on a success.

Lava Floor (Recharge 5-6) Axel concentrates and imbues the essence of the Plane of the Fire into the ground causing it to heat immensely. Creatures on the ground immediately take 2d8 fire damage and again at the beginning of each of Axel's turns.

Crucible of Flame (1/rest) Axel creates an 80 ft. diameter, 80 ft. high, 4 ft. thick wall of fire with him in the center. This wall lasts a minute.

The wall deals 5d8 fire damage to each creature that ends their turn within 40 ft. of the outside of the ring. A creature takes the same damage when it enters the wall for the first time or ends its turn there.

The flames are so potent, they have a physical barrier like effect. A creature attempting to go through the wall must succeed a DC 19 Strength check. The flames are so solid a creature could even attempt climbing it.

Soul Flare (once) Axel extinguishes his life force to release a powerful blast of flame. Each creature within 120ft. of his choice must make a DC 19 Dexterity saving throw, taking 40d6 fire damage on a failure or half as much on a success.

Reactions

Parry Axel raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Axel has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Axel moves up to half his speed or makes a Eternal Flame attack.

***Fire Move (Two Actions)** Axel uses a Fire move.

Dimension Door (Three Actions) Axel casts dimension door.

Soul Flare (Three Actions) Axel uses Soul Flare.



Saix, Number VII

Medium Elemental (Moon Light), Lawful Evil

Armor Class 15 (+2 Studded Leather)

Hit Points 266 (19d12 + 133)

Speed 30 ft., 15 ft. hover

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	22 (+6)	16 (+3)	12 (+1)

Saving Throws Con +13, Int +12, Wis +9

Skills Athletics +14, History +12, Insight +9, Investigation +12, Perception +9

Damage Resistances piercing, bludgeoning, and slashing damage from non-magical weapons; cold and thunder damage

Damage Immunities acid, fire, lightning, and radiant damage

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 120 ft., truesight 30 ft., passive Perception 19

Languages Common, Primordial

Challenge 19 (13,000 XP)

Traits

Innate Spellcasting Saix can cast the following spells without requiring material components. (+14 to hit, DC 20)

At will: Dimension Door, Moonbeam

3/day ea: Dispel Magic, Clairvoyance, Comprehend Language, Divination

1/day ea: Teleport, Plane Shift, Forbiddance, Holy Weapon, Find The Path

Legendary Resistance (2/day) If Saix fails a saving throw, he can choose to succeed instead.

Magic Weapons Saix's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Actions

Multiattack Saix makes two Lunatic attacks and then uses Lunatic Throw.

Lunatic +2 Claymore. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 2d6 + 10 slashing and 1d8 radiant/fire damage.

Lunatic Throw Ranged Weapon Attack: +16 to hit, reach 60/240 ft., one target. Hit: 2d6 + 10 slashing and 1d8 radiant/fire damage. Regardless, creatures in a 15ft. cone from the impact must make a DC 19 Dexterity saving throw, taking 5d8 radiant/fire damage on a failure or only taking half as much on a success.



Actions

* **Move Aside** Saix swings his weapon creating shockwaves as he charges 30 ft. Creatures within 10ft. of this line must succeed a DC 19 Constitution saving throw or take 5d8 radiant/fire damage and be knocked back 10 ft. On a success, they only take half as much damage.

* **Celestial Slam** Saix leaps up 40 ft. and throws Lunatic straight down. Creatures within 40 ft. of the impact must succeed a DC 19 Strength save or take 5d8 radiant/fire damage and be knocked prone. On a success, they take half as much damage.

* **Crescent Burst** Saix propels himself in a 80 ft. line. Creatures within that line make a DC 19 Dexterity saving throw, taking 5d8 radiant/fire damage on a failure or half as much damage on a success.

Lunar Fury (Recharge 6) Saix uses three rage moves and then is stunned until the end of his next turn.

Reactions

Parry Saix raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Saix has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Saix moves up to half his speed or makes a Lunatic attack.

* **Rage Move (Two Actions)** Saix uses a Rage Move.

Dimension Door (Three Actions) Saix casts dimension door.



Zexion, Number V1

Medium Elemental (Illusion), Lawful Evil

Armor Class 16 (+2 Studded Leather)

Hit Points 206 (17d8 + 30)

Speed 40 ft., Hover 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	20 (+5)	18 (+4)	15 (+2)

Saving Throws Int +10, Wis +9

Skills Arcana +10, Insight +9, History +10, Performance +7, Investigation +10, Acrobatics, +7, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 60 ft., truesight 60 ft., blindsense 120 ft. (smell), passive Perception 19

Languages Common, Primordial

Challenge 15 (13,000 XP)

Traits

Innate Spellcasting Zexion can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Dimension Door, Mind Spike, Alter Self, Minor Illusion, Disguise Self, Invisibility

3/day ea: Dispel Magic, Mirror Image, Major Image, Hypnotic Pattern, Seeming

1/day ea: Teleport, Plane Shift, Hallucinatory terrain

Legendary Resistance (2/day) If Zexion fails a saving throw, he can choose to succeed instead.

Magic Weapons Zexion's attacks are considered magical for the purpose of overcoming resistances and immunities.

Keen Smell Zexion has advantage on perception checks involving smell and can determine their creature type based on that smell.

Nobody's Cloak See second to last page.

Illusionist Combatant Zexion cannot use Legendary Actions outside the Story World.

Actions

Multiattack Zexion makes three Shadow Blade attacks. If inside the Story World, he instead summons up to 9 Illusory Lexicons and then makes three Illusory Lexicon Slam attacks.

Shadow Blade Melee Weapon Attack: +12 to hit, reach 5 ft. or thrown (20/60 ft.), one target. Hit: 2d8 + 7 psychic damage.

Illusory Lexicon Slam Illusory Lexicon gains 30 ft. movement and attacks. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 2d6 + 7 psychic damage.

Devouring Lexicon (Bonus Action) Zexion summons a Devouring Lexicon within 60 ft. that immediately makes an attack. This Lexicon remains for a minute. Zexion can have up to 10 Devouring Lexicons at once.

Devouring Swarm (Recharge 6) Zexion summons 1d8 + 2 Devouring Lexicons within 60 ft.

Wrath of the Library (Recharge 5-6) All creatures within the pocket dimension must succeed a Dexterity or Strength saving throw to enter a barrier that begins to form around Zexion. This lasts until the beginning of his next turn and he is stunned for the duration.

Creatures outside the barrier must succeed a DC 18 Dexterity saving throw at the beginning of their turn or take 12d6 psychic damage as books rain from the ceiling. They only take half as much damage on a success.



Actions

Into the Story Zexion and all creatures grappled by a Devouring Lexicon are pulled into a pocket dimension that is 80 ft. in diameter and 100 ft. tall. The only thing left behind is a single Devouring Lexicon with the pocket plane inside it.

Zexion becomes an Illusory Lexicon with 50 temp HP and summons 9 others. Every time Zexion is damaged, the damaging creature can make a DC 18 Intelligence check to end the pocket dimension.

When Zexion loses his temp HP or the Devouring Lexicon containing the pocket dimension is destroyed, the pocket dimension ends and everyone inside appears safely within 60 ft. Zexion is stunned until the end of his next turn.

Steal Memories (1/Into the Story) Zexion opens up his pages and glows green. All creatures within the Story World must succeed a DC 18 Intelligence saving throw or lose the ability to attack, use an item, or cast a spell.

Creatures can remake this save at the beginning of their turn. On a fail, they can attempt to glean some knowledge from one of the floating open books. See below

Legendary Actions (3/round)

Zexion has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Book Attack Zexion commands an Illusory Lexicon to make an attack.

Charge of Books (Two Actions) All of the books except Zexion combine into a pack and charge in a 5 ft. wide and 60 ft. long line. Creatures within must make a DC 18 Dexterity saving throw, taking 5d6 psychic damage on a failure or half as much on a success.

Ring of Books (Two Actions) All of the books except Zexion's encircle a 10 ft. radius area and slam through it. Any creature within must make a DC 18 Dexterity saving throw, taking 5d6 psychic damage on a failure or half as much on a success.

Explosion (Three Actions) Three Illusory Lexicons move 30 ft. and explode. Any creature within 5 ft. of an explosion must make a DC 18 Dexterity saving throw, taking 5d6 psychic damage on a failure or half as much on a success.



Devouring Lexicon

*Medium Construct, Unaligned *

Armor Class 10 (Natural Armor)

Hit Points 30

Speed Hover 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Damage Immunities psychic, non-magical damage

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, paralyzed

Senses Passive Perception 10

Languages Understand Primordial
Challenge N/A

Traits

Puppet The Devouring Lexicon takes its turn after Zexion's.

Hungry for Knowledge The Devouring Lexicon can take the dash action as a bonus action if moving towards a hostile enemy.

Actions

Devour Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. On hit, the creature is grappled DC 18. They must succeed a DC 18 Intelligence saving throw or be stunned until the grapple ends.

Illusory Lexicon

*Medium Construct, Unaligned *

Armor Class 13 (Natural Armor)

Hit Points 5

Speed Hover 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Damage Immunities psychic, non-magical damage

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, paralyzed

Senses Passive Perception 10

Languages Understand Primordial
Challenge N/A

Traits

Puppet The Illusory Lexicon takes its turn after Zexion's. It can only move on its turn. It cannot attack unless commanded to.

Actions

Slam Illusory Lexicon gains 30 ft. movement and attacks. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 2d6 + 7 psychic damage.



Gleam Into Knowledge

Roll a d20 and see the following effect.

Heal (1) Heal 5d10 hp

Power (2) Regain a use of a martial ability or regain the lowest missing level spell slot.

Wealth (3) Regain a use of a magic item. DM's choice.

Liberate (4) Everyone is free from Steal Memories.

Destroy (5) All books are destroyed except Zexion.

Stunned (6-12) Stunned until end of next turn.

Curse (13) Someone randomly falls back under Steal Memories.

Explode (14-20) Take 5d6 psychic damage.



Lexaeus, Number V

Medium Elemental (Earth), Neutral Evil

Armor Class 18 (Un-Armored)

Hit Points 235 (37d6 + 30)

Speed 30 ft., Burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +13, Con +13, Wis +9

Skills Athletics +13, Intimidation +8, Insight +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities petrified, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 60ft., passive Perception 19

Languages Common, Primordial

Challenge 17 (18,000 XP)

Traits

Innate Spellcasting Lexaeus can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Dimension Door, Maximillian's Earthen Grasp

3/day ea: Dispel Magic, Erupting Earth, Transmute Rock, Wall of Stone

1/day ea: Teleport, Plane Shift, Earthquake

Legendary Resistance (2/day) If Lexaeus fails a saving throw, he can choose to succeed instead.

Magic Weapons Lexaeus' attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Unbreakable At the beginning of Lexaeus' turn, if he took damage since the beginning of his last turn, his body becomes more dense. Creatures within 30 ft. must succeed a DC 19 Strength saving throw or be pushed out to that range. On a success, a creature can make a melee attack against Lexaeus.

Lexaeus is normally at hardness 0 but can reach hardness 3. As he increases in hardness, his body becomes tougher and his abilities become stronger.

1: +2 AC; Resistance to all non-psychic damage.

2: +4 AC; Takes quarter damage from all non-psychic damage.

3: +6 AC; Immune to all non-psychic damage.

Brittle (Weakness) If Lexaeus did not take damage since the beginning of his last turn, his body loses density and drops a hardness level.

If Lexaeus is damaged during the beginning of his turn when his body is reforming to become more dense, he loses a hardness level instead of gaining one. This vulnerability ends after creatures who succeeded the Strength Save in Unbreakable have made their melee attacks.

Actions

Multiattack Lexaeus makes two Sky Splitter attacks and then uses an *Earth Move.

Skyplitter +2 Great Axe/Sword +15 to hit, 5ft. reach. On hit takes 1d12 + 9 slashing damage.

*Deals an additional 1d6 bludgeoning damage per Hardness.



Actions

Boulder Throw Ranged Weapon attack: +12 to hit, range 60/240 ft., one target. Hit 4d10 + 7 bludgeoning damage. *Deals an additional 1d6 bludgeoning damage per Hardness.

Lexaeus can instead throw a grappled creature 60 ft. away dealing the same damage.

***Rock Spray** Lexaeus digs his axe into the ground and then lifts it to fling large rocks. Creatures within a 15 ft. cone must make a DC 19 Dexterity saving throw, taking 4d6 bludgeoning damage on a failure and half as much on a success. *The cone increases by 30 ft. and deals an additional 1d6 bludgeoning damage per Hardness.

***Towers of Stone** Three 5 ft. squares within 120 ft. erupt with a tower of stone. Creatures in those spots must succeed a DC 19 Dexterity saving throw or be flung 30 ft. into the air taking 4d6 bludgeoning damage by the tower. Afterwards, the towers collapse. *The squares increase by 5 ft., the distance flung increases by 10 ft., and the damage increases by 1d6 bludgeoning damage per Hardness.

***Ground Slam** Lexaeus leaps up to 30 ft. away striking the ground. Creatures within 15 ft. must make a DC 19 Strength saving throw or be knocked prone and take 4d6 bludgeoning damage. On a success, they only take half as much damage. *The leap increases by 10 ft., the area of effect increases by 5 ft., and the damage increases by 1d6 bludgeoning damage per Hardness.

Meteor Dive (1/day) Lexaeus rises 120 ft. and dives into the ground. Creatures within 40 ft. must succeed a DC 19 Dexterity saving throw or take 40d6 bludgeoning/fire damage and be knocked prone if standing on the ground. On a success, they only take half as much damage.

Reactions

Parry Lexaeus raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Axel has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Lexaeus moves up to half his speed or makes a Sky Splitter attack.

***Earth Move (Two Actions)** Lexaeus uses an Earth Move.

Dimension Door (Three Actions) Lexaeus casts Dimension door.



Vexen, Number 19

Medium Elemental (Ice), Neutral Evil

Armor Class 22 (Plate Mail, +2 Shield)

Hit Points 145 (32d8 + 34)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	21 (+5)	12 (+1)	12 (+1)

Saving Throws Con +9, Int +10, Cha +6

Skills Acrobatics +9, Deception +6, Investigation +15, Medicine +6, Persuasion +6, Perception +6

Damage Resistances acid, piercing, and slashing from nonmagical weapons

Damage Immunities cold and poison

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 120 ft., passive Perception 16

Languages Common, Primordial

Challenge 16 (15,000 XP)

Traits

Innate Spellcasting Vexen can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Ice Knife, Dimension Door

3/day ea: Dispel Magic, Modify Memory, Rime's Binding Ice, Fire Shield

1/day ea: Teleport, Plane Shift, Freezing Sphere, Wall of Ice, Cone of Cold.

Legendary Resistance (2/day) If Vexen fails a saving throw, he can choose to succeed instead.

Magic Weapons Vexen's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Data Analyzer (Bonus Action) Vexen summons a magical rune within 5ft. that analyzes creatures on top of it. See stats on next page.

Icy Shield (Bonus Action) If Vexen does not have temp hp, he can cover his body with protective ice gaining 40 temp hp. Whenever he runs out of temp hp, he is stunned until the end of his next turn.

Actions

Multiattack Vexen makes two Frozen Pride attacks and then uses an *Ice move.

Frozen Pride +2 Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 1d6 + 7 slashing and 1d6 cold damage.

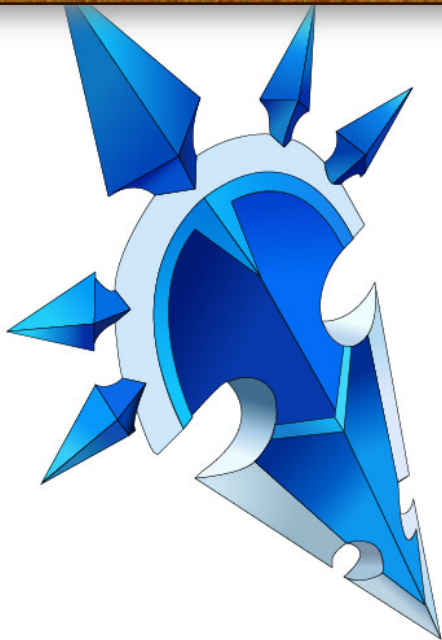
***Spinning Snowflake** A large razor-sharp snowflake spins around Vexen. Creature within 5 ft. must make a DC 19 Dexterity saving throw, taking 4d6 slashing damage on a failure or half as much on a success.

***Streaming Snowflakes** Vexen launches large razor snowflakes in front of him in a 30 ft. cone. Creatures within must make a DC 19 Dexterity saving throw, taking 4d6 slashing/cold damage on a failure or half as much on a success.

***Impending Icebergs** Vexen raises icebergs in front of himself in a 60 ft. line. Creatures within must make a DC 19 Dexterity saving throw, taking 4d6 cold/piercing damage on a failure or half as much on a success.

Summon Anti-Copy (Recharge 5-6) Vexen summons an Anti-copy of any creature that he has at least one point of data for.

This ability recharges immediately when Vexen gains another data point on a creature.



Reactions

Parry Vexen raises his AC by 5 against one attack he can see being made against him.

Legendary Actions (3/round)

Vexen has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Vexen moves up to half his speed or makes a Frozen Pride attack.

Freeze in Place (Recharge 6) Target creature within 40 ft. must succeed a DC 19 Constitution saving throw or be frozen completely taking 4d6 cold damage and then gain that much temp hp. The target is restrained until they lose that temp HP. They can make a DC 19 Strength check to try and break out or someone adjacent can attempt it as an action.

* **Ice Move (Two Actions)** Vexen uses an Ice Move.

Move Rune (Two Actions) The Data Analyzer moves up to 15 ft.

Dimension Door (Three Actions) Vexen casts dimension door.

Summon Anti-Copy (Three Actions) Vexen summons an Anti-Copy if the ability is recharged.

Data Analyzer

The rune takes up a 5 ft. square and has 15 ft. movement. It moves on Vexen's turn.

When a creature enters the Analyzer's area for the first time on a turn or starts its turn there, the creature must make a DC 19 Wisdom saving throw.

As well, when a creature ends its turn within the Analyzer's area, the creature must make a DC 19 Wisdom saving throw.

On a failure, the rune gains 1/2 a Data Point on the creature up to a maximum of 5. The analyzer loses 1 point of data every hour.

Whenever a creature is on the Analyzer, the Analyzer remains attached to them unless they move more than 15ft. in one round. Then the Analyzer remains at the 15ft. mark.



Anti-Copy

*Medium Construct, Unaligned *

Armor Class - (**)

Hit Points - (Original's HP/ 6-data points on Original)

Speed - **

STR	DEX	CON	INT	WIS	CHA
**	**	**	**	**	**

Skills **

Damage Vulnerabilities **, Damage from magical weapons or spells.

Damage Resistances **

Damage Immunities **

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

Senses Passive Perception **

Languages Understands Primordial, **

Challenge N/A

Traits

Magic Susceptibility The Anti-Copy has disadvantage on all spells and magic saving throws.

Stats The Anti-Copy has all the stats and actions as the original including the additional ones listed above unless otherwise stated.

Items and Equipment The Anti-Copy has all the equipment that the original has. If a piece of Equipment was magical, it is now non-magical and loses its magical abilities.

Rough Copy The Anti-Copy has a negative modifier equal to (5 - # data points on the original) to all attack, save, and check rolls as well as ability or spell DC's. Rounded up

Though it cannot speak a language, it can still cast spells requiring vocal components.

This copy lasts a number of hours equal to the amount of data points it was created with.

Partial Memories An Anti-Copy has only a fraction of the memories and knowledge of the original. This is equal to 1/(6 - # data points on the original). Up to DM discretion what those are.

Master's Creation The Anti-Copy is considered charmed by Vexen and considers him a trusted friend.

While on the same plane of Existence, Vexen can communicate with it telepathically.

Vexen can also read the Anti-Copy's memories as an action.

Spellcasting Spellcasting is based on experience and knowledge. An Anti-Copy is only able to cast spells up to 1/2 of the original's spell casting level.

For example, if the original is a 10th level spellcaster, the Anti-Copy is only a 5th level spellcaster. While the original could cast up to 5th level spells, the Anti-Copy can only cast up to 3rd level spells.

Perfect Copy If the Anti-Copy was made using 5 data points on the original, it has all the knowledge of the original, it is able to cast any spells like the original, and it can speak.

Actions

*** (**) ***



Xaldin, Number 111

Medium Elemental (Wind), Neutral Evil

Armor Class 18 (+2 Studded Leather)

Hit Points 233 (19d12 + 110)

Speed 30 ft., Hover 60 ft.

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

Saving Throws Str +12, Con +10, Int +10

Skills Athletics +12, Acrobatics +10, Deception +8, Investigation +10, Perception +8, Insight +8

Damage Resistances piercing, bludgeoning, and slashing damage from non-magical weapons; lightning and thunder damage

Damage Immunities poison

Condition Immunities poisoned, exhaustion, paralyzed, petrified, unconscious

Senses darkvision 120 ft., passive Perception 18

Languages Common, Primordial

Challenge 18 (20,000 XP)

Traits

Innate Spellcasting Xaldin can cast the following spells without requiring material components. (+9 to hit, DC 17)

At will: Dimension Door, Gust of Wind, Enemies Abound

3/day ea: Dispel Magic, Fly, Wind Wall, Storm Sphere

1/day ea: Teleport, Plane Shift, Control Winds, Freedom of Movement, Steel Wind Strike, Wind Walk.

Legendary Resistance (2/day) If Xaldin fails a saving throw, he can choose to succeed instead.

Magic Weapons Xaldin's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

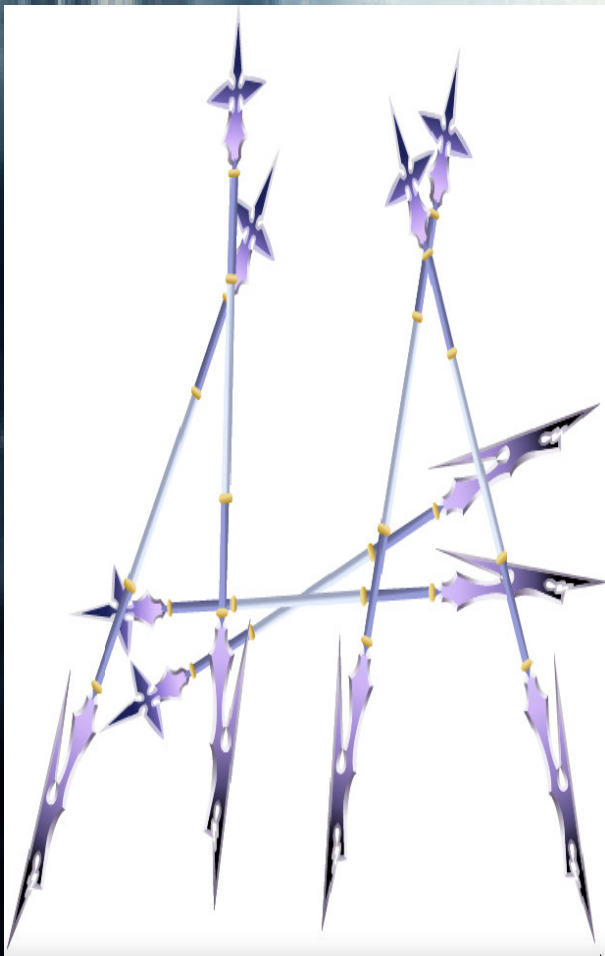
Tempest When Xaldin moves adjacent to another creature's space with his Wind Aura, that creature must succeed on a DC 19 Dexterity saving throw or take 2d8 slashing damage. A creature can only be affected once a round by this ability

Actions

Multiattack Xaldin makes two Phalanx attacks with Lindworm and then uses a *Wind Move.

Phalanx. Xaldin aligns his six lances and makes an attack against each creature in a 20 ft. long and 10 ft. wide line. Roll once.

Melee Weapon Attack: +14 to hit. Hit: 1d12 + piercing and 1d6 thunder damage.



Actions

* **Horizontal Slash** Each creature within 20 ft. must make a DC 19 Dexterity saving throw, taking 3d12 slashing/thunder damage on a failure or half as much on a success.

* **Aerial Dive** Xaldin disappears and then dives down on a spot up to 30 ft. away. A creature within in that location must make a DC 19 Dexterity saving throw, taking 3d12 piercing/thunder damage on a failure or half as much on a success. He repeats this two more times ending up at his last location.

* **Vacuum Ball** Xaldin makes three attacks. Ranged Weapon Attack: +14 to hit, range 150 ft., one target. Hit: 3d8 slashing/thunder damage.

Lindworm's Gale (Recharge 5-6) Xaldin's six lances animate into a dragon like wyrm which breathes a wide gale force. Creatures in three 90 ft. cones must make a DC 19 Dexterity saving throw, taking 9d12 slashing/thunder damage on a failure or half as much on a success. A creature can only be affected by one cone.

Reactions

Parry Xaldin raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Axel has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Move/Attack Xaldin moves up to half his speed or makes a Phalanx attack.

* **Wind Move (Two Actions)** Xaldin uses a *Wind move.

Dimension Door (Three Actions) Xaldin casts dimension door.



Xigbar, Number 11

Medium Elemental (Space), Neutral Evil

Armor Class 19 (+2 Studded Leather)

Hit Points 162 (19d8 + 77)

Speed 30 ft., Teleportation 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +13, Int +9, Wis +8

Skills Acrobatics +13, Stealth +13, Deception +10, Perception +8, Sleight of hand +19

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned, blinded

Senses darkvision 120 ft., passive Perception 18

Languages Common, Primordial

Challenge 18 (20,000 XP)

Traits

Nobody's Cloak See second to last page.

Innate Spellcasting Xigbar can cast the following spells without requiring material components. (+10 to hit, DC 18)

At will: Vortex Warp, Dimension Door, Hail of Thorns

3/day ea: Dispel Magic, Conjure Barrage

1/day ea: Teleport, Plane Shift, Scatter, Word of Recall, Conjure Volley

Legendary Resistance (2/day) If Xigbar fails a saving throw, he can choose to succeed instead.

Magic Weapons Xigbar's attacks are considered magical for the purpose of overcoming resistances and immunities.

Defy Gravity Xigbar can choose to ignore gravity and walk on air as if it were ground, even upside down.

Teleportation Movement Xigbar can teleport up to 120 ft. per round. He can split this up in between other actions as he wishes.

Heads Up! (Bonus Action) Once per round, Xigbar can create portals big enough for his guns to fit through. His next Pistol Shot attack has advantage and can originate from anywhere in sight.

Actions

Multiattack Xigbar makes three Pistol Shot attacks with Sharpshooter.

Combine/Disassemble Xigbar either combines Sharpshooter into a sniper rifle or disassembles it into two pistols.

Sniper Shot Ranged Weapon Attack: +14 to hit, ranged 240/720 ft., one target. Hit: 12d10 + 9 piercing damage. Creature is also pushed backwards 30 ft.

This attack is made with advantage as the bullet locks onto the target.

This attack uses his teleportation power meaning he could not have teleported since the beginning of his last turn and can't teleport again until the beginning of his next.

Pistol Shot Ranged Weapon Attack: +14 to hit, ranged 60/180 ft., one target. Hit: 4d10 + 9 piercing damage. Creature is also pushed backwards 10 ft.



Actions

Create Shard Minds (Recharge 5-6) Xigbar manifests up to two sentient Shard Minds that are shaped as spears. They each have 120 ft. hover speed, 18 AC, and 30 hp. They act on Xigbar's turn. Whenever they move through a creature's space, that creature must succeed a DC 19 Dexterity saving throw or take 2d10 piercing damage.

Bullett Dance (Recharge 6) Every creature within 120 ft. must succeed a DC 19 Wisdom saving throw or be teleported into a 20 ft. sphere. Every creature within that sphere must then make a DC 19 Dexterity saving throw, taking 17d6 piercing damage on a failure or half as much on a success as Xigbar creates a dome of portals to fire his pistols from.

Reactions

Parry Xigbar raises his AC by 6 against one attack he can see being made against him.

Legendary Actions (3/round)

Xigbar has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Attack/Move Xigbar moves up to half his speed or makes a Pistol Shot attack.

Create Shard Minds (Two Actions) Xigbar uses Create Shard Elemental if available.

Dimension Door (Three Actions) Xigbar casts Dimension Door.



Xenmas, Number 1

Medium Elemental (Chaos Elemental), Lawful Evil

Armor Class 20 (+2 Studded Leather)

Hit Points 335 (35d10 + 143)

Speed 60 ft., Hover 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Dex +13, Con +14, Wis +10, Cha +11

Skills Acrobatics +13, Deception +11, Intimidation +11, Insight +10, Perception +10, Sleight of hand +13, Performance +11

Damage Resistances cold, fire, lightning

Damage Immunities acid, necrotic, force, poison, non-magical slashing, piercing, and bludgeoning

Condition Immunities exhaustion, petrified, poisoned, blinded, charmed

Senses darkvision 120 ft., True sight 120 ft. passive Perception 20

Languages Common, Primordial

Challenge 24 (62,000 XP)

Traits

Nobody's Cloak See second to last page.

Innate Spellcasting Xenmas can cast the following spells without requiring material components. (+10 to hit, DC 18)

At will: Dimension Door, Shocking Grasp, Dispel Magic, Magic Missile

3/day ea: Chain Lightning (Force Damage), Bigbys Hand, Wall of Force, Counter Spell

1/day ea: Teleport, Plane Shift, Force Cage

Legendary Resistance (2/day) If Xenmas fails a saving throw, he can choose to succeed instead.

Magic Weapons Xenmas' attacks are considered magical for the purpose of overcoming resistances and immunities.

Entropic Touch Xenmas's attacks and abilities can strike incorporeal creatures on the ethereal plane.

Chaos Clone (1/rest) As a bonus action, Xenmas can unleash his chaotic existence allowing the possibility of another Xenmas to exist for 10 minutes. This other Xenmas appears within 30 ft. The other Xenmas acts on Xenmas' initiative with his own turn. However, they share the same HP pool, Spell uses, and Legendary Resistances.

At the beginning of each Xenmas's turns, they roll a d6. On a 4-6, nothing happens if they currently exist or they reappear within 30 ft. if they previously did not exist.

On a 1-3, nothing happens if they previously did not exist or they disappear if they currently exist. It is possible for neither to exist at one time.

At the end of the 10 minutes, one of the Xenmas is randomly chosen to exist while the other disappears.

Blade Dance If Xenmas makes an Energy Sword attack on his turn, he gains 20 ft. movement and 1d8 AC until the beginning of his next turn.

Actions

Multiattack Xenmas makes four Energy Sword attacks and then uses Chaos Seed.



Actions

Energy Sword Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 1d8 + 7 slashing plus 1d10 force damage.

Chaos Seed Xenmas Summons a chaos seed causing it roots to either shoot out in a 120 ft. long line or a 30 ft. cone. Creatures within must succeed a DC 20 Dexterity saving throw or take 4d10 force damage and be pushed back 20 ft. On a success, they only take half damage.

Awaken Chaos (Recharge 5-6) Xenmas concentrates and targets a creature within 30 ft. They must succeed a DC 20 Dexterity saving throw or get hit. On hit, the creature becomes stunned. While active, Xenmas and other Xenmas exist and do not roll a d6 at the beginning of their turns. The Xenmas concentrating on the effect cannot move or take any other actions.

At the beginning of each of the target's turns, they must succeed a DC 20 Charisma save or take 8d10 force damage. The effects ends on a success.

Bombardment (1/day) Xenmas summons an arena of Energy Beams firing on anyone within 120 ft. Every creature inside must succeed a DC 20 Dexterity saving throw or take 18d10 force damage and be stunned until the end of their next turn. On a success, they only take half damage. Xenmas is stunned until the end of his next turn.

Reactions

Mirror of Force Xenmas summons a 10 ft. by 10 ft. wall within 30 ft. that lasts until the beginning of his next turn. This wall is immune to all damage and any time a spell is launched at the wall, roll a d6. On a 6, the spell is reflected back at the caster.



Legendary Actions (3/round)

Xenmas has 3 Legendary actions a round and regains the uses at the beginning of his turn.

Chaos Mist Xenmas moves up to 30 ft. without triggering attacks of opportunity as he temporarily turns into elemental chaos.

Energy Sword Xenmas makes one energy sword attack.

Energy Beams (Two Actions) Xenmas releases a line of energy beams that are frozen in space.

The beams make three ranged attacks: +14 to hit, range 120/240 ft., one target. 3d6 force damage.

At the beginning of his next turn, the second half fire making another three attacks before disappearing.

Energy Spheres (Two Actions) Xenmas releases two balls of energy that explode up to 60 ft. away. Creatures within 20 ft. of the explosions must make a DC 20 Dexterity saving throw taking 7d10 force damage on failure and half as much on a success. A creature can only be affected by one explosion.

Dimension Door (Three Actions) Xenmas casts dimension door.



Nobody's Cloak

Wondrous item (studded leather armor), Legendary (requires attunement)

Kingdom Hearts II

This fine cloak is made from the black skin of the god Mask. It is adorned with silver chains hanging from the collars. While wearing it, you gain the following benefits:

- You cannot be detected by magic including scry spells or lock-on spells like magic missile.
- You cannot be sensed by other beings that are not present including greater deities. For example, the ability of gods to sense anything nearby their temples or followers. Another example, someone using Beast sense would not be able to sense you even though the beast can.
- You can choose to leave no tracks at will and while your hood is up, nothing can sense the physical appearance of your form. Truesight, X-ray vision, and other similar abilities do not work. Tremorsense can detect you and determine your size but for some reason not what you look like.



Xion, Number XIV

Medium Elemental (Light), Chaotic Good

Armor Class 17

Hit Points 215 (29d8 + 57)

Speed 40 ft. Hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	17 (+3)	16 (+3)	20 (+5)	22 (+6)

Saving Throws Dex +11, Con +9, Wis +11

Skills Acrobatics +11, Insight +11, Persuasion +12, Arcana +9, Perception +11

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, blinded

Senses darkvision 120 ft., passive Perception 21

Languages Common, Primordial

Challenge 19 (22,000 XP)

Traits

Innate Spellcasting Xion can cast the following spells without requiring material components. (+12 to hit, DC 20).

At will: Dimension Door, Lesser Restoration, Branding Smite, Detect Thoughts, Guiding Bolt

3/day ea: Dispel Magic, Aura of Vitality, Blinding Smite, Tongues

1/day ea: Teleport, Plane Shift, Dream, Greater Restoration, Heal, Modify Memory (9th level).

Biased Appearance Xion appears to the viewer how they think of her. For example, a stranger would view her as a hooded figure, a friend would view her as her normal self, an enemy may view her in a scary appearance.

Legendary Resistance (2/day) If Xion fails a saving throw, she can choose to succeed instead.

Magic Weapon Xion's attacks are considered magical for the purpose of overcoming resistances and immunities.

Nobody's Cloak See second to last page.

Ball of Light As a Bonus action, Xion turns into a ball of light and teleports up to 40 ft. away.

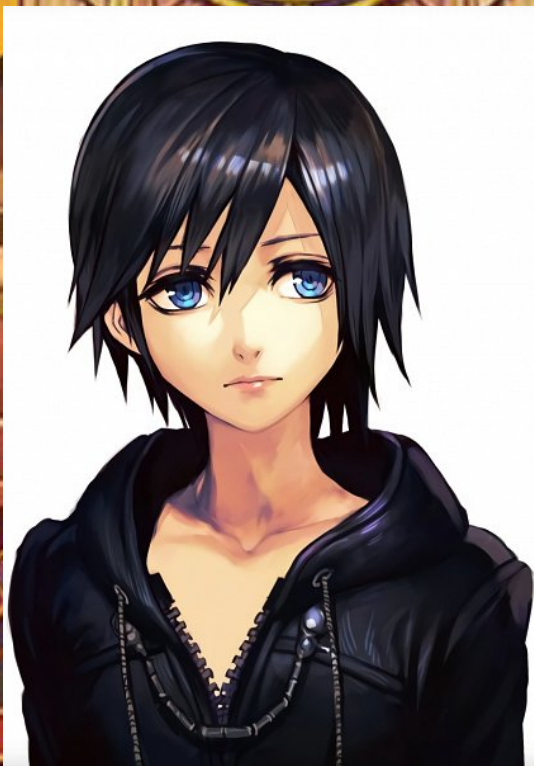
Actions

Multiattack Xion makes four Keyblade attacks.

Keyblade Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) slashing plus 4 (1d6) radiant damage. On hit, a creature is knocked back 5 ft. and Xion can move with them for free.

Master Keyblade Throw (Recharge 5-6) Xion envelopes her Keyblade in light and throws it in a 180 ft. long and 5 ft. wide line that can change direction halfway. Each creature in that line must make a DC 20 Dexterity saving throw taking 23 (5d8) slashing and 23 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Aeroga (Recharge 5-6) Xion leaps up in the air and slams the ground creating an explosion of radiant energy. Creatures within 30 ft. must make a DC 20 Dexterity Saving throw taking 42 (12d6) radiant damage on a failure and half as much on a success.



Actions Cont.

Event Horizon (Recharge 6) Xion concentrates as the surrounding area within a mile becomes lit like the morning sun. Magical darkness is dispelled and creatures within have resistance to necrotic damage.

Until she loses concentration, this area is considered her Lair and she can take Lair actions.

Reaction

Parry Xion raises her AC by 6 against one attack she can see being made against her.

Legendary Action (3/round)

Xion has 3 Legendary actions a round and regains the uses at the beginning of her turn.

Striking Light Xion teleports up to 20 ft. and then makes two Keyblade attacks.

Light Beams Xion teleports up to 20 ft. Xion then summons three beams of light that each travel in a 60ft. line. The first creature in each of those lines must succeed a DC 20 Dexterity or Strength saving throw or take 7 (2d6) radiant damage and be knocked back 10 ft.

Falling Star Xion teleports up to 20 ft. Xion dashes firing beams of light in every direction. Each creature within 15 ft. must make a DC 20 Dexterity saving throw taking 14 (3d8) radiant damage on a failure and half as much on a success.

Rising Sun (Two Actions) Xion immediately takes a Lair Action if concentrating on Event Horizon.

Dimension Door (Three Actions) Xion casts Dimension Door.



Lair Actions

If Xion is concentrating on Event Horizon, on initiative count 20 (losing initiative ties), Xion takes a lair action to cause one of the following effects; Xion can't use the same effect until all others have been used first:

Light Eruption Xion chooses a spot within 120 ft. A light begins to form on the ground becoming brighter and brighter. On the next initiative count 20 (losing initiative ties), a 30-foot-radius, 40-foot-high cylinder of bright light glimmers there.

Each creature within must make a DC 15 Constitution saving throw taking 22 (4d10) radiant damage on a failure and half as much on a success.

Cage of Light A cage of light forms around one creature with 120 ft. of Xion's choice. The cage disappears on the next initiative count 20 (losing initiative ties).

If the creature attempts to leave their space through the cage, they must make a DC 15 Dexterity saving throw taking 55 (10d10) radiant damage.

Light Beam Dance Dozens of light beams appears and scatter across the field. Each creature within 120 ft. must succeed a DC 15 Dexterity saving throw or take 7 (2d6) radiant damage and be knocked 10 ft. in a random direction.

Blue Beam Wall A 120 ft. long line of light forms on the ground within 120 ft. On the next initiative count 20 (losing initiative ties), a 10 ft. high wall of light forms and lasts until the next initiative count 20 (losing initiative ties).

Creatures that start their turn in the wall or enter the area for the first time on their turn, they must make a DC 15 Constitution saving throw. On a failure, they take 18 (4d8) radiant damage and are blinded for 1 minute. A creature that ends its turn in the wall's area takes 18 (4d8) radiant damage.

Creatures can pass through the wall but cannot see through it.



ART CREDIT! :)

Every weapon that isn't cited below and every screen shot of combat is from Kingdom Hearts II by Square Enix

Title page: Orihime92

Page 1 : Orihime92

Page 2: DjEasterbunnny (top); Lunix Llama (bottom right)

Page 3: Valyrian Wildfire (background); eric899 (profile pic)

Page 5: Martin Capek (background); Erin Wong-16 Nijuukoo (profile pic)

Page 7: Cindy Hamm (background); YoMikeeHey (profile pic)

Page 9: Beatwalk (background); khuxgrammers01 (profile pic)

Page 11: YenSid-kun (Cards)

Page 12: Circe Denyer (background); ZylN (Sitar); Mykage (profile pic)

Page 14: krumao (background); Rosi K (profile pic) ;Tina Turner (weapons)

Page 16: PsdRookie (background); Nijuukoo (profile pic)

Page 18: Joshua Springall (background); rhunevild32 (profile pic);

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Page 24: Ireba (background); Delilahmonclova (shield); YenSid-kun (profile pic)

Page 26: Justin Curie (background); Michael Allen (dark sora pic)

Page 27: shadrin_andrey (background); Blublen (profile pic)

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Page 31: Olga Grezova (background); MathiaArkoniel (profile pic)

Page 32: Mistik Angel (background)

Page 33: Square Enix via Kingdom Hearts 2 (background)

Page 34: InkArtWriter via Deviantart (cloak profile)

Page 35-37 Background: Metropower Twilight Town Tower via Deviant Art (Kingdom Hearts)

Page 35 Profile: Vanutyiup Xion via Zerochan (Kingdom Hearts)

Page 36-37 Screenshots from KH3 by Square Enix. (Kingdom Hearts III)



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