

## Vile Nun

As the incense impregnates the air and the night is at its darkest moment, sinister chanting will haunt the sky, followed by a storm of arrows that will fall on all enemies of the Church of Wrath.

Hiding in the shadows at a safe distance, the vile nuns spread out and surround enemy forces or settlements, unleashing volley after volley of darts until all their foes or heretics are dead.

The vile nuns come from all backgrounds and races as long as they embrace the church's teachings and worship the Defunct Whisperer, their mysterious and dark deity. At first, the novice nuns will endure weeks of torment by being cleansed of corruption, their flesh viciously flayed, burned or ripped as they renounce their former lives. After surviving the ordeal, the nun will receive her official robes and be sent to the Abbey of Anguish, where their formal training begins under the tutelage of senior nuns.

How much time each nun spends in the abbey is unknown. The only certain aspect is that by the time they leave, they are fervent followers of the church, living for the gospel and to combat the enemies of the church. Their memories, instead of bringing joy, serve as a reminder of the impure lives they led before.

The nuns avoid speaking to outsiders, but will do so to get information about places or things. They always travel in groups, the bonds between them being so strong that they leave none of the group behind.

After ten years of being a member of the church, the nuns are sent on a pilgrimage to the Desert of Shadows, a desolate location covered in perpetual darkness and infested with swarms of insects whose sounds drive any living creature mad. Nuns that survive the ordeal are left permanently deaf, only capable of hearing the faraway whispers of their sinister deity. This act is called the Final Libation.

Only a handful of nuns have survived the libation, and they roam the halls of the Basilica of Atonement at night, talking to themselves and claiming that they have been "touched" by the Defunct Whisperer. They are holy and in a state of grace; beyond any attempt at mortal comprehension and existing between two different planes.

## Vile Nun

*Medium Humanoid, Lawful evil*

**Armor Class** 13  
**Hit Points** 30 (5d8+10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2  
**Senses** Passive Perception 11  
**Languages** Common  
**Challenge** 2 (450 XP)

**Dark Devotion.** The nun has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The nun is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).  
The nun has the following cleric spells prepared

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (4 slots): *command, inflict wounds, shield of faith*  
2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

**Multiattack.** The nun makes two ranged attacks.

**Hand Crossbow.** *Ranged Weapon Attack:* +8 to hit, reach 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.





## Bishops of Purified Blood

"Berserker beasts", "Sadistic ogres", are some monikers for the Bishops of Purified Blood, the elite shock troopers who charge without regard for their lives into the center of an enemy's main force.

A bishop is chosen from accomplished priests in evangelizing and eradicating heretics. He then fights to the death with other priests and beasts in a pitch-black gladiatorial arena. A dark chorus sings as this horrendous contest occurs, concealing the screams of anguish and pain of the contenders as they struggle to be amongst the survivors.

The ordeal lasts a day, after which torches are lit and whoever remains standing is taken to their training as a bishop.

Massive and savage, the bishops go through a painful training that lasts over two years that includes mastery of heavy weapons, thorough knowledge of the creed, and the removal of all nonviolent characteristics in their personality.

The bishops claim they can hear the blessings of the supreme father, Pope Belisarius, when they fight, making them go into a frenzy that doesn't stop until all the heretical opponents are lying in a pool of blood and guts. Every kill by the bishops is considered an offering to The Defunct Whisperer, the deity the church worships, and from whom they get their sinister powers.

Bishops are almost unstoppable once the bloodlust consumes them. Only the clergy above them have the knowledge to stop them when the enemy has recanted and wishes to convert. This is done through a secret incantation given to them directly by the pope. No bishop ever retires; they die in battle or commit suicide when they can no longer serve the church.

Wherever the bishops pass, a trail of destruction and slaughter follows. On the battlefield, the bishop's record is formidable, only losing an insignificant number of engagements, and causing maximum carnage on the opposing side.

Their most infamous victory, known throughout all the realms, was their battle against The Grand Alliance, a force made up of three different armies who recognised the threat the Church of Wrath posed. The bishops were outnumbered twenty-to-one and had no support from any other of the church's forces. Survivors of the battle (those that fled) claim that the ground became "an ocean of blood", and that the bishops held a dark mass on top of the mountains of cadavers of the Grand Alliance.

## Bishops of Purified Blood

*Large Humanoid, Lawful evil*

**Armor Class** 16 (Bishop's Armor)

**Hit Points** 78 (10d8+30)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +6, Wis +2

**Skills** Intimidation +5, Persuasion +4, Religion +2

**Senses** Passive Perception 11

**Languages** Common, Celestial, Infernal

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the bishop can move up to its speed towards a hostile creature that it can see.

**Dark Devotion.** The bishop has advantage on saving throws against being charmed or frightened.

**Whisperer's Fury.** The bishop deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

### ACTIONS

**Multiattack.** The bishop makes two attacks with its greataxe.

**Great Axe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (1d12 + 4 plus 1d8) slashing damage.





## Cardinal Pazmino, Demonic Nuncio

The Cardinal is a force of destruction. He was chosen by Pope Belarius III himself to become one of the seven cardinals of the church.

To become a cardinal is a long and painful ordeal that requires decades of service to the church, during which they must have cleansed and converted more than a thousand souls.

This proved easy for the cardinal, whose hunger for brutality is only matched by his devotion to the holy father and the Defunct Whisperer. Out of the seven cardinals, the Demonic Nuncio is the one who spends more time traveling and going to battle. He only returns to the Basilica of Atonement when ordered to by the pope. During his travels, his reputation has grown into a legend of fear, with people terrified of pronouncing his name or even mentioning his atrocious crimes.

His great sword was crafted from the metal of the gate of the city of Magdeburg. The siege of this city is Pazmino's most infamous feat. A delegation of priests had been sent to impose an ultimatum on the city, "Convert and be saved, or be cleansed". Magdeburg's ruler rejected the demand and had the delegation nailed to the city's gate.

On hearing of the act, the cardinal mobilized his personal force and laid siege to Magdeburg. The city was built and designed to resist attacks from dragons, undead, and other formidable dangers.

It took the church's small force less than three days to raze the city to the ground. Pazmino led the attack himself, capturing Magdeburg's ruler and imprisoning his soul in his great sword, as the ruler wailed in agony.

None of the inhabitants were spared, it was a total cleansing.



## Cardinal Pazmino

*Large Humanoid, Lawful evil*

**Armor Class** 17 (Cardinal's Armor)  
**Hit Points** 122 (9d12+40)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+4)	12 (+1)	14 (+2)	15 (+2)

**Saving Throws** Con +8, Wis +4  
**Skills** Intimidation +6, Persuasion +6, Religion +4  
**Senses** Passive Perception 14  
**Languages** Common, Celestial, Infernal  
**Challenge** 7 (2900 XP)

**Aggressive.** As a bonus action, the cardinal can move up to its speed towards a hostile creature that it can see.

**Dark Devotion.** The cardinal has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Multiattack.** The cardinal makes two attacks with its greatsword.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 24 (6d6 + 6) slashing damage.

### REACTIONS

**Missile Catcher.** If an arrow or similar weapon is hurled at the cardinal, the cardinal can, with a successful DC 13 Dexterity saving throw, catch the missile and take no damage from it.





## Scourge Templar

As the mounted force of the Church of Wrath, the templars battle other cavalries or are the first to descend on an unsuspecting settlement.

The templars were initially a nomadic barbarian tribe living in the Steppes of Desolation who came into contact with the church more than a hundred years ago. Sensing easy prey and generous loot, the barbarians attacked members of the clergy, only to be pushed back.

The battle should have resulted in a massacre, but the barbarians' riding skills allowed them to resist. Impressed with their valour, the church converted and absorbed them.

All the templars have taken a vow of silence, letting their sacred flails do their talking for them. They are highly agile and coordinated thanks to constant movement, always exploring or harassing heretical lands and people before the main host moves in.

## Scourge Templar

*Medium Humanoid, Lawful evil*

**Armor Class** 16 (Templar's Armor)  
**Hit Points** 50 (10d8+30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Skills** Religion +2

**Senses** Passive Perception 11

**Languages** Common, Celestial, Infernal

**Challenge** 3 (700 XP)

**Agressive.** As a bonus action, the bishop can move up to its speed towards a hostile creature that it can see.

**Dark Devotion.** The templar has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Multiattack.** The templar makes two melee attacks.

**Sacred Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

### REACTIONS

**Parry.** The templar adds 2 to its AC against one melee attack that would hit it. To do so, the templar must see the attacker and be wielding its flail.

## Templar's Steed

*Large beast, unaligned*

**Armor Class** 16 (Steed's Armor)  
**Hit Points** 20 (3d10+3)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

**Senses** Passive Perception 11

**Languages** -

**Challenge** 1/2 (100 XP)

**Trampling Charge.** If the steed moves at least 20 feet straight towards a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the steed can make another attack with its hooves against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.





## Archbishop Belphegor Cleanser

What face hides behind the archbishop's mask is a mystery to all except the pope.

Belphegor was asked to be a cardinal, but he refused, stating that his skills served the church better, being the archbishop in charge of manufacturing the special incense used in all the clergy's thuribles. The incense is said to be a communion between the members of the church and the Defunct Whisperer, creating a rapprochement between all who smell it.

This, however, doesn't apply to creatures outside of the church. Whenever members of the church approach, the incense's smell is the first thing to be noticed, announcing the creeping doom that will engulf all who smell it.

Belphegor spends a considerable amount of his time on pilgrimages, seeking lost lore that can strengthen the church and bring the Defunct Whisperer back to the Material Plane. During these travels, he likes to tempt and convert spellcasters. Those who refuse are never heard of again.

The archbishop likes to torment his opponents by hiding in the darkness and chanting dark hymns while the incense permeates the entire area. He feeds off the fear before moving into combat. His weapons of choice are a flail thurible and a poisoned blade.

Before joining the church, the archbishop was a sage who offended his patron and was boiled alive. As he died, he heard the pope whispering to him, offering to save him if he embraced the church and its teachings. He didn't hesitate.

His armor and red robes protect and hide his body, which is covered in gruesome boils, painful souvenirs from his past.

Belphegor keeps the recipe for the incense a secret, stating that it was revealed to him during a dream by the Defunct Whisperer itself.

The ingredients necessary to make it are many and dangerous to obtain like venom from a medusa's snake hair or the ashes of a phoenix. He searches for the ingredients himself, not considering the others' as sound as his in this matter.

His pursuit to improve the incense has made him addicted to it, requiring him to inhale it at all times, which is why the incense is always burning inside his flail thurible, even when he's not tormenting some poor soul or in combat.

## Archbishop Belphegor

*Medium Humanoid, Lawful evil*

**Armor Class** 16 (Archbishop's Armor)

**Hit Points** 80 (9d12+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	12 (+1)	12 (+1)	15 (+2)

**Saving Throws** Str +4, Con +4, Wis +2

**Skills** Intimidation +4, Persuasion +4, Religion +3

**Senses** Passive Perception 14

**Languages** Common, Celestial, Infernal

**Challenge 5** (1800 XP)

**Dark Devotion.** The archbishop has advantage on saving throws against being charmed or frightened.

**Innate Spellcasting.** The archbishop casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

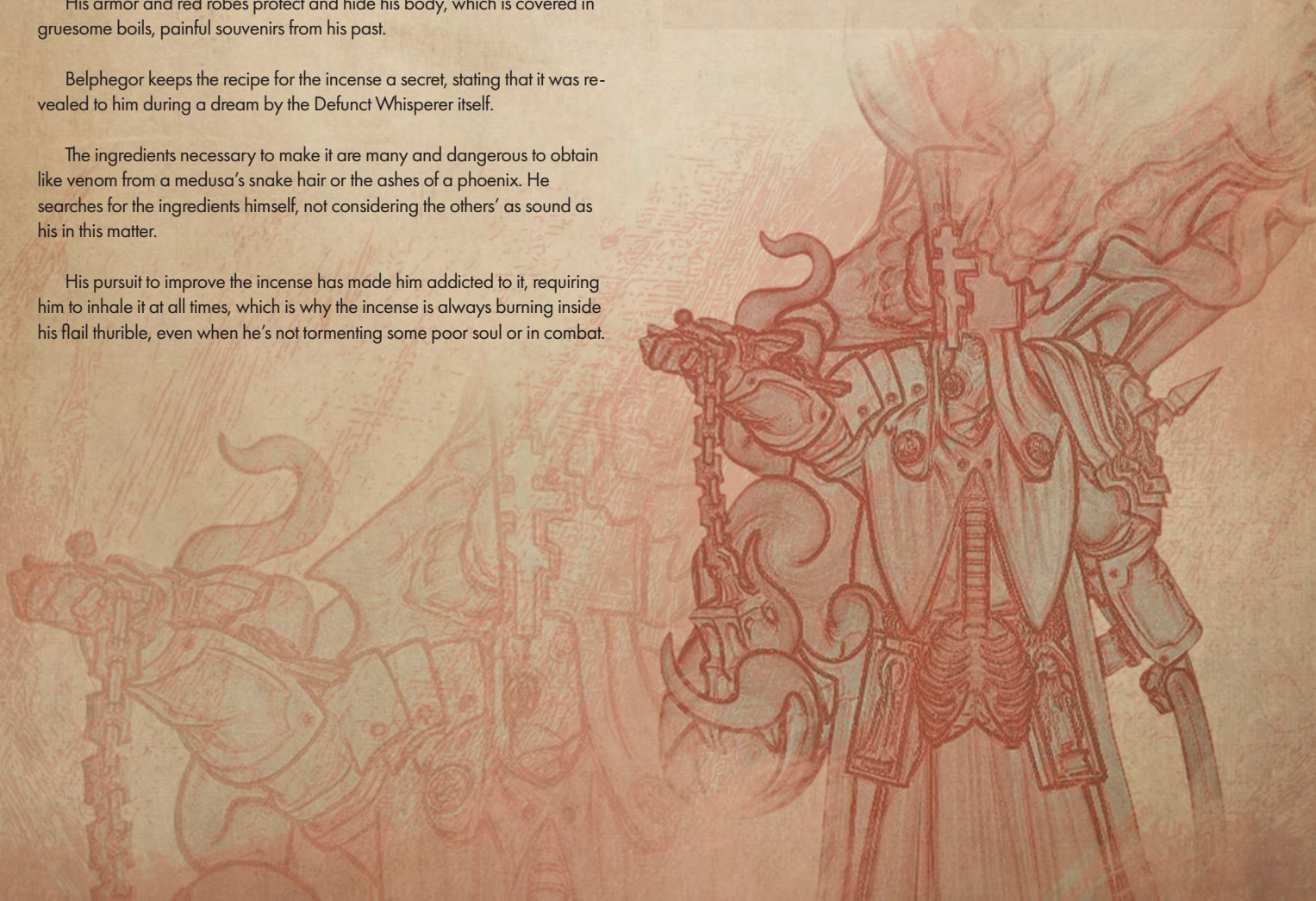
At will: *mage hand*  
2/each: *darkness*, *fear*

### ACTIONS

**Multiattack.** The archbishop makes two melee attacks.

**Flail Thurible.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

**Damned Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 5) slashing Damage plus 2 (1d4) poison damage.



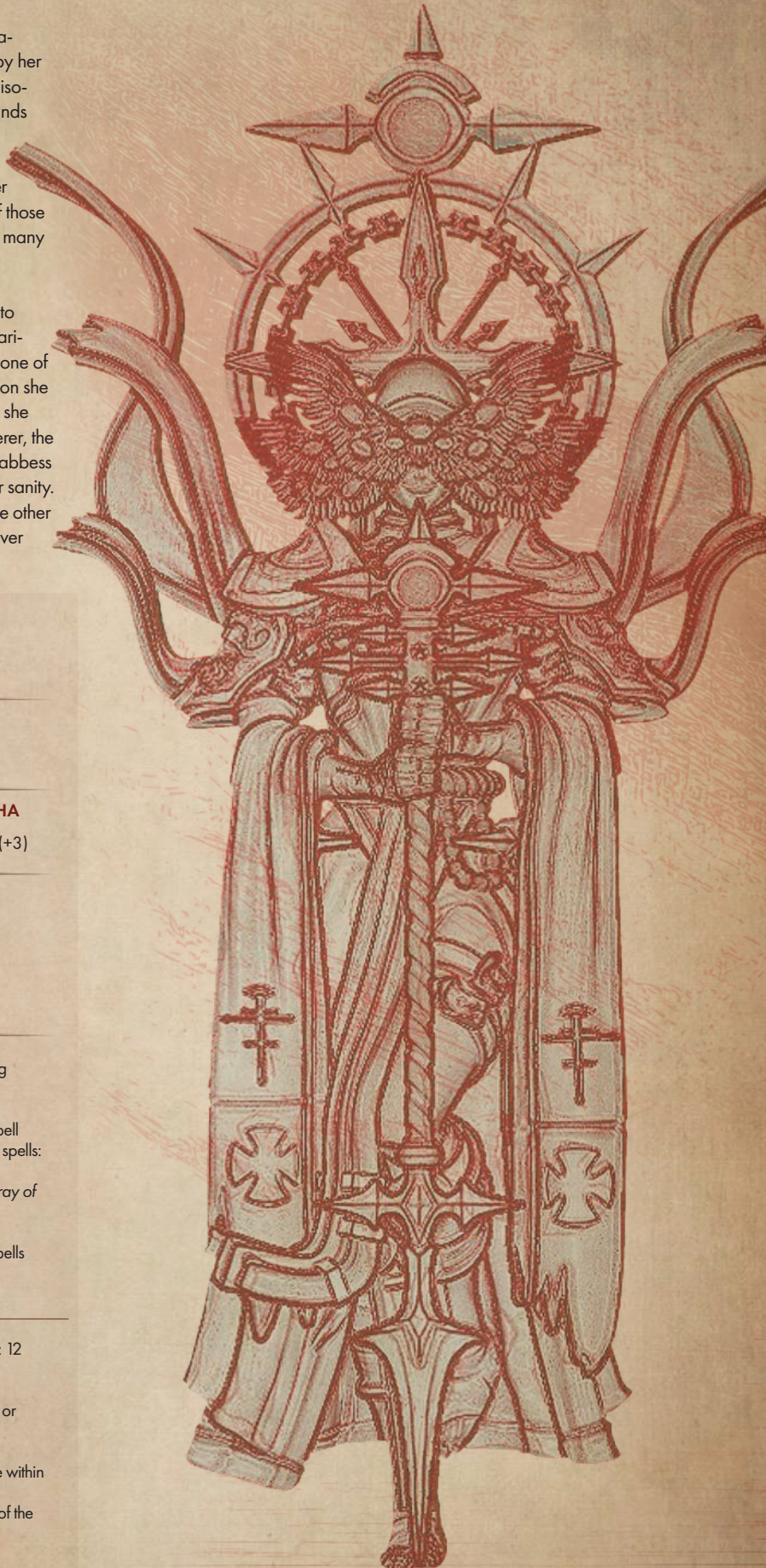


## Wrathful Abbess

Alluring and deadly, the beautiful abbess is in constant contemplation and prayer. Once an elven princess, the abbess, was punished by her people for some dreadful heresy, chained in an abandoned temple, isolated from any interaction with other living beings; no contact, no sounds except a lullaby she would sing to herself to keep sane.

The physical world and her dreams started to merge with time, her broken mind revealed to her other planes of existence. During one of those trances, she heard the faint whispering of a deity that revealed to her many secrets, including dark sorcery.

In return, the being demanded she become one of her followers, to which the abbess agreed. As soon as the pact was sealed, Pope Belarius III appeared and released her from her prison. She soon became one of the most important clergy and the pope's closest advisor. The first action she took after being freed was to blind herself, claiming that the last thing she wanted to remember was the gorgeous shape of the Defunct Whisperer, the deity that had reached out to her. A sinister lullaby accompanies the abbess wherever she goes, the same song she sang to herself to maintain her sanity. This melody augurs ill and doom to all creatures that hear it. Unlike the other clergy, the abbess shows no emotions and -except for her lullaby, never utters a word. Many believe that this is because she is cursed.



## Wrathful Abbess

*Medium Humanoid, Lawful evil*

**Armor Class** 17 (Abbess Armor)  
**Hit Points** 90 (14d8+30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

**Saving Throws** Con +4, Wis +4  
**Skills** Deception +7, Persuasion +4, Religion +4, Stealth +6  
**Damage Resistances** Cold, Fire, Poison  
**Senses** Passive Perception 16  
**Languages** Common, Celestial, Infernal  
**Challenge 5** (1800 XP)

**Dark Devotion.** The abbess has advantage on saving throws against being charmed or frightened.

**Innate Spellcasting.** The abbess' innate spellcasting ability is Charisma (spell check DC 13, +5 to hit with spell attacks). She can innately cast the following spells:

At will: *Detect magic*, *magic missile* 2/day each: *fear*, *plane shift* (self only), *ray of enfeeblement*, *sleep*.

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

### ACTIONS

**Unholy Spear.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

**Etherealness.** The abbess enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the abbess must have her rosary in her possession.

**Curse (One per Combat).** The abbess targets one creature that she can see within 30 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be cursed. While cursed, the target has vulnerability to one type of damage of the abbess' choice. The curse lasts until ended with a greater restoration spell, a remove curse spell, or similar magic.



## Bowel Banner Men

One can still hear the moans of the sacrificed as the Bowel Banner men stroll their way through battle and over corpses. The banners make sure the cries of pain and horror instill fear in their enemies whilst causing fervor with the clergy.

To serve as a bowel banner man is prestigious, since they serve as the inspiration and the reminder of the church's holy mission.

Zealots, the bowel banner men, have a strong hatred for any deviation from the path, and will attack heretics on sight unless stopped by others of their creed.

The life expectancy of the banner men is low since they dive into the heart of the fray, giving their lives to the church with no hesitation or regret. No banner man is known to have lived for over two years.

It is rumored that whenever priests are made into a banner men; they have their tear glands removed, making their eyes constantly irritated to give them a more frightening look. The glands are said to be collected and placed in a wooden box in the basilica's chapel as an offering.

The most terrifying aspect of the banner men is their skill in keeping their banners' specimens alive. The victim must be capable of the foulest screams of agony, constant pain being inflicted on them, but without dying.

This dark technique is called "Mors Tua" and was developed in one of the abandoned crypts of the Basilica of Atonement. A rival religion had sent its own clerics to convert in an area already under the control of the Church of Wrath. The invading clerics proved no match and were easily captured.

Feeling no fear and displaying total devotion to their gods, the captives sang heroic hymns and songs as they were being wiped out. As far as they were concerned, they were martyrs for their gods and they would prevail.

Pope Belarius III arrived and witnessed the captives' passion for their gods, manifested through their blissful voices. After enjoying the chanting, the pope turned to some of his priests and said: "Make them eternally sing for us." The priests nodded, took the remaining captives and thus the Bowel Banner Men were born.

## Bowel Banner Men

*Medium Humanoid, Lawful evil*

**Armor Class** 13 (Priest's Armor)

**Hit Points** 11 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+2)	12 (+1)

**Skills** Persuasion +2, Religion +2

**Senses** Passive Perception 16

**Languages** Common

**Challenge** 1/8 (25 XP)

**Dark Devotion.** The bannerman has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Cruciblade.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

**Inspiration (Recharges after a Short or Long Rest).** For 1 minute, the bannerman can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the bannerman. A creature can benefit from only one Inspiration die at a time. This effect ends if the bannerman is incapacitated or killed.





## Pope Belarius III, The Wrath Beast

The church's leader and The Defunct Whisperer's mortal representative, Pope Belarius III, is a formidable mage who strives to spread the gospel and cleanse all heresy. Scarcely leaving the Basilica of Atonement, he prays in the chapel, waiting for the trumpets of the end of days to sound.

### Pope Belarius III

*Medium Humanoid, Lawful evil*

**Armor Class** 15 (Pope's Armor)  
**Hit Points** 83 (17d8+12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13, Persuasion +7, Religion +10

**Damage Resistances** Cold, Fire, Poison

**Senses** Passive Perception 12

**Languages** Common, Celestial, Infernal

**Challenge** 12 (8400 XP)

**Dark Devotion.** The pope has advantage on saving throws against being charmed or frightened.

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

**Spellcasting.** The pope is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The pope can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

#### ACTIONS

**Unholy Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

## Hell Wyrn

*Large dragon, unaligned*

**Armor Class** 13 (Natural Armor)  
**Hit Points** 100 (13d10+30)  
**Speed** 20 ft., Fly 80ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

**Skills** Perception +4

**Senses** Darkvision 60ft., Passive Perception 11

**Languages** -

**Challenge** 6 (2300 XP)

#### ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

