

REAPER

Large • Celestial • Lawful Neutral

Armor Class 22

Initiative +12 (22)

Hit Points 241 (23d10 + 115)

Speed 50 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	24 (+7)	26 (+8)	26 (+8)

Saving Throws Wis +15, Cha +15

Skills Investigation +14, Perception +15, Religion +14

Damage Resistances psychic

Damage Immunities necrotic, poison, radiant

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

Senses truesight 120 ft., passive Perception 26

Languages understands all languages but can't speak

CR 21 (XP 33,000; PB +7)



Divine Awareness. The reaper knows if it hears a lie. The reaper knows the exact location of any creature it knows the true name of, as long as it is on the same plane of existence.

Legendary Resistance (3/Day). If the reaper fails a saving throw, it can choose to succeed instead.

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

Scythe of the Reaper. If an attack with the reaper's scythe reduces a creature's hit points to 0, it dies, and its soul is captured by the reaper. Only a *wish* spell can return a soul in the reaper's possession. The reaper cannot be disarmed against its will.

Unusual Nature. The reaper doesn't require air, food, drink, or sleep.

ACTIONS

Scythe. *Melee Weapon Attack:* +14, reach 5 ft. *Hit:* 78 (11d12 + 7) slashing damage. This damage bypasses resistance or immunity.

Demand Soul. *Charisma Saving Throw:* DC 23, one creature the reaper can see within 10 feet. *Failure:* If the creature has 100 hit points or fewer, it dies. It otherwise takes 32 (5d12) necrotic damage plus 32 (5d12) radiant damage.

Dispel (2/Day). The reaper magically dispels all magical effects within 30 feet of it. All magic items (except artifacts) become mundane items until the end of the reaper's next turn.

Resurrecting Touch. The reaper touches a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

Spellcasting. The reaper casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 23):

At will: *detect evil and good*, *dispel evil and good*, *fear*, *nondetection* (self only)

2/day: *banishment*, *death ward*, *plane shift*

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the reaper can expend a use to take one of the following actions. The reaper regains all expended uses at the start of each of its turns.

Inevitable. *Charisma Saving Throw:* DC 23, one creature within 90 feet of the reaper that can see it. *Failure:* The target becomes frightened and incapacitated until the end of its next turn. *Failure or Success:* The reaper can't take this action again until the start of its next turn.

Teleport. The reaper magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

Toll the Dead. *Wisdom Saving Throw:* DC 23, each creature in a 30-foot emanation. *Failure:* The target 13 (3d8) necrotic damage, or 19 (3d12) necrotic damage, if the target is missing any of its hit points.

REAPER — WEAKER

Armor Class 20

Initiative +10 (20)

Hit Points 209 (22d10 + 88)

Speed 50 ft., fly 150 ft. (hover)



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

Saving Throws Wis +13, Cha +13

Skills Investigation +12, Perception +13, Religion +12

Damage Resistances psychic

Damage Immunities necrotic, poison, radiant

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

Senses truesight 120 ft., passive Perception 24

Languages understands all languages but can't speak

CR 18 (XP 20,000; PB +6)

Divine Awareness. The reaper knows if it hears a lie. The reaper knows the exact location of any creature it knows the true name of, as long as it is on the same plane of existence.

Legendary Resistance (2/Day). If the reaper fails a saving throw, it can choose to succeed instead.

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

Scythe of the Reaper. If an attack with the reaper's scythe reduces a creature's hit points to 0, it dies, and its soul is captured by the reaper. Only a *wish* spell can return a soul in the reaper's possession. The reaper cannot be disarmed against its will.

Unusual Nature. The reaper doesn't require air, food, drink, or sleep.

ACTIONS

Scythe. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 64 (9d12 + 6) slashing damage. This damage bypasses resistance or immunity.

Demand Soul. *Charisma Saving Throw:* DC 21, one creature the reaper can see within 10 feet. *Failure:* If the creature has 60 hit points or fewer, it dies. It otherwise takes 26 (4d12) necrotic damage plus 26 (4d12) radiant damage.

Dispel (2/Day). The reaper magically dispels all magical effects within 20 feet of it. All magic items (except artifacts) become mundane items until the end of the reaper's next turn.

Resurrecting Touch. The reaper touches a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

Spellcasting. The reaper casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

At will: *detect evil and good*, *dispel evil and good*, *fear*, *nondetection* (self only)

2/day: *banishment*, *death ward*, *plane shift*

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the reaper can expend a use to take one of the following actions. The reaper regains all expended uses at the start of each of its turns.

Inevitable. *Charisma Saving Throw:* DC 21, one creature within 90 feet of the reaper that can see it. *Failure:* The target becomes frightened and incapacitated until the end of its next turn. *Failure or Success:* The reaper can't take this action again until the start of its next turn.

Teleport. The reaper magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

Toll the Dead. *Wisdom Saving Throw:* DC 21, each creature in a 30-foot emanation. *Failure:* The target 9 (2d8) necrotic damage, or 13 (2d12) necrotic damage, if the target is missing any of its hit points.

REAPER — STRONGER

Armor Class 24

Initiative +13 (23)

Hit Points 287 (25d10 + 150)

Speed 50 ft., fly 150 ft. (hover)



STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	24 (+7)	26 (+8)	28 (+9)	28 (+9)

Saving Throws Wis +16, Cha +16

Skills Investigation +15, Perception +16, Religion +15

Damage Resistances psychic

Damage Immunities necrotic, poison, radiant

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

Senses truesight 120 ft., passive Perception 27

Languages understands all languages but can't speak

CR 24 (XP 62,000; PB +7)

Divine Awareness. The reaper knows if it hears a lie. The reaper knows the exact location of any creature it knows the true name of, as long as it is on the same plane of existence.

Legendary Resistance (4/Day). If the reaper fails a saving throw, it can choose to succeed instead.

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

Scythe of the Reaper. If an attack with the reaper's scythe reduces a creature's hit points to 0, it dies, and its soul is captured by the reaper. Only a *wish* spell can return a soul in the reaper's possession. The reaper cannot be disarmed against its will.

Unusual Nature. The reaper doesn't require air, food, drink, or sleep.

ACTIONS

Scythe. *Melee Weapon Attack:* +15, reach 5 ft. *Hit:* 92 (13d12 + 8) slashing damage. This damage bypasses resistance or immunity.

Demand Soul. *Charisma Saving Throw:* DC 24, one creature the reaper can see within 10 feet. *Failure:* If the creature has 100 hit points or fewer, it dies. It otherwise takes 39 (6d12) necrotic damage plus 39 (6d12) radiant damage.

Dispel (2/Day). The reaper magically dispels all magical effects within 30 feet of it. All magic items (except artifacts) become mundane items until the end of the reaper's next turn.

Resurrecting Touch. The reaper touches a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

Spellcasting. The reaper casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 24):

At will: *detect evil and good*, *dispel evil and good*, *fear*, *nondetection* (self only)

3/day: *banishment*, *death ward*, *plane shift*

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the reaper can expend a use to take one of the following actions. The reaper regains all expended uses at the start of each of its turns.

Inevitable. *Charisma Saving Throw:* DC 24, one creature within 90 feet of the reaper that can see it. *Failure:* The target becomes frightened and incapacitated until the end of its next turn. The reaper can't take this action again until the start of its next turn.

Teleport. The reaper magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

Toll the Dead. *Wisdom Saving Throw:* DC 24, each creature in a 30-foot emanation. *Failure:* The target 18 (4d8) necrotic damage, or 26 (4d12) necrotic damage, if the target is missing any of its hit points.