



## The 3rd Commandment

*Remember the sabbath day, to keep it holy*

### Protector of the Downtrodden

Tyrants that try to overwork the population under their yoke abhor this Commandment. It forces all that are under its influence to rest for a day, where no labor can be done. No guards may punish the poor souls and they get to rest their body from the excruciating labor that they are forced to do. Perhaps the 3rd Commandment cannot stop the tyranny, but in such dire circumstances, everything helps.

### Impartial Rest

On the other hand, the 3rd Commandment It also forces free workers to strategically organize their week, as they know they will not be able to work on the 7th day. It doesn't matter if it is a dazzling young businessman trying to expend his commerce, or a lord signing a war treaty, all are treated equally by the Commandment.

### Passive Aid

Even if it is a holy creature, the commandment is victim of its own power, being unable to move on the 7th day of each week. Many view this commandment as a being of good, but they are mistaken. The commandment hardly cares about morality, simply imposing its rules to murderers and innocents alike.

### Monkey Note:

*This commandment isn't very powerful on its own, the damage output that it has is dismal. What it does possess are incredible defensive capabilities with the ability to incapacitate creatures, solid saves, magic resistance and so on. If it possesses a highly damaging creature, chaos can ensue easily.*

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## 3rd Commandment

Medium celestial, lawful neutral

**Armor Class** 14 (natural armor)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	17 (+3)	21 (+5)	23 (+6)

**Saving Throws** Wis +8, Cha +9  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** radiant  
**Condition Immunities** charmed, exhaustion, frightened, prone  
**Senses** darkvision 120 ft., passive Perception 15  
**Languages** all, telepathy 120 ft.  
**Challenge** 6 (2,300 XP)

**Angelic Weapons.** The 3rd Commandment's weapon attacks are magical. When the 3rd Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Magic Resistance.** The 3rd Commandment has advantage on saving throws against spells and other magical effects.

**Respect the Sabbath.** Humanoids within 500 feet of the 3rd commandment cannot work on the 7th day of each week. On that day the 3rd Commandment's movement speed is 0.

**Wings of Rest.** The 3rd Commandment has a flying speed of 60 feet. In addition, once per round, when the 3rd Commandment is damaged by a creature, it can force that creature to rest. The creature must succeed on a DC 17 Wisdom saving throw or become incapacitated until the start of the 3rd Commandment's next turn.

## Actions

**Radiant Strike.** *Melee Spell Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 9 (2d8) radiant damage.

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

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the 3rd Commandment can see within 5 ft. is possessed by the 5th Commandment; the 3rd Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 3rd Commandment now controls the body but doesn't deprive the target of awareness. The 3rd Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies, expecting for its Flow of Apathy action that it can still use. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 3rd Commandment ends it as a bonus action. When the possession ends, the 3rd Commandment reappears in an unoccupied space within 5 ft. of the body.

**Flow of Apathy (Recharge 5-6).** Each humanoid in a 30 feet radius centered on the 3rd Commandment must succeed on a DC 17 Wisdom saving throw or be incapacitated until the start of the 3rd Commandment's next turn.

### Monkey Note:

According to the dictionary "work is any activity involving mental or physical effort done in order to achieve a purpose or result." That would mean that adventurers going out and exploring/fighting would constitute work.





## Seeker of Power

The 3rd Commandment, like its siblings, seeks out powerful beings to merge with. It cares little for the knowledge or power of will of the individual, as it asserts its stronger will over it. Instead what it looks for is strong bodies, sturdy creatures that wouldn't break under blows. Due to its strong defensive capabilities, the Commandment will search for an aggressive being capable of bringing pain to enemies, if that combatant has strong religious belief, it makes the possession easier, one such being was **Dagon, the Sanctified Dragonknight**.

### Dagon, Martyr of the 3rd

Medium celestial (dragonborn), lawful neutral

**Armor Class** 16 (studded leather)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	17 (+3)	21 (+5)	23 (+6)

**Saving Throws** Con +6, Wis +9, Cha +10

**Skills** Deception +10, Stealth +8

**Damage Resistances** fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, exhaustion, frightened, prone

**Senses** darkvision 120 ft., passive Perception 15

**Languages** all, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Angelic Weapons.** The Martyr of the 3rd's weapon attacks are magical. When the Martyr of the 3rd hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Magic Resistance.** The Martyr of the 3rd has advantage on saving throws against spells and other magical effects.

**Pack Tactics.** The Martyr of the 3rd has advantage on an attack roll against a creature if at least one of the Martyr of the 3rd's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Respect the Sabbath.** Humanoids within 500 feet of the Martyr of the 3rd cannot work on the 7th day of each week. On that day the Martyr of the 3rd's movement speed is 0.

**Wings of Rest.** The Martyr of the 3rd has a flying speed of 60 feet. In addition, once per round, when the 3rd Commandment is damaged by a creature, it can force that creature to rest. The creature must succeed on a DC 18 Wisdom saving throw or become incapacitated until the start of the Martyr of the 3rd's next turn.

### Actions

**Multiattack.** The Martyr of the 3rd makes two attacks with its shortsword.

**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 9 (2d8) radiant damage.

**Holy Dragonfire (3/Day).** *Ranged Spell Attack:* +10 to hit, range 90 ft., one target. *Hit:* 33 (6d8 + 6) radiant damage.

**Flow of Apathy (Recharge 5-6).** Each humanoid in a 30 feet radius centered on the Martyr of the 3rd must succeed on a DC 18 Wisdom saving throw or be incapacitated until the start of the Martyr of the 3rd's next turn.

### Legendary Actions

The Martyr of the 3rd can take 1 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Martyr of the 3rd regains spent legendary actions at the start of its turn.

**Strike.** The Martyr of the 3rd makes one attack with its shortsword.

