

THANATOS, GOD OF DEATH



I Am Become Death. Thanatos, the God of Death, is a figure of inevitability and impartiality in the cosmic balance, emerging from the primordial void to administer the end of life with unyielding relentlessness. He exists beyond the reach of prayers and temples, walking the line between the living and the departed in a realm of eternal dusk, where the River of Souls flows towards their final rest. As the guardian of death's natural order, Thanatos ensures that each soul finds its passage, embodying the transition from life to the afterlife with a touch that brings peace rather than fear, making him both respected and feared across the cosmos.

Though devoid of traditional worship, Thanatos commands respect from those who understand the essential role he plays in the cycle of existence. Mortals who have brushed with death, clerics attending the dying, and paladins upholding life's sanctity see in him as the reminder of life's fragility and the importance of living with purpose.



Thanatos, God of Death

Gargantuan celestial (god), lawful neutral

Armour Class 21 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	24 (+7)	12 (+1)	22 (+6)	16 (+3)

Saving Throws Str +14, Con +13

Skills Medicine +12, Perception +12, Religion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, unconscious

Senses darkvision 300 ft., truesight 60 ft., passive Perception 22

Languages Celestial, Common

Challenge 18 (20,000 XP)

Harvester of Souls. Whenever a creature of CR 1 or greater dies within 120 feet of Thanatos, he regains 11 (2d10) hit points.

Innate Spellcasting. Thanatos's spellcasting ability is Wisdom (spell save DC 20). Thanatos can innately cast the following spells, requiring no material components:

At will: darkness, detect evil and good, invisibility

3/day each: circle of death, scrying

1/day each: finger of death, resurrection, teleport (self only)

Inverted Torch. Thanatos carries the sign of an extinguished life. Each creature within 10 feet of Thanatos that is brought to 0 hit points immediately dies.

Relentless March of Death. Once destroyed, Thanatos returns to life within 1d10 days and regains all his hit points, unless he was killed by a god or an attack made with a legendary weapon.

Scent of Death. Thanatos knows the exact location of each creature below one-quarter of its maximum hit points within a 500-mile radius.

Veiled in Shadow. Whenever Thanatos takes radiant damage, he has disadvantage on all weapon attacks until the end of his next turn.

Actions

Multiattack. Thanatos uses Death Grasp or Soul Reap. He also makes two Scythe attacks.

Scythe. Melee Weapon Attack: always hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) slashing damage and 27 (5d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Death Grasp. Thanatos chooses a creature within 60 feet of him to be brought for judgement. The target must succeed on a DC 22 Charisma saving throw or be pulled to the nearest unoccupied space within 5 feet of Thanatos.

Soul Reap. Thanatos swings his scythe with a reaping motion in a 15-foot-wide cone in front of him. Each creature in the area must make a DC 22 Constitution saving throw. On a failed save, a creature loses any damage resistances or condition immunities it has, and it can't cast spells of 5th level or higher until the end of its next turn.

Mortal Coil (Recharge 5-6). Thanatos chooses a creature he can see within 60 feet of him and sends a mortal coil towards it. It must succeed on a DC 20 Dexterity saving throw or take 110 (20d10) necrotic damage. Thanatos regains hit points equal to half the damage dealt.

Bonus Actions

Marked for Death (3/Day). Thanatos marks a creature he can see within 60 feet of him for impending doom. For the next minute, Thanatos's attacks against the marked creature can't suffer from disadvantage.

Legendary Actions

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

Pale Horse Rider. Thanatos flies up to 120 feet toward a creature he can see that is below half of its maximum hit points. This movement does not provoke opportunity attacks.

Soul Tether (Costs 2 Actions). Thanatos tethers the soul of one creature he can see within 60 feet of him. The target must succeed on a Strength saving throw or be restrained by ethereal chains for 1 minute. While restrained in this way, the creature can't teleport or regain hit points. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whispers of the Dead (Costs 3 Actions). Thanatos conjures spectral voices that whisper secrets of the afterlife, unsettling his enemies. All creatures of Thanatos's choice within 30 feet of him must succeed on a DC 20 Wisdom saving throw or become frightened until the end of their next turn. While frightened this way, a creature is also paralyzed.

