DUALINK

Messmer the Impaler

BBEG



Elden Ring SOTE Edition

Messmer the Impaler

Large Celestial (Demigod), Chaotic Neutral

Armor Class: 18 (natural armour)
Hit Points: 300 (25d10 + 175)
Speed: 40 ft.

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

Saving Throws: Str +11, Dex +9, Con +12, Cha +10
Skills: Athletics +11, Intimidation +10, Perception +9
Damage Resistances: Radiant, necrotic
Damage Immunities: Fire, poison
Condition Immunities: Charmed, frightened, poisoned
Senses: Passive Perception 19, truesight 120 ft
Languages: Common, Celestial, Abyssal, Primordial
Challenge: 16 (15,000 XP)

Legendary Resistance (3/Day, 4/Day in Lair). If Messmer fails a saving throw, he can choose to succeed instead. While in his lair, he can use this ability 4 times per day.

Abyssal Fire. All fire damage Messmer deals is treated as Abyssal Fire. ***Abyssal Fire*** bypasses resistance to fire damage. If a creature is immune to fire, it instead takes half damage from Abyssal Fire.

Abyssal Wave. After every melee attack Messmer makes, a wave of Abyssal Fire surges in a 15-foot cone behind the target. Creatures in the cone must make a DC 18 Dexterity saving throw or take 9 (2d8) fire damage and gain 1 stack of Touch of the Abyss.

Touch of the Abyss. Every instance of ***Abyssal Fire*** damage inflicted on a creature causes them to gain 1 stack of ***Abyssal Corruption.***.

At 3 stacks, the creature becomes ***Abyss Touched***. At 6 stacks, the creature becomes ***Abyss Burned***. If a creature has not received new stacks for one round, it passively decreases at a rate of 1 per round.

Abyss Touched. When a creature reaches 3 stacks of ***Abyssal Corruption***, it gains the following effects:

- The creature takes 5 (1d10) necrotic damage at the start of its turn.
- Its movement speed is reduced by 10 feet.
- The condition can only be removed by magical healing of 20 or more hit points in one instance.

When a creature reaches 6 stacks of ***Abyssal Corruption***, it becomes ***Abyss Burned*** and gains the following effects:

- The creature takes 10 necrotic damage and 10 Abyssal Fire damage at the start of its turn.
- The creature may only take an action or a bonus action, not both, on its turn.
- The condition lasts until removed by the casting of a greater restoration or heal spell.

Impaling Reach. Messmer's spear, Kindling of the Abyss, has a reach of 15 feet. The first attack he makes in a turn gains an extended reach of 35 feet.

Relentless Assault. Messmer's Multiattack consists of 6 attacks, each varying in reach, targets, and effects. The final attack in the sequence is a Finisher, unleashing a unique and devastating effect based on the chosen attack.

"My purpose standeth unchanged.
Those stripped of the Grace of Gold
shall all meet death.
In the embrace of Messmer's flame."

Actions

Multiattack. Messmer makes six attacks in any combination of his actions. The last attack being a Finisher having additional effects.

Abyssal Orb. Messmer conjures a flaming orb of Abyssal Fire and launches it toward a single target. This orb burns intensely, bypassing resistances. *Ranged Spell Attack:* +12 to hit, range 30 ft., one target. Hit: 14 (2d10 + 3) Abyssal Fire damage.

Finisher. The orb expands upon impact, wrapping the target in flaming tendrils. The target must succeed on a DC 18 Dexterity saving throw or be restrained for 1 minute. While restrained, they take 5 (1d10) Abyssal Fire damage at the start of their turn.

Piercing Thrust. Messmer drives his spear with precision, focusing entirely on physical force. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 6) piercing damage.

Finisher. The sheer power of the thrust disrupts the target's body. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 round.

Flame Dust. Messmer slams the ground, releasing a burst of ash and Abyssal Fire in a 15-feet cone. Creatures hit must make a DC 18 Dexterity saving throw. On a Failed Save they take 9 (2d8) Abyssal Fire damage. Messmer gains advantage on his next attack roll against each affected creature.

Finisher. The flames linger in the area, creating difficult terrain for 1 minute. Creatures in the area must make a DC 18 Constitution saving throw at the start of their turn or gain 1 stack of ***Abyssal Corruption***.

Spinning Spear Slash. Messmer whirls his spear in a full circle, cutting into all nearby enemies while unleashing a wave of Abyssal Fire. *Melee Weapon Attack:* +10 to hit, reach 15 ft., all creatures in range. Hit: 10 (2d6 + 6) slashing damage and 7 (2d6) Abyssal Fire damage. All creatures within 30 feet take 7 (2d6) Abyssal Fire damage as a result of Abyssal Wave.

This attack counts as 2 attacks in his Multiattack sequence.

Finisher. Messmer creates a shockwave, forcing all creatures in the area to make a DC 18 Strength saving throw or be knocked prone.

Spear of Flame. Messmer leaps into the air and drives his spear into the ground with tremendous force, creating a fiery explosion. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 3) piercing damage.

Finisher. Fiery spikes erupt in a 25-foot radius from the impact point. All creatures in the area must make a DC 18 Dexterity saving throw or take 18 (4d8) piercing damage and 18 (4d8) Abyssal Fire damage. On a failed save, they are also restrained by flaming spikes until they succeed on a DC 18 Strength check to free themselves.

Spear Throw. Messmer hurls his spear with precision, causing an explosion of Abyssal Fire upon impact. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target.

Hit: 14 (2d10 + 4) piercing damage and 10 (2d8) Abyssal Fire damage.

Finisher. The spear creates a massive explosion upon landing, forcing all creatures within a 20-foot radius to make a DC 18 Dexterity saving throw or take 22 (5d8) Abyssal Fire damage. Messmer may teleport to the spear's location as part of this Finisher, regaining it in hand.

Slashing Sweep. Messmer executes a wide slash with his spear, striking all enemies in its path and attempting to knock them down. *Melee Weapon Attack:* +11 to hit, reach 10 ft., all creatures in range. Hit: 13 (2d8 + 4) slashing damage.

Finisher. The force of the attack creates a sweeping gale, forcing each target to make a DC 18 Strength saving throw or be knocked prone.

Fire Catch. Messmer rushes toward a single target, grapples them with his free hand, and burns them with Abyssal Fire. *Grapple Attack:* +9 to hit, reach 10 ft., one target. On a hit, the target is grappled (escape DC 18). Hit: The target takes 55 (10d10) Abyssal Fire damage immediately and gains Abyss Burned.

This attack counts as 3 attacks in his Multiattack sequence and must be the final attack.

Bonus Actions

Flame Ward. Messmer summons a barrier of Abyssal Fire to shield himself momentarily. Messmer gains 35 temporary hit points, and any creature that hits him with a melee attack while he has the temporary hit points up, takes 9 (2d8) Abyssal Fire damage.

Flame Dash. Messmer bursts forward in a trail of flames, moving up to 30 feet in a straight line. Creatures in the path take 7 (2d6) Abyssal Fire damage unless they succeed on a DC 18 Dexterity saving throw. This movement does not provoke opportunity attacks.

Ignite the Abyss. Messmer infuses the battlefield with Abyssal Fire, making it harder for enemies to resist his flames. Until the end of his next turn, all creatures within 30 feet of Messmer have disadvantage on saving throws against Abyssal Fire effects. This ability may be used twice per encounter.

Legendary Actions

Messmer 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. Messmer regains spent legendary actions at the start of his turn.

Spear Throw. Messmer hurls his Abyss-infused spear at a target, using Spear Throw.

Authority. Messmer uses Flame Ward.

Abyssal Backlash (Costs 2 Actions). Messmer channels the Abyss to erupt flames around him, punishing all who dare to strike him. All creatures within 20 feet of Messmer must make a DC 18 Dexterity saving throw or take 14 (3d8) Abyssal Fire damage.

"Mother, wouldst thou truly lordship sanction, in one so bereft of light?"

The Abyss Unleashed

When Messmer drops to 135 hit points or below, he breaks the seal on his eye as a free action, transforming into a massive serpentine creature wreathed in Abyssal power. Messmer immediately targets the furthest creature from him with a fiery orb conjured in his mouth. The target must make a DC 19 Dexterity saving throw. On a failed save the creature is restrained under the crushing pressure of the fiery orb. The orb then detonates in a 20-foot radius, requiring all creatures within to make a DC 19 Dexterity saving throw or take 28 (8d6) fire damage. If the targeted creature fails on the initial saving throw, the explosion automatically hits.

Messmer then gains the following changes for the remainder of the encounter.

Relentless Fury. Messmer's Multiattack now consists of 7 attacks, and he gains a +1 bonus to all attack rolls.

Abyssal Predator. Messmer now prioritizes attacking the furthest creature from him at the start of his turn, attempting to isolate and corner prey.

Serpentine Form. Messmer's creature type changes to Huge Celestial (Serpent). His movement speed increases to 50 ft., and he gains a climbing speed of 40 ft.

Abyssal Aura. Creatures that start their turn within 15 feet of Messmer take 5 (1d10) Abyssal Fire damage automatically.

New Actions

Abyssal Bite. Messmer lunges at a target, attempting to crush them with his massive jaws.

Melee Weapon Attack: +12 to hit, reach 40 ft., one target. Hit: 18 (3d8 + 6) piercing damage and 9 (2d8) Abyssal Fire damage. Additionally, the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Finisher. If Abyssal Bite is the final attack in the Multiattack sequence, Messmer grapples the prone target automatically (escape DC 19) and deals an additional 14 (4d6) Abyssal Fire damage at the start of their next turn unless they escape.

Special Weaknesses

The Broken Seal

Discovery Mechanism. A character proficient in Arcana or History can identify the cracked seal in Messmer's eye as a ward holding back the Abyssal Serpent's full power.

A successful DC 18 Intelligence (Arcana or History) check reveals that the seal is both a source of his strength and a vulnerability.

Consequence. A creature targeting Messmer's eye with a ranged or melee attack can attempt to destroy the seal. If the attack deals 15 or more damage, Messmer immediately takes 20 (4d10) psychic damage and loses his Legendary Resistance for 1 round. However, this triggers Phase 2 early.

Echoes of the Serpent

Discovery Mechanism. A character proficient in Religion or Nature can sense a connection between Messmer and the Abyssal Serpent's primordial essence. A successful DC 19 Intelligence (Religion or Nature) check reveals that the serpent's nature is tied to a deep-rooted fear of divine purity.

Consequence. Spells or abilities that deal radiant damage to Messmer disrupt his connection to the Abyssal Serpent. If Messmer takes 20 or more radiant damage in a single instance, he is stunned until the end of his next turn, as the serpent recoils in agony.

Chain of Targeting

Discovery Mechanism. A character proficient in Insight can observe that Messmer prioritizes attacking distant targets, revealing a flaw in his strategy. A successful DC 16 Wisdom (Insight) check allows the character to predict his next target.

Consequence. When Messmer targets the furthest creature for the first time on his turn, a creature within 10 feet of Messmer can use their reaction to disrupt him, forcing Messmer to make a DC 19 Dexterity saving throw. On a failure Messmer is blinded until the start of his next turn.

Willing Sacrifice

Discovery Mechanism. A character proficient in History, Religion, or Arcana can uncover Messmer's familial link to his mother, a celestial guardian who sacrificed herself to seal the Abyssal Serpent within him. A creature can attempt to sever the celestial tether. As an action, the creature must succeed on a DC 18 Charisma (Persuasion) or Intelligence (Arcana) check to destabilize the connection.

Consequence. If the check succeeds, Messmer hears his mother's voice, shaking his focus taking 20 (4d10) fire damage and losing 1 use of Legendary Resistance. Additionally, for the next round, all creatures gain advantage on saving throws against Abyssal Fire effects.