

LEGION ANGEL

Medium Celestial (legion angel), any good alignment

Armor Class 17 (splint armor, 19 with heavenly phalanx)
Hit Points 37 (5d8 + 15)
Speed 30 ft., flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Proficiency +2
Skills Perception +4
Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 14
Languages Common, Celestial
Challenge 3 (700 XP)

Angelic Weapons. The legion angel's weapon attacks are magical and deal an additional 4 (1d8) radiant damage (included in the attack).

Heavenly Phalanx. The legion angel has a +2 bonus to its AC if 2 or more allied legion angels that are not incapacitated are within 5 ft. of it.

ACTIONS

Multiattack. The legion angel makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if used with two hands, plus 4 (1d8) radiant damage.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 4 (1d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Angelic Spellcasting. The legion angel casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 12) requiring no material components:

At will: *light, thaumaturgy, detect evil and good*

LEGION ANGEL CAPTAIN

Medium Celestial (legion angel), any good alignment

Armor Class 17 (splint armor, 19 with heavenly phalanx)
Hit Points 60 (8d8 + 24)
Speed 30 ft., flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	12 (+1)	16 (+3)	14 (+2)

Proficiency +3
Skills Perception +6, Persuasion +5, Intimidation +5
Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages Common, Celestial
Challenge 5 (1,800 XP)

Angelic Weapons. The legion angel's weapon attacks are magical and deal an additional 9 (2d8) radiant damage (included in the attack).

Heavenly Phalanx. The legion angel captain has a +2 bonus to its AC if 2 or more allied legion angels that are not incapacitated are within 5 ft. of it.

ACTIONS

Multiattack. The legion angel makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands, plus 9 (2d8) radiant damage.

Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 9 (2d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage.

Heavenly Charge (1/short rest). The legion angel captain bellows an divine attacking order, up to 3 legion angels within 30 ft. that hear the captain can use a reaction to move up to 30 ft. without provoking opportunity attacks and make a melee weapon attack. When a legion angel's attack hits, it deals an additional 4 (1d8) radiant damage.

Angelic Spellcasting. The legion angel captain casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14) requiring no material components:

At will: *light, thaumaturgy, detect evil and good*

1/day each: *command (4th level)*

LEGION ARCH ANGEL

Medium Celestial (legion angel), any good alignment

Armor Class 17 (splint armor, 19 with heavenly phalanx)

Hit Points 93 (11d8 + 44)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	16 (+3)

Proficiency +3

Saves Con +7, Wis +7

Skills Perception +7, Persuasion +6, Intimidation +6

Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial

Challenge 8 (3,900 XP)

Angelic Weapons. The legion arch angel's weapon attacks are magical and deal an additional 13 (3d8) radiant damage (included in the attack).

Heavenly Phalanx. The legion arch angel has a +2 bonus to its AC if 2 or more allied legion angels that are not incapacitated are within 5 ft. of it.

ACTIONS

Multiattack. The legion arch angel makes two weapon attacks. If available, the legion arch angel can use its bolstering strike in place of one weapon attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) if used with two hands, plus 13 (3d8) radiant damage.

Bolstering Strike (Recharges 5-6). The legion arch angel makes a melee weapon attack. When the attack hits, it deals an additional 13 (3d8) radiant damage and up to 3 creatures within 20 ft. of the angel gain 20 temporary hit points.

Shackling Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 22 (5d8) radiant damage and the target must succeed a DC 16 Strength saving throw or be restrained until the end of the legion arch angel's next turn.

Angelic Spellcasting. The legion arch angel casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 15) requiring no material components:

At will: *command, light, thaumaturgy, detect evil and good*
1/day: *banishment*

REACTIONS

Intercepting Strike. A creature the legion arch-angel hits with an attack since the beginning of the angel's last turn moves to a space more than 5 ft. away from the angel. The angel makes a melee weapon attack against the creature. If the attack hits, the creature's remaining movement becomes 0.

PEGASUS FOAL

Small Celestial

Armor Class 12 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	6 (-2)	10 (0)	8 (-1)

Proficiency +2
Saves Dex +3, Cha +1
Skills Perception +4
Senses passive Perception 14
Languages Understands Celestial, but can't speak
Challenge 0 (10 XP)

Foal's Folly. When the pegasus foal dashes, opportunity attacks against it have disadvantage.

ACTIONS

Hooves. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 2 (1d4) bludgeoning damage.

ARGENT PEGASUS

Large Celestial

Armor Class 14 (natural armor)
Hit Points 7 (2d10 + 2)
Speed 60 ft., flying 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+3)	12 (+1)	16 (+3)	15 (+2)

Proficiency +3
Saves Dex +6, Wis +6, Cha +5
Skills Acrobatics +6, Perception +9
Resistances radiant
Senses passive Perception 19
Languages Understands Celestial, Common, Elvish, And Sylvan
 But Can't Speak
Challenge 6 (2,300 XP)

Flashing Charge. If the argent pegasus moves at least 30 ft. straight toward a creature and then hits it with a hooves attack, it deals an additional 14 (4d6) radiant damage and the creature must succeed a DC 14 Constitution saving throw or be blinded until the end of the argent pegasus' next turn.

Magic Resistance. The argent pegasus has advantage on saving throws against magic.

Radiant Body. As long as the argent pegasus has more than 1 hit point, it sheds bright light in a 30-foot radius and dim light in an additional 30 ft.. The argent pegasus can suppress or activate this trait during its turn with a bonus action.

ACTIONS

Multiattack. The argent pegasus makes two hooves attacks.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) bludgeoning damage.

Brilliant Wings. The argent pegasus presents its brilliant wings. Any creature within 5 ft. of the argent pegasus, except its rider, must succeed a DC 14 Constitution saving throw or be blinded until the end of the argent pegasus' next turn.

LUMEN

Tiny Celestial

Armor Class 14 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 0 ft., fly 40 ft. (hover)

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

Proficiency +2
Skills Insight +3, Perception +3
Damage Resistances lightning, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities blinded, petrified, poisoned
Senses passive Perception 13
Languages understands Common and Celestial but can't speak
Challenge 1 (200 XP)

Dim. If the lumen takes necrotic damage, it has disadvantage on attack rolls until the end of its next turn.

Illumination. The lumen sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Magic Resistance. The lumen has advantage on saving throws against magic.

ACTIONS

Multiattack. The lumen fires two light rays.

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) radiant damage.

Light Rays. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (2d4) radiant damage.

Spellcasting. The lumen casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 11) requiring no material components:

At will: *detect evil and good*
 1/day: *aid*

OPTIONAL: FORM GESTALT

8 lumen can perform a rite to form a lumen gestalt. To do so one lumen that is within 10 ft. of 7 other lumen can use an action to begin the rite. The 7 other lumen must remain within 10 ft. at all times until the beginning of the initiating lumen's turn. At the beginning of the initiating lumen's turn the 8 lumens merge into a lumen gestalt who retains their collective knowledge.

LUMEN GESTALT VARIANT TRAIT: DISASSEMBLE

When the lumen gestalt is reduced to 0 hit points, it divides into the 8 original lumens that formed it, which have 5 remaining hit points. Each lumen is placed in unoccupied spaces within 10 ft. of the gestalt's position. After dividing, a lumen cannot form another gestalt for 24 hours.

LUMEN GESTALT

Large Celestial

Armor Class 16 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficiency +3
Skills Insight +5, Perception +5
Damage Resistances lightning, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities blinded, petrified, poisoned
Senses passive Perception 15
Languages Common and Celestial
Challenge 8 (3,900 XP)

Dim. If the lumen gestalt takes necrotic damage, it has disadvantage on attack rolls until the end of its next turn.

Illumination. The lumen gestalt sheds bright light in a 60-foot radius and dim light in an additional 60 ft..

Legendary Resistance (2/day). If the lumen gestalt fails a saving throw, it succeeds instead.

Magic Resistance. The lumen gestalt has advantage on saving throws against magic.

ACTIONS

Multiattack. The lumen gestalt makes two attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) radiant damage and the target must succeed a DC 14 Constitution saving throw or be blinded until the end of the gestalt's next turn.

Light Rays. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (4d6) radiant damage.

Radiant Spark (Recharge 5-6). The lumen gestalt unleashes a focused beam of radiant energy in a 60 ft. line that is 10 ft. wide. Each creature in the area must make a DC 14 Constitution saving throw. On a failed save a creature takes 28 (8d6) radiant damage and is blinded until the end of the lumen gestalt's next turn. On a successful save a creature takes half as much damage and is not blinded.

Spellcasting. The lumen gestalt casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 13) requiring no material components:

At will: *aid, detect evil and good*
 1/day: *teleport (can only teleport itself)*

LEGENDARY ACTIONS

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

Move. The lumen gestalt flies up to half of its speed.

Flash. A creature within 5 ft. of the lumen gestalt that can see it must succeed a DC 14 Constitution saving throw or be blinded until the end of the lumen gestalt's next turn.

Light Ray Volley (2 Actions). The lumen gestalt makes two light rays attacks.

MOON PUP

Small Celestial

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	13 (+1)

Proficiency +2

Skills Perception +3

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Understands Common, Abyssal, Celestial, Infernal, and Sylvan but can't speak

Challenge 1/2 (100 XP)

Canine Tongue. The moon pup can communicate with other canine creatures as if they shared a language.

Magic Resistance. The moon pup has advantage on saving throws against magic.

Magic Weapons. The moon pup's attacks are magical.

Nose for Evil. As long as it can smell, the pup always knows if there are any aberrations, fey, fiend, or undead within 60 ft. of it, as well as where those creatures are located. Similarly, the pup knows if there is a place or object within 60 ft. of it that has been magically consecrated or desecrated.

ACTIONS

Multiattack. The moon pup can bark and then makes two attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (1d6 + 2) piercing damage. If the target is a celestial, elemental, fey, fiend, or undead creature, it takes an additional 4 (1d8) radiant damage.

Bark. The moon pup barks at a creature within 30 ft. of itself. If the creature can hear the moon pup, it must succeed a DC 11 Charisma saving throw or has disadvantage on attack rolls it makes against the the pup until the beginning of the pup's next turn.

Soothing Lick. The moon pup licks a creature within its reach. It regains 7 (2d4+2) hitpoints. Once a creature receives a moon pup's Soothing Lick, it can't benefit from the effect of any moon pup's Soothing lick for the next 24 hours.

BONUS ACTION

Moonlight Jaunt (1/day). If the moon pup is within dim light or darkness, it magically teleports to 30 ft. to an unoccupied space it can see in dim light or darkness that it can see.

MOON DOG

Medium Celestial

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 40 ft., flying 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	15 (+2)	17 (+3)	18 (+4)

Proficiency +4

Saves Str +9, Dex +8, Wis +7, Cha +8

Skills Insight +7, Perception +7, Stealth +8

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Telepathy 120 ft., Common, Abyssal, Celestial, Infernal, Sylvan

Challenge 12 (8,400 XP)

Canine Tongue. The moon dog can communicate with other canine creatures as if they shared a language.

Magic Resistance. The moon dog has advantage on saving throws against magic.

Magic Weapons. The moon dog's attacks are magical.

Nose for Evil. As long as it can smell, the moon dog always knows if there are any aberrations, fey, fiend, or undead within 60 ft. of it, as well as where those creatures are located. Similarly, the dog knows if there is a place or object within 60 ft. of it that has been magically consecrated or desecrated.

ACTIONS

Multiattack. The moon dog can use its Banishing Bark or Soothing Lick, and then makes two attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a celestial, elemental,

fey, fiend, or undead creature, it takes an additional 18 (4d8) radiant damage.

Banishing Bark. The moon dog barks at a celestial, elemental, fey, fiend, or undead creature within 60 ft. of itself. If the creature can hear the moon dog, it must succeed a DC 16 Charisma saving throw or be banished back into its native plane. Once a creature succeeds the saving throw, the creature is immune to the Banishing Bark of all moon hounds for 24 hours.

Shadow Howl (Recharge 5-6). With a foreboding howl, the moon dog conjures illusory shadows. Each creature of the dog's choice within 60 ft. of it must make a DC 16 Wisdom saving throw. On a failed save a creature is frightened for one minute. On a successful save a creature takes 21 (6d6) psychic damage. A creature that is immune to being frightened succeeds automatically.

A frightened creature is incapacitated and takes 21 (6d6) psychic damage at the beginning of its turn. At the end of a frightened creature's turn, it repeats the saving throw, ending the effect on a success.

Soothing Lick. The moon dog licks a creature within its reach. It causes one of the following effects. Once a creature receives a moon dog's Soothing Lick, it can't benefit from the effect of any moon dog's Soothing lick for the next 24 hours.

- **Cleansing.** The creature is no longer poisoned and any disease afflicting it is healed.
- **Encourage.** The creature is no longer frightened and is immune to being frightened for 1 hour.
- **Healing.** The creature regains 35 (10d4+10) hit points.

Spellcasting. The moon dog casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 11) requiring no material components:

At will: *dancing lights, light, nondetection*

1/day: *creation*

BONUS ACTION

Moonlight Jaunt. If the moon dog is within dim light or darkness, it magically teleports to 30 ft. to an unoccupied space it can see in dim light or darkness that it can see.

CELESTIAL BEASTS

Celestial beasts are heavenly creatures native to the upper planes which are angelic reflections of the beasts found in the material plane.

Apply this template on an existing beast type creature to create a Celestial Beast. When creating a Celestial Beast, the following changes are applied to a beast's existing characteristics:

Alignment. The creature's alignment typically becomes any good alignment.

Ability Scores. The creature's Charisma becomes 10 (0) unless it's original score is higher.

Creature Type. The celestial beast's creature type becomes both beast and celestial. It can be affected by a game effect if it works on either of these creature types.

Resistances and Immunities. The creature gains resistance to lightning and radiant damage.

Senses. The creature gains darkvision of 60 feet.

Traits. The celestial beast gains one of the following traits:

- **Salvation (1/day).** The celestial beast touches a creature and the creature regains hit points. If the target creature has currently 0 hit points, it regains an amount of hit points equal to the maximum possible roll. The amount of hit points restored is determined by its Challenge Rating (see table).
- **Smite (1/day).** When the celestial beast hits a creature with a weapon attack, it can deal additional radiant damage. If the target creature is a fiend or undead, the additional radiant damage dealt is rolled twice and the higher result is used. The additional radiant damage is determined by its Challenge Rating (see table).

CELESTIAL BEAST SALVATION AND SMITE

Challenge	Hit points Restored	Radiant Damage dealt
0	1	1
1/8 - 1/4	3 (1d4 +1)	2 (1d4)
1/2 - 1	5 (1d8 +1)	4 (1d8)
2 - 4	11 (2d8 +2)	9 (2d8)
5 - 8	16 (3d8 +3)	13 (3d8)
9 - 12	22 (4d8 +4)	18 (4d8)
13 - 16	27 (5d8 +5)	22 (5d8)
+17	33 (6d8 +6)	27 (6d8)

EXAMPLE CELESTIAL BEASTS

CELESTIAL RAT

Tiny Celestial, typically any good alignment

Armor Class 10

Hit Points 1 (1d4-1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	9 (-1)	2 (-4)	10 (0)	10 (0)

Proficiency +2

Damage Resistances lightning, radiant

Senses darkvision 60 ft., passive Perception 10

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Salvation (1/day). The celestial rat touches a creature and the creature regains 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1) piercing damage.

CELESTIAL MAMMOTH

Huge Celestial, typically any good alignment

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (0)	10 (0)

Proficiency +3

Damage Resistances lightning, radiant

Senses darkvision 60 ft., passive Perception 10

Challenge 6 (2,300 XP)

Trampling Charge. If the celestial mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the celestial mammoth can make one stomp attack against it as a bonus action.

Smite (1/day). When the celestial mammoth hits a creature with a melee weapon attack, it can deal an additional 13 (3d8) radiant damage. If the target creature is a fiend or undead, the additional radiant damage dealt is rolled twice and the higher result is used.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one prone creature. *Hit:* 14 (4d10 + 7) bludgeoning damage.

LILLEND

Large Celestial, typically chaotic good

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	15 (+2)	17 (+3)	19 (+4)

Proficiency +3

Saves Dex+6, Wis +6, Cha +7

Skills History +5, Perception +6, Performance +10, Persuasion +7

Damage Resistances psychic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Celestial, Infernal

Challenge 6 (2,300 XP)

Magic Weapons. The lillend's attacks are magical.

Speech of Beast and Plant. The lillend can communicate with animals and plants as if they share a language.

ACTIONS

Multiattack. The lillend makes two attacks, only one of which can be a constrict attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target is grappled, escape DC 15. Until this ends, the creature is restrained, and the lillend can't constrict another target.

Lillend's Song (Recharge 5-6). The lillend plays a magical tune and sings her song. She can choose to play one of the following melodies:

- **Crescendo.** The lillend causes a shattering explosion of sound in a 20 ft. radius centered at a point within 60 ft. of itself. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save a creature takes 27 (6d8) thunder damage and half as much on a successful one. A nonmagical object that isn't being worn or carried also takes the damage if it's in the area.
- **Dissonance.** The lillend causes a mind-numbing sound audible within 20 ft. of itself. Each other creature in the area that can hear the sound must make a DC 15 Wisdom saving throw. On a failed save a creature takes 21 (6d6) psychic damage and has disadvantage on ability checks and saving throws until the end of the lillend's next turn. On a successful saving throw a creature takes half as much damage and suffers no other effects.
- **Harmony.** The lillend soothing tune audible within 20 ft. of itself. Each other creature in the area that can hear the tune must succeed a DC 15 Wisdom saving throw or be charmed for one minute or until it takes damage. A charmed creature becomes unwilling to perform any hostile actions. A charmed creature repeats the saving throw at the end of its turn, ending the condition on a success.

Spellcasting. The lillend casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

At will: *dancing lights, detect magic, identify, mage hand, minor illusion*

1/day: *hallucinatory terrain*

DREAM EATER

Large Celestial, typically lawful good

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., flying 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	16 (+3)	18 (+4)	19 (+4)	20 (+5)

Proficiency +4

Saves Int +8, Wis +8, Cha +9

Skills Insight +8, Perception +8, Persuasion +9, Stealth +4

Damage Resistances psychic; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 18

Languages Common, Celestial

Challenge 11 (7,200 XP)

Magic Resistance. The dream eater has advantage on saving throws against magic.

Magic Weapons. The dream eater's attacks are magical.

Regeneration. If the dream eater starts its turn with more than 0 hit points, it regains 10 hit points. If there is no sleeping or unconscious creature within 120 ft. of the dream eater at the start of its turn, this trait doesn't function.

ACTIONS

Multiattack. The dream eater makes three attacks: one gore attack and two claw attacks. If both claw attacks hit the same target, it takes an additional 15 (2d8 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Yawn (Recharge 5-6). The dream eater lets out a loud yawn. Each other creature within 30 ft. of the dream eater that can hear it must succeed a DC 15 Wisdom saving throw or becomes drowsy until the end of its next turn. A creature immune to being unconscious succeeds the saving throw automatically.

A drowsy creature's speed is halved, it can't use reactions, and can't make more than one melee or ranged attack during its turn. A drowsy creature repeats the saving throw at the end of its turn. On a success it is no longer drowsy. On a failure it falls unconscious for 1 hour, or until it takes damage or a creature uses an action to wake it up.

Enter Dream. The dream eater enters an unconscious creature's dream within its reach. As long as the dream eater is inside the creature's dream, it can change and shape the creature's dream as if it used the *dream* spell and can't be targeted by any attack, spell, or other effects, except by ones that banish celestials. The dream eater can use an action to leave the creature's dream and reappear in an unoccupied space within 5 ft. of the creature.

When the creature awakes, the dream eater is forcefully ejected and reappears in an unoccupied space within 5 ft. of the creature, and takes 11 (2d10) force damage.

Spellcasting. The dream eater casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

At will: *dream, invisibility, magic circle*

1/day: *astral projection, dispel evil and good*

Gilroy's Guide to the Heavens - DM Tuz Contribution

SHEDU^{GGTH}

Large Celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	17 (+3)	16 (+3)	18 (+4)	14 (+2)

Proficiency +4

Saving Throws Con +8, Wis +8, Cha +6

Skills History +7, Insight +8, Perception +8, Religion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 18

Languages Common, Celestial, Draconic, Infernal

Challenge 8 (3,900 XP)

Magic Resistance. The shedu has advantage on saving throws against magic.

Magic Weapons. The shedu's attacks are magical.

Sense Deceit. The shedu has advantage on Insight checks to discern lies.

Stalwart Protector. As long as the shedu is at a holy site or in the area of its *hallow* spell, it is immune to being charmed and frightened.

ACTIONS

Multiattack. The shedu makes three attacks: one gore attack and two hooves attacks.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) piercing damage and the creature must succeed a DC 18 Strength saving throw or be knocked prone.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 +6) bludgeoning damage.

Invisibility. The shedu becomes invisible until it attacks or casts a spell. The shedu can only use this action if it is at a holy site or in an area of its *hallow* spell. The invisibility ends prematurely if the shedu leaves the holy site or area of its *hallow* spell.

Spellcasting. The shedu casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 16) requiring no material components:

At will: *alarm, detect evil and good, detect magic, see invisibility*
1/day: *greater restoration, hallow*

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 +5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 +5) slashing damage.

Saving Touch (1/short rest). The lamassu touches a creature and it regains 27 (6d8) hit points and is cured of any curses, diseases, and the poison condition.

Spellcasting. The shedu casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 16) requiring no material components:

At will: *detect evil and good, magic circle*
1/day: *dimension door*

REACTIONS

By Your Side. When the lamassu sees an allied creature within 60 ft. of itself be reduced to 0 hit points, it can move up to its speed towards the allied creature without provoking opportunity attacks. The lamassu can either at any point of this movement make one attack with its claws, or, if it reaches the allied creature, use its Saving Touch on the allied creature if available.

LAMASSU

Large Celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Proficiency +3

Skills Insight +6, Perception +6, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial, Draconic, Infernal

Challenge 6 (2,300 XP)

Magic Resistance. The lamassu has advantage on saving throws against magic.

Magic Weapons. The lamassu's attacks are magical.

Savior. As long as the lamassu is within 60 ft. of an allied creature, it is immune to being charmed and frightened.

ACTIONS

Multiattack. The lamassu makes three attacks: one bite attack and two claws attacks.

SECUTOR

Medium Celestial, usually lawful good

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft. (60 ft. in its canine form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (0)	15 (+2)	13 (+1)

Proficiency +2
Skills Perception +4, Survival +4
Damage Resistances lightning; bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Celestial
Challenge 3 (700 XP)

Keen Smell (Canine Form Only). The secutor has advantage on Wisdom (Perception) checks that rely on smell in its canine form.

Shape Change. The secutor can use an action to change into a canine form or back into its base form. Any equipment it is wearing or carrying is absorbed into its new form. While in its canine form, the secutor has a 60 ft. movement speed and has access to its bite attack. When the secutor dies it changes back into its base form.

ACTIONS

Multiattack. The secutor makes two weapon attacks.

Greatsword (Base Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Longbow (Base Form Only). *Ranged Weapon Attack:* +4 to hit, range 120/480 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bite (Canine Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and if the target is a medium or smaller size creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Spellcasting. The secutor casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 12) requiring no material components:

At will: *detect evil and good, light, message*

1/day each: *locate object, locate person*

PROTECTOR

Medium Celestial, usually lawful good

Armor Class 19 (natural armor and shield)
Hit Points 59 (7d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Proficiency +3
Skills Athletics +7, Perception +5
Damage Resistances lightning; bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Celestial, Draconic
Challenge 5 (1,800 XP)

Divine Weapons. The protector's weapons are magical and deal an additional 7 (2d6) radiant damage on a hit (included in the attack).

Null Aura. The protector and any allied creature within 10 ft. of the protector has advantage on saving throws against magic.

Tower Shield. Creatures behind the protector benefit from half cover against ranged attacks.

ACTIONS

Multiattack. The protector makes two weapon attacks; only one of which can be a shield attack.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) radiant damage.

Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) radiant damage and if the target is large size or smaller creature, it must succeed a DC 15 Strength saving throw or be pushed 5 ft. away from the protector.

Spellcasting. The protector casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 12) requiring no material components:

At will: *detect evil and good, message, sanctuary*

REACTIONS

Protector's Move. When the protector sees an allied creature that is not another protector within 10 ft. of itself be the target of an attack, or a spell that targets one creature, the protector switches places with the creature and becomes the new target, provided the protector can teleport and the creature is willing.

VARIANT: REACTION - NULL STRIKE

As an alternative, you can exchange the protector's Protector's Move reaction with the following:

Null Strike. When a creature within reach of the protector casts a spell, the protector can make a melee weapon attack against that creature. If the attack hits, the creature must succeed a Constitution saving throw or expends the spell without effect. The constitution saving throw is equal to 13 + the cast spell's level. The protector must see the triggering creature to use this reaction.

VENATOR

Medium Celestial, usually lawful good

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	14 (+2)	17 (+3)	13 (+1)

Proficiency +3

Saving Throw Dex +8, Wis +6

Skills Acrobatics +8, Investigation +5, Perception +6, Stealth +8, Survival +6

Damage Resistances lightning; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial, Draconic

Challenge 8 (3,900 XP)

Divine Weapons. The venator's weapons are magical and deal an additional 14 (4d6) radiant damage on a hit (included in the attack).

Divine Quarry. When the venator hits a creature with a weapon attack, it's next attack roll targeting the same creature has advantage and the venator knows of the creature's exact location as if it can see it as long as it is within 2 miles of it until the end of it's next turn, unless the creature is shielded from divination.

Magic Resistance. The venator has advantage on saving throws against magic.

ACTIONS

Multiattack. The venator makes two weapon attacks.

Bladed Bow (Melee). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 5) slashing damage plus 14 (4d6) radiant damage.

Bladed Bow (Ranged). *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. *Hit:* 9 (1d10 + 5) piercing damage plus 14 (4d6) radiant damage.

Sure Strike. The venator makes a weapon attack, the attack roll has advantage and ignores disadvantage.

Spellcasting. The venator casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14) requiring no material components:

At will: *detect evil and good*, *misty step*, *see invisibility*

1/day each: *dimension door*, *locate person*

REACTIONS

Planar Pursuit (1/day). When the venator sees a creature it has hit with a weapon attack since the beginning of its last turn teleport, the venator teleports to an unoccupied location within 20 ft. of the triggering creature's new location.

CADUCEATOR

Medium Celestial, usually lawful good

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft., flying 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	18 (+4)	19 (+4)

Proficiency +4

Saving Throws Dex +7, Wis +8, Cha +8

Skills Perception +8, Performance +8, Persuasion +8, Religion +7

Damage Resistances lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Any, Telepathy 120 ft.

Challenge 13 (10,000 XP)

Divine Weapons. The caduceator's weapons are magical and deal an additional 18 (4d8) radiant damage on a hit (included in the attack).

Heavenly Voice. The caduceator's voice can be heard from up to 2 miles away.

Magic Resistance. The caduceator has advantage on saving throws against magic.

Morphing Weapon. The caduceator can use a bonus action to transform its staff into horn or back. Additionally, the caduceator can use a bonus action to summon its staff or horn into its hand.

ACTIONS

Multiattack. The caduceator makes two weapon attacks.

Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 18 (4d8) radiant damage.

Herald's Horn (recharge 5-6). The caduceator blows its horn. Each non-celestial creature within 60 ft. of the caduceator must make a DC 16 Constitution saving throw. On a failed save a creature takes 28 (8d6) radiant and 28 (8d6) thunder damage and is deafened and stunned until the end of the caduceator's next

turn. On a successful one a creature takes half as much damage and suffers no other effects. Each structure and non-magical objects not held in the area of the caduceator's choice takes 100 thunder damage.

The thunderous blast of the caduceator's horn is audible within 100 miles.

Spellcasting. The caduceator casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 16) requiring no material components:

At will: *detect evil and good*, *dispel evil and good*, *thaumaturgy*
1/day each: *command (9th level)*, *planeshift (self only)*, *teleport (self only)*

BONUS ACTIONS

Awesome Presence. The caduceator displays its full presence. Each creature within 120 ft. of the caduceator who can see the caduceator must succeed a DC 16 Charisma saving throw or be frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the condition on a success.

Once the effect ends or a creature succeeds its saving throw, it becomes immune to any caduceator's awesome presence for 24 hours.

LEGENDARY ACTIONS

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

Move. The caeduceptor moves up to half of its speed without provoking opportunity attacks.

Oppressive Presence. A creature that is frightened by the caeduceptor must succeed a DC 16 Wisdom saving throw or be stunned until the end of the caeduceptor's next turn.

Expel (2 Actions). Each creature of the caeduceptor's choice within 10 ft. of it that can hear it must succeed a DC 16 Constitution saving throw or take 7 (2d6) thunder damage and be pushed 10 ft. away from the caeduceptor.

Strike (2 Actions). The caeduceptor makes a melee weapon attack.

Divine Alacrity (3 Actions). The caeduceptor is no longer grappled, prone, or restrained and flies up to its speed without provoking opportunity attacks.

STAR CHILD

Medium Celestial

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 40 ft., flying 40 ft. (hover)

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

Proficiency +2

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities exhausted, grappled, restrained, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Celestial

Challenge 4 (1,100 XP)

Death Throes. When the star child dies, it explodes and each creature within 20 ft. of it must make a DC 13 Constitution saving throw. On a failed save a creature takes 9 (2d8) radiant damage and is blinded until the end of its next turn. On a successful save a creature takes half as much damage and is not blinded.

Illumination. The star child sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

ACTIONS

Multiattack. The star child makes two of the same attacks.

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) radiant damage and the target must succeed a DC 13 Constitution saving throw or be blinded until the end of the star child's next turn.

Starlight Bolt. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (3d8) radiant damage.

Star Seed (4-6). The star child conjures a celestial star in an unoccupied space within 60 ft. of itself. It sheds bright light in a 30-foot radius and dim light in an additional 30 ft. and remains for 1 minute, the star child dies, or the star child uses this action again. A creature that begins its turn within 10 ft. of the star must succeed a DC 13 Constitution saving throw or take 9 (2d8) radiant damage.

As long as the star child has a star conjured, it must concentrate on it, as if it cast a spell that requires concentration.

NIGHT SKY MAYURA

Gargantuan Celestial

Armor Class 16 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 20 ft., flying 80 ft.

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

Proficiency +3

Skills Perception +7

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Understands Common, Auran, Celestial and Sylvan, but doesn't speak

Challenge 10 (5,900 XP)

Illumination. The night sky mayura sheds dim light in a 60 ft. radius.

Magic Weapons. The night sky mayura's attacks are magical.

ACTIONS

Multiattack. The night sky mayura makes two attacks: one with its beak and one with its wings.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 30 (4d6+6) piercing damage.

Wings. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 36 (8d8) radiant damage.

Starscape Feathers. The night sky mayura displays its feather dress and each creature within 60 ft. of it that can see it must make a DC 15 Wisdom saving throw. On a failed save a creature is charmed for one minute or for as long as it can see the night sky mayura. A charmed creature is incapacitated and must observe the night sky mayura. On a successful save a creature has disadvantage on ability checks and attack rolls until the end of the night sky mayura's next turn. A creature immune to being charmed is unaffected by the mayura's feathers.

A charmed creature repeats the saving throw at the end of its turn, ending the condition on a success. Once a creature succeeds the saving throw, or the effect ends, it automatically saves against the Starscape Feathers of any night sky mayura for 1 hour.

JUBILATION SPIRIT

Medium Celestial, typically chaotic good

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft., flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	10 (0)	12 (+1)	16 (+3)

Proficiency +2

Skills Insight +3, Performance +5, Persuasion +5

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhausted, grappled, restrained, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Celestial, Sylvan

Challenge 3 (1,100 XP)

Jubilation. A jubilation spirit can influence a celebration by mingling among the participants for 10 minutes or more. A celebration influenced by a jubilation spirit appears more intense, more joyful, and more enticing.

A creature participating in the festivities for 1 minute or longer must make a DC 13 Wisdom saving throw or can choose to willingly fail the saving throw. On a failed save the creature is charmed for as long as the jubilation spirit is willing and becomes unwilling to stop or leave the celebration.

Another creature that is not charmed uses an action to allow the charmed creature to repeat the saving throw and ending the effect on a success. Once a creature saves or the effect ends, it

becomes immune to the jubilation of any jubilation spirit for 24 hours. Each additional jubilation spirit present at the celebration increases the DC by 1, to a maximum of 16.

Rejuvenating Reverie. A creature that partakes in a celebration influenced by a jubilation spirit for an hour or more receives the benefits of a short rest.

ACTIONS

Multiattack. The jubilation spirit uses fling twice.

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) radiant damage.

Fling. The jubilation spirit magically flings a nonmagical small size or smaller object that is not held within 30 ft. of itself at a point or target within 60 ft. of itself. The target must succeed a DC 13 Dexterity saving throw or be hit by the object. The amount of damage and the type of damage depends on the object flung. It can deal 2 (1d4), 3 (1d6), 4 (1d8), or 5 (1d10) bludgeoning, piercing, or slashing damage, or deal no damage at all.

Unseen Guest. The jubilation spirit becomes invisible until it attacks, takes damage, or chooses to become visible again by using an action. As long as the jubilation spirit is invisible, it can move through occupied spaces.

Spellcasting. The jubilation spirit casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 13) requiring no material components:

At will: *calm emotions, mage hand, minor illusion, suggestion, unseen servant*

1/day: *mass suggestion*

ASPARA (EARTHLY)

Medium Celestial, any good alignment

Armor Class 13 (natural armor, 17 with grace)
Hit Points 39 (6d8 + 12)
Speed 30 ft., flying 30 ft. (hover), swimming 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+2)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

Proficiency +2
Saving Throws Dex +6, Cha +6
Skills Performance +6, Persuasion +5
Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages Common, Celestial
Challenge 4 (1,100 XP)

Aquatic Nature. The aspara can breathe and speak unhindered underwater.

Change Appearance. As an action the aspara can take the appearance of any kind of humanoid and can return to her original form at will. The aspara reverts to her original form when she dies.

Grace. As long as the aspara is not incapacitated, grappled, or restrained, it includes its Charisma modifier in its AC, attack rolls, and damage.

ACTIONS

Multiattack. The aspara makes two weapon attacks, unless it is grappled or restrained.

Unarmed Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 6) bludgeoning damage.

Unarmed Attack (No Grace). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Spellcasting. The aspara casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 14) requiring no material components:

At will: *charm person, guidance, minor illusion, prestidigitation*
 1/day each: *enhance ability*

REACTIONS

Direct Fortune. When a creature within 60 ft. of the aspara makes an ability check, attack roll, or saving throw, the aspara can add or subtract 3 (1d6) from the roll. To be able to do this the aspara must be able to see the creature.

ASURA

Medium Celestial, any good alignment

Armor Class 16 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	11 (0)	10 (0)	15 (+2)

Proficiency +3
Skills Acrobatics +7, Athletics +7, Perception +6
Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages Common, Celestial
Challenge 6 (2,300 XP)

Many Faces. The asura has advantage on Wisdom (Perception) checks and on saving throws against being blinded and against illusions.

Reactive. The asura can take one reaction on every turn in combat.

ACTIONS

Multiattack. The asura makes six weapon attacks.

Saber. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Blade Storm. Each creature within 5 ft. of the asura must make a DC 15 Dexterity saving throw, taking 11 (2d6+4) slashing damage on a failed save and half as much on a successful one.

REACTIONS

Riposte. The asura makes a melee weapon attack against a creature that missed the asura with an attack roll.

DEVI

Medium Celestial, any good alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft., flying 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	18 (+4)	20 (+5)	20 (+5)

Proficiency +4

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9, Performance, Persuasion +5

Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 19

Languages All, Telepathy 120 ft.

Challenge 11 (1,800 XP)

Angelic Weapons. The devī's weapon attacks are magical and deal an additional 9 (2d8) radiant damage (included in the attack).

Magic Resistance. The devī has advantage on saving throws against magic.

ACTIONS

Multiattack. The devī makes three weapon attacks.

Sabre. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage.

Wave of Pacifism. Each creature within 120 ft. of the devī must succeed a DC 16 Wisdom saving throw or be pacified for 1 minute. A pacified creature has disadvantage on attack rolls and must succeed a DC 16 Wisdom saving throw before it can

perform a hostile action, such as attacking or casting a spell that causes harm.

When the devī attacks, any creature pacified by it is no longer pacified.

Change Shape: The devī magically polymorphs into a humanoid or beast that has a Challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or worn by the new form (the devī's choice).

In a new form, the devī retains its game Statistics and ability to speak, but its AC, Movement modes, Strength, and Dexterity, and it gains any statistics and capabilities (except Class Features, legendary Actions, and lair actions) that the new form has but that it lacks.

In any form the devī takes, it still retains its ability to use its *Wave of Pacifism* action.

Spellcasting. The devī casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 17) requiring no material components:

At will: *detect evil and good, dispel evil and good light, lesser restoration, thaumaturgy*

1/day each: *control weather, greater restoration, reincarnation*

LEGENDARY ACTIONS

The devī can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The devī regains spent legendary actions at the start of its turn.

Move. The devī moves up to half of its speed.

Reprimand. A pacified creature that succeeded its saving throw and damage another creature since the end of the devī's last turn must succeed a DC 16 Wisdom saving throw, or be incapacitated until the end of the devī's next turn.

Change Shape (2 Actions). The devī uses its Change Shape action.

Strike (2 Actions). The devī makes a weapon attack.

SERAPH

This segment will walk you through creating your own **Seraph**, a mighty celestial that is chief among the heaven's angelic forces. Seraph's are all individuals in their own right with distinguished identities, therefore your choices should reflect the unique Seraph you want to create.

First, choose the baseline statistics of your Seraph among the following archetypes: Battle, Salvation, Hunt, and Sage. These reflect typical angelic archetypes and lay the groundwork for your Seraph's identity.

Secondly, choose one of the divine powers listed in the Di-

vine Power section. This power will be unique to your Seraph and serve as their greatest manifestation of their power.

Finally, you select one spell list from the Spell Portfolio section. These spells serve as a way to further distinguish your Seraph and associate them with a divine domain.

Warning: Not all of these combinations have been thoroughly tested. Use these combinations at your own risk in your game. The main goal of this segment is to offer you a way to customize a powerful celestial for your game.

SERAPH (BATTLE)

Large Celestial, any good alignment

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 44)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	26 (+8)	25 (+7)	25 (+7)	28 (+9)

Proficiency +7

Saves Str, Con, Wis, Cha

Skills Perception +6, Persuasion +5, Intimidation +5

Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, exhausted, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Telepathy 120 ft., Any

Challenge 23 (50,000 XP)

Angelic Weapons. The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

Divine Sense. The seraph knows if it hears a lie.

Legendary Resistance (3/day). When the seraph fails a saving throw, it can succeed instead.

Magic Resistance. The seraph has advantage on saving throws against magic.

ACTIONS

Multiattack. The seraph makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 18 (4d8) radiant damage.

Javelin (Thrown). *Ranged Weapon Attack:* +17 to hit, range 120/240 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage plus 18 (4d8) radiant damage.

Spellcasting. The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*
1/day: *banishment, commune, resurrection*

SERAPH (SALVATION)

Large Celestial, any good alignment

Armor Class 22 (natural armor)

Hit Points 93 (11d10 + 44)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	30 (+10)	25 (+7)	25 (+7)	28 (+9)

Proficiency +7

Saves Con, Int, Wis, Cha

Skills Perception +6, Persuasion +5, Intimidation +5

Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, exhausted, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Telepathy 120 ft., Any

Challenge 23 (50,000 XP)

Angelic Weapons. The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

Divine Sense. The seraph knows if it hears a lie.

Legendary Resistance (3/day). When the seraph fails a saving throw, it can succeed instead.

Magic Resistance. The seraph has advantage on saving throws against magic.

ACTIONS

Multiattack. The seraph makes three weapon attacks.

Mace. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 18 (4d8) radiant damage.

Shieldbash. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 18 (4d8) radiant damage.

Spellcasting. The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*
1/day: *banishment, commune, resurrection*

SERAPH (HUNT)

Large Celestial, any good alignment

Armor Class 21 (natural armor)

Hit Points 93 (11d10 + 44)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	30 (+10)	23 (+6)	25 (+7)	28 (+9)	25 (+7)

Proficiency +7

Saves Dex, Con, Wis, Cha

Skills Perception +6, Persuasion +5, Intimidation +5

Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, exhausted, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Telepathy 120 ft., Any

Challenge 23 (50,000 XP)

Angelic Weapons. The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

SERAPH (SAGE)

Large Celestial, any good alignment

Armor Class 19 (natural armor)

Hit Points 93 (11d10 + 44)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	26 (+8)	28 (+9)	30 (+10)	28 (+9)

Proficiency +7

Saves Con, Int, Wis, Cha

Skills Perception +6, Persuasion +5, Intimidation +5

Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, exhausted, frightened, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Telepathy 120 ft., Any

Challenge 23 (50,000 XP)

Angelic Weapons. The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

Divine Sense. The seraph knows if it hears a lie.

Legendary Resistance (3/day). When the seraph fails a saving throw, it can succeed instead.

Magic Resistance. The seraph has advantage on saving throws against magic.

ACTIONS

Multiattack. The seraph makes three weapon attacks.

Spear. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 18 (4d8) radiant damage.

Bow. *Ranged Weapon Attack:* +17 to hit, range 240/480 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 18 (4d8) radiant damage.

Spellcasting. The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*

1/day: *banishment, commune, resurrection*

Divine Sense. The seraph knows if it hears a lie.

Legendary Resistance (3/day). When the seraph fails a saving throw, it can succeed instead.

Magic Resistance. The seraph has advantage on saving throws against magic.

ACTIONS

Multiattack. The seraph makes two attacks.

Staff. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 8) slashing damage plus 18 (4d8) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +17 to hit, range 240 ft., one target. *Hit:* 36 (8d8) radiant damage.

Spellcasting. The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*

1/day: *banishment, commune, resurrection*

DIVINE POWERS

Divine powers are the divine manifestation of the peak of a Seraph's heavenly powers. They may reflect their unique power or divine ritual privy only to them.

Chains of Binding Light (Recharge 5-6). Radiant chains manifest in a 20 ft. radius centered on a point within 120 ft. of the Seraph. The chains emit bright light in a 20 ft.-radius and dim light in an additional 20 ft. and magical darkness in the area is dispelled for the duration of this effect. Each creature of the Seraph's choice in the area must succeed a DC 25 Dexterity saving throw. On a successful save a creature takes 18 (4d8) radiant damage and the effect ends. On a failed save a creature is restrained for one minute or until it breaks free. A restrained creature is treated as if any creature that can see it has truesight and cannot teleport or leave its current plane of existence. Additionally, the restrained creature takes 36 (8d8) radiant damage at the beginning of each of its turns.

A creature restrained by the chains can use its action to make a DC 25 Strength check to break free from the chains.

Strike of Evil's End (Recharge 5-6). The seraph makes an attack against a creature within its range. On a hit the attack deals an additional 54 (12d8) radiant damage and the creature falls prone and has disadvantage on any attack rolls, Strength checks, and Dexterity checks it makes until the end of the seraph's next turn. If the target is a fiend and this attack reduces it to 0 hit points, it is destroyed and the fiend will not be able to reform on its home plane for 1,000 years.

If the target is an undead and this attack reduces it to 0 hit points, the undead is destroyed, ignoring any traits that it has that would keep it from being destroyed, such as a vampire's misty escape, or a lich's rejuvenation.

Final Spark (1/Day). The seraph releases all of its divine power in one devastating blast originating from itself that forms a 240 ft. long line that is 10 ft. wide. Each creature in the area must make a DC 25 Constitution saving throw, taking 90 (20d8) radiant damage on a failed save and half as much on a successful one. After using this action the seraph falls prone and its movement becomes 0 until the end of its current turn. Additionally it has disadvantage on attack rolls and can't cast spells until the end of its next turn.

Power Word: Hope (1/Day). The seraph speaks the word of power that fills any creature that hears it with hope. Each allied creature that can hear the seraph within 60 ft. of it regains an amount of hit points equal to half of its maximum hit points and is no longer charmed, frightened, or paralyzed. Any creature in the area that died since the end of the seraph's last turn is returned to life and regains an amount of hit points equal to half of its maximum hit points.

For one minute or until the seraph dies, each allied creature that heard the power word has advantage on attack rolls, saving throws, and is immune to being charmed, frightened, or paralyzed.

Pillar of Light (Recharge 5-6). The seraph transforms into a 60 ft. tall pillar of light until the end of its next turn. In this form the seraph's movement is 0 and has total cover from attacks and spells and sheds bright light in a 60 foot-radius which dispells any magical darkness in the area and dim light in an additional 60 feet.

Each creature that starts its turn within 20 ft. of the pillar of light or enters the area for the first time during its turn must make a DC 25 Constitution saving throw. On a failed save the creature takes 45 (10d8) radiant damage and is blinded for 1 minute - a creature that fails its saving throw by 10 or more is blinded until it is healed. On a successful save a creature takes half as much damage and is not blinded.

SPELL PORTFOLIO

Angels serve many purposes and powers, these spell selections reflect the seraph's divine domain and innate purpose.

Death:

At will: *gentle repose, revivify, speak with dead*
1/day: *death ward, spirit guardians (6th level), true resurrection*

Grace:

At will: *beacon of hope, create food and water, cure wounds, mass healing word, remove curse,*
1/day: *heroes feast, holy aura, mass heal, regenerate*

Justice:

At will: *locate creature, locate object, scrying, zone of truth*
1/day: *geas, planar binding, antimagic field*

Light:

At will: *continual flame, daylight*
1/day: *dawn, flame strike, sun burst, wall of light*

Message:

At will: *dream, freedom of movement (can only target itself), sending, tongues*
1/day: *plane shift, teleport, astral projection*

War:

At will: *crusader's mantle, guiding bolt, spiritual weapon (4th level),*
1/day: *banishing smite, blade barrier, gate (can only call upon celestial creatures)*

Wrath:

At will: *bestow curse, dispell magic, shatter (4th level),*
1/day: *destructive wave, divine word, earthquake*

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