

CHAINED RADIANCE

Medium celestial, neutral evil

Armor Class 14 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	3 (-4)	15 (+2)	3 (-4)

Saving Throws Dex +4, Wis +5, Cha -1

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 180 ft., passive Perception 15

Languages Celestial, Common

Challenge 8 (3,900 XP)

Deliverance. A creature can attempt to remove the chains of the Chained Radiance. To do so, a creature within 5 feet of the Chained Radiance must succeed on a DC 19 Sleight of Hand check. Alternatively a creature can cast the *knock* spell, doing so deals 27 (5d10) radiant damage the caster, and if they do not fall unconscious, the chains fall. Once the chains fall, the Chained Radiance dissipates into light.

Radiant Sight. Magical darkness doesn't impede the Chained Radiance's darkvision.

ACTIONS

Multiattack. The Chained Radiance makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and 9 (2d8) radiant damage.

Fury of the Light (Recharge 5-6). All creatures that the Chained Radiance can see within 60 feet of it must succeed on a DC 16 Constitution saving throw or take 19 (3d12) radiant damage and be blinded for 1 minute, or take half as much damage and not be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Chained Radiance & Chained Darkness

These two entities exist as polar opposites of one another.

Chained Radiance is pure light, given form and purpose through magical chains. The creator of these chains is the one that makes all the decisions for the chained radiance, a being which barely has a consciousness of its own. The radiance does have a survival instinct, as if trying to prolong the false life that it was given. It is often a life of servitude and disaster, as those who dare chain light are often beings of nefarious intentions, abusing the powers they possess.

Chained Darkness is much different, as a polar opposite to the radiance, it absorbs all light around it, instead of emitting it, and possesses a darker past. Chain devils that failed in their duties towards hell, these beings are tortured to the point of losing their mind and sanity. When this happens their own chains wrap around them and destroy their physical bodies, only leaving the darkness of their soul to be visible to all. Only by having this darkness destroyed can the Chain Devil hope to reclaim its body. There is a strong irony here, as the chained darkness possesses a survival instinct of its own, and will delay death as much as it can, running away from a fight when in danger. It is said that Chain Devils that are resurrected from chained darkness can sometimes have a change of soul, and become good creatures, although it might just be a myth.

Art by Warmtail



CHAINED DARKNESS

Medium fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	3 (-4)

Saving Throws Str +8, Wis +6, Cha -1

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 180 ft., passive Perception 16

Languages Common, Infernal

Challenge 8 (3,900 XP)

Deliverance. A creature can attempt to remove the chains of the Chained Darkness. To do so, a creature within 5 feet of the Chained Darkness must succeed on a DC 19 Sleight of Hand check. Alternatively a creature can cast the *knock* spell, doing so deals 27 (5d10) necrotic damage the caster, and if they do not fall unconscious, the chains fall. Once the chains fall, the Chained Darkness dissipates into darkness.

Devil's Sight. Magical darkness doesn't impede the Chained Darkness's darkvision.

Rebirth. If the Chained Darkness is brought to 0 hit points or below, while the chains are still present, it resurrects after 1 minute as a chained devil.

ACTIONS

Multiattack. The Chained Darkness makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and 10 (3d6) necrotic damage.

Fury of Chains (Recharge 5-6). Each creature that the Chained Darkness can see within 60 feet of it must succeed on a DC 16 Strength saving throw or take 16 (3d10) necrotic damage and be restrained by dark chains for 1 minute, or take half as much damage and not be restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success, or taking 5 (1d10) necrotic damage on a failure.