

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 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*

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*

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.

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.

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