

NUNTIUS

Tiny • Celestial • Lawful Good

Armor Class 16

Initiative +6 (16)

Hit Points 20 (8d4)

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



STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	11 (+0)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +8

Skills Perception +3

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages understands Celestial; telepathy 30 ft.

CR 1 (XP 200; PB +2)

Death Ward (1/Day). If damage reduces the nuntius to 0 hit points, it instead drops to 1 hit point instead and teleports to a random unoccupied space within 15 feet.

Illumination. The nuntius sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Unusual Nature. The nuntius doesn't require air, food, drink, or sleep.

ACTIONS

Sacred Radiance. *Dexterity Saving Throw:* DC 12 (the target gains no benefit from cover), one creature within 30 feet of the nuntius that it can see. *Failure:* 7 (2d6) radiant damage.

Divine Guidance. The nuntius grants a boon to one creature it can see within 30 feet of it that isn't an Undead. Every time the target makes a saving throw, it can roll a d6 and add the number rolled to the result of the saving throw. The effect lasts for 10 minutes, and the nuntius can only have one creature at a time affected by this.

Heal (3/Day). One creature within 5 feet of the nuntius that it can see and isn't an Undead regains 5 (2d4) hit points.

NUNTIUS — WEAKER

Armor Class 15

Initiative +5 (15)

Hit Points 7 (3d4)

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



STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Perception +2

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages understands Celestial; telepathy 30 ft.

CR 1/8 (XP 25; PB +2)

Death Ward (1/Day). If damage reduces the nuntius to 0 hit points, it instead drops to 1 hit point instead and teleports to a random unoccupied space within 10 feet.

Illumination. The nuntius sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Unusual Nature. The nuntius doesn't require air, food, drink, or sleep.

ACTIONS

Sacred Radiance. *Dexterity Saving Throw:* DC 11 (the target gains no benefit from cover), one creature within 30 feet of the nuntius that it can see. *Failure:* 3 (1d6) radiant damage.

Divine Guidance. The nuntius grants a boon to one creature it can see within 30 feet of it that isn't an Undead. Every time the target makes a saving throw, it can roll a d4 and add the number rolled to the result of the saving throw. The effect lasts for 10 minutes, and the nuntius can only have one creature at a time affected by this.

Heal (1/Day). One creature within 5 feet of the nuntius that it can see and isn't an Undead regains 3 (1d6) hit points.

NUNTIUS — STRONGER

Armor Class 17

Initiative +7 (17)

Hit Points 54 (12d4 + 24)

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



STR	DEX	CON	INT	WIS	CHA
1 (-5)	24 (+7)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +9, Cha +5

Skills Perception +4

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages understands Celestial; telepathy 30 ft.

CR 4 (XP 1,100; PB +2)

Death Ward (1/Day). If damage reduces the nuntius to 0 hit points, it instead drops to 1 hit point instead and teleports to a random unoccupied space within 30 feet.

Illumination. The nuntius sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Unusual Nature. The nuntius doesn't require air, food, drink, or sleep.

ACTIONS

Sacred Radiance. *Dexterity Saving Throw:* DC 13 (the target gains no benefit from cover), one creature within 30 feet of the nuntius that it can see. *Failure:* 22 (4d10) radiant damage.

Divine Guidance. The nuntius grants a boon to one creature it can see within 30 feet of it that isn't an Undead. Every time the target makes a saving throw, it can roll a d8 and add the number rolled to the result of the saving throw. The effect lasts for 10 minutes, and the nuntius can only have one creature at a time affected by this.

Heal (3/Day). One creature within 5 feet of the nuntius that it can see and isn't an Undead regains 9 (2d8) hit points.