

# SERAPHIM

Huge • Celestial • Lawful Good

**Armor Class** 18

**Initiative** +9 (19)

**Hit Points** 241 (23d12 + 92)

**Speed** 10 ft., fly 120 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 18 (+4) | 20 (+5) | 20 (+5) | 22 (+6) |

**Saving Throws** Int +11, Wis +11, Cha +12

**Skills** Insight +11, Investigation +11, Perception +11, Religion +17

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

**Senses** truesight 90 ft., passive Perception 21

**Languages** all, telepathy 120 ft.

**CR** 18 (XP 20,000 or 22,000 in lair, PB +6)



**Divine Awareness.** The seraphim knows if it hears a lie.

**Immutable Form.** The seraphim can't shapeshift.

**Legendary Resistance (3/Day, 4/Day in Lair).** If the seraphim fails a saving throw, it can choose to succeed instead.

**Shielded Mind.** The seraphim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

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

## ACTIONS

**Burst of Radiance.** *Constitution Saving Throw:* DC 20, each creature in a 30-foot cone. *Failure:* 31 (7d8) radiant damage and the target becomes blinded until the end of its next turn. *Success:* Half damage.

**Divine Intervention (1/Day).** The seraphim chooses one of the following effects:

- The seraphim duplicates a cleric spell without the need for spell components.
- One creature within 30 feet of the seraphim regains up to 100 hit points and any negative conditions that are affecting the target end.
- Up to 10 willing creatures within 15 feet of the seraphim are teleported to an unoccupied space of the seraphim's choosing.
- The seraphim summons up to four Celestials with CR 4 or lower.
- Any other effect in the deity's abilities of similar power.

**Spellcasting.** The seraphim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *commune*, *dispel evil and good* (only evil), *legend lore*, *wall of light*

1/day: *death ward*, *divine word*, *holy aura*

## LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). Immediately after another creature's turn, the seraphim can expend a use to take one of the following actions. The seraphim regains all expended uses at the start of each of its turns.

**Rays of Light.** *Dexterity Saving Throw:* DC 20, up to three creatures within 60 feet of the seraphim it can see. *Failure:* 5 (1d10) radiant damage.

**Swirl of Feathers.** The seraphim teleports to a point within 30 feet of it that it can see. *Dexterity Saving Throw:* DC 20, each creature in a 10-foot emanation originating from the seraphim at the origin or destination space (the seraphim's choice). *Failure:* 7 (3d4) slashing damage and 16 (3d8) radiant damage. *Success:* Half damage. *Failure or Success:* The area becomes heavily obscured, and the seraphim can't take this action again until the start of its next turn.

**Cast Spell.** The seraphim uses its Spellcasting once.

## SERAPHIM — WEAKER

**Armor Class** 17

**Initiative** +7 (17)

**Hit Points** 171 (18d12 + 54)

**Speed** 10 ft., fly 120 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 16 (+3) | 18 (+4) | 18 (+4) | 20 (+5) |

**Saving Throws** Wis +9, Cha +10

**Skills** Insight +9, Investigation +9, Perception +9, Religion +14

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

**Senses** truesight 60 ft., passive Perception 19

**Languages** all, telepathy 120 ft.

**CR** 15 (XP 13,000 or 15,000 in lair, PB +5)

**Divine Awareness.** The seraphim knows if it hears a lie.

**Immutable Form.** The seraphim can't shapeshift.

**Legendary Resistance (2/Day, 3/Day in Lair).** If the seraphim fails a saving throw, it can choose to succeed instead.

**Shielded Mind.** The seraphim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

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

### ACTIONS

**Burst of Radiance.** *Constitution Saving Throw:* DC 18, each creature in a 30-foot cone. *Failure:* 27 (6d8) radiant damage and the target becomes blinded until the end of its next turn. *Success:* Half damage.

**Divine Intervention (1/Day).** The seraphim chooses one of the following effects:

- The seraphim duplicates a cleric spell without the need for spell components.
- One creature within 30 feet of the seraphim regains up to 60 hit points and any negative conditions that are affecting the target end.
- Up to 10 willing creatures within 15 feet of the seraphim are teleported to an unoccupied space of the seraphim's choosing.
- The seraphim summons up to four Celestials with CR 3 or lower.
- Any other effect in the deity's abilities of similar power.

## SERAPHIM — STRONGER

**Armor Class** 19

**Initiative** +11 (21)

**Hit Points** 276 (24d12 + 120)

**Speed** 10 ft., fly 120 ft. (hover)

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

**Saving Throws** Int +13, Wis +13, Cha +14

**Skills** Insight +13, Investigation +13, Perception +13, Religion +20

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** all, telepathy 120 ft.

**CR** 21 (XP 33,000 or 41,000 in lair, PB +7)



**Spellcasting.** The seraphim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *commune*, *dispel evil and good* (only evil), *legend lore*, *wall of light*

1/day: *death ward*, *divine word*, *holy aura*

### LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). Immediately after another creature's turn, the seraphim can expend a use to take one of the following actions. The seraphim regains all expended uses at the start of each of its turns.

**Rays of Light.** *Dexterity Saving Throw:* DC 18, up to three creatures within 60 feet of the seraphim it can see. *Failure:* 4 (1d8) radiant damage.

**Swirl of Feathers.** The seraphim teleports to a point within 30 feet of it that it can see. *Dexterity Saving Throw:* DC 18, each creature in a 5-foot emanation originating from the seraphim at the origin or destination space (the seraphim's choice). *Failure:* 5 (2d4) slashing damage. *Success:* Half damage. *Failure or Success:* The area becomes heavily obscured, and the seraphim can't take this action again until the start of its next turn.

**Cast Spell.** The seraphim uses its Spellcasting once.

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**Divine Awareness.** The seraphim knows if it hears a lie.

**Immutable Form.** The seraphim can't shapeshift.

**Legendary Resistance (3/Day, 4/Day in Lair).** If the seraphim fails a saving throw, it can choose to succeed instead.

**Shielded Mind.** The seraphim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

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

## ACTIONS

**Burst of Radiance.** *Constitution Saving Throw:* DC 22, each creature in a 30-foot cone. *Failure:* 40 (9d8) radiant damage and the target becomes blinded until the end of its next turn. *Success:* Half damage.

**Divine Intervention (1/Day).** The seraphim chooses one of the following effects:

- The seraphim duplicates a cleric spell without the need for spell components.
- One creature within 30 feet of the seraphim regains up to 100 hit points and any negative conditions that are affecting the target end.
- Up to 10 willing creatures within 15 feet of the seraphim are teleported to an unoccupied space of the seraphim's choosing.
- The seraphim summons up to four Celestials with CR 5 or lower.
- Any other effect in the deity's abilities of similar power.

**Spellcasting.** The seraphim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *commune, dispel evil and good (only evil), legend lore, wall of light*

1/day: *death ward, divine word, holy aura*

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the seraphim can expend a use to take one of the following actions. The seraphim regains all expended uses at the start of each of its turns.*

**Rays of Light.** *Dexterity Saving Throw:* DC 22, up to three creatures within 60 feet of the seraphim it can see. *Failure:* 7 (2d6) radiant damage.

**Swirl of Feathers.** The seraphim teleports to a point within 30 feet of it that it can see. *Dexterity Saving Throw:* DC 22, each creature in a 15-foot emanation originating from the seraphim at the origin or destination space (the seraphim's choice). *Failure:* 10 (4d4) slashing damage. *Success:* Half damage. *Failure or Success:* The area becomes heavily obscured, and the seraphim can't take this action again until the start of its next turn.

**Cast Spell.** The seraphim uses its Spellcasting once.