

GODIR

Medium • Celestial • Any Alignment

Armor Class 16

Initiative +3 (13)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

Saving Throws Int +6, Cha +8

Skills Performance +8, Persuasion +8, Religion +6

Damage Resistances necrotic, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Celestial; understands all

CR 9 (XP 5,000; PB +4)



Conviction (1/Day). If damage reduces the godir to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Faithful Aura. The godir and creatures of its choice in a 30-foot emanation originating from it have advantage on saving throws against being charmed or frightened.

Magic Resistance. The godir has advantage on saving throws against spells and other magical effects.

Unusual Nature. The godir doesn't require food or drink.

Veiled Divinity. The godir appears as a Humanoid to spells and abilities that detect creature types, such as the Divine Sense of the paladin.

ACTIONS

Multiattack. The godir makes two attacks, using Smite and Guiding Bolt in any combination. It can replace one of those attacks with a use of Spellcasting.

GODIR — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Int +4, Cha +6

Skills Performance +6, Persuasion +6, Religion +4

Damage Resistances necrotic, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Celestial; understands all

CR 6 (XP 2,300; PB +3)



Smite. *Melee Spell Attack:* +8, reach 5 ft. *Hit:* 30 (4d12 + 4) radiant damage.

Guiding Bolt. The godir casts guiding bolt (+8 to hit with spell attacks, level 4).

Spellcasting. The godir casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *bles*s, *light*, *thaumaturgy*

1/day: *banishment*, *guardian of faith*, *spirit guardians*

BONUS ACTIONS

Charm (Recharge 5-6). The godir casts charm person, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16), and the duration is 24 hours. When the spell ends, the target is unaware it was charmed by the godir.

Conviction (1/Day). If damage reduces the godir to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Faithful Aura. The godir and creatures of its choice in a 20-foot emanation originating from it have advantage on saving throws against being charmed or frightened.

Magic Resistance. The godir has advantage on saving throws against spells and other magical effects.

Unusual Nature. The godir doesn't require food or drink.

Veiled Divinity. The godir appears as a Humanoid to spells and abilities that detect creature types, such as the Divine Sense of the paladin.

ACTIONS

Multiattack. The godir makes two attacks, using Smite and Guiding Bolt in any combination. It can replace one of those attacks with a use of Spellcasting.

GODIR — STRONGER

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

Initiative +4 (14)

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

Saving Throws Int +7, Cha +9

Skills Performance +9, Persuasion +9, Religion +7

Damage Resistances necrotic, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Celestial; understands all

CR 12 (XP 8,400; PB +4)

Conviction (1/Day). If damage reduces the godir to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Faithful Aura. The godir and creatures of its choice in a 30-foot emanation originating from it have advantage on saving throws against being charmed or frightened.

Magic Resistance. The godir has advantage on saving throws against spells and other magical effects.

Unusual Nature. The godir doesn't require food or drink.

Veiled Divinity. The godir appears as a Humanoid to spells and abilities that detect creature types, such as the Divine Sense of the paladin.

ACTIONS

Multiattack. The godir makes two attacks, using Smite and Guiding Bolt in any combination. It can replace one of those attacks with a use of Spellcasting.

Smite. *Melee Spell Attack:* +6, reach 5 ft. *Hit:* 22 (3d12 + 3) radiant damage.

Guiding Bolt. The godir casts guiding bolt (+6 to hit with spell attacks, level 2).

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

At will: bless, light, thaumaturgy

1/day: banishment, spirit guardians

BONUS ACTIONS

Charm (Recharge 6). The godir casts charm person, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16), and the duration is 24 hours. When the spell ends, the target is unaware it was charmed by the godir.



Smite. *Melee Spell Attack:* +9, reach 5 ft. *Hit:* 37 (5d12 + 5) radiant damage.

Guiding Bolt. The godir casts guiding bolt (+9 to hit with spell attacks, level 6).

Spellcasting. The godir casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: bless, light, thaumaturgy

2/day: banishment, guardian of faith, spirit guardians

BONUS ACTIONS

Charm (Recharge 5-6). The godir casts charm person, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16), and the duration is 24 hours. When the spell ends, the target is unaware it was charmed by the godir.