

## LIVING HALOS

Huge • Swarm of Tiny Celestials • Lawful Good

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 51 (6d12 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	2 (-4)	8 (-1)	7 (-2)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** psychic, poison, radiant

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 9

**Languages** understands Celestial but can't speak

**CR** 3 (XP 700; PB +2)



**Blessed.** Any allied creature inside the swarm's space gains the effects of the *bless* spell.

**Bloodied - Split.** When the swarm becomes bloodied while it is Huge, it splits into two new living halos. Each new swarm is Medium and acts on its Initiative. The original swarm's hit points are divided evenly between the new swarms (round down). This way, the new swarms are still bloodied.

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

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

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

### ACTIONS

**Radiant Slash.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 21 (4d8 + 3) radiant damage, or 12 (2d8 + 3) radiant damage if the swarm is bloodied.

### REACTIONS

**Follow.** *Trigger:* An allied creature inside the swarm's space moves. *Response:* The swarm moves up to its speed following that creature.

## LIVING HALOS — WEAKER

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 22 (3d12 + 3)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	7 (-2)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** psychic, poison, radiant

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 9

**Languages** understands Celestial but can't speak

**CR** 1/2 (XP 100; PB +2)



**Blessed.** Any allied creature inside the swarm's space gains the effects of the *bless* spell.

**Bloodied - Split.** When the swarm becomes bloodied while it is Huge, it splits into two new living halos. Each new swarm is Medium and acts on its Initiative. The original swarm's hit points are divided evenly between the new swarms (round down). This way, the new swarms are still bloodied.

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

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

## LIVING HALOS — STRONGER

**Armor Class** 14

**Hit Points** 73 (7d12 + 28)

**Speed** 0 ft., fly 40 ft. (hover)

**Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	18 (+4)	2 (-4)	8 (-1)	7 (-2)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** psychic, poison, radiant

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 9

**Languages** understands Celestial but can't speak

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

**Blessed.** Any allied creature inside the swarm's space gains the effects of the *bless* spell.

**Bloodied - Split.** When the swarm becomes bloodied while it is Huge, it splits into two new living halos. Each new swarm is Medium and acts on its Initiative. The original swarm's hit points are divided evenly between the new swarms (round down). This way, the new swarms are still bloodied.

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

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

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

### ACTIONS

**Radiant Slash.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) radiant damage, or 4 (1d4 + 2) radiant damage if the swarm is bloodied.

### REACTIONS

**Follow.** *Trigger:* An allied creature inside the swarm's space moves. *Response:* The swarm moves up to its speed following that creature.



**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

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

### ACTIONS

**Radiant Slash.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 37 (6d10 + 4) radiant damage, or 20 (3d10 + 4) radiant damage if the swarm is bloodied.

### REACTIONS

**Follow.** *Trigger:* An allied creature inside the swarm's space moves. *Response:* The swarm moves up to its speed following that creature.