

LOST ONE

Medium • Celestial • Any Alignment

Armor Class 19

Initiative +11 (21)

Hit Points 315 (42d8 + 126)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	21 (+5)	17 (+3)	23 (+6)	25 (+7)	27 (+8)

Saving Throws Int +12, Cha +14

Skills History +18, Perception +13, Religion +12

Damage Resistances all

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 23

Languages all; telepathy 120 ft.

CR 17 (XP 18,000; PB +6)



Bloodied - Bleeding Power. While bloodied at the end of each of the lost one's turns, it deals 14 (4d6) radiant damage to itself and each creature in a 15-foot emanation originating from it. The lost one only deals this damage in combat.

Divine Awareness. The lost one knows if it hears a lie.

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

Unusual Nature. The lost one doesn't require food or drink.

Waning Divinity. At the end of the lost one's turns while in combat, it loses two random damage resistances until it finishes a short or long rest.

ACTIONS

Multiattack. The lost one makes two Fading Smite attacks. It can replace one of those attacks with a use of Spellcasting or Edict of the Dead God if available.

Fading Smite. *Melee Spell Attack:* +14, reach 5 ft. *Hit:* 27 (3d12 + 8) radiant damage. At the end of the target's next turn, it takes this damage again.

LOST ONE — WEAKER

Armor Class 18

Initiative +9 (19)

Hit Points 208 (32d8 + 64)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	15 (+2)	21 (+5)	23 (+6)	25 (+7)

Saving Throws Int +10, Cha +12

Skills History +15, Perception +11, Religion +10

Damage Resistances all

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 21

Languages all; telepathy 120 ft.

CR 14 (XP 11,500; PB +5)

Edict of the Dead God (Recharge 5-6). *Charisma Saving Throw:* DC 22, one creature within 30 feet of the lost one that can hear it. *Failure:* The lost one dictates what the target does on its next turn. The lost one can only tell the target to do what it knows the target is capable of. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

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

At will: *command*, *dimension door*, *silence*, *thaumaturgy*

1/day each: *divine word*, *harm*, *heal*, *planeshift*, *spirit guardians* (level 5), *teleport*

REACTIONS

Fight Another Day (1/Day). *Trigger:* The lost ones would be reduced to 0 hit points. *Response:* Before the lost one is reduced to 0 hit points, it casts *planeshift* on itself (even if it has already cast that spell this day).



Bloodied - Bleeding Power. While bloodied at the end of each of the lost one's turns, it deals 7 (2d6) radiant damage to itself and each creature in a 15-foot emanation originating from it. The lost one only deals this damage in combat.

Divine Awareness. The lost one knows if it hears a lie.

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

Unusual Nature. The lost one doesn't require food or drink.

Waning Divinity. At the end of the lost one's turns while in combat, it loses two random damage resistances until it finishes a short or long rest.

ACTIONS

Multiattack. The lost one makes two Fading Smite attacks. It can replace one of those attacks with a use of Spellcasting or Edict of the Dead God if available.

Fading Smite. *Melee Spell Attack:* +12, reach 5 ft. *Hit:* 23 (3d10 + 7) radiant damage. At the end of the target's next turn, it takes this damage again.

LOST ONE — STRONGER

Armor Class 20

Hit Points 399 (47d8 + 188)

Speed 40 ft., fly 120 ft.

Initiative +12 (22)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	19 (+4)	25 (+7)	27 (+8)	29 (+9)

Saving Throws Int +13, Cha +15

Skills History +19, Perception +14, Religion +13

Damage Resistances all

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 24

Languages all; telepathy 120 ft.

CR 20 (XP 25,000; PB +6)

Bloodied - Bleeding Power. While bloodied at the end of each of the lost one's turns, it deals 10 (3d6) radiant damage to itself and each creature in a 15-foot emanation originating from it. The lost one only deals this damage in combat.

Divine Awareness. The lost one knows if it hears a lie.

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

Unusual Nature. The lost one doesn't require food or drink.

Waning Divinity. At the end of the lost one's turns while in combat, it loses two random damage resistances until it finishes a short or long rest.

ACTIONS

Multiattack. The lost one makes two Fading Smite attacks. It can replace one of those attacks with a use of Spellcasting or Edict of the Dead God if available.

Fading Smite. *Melee Spell Attack:* +15, reach 5 ft. *Hit:* 35 (4d12 + 9) radiant damage. At the end of the target's next turn, it takes this damage again.

Edict of the Dead God (Recharge 5-6). *Charisma Saving Throw:* DC 20, one creature within 30 feet of the lost one that can hear it. *Failure:* The lost one dictates what the target does on its next turn. The lost one can only tell the target to do what it knows the target is capable of. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

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

At will: *command, dimension door, silence, thaumaturgy*

1/day each: *divine word, harm, heal, planeshift, spirit guardians (level 4), teleport*

REACTIONS

Fight Another Day (1/Day). *Trigger:* The lost ones would be reduced to 0 hit points. *Response:* Before the lost one is reduced to 0 hit points, it casts *planeshift* on itself (even if it has already cast that spell this day).



Edict of the Dead God (Recharge 5-6). *Charisma Saving Throw:* DC 23, one creature within 60 feet of the lost one that can hear it. *Failure:* The lost one dictates what the target does on its next turn. The lost one can only tell the target to do what it knows the target is capable of. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

Spellcasting. The lost one casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

At will: *command, dimension door, silence, thaumaturgy*

1/day each: *divine word, harm, heal, planeshift, spirit guardians (level 6), teleport*

REACTIONS

Fight Another Day (1/Day). *Trigger:* The lost ones would be reduced to 0 hit points. *Response:* Before the lost one is reduced to 0 hit points, it casts *planeshift* on itself (even if it has already cast that spell this day).