

RADIANT

Medium • Celestial • Lawful Good

Armor Class 15

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

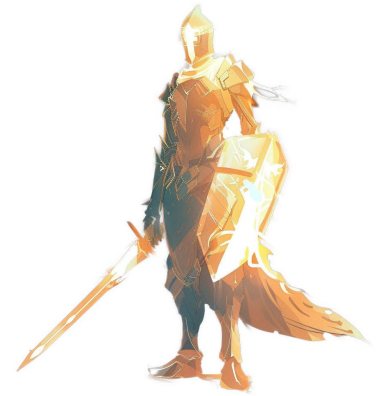
Damage Immunities poison, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Celestial but can't speak

CR 3 (XP 700; PB +2)



Death Burst. The radiant explodes when it dies. *Constitution Saving Throw:* DC 13, each creature in a 5-foot emanation originating from the radiant. *Failure:* The target becomes blinded until the end of its next turn.

Divine Phalanx. The radiant gains a +2 bonus to its AC if at least two allied radiants are within 5 feet of it and the allied radiants aren't incapacitated.

Illumination. The radiant sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Immutable Form. The radiant can't shape-shift.

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

RADIANT — WEAKER

Armor Class 13

Hit Points 26 (4d8 + 8)

Speed 30 ft.

Initiative +1 (11)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities poison, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Celestial but can't speak

CR 1 (XP 200; PB +2)



Death Burst. The radiant explodes when it dies. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the radiant. *Failure:* The target becomes blinded until the end of its next turn.

Divine Phalanx. The radiant gains a +2 bonus to its AC if at least two allied radiants are within 5 feet of it and the allied radiants aren't incapacitated.

Illumination. The radiant sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Immutable Form. The radiant can't shape-shift.

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

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

ACTIONS

Multiattack. The radiant makes two Radiant Blade attacks. It can replace one attack with an use of Shield Bash.

Radiant Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Shield Bash. Strength Saving Throw: DC 13, one creature within 5 feet that the radiant can see. *Failure:* 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

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

ACTIONS

Multiattack. The radiant makes two Radiant Blade attacks. It can replace one attack with an use of Shield Bash.

Radiant Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Shield Bash. Strength Saving Throw: DC 12, one creature within 5 feet that the radiant can see. *Failure:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

RADIANT — STRONGER

Armor Class 16

Initiative +2 (12)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities poison, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Celestial but can't speak

CR 5 (XP 1,800; PB +3)



Death Burst. The radiant explodes when it dies. *Constitution Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the radiant. *Failure:* The target becomes blinded until the end of its next turn.

Divine Phalanx. The radiant gains a +2 bonus to its AC if at least two allied radiants are within 5 feet of it and the allied radiants aren't incapacitated.

Illumination. The radiant sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Immutable Form. The radiant can't shape-shift.

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

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

ACTIONS

Multiattack. The radiant makes two Radiant Blade attacks. It can replace one attack with an use of Shield Bash.

Radiant Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) radiant damage.

Shield Bash. Strength Saving Throw: DC 14, one creature within 5 feet that the radiant can see. *Failure:* 10 (3d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.