

CHERUBIM

Large • Celestial • Lawful Good

Armor Class 17

Initiative +6 (16)

Hit Points 180 (19d10 + 76)

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

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

Saving Throws Dex +6, Wis +8, Cha +7

Skills Animal Handling +8, Insight +8, Religion +7

Damage Resistances radiant

Damage Immunities poison

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

Senses truesight 120 ft., passive Perception 13

Languages Celestial, telepathy 120 ft.

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



Divine Awareness. The cherubim knows if it hears a lie.

Immutable Form. The cherubim can't be shape-shifted against its will.

Pack Tactics (Beast Form Only). The cherubim has advantage on an attack roll against a creature if at least one of the cherubim's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Speak with Beasts. The cherubim can communicate with Beasts as if they shared a language.

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

ACTIONS

Multiattack (Beast Form Only). The cherubim makes two Radiant Slash attacks.

Radiant Slash (Beast Form Only). *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 30 (4d12 + 4) slashing damage plus 10 (3d6) radiant damage.

Conjure Pack. The cherubim magically summons four **dire wolves** (count as creature type Celestial). The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The cherubim can have a maximum of eight creatures summoned this way.

Radiant Shroud (True Form Only). *Constitution Saving Throw:* DC 16, each creature (except Celestials) in a 15-foot-radius sphere centered on a point the cherubim can see within 120 feet. *Failure:* 38 (7d10) radiant damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured for creatures other than Celestials until the start of the cherubim's next turn.

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

1/day: *commune, greater restoration, plane shift*

BONUS ACTIONS

Mold (2/Day). *Charisma Saving Throw:* DC 16, up to four creatures (other than itself) within 10 feet of cherubim that it can see (a target can voluntarily fail this save). *Failure:* The cherubim imposes advantage or disadvantage (the cherubim's choice) on saving throws and ability checks for 10 minutes.

Shape-Shift. The cherubim shape-shifts into a Beast, or it returns to its true form. Its game statistics are the same in each form, except its size and speed, which are determined by its shape. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if she dies.

REACTIONS

Morph. *Trigger:* The cherubim must roll a saving throw or is targeted by an attack roll. *Response:* The cherubim gains advantage on the save or imposes disadvantage on the attack roll.

CHERUBIM — WEAKER

Armor Class 16

Initiative +5 (15)

Hit Points 104 (16d8 + 32)

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

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

Saving Throws Dex +5, Wis +7, Cha +6

Skills Animal Handling +7, Insight +7, Religion +6

Damage Resistances radiant

Damage Immunities poison

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

Senses truesight 120 ft., passive Perception 13

Languages Celestial, telepathy 120 ft.

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



Divine Awareness. The cherubim knows if it hears a lie.

Immutable Form. The cherubim can't be shape-shifted against its will.

Pack Tactics (Beast Form Only). The cherubim has advantage on an attack roll against a creature if at least one of the cherubim's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Speak with Beasts. The cherubim can communicate with Beasts as if they shared a language.

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

ACTIONS

Multiattack (Beast Form Only). The cherubim makes two Radiant Slash attacks.

Radiant Slash (Beast Form Only). *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 21 (4d8 + 3) slashing damage plus 9 (2d8) radiant damage.

Conjure Pack. The cherubim magically summons three **dire wolves** (count as creature type Celestial). The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The cherubim can have a maximum of six creatures summoned this way.

Radiant Shroud (True Form Only). *Constitution Saving Throw:* DC 15, each creature (except Celestials) in a 10-foot-radius sphere centered on a point the cherubim can see within 120 feet. *Failure:* 27 (6d8) radiant damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured for creatures other than Celestials until the start of the cherubim's next turn.

Spellcasting. The cherubim casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

1/day: *commune, greater restoration, plane shift*

BONUS ACTIONS

Mold (2/Day). *Charisma Saving Throw:* DC 15, up to four creatures (other than itself) within 10 feet of cherubim that it can see (a target can voluntarily fail this save). *Failure:* The cherubim imposes advantage or disadvantage (the cherubim's choice) on saving throws and ability checks for 10 minutes.

Shape-Shift. The cherubim shape-shifts into a Beast, or it returns to its true form. Its game statistics are the same in each form, except its size and speed, which are determined by its shape. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if she dies.

REACTIONS

Morph. *Trigger:* The cherubim must roll a saving throw or is targeted by an attack roll. *Response:* The cherubim gains advantage on the save or imposes disadvantage on the attack roll.

CHERUBIM — STRONGER

Armor Class 18

Initiative +8 (18)

Hit Points 221 (26d8 + 104)

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

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

Saving Throws Dex +8, Wis +10, Cha +9

Skills Animal Handling +10, Insight +10, Religion +9

Damage Resistances radiant

Damage Immunities poison

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

Senses truesight 120 ft., passive Perception 13

Languages Celestial, telepathy 120 ft.

CR 15 (XP 13,000; PB +5)



Divine Awareness. The cherubim knows if it hears a lie.

Immutable Form. The cherubim can't be shape-shifted against its will.

Pack Tactics (Beast Form Only). The cherubim has advantage on an attack roll against a creature if at least one of the cherubim's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Speak with Beasts. The cherubim can communicate with Beasts as if they shared a language.

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

ACTIONS

Multiattack (Beast Form Only). The cherubim makes two Radiant Slash attacks.

Radiant Slash (Beast Form Only). *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 31 (4d12 + 5) slashing damage plus 17 (5d6) radiant damage.

Conjure Pack. The cherubim magically summons five **dire wolves** (count as creature type Celestial). The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The cherubim can have a maximum of ten creatures summoned this way.

Radiant Shroud (True Form Only). *Constitution Saving Throw:* DC 18, each creature (except Celestials) in a 20-foot-radius sphere centered on a point the cherubim can see within 120 feet. *Failure:* 52 (8d12) radiant damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured for creatures other than Celestials until the start of the cherubim's next turn.

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

1/day: *commune, greater restoration, plane shift*

BONUS ACTIONS

Mold (3/Day). *Charisma Saving Throw:* DC 18, up to four creatures (other than itself) within 10 feet of cherubim that it can see (a target can voluntarily fail this save). *Failure:* The cherubim imposes advantage or disadvantage (the cherubim's choice) on saving throws and ability checks for 10 minutes.

Shape-Shift. The cherubim shape-shifts into a Beast, or it returns to its true form. Its game statistics are the same in each form, except its size and speed, which are determined by its shape. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if she dies.

REACTIONS

Morph. *Trigger:* The cherubim must roll a saving throw or is targeted by an attack roll. *Response:* The cherubim gains advantage on the save or imposes disadvantage on the attack roll.