

THE
**CELESTIAL
GUARDIAN**

A NEW CHARACTER CLASS
FOR DUNGEONS & DRAGONS 5E



INCLUDES:

**CUSTOM-MADE VILLAINS
EXPANDED SPELL LISTS
SUGGESTED FEATS
TALKING CATS
AWESOME NEW ABILITIES**

Created and Playtested by The Goblin Leg Gang

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CELESTIAL GUARDIAN

In the middle of a dark and quiet forest, a spectral portal shimmers into existence causing squirrels and birds to scatter in all directions. Out of the swirling, star-speckled gate steps an armor-clad human, blinking in the sun, about to walk with mortals for what seems like the first time. A strange calling urges her forward as memories of stars and space and a bright white celestial palace fade away.

A halfling rushes into a burning building, the white-hot flames reflecting off shimmering silver armor. The swift and daring hero grabs the hands of an elderly couple trapped by the raging fire and leaps straight up into the air, smashing through the wooden shingles above and saving the couple from certain death. The halfling lands with cat-like grace as a dwarf and a gnome in almost identical silver armor catch the grateful couple with ease.

Deep in sleep, a young elven man dreams of another version of himself—a version that seems older, wiser, and filled with purpose. He seems incredibly familiar but completely different, wielding powerful, unfamiliar magic. The young man reaches out a hand and the figure in the dream reaches back. The moment their fingertips touch, the young man feels a jolt of electricity and wakes up in a flash. His righteous heart is filled with intent. His destiny beckons. A new Celestial Guardian is called.

Rare and relatively unknown, Celestial Guardians are blessed with the eternal power of the stars and planets. These Celestial Beacons grant unique and strange magical powers to a select few who are united by an oath to protect the multiverse from all forms of evil. Unlike fighters who rise to greatness or wizards who dedicate their life to learning about the arcane, Celestial Guardians take on a role that existed long before them and will exist long after.

DEFENDERS OF GOOD

Once members of a great kingdom on a far-away star, Celestial Guardians have been scattered throughout the multiverse, sent to the planets most in need of their protection. To be a guardian is to take up an ancient mantle. It is a role with a long history and a collective memory, not a title to acquire or a domain to master. This means that the essence of a Celestial Guardian cannot be destroyed so long as its beacon—the planetary source of its power—still exists. If killed in battle, a Celestial Guardian can be reborn if and when the multiverse has need of their services once more.

Celestial Guardians swear to uphold justice, to defend the innocent, and to nurture and protect all things that are good. The different Celestial Beacons grant different abilities and magical powers, but all guardians are able to channel the raw power of the cosmos when such might is needed. Often their martial abilities and personalities reflect the nature of their beacon. How and why guardians are chosen is largely a mystery. And while these powers are only ever granted to a select few, the multiverse seems to know exactly which shoulders deserve—or require—such a responsibility.

SAILING THE HEAVENS

The life of a Celestial Guardian is one of learning, growth, and vigilance—finding their place in a much bigger story that is being written all around them. Until their awakening, Celestial Guardians are more or less average commoners, but unknowingly walking a path leading toward their destiny.

They may have noticed strange occurrences in the world around them, but were unaware of their significance. They may sense a greater purpose long before realizing the role they would play in bringing balance to the multiverse.

Once they don their mantle and step into this role, Celestial Guardians take their work incredibly seriously. No longer bound to a single

THE CELESTIAL GUARDIAN

Level	Proficiency Bonus	Features	–Spell Slots per Spell Level–				
			1st	2nd	3rd	4th	5th
1st	+2	Celestial Beacon, Celestial Magic, Transformation	2	–	–	–	–
2nd	+2	Battle Role, Celestial Planet Attack	3	–	–	–	–
3rd	+2	Celestial Talisman	3	2	–	–	–
4th	+2	Ability Score Improvement	4	2	–	–	–
5th	+3	Celestial Beacon feature	4	2	2	–	–
6th	+3	Celestial Rebuke	4	3	2	–	–
7th	+3	Serene Aura	4	3	2	–	–
8th	+3	Ability Score Improvement	4	3	2	–	–
9th	+4	Focused Mind	4	3	3	–	–
10th	+4	Celestial Beacon feature	4	3	3	–	–
11th	+4	Evolved Transformation	4	3	3	1	–
12th	+4	Ability Score Improvement	4	3	3	1	–
13th	+5	Guardian Wings	4	3	3	2	–
14th	+5	Evolved Celestial Planet Attack	4	3	3	2	–
15th	+5	Celestial Beacon feature	4	3	3	2	1
16th	+5	Ability Score Improvement	4	3	3	3	1
17th	+6	Silver Millennial	4	3	3	3	2
18th	+6	Evolved Celestial Rebuke	4	3	3	3	2
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Celestial Beacon feature	4	3	3	3	2

realm or plane, they will go wherever—and sometimes whenever—is required to defend the multiverse against evil forces.

Sometimes this requires sailing across the heavens to find other Celestial Guardians that have been (or need to be) awakened. Other times, they unite with heroes from mortal realms who are fighting in the name of justice. Either way, they follow the threads of destiny as best they can and as bravely as they can just like all those who have come before them.

CREATING A GUARDIAN

The most important part of a Celestial Guardian character is the nature of their celestial

connection. Each beacon is associated with its own mythology, temperaments, symbolism, and ways of being and, as such, reflects the personalities of different Celestial Guardians.

Each guardian is awakened in different ways and at different stages in their life. Some feel destined to be a part of something bigger and take on the role with pride. Others may be confused and conflicted about the extent to which their life has been forever changed. You get to choose your beacon at level one so be sure to read that section to help you make a decision.

Are you a newly awakened guardian just learning of your sacred destiny? Or are you aware of your timeless, eternal nature having died and been reborn more times than you

can count (and with memories of battles that took place centuries ago)? Do you know and understand your purpose as a guardian or do you have to seek that out? Have you let go of your past or do you maintain some connection with your life as a commoner? Perhaps you are looking for a long lost princess or perhaps you are the princess. Maybe your past was defined by a catastrophic failure and you were exiled from your celestial plane to be reborn somewhere else.

As eternal defenders of good and truth, Celestial Guardians are almost always of good alignment. They may follow established rules or set their own but they are rarely neutral and never evil (unless corrupted by an external evil force). Consider your personality, values, and approach to life and how that informs which beacon you are connected with and how you go about your righteous destiny.

QUICK BUILD

You can make a Celestial Guardian quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the Hermit, Entertainer, or Sage background.

CLASS FEATURES

As a Celestial Guardian, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Celestial Guardian level

Hit Points at 1st Level: 10 + your constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Celestial Guardian level after 1st.

PROFICIENCIES

Armor: Light armor, Medium Armor

Weapons: Daggers, Maces (Sceptre), Scimitars, Quarterstaves, Rapiers, Spears, Javelins

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose three from Arcana, Athletics, History, Insight, Intimidation, Medicine, Perception, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one martial weapon or (b) two simple weapons
- (a) three spears or (b) a rapier
- (a) a scholar's pack or (a) diplomat's pack
- Leather armor and a transformation pen

Transformation pens?!? What's next? A talking cat??



CELESTIAL BEACON

At 1st level, you become awakened to your true nature and role in the multiverse—that of a Celestial Guardian. Choose one celestial body which you become connected: The Moon, Mercury, Venus, Mars, or Jupiter. Whichever you choose becomes your Celestial Beacon and grants you powers and abilities derived from that planet's history and mythology. Each Celestial Beacon is detailed below.

Your Celestial Beacon grants you unique and special features or abilities at 1st level and then again at 5th, 10th, 15th, and 20th level.

BEACON SPELLS

Each beacon has a list of associated spells. You gain access to these spells at the level specified in the expanded spell list table in each beacon description. Once you gain access to a beacon spell, you always have it prepared. Beacon spells don't count against the number of spells you can prepare each day.

CELESTIAL MAGIC

Your Celestial Beacon grants you the ability to control the forces of the multiverse and channel them through yourself to create magical abilities and attacks. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the details of the spells available to you.

PREPARING AND CASTING SPELLS

The Celestial Guardian table shows you how many spell slots you have to cast your spells of 1st level and higher. To cast a spell, you must expend a slot equal to the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Celestial Guardian spells that are available for you to cast, choosing from the Celestial Guardian spell list. When you do so, choose a number of spells equal to your Charisma modifier + your Celestial Guardian level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Celestial Guardian, you have two 2nd level spell slots and three 1st level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st level spell *cure wounds*, you can cast it using a 1st or 2nd level spell slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Celestial Guardian spells required time spent in silent meditation—at least one minute per spell level for each spell you change.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your spells. The power of your spells come from the connection to your Celestial Beacon, the strength of your convictions, and your innate desire to do good. You use your Charisma whenever a Celestial Guardian spell refers to

your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus

+ your Charisma modifier

Spell attack modifier = your proficiency bonus

+ your Charisma modifier

RITUAL CASTING

You can cast a Celestial Guardian spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

Your transformation pen (see Equipment, above) can serve as your spellcasting focus. The Celestial Talisman you receive at 3rd level can also serve as your spellcasting focus.

TRANSFORM

In battle, you can use your transformation pen and compel the power of your Celestial Beacon to transform you into a Celestial Guardian.

On your turn, you can use a bonus action to transform and gain the following benefits:

- You get a +1 to AC.
- You get a +2 bonus to the damage of any attack you make or spell you cast.
- Your jumping distance is doubled.
- An illusion appears to alter your armor into a dazzling new style or design of your choice.

Your transformation lasts for one minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or cast a spell. You can end the transformation effects on your turn as a bonus action.

Each day, you can transform a number of times equal to your Charisma modifier. You must finish a long rest to regain spent uses of your transformation.

At 11th level, your transformations become even more beneficial. You gain the following benefits while transformed:

- You get a +1 to all Saving Throws.
- Your speed increases by 10 feet.
- You grant +5 HP to each creature when casting healing spells (including yourself).

BATTLE ROLE

At 2nd level, you adopt and perfect a specific set of tactics when in combat situations. Choose one of the following options.

MEDIC TACTICS

When you perform a medicine check to stabilize a dying creature, the character is revived with 1d6 hit points on a success.

CLOSE QUARTERS TACTICS

You gain a +2 bonus to all melee attack rolls.

DEFENSIVE TACTICS

You get a +2 bonus to your AC against all non-magical attacks.

DISTRACTING TACTICS

When a creature you see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

LEADERSHIP TACTICS

You can use your action to inspire one of your allies to make an attack instead of making your own attack. Choose a friendly creature that can hear you. That creature can use its reaction to make one weapon attack.

PREDICTIVE TACTICS

You learn to predict the nature of magical attacks against you. You gain a +2 to all Saving Throws against spells.

CELESTIAL PLANET ATTACK

Beginning at 2nd level, you can channel your energy and emotions into an ally and empower them when they make an attack. When a creature you can see makes an attack or casts a spell, you can use your reaction to channel your celestial power into a Celestial Planet Attack. You must do so before learning if the attack is a success or a failure. If the attack hits, it does an extra 2d6 force damage to all creatures.

You can use this feature a number of times equal to your Charisma modifier. All expended uses recharge after a long rest.

At 14th level, your Celestial Planet Attack gets even more powerful and increases to 4d6 force damage against all creatures.

CELESTIAL TALISMAN

At 3rd level, your Celestial Beacon grants you a gift in the form of a magical item. Choose one item from the list below. Whichever celestial talisman you choose can be used as your spellcasting focus in place of your transformation pen.

- **Moon Stick.** When you cast healing spells while holding the moon stick, each creature regains an extra 1d4 hit points.
- **Disguise Pen.** You can cast the spell *disguise self* once per day.
- **Sentient Visor.** Once per day you can use a bonus action to analyze a hostile creature within 100 feet of you. You learn any damage resistances, immunities, or vulnerabilities the creature may have.
- **Communication Bracelets.** Once per day you can cast the spell *sending* using one of the bracelets. The target is the bearer of the other bracelet.
- **Star Tambourine.** As an action, you can hit the tambourine and send a radiant bolt of magic at an enemy you can see within 120 feet of you. Make a ranged spell attack. On a hit, the bolt does 2d4 force damage.

- **Silver Mirror.** Once per day you can use your action to cast the spell *scrying* through the mirror.
- **Silver Sword.** On a hit, this magical shortsword does an additional 1d4 radiant damage.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternately, you can forego the ability score increase and choose a feat from Chapter 6 of the Player's Handbook.

CELESTIAL REBUKE

At 6th level, you become even more connected with your allies and can retaliate on their behalf when they are attacked. When a friendly creature you can see within 30 feet of you takes damage, you can expend one Celestial Guardian spell slot and use your reaction cause a blinding flash of light to erupt from the point of impact. The attacker must make a Dexterity saving throw taking 3d6 radiant damage on a failure or half as much on a success. (The damage doesn't increase with higher level spell slots.)

At 18th level, you become even more focused on enacting vengeance for your allies. The amount of damage increases to 6d6 radiant damage.

SERENE AURA

When you reach 7th level you become a calming influence on friendly creatures near you. Once per day, you can spend 10 minutes talking to up to six friendly creatures (including yourself) that can hear you within 30 feet of you—inspiring them, consoling them, or rallying them to a cause. For one hour, those creatures can't be frightened or charmed and are resistant to

psychic damage. This ability recharges after a long rest.

FOCUSED MIND

Beginning at 9th level, you can use your action to expand your senses and detect evil in your proximity. On your turn, you can use your action and expend one Celestial Guardian spell slot to focus your awareness on the area around you. For the next 10 minutes, you can sense fiends and aberrations within a mile of you. You learn how many there are but not their location or type.

GUARDIAN WINGS

When you reach 13th level, your Celestial Beacon grants you the ability to manifest angelic wings as a bonus action. The wings last for one hour and grant you a flying speed of 60 feet for the duration. When the hour is over, you fall from the sky if you are still aloft, unless you can stop the fall. You can use another bonus action to dismiss the wings before the hour has elapsed. You can use this ability once per day.

SILVER MILLENNIAL

At 17th level, your Celestial Beacon grants you the gift of long life and ageless serenity. You age at half the rate of normal and get advantage on all saving throws against transmutation and necromantic magic. You also gain advantage on ability checks to recognize illusion magic.

CELESTIAL BEACONS

There are a number of celestial bodies in the multiverse that civilizations have drawn upon for their origin myths, pantheons, and religions. Some of these are more prominent than others and through centuries of focus and attention have become beacons of power and knowledge for many races of people. When a creature is

gifted or achieves a true connection with one of these planets they become a Celestial Beacon—a source of inspiration, love, and energy.

Each beacon is associated with its own mythical figures, temperaments, symbolism and ways of being. As such, each grants different abilities and each appeals to different personalities. Characters drawn to The Moon are generally lawful good, loyal, outgoing, emotional, and selfless. Characters drawn to Mercury are generally lawful good, wise, analytical, considerate and graceful. Characters drawn to Venus are generally chaotic good, headstrong, focused, proud, and passionate. Characters drawn to Mars are generally neutral good, strong, disciplined, assertive, and ambitious. Characters drawn to Jupiter are generally neutral good, strong, athletic, self-aware, and sincere.

Each Celestial Beacon has suggested feats to take in place of ability score improvements and each also has an expanded list of spells available to learn.

There's no crater sight than a full moon!
Meow!



MOON GUARDIAN

The Moon is the Celestial Beacon most often associated with a person's feelings, unconscious habits, memories, and moods. Moon Guardians can be especially in touch with their emotions or completely at their mercy. Either way, they wear their heart on their sleeve. Like the tides, their mood ebbs and flows and often changes on a whim. However, they are also the most able to react and adapt to those around them. Moon Guardians are extremely loyal and caring—even though it may not always seem that way due to their mood swings and emotional outbursts.

SUGGESTED FEATS

At various levels, the Celestial Guardian class gives you the Ability Score Improvement feature. Using the optional feats rule (PHB p. 165), you can forgo taking that feature to take a feat of your choice instead. For interested players, the following feats are suggested for Moon Guardians. (See PHB p. 165–170 for a list of available feats and their descriptions.)

- **CHARGER**
- **LUCKY**
- **MOBILE**
- **WAR CASTER**

EXPANDED SPELL LIST

Your connection to the Moon lets you choose from an expanded list of spells when you learn a new Celestial Guardian spell. The following spells are added to the Celestial Guardian spell list for you.

MOON EXPANDED SPELL LIST

Level	Spells
1	<i>healing word, sanctuary</i>
2	<i>moonbeam, prayer of healing</i>
3	<i>mass healing word, aura of vitality</i>
4	<i>death ward, locate creature</i>
5	<i>dream, circle of power</i>

MOON TIARA ATTACK

At 1st level, your transformed appearance includes a silver tiara that can be thrown as a ranged weapon to make attacks. On your turn, you can use your action to grab the tiara and hurl it at an enemy that you can see.

Moon Tiara. *Ranged weapon attack:* +5 to hit; range 30/60 ft., one target. *Hit:* 1d4+3 slashing damage plus 2d4 radiant damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn. *Miss:* the tiara returns to your hand like a boomerang.

ULTIMATE SACRIFICE

At 5th level, you gain the ability to channel your very life force into the body of an ally to heal their wounds. As a bonus action, you can

touch a friendly creature and transfer some of your own remaining hit points to them up to an amount equal to your level plus your Charisma modifier.

PURIFYING HEART

At 5th level, your Celestial Beacon grants you resistance to poison damage.

SO EMOTIONAL

At 10th level, you become able to channel your wildly emotional nature to help you charm and persuade those around you. You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks. You also gain advantage on Charisma saving throws.

COMPASSIONATE DEFENCE

By 15th level your experiences and adventures have taught you a new level of compassion that is amplified by your Celestial Beacon. You are more understanding and empathetic and learn the value of showing your enemies compassion or understanding even in high-stakes situations. When an enemy you can see within 60' makes a melee or ranged attack against you or an ally, you can use your reaction to call out to them with words of wisdom and impose disadvantage on their attack as you compel them to second guess their motivations. You can use this feature a number of times equal to your level.

MOON HEALING INTENSIFICATION

At 20th level you become innately connected to the serenity of the moon and can act as a vessel to channel that power to the benefit of those around you. Once per day, on your turn, you can use your action and expend one Celestial Guardian spell slot to cast the spell *holy aura*. When you do, each creature affected also gains 20 temporary hit point in addition to the other benefits of the spell. You can't use this feature again until you finish a long rest.

MERCURY GUARDIAN

Mercury is the Celestial Beacon associated with principles of rationality and reason, composure, and thoughtfulness—but also adaptability, speed, and swiftness. Characters drawn to Mercury are often more sensitive than others. They are curious and analytical and considerate to the point where they fear becoming a burden to others. Mercury Guardians tend to keep their problems to themselves—at least at first—and are the most likely to worry about hurting the feelings of others. If a Mercury Guardian isn't on time for an occasion, it is because they are a half-hour early. And they often have so much on their mind that it seems like they don't have much to say (but the opposite is usually true).

SUGGESTED FEATS

At various levels, the Celestial Guardian class gives you the Ability Score Improvement feature. Using the optional feats rule (PHB p. 165), you can forgo taking that feature to take a feat of your choice instead. For interested players, the following feats are suggested for Mercury Guardians. (See PHB p. 165–170 for a list of available feats and their descriptions.)

- Alert
- Keen Mind
- Linguist
- Observant

EXPANDED SPELL LIST

Your connection to the celestial body Mercury lets you choose from an expanded list of spells when you learn a new Celestial Guardian spell. The following spells are added to the Celestial Guardian spell list for you.

MERCURY EXPANDED SPELL LIST

Level	Spells
1	<i>armor of agathys, identify</i>
2	<i>see invisibility, snilloc's snowball swarm*</i>
3	<i>water breathing, water walk</i>
4	<i>control water, ice storm</i>
5	<i>cone of cold, scrying</i>

**can be found in the Elemental Evil Player's Companion PDF*

FREEZING BUBBLE ATTACK

At 1st level, your Celestial Beacon grants you a special and unique attack maneuver that sprays a cloud of freezing bubbles at your enemies. As an action, you can propel a flurry of freezing bubbles in a 20-foot cone. All affected creatures must make a Constitution saving throw. On a failure, they take 1d6 cold damage and their speed is reduced by 10 feet. On a success, they take half damage and their speed is unaffected.

Your Freezing Bubble Attack's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BATTLE STRATEGIST

By 5th level, your keen mind has learned the most common tactics and approaches of the enemies you face. You can spend 10 minutes discussing efficient battle strategies with your allies. When you do so, choose up to four friendly creatures (which can include yourself) within 30 feet who can hear and see you. Each creature gains advantage on their first turn the next time initiative is rolled. You can't use this feature again until you finish a short or long rest.

ICE BOND

At 5th level, your Celestial Beacon grants you resistance to ice damage.

ENEMY ANALYSIS

At 10th level, you become able to calculate and predict the movements and attacks of your enemies in the heat of battle and can help your allies defend themselves. Choose one enemy creature you can see. Until the start of your next turn, any friendly creatures (including yourself) within 60 feet of you that can hear and see you gain a +2 to their AC when attacked by that creature. They also gain advantage on saving throws caused or triggered by that creature. You can use this feature a number of times equal to your intelligence modifier. All expended uses of this ability recharge after a long rest.

AQUA EXALTATION

By 15th level, you have learned how to control and manipulate the moisture in the air turning it into a destructive force at your command. On your turn, you can use your action and expend one Celestial Guardian spell slot to cast the spell *whirlwind*. However, instead of wind, the spell creates a massive torrent of swirling, thrashing water. The remainder of the spell mechanics are unchanged. (The *whirlwind* spell can be found in the Elemental Evil Player's Companion PDF.)

CELESTIAL STORM VENGEANCE

At 20th level you gain the ability to control the weather in your vicinity and are able to unleash the wrath of a mighty storm against your enemies. Once per day, on your turn, you can use your action and expend one Celestial Guardian spell slot to cast the spell *storm of vengeance*. You must complete a long rest to use this feature again.

VENUS GUARDIAN

Venus is the Celestial Beacon associated with principles of beauty, harmony, resilience, and love—as well as charm, seduction, and divinity. Characters drawn to Venus are self-assured and headstrong, sometimes to the point of being vain, selfish, and petty. However, they are also the ones most likely to sympathize and try to unite with others when it is necessary. Venus Guardians can be driven by emotion more than reason or justice and often interpret things to suit their needs or desires (even misquoting others or fabricating details of past events). Venus guardians are always confident and protective (if not the most thoughtful) and often find themselves in leadership roles as a result.

SUGGESTED FEATS

At various levels, the Celestial Guardian class gives you the Ability Score Improvement feature. Using the optional feats rule (PHB p. 165), you can forgo taking that feature to take a feat of your choice instead. For interested players,

the following feats are suggested for Venus Guardians. (See PHB p. 165–170 for a list of available feats and their descriptions.)

- Actor
- Inspiring Leader
- Lucky
- Resilient

EXPANDED SPELL LIST

Your connection to the celestial body Venus lets you choose from an expanded list of spells when you learn a new Celestial Guardian spell. The following spells are added to the Celestial Guardian spell list for you.



VENUS EXPANDED SPELL LIST

Level	Spells
1	<i>charm person, guiding bolt</i>
2	<i>calm emotions, detect thoughts</i>
3	<i>clairvoyance, hypnotic pattern</i>
4	<i>confusion, divination</i>
5	<i>antilife shell, awaken</i>

CRESCENT BLAST

At 1st level, you are able to shoot a powerful beam of pure radiant energy at your foes. Make a ranged spell attack against a target of your choice within 120 feet of you. On a hit, the target takes 1d10 force damage.

At higher levels, you are able to create more than one Crescent Blast. When you reach 5th level, you can shoot two beams, you can shoot three beams at 11th level, and four beams at 17th level. You can direct the different beams all at the same target or at different ones but you have to make a separate attack roll for each beam.

CHAIN OF CHERISH

When you reach 5th level, you become able to summon a powerful whip-like chain of radiant

energy that can lash out at a creature or object of your choice. As an action, you can make a melee spell attack against a target you can see within 30 feet of you. If the attack hits, the target takes 4d8 piercing damage. If the target is a Large or smaller creature, you can choose to also pull the creature up to 10 feet closer to you. Other uses of the chain are possible at your Dungeon Master's discretion.

The damage increases by 2d8 when you reach 11th level (6d8) and again at 17th level (8d8).

PROTECTIVE MIND

At 5th level, your Celestial Beacon grants you resistance to psychic damage.

CELESTIAL STAR POWER

At 10th level, your confidence and charisma become powerful weapons that you can use to your advantage, grabbing the attention of creatures around you through a performance of some kind. On your turn as an action, you can expend one Celestial Guardian spell slot to cast the spell mass suggestion. You can use this feature a number of times equal to your Charisma modifier. Spent uses recharge after a long rest.

GOSSIP QUEEN

By 15th level, your love of gossip and secrets has made you a master of interrogation and persuasion. You gain advantage on all Charisma (Intimidation) and Charisma (Persuasion) checks. Additionally, once per day, you can expend a Celestial Guardian spell slot and use your action to cast the spell *zone of truth*.

ADORATION OVERWHELM

At 20th level, you become able to channel the power of love and use it as a mighty weapon. On your turn you can use your action and expend a Celestial Guardian spell slot to summon six heart-shaped motes of radiant energy that orbit your body before streaking at creatures of your choice within 120 feet of you. Make a ranged spell attack. On a hit, the creature

takes 4d12 radiant damage. You can direct the motes of energy at the same target or at different ones but you have to make a separate attack roll for each beam. The hearts last for 1 minute. While you have at least one heart orbiting your body, you gain a +1 bonus to your AC.

MARS GUARDIAN

Mars is the Celestial Beacon associated with principles of strength, confidence, ambition, and impulsiveness. Characters drawn to Mars prefer action over reason and are known for their martial abilities as well as their discipline, willpower, and stamina. They are usually the most passionate and self-assertive figures in their team, but may sometimes come across as overly aggressive. Many are headstrong and temperamental. At first, others may see this as a flaw—but they will quickly learn that Mars Guardians never give anything a half-hearted effort (even if they are too proud to admit when they are wrong). Mars Guardians are nothing if not confident and believe that they can do anything once they put their mind to it.

SUGGESTED FEATS

At various levels, the Celestial Guardian class gives you the Ability Score Improvement feature. Using the optional feats rule (PHB p. 165), you can forgo taking that feature to take a feat of your choice instead. For interested players, the following feats are suggested for Mars Guardians. (See PHB p. 165–170 for a list of available feats and their descriptions.)

- **Alert**
- **Savage Attacker**
- **Mage Slayer**
- **Sentinel**

EXPANDED SPELL LIST

Your connection to the celestial body Mars lets you choose from an expanded list of spells when you learn a new Celestial Guardian spell. The following spells are added to the Celestial Guardian spell list for you.

MARS EXPANDED SPELL LIST

Level	Spells
1	<i>hellish rebuke</i> , <i>searing smite</i>
2	<i>flame blade</i> , <i>scorching ray</i>
3	<i>glyph of warding</i> , <i>fireball</i>
4	<i>fire shield</i> , <i>wall of fire</i>
5	<i>contact other plane</i> , <i>flame strike</i>

SPIRIT BANISH

At 1st level, you learn how to purify and exorcise demons, devils, aberrations, and undead. Each morning you can create a number of paper charms equal to your Charisma modifier. Each charm takes one minute to produce. On your turn, as an action, you can throw one or more paper charm at creatures within 30 feet of you. For each charm thrown, choose one type of creature: demons, devils, aberrations, or undead. Each creature of that type (or types) that can see or hear you must make a Wisdom saving throw. If it fails, it must spend its turns moving as far away from you as it can. Creatures can't take reactions and can only use the Dash or Dodge actions on their turn.

At higher levels, your Spirit Banish ability can also destroy creature if their challenge rating is at or below a certain threshold. At 5th level, creatures at or below CR 1/2 are destroyed. At 10th level, CR 1. At 15th level, CR 2.

PHOBOS AND DIEMOS

When you reach 5th level, your Celestial Beacon grants you the ability to summon two crows that follow you into battle. On your turn, you can use your action and expend one Celestial Guardian spell slot to cast the spell *find familiar* gaining the service of two crow familiars—Phobos and Diemos. (Use the Raven stat block in the Player's Handbook.) In addition to the abilities granted by *find familiar*, Phobos and Diemos can also use their action to cast the spell *fear*.

FLAME BOND

At 5th level, your Celestial Beacon grants you resistance to fire damage.

FIREBIRD

At 10th level, your growing powers grant you the ability to summon a bird of fire to fight alongside you and your allies. Once per day, you can use your action to conjure a jet black Giant Eagle wreathed in flames. (Use the Giant Eagle stat block in the Player's Handbook.) The bird acts on your turn in initiative and obeys your commands or defends you to the best of its ability. Each of the Firebird's attacks does an additional 2d6 fire damage and any creature that moves within 5 feet of the Firebird for the first time on a turn or ends its turn there takes 1d10 fire damage. The firebird remains with you for one minute or until its hit points are depleted.

BURNING INSTINCTS

When you reach 15th level, you become able to sense the strands of fate moving around you and see into the immediate future. On your turn, as an action, you can expend a Celestial Guardian spell slot and channel your instincts and focus your awareness. For one minute, you can't be surprised, you gain advantage on attack rolls, ability checks, and saving throws, and other creatures have disadvantage on attack rolls against you. You can use this ability a number of times equal to your Charisma modifier regaining spent uses after a long rest.

Alternately, you can use an action to throw one of the paper charms granted by your Spirit Banish ability into a lit brazier or fireplace (or equally large flames) to cast the spell *scrying*.

FLAME ASSASSIN

At 20th level you become able to summon a magical longbow wreathed in flame. Once per day, on your turn, you can use your action to conjure a flaming longbow with unlimited flaming ammunition that lasts for one minute. On each subsequent turn, you can use your bonus action to make a second attack with the longbow.

Whenever you fire an arrow with the Flame Assassin bow, make a ranged spell attack. On a hit, the target takes 6d6 fire damage.

Additionally, each creature within a 10-foot radius of the target must make a Dexterity saving throw (including the original target). A creature takes 8d8 damage on a failed save, or half as much damage on a successful one.

JUPITER GUARDIAN

Jupiter is the Celestial Beacon associated with principles of integrity, freedom, and power. At first, characters drawn to Jupiter usually come across as either tough and standoffish or quiet and introverted. They usually enjoy (and excel at) sports and martial arts. But once you get to know them, they reveal themselves to be gentle, caring, and kind beneath that tough, tomboyish persona. Jupiter Guardians tend to be open about their thoughts and opinions (even if they are unpopular); they stick to their guns and they don't suffer fools. And in those situations where it becomes necessary, Jupiter Guardians are more than capable of standing up for themselves and their friends.

SUGGESTED FEATS

At various levels, the Celestial Guardian class gives you the Ability Score Improvement feature. Using the optional feats rule (PHB p. 165), you can forgo taking that feature to take a feat of your choice instead. For interested players, the following feats are suggested for Jupiter Guardians. (See PHB p. 165–170 for a list of available feats and their descriptions.)

- **Durable**
- **Great Weapon Master**
- **Elemental Adapt**
- **Martial Adept**

EXPANDED SPELL LIST

Your connection to the celestial body Jupiter lets you choose from an expanded list of spells when you learn a new Celestial Guardian spell. The following spells are added to the Celestial Guardian spell list for you.

JUPITER EXPANDED SPELL LIST

Level	Spells
1	<i>thunderous smite, thunderwave</i>
2	<i>spike growth, hold person</i>
3	<i>call lightning, lightning bolt</i>
4	<i>elemental bane*, otiluke's resilient sphere</i>
5	<i>destructive wave, hold monster</i>

**can be found in the Elemental Evil Player's Companion PDF*

FURIOUS WRATH

At 1st level, your physical prowess grants you the ability to overwhelm unsuspecting or overconfident foes. Immediately after you take the attack action on your turn you can use your bonus action to make a second attack with the same weapon. You can use this feature a number of times equal to your Celestial Guardian level. Spent uses recharge after a long rest.

ERUPTING STORM

By 5th level, you can summon the raw power of thunder and lightning to attack your enemies. On your turn, you can use your action and expend one Celestial Guardian spell slot to hurl a ball of lightning at a point within 100 feet of you. The ball streaks to that point and then erupts with a crackling roar into an explosion of electricity. Each creature in a 10-foot-radius sphere centred on that point must make a Dexterity saving throw. On a fail, targets take 4d6 lightning plus 4d6 thunder damage, or half as much damage on a success.

When you reach 10th level, the sphere's radius increases to 20 feet and the damage increases to 6d6 lightning damage plus 6d6 thunder damage.

STORM BOND

At 5th level, your Celestial Beacon grants you resistance to lightning and thunder damage.

TOP CHEF

When you reach 10th level, your ability to care for and sustain your physical well-being becomes amplified by your Celestial Beacon. When you forage, you are able to find twice as

much food as you normally would. And when you prepare meals for yourself and your friends, the food sustains them beyond normal levels. Once per day, you can choose up to six creatures who consumed food you found and/or prepared (including yourself). Each gains temporary hit points equal to your Celestial Guardian level.

OAK ERUPTION

By 15th level, you become able to channel the might of your Celestial Beacon through your body—becoming a storm yourself. On your turn, as an action, you can expend one Celestial Guardian spell slot and slam your weapon into the ground calling forth a swirling hurricane of wind with a 30-foot radius centred on you. Conjured within the swirling vortex is an uncountable number of electrified oak leaves. Each creature that starts in turn in the storm or moves into the storm must make a Strength saving throw. On a failure, creatures take 10d6 lightning damage. The storm lasts one as long as you can maintain concentration on it up to one minute. You can end the storm on your turn as a bonus action.

ROOTS OF RESILIENCE

At 20th level, you become the pinnacle of physical endurance and might when in battle. At the start of each of your turns, you regain hit points equal to 10 + your Constitution modifier. You don't gain this benefit if you have 0 hit points.

CELESTIAL MAGIC

Chapter 10 of the Player's Handbook contains the rules for spellcasting. (You can also view Chapter 10 of the Player's Basic Rules PDF that has been made available online.) Chapter 11 of the Player's Handbook contains the spell descriptions (in alphabetical order) of the most common spells and most of those included here.

A few spells (noted on previous pages) can be found in the Elemental Evil Player's Companion PDF that has been made available online.

TIED TO THE WEAVE OF MAGIC

Like clerics, druids, paladins, and rangers, Celestial Guardians use divine magic. In other words, their access to the weave of magic and the power it is suffused with is mediated by divine powers. In this case, the power is given and governed by the celestial bodies scattered across the multiverse—planets and stars formed by the raw magic of creation.

Magic permeates every bit of matter in existence and is present in every person, place, and thing that has or will exist. For Celestial Guardians, something about their true nature, the arc of their destiny, connects them to the weave of magic. And that connection is amplified by whatever planet or star contains that same combination of forces, fabrics, and energies as the person who takes up that mantle.

Through this connection Celestial Guardians learn (or re-learn) of ancient civilizations on different planes, forces of evil that also draw on the weave of magic, and the directions in time and space that their Celestial Beacon is causing them to gravitate toward.

As a result, the magic of a Celestial Guardian can be wild or mystical like a sorcerer's; it can be compassionate and focused like a druid's, it can be righteous and protective like a ranger's, or it can be miraculous and sacred like a cleric's.

GUARDIAN SPELLS

1ST LEVEL

Animal Friendship
Bless
Cure Wounds
Detect Evil and Good
Detect Magic
Divine Favour
Heroism
Hunter's Mark
Mage Armor
Jump
Shield of Faith

2ND LEVEL

Aid
Branding Smite
Enhance Ability
Magic Weapon
Misty Step
Spiritual Weapon
Suggestion
Warding Bond
Zone of Truth

3RD LEVEL

Beacon of Hope
Dispel Magic

Elemental Weapon
Haste
Magic Circle
Protection from Energy
Sending
Spirit Guardians

4TH LEVEL

Aura of Life
Aura of Purity
Conjure Minor Elementals
Dominate Beast
Freedom of Movement
Guardian of Faith
Staggering Smite

5TH LEVEL

Banishing Smite
Commune
Conjure Elemental
Dispel Evil and Good
Hallow
Mass Cure Wounds
Wall of Force

MONSTERS

This section offers a customized villain and henchmen to use as monsters in campaigns or one-shot adventures where players are using the Celestial Guardian class. However, evil exists in many forms across the multiverse—aberrations, elementals, fiends, and evil monstrosities also make great foes for Celestial Guardians.

QUEEN BAZZITE

While on the material plane, Queen Bazzite takes on a grey-skinned humanoid form. However, her true identity is betrayed by her devilish yellow eyes and long, sharp claws. Long sea blue hair cascades down her back and shimmering translucent jewelry helps her convey an air of regal importance.

Evil reborn. Queen Bazzite was once a great Celestial Guardian herself until Asmodeus, the king of demons, imposed his will upon her. He twisted her body and soul, filling her with greed and hate until all that was left was a being of pure evil. Her power grew until she was struck down by a heroic Moon Guardian and cast to the lowest level of hell as a hideous and puny lemure. She spent centuries working her way back up the ranks and has finally been granted the title of Arch Devil by Asmodeus. She is now one of his favourites and is ready to return to exact her revenge for being cast out.

Driven by hatred. Any traces of her former self are gone. Queen Bazzite is now completely driven by hatred and thoughts of revenge. She's power hungry and vain and reckless. She focuses on those who have wronged her, those she is jealous of, and those who remind her of her former self—the pure and innocent. She doesn't care about collateral damage or those who get in the way, whether it's a person or a whole planet.

Manic overlord. Queen Bazzite has her minions do almost all her dirty work before she does anything herself. She is most comfortable in the position of an overlord, removed from the

front lines and is willing to give her henchmen second (and third and fourth) chances so long as she can maintain her air of superiority. She steps in only as a last resort, usually once her henchmen have all been killed.

Monsters!?!?
Boo!! Hissss!!!



HENCHMEN

Queen Bazzite's four henchmen—Micah, Olivine, Fledspar, and Amphibole—serve her in exchange for the power she grants them. Like their master, the four henchmen are most comfortable having others do their dirty work and often employ the service of lower devils and aberrations as part of their plans (and as the first line of defence against Celestial Guardians).

Vain and cruel. All four henchmen share in taking pleasure from destroying and corrupting mortals through temptation. Although they are skilled in combat, they prefer to tempt victims into ruin through convoluted plans involving greed, guile, trickery, and evil bargains. Their excessive vanity means that when these plans fail (as they often do), they become cruel and vindictive rage-filled enemies.

Self-serving and self-preserving. Their tactics and approach always attempt to play to their strengths. And as much as they want to enact their master's plans and steal the life-force of puny mortals (through their Soul Steal ability) they will always try to flee and fight another day if things don't seem to be going their way.

QUEEN BAZZITE

Medium humanoid (human), neutral evil

Armor Class 17 (natural armor)

Hit Points 163 (15d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances psychic; necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. Queen Bazzite's spellcasting ability is Intelligence (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *entangle*

1/day each: *chain lightning*, *fly*, *freedom of movement*, *screaming*

Legendary Resistance (2/day). If Queen Bazzite fails a saving throw, she can choose to succeed instead.

Favour of Asmodeus. While she has 80 hit points or fewer, Queen Bazzite has advantage on attack rolls. In addition, she deals an extra 9 (2d8) damage to any target it hits with her melee weapon attacks.

ACTIONS

Multiattack. Queen Bazzite makes three attacks: two with her hair and one with her claws. Alternately, she makes two attacks with her hair and uses Life Drain.

Hair. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and 3 (1d6) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Queen Bazzite can grapple up to three targets at once with her hair.

Claws. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Life Drain. *Melee weapon attack.* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and Queen Bazzite regains an equivalent number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

A humanoid slain by this attack rises 1 hour later as a zombie under Queen Bazzite's control, unless the humanoid is restored to life or its body is destroyed.

Shards of Death (Recharge 5-6). Queen Bazzite throws a black crystal that shatters into a 30-foot cone of dark shards. Each creature in that area must make a DC 15 Dexterity saving throw, taking 45 (10d8) piercing damage on a failure, or half as much damage on a success.

MICAH

Medium humanoid (human), neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Micah fails a saving throw, he can choose to succeed instead.

Devil's Sight. Magical darkness doesn't impede Micah's darkvision.

Skewer. Once per turn, when Micah makes a melee attack with his trident and hits, the target takes an extra 10 (3d6) damage, and Micah regains temporary hit points equal to the damage dealt.

ACTIONS

Multiattack. Micah makes two attacks: one with his Infernal Trident and one with Soul Steal. If no creatures are in range, he uses Conjure Devil.

Infernal Trident. *Melee weapon attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an

infernal wound. Each time Micah hits the target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to heal the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Soul Steal. *Melee weapon attack.* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

Conjure Devil (1/day). Once per day Micah can use his action to summon a Bearded Devil from the Nine Hells and transform one nonmagical item into a humanoid shell that the devil can possess.

The object closely resembles a Bearded Devil but retains details of its original form. It gains all the abilities and attributes of a Bearded Devil. After 24 hours or when it reaches 0 HP, the devil is sent back to the Nine Hells and the object reverts to its original form.

OLIVINE

Medium humanoid (human), neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances fire; acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Olivine fails a saving throw, he can choose to succeed instead.

Devil's Sight. Magical darkness doesn't impede Olivine's darkvision.

Lunging Strike. If Olivine moves at least 30 feet in a straight line and then hits with a longsword attack on the same turn, the target takes an extra 10 (3d6) damage.

ACTIONS

Multiattack. Olivine makes two attacks: one with his Infernal Longsword and one with Soul Steal. If no creatures are in melee range, he uses Conjure Devil.

Infernal Longsword. *Melee weapon attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 9 (1d10+4) slashing damage if used with two hands, plus 13 (3d8) poison damage. The target must also succeed on a DC

13 Constitution saving throw or be poisoned for 10d6 minutes.

Soul Steal. *Melee weapon attack.* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

Conjure Devil (1/day). Once per day Olivine can use his action to summon a Spined Devil from the Nine Hells and transform one nonmagical item into a humanoid shell that the devil can possess.

The object closely resembles a Spined Devil but retains details of its original form. It gains all the abilities and attributes of a Spined Devil. After 24 hours or when it reaches 0 HP, the devil is sent back to the Nine Hells and the object reverts to its original form.

FELDSPAR

Medium humanoid (human), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances necrotic; psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Feldspar fails a saving throw, he can choose to succeed instead.

Devil's Sight. Magical darkness doesn't impede Feldspar's darkvision.

Fiendish Defence. Once per turn Feldspar can use his reaction to add his Charisma bonus (+2) to his AC. The effect ends after the triggering attack hits/misses.

ACTIONS

Multiattack. Feldspar makes two attacks: one with his Infernal Chains and one with Soul Steal. If no creatures are in melee range, he uses Conjure Devil.

Infernal Chains. *Melee weapon attack.* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) slashing damage. The target is grappled (escape DC 13) if Feldspar isn't already grappling a creature. Until

this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Soul Steal. *Melee weapon attack.* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

Conjure Devil (1/day). Once per day Feldspar can use his action to summon a Bearded Devil from the Nine Hells and transform one nonmagical item into a humanoid shell that the devil can possess.

The object closely resembles a Bearded Devil but retains details of its original form. It gains all the abilities and attributes of a Bearded Devil. After 24 hours or when it reaches 0 HP, the devil is sent back to the Nine Hells and the object reverts to its original form.

AMPHIBOLE

Medium humanoid (human), neutral evil

Armor Class 15 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances thunder; lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Amphibole fails a saving throw, he can choose to succeed instead.

Devil's Sight. Magical darkness doesn't impede Amphibole's darkvision.

Shielded Mind. Amphibole is immune to scrying and to any effect that would sense his emotions, read his thoughts, or detect his location. Amphibole can't be charmed.

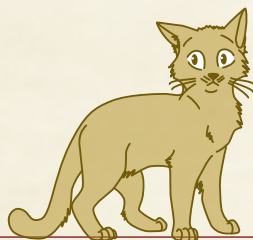
Infernal Glaive. *Melee weapon attack.* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage. The target must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time Amphibole hits the target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to heal the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Soul Steal. *Melee weapon attack.* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

Conjure Devil (1/day). Once per day Amphibole can use his action to summon a Spined Devil from the Nine Hells and transform one nonmagical item into a humanoid shell that the devil can possess.

The object closely resembles a Spined Devil but retains details of its original form. It gains all the abilities and attributes of a Spined Devil. After 24 hours or when it reaches 0 HP, the devil is sent back to the Nine Hells and the object reverts to its original form.

ACTIONS



What kind of name is Amphibole?! Someone please kill this jerk.

Multiattack. Amphibole makes two attacks: one with his Infernal Glaive and one with Soul Steal. If no creatures are in melee range, he uses Conjure Devil.