

ARCHONS

LANTERN ARCHON

Small celestial, lawful good

Armor Class 16 (Natural Armor)

Hit Points 56 (12d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	8 (-1)	13 (+1)	14 (+2)

Skills Perception +5

Damage Immunities Lightning, Radiant; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Paralyzed

Senses Darkvision 60 ft., Passive Perception 13

Languages All, Telepathy 60 ft.

Challenge 2 (450 XP)

Peaceful Illumination. The archon sheds bright sunlight in a 30-foot radius and dim light in an additional 30 feet. Creatures illuminated by it have advantage on Charisma (Persuasion) checks made to deescalate conflict.

Actions

Celestial Aid. Up to three creatures within 60 ft. each gain 10 temporary hit points. While a creature has any of those temporary hit points, its vision is not impeded by ordinary or magical darkness.

Light the Path. One creature within 60 ft. sees the shortest and most direct physical route to their current destination illuminated before them for the next eight hours, if such a route exists.

Plane Shift. The archon teleports to a location it is familiar with on this or another plane.

Reactions

Oppressive Radiance. As a reaction to being hit with an attack or harmful spell, the archon fires a beam of holy light at the attacker or spell caster. The target must succeed on a DC 12 Constitution saving throw or take 22 (4d10) radiant damage, or half as much on a success. A creature that fails this save by 5 or more is blinded until the end of the archon's next turn.

HOUND ARCHON

Medium celestial, lawful good

Armor Class 15 (Natural Armor)

Hit Points 120 (16d10 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws INT +3, WIS +4

Skills Perception +4, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Lightning, Radiant

Condition Immunities Charmed, Exhaustion, Paralyzed

Senses Darkvision 60 ft., Passive Perception 14

Languages All, Telepathy 60 ft.

Challenge 5 (1,800 XP)

Calm and Ready. Creatures of the archon's choice within 30 ft. have advantage on initiative checks and on saving throws against Fear.

Shapechanger. The archon can use its action to polymorph into any canine, such as a wolf, dog or fox, or back into its true form, which is celestial. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed, and isn't usable while polymorphed. It reverts to its celestial form if it dies.

Actions

Multiattack. The archon makes two melee attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 4 (1d8) radiant damage.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone if it is a medium or smaller creature.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Plane Shift. The archon teleports to a location it is familiar with on this or another plane.

Reactions

Loyal Defender. As a reaction to a creature within 5 ft. being hit with an attack, the archon may cause the attack to hit it instead.