

## SERAPH

This segment will walk you through creating your own **Seraph**, a mighty celestial that is chief among the heaven's angelic forces. Seraph's are all individuals in their own right with distinguished identities, therefore your choices should reflect the unique Seraph you want to create.

First, choose the baseline statistics of your Seraph among the following archetypes: Battle, Salvation, Hunt, and Sage. These reflect typical angelic archetypes and lay the groundwork for your Seraph's identity.

Secondly, choose one of the divine powers listed in the Di-

vine Power section. This power will be unique to your Seraph and serve as their greatest manifestation of their power.

Finally, you select one spell list from the Spell Portfolio section. These spells serve as a way to further distinguish your Seraph and associate them with a divine domain.

**Warning:** Not all of these combinations have been thoroughly tested. Use these combinations at your own risk in your game. The main goal of this segment is to offer you a way to customize a powerful celestial for your game.

### SERAPH (BATTLE)

*Large Celestial, any good alignment*

**Armor Class** 20 (natural armor)

**Hit Points** 93 (11d10 + 44)

**Speed** 50 ft., flying 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	26 (+8)	25 (+7)	25 (+7)	28 (+9)

**Proficiency** +7

**Saves** Str, Con, Wis, Cha

**Skills** Perception +6, Persuasion +5, Intimidation +5

**Resistances** necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Telepathy 120 ft., Any

**Challenge** 23 (50,000 XP)

**Angelic Weapons.** The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

**Divine Sense.** The seraph knows if it hears a lie.

**Legendary Resistance (3/day).** When the seraph fails a saving throw, it can succeed instead.

**Magic Resistance.** The seraph has advantage on saving throws against magic.

#### ACTIONS

**Multiattack.** The seraph makes three weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 18 (4d8) radiant damage.

**Javelin (Thrown).** *Ranged Weapon Attack:* +17 to hit, range 120/240 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage plus 18 (4d8) radiant damage.

**Spellcasting.** The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*  
1/day: *banishment, commune, resurrection*

### SERAPH (SALVATION)

*Large Celestial, any good alignment*

**Armor Class** 22 (natural armor)

**Hit Points** 93 (11d10 + 44)

**Speed** 50 ft., flying 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	30 (+10)	25 (+7)	25 (+7)	28 (+9)

**Proficiency** +7

**Saves** Con, Int, Wis, Cha

**Skills** Perception +6, Persuasion +5, Intimidation +5

**Resistances** necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Telepathy 120 ft., Any

**Challenge** 23 (50,000 XP)

**Angelic Weapons.** The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

**Divine Sense.** The seraph knows if it hears a lie.

**Legendary Resistance (3/day).** When the seraph fails a saving throw, it can succeed instead.

**Magic Resistance.** The seraph has advantage on saving throws against magic.

#### ACTIONS

**Multiattack.** The seraph makes three weapon attacks.

**Mace.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 18 (4d8) radiant damage.

**Shieldbash.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 18 (4d8) radiant damage.

**Spellcasting.** The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*  
1/day: *banishment, commune, resurrection*

## SERAPH (HUNT)

Large Celestial, any good alignment

**Armor Class** 21 (natural armor)

**Hit Points** 93 (11d10 + 44)

**Speed** 50 ft., flying 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	30 (+10)	23 (+6)	25 (+7)	28 (+9)	25 (+7)

**Proficiency** +7

**Saves** Dex, Con, Wis, Cha

**Skills** Perception +6, Persuasion +5, Intimidation +5

**Resistances** necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Telepathy 120 ft., Any

**Challenge** 23 (50,000 XP)

**Angelic Weapons.** The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

## SERAPH (SAGE)

Large Celestial, any good alignment

**Armor Class** 19 (natural armor)

**Hit Points** 93 (11d10 + 44)

**Speed** 50 ft., flying 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	26 (+8)	28 (+9)	30 (+10)	28 (+9)

**Proficiency** +7

**Saves** Con, Int, Wis, Cha

**Skills** Perception +6, Persuasion +5, Intimidation +5

**Resistances** necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Telepathy 120 ft., Any

**Challenge** 23 (50,000 XP)

**Angelic Weapons.** The seraph's weapon attacks are magical and deal an additional 18 (4d8) radiant damage (included in the attack).

**Divine Sense.** The seraph knows if it hears a lie.

**Legendary Resistance (3/day).** When the seraph fails a saving throw, it can succeed instead.

**Magic Resistance.** The seraph has advantage on saving throws against magic.

### ACTIONS

**Multiattack.** The seraph makes three weapon attacks.

**Spear. Melee Weapon Attack:** +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 18 (4d8) radiant damage.

**Bow. Ranged Weapon Attack:** +17 to hit, range 240/480 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 18 (4d8) radiant damage.

**Spellcasting.** The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*

1/day: *banishment, commune, resurrection*

**Divine Sense.** The seraph knows if it hears a lie.

**Legendary Resistance (3/day).** When the seraph fails a saving throw, it can succeed instead.

**Magic Resistance.** The seraph has advantage on saving throws against magic.

### ACTIONS

**Multiattack.** The seraph makes two attacks.

**Staff. Melee Weapon Attack:** +15 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 8) slashing damage plus 18 (4d8) radiant damage.

**Radiant Bolt. Ranged Spell Attack:** +17 to hit, range 240 ft., one target. *Hit:* 36 (8d8) radiant damage.

**Spellcasting.** The seraph casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 25) requiring no material components:

At will: *detect evil and good, light, thaumaturgy*

1/day: *banishment, commune, resurrection*

## DIVINE POWERS

Divine powers are the divine manifestation of the peak of a Seraph's heavenly powers. They may reflect their unique power or divine ritual privy only to them.

**Chains of Binding Light (Recharge 5-6).** Radiant chains manifest in a 20 ft. radius centered on a point within 120 ft. of the Seraph. The chains emit bright light in a 20 ft.-radius and dim light in an additional 20 ft. and magical darkness in the area is dispelled for the duration of this effect. Each creature of the Seraph's choice in the area must succeed a DC 25 Dexterity saving throw. On a successful save a creature takes 18 (4d8) radiant damage and the effect ends. On a failed save a creature is restrained for one minute or until it breaks free. A restrained creature is treated as if any creature that can see it has truesight and cannot teleport or leave its current plane of existence. Additionally, the restrained creature takes 36 (8d8) radiant damage at the beginning of each of its turns.

A creature restrained by the chains can use its action to make a DC 25 Strength check to break free from the chains.

**Strike of Evil's End (Recharge 5-6).** The seraph makes an attack against a creature within its range. On a hit the attack deals an additional 54 (12d8) radiant damage and the creature falls prone and has disadvantage on any attack rolls, Strength checks, and Dexterity checks it makes until the end of the seraph's next turn. If the target is a fiend and this attack reduces it to 0 hit points, it is destroyed and the fiend will not be able to reform on its home plane for 1,000 years.

If the target is an undead and this attack reduces it to 0 hit points, the undead is destroyed, ignoring any traits that it has that would keep it from being destroyed, such as a vampire's misty escape, or a lich's rejuvenation.

**Final Spark (1/Day).** The seraph releases all of its divine power in one devastating blast originating from itself that forms a 240 ft. long line that is 10 ft. wide. Each creature in the area must make a DC 25 Constitution saving throw, taking 90 (20d8) radiant damage on a failed save and half as much on a successful one. After using this action the seraph falls prone and its movement becomes 0 until the end of its current turn. Additionally it has disadvantage on attack rolls and can't cast spells until the end of its next turn.

**Power Word: Hope (1/Day).** The seraph speaks the word of power that fills any creature that hears it with hope. Each allied creature that can hear the seraph within 60 ft. of it regains an amount of hit points equal to half of its maximum hit points and is no longer charmed, frightened, or paralyzed. Any creature in the area that died since the end of the seraph's last turn is returned to life and regains an amount of hit points equal to half of its maximum hit points.

For one minute or until the seraph dies, each allied creature that heard the power word has advantage on attack rolls, saving throws, and is immune to being charmed, frightened, or paralyzed.

**Pillar of Light (Recharge 5-6).** The seraph transforms into a 60 ft. tall pillar of light until the end of its next turn. In this form the seraph's movement is 0 and has total cover from attacks and spells and sheds bright light in a 60 foot-radius which dispells any magical darkness in the area and dim light in an additional 60 feet. Each creature that starts its turn within 20 ft. of the pillar of light or enters the area for the first time during its turn must make a DC 25 Constitution saving throw. On a failed save the creature takes 45 (10d8) radiant damage and is blinded for 1 minute - a creature that fails its saving throw by 10 or more is blinded until it is healed. On a successful save a creature takes half as much damage and is not blinded.

## SPELL PORTFOLIO

Angels serve many purposes and powers, these spell selections reflect the seraph's divine domain and innate purpose.

### Death:

At will: *gentle repose, revivify, speak with dead*

1/day: *death ward, spirit guardians (6th level), true resurrection*

### Grace:

At will: *beacon of hope, create food and water, cure wounds, mass healing word, remove curse,*

1/day: *heroes feast, holy aura, mass heal, regenerate*

### Justice:

At will: *locate creature, locate object, scrying, zone of truth*

1/day: *geas, planar binding, antimagic field*

### Light:

At will: *continual flame, daylight*

1/day: *dawn, flame strike, sun burst, wall of light*

### Message:

At will: *dream, freedom of movement (can only target itself), sending, tongues*

1/day: *plane shift, teleport, astral projection*

### War:

At will: *crusader's mantle, guiding bolt, spiritual weapon (4th level),*

1/day: *banishing smite, blade barrier, gate (can only call upon celestial creatures)*

### Wrath:

At will: *bestow curse, dispell magic, shatter (4th level),*

1/day: *destructive wave, divine word, earthquake*

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