



CELESTIAL REALMS

DIVINE FORCES AND HEAVENLY BEASTS

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WIZARD: CELESTIAL ARCANIST TRADITION

The Celestial Arcanist Tradition is a path of wizardry devoted to the study and harnessing of celestial energies. Wizards who follow this tradition draw their power from the radiant and benevolent forces of the heavens, becoming conduits of divine magic. They excel in spells that deal radiant damage, embodying the light of celestial beings.

SCHOLAR OF THE HEAVENS

As a Celestial Arcanist, you are deeply fascinated by the mysteries of the celestial realms. Your journey often begins with a quest for knowledge about the stars, constellations, and the divine forces that dwell in the heavens. Through intense study, ancient tomes, and perhaps even encounters with celestial beings, you have unlocked the secrets of celestial magic. Your dedication to understanding the celestial realms drives you to explore and document the radiant powers that these divine entities wield, aiming to replicate their brilliance through your own arcane practices.

CONDUIT OF CELESTIAL POWER

Your connection to the celestial realms grants you the ability to channel radiant energy through your spells. This power allows you to wield devastating radiant magic. As a Celestial Arcanist, you are a beacon of light in the darkest times, using your magic to bring hope and justice. Your spells are infused with the radiant energy of the heavens, making them more potent against creatures of darkness. By studying the nature of celestial beings, you have learned to imitate their awe-inspiring abilities, transforming your arcane prowess into a force of divine retribution.

RADIANT IMITATOR

The Celestial Arcanist Tradition focuses on replicating the radiant powers of celestial beings and implementing them into your magic. Your spells are designed to emulate the brilliance and destructive power of the stars and other celestial phenomena. You delve into the arcane secrets of light and radiance, striving to master the use of these energies in your spellcasting.

CELESTIAL ARCANIST TRADITION WIZARD

Level	Proficiency Bonus	Features	Cantrips Known	— Spell Slots Per Spell Level —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	—	—	—	—	—	—	—	—
2nd	+2	Celestial Knowledge, Radiant Infusion	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Celestial Radiance	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Celestial Aegis	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	2	1	—	—
14th	+5	Ascendant Light	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spells	5	4	3	3	3	3	2	2	1	1

CELESTIAL KNOWLEDGE

Starting at 2nd level, your study of celestial beings and radiant magic grants you insights into their nature. You gain proficiency in the Religion and Arcana skills. Additionally, you can read, write, and speak Celestial.

RADIANT INFUSION

Also at 2nd level, you can channel celestial energy into your spells. Whenever you cast a spell that deals damage, you can choose to convert that damage into radiant damage. If you do so, the spell deals additional radiant damage equal to your Intelligence modifier. This feature can be used a number of times equal to your proficiency bonus, and all expended uses are restored after a long rest.

CELESTIAL RADIANCE

At 6th level, your spells that deal radiant damage become more potent. When you cast a spell that deals radiant damage (or converted to radiant damage with your Radiant Infusion), you can reroll any damage die that are a 1 or 2, and you must use the new roll. Additionally when you cast a spell that deals radiant damage, you can choose to emit a bright light originating from you in a 20-foot radius and dim light for an additional 20 feet until the start of your next turn.

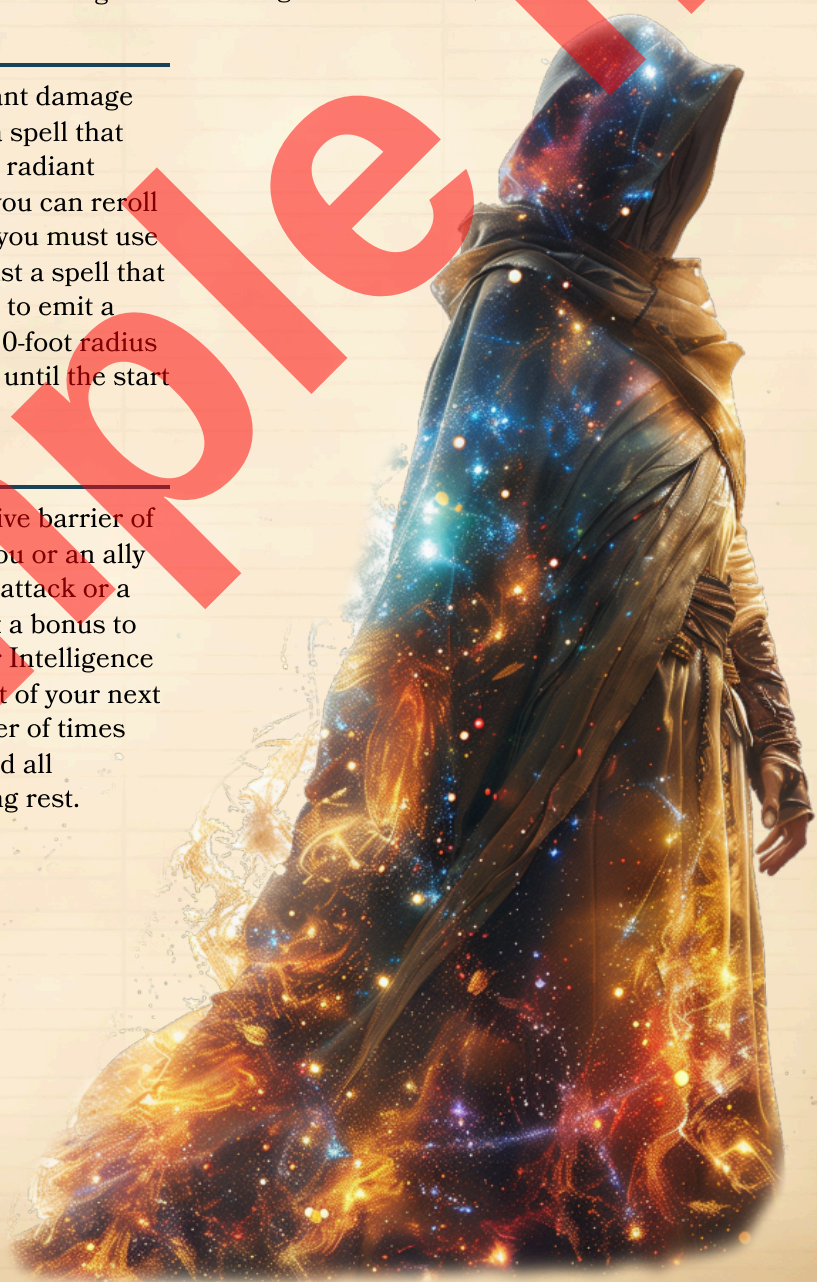
CELESTIAL AEGIS

At 10th level, you can create a protective barrier of celestial energy. As a reaction when you or an ally within 30 feet of you is targeted by an attack or a harmful spell, you can grant the target a bonus to their AC or saving throw equal to your Intelligence modifier (minimum of 1) until the start of your next turn. You can use this feature a number of times equal to your Intelligence modifier, and all expended uses are restored after a long rest.

ASCENDANT LIGHT

At 14th level, your mastery of celestial magic reaches its pinnacle, allowing you to transform any spell into a radiant force. You can now choose to change the damage type of any spell you cast to radiant damage at will without limits. This applies to any spell that deals damage, regardless of its original damage type / types.

Additionally, your **Radiant Infusion** now becomes: whenever you cast a spell that deals damage, you can add additional radiant damage equal to double your Intelligence modifier. This feature can be used a number of times equal to your Intelligence modifier + half your proficiency modifier (rounded down), and all expended uses are restored after a long rest.



STARFIRE SWORD

Weapon (longsword), uncommon (requires attunement)

A longsword forged by a divine craftsman, its blade shimmering with celestial fire.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a hit, the target takes an additional 1d4 radiant damage.

Additionally, once per day, you can use an action to cause the blade to burst into radiant flames, shedding bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour. During this time, the additional radiant damage increases to 1d6.

STARFIRE SWORD SCALING RARITY

Rare: The sword's radiant flame effect can be activated twice per day instead of once. Additionally, while the sword is ablaze, you have resistance to radiant damage.

Very Rare: The sword's radiant flame effect can be activated three times per day. Additionally, while the sword is ablaze, you have resistance to radiant and fire damage, and the additional radiant damage increases to 1d8.

Legendary: The sword's radiant flame effect can be activated three times per day. Additionally, while the sword is ablaze, you have immunity to radiant damage and resistance to fire damage, and the additional radiant damage increases to 1d10. Once per day, you can use an action to cast the *sunbeam* spell (save DC 20) from the sword while it is ablaze.

RADIANT SHIELD

Armor (shield), uncommon (requires attunement)

A shield crafted from celestial metals, radiating a protective aura.

While wielding this shield, you gain a +1 bonus to AC. Additionally, you can use your bonus action to cast the *shield of faith* spell on yourself. Once used, this feature can't be used again until the next dawn. Furthermore, once per day, when you are targeted by an attack roll, you can use your reaction to emit a burst of radiant light, imposing disadvantage on the attack roll made against you.

HOLY WATER DECANTER

Wondrous item, uncommon

A beautifully crafted decanter that purifies any water poured into it, making it holy water.

The decanter can hold up to 4 pints of water. Over the course of an hour, any water within the decanter is transformed into holy water. The decanter can produce up to 4 pints of holy water per day (a flask of holy water is a pint). Holy water produced this way loses its potency after 1 day.





YOUNG DIVINE DRAGON

Large dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +9, Con +11, Wis +7, Cha +11

Skills Insight +9, Perception +9, Persuasion +9, Stealth +7

Damage Resistances fire

Damage Immunities radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Celestial, Common, Draconic

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Aura of Protection. Allies within 20 feet of the dragon gain a +2 bonus to their saving throws (already included in the dragon's statblock).

Divine Presence. The dragon radiates an aura of divine energy. Any creature that starts its turn within 20 feet of the dragon must succeed on a DC 15 Wisdom saving throw or be charmed until the end of its next turn.

ACTIONS

Multiattack. The Young Divine Dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) radiant damage.

Radiant Breath (Recharge 5-6). The dragon exhales a wave of radiant energy in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Healing Breath (Recharge 6). The dragon exhales a soothing mist in a 30-foot cone. Each creature of the dragon's choice in that area regains 36 (8d8) hit points.

REACTIONS

Radiant Retaliation. When the dragon is targeted by an attack within 60 feet of it that it can see, it retaliates with a ray of radiant light. The attacker must make a DC 18 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

EMPYREAN HOUND

The Empyrean Hound is a majestic and powerful celestial creature, often found as the loyal companion to empyreans or other strong celestial entities. These hounds are infused with the divine essence of their celestial masters, granting them formidable abilities and a radiant presence. Their loyalty is unwavering, and they are known to fight fiercely alongside their companions, protecting them from any threat.

In appearance, Empyrean Hounds are awe-inspiring. Their fur glows with an ethereal light, often shimmering in hues of gold and silver. Their eyes shine with an intense, radiant glow that can pierce through the darkest shadows. These hounds possess an aura of serenity and strength, exuding a sense of calm and confidence that inspires those around them.

Empyrean Hounds are not just guardians but also trusted allies and friends to their celestial companions. Their bond with their masters is deep and unbreakable, forged through centuries of companionship and mutual respect. In battle, they are relentless and powerful, using their celestial abilities to smite evil and protect the innocent.

EMPYREAN HOUND

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	10 (+0)	16 (+3)	18 (+4)

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

Skills Athletics +8, Insight +6, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages understands Celestial and Common but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Aura of Protection. Other allies within 10 feet of the Empyrean Hound gain a +2 bonus to their saving throws.

Celestial Bond. The Empyrean Hound has advantage on saving throws against spells and other magical effects when within 30 feet of its celestial master.

Divine Awareness. The Empyrean Hound can sense the presence of evil within 120 feet. It knows the location of any undead, fiend, or creature of evil alignment within that range.

ACTIONS

Multiattack. The Empyrean Hound makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant damage.

Radiant Bark (Recharge 5-6). The Empyrean Hound releases a powerful bark imbued with radiant energy in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Protective Pounce. When an ally within 10 feet of the Empyrean Hound is hit by an attack, the hound moves up to 10 feet towards the attacker and makes a bite attack against it.

HALLOWED GOLEMS

Hallowed Golems are sanctified constructs, crafted from stone or other materials blessed with celestial and radiant energy. These formidable guardians are typically created by divine beings or powerful clerics to serve as protectors of sacred places and enforcers of celestial will. Hallowed Golems come in two distinct forms: the standard Hallowed Golem and the more imposing Hallowed Giant Golem. Both types radiate an aura of divine protection and are often found guarding holy temples, ancient relics, and other sites of great spiritual significance. The Hallowed Golem, a large construct, is known for its imposing presence and the radiant energy that courses through its form. Its body is adorned with glowing runes and symbols of divine power, and its every movement exudes a sense of purpose and unwavering duty. The Hallowed Giant Golem, a larger and more powerful variant, is an even more formidable protector, with its colossal form and intensified radiant energy.

These golems serve not only as physical protectors but also as symbols of divine authority and sanctity. Their presence is a clear warning to any who might desecrate the sacred sites they guard. In combat, Hallowed Golems utilize their radiant energy to smite evil and shield the righteous, embodying the divine justice they are created to uphold.

HALLOWED GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities radiant, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Radiant Absorption. Whenever the golem is subjected to radiant damage, instead of taking damage, it regains a number of hit points equal to the radiant damage dealt.

ACTIONS

Multiattack. The golem makes two weapon attacks.

Sanctified Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 7 (2d6) radiant damage.

Radiant Burst (Recharge 5–6). The golem releases a burst of radiant energy in a 30-foot radius. Each creature in that area must make a DC 17 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. This area becomes difficult terrain for creatures of evil alignment until the start of the golem's next turn.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

