

QARINAH

Medium celestial (*shapechanger*), neutral good

Armor Class 15 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft., fly 60 ft.

Seduction DC 23; **Satisfaction DC** 15

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Int +5, Wis +7, Cha +9

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

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common, telepathy 60 ft.

Challenge 4 (1,100 XP)

Angelic Weapons. The qarinah's weapon attacks are magical. When the qarinah hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Shapechanger. The celestial can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the celestial loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The celestial ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

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

ACTIONS

Whip. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage plus 9 (2d8) radiant damage.

Charm. One humanoid the celestial can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the celestial's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this celestial's Charm for the next 24 hours. The celestial can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Invigorating Kiss. The celestial kisses a creature charmed by it or a willing creature. The kiss heals 32 (5d10+5) hit points, or bestows that many temporary hit points if the creature is at full health.

Etherealness. The celestial magically enters the Ethereal Plane from the Material Plane, or vice versa.



Qarinah are rarely-encountered celestials that are the divine counterparts to succubi and incubi. They can be found in the service of couatls, devas, planetars, and solars, as well as many good-aligned deities. They serve in notable numbers Pistis Sophia of the Celestial Hebdomad, Sathia of the Five Companions, and in the court of Queen Morwel.

Qarinah can take either male or female form, though most have a preference for one form or the other. While traveling through the mortal realm, they typically take on a mortal guise.

Embodiments of Love. Qarinah are celestial embodiments of love, specifically the love between mortal beings, and they exemplify the expression of that love in any form, including sex. When they enter the mortal world, it is typically with the intention of promoting or salvaging love. A qarinah might be attempting to salvage a marriage, help bring two star-crossed lovers together, or punish a being that is attempting to stop the spread of love. Qarinah are not violent by nature – very much believing in the credo of “make love, not war” – but if pressed are capable of defending themselves or others.

Enemies of the Succubi. Unsurprisingly, qarinah are enemies of succubi/incubi. The fact that both qarinah and succubi are capable of hiding their true form complicates matters immensely. Qarinah and succubi often wage secret battles against one another where they are aware of the other's presence, but not certain who the other is. This is further complicated by the fact that their nature often means they would prefer to attempt to redeem or purify the succubus before killing it, which succubi can take advantage of to banish their foes back to the celestial realms.