



# BENEOS TOKENS

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## GREY PILGRIM



**D&D HOMEBREW**



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game



# GREY PILGRIMS

The unusual beings dubbed "Grey Pilgrims" wander the realms in search for enlightenment, be it in solitude, be it accompanied by disciples or mentors of their own choosing. Each of them has been given form by divine hands, created to study as much as to teach. They continuously reflect on the principles of divinity, the cosmos and the nature of mortality. As each Pilgrim eventually reaches their own conclusion, they impart their knowledge unto worthy souls, before returning to the side of their creator. While on their journey, they go out of their way to inspire the ambition and resolve of those burdened by strife and suffering.

## BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

## GREY PILGRIM

*Large celestial, lawful-good*

**Armor Class** 18 (Natural armor)

**Hit Points** 181 (19d10+76)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	16 (+2)	18 (+4)	18 (+4)

**Saving Throws** STR +8, WIS +7, CHA +7

**Skills** Athletics +8, Insight +6, Medicine +7, Perception +7

**Damage Resistances** Radiant

**Senses** Darkvision 30 ft., passive Perception 17

**Languages** Common, Celestial, Telepathy 30 ft.

**Challenge** 5

**Contagious Optimism.** When an allied creature within 10 ft. of the Grey Pilgrim succeeds on a saving throw, it gains advantage on its next saving throw.

**Celestial Heritage.** The damage dealt by the Pilgrim's weapon attacks is considered magical. Melee attacks against *fiends* and *evil* creatures deal an additional 1d10 radiant damage.

**Calming Presence.** Allied creatures within 30 ft. of the Pilgrim gain 5 temporary hit points at the start of the Pilgrim's turn, as well as advantage on death saving throws and saving throws against the *frightened* condition. Using this feature, the Pilgrim can also cast *calm emotions* once per day (spell save DC 15).

## Actions

**Multiattack.** The Pilgrim makes two attacks with its Ceremonial Halberd and a Kick attack.

**Ceremonial Halberd.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

**Kick.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+5) bludgeoning damage. The target creature must also succeed on a DC 16 Strength saving throw or be pushed away 10 ft. and fall prone.

## Reactions

**Inspire Resolve.** When a creature within 30 ft. that can see or hear the Pilgrim makes a roll with disadvantage, the Pilgrim can use its reaction to embolden the creature, allowing it to add a d10 to the roll.

**Redirect.** When a creature misses the Pilgrim with a melee attack, the Pilgrim can immediately make a single Ceremonial Halberd attack against the creature. This attack deals an additional 1d10 radiant damage.





## HOW TO RUN A GREY PILGRIM

**1. Mind your Aura.** You will probably use the Grey Pilgrim as a support mechanic for either your players or their adversaries. Keep as many allies as possible within 30 ft. or even 10 ft.

**Allies within 30 ft.:** 5 temporary hit points at the start of the Pilgrim's turn (**Calming Presence**), advantage on death saving throws and saves against being frightened (also **Calming Presence**) and able to benefit from the **Inspire Resolve** reaction, granting them a d10 inspiration die for a roll that they make with disadvantage. **Allies within 10 ft.** can additionally benefit from the powerful **Contagious Optimism** aura, granting them advantage on their next saving throw, each time they succeed on a saving throw.

**2.Kick - Attack - Attack.** In melee, attack first with a kick. This can knock your opponent prone, granting you advantage on successive Ceremonial Halberd attacks. Due to the 10 ft. reach of your Halberd, you'll still be able to hit them!

**3. Frontline Fighter.** The Pilgrim is best utilized in the thick of combat, where its sturdy frame (AC 18, strong saving throws, 181 hit points) can endure a lot of punishment, while providing solid damage due to its own attacks. It also acts as a force multiplier for its allies with its aura abilities and profits from baiting the opponent for an opportunity to use its **Redirect** reaction for additional damage.

