

MONSTERS OF THE SCARRED LANDS
VOLUME 2. CELESTIALS

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In addition to game statistics, this documents contains information on how to insert these monsters in the **Scarred Lands** setting. These story hooks are unofficial, and a Game Master should feel free to adapt, change, or ignore any of it for the purpose of its campaign.

List of Sources

This document contains material from the following sourcebooks.

Monster Manual Copyright 2003, Wizards of the Coast.

The Book of Exalted Deeds Copyright 2003, Wizards of the Coast.

Monster Manual 3 Copyright 2004, Wizards of the Coast.

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Chapter 1

Monsters

Arcadian Avenger

Source: Monster Manual 5
Medium celestial, any lawful
Armor Class: 14 (natural armor)
Hit Points: 57 (6d8+30)
Speed: 30 ft, fly 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills: Athletics +5, Perception +3
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: poison
Condition Immunities: frightened, poisoned
Senses: darkvision 60 ft, passive Perception score 13
Languages: all
Challenge: 4 (1,100 XP)

Elude Chance (3/day): When the arcadian avenger makes an attack roll or a saving throw, and doesn't have disadvantage, it can choose to automatically roll a 10. The arcadian avenger must use this ability before it rolls the dice.

Magic Weapons: The arcadian avenger weapon attacks are magical.

Wrath: When the arcadian avenger sees an ally within 30 ft fall to 0 hit points, its melee weapon attacks deal +2 damage for 1 minute. This effect is not cumulative.

Actions

Multiattack: The arcadian avenger makes two Longsword attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+3) slashing damage. If the arcadian avenger hits the same target twice in the same turn, it deals an additional 9 (2d8) slashing damage.

Asura

Source: Book of Exalted Deeds
Medium celestial, any chaotic
Armor Class: 14 (natural armor)
Hit Points: 52 (7d10+14)
Speed: 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	17 (+3)

Skills: Athletics +6, Intimidation +6
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: fire, poison
Condition Immunities: charmed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: Celestial
Challenge: 4 (1,100 XP)

Illumination: The asura sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Magic Weapons: The asura weapon attacks are magical.

Actions

Multiattack: The asura makes two Scimitar or two Longbow attacks.

Scimitar: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) slashing damage and 7 (2d6) fire damage.

Longbow: *Ranged Weapon Attack:* +5 to hit, range 150/600 ft, one target. *Hit:* 6 (1d8+2) piercing damage and 7 (2d6) fire damage.

Burning Wind (recharge 5-6): The asura extends its wings of fire and propels itself through the sky. All creatures within 15 ft of the asura must succeed a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw or half as much on a successful one. The asura can fly by its movement speed without provoking attacks of opportunities.

Bariaur

Source: Book of Exalted Deeds
Medium celestial, chaotic good

Armor Class: 13

Hit Points: 22 (4d8+4)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Skills: Athletics +4, Nature +2, Perception +2, Survival +2

Senses: darkvision 60 ft, passive Perception score 12

Languages: Celestial, Sylvan

Challenge: 1/2 (100 XP)

Charge: If the bariaur moves at least 20 ft straight toward a target and then hits it with a Gore attack, the attack deals 9 (2d6+2) additional damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone.

Fey Ancestry: The bariaur has advantage on saving throws against being charmed, and magic can't put the bariaur to sleep.

Sure-Footed: The bariaur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Gore: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) piercing damage.

Scimitar: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) slashing damage.

Longbow: *Ranged Weapon Attack:* +5 to hit, range 100/400 ft, one target. *Hit:* 7 (1d8+3) piercing damage.

Custodian, Glaive

Source: Book of Exalted Deeds

Large celestial (custodian), lawful good

Armor Class: 17 (natural armor)

Hit Points: 127 (17d10+34)

Speed: 40 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Saving Throws: Con +6, Wis +6, Cha +7

Skills: Intimidation +7, Perception +6, Religion +5

Damage Resistances: lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: fire, poison

Condition Immunities: petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 16

Languages: all

Challenge: 11 (7,200 XP)

Armblasses: The custodian can transform his hands into flaming longswords and vice-versa with a bonus action.

Magic Resistance: The custodian has advantage on all saving throws against spells and magical effects.

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Actions

Multiattack: The custodian makes two Flaming Sword attacks.

Flaming Sword: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 12 (2d6+5) slashing damage and 22 (4d10) fire damage.

Discorporating Dive (recharge 6): The custodian flies by at least 30 ft and then makes a single Flaming Sword attack against a creature. If the attack hits, the target must make a DC 15 Wisdom saving throw, taking 49 (9d10) force damage on a failed save, or half as much on a successful one. If the damage brings the target to 0 hit points, the target is disintegrated and its soul trapped by the custodian. The target can't be resurrected except through divine intervention, or if a creature accomplishes a quest set by the custodian.

Custodian, Hound

Source: Monster Manual v3.5

Medium celestial (custodian), lawful good

Armor Class: 16 (natural armor)

Hit Points: 67 (9d8+27)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws: Str +5, Cha +4

Skills: Athletics +5, Perception +4, Stealth +5, Survival +7

Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, frightened, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 13

Languages: all

Challenge: 5 (1,800 XP)

Keen Senses: The custodian has advantage on all Wisdom (Perception) and Wisdom (Survival) checks based on smell.

Magic Weapons: The custodian weapon attacks are magical.

Pack Tactics: The custodian has advantage on attack rolls against a creature if at least one of the custodian allies is within 5 ft of that creature and is not incapacitated.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Speak With Animals: The custodian can communicate with canine beasts.

Actions

Multiattack: The custodian makes one Bite and one Greatsword attacks.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) piercing damage and 9 (2d8) radiant damage.

Greatsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 9 (2d6+2) slashing damage and 9 (2d8) radiant damage.

Change Shape: The custodian magically polymorphs into a canine beast that has a challenge rating no higher than its own, or back to its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (the custodian's choice).

In a new form, the custodian retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of its new form, except any class feature or legendary actions of that form.

Custodian, Justice

Source: Monster Manual 4

Medium celestial (custodian), lawful good

Armor Class: 15 (natural armor)

Hit Points: 66 (7d8+35)

Speed: 30 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	21 (+5)	10 (+0)	16 (+3)	14 (+2)

Saving Throws: Str +6, Cha +5

Skills: Insight +6, Intimidation +5, Perception +6

Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 16

Languages: all

Challenge: 5 (1,800 XP)

Aggressive: As a bonus action, the custodian can move up to its speed toward an hostile creature it can see.

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Quick Reactions: The custodian has advantage on initiative rolls.

Actions

Multiattack: The custodian makes two Greatsword attacks.

Greatsword: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target.

Hit: 10 (2d6+3) slashing damage and the target must make a DC 12 Strength saving throw. On a failed save, the target also takes the damage of its primary melee attack.

Custodian, Lantern

Source: Monster Manual v3.5

Small celestial (custodian), lawful good

Armor Class: 12

Hit Points: 18 (5d6)

Speed: 0 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	10 (+0)	6 (-2)	15 (+2)	10 (+0)

Saving Throws: Dex +4, Wis +2, Cha +2

Skills: Insight +4, Perception +6

Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison, radiant

Condition Immunities: charmed, frightened, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 16

Languages: all

Challenge: 1/2 (100 XP)

Illumination: The custodian sheds either dim light in a 30 radius, or bright light in a 30 radius and dim light for another 30. It can switch between the options as an action.

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Actions

Light Ray: *Ranged Spell Attack:* +4 to hit, range 60 ft, one target. *Hit:* 7 (1d8+2) radiant damage. If the target is within 5 ft of the custodian, it must make a Dexterity saving throw (DC 12) or be blinded until the end of its next turn.

Custodian, Owl

Source: Book of Exalted Deeds

Large celestial (custodian), lawful good

Armor Class: 15

Hit Points: 85 (9d10+36)

Speed: 10 ft, fly 90 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	17 (+3)	25 (+7)	15 (+2)

Saving Throws: Int +6, Cha +5

Skills: Animal Handling +10, Insight +10, Nature +6, Perception +10, Religion +6, Survival +10

Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: petrified, poisoned

Senses: truesight 60 ft, passive Perception score 21

Languages: all

Challenge: 7 (2,900 XP)

Dive Attack: If the custodian is flying and dives at least 30 ft straight toward a target and then hits it with a Claw attack, the attack deals 23 (4d8+5) additional damage.

Keen Senses: The custodian has advantage on all Wisdom (Perception) checks based on sight.

Magic Resistance: The custodian has advantage on all saving throws against spells and magical effects.

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Actions

Multiattack: The custodian makes two Talon attacks.

Talon: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) slashing damage, and the target is grappled (escape DC 14). The grapple ends if the custodian attacks another creature.

Petrifying Gaze (recharge 5-6): The custodian targets one creature it can see and within 60 ft of it. If the two can see each other, the target must succeed a DC 15 Constitution saving throw. On a failed save, the target magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is petrified until free by a *greater restoration* spell or similar magic.

Once a creature has succeeded a saving throw against this ability, it becomes immune to it for the next 24 hours.

Stone to Flesh: The custodian touches one petrified creature. The effect ends for that creature.

Custodian, Throne

Source: Book of Exalted Deeds

Large celestial (custodian), lawful good

Armor Class: 19 (natural armor)

Hit Points: 127 (15d10+45)

Speed: 40 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	17 (+3)	18 (+4)	16 (+3)	22 (+6)

Saving Throws: Con +8, Int +9, Wis +8, Cha +11

Skills: History +9, Insight +8, Perception +8, Religion +9

Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 18

Languages: all

Challenge: 15 (13,000 XP)

Legendary Resistance (3/day): When the custodian fails a saving throw, it can choose to succeed instead.

Magic Flight: The custodian can't fly if it's incapacitated or in the area of an *antimagic field*.

Magic Resistance: The custodian has advantage on all saving throws against spells and magical effects.

Magic Weapons: The custodian weapon attacks are magical.

Penitentiary Gaze: If a creature starts its turn within 30 ft of the custodian and the two of them can see each other, the custodian can force the creature to make a DC 19 Charisma saving throw if the custodian isn't incapacitated. On a failed save, the creature magically questions its existence for 1 hour. While this effect persists, the target is frightened by the custodian, and must make a new saving throw each time it attacks another creature while being within 30 ft of the custodian, taking 10 (3d6) psychic damage on a failure.

When a creature succeeds three saving throws against this ability, the effect ends and the creature becomes immune to it for the next 24 hours. The effect also ends when the custodian becomes unconscious or is on another plane of existence.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Actions

Multiattack: The custodian makes two Greatsword attacks.

Greatsword: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 15 (2d8+6) slashing damage and 17 (5d6) radiant damage.

Prison of the Mind (recharge 5-6): The custodian magically forces its foes to contemplate their mistakes. All creatures affected by the custodian Penitentiary Gaze and within 30 ft of it must make a DC 19 Intelligence saving throw. On a failed save, the target takes 52 (15d6) psychic damage and is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Custodian, Trumpet

Source: Monster Manual v3.5

Medium celestial (custodian), lawful good

Armor Class: 17 (natural armor)

Hit Points: 126 (12d8+72)

Speed: 40 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	23 (+6)	16 (+3)	16 (+3)	16 (+3)

Saving Throws: Int +7, Wis +7, Cha +7

Skills: History +7, Insight +7, Perception +7, Performance +7, Religion +7

Damage Resistances: fire, lightning, thunder ; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, frightened, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 13

Languages: all

Challenge: 11 (7,200 XP)

Magic Weapons: The custodian weapon attacks are magical.

Magic Resistance: The custodian has advantage on all saving throws against spells and magical effects.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Trumpet: The custodian can transform its trumpet into a greatsword as a bonus action and vice-versa. The custodian always knows the direction and distance to its trumpet, unless it is on another plane or protected by magic.

Actions

Multiattack: The custodian makes two Greatsword attacks.

Greatsword (with greatsword only): *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) slashing damage and 14 (4d6) thunder damage. On a critical hit, the custodian automatically recharges one of its powers.

Trumpet Blast (with trumpet only; recharge 5-6): The custodian produces a deafening blast with its trumpet. Any creature in a 30 ft cone in front of the custodian must make a Constitution saving throw (DC 15) or take 54 (12d8) thunder damage on a failed save, or half as much on a successful one. On a failed save, the target is also deafened for 1 minute. This effect dispels any magical silence effect it passes through.

Music of Heavens (with trumpet only; recharge 5-6): The custodian plays a divine melody. Any creature within 30 ft of the custodian and who can hear it must make a Charisma saving throw (DC 15). On a failed save, the target becomes charmed by the custodian for 1 minute. While it is charmed, it is also incapacitated and its speed is reduced to 0.

Custodian, Warden of Ursos

Source: Book of Exalted Deeds (*Archon, Warden*)
Large celestial (custodian), lawful good
Armor Class: 15 (natural armor)
Hit Points: 59 (7d10+21)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	16 (+3)	12 (+1)	12 (+1)

Saving Throws: Str +6, Con +6, Wis +4
Skills: Insight +4, Nature +6, Perception +4, Survival +4
Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: poison
Condition Immunities: petrified, poisoned
Senses: truesight 60 ft, passive Perception score 14
Languages: understands all but can't speak, telepathy 100 ft
Challenge: 6 (2,300 XP)

Keen Senses: The custodian has advantage on all Wisdom (Perception) checks based on smell.

Magic Resistance: The custodian has advantage on all saving throws against spells and magical effects.

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Actions

Multiattack: The custodian makes two Claw attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 14 (2d10+3) slashing damage. If the custodian hits the same creature twice in the same turn, it takes an additional 14 (2d10+3) slashing damage and must succeed a DC 14 Strength saving throw or be knocked prone.

Heart Sight: The custodian looks at a creature within 30 ft, and magically its current emotional state. If the target fails a DC 12 Charisma saving throw, the custodian also knows the target alignment. Celestials, fiends and undead automatically fail the saving throw.

Healing Touch (5/day): The custodian touches another creature. The target magically regains 23 (5d8+1) hit points and is freed from any curse, disease, poison, blindness or deafness.

Dwarf Ancestor

Source: Monster Manual 4
Large celestial, lawful good
Armor Class: 16 (natural armor)
Hit Points: 62 (5d10+35)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	24 (+7)	8 (-1)	13 (+1)	14 (+2)

Saving Throws: Int +2, Wis +4, Cha +5
Skills: History +2, Insight +4, Perception +4, Religion +2
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, frightened, petrified
Senses: darkvision 60 ft, passive Perception score 14
Languages: Celestial, Dwarvish, Hammertongue
Challenge: 5 (1,800 XP)

Ancestral Spirit: All dwarves within 30 ft of the dwarf ancestor have advantage on saving throws against being charmed or frightened, unless the dwarf ancestor is unconscious.

False Appearance: While the dwarf ancestor is motionless, it is indistinguishable from a stone dwarf statue.

Incorporeal Movement: The dwarf ancestor can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Weapons: The dwarf ancestor weapon attacks are magical.

Actions

Multiattack: The dwarf ancestor makes two Greataxe attacks.

Greataxe: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) slashing damage.

Reactions

Ancestral Guidance: When the dwarf ancestor sees an allied dwarf within 30 ft of it fail an attack roll on which it had neither advantage nor disadvantage, the ally can reroll the attack roll.

Eladrin, Bralani

Source: Monster Manual v3.5

Medium celestial (eladrin), any chaotic

Armor Class: 16 (natural armor)

Hit Points: 75 (10d8+30)

Speed: 40 ft, fly 80 ft (whirlwind form only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws: Int +4, Wis +5, Cha +5

Skills: Acrobatics +7, History +4, Insight +5, Nature +4, Perception +5, Performance +5, Survival +5

Damage Resistances: cold, fire, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning

Condition Immunities: petrified

Senses: darkvision 60 ft, passive Perception score 13

Languages: all

Challenge: 6 (2,300 XP)

Blurred Movement: Attack rolls against the eladrin have disadvantage unless it is incapacitated or restrained.

Magic Weapons: The eladrin weapon attacks are magical.

Shapechanger: The eladrin can use its action to polymorph into a whirlwind, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it dies.

While in whirlwind form, the eladrin can enter a hostile creature space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack: The eladrin makes two Scimitar or two Slam attacks.

Scimitar (humanoid form only): *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) slashing damage and 9 (2d8) lightning damage.

Slam (whirlwind form only): *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) bludgeoning damage and 9 (2d8) thunder damage.

Lightning Spear (humanoid form only; recharge 5-6): *Ranged Weapon Attack:* +7 to hit, range 40/120 ft, one target. *Hit:* 13 (2d8+4) piercing damage. Whether the attack hits or not, the target and all creatures within 10 ft of the spear path must make a Dexterity saving throw (DC 13), taking 27 (6d8) lightning damage on a failed save, or half as much on a successful one.

Whirlwind (whirlwind form only; recharge 5-6): Winds rushes in a 20 ft radius around the eladrin. All creatures caught in the area must make a Strength saving throw (DC 15), taking 27 (6d8) bludgeoning damage on a failed save, or half as much on a successful one. If a creature fails its saving throw, it is flung in a random direction and knocked prone, taking falling damage as usual.

Eladrin, Coure

Source: Book of Exalted Deeds

Small celestial (eladrin), any chaotic

Armor Class: 13

Hit Points: 13 (3d6+3)

Speed: 20 ft, fly 60 ft (globe of light form only)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Saving Throws: Dex +5, Int +3, Wis +2, Cha +4

Skills: Deception +4, Insight +2, Perception +2, Performance +4, Sleight of Hand +5, Stealth +5

Damage Resistances: cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning

Condition Immunities: petrified

Senses: darkvision 60 ft, passive Perception score 12

Languages: all

Challenge: 1/4 (50 XP)

Illumination (globe of light form only): The eladrin sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Incorporeal Movement (globe of light form only): The eladrin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shapechanger: The eladrin can use its action to polymorph into a globe of light, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies. While transformed, the eladrin is immune to bludgeoning, piercing and slashing damage from nonmagical attacks.

Actions

Dagger (humanoid form only): *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage.

Slam (globe of light form only): *Melee Spell Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) force damage.

Eladrin, Firre

Source: Book of Exalted Deeds
Medium celestial (eladrin), any chaotic
Armor Class: 15 (natural armor)
Hit Points: 55 (10d8+10)
Speed: 40 ft, fly 80 ft (fire pillar form only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	12 (+1)	17 (+3)	16 (+3)	18 (+4)

Saving Throws: Con +5, Int +7, Wis +7, Cha +8
Skills: Athletics +9, Intimidation +8, Perception +7
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: fire, lightning
Condition Immunities: petrified
Senses: darkvision 60 ft, passive Perception score 17
Languages: all
Challenge: 7 (2,900 XP)

Illumination (pillar of fire form only): The eladrin sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Magic Weapons: The eladrin weapon attacks are magical.

Magic Resistance: The eladrin has advantage on all saving throws against spells and magical effects.

Shapechanger: The eladrin can use its action to polymorph into a pillar of fire, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Actions

Multiattack: The eladrin makes two Greatsword, two Slam or two Ray of Fire attacks.

Greatsword (humanoid form only): *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 16 (2d10+5) slashing damage and 7 (2d6) fire damage.

Slam (fire pillar form only): *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 8 (1d6+5) bludgeoning damage and 14 (4d6) fire damage.

Ray of Fire (fire pillar form only): *Ranged Spell Attack:* +8 to hit, range 120 ft, one target. *Hit:* 21 (6d6) fire damage.

Blinding Gaze (humanoid form only; recharge 5-6): The eladrin attempts to blind a creature it can see within 60 ft with its fiery eyes. If the two can see each other, the target must make a DC 16 Dexterity saving throw or be blinded for 1 minute, and takes 21 (6d6) fire damage if it is within 10 ft of the eladrin. The target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. If the target succeeds its saving throw, or when the effect ends, the target becomes immune to the eladrin's Blinding Gaze for the next 24 hours.

Eladrin, Ghaele

Source: Monster Manual v3.5
Medium celestial (eladrin), any chaotic
Armor Class: 17 (natural armor)
Hit Points: 143 (22d8+44)
Speed: 40 ft, fly 100 ft (globe form only)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	16 (+3)	17 (+3)	16 (+3)

Saving Throws: Con +6, Int +7, Wis +7, Cha +7
Skills: History +7, Insight +7, Perception +7
Damage Resistances: cold, fire, radiant; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: lightning
Condition Immunities: petrified
Senses: darkvision 60 ft, passive Perception score 17
Languages: all
Challenge: 10 (5,900 XP)

Magic Weapons: The eladrin weapon attacks are magical.

Magic Resistance: The eladrin has advantage on all saving throws against spells and magical effects.

Protective Aura: As long as the eladrin is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The eladrin's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the eladrin.

Shapechanger: The eladrin can use its action to polymorph into a globe of light, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it dies.

Actions

Multiattack: The eladrin makes two Greatsword or two Ray of Light attacks.

Greatsword (humanoid form only): *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) slashing damage and 18 (4d8) radiant damage.

Ray of Light (globe form only): *Ranged Spell Attack:* +7 to hit, range 120 ft, one target. *Hit:* 27 (6d8) radiant damage.

Prismatic Burst (globe form only; recharge 5-6): The eladrin radiates beams of light in all directions in a 30 ft sphere around it. Creatures caught in the area must make a Dexterity saving throw, or take 42 (12d6) damage on a successful save, or half as much on a failed save. The type of damage is randomly determined by the color of the beam. Roll 1d8 for each creature: 1. *Red.* Fire. 2. *Orange.* Acid. 3. *Yellow.* Lightning. 4. *Green.* Poison. 5. *Blue.* Cold. 6. *Indigo.* The target takes no damage but is restrained for 1 minute instead, or petrified if it was already restrained. 7. *Violet.* The target takes no damage but is blinded and deafened for 1 minute instead. 8. The eladrin chooses which color affects the target.

Slaying Gaze (humanoid form only; recharge 5-6): All creatures who can see the eladrin and within 30 ft must make a Charisma saving throw (DC 15), taking 42 (12d6) psychic damage on a failed save, or half as much on a success. If the target fails its saving throw by 5 or more, it is also stunned until the end of the eladrin's next turn.

Reactions

Spell Protection (3/day): When a creature in the eladrin's Protective Aura fails a saving throw against a spell, or is hit by a spell attack, the spell has no effect. The eladrin can't target itself with this ability.

Eladrin, Shiradi

Source: Book of Exalted Deeds
Large celestial (eladrin), any chaotic
Armor Class: 17 (natural armor)
Hit Points: 115 (11d10+55)
Speed: 40 ft, fly 90 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	16 (+3)	16 (+3)	22 (+6)

Saving Throws: Dex +7, Con +9, Wis +7, Cha +10
Skills: Arcane +7, History +7, Insight +7, Nature +7, Perception +7
Damage Resistances: cold, fire, radiant; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: lightning
Condition Immunities: petrified
Senses: darkvision 60 ft, passive Perception score 17
Languages: all
Challenge: 10 (5,900 XP)

Illumination (cloud of light shards form only): The eladrin sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Magic Weapons: The eladrin weapon attacks are magical.

Magic Resistance: The eladrin has advantage on all saving throws against spells and magical effects.

Shapechanger: The eladrin can use its action to polymorph into a cloud of light shards, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Sense Enchantment: The eladrin can look into a creature within 60 ft as a bonus action and automatically knows if it is under the effects of an Enchantment spell or a similar magical effect.

Actions

Multiattack: The eladrin makes two Spiked Chain or two Slam attacks.

Spiked Chain (humanoid form only): *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage and 16 (3d10) radiant damage.

Slam (cloud of light shards form only): *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 17 (2d10+6) radiant damage and 11 (2d10) lightning damage.

Break Enchantment (recharge 5-6): The eladrin magically irradiates light in a 30 ft radius around it (60 ft in cloud of light shards form). All Enchantment spells and similar magical effects in the area are dispelled. Enemies in the area must make a DC 18 Dexterity saving throw or take 38 (7d10) radiant damage and be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Reactions

Spell Ward (humanoid form only; 3/day): When a creature within 30 ft of the eladrin fails a saving throw against a spell, or is hit by a spell attack, the spell has no effect. The eladrin can't target itself with this ability.

Eladrin, Tulani

Source: Book of Exalted Deeds
Medium celestial (eladrin), any chaotic
Armor Class: 19 (natural armor)
Hit Points: 184 (16d10+96)
Speed: 40 ft, fly 90 ft (only in globe of light form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	24 (+7)	24 (+7)	26 (+8)

Saving Throws: Dex +11, Con +11, Int +12, Wis +12, Cha +13
Skills: Arcane +12, History +12, Insight +12, Perception +12
Damage Resistances: cold, fire
Damage Immunities: lightning; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: petrified
Senses: truesight 60 ft, passive Perception score 22
Languages: all
Challenge: 16 (15,000 XP)

Dreams of Distant Stars: Once per turn as a bonus action, the eladrin can cause one creature it has hit with a Sword of Light or Dream Ray attack during the current turn to magically enter a comatose state. The target must make a DC 21 Intelligence saving throw or suffer 1 level of exhaustion. The DC is decreased by 1 for each level of exhaustion the target currently suffers. If this causes the target to die, it instead falls into a coma, similar to a *temporal stasis* spell.

This affects creatures normally immune to exhaustion. However, creatures that cannot sleep are immune to this power.

The levels of exhaustion induced by this ability wear off after the creature takes a long rest.

Illumination (globe of light form only): The eladrin sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Incorporeal Movement (globe of light form only): The eladrin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Weapons: The eladrin weapon attacks are magical.

Magic Resistance: The eladrin has advantage on all saving throws against spells and magical effects.

Shapechanger: The eladrin can use its action to polymorph into a globe of light, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Sword of Light (humanoid form only): If the eladrin loses its Sword of Light, it can teleport it to its hands with a bonus action, provided it is on the same plane of existence.

Actions

Multiattack: The eladrin makes two Sword of Light or two Dream Ray attacks.

Sword of Light (humanoid form only): *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 10 (1d8+6) slashing damage and 18 (4d8) radiant damage.

Dream Ray (globe of light form only): *Ranged Spell Attack:* +13 to hit, range 300 ft, one target. *Hit:* 22 (4d10) radiant damage and the target must make a DC 21 Wisdom saving throw or take 18 (4d8) psychic damage.

Legendary Actions

Sword of Light: The eladrin makes one Sword of Light attack.

Move: The eladrin moves by its movement speed.

Call of Light (costs 3 actions): The eladrin magically frees one creature it can see within 30 ft from being incapacitated, paralyzed or stunned, or wakes up the target if it was asleep.

Fate Dog

Source: Book of Exalted Deeds (*Moon Dog*)

Medium celestial, any good

Armor Class: 16 (natural armor)

Hit Points: 49 (9d8+9)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	15 (+2)	16 (+3)	17 (+3)

Skills: Perception +7, Stealth +6, Survival +7

Damage Resistances: psychic, bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities: charmed, frightened, paralyzed, petrified

Senses: darkvision 120 ft, passive Perception score 13

Languages: Asheraki, Celestial, Infernal; telepathy 100 ft

Challenge: 6 (2,300 XP)

Fang of Fate: When the fate dog hits a creature frightened by it, it takes an additional 14 (4d6) psychic damage and can't make a new saving throw against the fate dog Frightful Presence on its next turn.

Keen Senses: The fate dog has advantage on all Wisdom (Perception) checks based on smell.

Legendary Resistance (3/day): When the fate dog fails a saving throw, it can choose to succeed instead.

Magic Weapons: The fate dog weapon attacks are magical.

Speak With Animals: The fate dog can communicate with canine beasts.

Actions

Multiattack: The fate dog uses its Frightful Presence, and then makes two Bite attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage and the target must make a Strength saving throw (DC 15) or fall prone.

Frightful Presence: Each creature of the fate dog choice within 30 ft of the fate dog and aware of it must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fate dog Frightful Presence for the next 24 hours.

Healing Touch (3/day): The fate dog touches another creature. The target magically regains 21 (4d8+3) hit points and is freed from any curse, disease, poison, blindness or deafness.

Reveal Illusions: All illusions within 50 ft of the fate dog are dispelled.

Reactions

Uncanny Dodge: When the fate dog is attacked and not incapacitated, the damage is reduced by half.

Guardinal, Avoral

Source: Monster Manual v3.5

Medium celestial (guardinal), neutral good

Armor Class: 15

Hit Points: 66 (7d8+35)

Speed: 40 ft, fly 90 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	20 (+5)	15 (+2)	16 (+3)	16 (+3)

Saving Throws: Dex +8, Wis +6

Skills: Perception +9, Survival +6

Damage Resistances: cold, poison, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Damage Immunities: lightning

Condition Immunities: petrified, poisoned

Senses: truesight 60 ft, passive Perception score 19

Languages: Auran, Celestial, Draconic, Infernal

Challenge: 7 (2,900 XP)

Dive Attack: If the guardinal is flying and dives at least 14 (3d8) straight toward a target and then hits it with a melee weapon attack, the attack deals

Fly-By: The guardinal doesn't provoke an opportunity attack when it flies out of an enemy's reach. additional damage.

Magic Weapons: The guardinal weapon attacks are magical.

Magic Resistance: The guardinal has advantage on all saving throws against spells and magical effects.

Speak With Animals: The guardinal can communicate with all beasts.

Actions

Multiattack: The guardinal makes two Talon or two Lightning Bolt attacks.

Talon: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) slashing damage.

Lightning Bolt: *Ranged Spell Attack:* +6 to hit, range 60 ft, one target. *Hit:* 14 (3d8) lightning damage.

Frightful Presence: Each creature of the guardinal choice within 60 of the guardinal and aware of it must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the guardinal Frightful Presence for the next 24 hours.

Healing Touch (2/day): The guardinal touches another creature. The target magically regains 14 (3d8) hit points and is freed from any curse, disease, poison, blindness or deafness.

Wing Clap (recharge 5-6): The guardinal claps its wings together. All creatures within 20 ft of it must succeed a Strength saving throw (DC 14). A creature takes 18 (4d8) thunder damage on a failed saving throw and is pushed back 30 ft and knocked prone, and only takes half damage on a successful save.

Reactions

Follow the Current: When an effect or creature should push the guardinal, the guardinal can fly by the same distance, up to 90 ft.

Guardinal, Equinal

Source: Book of Exalted Deeds
Large celestial (guardinal), chaotic good
Armor Class: 14 (natural armor)
Hit Points: 34 (4d10+12)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	13 (+1)	15 (+2)	15 (+2)

Saving Throws: Str +7, Con +6, Wis +5
Skills: Athletics +7, Insight +5, Medicine +5, Nature +4, Perception +5
Damage Resistances: acid, cold; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Damage Immunities: lightning
Condition Immunities: petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 15
Languages: all
Challenge: 3 (700 XP)

Magic Weapons: The guardinal weapon attacks are magical.

Magic Resistance: The guardinal has advantage on all saving throws against spells and magical effects.

Speak With Animals: The guardinal can communicate with all beasts.

Actions

Multiattack: The guardinal makes two Slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Whine (recharge 6): The guardinal emits an ear-piercing whine. All creatures who can hear the guardinal and within 30 ft of it must make a DC 14 Constitution saving throw or be deafened and stunned for 1 minute. The target can repeat the saving throw at the end of each of its turn, ending the effects on itself on a success.

If the guardinal is below half its maximum hit points when using this ability, the target also takes 14 (7d6) thunder damage on a failed saving throw.

Healing Touch (3/day): The guardinal touches another creature. The target magically regains 15 (3d8+2) hit points and is freed from any curse, disease, poison, blindness or deafness.

Guardinal, Leonal

Source: Monster Manual v3.5
Medium celestial (guardinal), neutral good
Armor Class: 17 (natural armor)
Hit Points: 114 (12d8+60)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	20 (+5)	14 (+2)	14 (+2)	15 (+2)

Saving Throws: Wis +6, Cha +6
Skills: Insight +6, Perception +6, Stealth +7, Survival +10
Damage Resistances: cold, poison, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Damage Immunities: lightning
Condition Immunities: petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 16
Languages: Celestial, Draconic, Infernal
Challenge: 10 (5,900 XP)

Magic Weapons: The guardinal weapon attacks are magical.

Magic Resistance: The guardinal has advantage on all saving throws against spells and magical effects.

Pounce: If the guardinal moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 18). On a failed save, it falls prone and the guardinal can make a Claw attack against it as a bonus action.

Speak With Animals: The guardinal can communicate with all beasts.

Actions

Multiattack: The guardinal makes two Claw attacks.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage.

Healing Touch (3/day): The guardinal touches another creature. The target magically regains 18 (4d8) hit points and is freed from any curse, disease, poison, blindness or deafness.

Quadrupedal Movement: The guardinal moves by twice its movement speed.

Roar (recharge 5-6): The guardinal emits a powerful roar that frightens enemies and bolsters allies.

All enemies that can hear the guardinal within 30 ft of it must make a Constitution saving throw (DC 17) and a Charisma saving throw (DC 14). If the target fails the Constitution saving throw, it takes 36 (8d8) thunder damage. If the target fails the Charisma saving throw, it is frightened by the guardinal for 1 minute. If the target succeeds the Charisma saving throw, it is immune to the guardinal's Roar for the next 24 hours.

All allies in the area can gain one of the following effects:

- The target frees itself from the charmed, frightened or incapacitated condition.
- The target gains advantage on its next attack roll, ability check, or saving throw.

Reactions

Vicious Protector: When an enemy within 5 ft makes an attack against a creature other than the guardinal, the guardinal can make a Claw attack against that enemy.

Guardinal, Musteval

Source: Book of Exalted Deeds
Small celestial (guardinal), chaotic good
Armor Class: 13
Hit Points: 18 (4d6+4)
Speed: 30 ft, burrow 15 ft, climb 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws: Dex +5, Con +3, Int +2, Wis +4
Skills: Athletics +0, Insight +4, Perception +4, Stealth +5, Survival +4
Damage Resistances: acid, cold; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Damage Immunities: lightning
Condition Immunities: petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 14
Languages: all
Challenge: 1/2 (100 XP)

Magic Weapons: The guardinal weapon attacks are magical.

Keen Senses: The guardinal has advantage on all Wisdom (Perception) checks based on hearing and smell.

Nimble Escape: The guardinal can take the Disengage or Hide action as a bonus action at each of its turns.

Speak With Animals: The guardinal can communicate with all beasts.

Actions

Dagger: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage.

Invisibility (short rest): The guardinal magically turns invisible until it attacks, casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the guardinal wears or carries is invisible with it.

Guardinal, Ursinal

Source: Book of Exalted Deeds
Large celestial (guardinal), chaotic good
Armor Class: 15 (natural armor)
Hit Points: 76 (9d10+27)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	18 (+4)	17 (+3)	18 (+4)

Saving Throws: Str +7, Con +6, Int +7, Wis +6
Skills: Arcane +7, History +7, Insight +6, Medicine +6, Nature +7, Perception +6, Religion +7, Survival +6
Damage Resistances: acid, cold; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Damage Immunities: lightning
Condition Immunities: petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 16
Languages: all
Challenge: 7 (2,900 XP)

Magic Weapons: The guardinal weapon attacks are magical.

Magic Resistance: The guardinal has advantage on all saving throws against spells and magical effects.

Speak With Animals: The guardinal can communicate with all beasts.

Spellbinder: As a bonus action on its turn, the guardinal can magically touch the mind of all creatures it has cursed with its Spellbinding Paw and within 30 ft of the guardinal. The guardinal chooses one of the following effects. Each target can make a DC 15 Intelligence saving throw to avoid the effects.

- The guardinal learns the target alignment, current emotional state, and reads its surface thoughts. This grants the guardinal advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
- The target takes 18 (4d8) psychic damage.
- The target is restrained until the end of its next turn.
- The guardinal and any number of its allies that it can see becomes invisible for the target for 1 minute.
- Spells and magical effects affecting the target are dispelled, as with *dispel magic* (spellcasting ability check +4).

Actions

Multiattack: The guardinal makes two Paw attacks.

Paw: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) bludgeoning damage, and the target is grappled (escape DC 15). The grapple ends if the guardinal attacks another creature.

Spellbinding Paw: Once the guardinal has grappled a creature, it can magically curse the creature. The target must make a DC 15 Intelligence saving throw. On a successful save, the target still takes 9 (2d8) psychic damage but suffers no further effects. On a failed save, the target takes 18 (4d8) psychic damage and is cursed for 1 hour. The guardinal always know the direction and distance to all creatures it has cursed, unless it is on another plane of existence.

Healing Touch (3/day): The guardinal touches another creature. The target magically regains 21 (4d8+3) hit points and is freed from any curse, disease, poison, blindness or deafness.

Reactions

Uncanny Dodge: When the guardinal is attacked and not incapacitated, the damage is reduced by half.

Hollyphant

Source: Book of Exalted Deeds

Large celestial, neutral good

Armor Class: 16 (natural armor)

Hit Points: 65 (10d10+10)

Speed: 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	17 (+3)	18 (+4)	17 (+3)

Skills: History +6, Insight +7, Perception +7, Religion +6

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: understands Celestial but can't speak; telepathy 100 ft

Challenge: 6 (2,300 XP)

Charge (Large form only): If the hollyphant moves at least 30 ft straight toward a target and then hits it with a Slam attack, the attack deals 13 (3d8) additional damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

Magic Weapons: The hollyphant weapon attacks are magical.

Shapechanger: The hollyphant can use its action to polymorph into a Small winged elephant, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies. While in Small form, the hollyphant melee attacks only deals half damage, but gains resistance to acid, cold, fire, lightning, necrotic, psychic, radiant and thunder damage.

Actions

Multiattack: The hollyphant makes two Slam attacks.

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 17 (3d8+3) bludgeoning damage.

Invisibility (Small form only): The hollyphant magically turns invisible until it attacks, casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the hollyphant wears or carries is invisible with it.

Trumpet (recharge 5-6): The hollyphant can issue a blast from its trunk. The hollyphant can choose one of the following effects:

- All creatures in a 60-ft cone in front of the hollyphant must succeed a DC 14 Strength saving throw. On a failed save, the target takes 27 (6d8) thunder damage and is stunned until the end of its next turn. On a successful save, the target takes only half damage and is not stunned.

- All creatures in a 30-ft cone in front of the hollyphant must succeed a DC 14 Dexterity saving throw or take 36 (8d8) radiant damage, or half as much on a successful one.

Intercessor, Justicator

Source: Monster Manual 3

Large celestial (intercessor), lawful neutral

Armor Class: 16 (natural armor)

Hit Points: 112 (15d10+30)

Speed: 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	14 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws: Int +5, Wis +8, Cha +5

Skills: History +5, Insight +8, Medicine +8, Perception +8, Religion +5

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: petrified, poisoned

Senses: darkvision 120 ft, passive Perception score 18

Languages: all

Challenge: 10 (5,900 XP)

Magic Resistance: The intercessor has advantage on all saving throws against spells and magical effects.

Magic Weapons: The intercessor weapon attacks are magical.

Protective Aura: As long as the intercessor is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The intercessor's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the intercessor.

Vision of the Law: Magical darkness doesn't impede the intercessor's darkvision.

Actions

Multiattack: The intercessor makes two Greatsword attacks.

Greatsword: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 15 (3d6+5) slashing damage and 10 (3d6) psychic damage.

Ray of Light: *Ranged Spell Attack:* +8 to hit, range 60 ft, one target. *Hit:* 21 (6d6) psychic damage and 21 (6d6) radiant damage. The target can make a DC 16 Wisdom saving throw. On a success, the target can choose to take only the psychic damage, or the radiant damage.

Eye of Justice (recharge 5-6): The intercessor magically reveals creatures around it. All invisible creatures within 30 ft turn visible. Creatures in the area must make a DC 16 Intelligence saving throw. On a failed save, the target can't turn invisible or teleport for 1 minute, and it takes 10 (3d6) psychic damage whenever the intercessor hits it with a weapon attack.

Intercessor, Lumi

Source: Monster Manual 3

Medium celestial (intercessor), lawful neutral

Armor Class: 15 (natural armor)

Hit Points: 13 (2d8+4)

Speed: 25 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws: Str +3, Con +4, Wis +4, Cha +2

Skills: History +2, Insight +4, Medicine +4, Perception +4, Religion +2

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison, radiant

Condition Immunities: blinded, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 14

Languages: all

Challenge: 1/2 (100 XP)

All-Around Vision: The intercessor can't be surprised, and all opportunity attacks against it have disadvantage.

Illumination: The intercessor sheds either dim light in a 30 ft radius, or bright light in a 30 ft radius and dim light for another 30 ft. It can switch between the options as an action.

Magic Resistance: The intercessor has advantage on all saving throws against spells and magical effects.

Magic Weapons: The intercessor weapon attacks are magical.

Protective Aura: As long as the intercessor is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The intercessor's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the intercessor.

Vision of the Law: Magical darkness doesn't impede the intercessor's darkvision.

Actions

Morningstar: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 5 (1d8+1) bludgeoning damage and 4 (1d8) radiant damage.

Ray of Light: *Ranged Spell Attack:* +4 to hit, range 60 ft, one target. *Hit:* 9 (2d6+2) radiant damage and the target must succeed a DC 12 Dexterity saving throw or be blinded until the end of its next turn.

Intercessor, Visilight

Source: Monster Manual 3

Medium celestial (intercessor), lawful neutral

Armor Class: 15 (natural armor)

Hit Points: 52 (8d8+16)

Speed: 30 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	14 (+2)	15 (+2)	14 (+2)

Saving Throws: Con +5, Int +5, Wis +5, Cha +5

Skills: Deception +5, Insight +5, Perception +5, Religion +5, Stealth +5

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, petrified, poisoned

Senses: darkvision 60 ft, passive Perception score 15

Languages: all

Challenge: 4 (1,100 XP)

Hive Mind: While the intercessor is within 100 ft of another visilight, it can communicate telepathically with all other the intercessor in the same area. the intercessor can't be surprised, unless all others in this radius are surprised as well.

Magic Resistance: The intercessor has advantage on all saving throws against spells and magical effects.

Magic Weapons: The intercessor weapon attacks are magical.

Protective Aura: As long as the intercessor is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The intercessor's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the intercessor.

Vision of the Law: Magical darkness doesn't impede the intercessor's darkvision.

Actions

Multiattack: The intercessor makes two Claw attacks.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) slashing damage. If the target is also affected by the Touch of Decay, it must make a DC 12 Charisma saving throw or take 10 (3d6) psychic damage.

Touch of Decay: *Melee Spell Attack:* +5 to hit, reach 5 ft, one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Charisma saving throws, attack rolls and ability checks.

Paralyzing Gaze (recharge 5-6): The intercessor looks at a creature within 30 ft and magically hypnotizes it. If the two can see each other, the target must make a DC 13 Charisma saving throw or be paralyzed for 1 minute. The target can make a new saving throw at the end of each of its turn, ending the effect on itself on a success. When the target succeeds its saving throw, or when the effect ends, the target becomes immune to the intercessor Paralyzing Gaze for 24 hours.

Lillend

Source: Monster Manual v3.5

Large celestial, chaotic good

Armor Class: 14 (natural armor)

Hit Points: 45 (6d10+12)

Speed: 20 ft, fly 70 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	14 (+2)	17 (+3)	18 (+4)

Skills: Deception +7, History +5, Insight +6, Perception +6, Performance +10, Survival +6

Damage Resistances: fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Senses: darkvision 60 ft, passive Perception score 16

Languages: Abyssal, Auran, Celestial, Common

Challenge: 5 (1,800 XP)

Magic Weapons: The lillend weapon attacks are magical.

Speak With Animals: The lillend can communicate with all beasts.

Actions

Multiattack: The lillend makes one Constrict and another weapon attacks.

Constrict: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the lillend can't use that attack against another creature.

Shortsword: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) slashing damage.

Longbow: *Ranged Weapon Attack:* +6 to hit, range 30/120 ft, one target. *Hit:* 8 (1d8+3) piercing damage.

Entrancement (recharge 5-6): All creatures who can hear the lillend play the lute and are within 30 ft of it must make a Charisma saving throw (DC 15). On a failed save, the target is charmed for 1 minute. The only actions the target can make is follow the lillend, even though the target will not cross dangerous terrain when doing so. On a successful save, the target becomes immune to this ability for 24 hours.

Lullaby (recharge 5-6): All creatures who can hear the lillend play the lute and are within 30 ft of it must make a Charisma saving throw (DC 15) or fall asleep for 1 minute. The target wakes up if it takes damage, or if an ally within 5 ft spends its action to wake it. On a successful save, the target becomes immune to this ability for 24 hours.

Chapter 2

Use in the Scarred Lands

This chapter provides additional details on how to insert new monsters in a **Scarred Lands** campaign. These are only examples of storylines; feel free to change them or adapt them to better fit your campaign.

Ghelspad

Bariaur

The very rare bariaurs were a race of fey, cousins to centaurs and amalthean rams, who mostly lived in the Kelder Mountains near Amalthea. While they survived the Divine War almost unscathed, tragedy struck when the Druid War broke out shortly afterwards. Legions of titanspawn, marching towards Amalthea, destroyed their territories and killed most of them.

A priestess of Tanil took pity of these victims of the war, and pleaded for their sake to her goddess. The Huntress agreed to help, and the priestess lead the surviving bariaurs to pasture in her domain in the Eternal Glade.

Dwarf Ancestor

The dwarf ancestors are ancient spirits of dwarven warriors who have vowed to protect Burok Torn even after death. They are magically bound to stone statues during long rituals supervised by the clerics of Goran. The statues are generally set to protect the innermost chambers of Burok Torn, as well as sanctuaries and temples devoted to the god.

Among the dwarvish scholars, it is rumored that the forsaken dwarves of the Krakadom are also protected by dwarf ancestors. These are said to be bound by blood and death, rather than by the willing sacrifice of an heroic soldier.

Termana

Eladrins

Eladrins were servants of That Which Abide. Most eladrins died alongside the elvish god. Some who survived are now participant in the war that rages against the demons on the Eternal Isle. Other have been driven mad, and wander through the planes in search of their god.

Eladrin, Coure. The coure were sprites, pixies and other feylings elevated to celestial status by That Which Abide. While they were spared the curse that affected most feys in the Scarred Lands, they were still changed by the war. They lost their joy and inner energy, becoming apathetic creatures that want only to be left alone. Some are painfully aware of their situation, and seek comfort around mortals or other eladrins. Others, however, just want to make the rest of the world as sad and pitiful as they are.

Eladrin, Firre. As the fire they represents, firre are animated by a boiling rage since the death of That Which Abide. The rare firre still found on the Material Plane move from one elvish ruin to another, destroying whatever they can before leaving. Mages in Kasiavel have try to bound the firre to prevent their devastation, but so far their efforts have not been successful.

Eladrin, Shiradi. Most of the shiradi were fighting alongside That Which Abide when he fell under Chern's curse. The very few who survived (less than ten) gained a deep hatred for anything titanspawn, and are leading personal crusades against high-priests of the titans. Some prefer to work alone, while others are teaming up with adventurers, preferably of elven ascendency, as long as their companions share the same hatred.

Asherak

Custodians

Custodian, Trumpet. The trumpets are the heralds of Corean in the asheraki city-states. When the Avenger's will needs to be known, he sent one of these custodians. Coreanic God-Kings are also able to summon trumpets for their own purpose, even though they do it only when necessary.

Fate Dog

The fate dogs are the servants of Ashumas, the asheraki god of destiny. The most devout followers of Ashumas are rewarded with a fate dog companion, who then serves its mortal master with an unyielding fidelity. Sometimes, Ashumas would send a fate dog to protect a child, so that the child can leave another day and fulfill its destiny.

In most places in Asherak, seeing a fate dog is considered a blessing. Fate dogs have been seen collaborating with other gods as well, including Gamgal or Kadeshu with whom they share some affinity.

Hollyphant

The hollyphant were the servants of a forgotten demigod who died at the beginning of the Divine War. Statues of winged elephants can be found in ruined temples in the Soulburn Waste, testament of this divinity influence. Very few hollyphant survived the Divine War. Those who did found refuge in Madriel's Paradise, where they patiently wait for someone to remember their master.

The Dragon Lands

Eladrins

Eladrin, Tulani. The tulanis were That Which Abide's favorite servants. All but one died during the Divine War. The last one survived by fleeing Termana before Chern arrived. Filled with remorse and shame, he exiled himself in the Dragon Lands. Since then, he has helped the different elven clans in the Dragon Lands, never favoring one or the other, nor disclosing his true nature or identity.

Other Planes of Existence

Arcadian Avenger

The arcadian avengers are the footsoldiers in the war that rages on the Eternal Battlefield of Destrios. They are rarely (if ever) seen outside of that demi-plane, but anyone who wants to petition Destrios needs to fight them. If Destrios herself were in danger, the arcadian avengers would probably set their difference aside, and fight the invader as one army.

Asura

The asuras were born from flames from Corean's forge when the Smith shaped Thulkas as an arrow, at the end of the Divine War. The flames became sentient under the titan's primal influence, yet kept some parts of Corean's benevolence. The Avenger asked the asura to serve him, and become one of his custodians. While some agreed, most refused, and left Corean's forge.

The asura remain inhabited by Corean's righteous fury. However, they are also troubled souls, prompt to anger and brash decisions. They believe in neither gods or titans. Instead, they believe mortals should forge their own destinies.

The asuras were accepted by Enkili in its Limbo, even though they did not pledge fealty to the Trickster, and the Trickster doesn't use them as its emissaries. The other gods have forbidden them to enter the Material Plane, for they are afraid that the asuras would turn against the gods and attempt to rescue Thulkas. Of course, Enkili has allowed asuras to slip through the god's vigilance on more than one occasion.

Custodians

Custodian, Glaive. The glaives are the enforcers of Corean's custodians. Their primary purpose is to bring evil-doers to justice, and make sure they never cause harm again. On occasion, the Silver Church uses them to track down a powerful fiend, and bind it for eternity in Corean's celestial prison.

Custodian, Hound. As opposed to most custodians, the hound custodians were not created by Corean but by a forgotten demi-god who died during the Divine War. Scholars assume that these celestials were mortal dogs who were rewarded for their courage and their loyalty by that demi-god, and thus granted celestial status. At the end of the Divine War, Corean took these creatures under his wing, and they agreed to join his planar armies. When a hound custodian dies, their leader elevates the spirit of a worthy dog recently deceased into their ranks.

Custodian, Justice. These custodians form the bulk of Corean's celestial army. However, to their creator's great sadness, the justice custodians are prompt to action, and prompt to judge. They are generally eager to root out evil, and from time to time, one would go astray and seek evil on its own in the Material Plane, using tactics or methods that don't fit a champion of justice.

Custodian, Lantern. The lanterns are the watchers of Corean's Mithril Heaven. They are sometimes seen in the company of powerful servants of Corean, to guide them and warn them from supernatural dangers.

Custodian, Owl. The owls are Corean's messengers and planar sentinels. They were a gift from Denev when the godling was still young and shaping his planar domain. Since then, no howl custodian was born again, so Corean only rarely let them fly outside his heaven. When summoned, owl custodians are reluctant to serve mortals, and typically require the summoner to provide additional protection for their mission.

Custodian, Throne. At the beginning of the Divine War, Corean realized that to win the war, the gods needed to convert as many followers of the titans as possible. With the help of Madriel, the First Angel of Mercy, he designed the throne custodians in the hope to bring more mortals to their cause. The two gods had little time to shape their creations, so throne custodians are a highly divided group. One half are profoundly pacific and refused to even take part in the Divine War. The second is over-zealous and will slay those who refuse to convert to their cause. Corean rarely allows them to visit the Material Plane, to limit the chaos they might induce around them.

Custodian, Warden of Ursos. These celestial bears are the protectors of Ursos, the zodiacal entity associated with protection and compassion. They are never met outside their sacred grove, and will defend their master with great ferocity if threatened.

Eladrins

Eladrin, Bralani. At the end of the Divine War, the few bralani who survived exiled themselves on the Elemental Plane of Air, where they unleashed their rage against anything remotely titanspawn. After a while, once they had calmed down, they decided that the remaining titans should not be allowed to live, even in their imprisoned status, and started to raise an army against Lethene, composed by other eladrins, elementals, and even a few celestials or fiends. They marched their army in Enkili's Limbo three times already, and each time they were severely defeated. The Trickster find their efforts amusing, and let them come and go freely in its domain, even though the other gods disapprove on the eladrin's quest for revenge.

Eladrin, Ghaele. The ghaele are the very few eladrin who did not went mad after the demise of That Which Abides. Instead, the surviving ghaele reached to Madriel, and asked to enter her service, which she agreed to. The other eladrins consider the ghaeles as traitors, and will generally refuse to fight alongside them, or, in some rare instances, even attack them on sight. A forsaken elf who summons a ghaele usually can't summon other eladrins afterwards.

Guardinals

Guardinals are the celestials generally associated with Tanil, and who live in her Eternal Glade. However, while custodians and angels were creations of Corean and Madriel respectively, Tanil did not create the guardinals. These creatures appeared one day in her realm, and the Huntress decided to let them live there, as long as they did not disturb her or her servants.

Guardinals are more than willing to help mortals, and often reply to requests from followers of Tanil or Madriel. However, Tanil silently disapproves, and even though she hasn't formally forbidden the practice, she would rather have mortals appeal to her directly rather than some minor celestial spirit.

Guardinal, Avoral. The avoral consider themselves as the watchers of the Eternal Glade. They are therefore reluctant to leave this plane, and generally only answer summons that involve tracking down demons and other fiends.

Guardinal, Equinal. The equinal are the footsoldiers of the guardinals. Corean and Volskalka share a certain disgust for these creatures, as they consider them as a corruption of what makes a good steed. During the Divine War, Vangal tried to enlist the equinals in his own armies, but they fortunately refused. Since then, followers of the Ravager sometimes capture an equinal for the sole purpose of torturing it to death, and most equinals will attack Vangal's servants when possible.

Guardinal, Leonal. The leonal are ferocious and rather aggressive combattants, who never let a wounded foe escape. While Tanil appreciates their fighting spirit, she is also aware of the leonals brutal tendencies. Therefore, she watches very closely her followers who summon leonals, to make sure that no accident happens.

Guardinal, Musteval. The musteval act as spies and messengers for the guardinals. They have a deep hatred for the ratmen, and they will gladly answer the call of anywho is involved in the fight against the slitheren.

Guardinal, Ursinal. The ursinals are much less aggressive than their cousins, preferring quiet contemplation to brash actions. When it is time to act however, they do so with unwavering determination. Ursinals consider themselves as historians and philosophers, and will defend freedom of thought and of speech whenever they can.

Intercessors

Intercessor, Justicator. These are the champions of Hedrada's servants, and are often summoned to eliminate a foe that proves too powerful for the mortal who summons it. Justicators can sometimes be seen training mortal champions of Hedrada such as the justicars of Hedrad, or as bodyguards for high jurists in the Asheraki city-states.

Intercessor, Lumi. The lumi are the attendants of Hedrada. They are rarely summoned, as Hedrada frowns upon his servant being used for trivial tasks such as bookkeeping or copying. When found in the Material Planes, lumi typically serve as sentinels in sacred sites.

Intercessor, Visilight. The visilights were created by Hedrada to prevent mortals to seek the pleasure of the flesh or the arts. Devotion to Hedrada requires a balanced mind, one that is free of strong emotions or feelings. The visilights are sent to punish followers of the Lawgiver who dare corrupt themselves with fine arts, fine foods, or worse.

Lillend

The strange lillends are cousin to the even stranger couatls. These beings are very few in numbers, as long time ago they lost a war against the asaathi, who considered them as an heresy. Nowadays, lillend only reluctantly accept to help mortals, and generally prefer requests that involve hunting down spawns of Mormo. They are curious creatures, and they typically demand to hear a new song or a new tale as payment for their services.

Changelog

September 9, 2017

- Added Intercessor (Justicator, Lumi, Visilight) from Monster Manual 3.
- Added Custodian (Justice) and Dwarf Ancestor from Monster Manual 4.
- Added Arcadian Avenger from Monster Manual 5.
- Added Asura, Bariaur, Custodian (Glaive, Owl, Throne, Warden of Ursos), Eladrin (Cour, Firre, Shiradi, Tulani), Fate Dog, Guardinal (Equinal, Musteval, Ursinal) and Hollyphant from The Book of Exalted Deeds.
- Added Custodian (Hound, Lantern, Trumpet), Eladrin (Bralani, Ghaele), Guardinal (Avoral, Musteval) and Lillend from Monster Manual.

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Monsters by Challenge Rating

Challenge Rating 1/4

Eladrin, Coure 11

Challenge Rating 1/2

Bariaur 6
Custodian, Lantern 8
Guardinal, Musteval 16
Intercessor, Lumi 18

Challenge Rating 3

Guardinal, Equinal 15

Challenge Rating 4

Arcadian Avenger 5
Asura 5
Intercessor, Visilight 18

Challenge Rating 5

Custodian, Hound 7
Custodian, Justice 7
Dwarf Ancestor 10
Lillend 19

Challenge Rating 6

Custodian, Warden of Ursos 10
Eladrin, Bralani 11
Fate Dog 14
Hollyphant 17

Challenge Rating 7

Custodian, Owl 8
Eladrin, Firre 12
Guardinal, Avoral 14
Guardinal, Ursinal 16

Challenge Rating 10

Eladrin, Ghaele 12
Eladrin, Shiradi 13
Guardinal, Leonal 15
Intercessor, Justicator 17

Challenge Rating 11

Custodian, Glaive 6
Custodian, Trumpet 9

Challenge Rating 15

Custodian, Throne 9

Challenge Rating 16

Eladrin, Tulani 13