

## ASPARA (EARTHLY)

Medium Celestial, any good alignment

**Armor Class** 13 (natural armor, 17 with grace)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30 ft., flying 30 ft. (hover), swimming 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+2)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

**Proficiency** +2

**Saving Throws** Dex +6, Cha +6

**Skills** Performance +6, Persuasion +5

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Celestial

**Challenge** 4 (1,100 XP)

**Aquatic Nature.** The aspara can breathe and speak unhindered underwater.

**Change Appearance.** As an action the aspara can take the appearance of any kind of humanoid and can return to her original form at will. The aspara reverts to her original form when she dies.

**Grace.** As long as the aspara is not incapacitated, grappled, or restrained, it includes its Charisma modifier in its AC, attack rolls, and damage.

### ACTIONS

**Multiattack.** The aspara makes two weapon attacks, unless it is grappled or restrained.

**Unarmed Attack.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 6) bludgeoning damage.

**Unarmed Attack (No Grace).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Spellcasting.** The aspara casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 14) requiring no material components:

At will: *charm person, guidance, minor illusion, prestidigitation*  
 1/day each: *enhance ability*

### REACTIONS

**Direct Fortune.** When a creature within 60 ft. of the aspara makes an ability check, attack roll, or saving throw, the aspara can add or subtract 3 (1d6) from the roll. To be able to do this the aspara must be able to see the creature.

## ASURA

Medium Celestial, any good alignment

**Armor Class** 16 (natural armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	11 (0)	10 (0)	15 (+2)

**Proficiency** +3

**Skills** Acrobatics +7, Athletics +7, Perception +6

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

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Celestial

**Challenge** 6 (2,300 XP)

**Many Faces.** The asura has advantage on Wisdom (Perception) checks and on saving throws against being blinded and against illusions.

**Reactive.** The asura can take one reaction on every turn in combat.

### ACTIONS

**Multiattack.** The asura makes six weapon attacks.

**Saber.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Blade Storm.** Each creature within 5 ft. of the asura must make a DC 15 Dexterity saving throw, taking 11 (2d6+4) slashing damage on a failed save and half as much on a successful one.

### REACTIONS

**Riposte.** The asura makes a melee weapon attack against a creature that missed the asura with an attack roll.

## DEVI

Medium Celestial, any good alignment

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., flying 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	18 (+4)	20 (+5)	20 (+5)

**Proficiency** +4

**Saving Throws** Wis +9, Cha +9

**Skills** Insight +9, Perception +9, Performance, Persuasion +5

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

**Condition Immunities** charmed, exhausted, frightened

**Senses** darkvision 120 ft., passive Perception 19

**Languages** All, Telepathy 120 ft.

**Challenge** 11 (1,800 XP)

**Angelic Weapons.** The devī's weapon attacks are magical and deal an additional 9 (2d8) radiant damage (included in the attack).

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

### ACTIONS

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

**Sabre.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) radiant damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage.

**Wave of Pacifism.** Each creature within 120 ft. of the devī must succeed a DC 16 Wisdom saving throw or be pacified for 1 minute. A pacified creature has disadvantage on attack rolls and must succeed a DC 16 Wisdom saving throw before it can

perform a hostile action, such as attacking or casting a spell that causes harm.

When the devī attacks, any creature pacified by it is no longer pacified.

**Change Shape:** The devī magically polymorphs into a humanoid or beast that has a Challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or worn by the new form (the devī's choice).

In a new form, the devī retains its game Statistics and ability to speak, but its AC, Movement modes, Strength, and Dexterity, and it gains any statistics and capabilities (except Class Features, legendary Actions, and lair actions) that the new form has but that it lacks.

In any form the devī takes, it still retains its ability to use its *Wave of Pacifism* action.

**Spellcasting.** The devī casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 17) requiring no material components:

At will: *detect evil and good, dispel evil and good light, lesser restoration, thaumaturgy*

1/day each: *control weather, greater restoration, reincarnation*

### LEGENDARY ACTIONS

The devī can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The devī regains spent legendary actions at the start of its turn.

**Move.** The devī moves up to half of its speed.

**Reprimand.** A pacified creature that succeeded its saving throw and damage another creature since the end of the devī's last turn must succeed a DC 16 Wisdom saving throw, or be incapacitated until the end of the devī's next turn.

**Change Shape (2 Actions).** The devī uses its Change Shape action.

**Strike (2 Actions).** The devī makes a weapon attack.

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