

LIRAETH

Large • Celestial • Lawful Good

Armor Class 20

Initiative +9 (19)

Hit Points 195 (17d10 + 102)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	16 (+3)	20 (+5)	18 (+4)

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

Skills Intimidation +9, Perception +10

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages all, telepathy 60 ft.

CR 14 (XP 11,500; PB +5)



Eternal Vigil. The liraeth can't be surprised.

Divine Plating. Any critical hit against the liraeth becomes a normal hit.

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

Valor. The liraeth gains 10 temporary hit points at the start of its turn.

Word-Bound. The liraeth is unable to break any promise it has made, risking even its life to uphold them.

Unusual Nature. The liraeth doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The liraeth makes two Golden Blade attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

Golden Blade. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 16 (3d6 + 6) slashing damage plus 18 (4d8) radiant damage.

Blade Storm (Recharge 6). *Strength Saving Throw:* DC 19, each creature of the liraeth's choice in a 20-foot emanation.

Failure: 21 (6d6) slashing damage plus 27 (6d8) radiant damage, and the target is pulled up to 15 feet towards the liraeth. *Success:* Half damage.

LIRAETH — WEAKER

Armor Class 19

Initiative +7 (17)

Hit Points 157 (15d10 + 75)

Speed 0 ft., fly 40 ft. (hover)

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

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

Skills Intimidation +7, Perception +8

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., truesight 30 ft., passive Perception 17

Languages all, telepathy 60 ft.

CR 11 (XP 7,200; PB +4)

Spellcasting. The liraeth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *blade ward*, *heat metal* (level 3, dealing radiant damage)

1/day: *blade barrier*, *cloud of daggers* (10-foot cube), *freedom of movement*

BONUS ACTIONS

Warding Teleport. The liraeth teleports one allied creature within 30 feet to a point the liraeth can see. The destination space must be closer to the liraeth than the space it left. Further, the target gains resistance to all damage until the end of its next turn. During that duration, each time the target takes damage, the liraeth takes the same amount of damage.

REACTIONS

Parry. *Trigger:* The liraeth is hit by a melee attack roll. *Response:* The liraeth adds 5 to its AC against that attack, possibly causing it to miss.

Riposte. *Trigger:* The liraeth is missed by an attack roll. *Response:* The liraeth makes one Golden Blade attack against the attacker.



Eternal Vigil. The liraeth can't be surprised.

Divine Plating. Any critical hit against the liraeth becomes a normal hit.

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

Valor. The liraeth gains 10 temporary hit points at the start of its turn.

Word-Bound. The liraeth is unable to break any promise it has made, risking even its life to uphold them.

Unusual Nature. The liraeth doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The liraeth makes two Golden Blade attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

Golden Blade. Melee Weapon Attack: +9, reach 15 ft. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) radiant damage.

Blade Storm (Recharge 6). *Strength Saving Throw:* DC 15, each creature of the liraeth's choice in a 15-foot emanation.

Failure: 14 (4d6) slashing damage plus 22 (5d8) radiant damage, and the target is pulled up to 10 feet towards the liraeth. *Success:* Half damage.

LIRAETH — STRONGER

Armor Class 21

Hit Points 237 (19d10 + 133)

Speed 0 ft., fly 40 ft. (hover)

Initiative +4 (18)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Dex +11, Con +13, Cha +11

Skills Intimidation +11, Perception +12

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., truesight 30 ft., passive Perception 22

Languages all, telepathy 60 ft.

CR 17 (XP 18,000; PB +6)

Spellcasting. The liraeth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *blade ward*, *heat metal* (dealing radiant damage)

1/day: *blade barrier*, *cloud of daggers* (10-foot cube), *freedom of movement*

BONUS ACTIONS

Warding Teleport. The liraeth teleports one allied creature within 30 feet to a point the liraeth can see. The destination space must be closer to the liraeth than the space it left. Further, the target gains resistance to all damage until the end of its next turn. During that duration, each time the target takes damage, the liraeth takes the same amount of damage.

REACTIONS

Parry. Trigger: The liraeth is hit by a melee attack roll. *Response:* The liraeth adds 4 to its AC against that attack, possibly causing it to miss.

Riposte. Trigger: The liraeth is missed by an attack roll. *Response:* The liraeth makes one Golden Blade attack against the attacker.



Eternal Vigil. The liraeth can't be surprised.

Divine Plating. Any critical hit against the liraeth becomes a normal hit.

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

Valor. The liraeth gains 10 temporary hit points at the start of its turn.

Word-Bound. The liraeth is unable to break any promise it has made, risking even its life to uphold them.

Unusual Nature. The liraeth doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The liraeth makes two Golden Blade attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

Golden Blade. Melee Weapon Attack: +13, reach 15 ft. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (4d10) radiant damage.

Blade Storm (Recharge 6). *Strength Saving Throw:* DC 21, each creature of the liraeth's choice in a 20-foot emanation.

Failure: 27 (8d6) slashing damage plus 31 (7d8) radiant damage, and the target is pulled up to 15 feet towards the liraeth. *Success:* Half damage.

Spellcasting. The liraeth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *blade ward*, *heat metal* (level 4, dealing radiant damage)

2/day: *blade barrier*, *cloud of daggers* (10-foot cube), *freedom of movement*

BONUS ACTIONS

Warding Teleport. The liraeth teleports one allied creature within 30 feet to a point the liraeth can see. The destination space must be closer to the liraeth than the space it left. Further, the target gains resistance to all damage until the end of its next turn. During that duration, each time the target takes damage, the liraeth takes the same amount of damage.

REACTIONS

Parry. Trigger: The liraeth is hit by a melee attack roll.

Response: The liraeth adds 6 to its AC against that attack, possibly causing it to miss.

Riposte. Trigger: The liraeth is missed by an attack roll.

Response: The liraeth makes one Golden Blade attack against the attacker.