

# ASTRIIL

Small • Celestial • Lawful Good

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +5, Cha +5

**Skills** Insight +4, Persuasion +5

**Damage Resistances** radiant

**Condition Immunities** charmed, exhaustion, frightened

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

**Languages** Celestial, Common

**CR** 1 (XP 200; PB +2)



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

**Sanctuary.** *Wisdom Saving Throw:* DC 13, any creature targeting the astriil with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the astriil with. *Success:* The trait doesn't function until the end of the astriil's next turn.

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

## ACTIONS

**Trumpet.** *Wisdom Saving Throw:* DC 13, one creature within 30 feet of the astriil that it can see and isn't deafened. *Failure:* The target takes 7 (3d4) thunder damage and has disadvantage on its next attack roll or saving throw, whichever happens first.

**Orchestra (Recharge 6).** The astriil plays a magical, invigorating tune on its trumpet. Each allied creature within 30 feet of the astriil that can hear the tune gains 3 temporary hit points at the start of each of its turns. The astriil must take an action on its subsequent turns to continue playing. It can stop playing at any time. The ability ends if the astriil is incapacitated. These temporary hit points stack cumulatively for creatures starting their turn inside the area of multiple astriils using their Orchestra action. The temporary hit points last until the start of a creature's next turn.

## BONUS ACTIONS

**Divine Inspiration (2/Day).** The astriil chooses a creature within 60 feet of it. The target has advantage on one ability check or saving throw within the next 10 minutes. The creature must decide when it uses the advantage before the roll.

## REACTIONS

**Final Note.** *Trigger:* The astriil is reduced to 0 hit points. *Response - Charisma Saving Throw:* DC 13, the creature that reduced it 0 hit points. *Failure:* The target becomes incapacitated until the end of its next turn.

# ASTRIIL — WEAKER

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 7 (2d6)

**Speed** 30 ft., fly 50 ft.

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

**Skills** Insight +3, Persuasion +4

**Damage Resistances** radiant

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Celestial, Common

**CR** 1/8 (XP 25; PB +2)



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

**Sanctuary.** *Wisdom Saving Throw:* DC 11, any creature targeting the astril with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the astril with. *Success:* The trait doesn't function until the end of the astril's next turn.

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

## ACTIONS

**Trumpet.** *Wisdom Saving Throw:* DC 11, one creature within 30 feet of the astril that it can see and isn't deafened. *Failure:* The target takes 2 (1d4) thunder damage and has disadvantage on its next attack roll or saving throw, whichever happens first.

**Orchestra (Recharge 6).** The astril plays a magical, invigorating tune on its trumpet. Each allied creature within 30 feet of the astril that can hear the tune gains 2 temporary hit points at the start of each of its turns. The astril must take an action on its subsequent turns to continue playing. It can stop playing at any time. The ability ends if the astril is incapacitated. These temporary hit points stack cumulatively for creatures starting their turn inside the area of multiple astrils using their Orchestra action. The temporary hit points last until the start of a creature's next turn.

## BONUS ACTIONS

**Divine Inspiration (1/Day).** The astril chooses a creature within 60 feet of it. The target has advantage on one ability check or saving throw within the next 10 minutes. The creature must decide when it uses the advantage before the roll.

## REACTIONS

**Final Note.** *Trigger:* The astril is reduced to 0 hit points. *Response - Charisma Saving Throw:* DC 11, the creature that reduced it 0 hit points. *Failure:* The target becomes incapacitated until the end of its next turn.

## ASTRIIL — STRONGER

**Armor Class** 14

**Hit Points** 38 (7d6 + 14)

**Speed** 30 ft., fly 60 ft.

**Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

**Saving Throws** Dex +6, Int +4, Wis +4, Cha +6

**Skills** Insight +4, Persuasion +6

**Damage Immunities** radiant

**Condition Immunities** charmed, exhaustion, frightened

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

**Languages** Celestial, Common

**CR** 4 (XP 1,100; PB +2)



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

**Sanctuary.** *Wisdom Saving Throw:* DC 14, any creature targeting the astril with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the astril with. *Success:* The trait doesn't function until the end of the astril's next turn.

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

## ACTIONS

**Trumpet.** *Wisdom Saving Throw:* DC 14, one creature within 30 feet of the astril that it can see and isn't deafened. *Failure:* The target takes 17 (5d6) thunder damage and has disadvantage on its next attack roll or saving throw, whichever happens first. *Success:* Half damage.

**Orchestra (Recharge 5-6).** The astril plays a magical, invigorating tune on its trumpet. Each allied creature within 30 feet of the astril that can hear the tune gains 5 temporary hit points at the start of each of its turns. The astril must take an action on its subsequent turns to continue playing. It can stop playing at any time. The ability ends if the astril is incapacitated. These temporary hit points stack cumulatively for creatures starting their turn inside the area of multiple astrils using their Orchestra action. The temporary hit points last until the start of a creature's next turn.

## BONUS ACTIONS

**Divine Inspiration (3/Day).** The astril chooses a creature within 60 feet of it. The target has advantage on one ability check or saving throw within the next 10 minutes. The creature must decide when it uses the advantage before the roll.

## REACTIONS

**Final Note.** *Trigger:* The astril is reduced to 0 hit points. *Response - Charisma Saving Throw:* DC 14, the creature that reduced it 0 hit points. *Failure:* The target becomes stunned until the end of its next turn.