

AURIVOX

Medium • Celestial • Lawful Good

Armor Class 17

Initiative +3 (13)

Hit Points 142 (19d8 + 57)

Speed 10 ft., fly 40 ft. (hover)



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

Saving Throws Int +8, Wis +8, Cha +9

Skills Insight +8, Performance +9, Persuasion +9

Damage Resistances radiant, thunder

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 300 ft.

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

Divine Awareness. The aurivox knows if it hears a lie.

Imperial Voice. The aurivox is immune to spells and effects that would prevent it from speaking, such as the *silence* spell.

Limited Magic Immunity. The aurivox can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

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

ACTIONS

Multiattack. The aurivox makes two Divine Bolt attacks and uses its Declare once. It can replace the use of Declare with a use of Spellcasting to cast an at-will spell.

Divine Bolt. *Ranged Spell Attack:* +9, range 90 ft. *Hit:* 36 (7d8 + 5) radiant damage.

Declare. *Charisma Saving Throw:* DC 17, one creature within 60 feet that can hear the aurivox. *Failure:* The target becomes affected by one of the following conditions (the aurivox's choice): blinded, charmed, deafened, frightened, or poisoned until the end of its next turn.

AURIVOX — WEAKER

Armor Class 16

Initiative +2 (12)

Hit Points 84 (13d8 + 26)

Speed 10 ft., fly 30 ft. (hover)



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Int +6, Wis +6, Cha +7

Skills Insight +6, Performance +7, Persuasion +7

Damage Resistances radiant, thunder

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 13

Languages all, telepathy 300 ft.

CR 8 (XP 3,900; PB +3)

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

At will: *command*, *sending*, *silence*, *suggestion*, *tongues*

1/day: *divine word*, *power word stun*, *word of recall*

BONUS ACTIONS

Mass Healing Word (3/Day). The aurivox casts *mass healing word*.

REACTIONS

Power Word Counter (Recharges after a Short or Long Rest). When the aurivox sees or hears a creature within 60 feet of itself casting a spell, it interrupts it, and the spell fails and has no effect.

Divine Awareness. The aurivox knows if it hears a lie.

Imperial Voice. The aurivox is immune to spells and effects that would prevent it from speaking, such as the *silence* spell.

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

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

ACTIONS

Multiattack. The aurivox makes two Divine Bolt attacks and uses its Declare once. It can replace the use of Declare with a use of Spellcasting to cast an at-will spell.

Divine Bolt. *Ranged Spell Attack:* +7, range 60 ft. *Hit:* 26 (5d8 + 4) radiant damage.

Declare. *Charisma Saving Throw:* DC 15, one creature within 60 feet that can hear the aurivox. *Failure:* The target becomes affected by one of the following conditions (the aurivox's choice): blinded, charmed, deafened, frightened, or poisoned until the end of its next turn.

AURIVOX — STRONGER

Armor Class 18

Hit Points 112 (15d8 + 45)

Speed 10 ft., fly 40 ft. (hover)

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Int +10, Wis +10, Cha +11

Skills Insight +10, Performance +11, Persuasion +11

Damage Resistances radiant, thunder

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 300 ft.

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

Divine Awareness. The aurivox knows if it hears a lie.

Imperial Voice. The aurivox is immune to spells and effects that would prevent it from speaking, such as the *silence* spell.

Limited Magic Immunity. The aurivox can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

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

ACTIONS

Multiattack. The aurivox makes two Divine Bolt attacks and uses its Declare once. It can replace the use of Declare with a use of Spellcasting to cast an at-will spell.

Divine Bolt. *Ranged Spell Attack:* +11, range 120 ft. *Hit:* 44 (7d10 + 6) radiant damage.

Declare. *Charisma Saving Throw:* DC 19, one creature within 60 feet that can hear the aurivox. *Failure:* The target becomes affected by one of the following conditions (the aurivox's choice): blinded, charmed, deafened, frightened, or poisoned until the end of its next turn.

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

At will: *command, sending, silence, suggestion, tongues*

1/day: *word of recall*

BONUS ACTIONS

Mass Healing Word (3/Day). The aurivox casts *mass healing word*.

REACTIONS

Power Word Counter (1/Day). When the aurivox sees or hears a creature within 30 feet of itself casting a spell, it interrupts it, and the spell fails and has no effect.



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

At will: *command, sending, silence, suggestion, tongues*

1/day: *divine word, power word stun, word of recall*

BONUS ACTIONS

Mass Healing Word (3/Day). The aurivox casts *mass healing word* (level 5).

REACTIONS

Power Word Counter (Recharges 6). When the aurivox sees or hears a creature within 60 feet of itself casting a spell, it interrupts it, and the spell fails and has no effect.