

# Agathion, Avoral

Medium Celestial, Neutral Good  
Challenge 8 (3,900 XP)

*Great feathers sweep back from this fierce bird-man's brow, and long, clawed hands grow from the end of his wings.*

**Armor Class** 19 (natural armor)

**Hit Points** 85 (10d8+40)

**Speed** 40 ft., Fly 90 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	22 (+6)	19 (+4)	15 (+2)	16 (+3)	16 (+3)

**Skills** Animal Handling +6, History +5, Perception +6, Stealth +9

**Damage Resistances** Cold; Non-magical bludgeoning, piercing and slashing attacks that aren't silver or adamantite

**Damage Immunities** Electricity

**Condition Immunities** Petrified, Poisoned

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

**Languages** Celestial, Draconic, Infernal

## Traits

**Fear Aura.** Any creature hostile to the agathion that starts its turn within 5 feet of the agathion (unless incapacitated) must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the agathion's Fear Aura for the next 24 hours.

**Innate Spellcasting.** The agathion's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

Constant: *detect magic, speak with animals, tongues*

At will: *aid, blur, command, dimension door, dispel magic, gust of wind, hold person, light*

3/day: *lightning bolt, magic missile* (3 missiles)

**Healing Touch (2/Day).** The agathion touches another creature. The target magically regains 4d8 hit points and is freed from any curse, disease, poison, blindness, or deafness.

## Actions

**Multiattack.** The agathion makes 2 claw and 2 wing attacks per round.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target.

*Hit:* 2d6+6 slashing damage.

**Wing. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target.

*Hit:* 1d6+6 slashing damage.



## Ecology

**Environment** any air (Nirvana)

**Organization** solitary, pair, or squad (3-6)

**Treasure** standard

*Avorals are generally human-shaped, but their upper limbs are great wings with a human-like hand at the end of each, allowing avorals to use tools and weapons, though in battle they prefer to attack from the air and slash with the large claws on their feet and buffets from their great wings. An avoral's head has a feathery cowl instead of hair, typically brown, white, gray, or golden, and its facial features are bird-like, with a large nose and piercing eyes. Its bones are hollow but strong, making it ideal for flying. Avorals have phenomenal vision, and can see fine details even at great distances.*

*Though on their home plane they are content to soar among the clouds and challenge each other to diving contests among the mountain peaks, in war avorals are the scouts, spies, and messengers of the agathions. With their incredible speed, phenomenal eyesight, and magical powers, they can sneak into an area, spy on whatever lives there, silently converse with the local fauna for additional information, and fly or teleport out again with a comprehensive report. They are experts at hit-and-run attacks and are often responsible for ferrying other celestial soldiers to battle.*

*A typical avoral is 7 feet tall but weighs only 120 pounds.*