

MONADIC DEVA

Medium-Size Outsider (Good)

Hit Dice: 10d8+40 (85 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 90 ft (good)

AC: 26 (+3 Dex, +13 natural)

Attacks: +3 *heavy mace of smiting* +20/+15 melee

Damage: +3 *heavy mace of smiting* 1d8+13 and stun

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Solid blow, spell-like abilities

Special Qualities: Damage reduction 10/+1, SR 28, celestial qualities, darkvision 60 ft, immunity to energy drain, low-light vision

Saves: Fort +11, Ref +10, Will +11

Abilities: Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19

Skills: Concentration +17, Escape Artist +14, Hide +14, Knowledge (any three) +16, Listen +23, Move Silently +15, Sense Motive +15, Spot +23

Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or squad (3-5)

Challenge Rating: 12

Treasure: No coins; double goods; standard items

Alignment: Always good (any)

Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

Monadic devas are usually found wandering the Ethereal or Elemental Planes.

They have dark brown skin, black hair, and green eyes. Their wings are white with a silver sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build.

COMBAT

Monadic devas, like their brethren, enjoy combat. They use their +3 *heavy mace of smiting* when fighting opponents.

Solid Blow (Su): A metal-armored opponent struck twice in the same round by the monadic deva's mace takes an additional 1d8 points of damage.

Spell-Like Abilities: At will—*aid*, *charm elemental* (functions as the *charm monster* spell but only affects elementals), *continual flame*, *detect evil*, *discern lies*, *dispel evil*, *dispel magic*, *holy aura*, *holy smite*, *holy word*, *invisibility sphere* (self only), *polymorph self*, *remove curse*, *remove disease*, and *remove fear*; 7/day—*cure light wounds* and *mirror image*; 1/day—*heal* and *hold monster*. These abilities are as the spells cast by a 10th-level sorcerer (DC 14 + spell level).

Immunity to Energy Drain (Ex): Monadic devas are immune to all energy drain effects (such as spells or undead attacks).

Celestial Qualities: Protective aura; tongues; fire resistance 20; electricity, cold, acid, and petrification immunity; +4 save against poison.

Skills: Extremely alert, monadic devas receive a +4 racial bonus to Spot and Listen checks.

The Monadic Deva first appeared in the 1e MM II (Gary Gygax, 1983).

