

# MOVANIC DEVA

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## Medium-Size Outsider (Good)

**Hit Dice:** 8d8+32 (68 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (good)

**AC:** 25 (+4 Dex, +11 natural)

**Attacks:** +3 *flaming greatsword* +15/+10 melee

**Damage:** +3 *flaming greatsword* 2d6+9 and 1d6 fire

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

**Special Attacks:** Spell-like abilities

**Special Qualities:** Damage reduction 10/+1, SR 24, celestial qualities, uncanny dodge, darkvision 60 ft, low-light vision

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

**Abilities:** Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18

**Skills:** Concentration +15, Escape Artist +15, Hide +14, Knowledge (any two) +15, Listen +19, Move Silently +14, Sense Motive +14, Spot +19

**Feats:** Alertness, Improved Initiative, Power Attack

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**Climate/Terrain:** Any land and underground

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

**Challenge Rating:** 10

**Treasure:** No coins; double goods; standard items

**Alignment:** Always good (any)

**Advancement:** 9-13 HD (Medium-size); 14-24 HD (Large)

Movanic devas are found primarily on the Positive, Negative, and Material planes. They often directly aid the mortal followers of good deities, doing this only in moments of dire need and usually only for the more prominent or powerful mortals.

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

## COMBAT

Movanic devas, like their brethren, enjoy combat. They use their +3 *flaming greatsword*.

**Spell-Like Abilities:** At will—*aid*, *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 *antimagic field*; 1/day—*protection from arrows* and *spell turning*. These abilities are as the spells cast by an 8th-level sorcerer (DC 14 + spell level).

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

**Uncanny Dodge (Ex):** Movanic devas are never caught flat-footed and cannot be flanked.

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

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