

ARMANITES

ARMANITE LORE

Arcana DC 15: An armanite moving at speed is able to gallop on thin air, a tactic which they use to great effect when charging through enemy formations, and one particularly useful to those armanites that master the magics of lightning.

History DC 15: Armanites gather in mercenary warbands that rove the depths of the Abyss, serving as heavy cavalry in wars between the great demon lords and spilling forth to make war on other planes if left idle too long.

History DC 20: They frequently take a portion of their pay in promised bloodshed, and have been known to abandon battles when faced with foes either too unimpressive or too hardened to grant them the immediate satisfaction of slaughter.

Nature DC 15: The armor borne by armanites is sculpted from the chitin of great armored worms, hunted in brief windows of peacetime to keep herds from turning their violence inward.

Religion DC 15: Though as chaotic as any others of demonkind, armanites seemed uniquely capable of focus upon the task at hand once battle was joined, only occasionally attacking or otherwise sabotaging their wartime allies.



ARMANITE HEADBREAKER

Armanite headbreakers typically mill about near a bloodwether, waiting for it to charge in first so they can pour in behind it, hopefully drawing less fire. They use their aerial charge to gallop over more heavily armored foes to reach backline ranged combatants, clustering around them.

ARMANITE BLOODWETHER TACTICS

Armanite bloodwethers strive to be first to engage an enemy, Dashing on the first turn of combat to provoke a stampede from their allies and galloping roughly 20 feet off the ground until their reach their desired target.

If they miss with two attacks in a row, they become frustrated and switch targets even if they must provoke attacks of opportunity to do so, and if they fail to land an attack for two turns in a row they will often simply leave.

ARMANITE HEADBREAKER

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	13 (+1)

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Sylvan, Telepathy 120 ft.

Challenge M11 (1,440 XP)

Aerial Charge. If the armanite dashes, it gains a fly speed equal to its movement speed until the end of its next turn.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Storm of Hooves (Group Attack). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 bludgeoning damage. This attack deals an additional 4 damage if the armanite is flying.

Reactions

Stampede. As a reaction to seeing a friendly armanite within 10 feet take the Dash action, the armanite takes the Dash action, moving in the same direction if available.

ARMANITE BLOODWETHER

Large fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 157 (15d10 + 75)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Skills Athletics +8, Perception +4, Survival +4
Damage Resistances Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 14
Languages Abyssal, Sylvan, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Aerial Charge. If the armanite dashes, it gains a fly speed equal to its movement speed until the end of its next turn.

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

Actions

Multiattack. The armanite makes three attacks; one with its Wicked Claws, one with its Hooves, and one with its Serrated Tail.

Wicked Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage. Instead of dealing damage, the armanite may grapple the target (escape DC 16)

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. The armanite may make this attack as a bonus action if it is flying.

Serrated Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Reactions

Quick Kick. As a reaction to a creature making an attack against the armanite that benefits from flanking it, the armanite makes a Hooves attack.

Stampede. As a reaction to seeing a friendly armanite within 10 feet take the Dash action, the armanite takes the Dash action, moving in the same direction if available.

ARMANITE LANCER TACTICS

Armanite lancers usually stay a bit behind and above a larger cohort of armanites, first buffing up with thier Tempestuous Impulse, then raining down Lancing Sparks, attacking from the air then retreating back up each turn while it recharges.

ARMANITE LANCER

Large fiend (demon), chaotic evil

Armor Class 18 (Demonic Chitin Plate)
Hit Points 210 (20d10 + 100)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	12 (+1)	15 (+2)	14 (+2)

Skills Arcana +5, Athletics +10
Damage Resistances Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Abyssal, Sylvan, Telepathy 120 ft.
Challenge 10 (5,900 XP)

Aerial Charge. If the armanite dashes, it gains a fly speed equal to its movement speed until the end of its next turn.

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

Actions

Multiattack. The armanite makes three attacks; one with its Crackling Longspear, one with its Hooves, and one with its Serrated Tail.

Crackling Longspear. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) piercing damage plus 7 (2d6) lightning damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage. The armanite may make this attack as a bonus action if it is flying.

Serrated Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Tempestuous Impulse (4th Level Spell, Concentration)

For the next minute, the armanite gains the ability to Dash as a bonus action and its attacks deal an additional 7 (2d6) lightning damage.

Lancing Spark (Recharge 5-6, 5th Level Spell). The armanite looses a bolt of lightning in a line 60 feet long and 10 feet wide.

Each creature in the area must succeed on a DC 14 Dexterity saving throw or take 36 (8d8) lightning damage, or half as much damage on a success.

Reactions

Quick Kick. As a reaction to a creature making an attack against the armanite that benefits from flanking it, the armanite makes a Hooves attack.

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If you've got any monsters you'd like to see statted up by me, leave me a comment over in the permanent thread in [r/bettermonsters](#) and I'll put something together for you.

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