

WARDEN ARCHON

Large celestial, lawful good

Armor Class 18 (Plate Armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws INT +4, WIS +5

Skills Perception +8

Damage Resistances Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Lightning, Radiant

Condition Immunities Charmed, Exhaustion, Paralyzed, Petrified

Senses Truesight 60 ft., Passive Perception 18

Languages All, Telepathy 60 ft.

Challenge 7 (2,900 XP)

Menacing Presence. If the archon has fewer than 69 hit points, a creature that starts its turn within 60 feet of the archon must succeed on a DC 14 Wisdom saving throw or be Frightened of the archon until the beginning of the archon's next turn. A creature that passes this save is immune to the Menacing Presence of this archon for the next 24 hours.

Far-Seeing. The archon cannot be surprised. If it would otherwise be surprised, it acts on initiative count 20 this combat, instead of rolling initiative.

Concussive Strength. A creature knocked prone by the archon must succeed on a DC 16 Constitution saving throw or be unable to stand on its following turn.

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

Actions

Multiattack. The archon makes two attacks with its claws and one with its bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 4 (1d8) radiant damage. This attack does an additional 9 (2d8) piercing damage to a prone creature.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Bear Hug. One creature within 5 ft. must succeed on a DC 16 Dexterity saving throw or take 45 (9d8+5) bludgeoning damage and be grappled. While the archon has a creature grappled in this way, it cannot use its multiattack.

Plane Shift. The archon teleports to a location it is familiar with on this or another plane.

Reactions

Crush. As a reaction to a creature the archon has grappled speaking or casting a spell with a verbal component, the archon crushes the air out of its lungs. The creature immediately begins to suffocate.

TRUMPET ARCHON

Medium celestial, lawful good

Armor Class 17 (Natural Armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	15 (+2)	18 (+4)	17 (+3)

Saving Throws DEX +6, INT +6, WIS +8

Skills Intimidation +7, Perception +8

Damage Resistances Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Lightning, Radiant

Condition Immunities Charmed, Exhaustion, Paralyzed, Petrified

Senses Truesight 60 ft., Passive Perception 18

Languages All, Telepathy 60 ft.

Challenge 9 (5,000 XP)

Menacing Presence. If the archon has fewer than 90 hit points, a creature that starts its turn within 60 feet of the archon must succeed on a DC 16 Wisdom saving throw or be Frightened of the archon until the beginning of the archon's next turn. A creature that passes this save is immune to the Menacing Presence of this archon for the next 24 hours.

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

Actions

Multiattack. The archon makes three attacks with its trumpet blade, one of which it may replace with its Clarion Call, if available.

Trumpet Blade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) slashing damage and 9 (2d8) radiant damage. Before or after this attack, the archon's trumpet may become a greatsword, or vice versa.

Clarion Call (Recharge 5-6). Each creature within 60 ft. that can hear the archon has its life essence bolstered. Non-undead creatures affected by this ability cannot be reduced below 1 HP until the beginning of the archon's next turn. Fiends and Undead creatures have disadvantage on Wisdom saving throws until the beginning of the archon's next turn.

Plane Shift. The archon teleports to a location it is familiar with on this or another plane.

Reactions

Trumpet Blast. As a reaction to being hit with a melee attack, the archon may force the attacker to succeed on a DC 16 Constitution saving throw or take 9 (2d8) thunder damage and be Deafened for the next minute. A Celestial or Fiend that fails this save by 5 or more is banished to its home plane.