

Monadic Deva

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR: -4
MOVE: 15"/36"/18" (MC:B)
HIT DICE: 8+32
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-12/
 3-12 (+4 strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 60%
INTELLIGENCE: Genius
 (wisdom = 19)
ALIGNMENT: Good
SIZE: M (6' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1X/8100 + 20/hp

Monadic devas are usually employed in the Ethereal and the Elemental Planes. Any environment is home to these creatures. A monadic deva normally carries a metal rod equal to a +2 weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck (such as one of solid rock) and any metal-armored opponent will take double damage on any 2nd hit during a single round of combat. A monadic deva can use the spell-like powers given under "Devas," at will, 1 per round, to the applicable maximums. The radius of light shed by a monadic deva can extend from 3-30 feet, as desired. The *protection from evil* sphere is half-power (+1) but of a 15-foot radius. A monadic deva can also, once per round, at will, *hold monster* (elementals only, 1 creature, 8 rounds, 3 per day) or *project image* (1 per day). A monadic deva can be hit only by a +1 or better weapon. They are immune to life level loss from magic or undead and to death magic from any source. Their charisma effect is 19.

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

Movanic Deva

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: -5
MOVE: 12"/30"/21" (MC:B)
HIT DICE: 7+28
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 By weapon type (+5 strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 55%
INTELLIGENCE: Exceptional
 (wisdom = 18)
ALIGNMENT: Good
SIZE: M (6 1/2" tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1X/7850 + 18/hp

Movanic devas serve primarily on the Material Planes — Negative, Positive, and Prime. Whether power is negative or positive is all the same to them. A movanic deva is armed typically with a long, slender sword with which it strikes rapidly and skillfully. The weapon generally conforms to the characteristics of a +1 *flame tongue sword* with respect to effects and special bonuses to hit and damage.

Astral Deva

FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: -6
MOVE: 18"/42"/15" (MC:A)
HIT DICE: 9+36
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-15/4-15
 (+6 strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 65%
INTELLIGENCE: Genius
 (wisdom = 20)
ALIGNMENT: Good
SIZE: M (7' tall)
PSIONIC ABILITY: 210
 Attack/Defense Modes:
 ABCE/FGH
LEVEL/X.P. VALUE:
 X/10,100 + 25/hp

Astral devas are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight. An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of +3 value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of 20 hit points must save vs. spell or be knocked senseless for 14 rounds. The weapon also acts as a *mace of disruption* (q.v.) with chances to hit as if wielded by a 9th-level cleric.

An astral deva can use the spell-like powers given above, at will, 1 per round, to the applicable maximums. Light shed by an astral deva can have a 4-40 foot radius, as desired. The *protection from evil* is a sphere with a 10-foot radius of normal (+2) power. An astral deva can also *dispel illusion*, *dispel invisibility* of any sort, *polymorph self*, or *remove curse*, all also 1 per round. Once per day an astral deva can create a *blade barrier* which will last for up to 7 turns.

Astral devas can never be surprised. It requires a +1 or better magic weapon to harm them. Total vacuum does no harm to astral devas. They are immune to life level loss, whether from undead or magic. Their souls cannot be trapped or imprisoned. They are immune to death spells. Their charisma effect is 20.

Astral devas are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans.