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[Commissioned by [@justicegundam82](#). I have changed the flavor-text very little from the written version, but changed the alignment from LN to LG. A race of pacifists who live a life of democratic socialism might not be as traditionally D&D LG as, say, a paladin, but it sounds pretty good to me.]

### **Armand**

#### **CR 3 LG Monstrous Humanoid**

*This stout humanoid has a narrow snout and clawed hands and feet. Tufts of bristly hair poke out from between plates of armor shell.*

The armands are a species of egalitarian desert nomads. Their society is democratic, which small bands moving based on consensus to find food and resources. Possessions are distributed among the members of the community according to their needs, and those that are not needed are traded or sold to obtain more useful materials. Armand craftsmanship is renowned by other peoples, and they have a reputation as fair dealers. Due to the ever-shifting nature of the deserts in which they live, they rarely make permanent dwellings.

Armands are more than capable of fighting, although they rarely start fights. Their philosophies tend towards those of enjoying a modest life lived well, and combat is a sure way to cut those lives short. They will fight to defend themselves, assuming a bulwark stance and clawing with their stout, powerful hands. Few armands fight to the death, unless it is to cover the escape of their children or for a similarly noble cause.

Armands advance by character class. Their most common class taken is monk, which suits their philosophical outlook and lawful nature. Clerics and druids are also found among armand tribes, typically worshipping deities associated with the Earth, Sun or Travel domains. These members do not have additional privileges over other armands, but their experience leads other armands to value their insights and advice.

An armand stands about three feet tall, but their armor plates make them heavy for their size. They live life spans equivalent to those of humans.

### **Armand CR 3X**

**P 800**

LG Small Monstrous Humanoid

**Init** +2; **Senses** darkvision 60 ft., Perception +7, tremorsense 30 ft.

Defense

**AC** 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural)

**hp** 30 (4d10+8)

**Fort** +3, **Ref** +6, **Will** +3

**Defensive Abilities** stability

Offense

**Speed** 20 ft., burrow 10 ft.

**Melee** 2 claws +7 (1d4)

**Special Abilities** defensive stance (12 rounds/day)

Statistics

**Str** 11, **Dex** 15, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +3; **CMD** 15 (19 vs. forced movement)

**Feats** Blind-fight, Weapon Finesse

**Skills** Craft (any one) +7, Perception +7, Sense Motive +4, Survival +11; **Racial Modifiers** +4

Survival

**Languages** Armandish, Common

Ecology

**Environment** temperate deserts

**Organization** solitary, pair, troop (2-9 plus 1 4<sup>th</sup> level warden) or clan (10-80 plus 1 4<sup>th</sup> level warden per 5 individuals and 50% noncombatants)

**Treasure** standard

Special Abilities

**Defensive Stance (Ex)** An armand can assume a defensive stance as a free action. During this stance, it gains a +2 dodge bonus to AC, a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves. It can end the defensive stance as a free action, and the stance ends if the armand leaves its square intentionally. This functions as the defensive stance ability of the [stalwart defender](#) prestige class, and levels of stalwart defender stack with armand Hit Dice for the purposes of this ability. When in its stance, the armand's statistics are as follows:

AC 18, touch 15, flat-footed 16; hp 38; Fort +5, Will +5; 2 claws +7 melee (1d4+2)

**Stability (Ex)** An armand gains a +4 bonus to its Combat Maneuver Defense against bull rush, trip or any other maneuver that would move it from its current position.