

COMMODORE KRUX

Medium Humanoid, Lawful Good

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Firearms Knowledge. The Giff's mastery of its weapons enables it to ignore the loading property of any firearm.

Steady as She Goes. On the deck of a ship, the giff has advantage on ability checks and saving throws made against effects that would knock it prove or shove it overboard.

ACTIONS

Multiattack. The giff makes two longsword or musket attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120ft., one target. *Hit* 8 (1d12 + 2) piercing damage.

Force Grenade. The giff throws a grenade up to 60 feet, and the grenade explodes in a 20-foot radius sphere. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) force damage on a failed save, or half as much damage on a successful one. After the giff throws the grenade, roll a d6: on a roll of 4 or lower, the giff has no more grenades to throw.



ASTRAL ELF WARRIOR

Medium Humanoid, any alignment

Armor Class 16 (breastplate)

Hit Points 58 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	16 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +5

Skills Intimidation +4, Survival +5

Senses darkvision 60 ft, passive Perception 13

Languages Celestial, Common, Elvish

Challenge 3 (700 XP)

Proficiency Bonus +2

Fey Ancestry. The elf has advantage on saving throws it makes to avoid or end the charmed condition on itself, and magic can't put it to sleep.

Unusual Nature. The elf doesn't require sleep.

ACTIONS

Multiattack. The elf makes two Longsword or Longbow attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage when used with two hands, plus 10 (3d6) radiant damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft, one target. *Hit* 6 (1d8 + 2) piercing damage plus 10 (3d6) radiant damage.



FEL ARDRA

Medium Humanoid (Tiefling), Chaotic Neutral

Armor Class 12 (leather armour)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. Fel Ardra has advantage on saving throws against being charmed or frightened.

Spellcasting. Fel Ardra is a 4th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). She has the following Cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*.

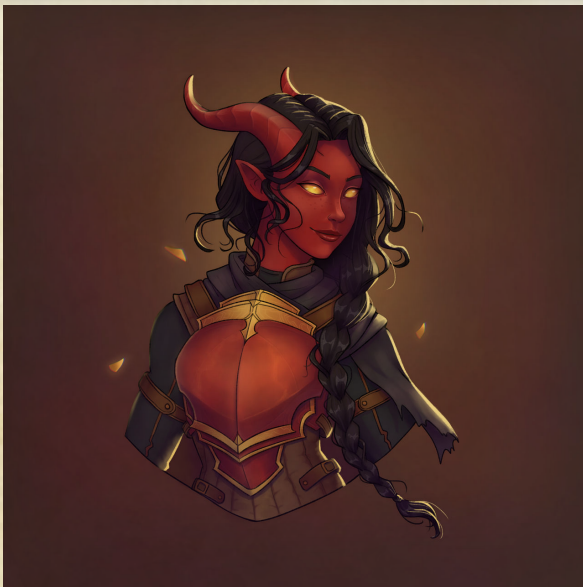
1st level (4 slots): *command*, *inflict wounds*, *shield of faith*.

2nd level (3 slots): *hold person*, *spiritual weapon*.

ACTIONS

Multiattack. Fel Ardra makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft or range 20/60 ft, one target. *Hit* 4 (1d4 + 2) piercing damage.



MISTER FLINCH

Medium Humanoid, Neutral Good

Armor Class 15 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Con + 3, Wis + 5

Skills Athletics +2, Perception +5, Stealth +5, Survival 5

Senses passive Perception 15

Languages Common, Hadozee

Challenge 2 (450 XP)

Proficiency Bonus +2

Glide. If it isn't incapacitated or wearing heavy armour, the Mr Flinch can extend his skin membranes to move up to 5 feet horizontally for every 1 foot he descends in the air.

ACTIONS

Multiattack. Mr Flinch makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit* 6 (1d6 + 3) piercing damage.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120ft., one target. *Hit* 16 (2d12 + 3) piercing damage.

BONUS ACTIONS

Nimble Escape. Mr Flinch takes the Disengage or Hide action.

REACTIONS

Safe Descent. When he would take damage from a fall, Mr Flinch extends his skin membranes to reduce the fall's damage to 0, providing he isn't wearing heavy armour.



HASTAIN

Medium Celestial, Chaotic Evil

Armor Class 19 (Glory)
Hit Points 82 (15d8 + 15)
Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	19 (+4)	16 (+3)	24 (+7)

Saving Throws Dex + 5, Con +4, Wis +6, Cha +10
Skills Arcana +7, History +7, Performance +10, Persuasion +10
Senses passive Perception 13
Languages Celestial, Common, Deep Speech, Draconic
Challenge 8 (3,900 XP)

Glory. Hastain's armour class includes their Charisma modifier.

Hold Breath. Hastain can hold their breath for 1 hour.

Special Equipment. Hastain wears a *talarith*.

ACTIONS

Multiattack. Hastain makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5ft or range 20/60ft, one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) force damage if Hastain is wearing his *talarith*.

Chromatic Bolt. *Range Spell Attack:* +10 to hit, range 90ft., one target. *Hit:* 22 (5d8) damage of a type chosen by Hastain from the following list: cold, fire, lightning, or radiant.

Spellcasting (Psionics). Hastain casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *mage hand*, *prestidigitation*
2/day each: *dimension door*, *phantasmal force*
1/day each: *mass suggestion*, *sending*

Summon Golem (Recharges after a Short or Long Rest). Using his *talarith*, Hastain summons a golem-like duplicate of himself. The duplicate obeys Hastain's commands and uses Hastain's statistics, except it is an unaligned Construct that doesn't have a *talarith* of its own. The duplicate takes its turn immediately after Hastain. It vanishes after 1 hour or when it is reduced to 0 hit points.



ESTHETIC

Gargantuan Abberation, Unaligned

Armor Class 14 (natural armour)
Hit Points 217 (14d20 + 70)
Speed 0 ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone
Saving Throws Dex + 5, Con +4, Wis +6, Cha +10
Senses blindsight 300ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 12 (8,400 XP)

Bioluminescence. While it has at least 1 hit point, the esthetic sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and its interior compartments are dimly lit.

Spelljamming. The esthetic has the properties of a *spelljamming helm* (see the *Astral Adventurers Guide*), but only its reigar creator can attune to it.

Unusual Nature. The esthetic doesn't require air, food or drink.

ACTIONS

Multiattack. The esthetic makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 30ft, one target. *Hit:* 17 (3d6 + 7) force damage, and if the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the creature takes 18 (4d8) acid damage at the start of each of its turns, and the esthetic can't use this tentacle against other targets. The esthetic has 1d4 x 2 tentacles, each of which can grapple one target.

BONUS ACTIONS

Jammerscream (Recharge 6). The esthetic targets one spelljamming ship within 300 feet of itself, magically suppressing the properties of the ship's *spelljamming helm* for 2d10 days. If the ship has more than one helm aboard it, randomly determine which helm is affected. A creature attuned to that helm can choose to make a DC 17 Charisma saving throw. On a failed save, the creature takes 42 (12d6) psychic damage, and the helm is suppressed for 2d10 hours instead of 2d10 days. On a successful save, the creature takes half as much damage, and the helm is suppressed for 2d10 minutes instead of 2d10 days.