

ADROK

In the everexpanding Cosmos, there are creatures of pure evil and creatures of pure good. There are beings of ultimate law and things of unbridled chaos. In between them all stand the adroks, a race of extraplanar beings devoted to balance and perfect neutrality.

Like the other extraplanar races of the Cosmos, adroks are divided into various subtypes. The subtypes presented below are six of the most common types of adroks that adventurers will come across. However, like the denizens of the abyss and the angels of the heavens, this is hardly the limit to the variations of adroks one might encounter during extraplanar travel.

ELEMENTROK

Elementroks travel and police the elemental planes. Although most elementals affect neutrality, there are creatures of imbalance in those realms, too. Malicious dao, elemental princes, tyranical efreeti, and other powerful beings must have their ambitions tempered, lest the Cosmos collapse into entropy.

ELEMENTROK

Medium celestial, neutral

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed Speed

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 17 (+3) | 14 (+2) | 14 (+2) | 20 (+5) |

Saving Throws Dex +6, Wis +5

Skills Insight +5, Perception +5, Persuasion +8

Damage Resistances acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, psychic, special (see below)

Condition Immunities condition_Immunities

Senses darkvision 120 ft., passive Perception 15

Languages Common, Celestial, Primordial; telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The adrok's innate spellcasting ability is Charisma (spell save DC 16). It can cast the following spells, requiring no material components when it does so:

At will: *alter self, darkness, detect thoughts, invisibility, light, teleport* (can't teleport to The Real)

3/day each: *banishment, gust of wind, hold monster, flaming sphere, mirror image*

1/day each: *control water, dominate monster,*



Elemental Attunement. As a bonus action, the adrok can attune to one of the following damage types of its choice: acid, cold, fire, or thunder. Until it uses its bonus action to drop the attunement or reattune to another element, it gains immunity to the chosen damage type and its weapon attacks deal an additional 14 (4d6) damage of the chosen damage type (included in the attack).

Immortal Nature. The adrok doesn't require food, drink, or sleep.

Magical Weapons. The adrok's attacks are magical.

Actions

Multiaction The adrok makes two melee attacks with its trident.

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60, one target. **Hit:** 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) when wielded with two hands as a melee weapon, plus 14 (4d6) damage as determined by its elemental attunement feature (see above).

Variant: Summon Elemental (1/Day). The adrok has a 25 percent chance of summoning one **air elemental**, one **earth elemental**, one **fire elemental**, or one **water elemental**. A summoned elemental appears in an unoccupied space within 60 feet of the adrok, acts as an ally of the adrok, and can't summon other elementals. It remains for 1 minute, until it or the adrok dies, or until the adrok dismisses it as an action.