



## ASTRAL REAVER

Astral reavers scour the planes in search of clueless extraplanar travelers to raid, pillage, and exploit. They're not above working as mercenaries, either, and do so for a fair price considering how deadly they are in combat. Thanks to their ability to travel to the ethereal plane at will, they are capable hit-and-run tacticians. Few of their opponents have the ability to respond to these tactics.

Reavers resembled large, muscular humanoids covered in thick, leathery skin. They have four arms, however, the secondary arms are positioned behind the first pair of arms. This allows the reavers to use multiple melee weapons or shields at once. Because of this odd arrangement, they prefer not to use ranged weapons.

Although their natural armor provides them extra protection (12 + their Dexterity modifier when not wearing armor), they almost always don garish plate mail armor. Reavers prefer to hide their face under thick cowls, as part of their custom. Woe unto any creature who dares lay eyes on a reaver's face, as it is a death sentence. Reavers will hunt these poor sods through the planes to ensure that they never speak of what it saw under the Reaver's cowl.

### VARIANT: ASTRAL REAVER SENTINEL

Some astral reavers train in the art of wielding two polearms at once. Such sentinels have AC 18 (plate armor) and are CR 7 (2,900 XP). It gains the following feature:

**Sentinel.** When the reaver is wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke opportunity attacks from the reaver when they enter the reach the reaver has with that weapon.

Also, replace its Multiattack and longsword attacks with the following actions:

**Multiattack.** The reaver makes two attacks with its halberds. It can use its Etherealness before or after it makes these attacks.

**Halberd.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) damage.

## ASTRAL REAVER

*Medium humanoid (reaver), lawful evil*

**Armor Class** 22 (plate armor, two shields)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

**Saving Throws** Str +8, Dex +3, Con +7

**Skills** Intimidation +1, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 8 (3,900 XP)

**Awareness.** If the reaver is surprised at the beginning of combat and it isn't incapacitated, it can act normally on its first turn, but only if it takes the Dodge action before doing anything else on that turn.

**Brute.** A melee weapon deals one extra die of its damage when the reaver hits with it (included in the attack).

**Four-Armed.** The reaver has four arms, which allows it to wield two shields and two weapons at the same time (included).

**Innate Spellcasting.** The astral reaver can cast *plane shift*, targeting itself only. Wisdom is its spellcasting ability for this spell (spell save DC 12).

### Actions

**Multiattack.** The reaver makes four attacks with its longswords. The reaver can use its Etherealness before or after it makes these attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) when wielded with two hands as a melee weapon.

**Etherealness.** The reaver magically enters the Ethereal Plane from the Material Plane, or vice versa.