

ZAPWING

Zapwings are celestial creatures that hail from the planes of radiant energy. They are known for their lightning-fast speed and their ability to harness the power of both radiant energy and lightning. Zapwings are often called upon by the gods of lightning and thunder to serve as their messengers and scouts.

Selfish Ambition. While Zapwings are often called upon to serve the divine powers of lightning and thunder, some are motivated by their own selfish desires. These rogue Zapwings seek power and wealth above all else, and will stop at nothing to acquire them.

Destructive Nature. Zapwings are able to harness the power of both radiant energy and lightning, making them formidable foes in battle. Some rogue Zapwings have been known to use their powers to wreak havoc and destruction upon unsuspecting villages and towns, causing untold amounts of damage and devastation.

Lightning Speed. Zapwings are known for their incredible speed, which allows them to travel great distances in the blink of an eye. Their lightning-fast movements also make them incredibly difficult to hit in combat, as they dart in and out of range with ease.

ZAPWING

Medium celestial, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 136 (16d8 + 64)
- **Speed** 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	3 (-4)	10 (+0)	9 (-1)

- **Saving Throws** Dex +3, Con +7, Wis +3, Cha +2
- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 8 (3,900 XP)

Celestial Radiance. Whenever the zapwing hits a creature with a melee attack, it deals an extra 9 (2d8) radiant damage.

ACTIONS

Multiattack. The zapwing makes two attacks with its beak.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Burst (1/Day). The zapwing releases a burst of lightning in a 20-foot radius around itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.



art: midjourney