









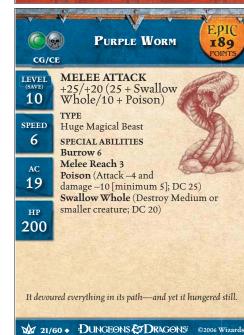
ranged attacks) Enflamed (Adjacent allies with Immune Fire or Resist Fire get melee attack +2 and damage +5 fire) Fire Shield 10 (Any creature that hits this creature with a melee attack takes 10 fire damage) Immune Fire Melee Reach 3 Mobility (+4 AC against attacks of opportunity)

















DRACOLICH

MELEE ATTACK

(25 magic + Paralysis/

25 magic/25 magic)

Huge Undead - Dragon

Aura of Fear 5 (Enemies in

squares threatened by this creature

12; 55 electricity damage; DC 23)

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Spell Resistance (May ignore spells

Immune Cold, Electricity

unless the caster rolls 11+)

SPECIAL ABILITIES

get morale save -5)

Flight

Fearless

Melee Reach 2 Paralysis (DC 23)

+20/+18/+18

12

F9

AC

24



Bluespawn Godslayer

MELEE ATTACK

TYPE: Huge Dragon -

SPECIAL ABILITIES

DR 10 (Takes 10 less

Dragon enemies)

Melee Reach 3

Outsider enemies)

MELEE ATTACK

unless the caster rolls 11+)

Immune Electricity

Fearless

damage from nonmagical

melee and ranged attacks)

Dragon Slayer (Damage +10 against

Outsider Slayer (Damage +10 against

Spell Resistance (May ignore spells

For its dark queen it would challenge Bahamut himself.

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DISPLACER BEAST

PACK LORD

169

II

Monstrous Humanoid -

+5 electricity)

Spawn

+21/+16 (20 magic

LEVEL

10

SPEED

6

AC

23

HP

185

LEVEL







