GIANT DRAGONFLY

Medium-Size Vermin

Hit Dice: 7d8+14 (45 hp)
Initiative: +2 ( +2 Dex)
Speed: 20 ft, fly 80 ft (good)
AC: 17 ( +2 Dex, +5 natural)
Attacks: Bite +7 melee
Damage: Bite 1d8+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Vermin
Saves: Fort +7, Ref +4, Will +3
Abilities: Str 15, Dex 15, Con 14, Int —, Wis 12, Cha 9
Skills: Intuit Direction +7, Spot +7

Climate/Terrain: Temperate and warm land
Organization: Solitary or swarm (2-5)
Challenge Rating: 4
Treasure: None (skin is worth 1,500 gp intact)
Alignment: Always neutral
Advancement: 8-10 HD (Medium-size); 11-21 HD (Large)

Giant dragonflies appear as normal dragonflies about 5-feet long. Their skin glitters in the sunlight and, if it can be removed and preserved, brings a good price on the market. Giant dragonflies are dangerous predators and will hunt humans and other humanoids as prey.

COMBAT

A giant dragonfly is very aggressive and hunts warm-blooded creatures fearlessly. It will attack its prey until either it or its prey is dead.

Vermin: Immune to mind-influencing effects. Giant dragonflies have darkvision with a range of 60 feet.

The Giant Dragonfly first appeared in the 1e MM II (Gary Gygax, 1983).