EBLIS

Medium–Size Magical Beast

Hit Dice: 4d10+4 (22 hp)
Initiative: +4 (Dex)
Speed: 30 ft, 30 ft fly (average)
AC: 17 (+4 Dex, +3 natural)
Attacks: Beak +4 melee
Damage: Beak 1d6
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Spell–like abilities, fire resistance 2, low–light vision
Saves: Fort +5, Ref +10, Will +2
Abilities: Str 10, Dex 18, Con 13, Int 14, Wis 12, Cha 12
Skills: Hide +11, Intimidate +4, Jump +7, Move Silently +11, Spot +8
Feats: Dodge, Lightning Reflexes, Mobility

Climate/Terrain: Temperate and warm marsh
Organization: Flock (4–16)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 5–12 HD (Medium–size)

Eblis, or storkmen, look like giant, gray–brown storks. Males have red–
brown heads and black necks and legs. Eblis are seldom seen by
humans—or few men live to tell of such an encounter.

COMBAT

Eblis are very fast in shifting and striking, thus their excellent armor
class. Their necks are snaky, sinewy, and very powerful. They attack by
stabbing with their beak.

Spell–Like Abilities (Sp): Each eblis community will have one
individual capable of using arcane magic by means of “dancing” and
vocalization. Each of these eblis will have 2d4 spells usable once each
per day. Each spell is cast as a 3rd-level sorcerer (save DC 11 + spell
level).

<table>
<thead>
<tr>
<th>Roll 1d8</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ghost sound</td>
</tr>
<tr>
<td>2</td>
<td>Change self</td>
</tr>
<tr>
<td>3</td>
<td>Hypnotism</td>
</tr>
<tr>
<td>4</td>
<td>Scare</td>
</tr>
<tr>
<td>5</td>
<td>Obscuring Mist</td>
</tr>
<tr>
<td>6</td>
<td>Blur</td>
</tr>
<tr>
<td>7</td>
<td>Hypnotic pattern</td>
</tr>
<tr>
<td>8</td>
<td>Whispering wind</td>
</tr>
</tbody>
</table>

The Eblis first appeared in module EX2 (Gary Gygax, 1983).