The feymire crocodile attempts to swallow a bloodied Medium or smaller creature it is grabbing; +15 vs. Fortitude; on a hit, the target is swallowed, dazed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the crocodile's turn. The only attacks the swallowed target can make are basic attacks. If the feymire crocodile dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the crocodile.	45
Medium	58
This movement does not provoke opportunity attacks.	79
	98
or	107
	128
superior cover or total concealment).	131
	134
(save ends).	151
Reptile Reptile Reptile Reptile Reptile Reptile	167-169
Endurance improve DC 16, Maintain DC11, Worsen DC10 or lower	180
Endurance improve DC 19, Maintain DC14, Worsen DC13 or lower	181
Darkvision	188
Endurance improve DC 29, Maintain DC24, Worsen DC23 or lower	192
Endurance improve DC 16, Maintain DC11, Worsen DC10 or lower	211
The purple worm tries to swallow a bloodied Medium or smaller creature it is grabbing: +21 vs. Fortitude; the target is swallowed. The swallowed target is inside the purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the purple worm's turns, the swallowed target takes 10 damage plus 10 acid damage. When the purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the purple worm's former square.	214
The elder purple worm tries to swallow a bloodied large or smaller creature it is grabbing: +29 vs. Fortitude; the target is swallowed. The swallowed target is inside the elder purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the elder purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the elder purple worm's turns, the swallowed target takes 20 damage plus 20 acid damage. When the elder purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the elder purple worm's former square.	214
Endurance improve DC 16, Maintain DC11, Worsen DC10 or lower	219
The shadar-kai gloomblade turns invisible until the end of his turn and moves up to his speed. The gloomblade cannot use this power while bloodied.	230
chainmail	230
chainmail	231
Endurance improve DC 25, Maintain DC20, Worsen DC19 or lower	239
Initiative +20 **Senses** Perception +14; darkvision	243
Medium	252
Its *chameleon defense* helps it remain hidden during the encounter.	269