

RAVID

A ravid is a strange beast from the Astral Sea. A ravid has a snake-like body with a single claw that juts forward from just behind its head. This claw has opposable digits and is fully functional as a hand. A ravid is an expression of life force run amok, charged with strange energies that fill the area around it, causing inanimate objects to spring to life.

RAVID ANIMATOR

Level 13 Controller

Medium immortal magical beast

XP 800

HP 131; **Bloodied** 65

Initiative +9

AC 27; **Fortitude** 25; **Reflex** 24; **Will** 27

Perception +6

Speed fly 6 (hover)

TRAITS

Animating Aura * **Aura** 5

Objects and terrain in the aura animate, hindering and attacking the ravid's enemies. Any enemy entering or starting its turn in the aura suffers an attack: +18 vs. AC; 1d10+2 damage. In addition, the aura is difficult terrain for enemies.

STANDARD ACTIONS

(mbasic) Tail Lash (radiant) * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 1d8+1 damage plus 1d8+6 radiant damage.

Skills skill modifier

Str 12 **Dex** 16 **Wis** 11

Con 19 **Int** 7 **Cha** 23

Alignment unaligned

Languages Supernal

RAVID LASHER

Level 15 Artillery

Medium immortal magical beast

XP 1,200

HP 116; **Bloodied** 58

Initiative +10

AC 27; **Fortitude** 27; **Reflex** 25; **Will** 28

Perception +7

Speed fly 6 (hover)

TRAITS

Animating Aura * **Aura** 5

Objects and terrain in the aura animate, hindering and attacking the ravid's enemies. Any enemy entering or starting its turn in the aura suffers an attack: +20 vs. AC; 1d10 damage. In addition, the aura is difficult terrain for enemies.

STANDARD ACTIONS

(mbasic) Tail Lash (radiant) * **At Will**

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 1d8+5 damage plus 1d8+6 radiant damage.

(rbasic) Radiant Lash (radiant) * **At Will**

Attack: Ranged 20 (one creature); +20 vs. Reflex.

Hit: 2d8+14 radiant damage.

Str 12 **Dex** 16 **Wis** 11

Con 20 **Int** 7 **Cha** 24

Alignment unaligned

Languages Supernal