



LARGE (10'X10')

LEVELS 1 THRU 10

## THE BEAST

STR <b>21</b> +5	DEX <b>16</b> +3	CON <b>19</b> +4	INT <b>11</b> 0	WIS <b>9</b> -1	CHA <b>5</b> -3
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**The Beast performs 1x Bite per turn plus the following:**

The Beast performs an additional Bite at the end of the 3rd player's turn.

The Beast injects **Poison** with each successful Bite. Failed ST results in full damage.

The Beast performs **Leg Sweep** to one entire side of its position once during its turn whenever there are any characters within 10' of it. Characters who fail their ST take damage and are knocked prone. A successful ST avoids Leg Sweep altogether.

The Beast will perform **Crush** once per turn on a single opponent that is within 10' and prone. It will sit on and attempt to squash its prone target. Failed ST will result in full damage.

The Beast will attempt to **Decapitate** one prone target per turn (2% chance of success, no ST allowed).

**Bite:** Melee weapon attack, 10' range **Decapitate:** Melee weapon attack, 10' range (see details)

**Poison:** Instant damage after each successful Bite, successful ST results in 1/2 damage

**Leg sweep:** Melee weapon attack, 10' range (see details)



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*The Beast is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	16	16	16	16	17	17	17	17	18	18
Hit Points	18	38	93	111	162	149	77	243	273	203
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Bite	5 (1d6+2)	7 (1d8+3)	5 (1d6+2)	7 (1d8+3)	6 (1d8+1)	10 (2d6+3)	24 (8d4+4)	10 (2d6+3)	11 (1d12+5)	21 (3d8+8)
Poison	1	2	1	2	2	3 (1d4+1)	6 (1d8+1)	2	3 (1d4+1)	5 (1d6+2)
Leg Sweep	3 (1d4+1)	3 (1d4+1)	3 (1d4+1)	3 (1d4+1)	3 (1d4+1)	5 (1d6+2)	12 (4d4+2)	5 (1d6+2)	5 (1d6+2)	11 (1d12+5)
Crush	3 (1d4+1)	4 (1d6)	3 (1d4+1)	4 (1d6)	4 (1d6)	7 (1d8+3)	15 (3D6+5)	6 (1d8+1)	7 (1d8+3)	13 (2d8+4)

Other\_\_\_\_\_

Other\_\_\_\_\_



LARGE (10'X10')

LEVELS 11 THRU 20

## THE BEAST

STR <b>21</b> +5	DEX <b>16</b> +3	CON <b>19</b> +4	INT <b>11</b> 0	WIS <b>9</b> -1	CHA <b>5</b> -3
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Additional information:

**Turn example for The Beast:** 1x Bite and then 1x Leg Sweep, and if any character within 10' is in the prone position The Beast will perform 1x Crush, and if any character is in the prone position it will then attempt to Decapitate one character. Decapitate is either 0 damage or instant death by decapitation (2% chance, no Saving Throw allowed). At the end of the 3rd player's turn, The Beast will perform 1x Bite.

**Note:** The Beast has a +20% health modifier within its base Hit Points to Damage ratio.

The Beast can move up to a maximum 40' per turn.

**Bite:** Melee weapon attack, 10' range **Decapitate:** Melee weapon attack, 10' range (see details)

**Poison:** Instant damage after each successful Bite, successful ST results in 1/2 damage

**Leg sweep:** Melee weapon attack, 10' range (see details)



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Level	11	12	13	14	15	16	17	18	19	20
Armor Class	18	18	19	19	19	20	20	20	21	21
Hit Points	290	201	325	397	216	432	260	204	539	433
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Bite	16 (3D6+6)	28 (4d8+10)	20 (4d6+6)	18 (6d4+3)	40 (8d6+12)	20 (4d6+6)	44 (4d12+18)	56 (8d8+20)	22 (2d12+9)	36 (4d10+14)
Poison	4 (1d6)	7 (1d8+3)	5 (1d6+2)	4 (1d6)	10 (2d6+3)	5 (1d6+2)	11 (1d12+5)	14 (2d8+5)	6 (1d8+1)	9 (1d10+4)
Leg Sweep	8 (1d10+2)	14 (2d8+5)	10 (2d6+3)	9 (1d10+4)	20 (4d6+6)	10 (2d6+3)	22 (2d12+9)	28 (4d8+10)	11 (1d12+5)	18 (6d4+3)
Crush	10 (2d6+3)	18 (6d4+3)	13 (2d8+4)	11 (1d12+5)	25 (5d6+8)	13 (2d8+4)	27 (9d4+5)	35 (5d8+13)	14 (2d8+5)	23 (2d12+11)

Other\_\_\_\_\_

Other\_\_\_\_\_