

## ADVANCED BELKER

## CREATURE 10

**NE****LARGE****ELEMENTAL****AIR**

**Perception** +19; darkvision, smoke vision

**Skills** Acrobatics +22, Stealth +22 (+24 in smoke)

**Str** +3, **Dex** +7, **Con** +4, **Int** -2, **Wis** +5, **Cha** +0

**Smoke Vision** The belker ignores the concealed condition from smoke.

**AC** 31; **Fort** +18, **Ref** +22, **Will** +17

**HP** 140; **Immunities** bleed, paralyzed, poison, precision, sleep

**Smoke Form** The belker can occupy the same space as other creatures.

**Speed** 25 feet, fly 40 feet

**Melee** ♦ claw +23 (agile, finesse), **Damage** 2d10+12 slashing

**Melee** ♦ wing +23 (agile, finesse, reach 10ft), **Damage** 2d8+12 bludgeoning

**Noxious Fumes** ♦♦ **Requirement** The belker occupies the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 28 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 28 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.