

# STAR MONARCH

## CREATURE 12

**RARE****CG****HUGE****BEAST**

**Perception** +24; darkvision

**Languages** Common (can't speak), Telepathy (touch)

**Skills** Acrobatics +23, Athletics +23

**Str** +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +4

**Dreamwarden** (abjuration) Any sleeping creature within 30 feet of a star monarch is affected by the spells protection from evil and sanctuary (Will DC 32)

**Navigational Awareness** Star monarchs never become lost and are immune to any effect that would cause them to lose their sense of direction.

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**AC** 32; **Fort** +21, **Ref** +25, **Will** +22

**HP** 220; **Immunities** cold, inhaled afflictions; **Resistances** physical 5 (except silver)

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**Speed** 25 feet, fly 80 feet, starflight

**Melee** ♦ claw +26 (agile, finesse), **Damage** 3d8+11 slashing plus Grab

**Melee** ♦ tail +24 (reach 15 ft), **Damage** 3d12+11 bludgeoning

**Occult Innate Spells** **Spells** DC 32, attack +24 ; **6th** *blanket of stars*; **4th** *dream message* (at will), *sleep*; **1st** *color spray*; **cantrips** (**6th**) *dancing lights* (at will)

**Glossap** ♦ (light) The star monarch sprays a target with an adhesive spittle, making a ranged Strike at a target within 30 feet (+26). On a successful attack roll the target is affected as a greater tanglefoot bag. In addition this adhesive glows under starlight or moonlight, limning the target as faerie fire if used outdoors at night.

**Starflight** Star monarchs can survive in the chilling void of outer space, and can fly through it at incredible speeds. A trip within a single solar system can take just a day or two and trips outside can take a month.