

NESHMAAL

CREATURE 13

UNCOMMON

CE

LARGE

ABERRATION

INCORPOREAL

Converted by VaranSL

Perception +22; darkvision

Languages Aklo; telepathy 100 feet

Skills Acrobatics +27, Intimidation +23, Occultism +20, Stealth +25, Survival +24

Str +0, **Dex** +8, **Con** +5, **Int** -1, **Wis** +3, **Cha** +6

AC 35; **Fort** +22, **Ref** +25, **Will** +20

HP 215; **Immunities** cold, disease, poison, precision; **Resistances** all 8 (except force, ghost touch, or sonic; double resistance vs. non-magical); **Weaknesses** sonic 16

Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 33

Speed fly 40 feet

Melee ♦ tendril +27 [+23/+19] (agile, finesse, reach 10 feet), **Damage** 3d8+7 bludgeoning plus 1d6 cold

Occult Innate Spells DC 33 ; **6th** *dominate*; **4th** *confusion* (×3); **Constant (5th)** *endure elements*

Kiss of the Void If the neshmaal successfully Strikes a single creature with two tendril attacks on its turn, the target takes an extra 4d6 cold damage.