**Name:** Emerald

**Attack**

**STR** +4

**DEX** +6

**INT**  +2

**Defence**

**AC** 16

**FORT** 13

**WILL** 16

**REF** 21

**Language:** Common

**HP:** 310

**Attacks (Features):**

Can create illusions that redirect attacks

Perception 16 is required to break illusion

Ranged

Attack DEX vs. REF 1d12 + 3

Melee

Attack STR vs. AC 2d6 + 3