

# Eblis

Large, Monstrosity, Neutral Evil

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**ARMOR CLASS**

13

**HIT POINTS**

45 (6d10 + 12)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Fly 50 ft., Walk 30 ft.

**Initiative** +2

**Saving Throws** Dex +4, Wis +4

**Skills** Stealth +4, Deception +5, Perception +4

**Senses** Passive Perception 14

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**Languages** Common, Auran

**STR**

12  
+1

**DEX**

14  
+2

**CON**

14  
+2

**INT**

12  
+1

**WIS**

14  
+2

**CHA**

16  
+3

## Traits

**Marsh Deceiver.** The eblis has Advantage on Charisma (Deception) checks and Dexterity (Stealth) checks in wetlands, reeds, ruins, or shallow water.

**Long-Legged Wader.** The eblis ignores difficult terrain caused by mud, reeds, and shallow water.

## Actions

**Beak.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Piercing damage.

**Dazzling Ruse (Recharge 6).** Wisdom Saving Throw: one creature within 30 feet. Failure: 10 (3d6) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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