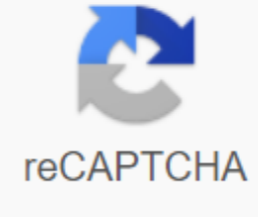




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D d 5e remorhaz

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Monster Manual 2 4th edition. (Wizard of the Coast), p 176. ISBN 0786995101. ^ 3.0 3.1 3.2 3.3 3.4 3.5 3.6 Williams, Jonathan Tweet, Monte Cook (July 2003). Monster Manual v.3.5. (Wizard of the Coast), pp. 214-215. ISBN 0-7869-2893-X. ^ 4.0 4.1 4.2 4.3 Doug Stewart (June 1993). Monstrous manual. (TSR, Inc.), P 301. ISBN 1-5607-6619-0. ^ 5.0 5.1 5.2 5.3 5.4 Gary Gaygax (December 1977). Monster Manual, 1st edition. (TSR, Inc.), p. 82. ISBN 0-9356-9600-8. ^ 6.0 6.1 6.2 Timothy J. Kask Ed. (August 1976). Creature features. Dragon #2 (TSR, Inc.), p21. ^ 7.0 7.1 Frank Meager (January 1985). Ay pronunseeAYshun gyd. Kim Mohan Ed. Dragon #93 (TSR, Inc.), p28. ^ 8.0 8.1 RA Salvatore (May 1991). to pause. (TSR, Inc.), pp. 282-285. ISBN 1-5607-6047-8. ^ Reynolds, Forbeck, Jacobs, Boyd (March 2003). Fan race. (Wizard of The Coast), p 157. ISBN 0-7869-2875-1. ^ A medium or small creature is battling it. If the attack hits, that creature takes the damage of the bite and is swallowed, and the melee ends. During swallowing, the creature is blind and restrained, it has a total cover against attacks and other effects outside remorahz, and it takes 21 (6d6) acid damage at the beginning of the frequency of each remorhaz. If remorhaz takes 30 losses or more at the same turn from a creature inside it, Remorhaz must succeed on saving a D.C. 15 Constitution that tosses at the end of the turn or regurgy falling prone in a space within 10 feet of all the swallowed creatures, which remorhaz. If remorhaz dies, a swallowing creature is now restrained by it and can escape zombies using 15 feet of movement, exiting prone. Roll 0 byte 1d20 + 11 6d10 + 7+3d6 Sense Darkvision 60 ft, Vibration 60 feet speed huge ugliness, Unligedmore Class 17 (Natural Armor) hit points 195 (17d12 + 85) speed 30 feet, bill 20 feet. STR24 (+7) DEX13 (+1) CON21 (+5) INT4 (-3) WIS10 (+0) CHA5 (-3) Damage discharge cold, fireSenses darkvision 60 feet, vibration 60 feet, passive perception 10languages-Challenge 11 (7200 XP) hot body. A creature that touches the rimorhz or kills it with a melee attack while within 5 feet of it there is 10 (3d6) fire damage. ACTIONSbite. Melee weapon attack: +11 to hit, reach 10 feet, one goal. Hit: 40 (6d10+ 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it's grappled (escaped DC 17). Until this scramble ends, the goal is stopped, and Remorez can't cut another goal. to swallow up. Remorhaz makes a bite attack against a medium or small creature it's battling. If the attack hits, that creature takes the loss of the bite and swallows, and the melee ends. During swallowing, the creature is blind and restrained, it has a total cover against attacks and other effects outside remorahz, and it takes 21 (6d6) acid damage at the beginning of the frequency of each remorehaz. If remorhaz takes 30 losses or more at the same turn from a creature inside it, Remorhaz must succeed on saving a D.C. 15 Constitution that tosses at the end of the turn or regurgy falling prone in a space within 10 feet of all the swallowed creatures, which remorhaz. If remorhaz dies, a swallowing creature is now prevented by it and can escape zombies using 15 feet of movement, exiting prone. inclined.

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