

RUBELLITE INFANTRY(BLADES)

Large beast (Gargoyle), any alignment

Armor Class 16 Stone Skin

Hit Points 104 (16d10 + 16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities petrified

Senses darkvision 100 ft., tremorsense 30 ft., passive Perception 10

Languages Common, Stonekin

Challenge 9 (5,000 XP)

Flyby. The Rubellite Infantry(Blades) doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Martial Advantage. Once per turn, the Rubellite Infantry(Blades) can deal an extra 5 (1d10) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the Rubellite Infantry(Blades) that isn't incapacitated.

Pack Tactics. The Rubellite Infantry(Blades) has advantage on an attack roll against a creature if at least one of the Rubellite Infantry(Blades)'s allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Saber Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Runic Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.



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