

Aylith

STR 250

CON 350

SIZ 400

DEX 120

- **Hit Points:** 95
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 11

Combat

Attacks per round: 3D4 (vines crush, grab or swipe)

May strike out with its vines or use them to grab or impale opponents.

Grab (mnvr): grabbed by a vine, the target suffers 3D6 crushing damage per round thereafter. The victim may attempt to break free with Extreme STR or a Hard DEX roll. A vine may be severed if suffering 10+ damage.

Fighting

90% (45/18), damage 7D6

Grab (mnvr)

90% (45/18), held, damage 3D6
(see above)

Armor

- Minimum damage from impaling weapons (incl. bullets)
- If reduce to zero hit points, the Aylith disintegrate into ashes. It reforms 1d100+100 days later.