SUN VULTURE

Medium • Elemental • Neutral Evil



Armor Class 13 **Initiative** +0 (10)
Hit Points 52 (7d8 + 21)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Resistances fire
Damage Immunities poison, radiant
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses passive Perception 11
Languages Primordial (Auran)
CR 3 (XP 700; PB +2)

Blinding Illumination. The vulture sheds bright Light in a 30-foot radius and dim light for an additional 30 feet. *Wisdom Saving Throw:* DC 13, any blinded creature in a 30-foot emanation originating from the vulture that would end its blinded condition. *Failure:* The creature stays blinded until the end of its next turn.

Unusual Nature. The vulture doesn't require air, food, drink, or sleep.

ACTIONS

Gouge. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 15 (2d10 + 3) piercing damage plus 7 (2d6) radiant damage. If this attack scores a critical hit, the target becomes blinded until the end of its next turn. If the target is already blinded, it becomes blinded for 24 hours or until cured by a *lesser restoration* spell.

Cone of Radiance (1/Day). *Constitution Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* 10 (3d6) radiant damage and the target becomes blinded until the end of its next turn.

BONUS ACTIONS

Fading Light. *Charisma Saving Throw:* DC 13, one unconscious creature with 0 hit points. *Failure:* 10 (3d6) radiant damage, and the vulture gains temporary hit points equal to the damage dealt.

SUN VULTURE — WEAKER



Armor Class 12 **Initiative** -1 (9)
Hit Points 26 (4d8 + 8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances fire
Damage Immunities poison, radiant
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses passive Perception 10
Languages Primordial (Auran)
CR 1/2 (XP 100; PB +2)

Blinding Illumination. The vulture sheds bright Light in a 20-foot radius and dim light for an additional 20 feet. *Wisdom Saving Throw:* DC 12, any blinded creature in a 20-foot emanation originating from the vulture that would end its blinded condition. *Failure:* The creature stays blinded until the end of its next turn.

Unusual Nature. The vulture doesn't require air, food, drink, or sleep.

ACTIONS

Gouge. *Melee Weapon Attack:* +4, reach 5 ft. Hit: 5 (1d6 + 2) piercing damage plus 3 (1d6) radiant damage. If this attack scores a critical hit, the target becomes blinded until the end of its next turn. If the target is already blinded, it becomes blinded for 24 hours or until cured by a *lesser restoration* spell.

Cone of Radiance (1/Day). *Constitution Saving Throw:* DC 12, each creature in a 30-foot cone. *Failure:* The target becomes blinded until the end of its next turn.

BONUS ACTIONS

Fading Light (1/Day). *Charisma Saving Throw:* DC 12, one unconscious creature with 0 hit points. *Failure:* 5 (2d4) radiant damage, and the vulture gains temporary hit points equal to the damage dealt.

SUN VULTURE — STRONGER



Armor Class 14
Initiative +1 (11)
Hit Points 93 (11d8 + 44)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	5 (-3)	14 (+2)	7 (-2)

Damage Resistances fire
Damage Immunities poison, radiant
Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses passive Perception 12
Languages Primordial (Auran)
CR 6 (XP 2,300; PB +3)

Blinding Illumination. The vulture sheds bright Light in a 30-foot radius and dim light for an additional 30 feet. *Wisdom Saving Throw:* DC 15, any blinded creature in a 30-foot emanation originating from the vulture that would end its blinded condition. *Failure:* The creature stays blinded until the end of its next turn.

Unusual Nature. The vulture doesn't require air, food, drink, or sleep.

ACTIONS

Gouge. *Melee Weapon Attack:* +7, reach 5 ft. Hit: 20 (3d10 + 4) piercing damage plus 13 (3d8) radiant damage. If this attack scores a critical hit, the target becomes blinded until the end of its next turn. If the target is already blinded, it becomes blinded for 24 hours or until cured by a *lesser restoration* spell.

Cone of Radiance (2/Day). *Constitution Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* 18 (4d8) radiant damage and the target becomes blinded until the end of its next turn.

BONUS ACTIONS

Fading Light. *Charisma Saving Throw:* DC 15, one unconscious creature with 0 hit points. *Failure:* 16 (3d10) radiant damage, and the vulture gains temporary hit points equal to the damage dealt.