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* This NDC is a bishouldered about a billion as		

This NPC is a higher-level challenge in their area of expertise. The NPC's level during such a challenge is listed in parentheses.

ELITE ADJUSTMENTS

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

WEAK ADJUSTMENTS

- · Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease	
1-2	-10	
3–5	-15	
6–20	-20	
21+	-30	





















































































































































































































