

Aquiline
Campaign
Setting

Bestiary of the Realm

Abridged

A Fantasy Roleplaying Supplement
by J. Evans Payne

FlexTale

Compatible



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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder

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Dedication

Aquillae: Bestiary of the Realm is dedicated to my long-suffering wife, who, for countless dozens—in truth, well over a hundred—evenings, endured my relentless clicking to bring the crunch herein to life.

Foreward

This project was born of two urgent desires, formed in the early days of D&D.

Back during the BECMI boxed-set era, I was in middle school, and I discovered tabletop roleplaying games. And I was in love. Deeply, irrevocably in love.

But my new love had two problems. Teen romance, amirite?

Firstly, she was *picky*. Her published adventures stated in bold font, right on their covers, that only PCs of certain levels need apply. I several times ignored her warning, and ventured forth, only to discover the sensibility of her dictum, for this way lies the path of either boredom or certain destruction. Though I saw the wisdom of her claims, still I longed for an adventure more accessible to all: my PC got to be 10th level, but her reward is to be closed off from newly-released adventures that gated her off in favor of “PCs of 4th to 6th level”? Similarly, just because my PC has gained in power, she shouldn’t be intimidated by monsters of a certain description any longer?

It seemed that somehow, it should be possible to fashion adventure content that **scales more dynamically**.

My new love’s second fault was actually one of my favorite things about her: the *Monstrous Compendium*.

For those under a certain age reading this, a bit of context, here. In those days of limited entertainment options, the Trapper Keeper was king. It was the coolest, most essential school supply. Yeah, sure, it was really just a glorified three-ring binder. But it was a binder you could make into pretty much whatever combination of tools you felt you needed (spoiler: you didn’t need any of it, not really).

So when the *AD&D Monstrous Compendium* was released, it felt in many ways like the ultimate culmination of geekery: an RPG sourcebook that masqueraded as the coolest school tool. It made any DM feel like they were in a legitimate profession, a job, a place of importance, and it added authority to the gaming table.

Plus it was just damned cool.

There was just one problem.

Monsters were presented alphabetically. That was great; made for some pretty easy reference and searching. But pages were printed back-to-back. So, a single sheet might contain information about two different monsters.

That was all well and good until you purchased your second MC pack (remember Spelljammer?): what, then, to do, to keep things alphabetized? It was a frustrating hassle.

Now, you might well point out that it simply doesn’t matter that much, to have every monster alphabetized. And even my middle-school self, in the moment, still realized the futility and pointlessness of this irk. It didn’t matter. Not really.

But it irked me still.

Fast forward a few decades, and I just decided to do it my own damn self.

We’ve seen much of this come to pass, of course. Video games like the Elder Scrolls games implement scaling monsters, so that an orc is a threat no matter how potent your character becomes. Playing brutally challenging games such as the Dark Souls line, you have to always be careful of even the very earliest beasties, lest your impatience lead to your doom, regardless of how potent you have grown.

Similarly, online resources like the Pathfinder SRD collect monsters across a wide range of sources and present them alphabetically.

When I set out to create *Dark Obelisk 1: Berinncorte*, I knew that I wanted it to be accessible, playable in earnest, by PCs of any level.

That simple, middle-school naivete has now driven thousands of pages of dynamic adventure content.

And now, though this is but one volume of six, it has yielded a true fulfillment of my middle-school-self’s desires.

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

January 2020

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Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An authoritative **listing** of monsters for use in any campaign setting, for adventuring parties of any size, and any level.
- A means of using any existing monster with adventures of **any level** and difficulty.
- A compendium of **newly-created** monsters, born of inspiration from existing beasts you may already know and love.
- A **single-source** reference and repository, listing every single possible monster in easy-to-reference alphabetical order.

In short, how you use this book is really dependent upon you and your needs as a GM.

Strengths

This book is immensely valuable for GMs who want to introduce a truly formidable amount of creatures into their campaign, and to do so in a flexible manner.

Prep Time: *Aquillae: Bestiary of the Realm* is a peerless resource for GMs who want to minimize preparation time, or who want to through new, unexpected combinations of monsters at their players.

Crunch: There is no other work that assembles, generates, and makes available this level of pure crunch, of instantly-usable gaming statistics in an accessible format.

Single Point of Reference: Each monster entry is designed to be self-contained, as much as possible: in nearly all cases, you should be able to use the creature's entry on its own, without referencing any other publications or materials.

Flexibility: If you've always been frustrated by the restrictions of a given adventure being appropriate only "for levels 4-6", then this bestiary is for you!

Rigor: Each and every one of the statblocks in this tome was constructed using published game mechanics, templates, rules, and resources. Most have been playtested in actual gaming groups, or simulated in extensive combat scenarios across a range of PC compositions, levels, and sizes. Although every single monster is not going to pose the identical challenge to every party—see "Weaknesses", below—every creature is constructed as best as possible to represent that monster at that level of difficulty.

Intelligence: The next section of this book introduces **FlexAI**. This is a revolutionarily complex, yet accessible, means of simulating dynamic, contextually-appropriate monster behavior in combat encounters. Each and every monster includes full FlexAI rules, including its combat Role and variation, so you know how it is likely to behave in combat. This mechanic and approach takes the place of the somewhat more pedestrian "Combat Behavior" description that most bestiaries include alongside statblocks. This

concept is explored in full, with hundreds of additional resources and references, in the *FlexAI Guidebook*, usable on its own, or as a valuable companion tome to this bestiary.

Novelty: Of the 6,400 complete statblocks in this bestiary, 4,800 of them are entirely new, forged using existing game mechanics, guidelines, templates, resources, and rules. A full 75% of the creatures described herein were created solely for the purposes of letting GMs use monsters for party levels above, or below, the levels "intended" originally when the monsters were published to begin with. In this sense, this work is not only an assemblage of monsters in a single repository, but also the single largest source of new creatures ever conceived.

Thoroughness: Every monster. Ever. Assembled in a single place.

Integration with FlexTale: All **Infinium Game Studio** adventures and other products use the FlexTale approach to adventure content. This innovative approach attempts to make all adventure content accessible and appropriate to all PC parties, of all levels. *Aquillae: Bestiary of the Realm* enables **FlexTale** support for every monster, ever published.

Making Existing Adventures Dynamic: If you have published adventures that do not use the FlexTale approach, you can use this bestiary to adapt them to parties of any level.

Construction: Each and every monster has been "built" or "constructed", rather than simply fabricated. The meaning here is a little obtuse, so in more detail: each monster has been incarnated from its starting statblock, and then modified up and down as appropriate to generate the resulting quartet of statblocks you find herein. Hit dice have been modified, feats granted, and other tricks to produce contextually-appropriate scales of challenge. Statblocks have not simply been "fiddled with", but rather templates and other tools have been applied to generate the results you see. It would have been easier—SO MUCH easier!—to simply fabricate statblocks and boosts, but this approach results in much richer and more true-to-the-rules mechanics.

When to Use This Book

In short, turn to this book as a gaming tool when:

- You want to run an adventuring session quickly, with **zero preparation**.
- You want to run an **Infinium Game Studio** adventure, or another published adventure that leverages the **FlexTale** approach to dynamic, scaled adventure content.
- You want to introduce a monster that is **not commonly associated** with the level that the PCs in your gaming group currently are.
- You want to **surprise seasoned players** with monsters that they may dismiss as far beyond, or far beneath, their capabilities.
- You want the ease of having a **single, authoritative compendium** of every single monster, ever, in a single bookshelf of volumes.

- You want to introduce random, but contextually appropriate, artificial intelligence-driven **behavior** to monsters in your adventures.

What This Book is NOT

This book is intended to be a plethora, and not necessarily a panacea. It sets out to create the most flexible, most complete, and most ambitious set of monsters ever assembled in a bestiary, and in that regard, it excels without peer.

Many bestiaries of entirely new, custom monsters include rich artwork, lavish backstories, and other features. That is not the goal of this book, and it does not set out to achieve this in any way. Other adventures, books, and products from Infinium Game Studios include this approach and level of detail; for the monsters included in *Aquillae: Bestiary of the Realm*, this approach would not be appropriate.

Artwork: It is neither logistically, nor financially, feasible to include artwork for each and every monster. In most cases, the monsters in question are either well-known to veteran players, or existing artwork is easily available for reference in other sources.

Conciseness: By nature, definition, and intent, this bestiary is not perfectly efficient. There is repetition. There is repetition.* Some special abilities and apply to more than one monster, so their descriptions may appear multiple times throughout the text. This is by design, and for two reasons: first, to ensure that each entry is self-contained as much as is feasible. And second, because even though the majority of a creature's special ability description may be shared with that of another monster's, it may vary slightly.

* *Bad jokes about game mechanics are hard to come by.*

Variable Difficulty: It is a lofty goal, to have every monster appropriately presentable to PCs of any quantity and level. Although this bestiary accomplishes everything it sets out to do in this regard, it is simply impossible to effect this perfectly.

All monsters are not meant to be an **equal** challenge to every level, but to represent a **roughly equivalent** challenge at any level. Badgers, no matter what you do to their statblocks, will always be little more than a nuisance. Similarly, a Tarrasque should always represent a potential party-annihilating setpiece foe. Trying to make all monsters be all things to all parties would be A) impossible, and B) inappropriate.

"Squishiness": This word is a common shorthand, and refers to how PCs of higher levels can easily defeat monsters and other threats of lower levels. Some of the monsters herein are indeed "squishy", in that although they may say they are "Elite" level, PCs of higher levels may not view that creature as a legitimate threat to their capabilities. This is frankly unavoidable, as to a certain extent, some monsters are simply tougher than others. Making a Chicken into a threat appropriate to face Level 20 PCs would mean it is unrecognizable as a Chicken. Instead, interpret an "Elite" Chicken as one that should be presented to higher-level characters. They will still be able to slay it just as easily, if not much more easily, than they could the Low-caliber Chicken's statblock when they were lower level.

"Impossibles": Some monsters are completely, entirely,

inappropriate for lower-level adventurers, even if they're listed as "Low" difficulty level. Level 2 PCs cannot hit a monster with an insanely high Armor Class, no way around it. In these scenarios—most often with monsters with **Combat Roles of Elite or Solo**—the monster is, and should be, considered beyond the capabilities of characters of those lower levels.

Instead, consider deploying the lower-Difficulty iterations of such monsters as easier-to-defeat threats for higher-level PCs, or as "plot blockers" for low-level PCs. Facing a Tarrasque at Level 4, even in the context of the FlexTale approach to things, should signal certain defeat to any party.

Weaknesses: When NOT to Use This Book

Although *Aquillae: Bestiary of the Realm* was designed to be the most complete, extensive, ambitious, and flexible bestiary ever created, there are still cases where it's perhaps not the best solution.

When faced with the following scenarios, you may wish to consider other alternatives.

- **Story:** There is no adventure here. Or, rather, there is fodder to help fuel thousands, endless, adventure... but no true plot to speak of. You knew that when you saw the word "Bestiary" on the title, though.
- **Adventure Hooks:** Some smaller bestiaries include suggestions of how a given monster might be best incorporated into your adventuring. That was not the intent in this tome. There is no room for this, and besides, in many cases, such tools are already available.
- **Background, Context, and "Flavor/Fluff":** This is a work of crunch—of pure game mechanics, rules, and guidelines. It is not a story, and does not provide a great deal of flavor text for the monsters. Most are well-known; descriptions or "soft content" for others are already available elsewhere.
- **Exacting Level-Scaled Context:** This book strives to make every creature available for use with any adventuring party. That's not mechanically, or sanely, possible to achieve to perfection. In a gaming group that is ruthlessly Rules as Written (RAW), with no flexibility for fudging dice, rounding up or down, or otherwise bending the rules to ensure a good time versus compliance with mathematics, then this bestiary is probably not the best tool... and neither is the FlexTale approach to things in general.
- **Perfect Challenge Rating Adherence:** If you are using the rules for creating encounters that use Challenge Rating as an explicit mathematical guideline, then you may wish to apply additional review and rigor to your process when using *Aquillae: Bestiary of the Realm* (see How to Use This Book, below).

How to Use This Book

There is no wrong way to use *Aquillae: Bestiary of the Realm*. But it may help to consider a number of different ways of using it... some of which may not have occurred to

you!

With FTEG

The **FlexTale Encounter Generator (FTEG)** is at the heart of Infinium Game Studio's approach to dynamic adventure content.

Used with this Bestiary, the FTEG contains encounter FlexTables that allow GMs to generate contextually-appropriate combat encounters for PCs of any level, all with a simple roll of the dice.

With IGS Adventures

All Infinium Game Studios adventures and products use the FlexTale approach to dynamic adventure content. As a result, these adventures leverage monsters in this bestiary, with no additional work needed.

With Other Published Adventure Content

You can take any non-FlexTale adventure and adapt it to be more appropriate to PCs of any level, rather than the restriction of most published products being "levels X to Y".

Simply take the monsters included in such adventures, and use the version of that monster that's most appropriate for your PCs' level.

With Homebrew Content

For those who like to roll their own, this bestiary makes creating combat encounters super easy: any monster can appear as a threat to any PCs, so let your imagination run wild! Alternately, you can save yourself even more time by using *Aquillae: Bestiary of the Realm* in concert with the *FlexTale Encounter Generator*.

Rarity

The FlexTale Encounter Generator goes into elaborate and fully-scaled detail for every monster, in every terrain context.

As a result, the Bestiary itself merely lists a quick shorthand as to rarity, using the simple nomenclature of "Common", "Uncommon", and "Rare".

Occurrences

Each monster lists whether it is encountered on its own, or in a group. This is useful for monsters that might otherwise seem "squishy"; simply include more than just the one to up the threat level.

Challenge Rating

The short version here is that CRs are not slavishly stringent in *Aquillae: Bestiary of the Realm*. It would be nearly

impossible to create CR-compliant listings for each monster.

Instead, CRs listed herein reflect the Hit Dice of the creatures and statblocks involved. In many cases, this means that the CR listed is likely higher than you might expect, particularly for "squishy" monsters who were "evolved" from lower-CR origins.

In these scenarios, recall that the FlexTale approach, and the intent behind this Bestiary, is to present appropriate challenges for parties of varying levels, not perfect threats for exact levels.

OSR Rules Extensions

Pathfinder is a massively complex tabletop RPG rules system. OSR is designed to be simple, old-school, and straightforward.

Out of necessity, then, adapting monsters from Pathfinder into OSR introduces some new wrinkles. It is simply not feasible to translate complex content into simple content, and have that original content still contain meaningful differences, across over 1,650 monsters, without introducing some small new rules.

What follows is a smattering of new rules features that are suggested addenda to your OSR rules set. You are free to use, or ignore, them, in any combination, as it suits both your needs as a GM, and your flavor of OSR retroclone.

Grappling

One creature may attempt to grapple with another. To keep things simple, the grappling creature declares this as its intent, and makes an attack roll against the defending creature.

Success means no damage is inflicted, but the grapple is established. The grappling creature automatically hits the grappled creature each round with its melee attacks, and may have additional effects (e.g., swallowing whole).

Unless otherwise indicated, a grappled creature may not make attacks or move, but may spend its turn breaking the grapple by succeeding in an attack roll of its own against the grappling creature.

Ability Score Damage

Poisons, curses, and many other effects may impact this effect. If your rules system uses Ability Score Damage, then use its rules for it.

Otherwise, a creature with ability score damage suffers all the effects of the reduced ability score(s): a lowered Constitution means reduced maximum and current Hit Points; Strength damage affects damage inflicted in combat, and so on. For all purposes, a creature with a damaged ability score treats its ability score as the damaged value.

Ability score damage is healed at a rate of one (1) point per ability score, per day, restored following a full overnight rest. If the victim does not enjoy a full rest, it does not recover any ability score damage.

Any magical healing enjoyed by the victim automatically restores ability score damage at the same rate: 1 point, per damaged ability score, regardless of the amount of hit point damage healed.

A victim currently at its maximum hit point total who receives magical healing of any kind recovers from all ability score damage.

It is left to the GM's discretion as to the effects of specific healing and other magical effects (regeneration, restoration, wish, miracle, and so on) relative to ability score damage.

If at any time a creature has a zero, or negative, value for one or more of its ability scores, it suffers additional effects, as follows, until the score is raised to 1 or higher.

Unless otherwise noted, there are no lasting effects to having "zeroed out" one or more ability scores through damage, though in certain cases, particularly those involving negative values, the GM may inflict additional lasting penalties, at her discretion.

- **Strength:** The creature cannot attack, defend, move, or carry objects. It must lie inert until it recovers a positive Strength value. It automatically fails all Paralysis saving throws.
- **Dexterity:** The creature cannot attack, defend, move, or cast spells. It may stand and move at 5' per round until it recovers a positive Dexterity value. It automatically fails all Breath saving throws.
- **Constitution:** The creature must make a Death saving throw every round it has a zero or negative Constitution. Any failed save means it dies. During this time, it automatically fails any other Death saving throw it is required to make.
- **Intelligence:** The victim may not cast spells, speak, or understand anything that is going on around it. They have neither short- nor long-term memory, though memories formed prior to "zeroing out" are retained. The victim automatically fails any Spell saving throw.
- **Wisdom:** The victim automatically fails any Wand saving throw, and cannot make skill checks, ability checks, or use class features which rely upon rolling dice to randomize outcome. It may attack, but is *Confused* (see below).
- **Charisma:** The victim is repellent; all other creatures must make a Paralysis saving throw to approach the victim. The victim automatically fails any Wand saving throw or any induced by a creature with a Charisma higher than its original, undamaged value.

Conditions

- **Bleed:** Each round on its own turn, the victim suffers the amount of Bleed damage again until it receives healing (magical or mundane unless otherwise noted).
- **Blinded:** Victims suffer a -4 penalty to their attack rolls, Armor Class, and any skill or ability checks that require a die roll to randomize outcome. They may attack, but there is a 50% chance they will miss even if they succeed at their penalized attack roll.
- **Confused:** A confused victim may attack, but has an equal chance of attacking a friendly creature than an enemy each time it does.
- **Cowering:** Victim may not attack, and suffers a -4 penalty to its Armor Class. It may not move and can take no other actions until cured of this condition.
- **Dazed:** Victim may not attack, but can otherwise act normally. (Targeting a spell at an enemy counts as an

attack.)

- **Dazzled:** Victim suffers a -2 penalty on its attack rolls.
- **Deafened:** Cannot hear (obviously).
- **Entangled:** Cannot run, charge, or otherwise maneuver except to move in a single direction up to half its normal speed. Suffers a -2 penalty on attack rolls and Armor Class.
- **Exhausted:** May only move up to half normal speed; cannot run, charge, or otherwise maneuver; suffers a -4 penalty to Strength and Dexterity scores. (Note this is not ability score damage, but a temporary reduction until the *Exhausted* condition is removed.)
- **Fascinated:** May not move, attack, or otherwise act; must stare at the source of the Fascination.
- **Fatigued:** Cannot run, charge, or otherwise maneuver; -2 penalty to Strength and Dexterity scores.
- **Frightened:** Cannot attack the source of its fear and must move away from it each round if it can. Suffers a -2 penalty on saves and attack rolls.
- **Incorporeal:** May only be struck by magic, but even so, there is a 50% chance they will not be affected. Ghost touch effects or those described as affecting incorporeal creatures "normally" ignore this condition.
- **Invisible:** Cannot be seen; gains a +2 bonus on attack rolls against visible targets. Most invisibility dissolves once the invisible creature attacks.
- **Nauseated:** Cannot attack, cast spells, or otherwise act; may move normally.
- **Panicked:** As Frightened, but the victim drops whatever they are holding, cannot attack, and cannot cast spells or otherwise do anything but move away from the source of its fear.
- **Paralyzed:** Cannot move; suffers a -6 penalty to its Armor Class.
- **Shaken:** Suffers a -2 penalty on attack rolls and saves.
- **Sickened:** Suffers a -2 penalty on attack and damage rolls.
- **Staggered:** Victim may make a move, or attack, but not both, on its turn.
- **Stunned:** Drops everything held, cannot take any actions, and suffers a -2 penalty to its Armor Class.

Actions

Pathfinder has many different kinds of Actions. This section clarifies how they map to common OSR terminology:

- **Standard Action:** Attacking or moving.
- **Move Action:** Moving.
- **Swift Action:** You may make up to one of these per turn in addition to other actions.
- **Immediate Action, Free Action:** You can take any number of these, at any time, even if it's not your turn.
- **Full-Round Action:** If you don't move, and aren't otherwise affected by any Conditions, and have no Dexterity ability score damage, you may make one full-round action per turn.

Caster Level

Unless otherwise specified, the Caster Level for an effect is equal to the Hit Dice of the creature casting it, plus 5.

Damage Types

Generally speaking, the differentiation as to what sort of damage a creature suffers is only meaningful if it possesses resistance, or vulnerability, to that type of damage. Otherwise, ignore the damage type.

Variable Challenge

One might argue that the **Variable Challenge** concept is at the very heart of *Aquillae: Bestiary of the Realm* and why it exists in the first place.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

“Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as “**1L**”.

 **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10. You may see this referred to as “**2M**”.

 **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as “**3A**”.

 **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level. You may see this referred to as “**4E**”.

To avoid confusion, elsewhere in the text outside of the creature’s quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Monster Reference

Crunch and Fluff

“**Crunch**” is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such “softer” yet still important game elements are often referred to as “**fluff**”.

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC’s character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it’s necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between!

Quadded Stat Blocks and Default Language

Any of a creature’s **fluff** uses language assuming that you are playing the  **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a +3 *corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

It’s worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Quadded Stat Blocks

Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special

ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Aboleth



A

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

	☒	☒	☒	☒

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4	5	6	7
ATT Attacks	Tail Sweep 1d6 or Tentacle 1d6	Tail Sweep 1d8 or Tentacle 1d8	Tail Sweep 1d8 or Tentacle 2d6	Tail Sweep 3d6 or Tentacle 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	175	275	650	900

Special Abilities

Mucus Cloud

While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a Paralysis save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Slime

A creature hit by an aboleth's tentacle must succeed on a Paralysis save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of acid damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Achaierai



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Land (Planar; Hell)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Flock (5-8x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	10	10	10	8
W Wand	11	11	11	9
P Paralysis	12	12	12	10
B Breath	13	13	13	10
S Spell	14	14	14	12
U <i>Unified</i>	12	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	75	175	450

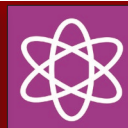


Special Abilities

Black Cloud

An achaierai can exhale a cloud of choking, toxic smoke 3x/day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh; anyone who takes damage from the black cloud must also make a Death save or become confused. Every round, the victim may attempt another save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. This is a poison effect. Achaierais are immune to this ability.

Angel (Cassisian)



A

	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Slam -2 1d3	Slam +0 1d4	Slam +1 1d6	Slam +2 2d4
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	Fly 180' (60') (Perfect)			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275

Special Abilities

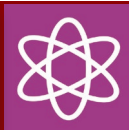
Breath Weapon 15-ft. line, 1d6 cold or 1d6 fire, Breath save halves damage, once every 1d4 rounds.

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Perfect Memory Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

Truespeech All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.

Angel (Planetar)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Pair			
Treasure	Double			

	☒	☒	☒	☒

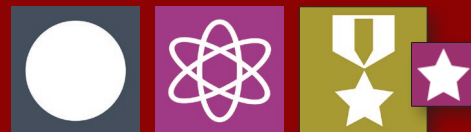
AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice	3	4	5	5
ATT Attacks	Greatsword 1d8 or Slam 1d4	Greatsword 3d6 or Slam 1d6	Greatsword 3d6 or Slam 1d6	Greatsword 3d6 or Slam 1d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 270' (90') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	65



Special Abilities

Discern Lies	You can Discern Lies as a constant ability. Victims attempting to lie to you must succeed at a Wand save with each lie; otherwise, you detect the falsehood.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Angel (Solar)



A

	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Pair			
Treasure	Double			

AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	3	5	5	6
ATT	Attacks	Composite Longbow 1d8x3 or Slam 1d4 or Greatsword 2d6	Composite Longbow 2d6x3 or Slam 1d6 or Greatsword 3d6	Composite Longbow 2d6x3 or Slam 1d6 or Greatsword 3d6	Composite Longbow 2d6/x3 or Greatsword 3d6 or Slam 1d6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV	Move	105' (35') Fly 300' (100') (Good)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	275	450	900

Special Abilities

Change Shape	Can change own shape, per the illusory disguise spell, at will.
Discern Lies	You can Discern Lies as a constant ability. Victims attempting to lie to you must succeed at a Wand save with each lie; otherwise, you detect the falsehood.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Slaying Arrow	A solar's bow needs no ammunition, and automatically creates a disintegration bolt when drawn. Disintegration inflicts an additional 4d8 points of electrical and acid damage upon a succesful hit; if this kills the victim, then the victim disintegrates, leaving no corporeal form whatsoever.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Ankheg



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Acid Bite

An Ankheg's bite does an additional 1d4 acid damage.

Spit Acid

Line of acid, 30' long. Targets must save vs. Breath or suffer 3d6 acid damage (halved with a successful save).

Ant (Drone)



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d8 or Sting 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50')	Climb 60' (20')	Fly 90' (30')	(Good)
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	90

Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d4 Poison damage; cure 1 save.

Ant (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d8 or Sting 1d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	150' (50') Climb 60' (20')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	-	-



Special Abilities

-

-

Ant (Queen)



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	2	5	6	7
ATT Attacks	Bite 1d8 or Sting 1d6	Bite 1d8 or Sting 1d6	Bite 1d8 or Sting 1d6	Bite 2d6 or Sting 1d8
THACO	18 [+1]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U Unified	14	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	275	65	-
Special Abilities				
-				

Ant (Worker)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6	Bite 1d6	Bite 1d6	Bite 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	150' (50') Climb 60' (20')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

-

-

Ape (Dire)



A

	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	27	-	-

Special Abilities					

-

-

Ape (Gorilla)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities					

Archon (Hound)



A

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Greatsword 2d6 or Bite 1d8 or Slam 1d4	Greatsword 2d8 or Bite 1d10 or Slam 1d6	Greatsword 2d10 or Bite 2d6 or Slam 1d8	Greatsword 3d10 or Bite 2d8 or Slam 1d10
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	120' (40') , Teleport			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	175	275	450



Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Change Shape	A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Lantern)



	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Light Ray 1d6	Light Ray 1d8	Light Ray 2d6	Light Ray 3d6
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	Fly 180' (60') (Perfect) Walk 15' (5') , Teleport			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Aura of Menace Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.

Light Ray A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes resistances of any type.

Truespeech This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Trumpet)



A

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Suqad (3-5x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Greatsword 1d8	Greatsword 2d6	Greatsword 2d6	Greatsword 2d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')	Fly 270' (90')	(Good), Teleport	
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450



Special Abilities

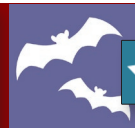
Aura of Menace Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.

Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Truespeech This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Trumpet All creatures except archons within 100 feet of the trumpet's blast must succeed on a Paralysis save or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.

Assassin Vine



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Patch (3-6x)			
Treasure	Incidental			

	⊗	⊗	⊗	⊗

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d6	Slam 1d6	Slam 1d8	Slam 1d10
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Camouflage

Since an assassin vine looks like a normal plant when at rest.

Entangle

An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This requires a Wand save or victims become entangled until they can cut themselves free or succeed on another save.

Athach



A

	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-4x), or Tribe (7-12x)			
Treasure	Standard			
AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Heavy Mace 2d6 or Rock 2d6 or Bite 1d10 or Slam 1d6	Heavy Mace 2d8 or Rock 2d8 or Bite 2d6 or Slam 1d8	Heavy Mace 2d10 or Rock 2d10 or Bite 2d8 or Slam 1d10	Heavy Mace 2d12 or Rock 2d12 or Bite 2d10 or Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d8 poison damage; cure 1 save.

Azata (Bralani)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Composite Longbow 1d8/x3 or Scimitar 1d6	Composite Longbow 1d8+2/x3 or Scimitar 1d6+2	Composite Longbow 1d8+4/ x3 or Scimitar 1d6+4	Composite Longbow 1d8+8/ x3 or Scimitar 1d6+6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	120' (40') Fly 300' (100') (Perfect)			
SV	Saves				
D	Death	10	10	8	8
W	Wand	11	11	9	9
P	Paralysis	12	12	10	10
B	Breath	13	13	10	10
S	Spell	14	14	12	12
U	<i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Truespeech

This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Whirlwind Blast

When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d8 force damage in a 20-foot line (Breath save halves).

Wind Form

A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spelllike abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

Azata (Ghaele)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Triple			

AC	Armor Class	4 [15]	5 [14]	5 [14]	3 [16]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Greatsword 1d8 or Light Ray 2d10	Greatsword 2d6 or Light Ray 2d12	Greatsword 2d6 or Light Ray 2d12	Greatsword 2d6 or Light Ray 6d8
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	150' (50') Fly 450' (150') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Gaze	In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Death save negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Death save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mindaffecting fear effect.
Light Form	A ghaele can shift between its solid body and one made of light. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality-it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.
Light Ray	A ghaele's light rays have a range of 300 feet. This attack bypasses all resistances.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azata (Lillend)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Choir (3-6x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Longsword 2d6 or Tail Slap 1d8	Longsword 2d6 or Tail Slap 1d8	Longsword 2d8 or Tail Slap 1d10	Longsword 3d6 or Tail Slap 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	90' (30') Fly 210' (70') (Average)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	900



Special Abilities

Bardic Performance

You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Distraction

You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Fascinate

You can use your performance to cause up to 3 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Paralysis save to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target suffers a -4 penalty on all skill checks made as reactions. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Competence

You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +3 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. You cannot inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. You must choose which component to use when starting his performance.

Suggestion

You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Spell saving throw negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Truespeech

This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azer



A

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Light Hammer 1d4 or Warhammer 1d8x3	Light Hammer 1d6 or Warhammer 1d10x3	Light Hammer 1d8 or Warhammer 2d6x3	Light Hammer 1d10 or Warhammer 3d6x3
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Heat

The creature generates so much heat that its mere touch deals 1d6 additional fire damage. The creature's metallic melee weapons also conduct this heat.

Azer



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Light Hammer 1d4 or Warhammer 1d8x3	Light Hammer 1d6 or Warhammer 1d10x3	Light Hammer 1d8 or Warhammer 2d6x3	Light Hammer 1d10 or Warhammer 3d6x3
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Heat

The creature generates so much heat that its mere touch deals 1d6 additional fire damage. The creature's metallic melee weapons also conduct this heat.

Badger



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Clan (3-6x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d3 or Claw 1d2	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Blood Rage

When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Barghest



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cult (1 plus others)			
Treasure	Standard			

	☒	☒	☒	☒

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d10
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	175	275	450

Special Abilities

Change Shape

A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Feed

Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Barghest (Greater)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cult (1 plus others)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	75	175	450



Special Abilities

Change Shape

A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Basidrond



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Non-Cold Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Grove (3-8x)			
Treasure	Incidental			

	☒	☒	☒	☒

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	.	1	3	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Cold Lethargy

Although a basidrond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidrond cannot use its hallucination cloud or spores.

Hallucination Cloud

A basidrond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a Paralysis save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately.

Spores

Any creature struck by a basidrond's slam attack is coated with spores. The creature struck must make a Death save or these spores take root in his flesh, and particularly in his lungs. Basidrond Spores: Disease-inhaled; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Basileus



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Double			

AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 1d6 or Touch 1d6	Slam 1d8 or Touch 1d8	Slam 2d6 or Touch 2d6	Slam 3d6 or Touch 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 180' (60') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	650

Special Abilities

Always Armed	Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.
Gaze	Death (if 6 HD or less) or 6d6 damage and panicked for 2d4 rounds (7 HD or more), range 30 feet, Death save negates the death or panicked effect. This gaze is a mind-affecting fear effect that causes its targets to perceive Basileus as the most terrifying thing that it can imagine.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Terror Shape	While using his gaze ability, Basileus manifests one to five monstrous limbs that can make slam attacks.
Tongues	You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.
Veil of Forms	All creatures see Basileus as a powerful and attractive member of their own race. While using this ability, Basileus's gaze ability is suppressed. He can activate or suppress this ability as a free action.

Bat



B

	Low	Moderate	Advanced	Elite
Environment	Temperate and Hot Forests and Deserts			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Colony (10-400x)			
Treasure	None			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') Fly 120' (40') (Good)			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	75	450	900
Special Abilities					

Bat (Dire)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20') Fly 120' (40') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities					

B

Bat Swarm



B

	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Tropical			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Flight (3-6x), or Colony (11-20x)			
Treasure	None			

AC Armor Class	9 [10]	8 [11]	8 [11]	8 [11]
HD Hit Dice	3	5	6	8
ATT Attacks	Swarm 1d6	Swarm 2d4	Swarm 2d8	Swarm 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV Move	15' (5') Fly 120' (40') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	1,100

Special Abilities

Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Wounding	Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a full-round action of healing skill or any magical healing.

Bear (Dire)



	Low	Moderate	Advanced	Elite
Environment	Cold Forests			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Pair			
Treasure	Incidental			

B

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100

Special Abilities					

Bear (Grizzly)



B

	Low	Moderate	Advanced	Elite
Environment	Cold Forests			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Pair			
Treasure	None			

AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4	5	6	7
ATT	Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities					

Bebilith



	Low	Moderate	Advanced	Elite
Environment	Any (the Abyss)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Band (2-6x)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Dismantle Armor If a bebilith hits a foe with two claw attacks, it can attempt to peel away the target's armor and shield as a free action by making an additional attack roll. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Breath save.

Penetrating Strike A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating resistance. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

Rot A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a Death save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Healing magic can also halt the rot effect.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful skill check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Beetle (Fire)



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, or Collective (3-6x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	4	5	6
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 90' (30') (Poor)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	75	275	650



Special Abilities

Luminescence

A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Beetle (Giant Stag)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d8	Bite 1d10	Bite 2d6	Bite 2d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 60' (20') (Poor)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

B

Behir



B

	Low	Moderate	Advanced	Elite
Environment	Warm Hills and Deserts			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Pair			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100



Special Abilities

Breath Weapon

20' Line of Lightning 4d6 electricity, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Black Pudding



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Climb 60' (20') , Suction			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Acid

A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Spell save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Spell save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts an amount of acid damage equal to its Constitution score (no save) to the object.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Split

Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction

The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, attempts to move the black pudding from its position suffer a -10 penalty.

Blink Dog



B

	Low	Moderate	Advanced	Elite
Environment	Temperate Plains or Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-14x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900
Special Abilities				

Blink

You can blink as a constant ability. This imparts a 50% miss chance for all melee and ranged attacks and spells that target you.

Boar



	Low	Moderate	Advanced	Elite
Environment	Temperate or Tropical Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Group (3-8x)			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Gore 1d6	Gore 1d8	Gore 1d10	Gore 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

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B

Boar (Dire)



B

	Low	Moderate	Advanced	Elite
Environment	Temperate or Tropical Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (3-8x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Gore 1d8	Gore 1d10	Gore 2d6	Gore 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Boggard



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Army (3-12x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Morningstar 1d8 or Tongue 1d2	Morningstar 1d8+2 or Tongue 1d3	Morningstar 1d10+2 or Tongue 1d4	Morningstar 2d6+2 or Tongue 1d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20') Swim 90' (30') , Swamp Stride			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities					

-

B

Bugbear



B

	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Javelin 1d6 or Morningstar 1d8	Javelin 1d6+2 or Morningstar 1d8+2	Javelin 1d8+2 or Morningstar 1d10+2	Javelin 1d10+2 or Morningstar 2d6+2
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900
Special Abilities					

Bulette



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	5 + 5	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Burrow 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

B

Cat



Low



Moderate



Advanced



Elite



Environment

Temperate or Hot Plains or Urban



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Pack (3-12x); Companion



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

1

4

5

6

ATT

Attacks

Bite 1d3 or Claw
1d2

Bite 1d4 or Claw
1d3

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

MV

Move

90' (30')

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

75

275

650



Special Abilities

-

-

Cat (Cheetah)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary or Pair			
Treasure	None			

|--|--|--|--|--|

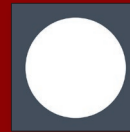
AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	150' (50') , Sprint			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Sprint

Once per hour, a cheetah can move at 10 times its normal speed when it makes a charge.

Cat (Leopard)



Low



Moderate



Advanced



Elite



Environment

Any Forest



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary or Pair



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Bite 1d6 or Claw
1d4

Bite 1d6 or Claw
1d4

Bite 1d6 or Claw
1d4

Bite 2d6 or Claw
1d6

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV

Move

90' (30')

SV

Saves

D

Death

10

10

8

6

W

Wand

11

11

9

7

P

Paralysis

12

12

10

8

B

Breath

13

13

10

8

S

Spell

14

14

12

10

U

Unified

12

12

10

8

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Cave Fisher



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Tangle (3-6x)			
Treasure	None			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Claw 1d4 or Filament 1d1	Claw 1d6 or Filament 1d1	Claw 1d6 or Filament 1d1	Claw 1d8 or Filament 1d1
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Filament

A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a Strength check. A caught creature can also attempt to escape a filament by making a Breath check. A filament has the same AC as this creature, has 5 hit points, and resists all damage except slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Centaur



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Temperate Forests and Plains

Rarity

Common

Role

Soldier / Normal

Encountered

Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Longsword 1d8
or Spear 1d8x3 or
Hoof 1d6

Longsword 1d8+3
or Spear 1d8+2x3
or Hoof 1d8

Longsword
1d10+4 or Spear
1d10+2x3 or Hoof
1d10

Longsword 2d6+4
or Spear 2d6+2x3
or Hoof 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

105' (35')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U Unified

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

125

350

650

900



Special Abilities

Centipede (Giant Whiptail)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Underground			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	120' (40') Climb 120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forest or Underground



Rarity

Common



Role

Brute / Minion



Encountered

Solitary, Pair, or Colony (3-6x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD

Hit Dice

1

4

5

6

ATT

Attacks

Bite -2 1d6

Bite -1 1d6

Bite 1d6

Bite 1d8

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

MV

Move

120' (40') Climb 120' (40')

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

10

75

275

650

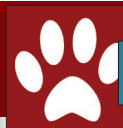


Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Great Forest)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forest or Underground			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Hisser)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forest or Underground



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary, Pair, or Colony (3-6x)



Treasure

None



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]

HD Hit Dice	2	4	5	7

ATT Attacks	Bite 1d8	Bite 1d8	Bite 1d10	Bite 2d6

THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]

MV Move	120' (40')	Climb 120' (40')

SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10

ML Morale	6	6	6	6

AL Alignment	Neutral

XP Experience	20	175	450	900



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (House)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Warm Forest or Underground			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	☒	☒	☒	☒

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	650

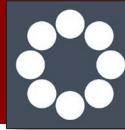


Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Sewer)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forest or Underground



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or Colony (3-6x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

1

4

5

6

ATT

Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 1d10

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

MV

Move

120' (40') Climb 120' (40')

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

10

75

275

650



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Titan)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Underground			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d4	Bite 4d4	Bite 4d6	Bite 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	450	900	1,100



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede Swarm



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Temperate or Warm Forest or Underground

Rarity

Common

Role

Soldier / Normal

Encountered

Solitary, Pair, or Tangle (3-6x)

Treasure

None



AC Armor Class 8 [11] 7 [12] 7 [12] 6 [13]

HD Hit Dice 4 5 6 8

ATT Attacks Swarm 1d8 Swarm 1d10 Swarm 2d6 Swarm 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30')

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and 1d6 Poison damage; cure 1 save.

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Chaos Beast



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary or Invasion (2-5x)			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	60' (20')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Corporeal Instability

Claw - contact (curse); save Death; effect amorphous body and 1 Wisdom damage per round; cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (dis+4 bonus on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a Wand save (same DC as the initial save). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom damage for the duration of the spell; shapechange and stonewall have a similar effect. The victim takes 1 point of Wisdom damage from mental shock every round that it ends its turn in an amorphous shape - upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time). Ability score damage from this effect is restored after a long rest, or via restoration or more powerful healing magic.

Resistant to Transformation

Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Chimera (Black-Headed)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Hills

🔍 Rarity

Rare

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 7 [12] 6 [13] 6 [13]

HD Hit Dice 4 + 4 5 + 5 6 + 6 8 + 8

ATT Attacks Bite 1d10 or Bite 1d6 or Gore 1d6 Bite 2d6 or Bite 1d8 or Gore 1d8 Bite 3d6 or Bite 1d8 or Gore 2d6 Bite 4d6 or Bite 3d6 or Gore 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30') Fly 150' (50') (Poor)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 125 350 650 900



Special Abilities

Breath Weapon 40' Line of Acid 4d8 acid, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Blue-Headed)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Pride (3-6x), or Flight (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 2d6 or Gore 1d8	Bite 4d6 or Bite 3d6 or Gore 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 150' (50') (Poor)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon 40' Line of Lightning 4d8 Lightning, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Green-Headed)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Hills

🔍 Rarity

Rare

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 7 [12] 6 [13] 6 [13]

HD Hit Dice 4 + 4 5 + 5 6 + 6 8 + 8

ATT Attacks Bite 1d10 or Bite 1d6 or Gore 1d6 Bite 2d6 or Bite 1d8 or Gore 1d8 Bite 3d6 or Bite 2d6 or Gore 2d6 Bite 4d6 or Bite 3d6 or Gore 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30') Fly 150' (50') (Poor)

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 125 350 650 900



Special Abilities

Breath Weapon 20' Cone of Corrosive Gas 4d8 acid damage, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Red-Headed)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Pride (3-6x), or Flight (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 2d6 or Gore 2d6	Bite 4d6 or Bite 3d6 or Gore 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 150' (50') (Poor)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon 20' Cone of Fire 6d8 Fire, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (White-Headed)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Hills

🔍 Rarity

Rare

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 7 [12] 6 [13] 6 [13]

HD Hit Dice 4 + 4 5 + 5 6 + 6 8 + 8

ATT Attacks Bite 1d10 or Bite 1d6 or Gore 1d6 Bite 2d6 or Bite 1d8 or Gore 1d8 Bite 3d6 or Bite 2d6 or Gore 2d6 Bite 4d6 or Bite 3d6 or Gore 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30') Fly 150' (50') (Poor)

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 125 350 650 900



Special Abilities

Breath Weapon 20' Cone of Cold 6d8 Cold, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Choker



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Clutch (3-8x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Tail Sweep 1d3 or Tentacle 1d3	Tail Sweep 1d4 or Tentacle 1d4	Tail Sweep 1d6 or Tentacle 1d6	Tail Sweep 1d8 or Tentacle 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20') Climb 30' (10')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Quickness

A choker is supernaturally quick. It can take an extra move action during its turn each round.

Strangle

Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Chuul



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Temperate Swamps

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Pack (3-6x)

Treasure

Standard



AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]

HD	Hit Dice	4	5	7	8

ATT	Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10

THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]

MV	Move	90' (30')	Swim 60' (20')

SV	Saves				
D	Death	10	8	8	6
W	Wand	11	9	9	7
P	Paralysis	12	10	10	8
B	Breath	13	10	10	8
S	Spell	14	12	12	10
U	<i>Unified</i>	12	10	10	8

ML	Morale	8	8	8	8

AL	Alignment	Chaotic

XP	Experience	175	450	900	1,100

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Paralytic Tentacles A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a Paralysis save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes bludgeoning damage each round from the creature's mandibles.

Cloaker



	Low	Moderate	Advanced	Elite
Environment	Underground			
Rarity	Uncommon			
Role	Controller / Normal			
# Encountered	Solitary, Pair, Mob (3-6x), or Flock (7-12x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6	Bite 2d6 or Tail Slap 2d6	Bite 3d6 or Tail Slap 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	30' (10') Fly 120' (40') (Average)			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100



Special Abilities

Moan

A cloaker can emit an infrasonic moan, with one of four effects. Fear; All creatures in a 30-foot spread must save (Spell negates) or become panicked for 2 rounds. Nausea; All creatures in a 30-foot cone must save (Death negates) or fall prone and be nauseated for 1d4+1 rounds. Stupor; A single creature within 30 feet is affected by hold monster for 5 rounds (Paralysis negates). Unnerve; Anyone within a 60-foot spread automatically suffers dis+4 bonus on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Paralysis negates) or enter a trance, helpless until the moaning stops. Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours.

Shadow Shift

When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only, +4 bonus to AC), mirror image (enemies attacking you have a 50% chance to hit a shadow duplicate to no effect), or silent image (an illusion; Spell save or believe it's real).

Cockatrice



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Plains

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Flight (3-5x), or Flock (6-12x)

🏆 Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 4 + 4 5 + 5 6 + 6 8 + 8

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d8 Bite 2d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 60' (20') Fly 180' (60') (Poor)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900



Special Abilities

Petrification

A cockatrice's bite causes flesh to calcify and harden-multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a Death save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a flesh to stone spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)-but after a petrified creature fails three of these Death saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. Ability score damage from this effect is recovered with restoration or greater healing magic so long as the victim has not yet turned to stone as described.

Couatl



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Flight (3-6x)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650



Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Detect Chaos	You can Detect Chaos, as per the spell, as a constant ability.
Detect Evil	You can Detect Evil, as per the spell, as a constant ability.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Law	You can Detect Law as a constant ability. Any Lawful creatures, items, or other entities within 60' glow visibly.
Poison	Bite - Injury; save Death; frequency 1/minute for 10 minutes; effect 1d4 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Crab (Giant Coconut)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Aquatic

🔍 Rarity

Rare

👤 Role

Solider / Minion

⚙️ # Encountered

Solitary or Cast (2-12x)

🏆 Treasure

None



AC Armor Class 8 [11] 8 [11] 6 [13] 6 [13]

HD Hit Dice 1 4 5 7

ATT Attacks Claw 1d3 Claw 1d6 Claw 1d8 Claw 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30') Swim 60' (20')

SV	Saves				
D	Death	12	10	8	8
W	Wand	13	11	9	9
P	Paralysis	14	12	10	10
B	Breath	15	13	10	10
S	Spell	16	14	12	12
U	<i>Unified</i>	14	12	10	10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crag (Giant King)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Solider / Minion			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1	4	5	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water

Dependency

This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Reef)



Low



Moderate



Advanced



Elite



Environment

Any Aquatic



Rarity

Rare



Role

Solider / Normal



Encountered

Solitary or Cast (2-12x)



Treasure

None



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

4

6

7

8

ATT

Attacks

Claw 1d10

Claw 2d6

Claw 2d6

Claw 3d6

THACO

16 [+3]

14 [+5]

13 [+6]

12 [+7]

MV

Move

90' (30') Swim 60' (20')

SV

Saves

D

Death

10

8

6

6

W

Wand

11

9

7

7

P

Paralysis

12

10

8

8

B

Breath

13

10

8

8

S

Spell

14

12

10

10

U

Unified

12

10

8

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

275

650

900

1,100



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water

Dependency

This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Rock)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
Claw 1d6	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Shark-Eating)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Water

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary or Cast (2-8x)

Treasure

None



AC Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD Hit Dice

3

5

6

7

ATT Attacks

Claw 1d6

Claw 1d8

Claw 1d10

Claw 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

90' (30') Swim 60' (20')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Constrict

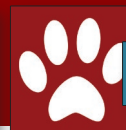
You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water

Dependency

This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Shipwrecker)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	5	7	8	9
ATT	Attacks	Claw 2d6	Claw 2d8	Claw 2d8	Claw 3d8
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	90' (30') Swim 60' (20')			
SV	Saves				
	D Death	8	8	6	4
	W Wand	9	9	7	5
	P Paralysis	10	10	8	6
	B Breath	10	10	8	5
	S Spell	12	12	10	8
	U Unified	10	10	8	6
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350



Special Abilities

Crab (Giant)



Low



Moderate



Advanced



Elite



Environment

Any Aquatic



Rarity

Rare



Role

Soldier / Minion



Encountered

Solitary or Cast (2-12x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Claw 1d4

Claw 1d6

Claw 1d8

Claw 1d10

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV

Move

90' (30') Swim 60' (20')

SV

Saves

D

Death

10

10

8

6

W

Wand

11

11

9

7

P

Paralysis

12

12

10

8

B

Breath

13

13

10

8

S

Spell

14

14

12

10

U

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Crab Swarm



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Wave (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Distraction

You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Crawling Hand



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary, Pair, or Gang (2-5x)



Treasure

Standard



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 1 4 5 6

ATT Attacks Claw 1d2 Claw 1d3 Claw 1d4 Claw 1d6

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 9 9 9 9

AL Alignment Neutral

XP Experience 10 75 275 650



Special Abilities

Mark Quarry

A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +4 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Pus Burst

When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a Breath save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 necrotic damage.

Strangle

An opponent struck by this creature cannot speak or cast spells with verbal components in its next turn.

Crocodile



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Warm Rivers and Marshes

Rarity

Common

Role

Lurker / Normal

Encountered

Solitary, Pair, or Colony (3-12x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

3

4

6

7

ATT Attacks

Bite 1d8 or Tail
Slap 1d12

Bite 2d6 or Tail
Slap 3d6

Bite 2d6 or Tail
Slap 3d6

Bite 3d6 or Tail
Slap 4d6

THACO

17 [+2]

17 [+2]

16 [+3]

14 [+5]

MV Move

60' (20') Swim 90' (30') , Sprint

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Death Roll

When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Sprint

Once every 1d4 rounds, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Crocodile (Dire)



Low

Moderate

Advanced

Elite

Environment

Warm Rivers and Marshes

Rarity

Uncommon

Role

Brute / Elite

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

None



AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Bite 3d6 or Tail Slap 4d8	Bite 3d6 or Tail Slap 4d8	Bite 4d6 or Tail Slap 8d6	Bite 6d6 or Tail Slap 12d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20') Swim 90' (30') , Sprint			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Death Roll

When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Sprint

Once every 1d4 rounds, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Cyclops



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Heavy Crossbow 1d10 or Greataxe 1d12x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 3d8 or Greataxe 4d6/x3
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100



Special Abilities

Flash of Insight

Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Dark Creeper



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Clan (20-80x plus others)			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Dagger 1d3	Dagger 1d4	Dagger 1d6	Dagger 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Death Throes

When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a Death save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness.

Poison

Dagger - Injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Dark Stalker



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Gang (1 plus others), or Clan (many)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	4 [15]
HD Hit Dice	4	4	4	4
ATT Attacks	Shortsword 1d6 or Blowgun 1d2	Shortsword 1d8 or Blowgun 1d3	Shortsword 1d10 or Blowgun 1d4	Shortsword 2d6 or Blowgun 1d6
THACO	16 [+3]	16 [+3]	16 [+3]	16 [+3]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	275	650	900

Special Abilities

Death Throes	When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Breath save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.

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Darkmantle



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Clutch (3-12x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Fly 90' (30') (Poor)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	450	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Demon (Babau)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	8 [11]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Longspear 1d8/x3 or Bite 1d6 or Claw 1d6	Longspear 1d10/x3 or Bite 1d6 or Claw 1d8	Longspear 2d6/x3 or Bite 1d8 or Claw 1d10	Longspear 2d8/x3 or Bite 1d10 or Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

⚡ Special Abilities

Protective Slime A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d6 acid damage from this slime if it fails a Breath save. A creature that strikes a babau with a melee weapon must make a save or the weapon takes this same amount of acid damage; if this damage penetrates the weapon's AC, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Balor)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Warband (1 plus others)			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	4	5	6	7
ATT Attacks	Longsword 2d6 or Whip 1d4 or Slam 1d8	Longsword 2d6 or Whip 1d4 or Slam 1d8	Longsword 3d6 or Whip 1d4 or Slam 1d10	Longsword 3d8 or Whip 1d4 or Slam 1d10
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Fly 270' (90') (Good)			
SV Saves				
D Death	10	8	8	8
W Wand	11	9	9	9
P Paralysis	12	10	10	10
B Breath	13	10	10	10
S Spell	14	12	12	12
U Unified	12	10	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	650	900



Special Abilities

Death Throes	When killed, a balor explodes in a blinding flash of fire that 2d10 deals damage (half fire, half necrotic damage) to anything within 100 feet (Breath save halves).
Flaming Body	A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d8 fire damage. A creature that grapples a balor or is grappled by one takes 3x this amount of fire damage each round the grapple persists.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Dretch)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Gang (3-5x), Crowd (6-12x), or Mob (13+x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d10 or Claw 1d10
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Glabrezu)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Troop (1x plus others)			
Treasure	Standard			

|--|--|--|--|--|

AC	Armor Class	5 [14]	4 [15]	3 [16]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Bite 1d6 or Claw 1d4 or Pincer 2d6	Bite 1d8 or Claw 1d6 or Pincer 2d8	Bite 2d6 or Claw 1d8 or Pincer 2d8	Bite 3d6 or Claw 2d6 or Pincer 4d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Hezrou)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	Standard			

AC	Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 2d4 or Claw 1d6	Bite 4d4 or Claw 1d8	Bite 4d6 or Claw 2d6	Bite 4d8 or Claw 3d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	90' (30') Swim 90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	175	275	450

Special Abilities

Nausea

The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is in melee combat with a hezrou, that foe must make a Death save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a save, or until a minute has passed during which he is not in melee range of the hezrou, whichever condition comes first.

Stench

You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Marilith)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any (Abyss)			
 Rarity	Rare			
 Role	Leader / Elite			
 # Encountered	Solitary, Pair, or Platoon (1 plus others)			
 Treasure	Double			

AC	Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Longsword 2d6 or Slam 1d6 or Tail Slap 1d10	Longsword 2d6 or Slam 1d6 or Tail Slap 1d10	Longsword 2d6 or Slam 1d8 or Tail Slap 2d6	Longsword 2d6 or Slam 3d6 or Tail Slap 4d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Crushing Coils

A creature that takes damage from a marilith's constrict attack must succeed on a Death save or lose consciousness for 1d8 rounds.

Infuse Weapon

Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery

A marilith never takes penalties to her attack roll when fighting with multiple weapons.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Nabasu)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Consume Life

When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, ability checks, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus increases by 1.

Death-Stealing Gaze

Once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Death save or suffer 2d8 damage. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round-if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Nalfeshnee)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Warband (1 plus others)			
Treasure	Standard			

|--|--|--|--|--|

AC	Armor Class	4 [15]	4 [15]	3 [16]	3 [16]
HD	Hit Dice	3	5	5	6
ATT	Attacks	Bite 3d6 or Claw 1d10	Bite 3d8 or Claw 2d6	Bite 6d6 or Claw 3d6	Bite 6d6 or Claw 3d6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 120' (40') (Poor)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	175	275	450	900



Special Abilities

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Unholy Nimbus

Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Spell save or be dazed for 1d10 rounds as visions of madness hound it.

Demon (Quasit)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Flock (2-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20') Fly 150' (50') (Perfect)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Change Shape May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph

Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Poison Claw-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and 1d8 Poison damage; cure 2 consecutive saves.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Schir)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any (Abyss)



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary, Pair, or Pack (2-8x)



Treasure

Standard



D

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Halberd 1d10x3 or Gore 1d6	Halberd 2d6x3 or Gore 1d8	Halberd 2d8x3 or Gore 1d10	Halberd 3d8x3 or Gore 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Disease (Gray Pox)

A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Disease-Weapon-Injury; save Death; frequency 1/day; effect 1d6 Strength damage; cure 2 consecutive saves.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Succubus)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Harem (3-12x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Claws 1d4	Claws 1d6	Claws 1d8	Claws 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Change Shape

You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs.

Profane Gift

Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The succubus can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save).

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Tongues

You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

Demon (Vrock)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-10x)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d6 or Claw 1d10 or Talons 1d4	Bite 1d8 or Claw 2d6 or Talons 1d6	Bite 2d6 or Claw 3d6 or Talons 1d6	Bite 3d6 or Claw 4d6 or Talons 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Dance of Ruin

A vrock can dance and chant as a full-round action-at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 2d8 electricity damage to all creatures within 100 feet. A Breath save halves this damage. For each additional vrock that joins in the dance, the damage increases by 2d6 points, and victims suffer an additional -1 penalty to their saves. The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing.

Spores

A vrock can release a cloud of spores from its body once every 3 rounds. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech

Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a Paralysis save or be stunned for 1 round.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Derro



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Artillery / Normal			
# Encountered	Solitary, Team (2-4x), Squad (5-8x +others), or Band (11-20x +others)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Aklys 1d8 or Crossbow, Repeating Light 1d6 or Sword, Short 1d4	Aklys 1d10 or Crossbow, Repeating Light 1d8 or Sword, Short 1d6	Aklys 2d6 or Crossbow, Repeating Light 1d10 or Sword, Short 1d8	Aklys 2d8 or Crossbow, Repeating Light 2d6 or Sword, Short 1d10
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Vulnerability to Sunlight

A derro takes 1 point of Con damage after every hour it is exposed to sunlight. This damage can only be restored via restoration or more powerful healing magic.

D

Destrachan



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-5x)			
Treasure	Incidental			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Destructive Harmonics

A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. Destruction: All creatures within the area of effect of the destructive harmonics take 3d8 sonic damage - a Breath save halves this damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack - that object takes double this amount of damage. Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a Spell save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Devil (Barbed/Hamatula)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, Team (3-5x), or Squad (6-11x)			
Treasure	Standard			

AC	Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Claw 2d6	Claw 2d8	Claw 3d8	Claw 4d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	650



Special Abilities

Barbed Defense

A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear

A barbed devil's fear attack affects any creature it damages with its claws. A Paralysis save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

Impale

This creature deals 1d8 additional piercing damage to an opponent if it struck that opponent successfully the prior round.

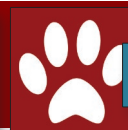
See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Bearded/Barbazu)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Squad (3-10x), or Troop (10-40x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Glaive 1d10/x3 or Claw 1d6	Glaive 2d6/x3 or Claw 1d8	Glaive 2d8/x3 or Claw 1d10	Glaive 3d8/x3 or Claw 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	175	275	450



Special Abilities

Beard

If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes slashing damage and must succeed on a Death save or contract devil chills. Devil Chills: Disease-injury; save Death; onset 1d4 days; frequency 1/day; effect 1d4 Strength damage; cure 3 consecutive saves. Ability damage suffered from this condition can only be restoerd via healing magic.

Infernal Wound

The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Bone/Osyluth)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Solider / Elite			
# Encountered	Solitary, Pair, or Inquisition (3-10x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4 or Sting 3d3	Bite 1d8 or Claw 1d6 or Sting 3d4	Bite 2d6 or Claw 1d8 or Sting 3d4	Bite 3d6 or Claw 2d6 or Sting 3d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Fear Aura	10', frightened for 1d4 rounds, Paralysis save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.
Poison	Sting - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Erinyes/The Furies)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary or Trio			
Treasure	Triple			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	3	4	5
ATT Attacks	Composite Longbow 1d8/x3 or Longsword 1d8	Composite Longbow 1d8+2/x3 or Longsword 1d8+2	Composite Longbow 1d10/x3 or Longsword 1d10	Composite Longbow 2d6/x3 or Longsword 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450



Special Abilities

Entangle

Each erinyes carries a 50-foot-long rope that entangles opponents of any size unless they succeed at a Breath save. An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Devil (Horned/Cornugon)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Win g(3-10x)			
Treasure	Standard			

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	5
ATT Attacks	Chain, Spiked medium/unholy or Bite 2d6 or Tail 1d10 or Claw 1d10	Chain, Spiked 2d6 or Bite 2d8 or Claw 2d6 or Tail 2d6	Chain, Spiked 2d6 or Bite 2d8 or Claw 2d6 or Tail 2d6	Chain, Spiked 2d6 or Bite 3d8 or Claw 3d6 or Tail 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650



Special Abilities

Infernal Wound

The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Stun

Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a Paralysis save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Ice/Gelugon)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Team (2-3x), Council (4-10x), or Contingent (1-3x plus others)			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice	3	3	5	5
ATT Attacks	Spear 1d10/x3 or Bite 1d10 or Tail 2d6	Spear 2d6/x3 or Bite 2d6 or Tail 3d6	Spear 2d8/x3 or Bite 2d8 or Tail 3d8	Spear 3d8/x3 or Bite 3d8 or Tail 3d10
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450



Special Abilities

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Slow

A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a Paralysis save or be affected as though by a slow spell for 1d6 rounds (-2 to attack and damage rolls, last initiative order, half movement speed, maximum of one attack per round). This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Imp)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Flock (3-10x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Sting 1d4	Sting 1d6	Sting 1d8	Sting 1d10
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20') Fly 150' (50') (Perfect)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	75	175	450



Special Abilities

Change Shape

An Imp has the ability to assume the appearance of a Boar, Giant Spider, Rat, or Raven, but retains most of its own physical qualities. An Imp cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, but it does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Fast Healing

You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and 1d8 Poison damage; cure 2 consecutive saves.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Lemure)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Hell)

Rarity

Uncommon

Role

Soldier / Minion

Encountered

Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x+)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

1

3

3

5

ATT Attacks

Claw 1d6

Claw 1d8

Claw 1d10

Claw 2d6

THACO

19 [0]

17 [+2]

17 [+2]

15 [+4]

MV Move

60' (20')

SV Saves

D Death

12

10

10

10

W Wand

13

11

11

11

P Paralysis

14

12

12

12

B Breath

15

13

13

13

S Spell

16

14

14

14

U *Unified*

14

12

12

12

ML Morale

8

8

8

8

AL Alignment

Lawful

XP Experience

10

30

175

275



Special Abilities

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Pit Fiend)



Low

Moderate

Advanced

Elite

Environment

Any (Hell)

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary, Pair, or Council (3-9x)

Treasure

Double



AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	4	5	6	7
ATT	Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 2d6 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 4d6 or Claw 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 3d8 or Wing 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV	Move	120' (40') Fly 180' (60') (Average)			
SV	Saves				
	D Death	10	8	8	8
	W Wand	11	9	9	9
	P Paralysis	12	10	10	10
	B Breath	13	10	10	10
	S Spell	14	12	12	12
	U Unified	12	10	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	450	900	1,100	1,500

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Devil Shaping

Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

Disease (Devil Chills)

Disease-Bite-injury; save Death; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves.

Poison

Bite-injury; save Death; frequency 1/round for 10 rounds; effect 1d6 Constitution damage and 1d8 Poison damage; cure 3 consecutive saves.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devourer



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Skirmisher / Solo

⚙️ # Encountered

Solitary

🏆 Treasure

Standard



AC Armor Class

6 [13]

6 [13]

5 [14]

4 [15]

HD Hit Dice

4

5

7

8

ATT Attacks

Claw 1d6

Claw 1d8

Claw 2d6

Claw 3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Fly 60' (20') (Perfect)

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U Unified

12

10

10

8

ML Morale

9

9

9

9

AL Alignment

Neutral

XP Experience

175

450

900

1,100



Special Abilities

Devour Soul

By making a melee attack as a standard action, a devourer can deal necrotic damage. A Death save halves this damage. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level. At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence suffers 2d8 points of psychic damage for every 5 points of essence drained. A soul that is completely consumed may only be restored to life by a miracle or wish.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Dinosaur (Ankylosaurus)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	☒	☒	☒	☒

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Tail 2d6	Tail 3d6	Tail 4d6	Tail 6d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100



Special Abilities

Stun

The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a Paralysis save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds.

Dinosaur (Brachiosaurus)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Warm Forests or Plains			
 Rarity	Uncommon			
 Role	Brute / Normal			
 # Encountered	Solitary, Pair, or Herd (3-12x)			
 Treasure	None			



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	5	7	8	9
ATT Attacks	Tail 4d4	Tail 4d6	Tail 4d6	Tail 8d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350



Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosaur (Deinonychus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Talons 1d8 or Foreclaw 1d4	Bite 1d8 or Talons 1d8 or Foreclaw 1d6	Bite 1d8 or Talons 2d6 or Foreclaw 1d6	Bite 2d6 or Talons 3d6 or Foreclaw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

D

Dinosaur (Pteranodon)



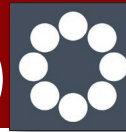
	Low	Moderate	Advanced	Elite
Environment	Warm Coastline			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Flock (3-12x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	30' (10') Fly 150' (50') (Clumsy)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900
Special Abilities				

D

Dinosaur (Stegosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5	6	7	9
ATT Attacks	Tail 4d4	Tail 4d6	Tail 4d8	Tail 8d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

D

Dinosaur (Triceratops)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (5-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Gore 2d8	Gore 2d10	Gore 2d10	Gore 6d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

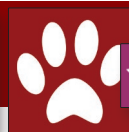


Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosasur (Tyrannosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests and Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	None			

AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	5	7	8	9
ATT	Attacks	Bite 4d4	Bite 4d4	Bite 4d6	Bite 8d6
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	8	8	6	4
	W Wand	9	9	7	5
	P Paralysis	10	10	8	6
	B Breath	10	10	8	5
	S Spell	12	12	10	8
	U Unified	10	10	8	6
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350



Special Abilities

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dog



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Pack (3-12x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

9 [10]

8 [11]

HD Hit Dice

1

3

5

7

ATT Attacks

Bite 1d4

Bite 1d4

Bite 1d4

Bite 1d6

THACO

19 [0]

17 [+2]

15 [+4]

13 [+6]

MV Move

120' (40')

SV Saves

D Death

12

10

8

6

W Wand

13

11

9

7

P Paralysis

14

12

10

8

B Breath

15

13

10

8

S Spell

16

14

12

10

U *Unified*

14

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

10

75

450

900



Special Abilities

Ambush

-

-

-

-

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-

-

Dog (Riding)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6	Bite 1d6	Bite 1d6	Bite 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900
Special Abilities					

D

Dolphin



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Pod (3-18x)



Treasure

None



D

AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 2 4 5 7

ATT Attacks Slam 1d4 Slam 1d4 Slam 1d6 Slam 1d8

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move Swim 240' (80')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 20 175 450 900



Special Abilities

Dolphin (Orca)



	Low	Moderate	Advanced	Elite
Environment	Cold Oceans			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pod (3-20x)			
Treasure	None			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	Swim 240' (80')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					

D

Doppelganger



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary, Pair, or Gang (3-6x)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Claw 1d8	Claw 2d6	Claw 2d6	Claw 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Change Shape

You have the ability to assume the appearance of a specific creature or type of creature, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

Mimicry

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list.

Perfect Copy

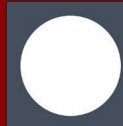
When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Dragon (Black, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Rare			
Role	Controller / Elite	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			
AC Armor Class	5 [14]	5 [14]	3 [16]	2 [17]
HD Hit Dice	5 + 10	7 + 14	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	180' (60') Swim 180' (60') Fly 450' (150') (Average), Swamp Stride			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U Unified	10	10	8	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	450	900	1,100	1,350
Special Abilities				
Acid Bite	A black dragon's bite deals additional 1d6 acid damage.			
Acid Pool	A black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Breath save halves this damage). Any creature that starts its turn touching this pool takes damage, but can make a save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.			
Breath Weapon	120' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.			
Corrupt Water	Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wand save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.			
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.			
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			
Speak with Reptiles	This creature gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.			
Swamp Stride	A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.			
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.			
Water Breathing	A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.			

Dragon (Black, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

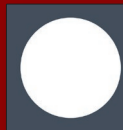
AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 3d6 or Claws 2d6 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60') Swim 180' (60') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Breath Weapon	100' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Corrupt Water	Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wand save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Speak with Reptiles	This creature gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.
Swamp Stride	A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.
Water Breathing	A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon (Blue, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			



AC	Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD	Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT	Attacks	Bite -1 1d6 or Claws -1 1d4 or Wings -1 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40') Burrow 60' (20') Fly 450' (150') (Average)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100



Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 electricity damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Thirst	A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Death save or be destroyed.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mirage	An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.
Sound Imitation	A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wand check.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Blue, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Solo	Controller / Solo	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	4 [15]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	7 + 14	9 + 18	10 + 20	11 + 22
ATT	Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO		13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV	Move	120' (40') Burrow 60' (20') Fly 600' (200') (Poor)			
SV	Saves				
	D Death	6	6	4	2
	W Wand	7	7	5	3
	P Paralysis	8	8	6	4
	B Breath	8	8	5	3
	S Spell	10	10	8	6
	U Unified	8	8	6	4
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 electricity damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Thirst	A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Death save or be destroyed.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mirage	An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.
Sandstorm	A great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take bludgeoning damage each round in addition to the normal sandstorm penalties. This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.
Sound Imitation	A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.
Storm Breath	An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as storm of vengeance, but the damage is equal to the dragon's breath weapon. Additional uses of this ability extend the duration by an additional 1d6 rounds.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Brass, Ancient)



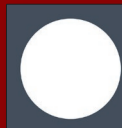
	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	4 [15]	2 [17]	1 [18]	1 [18]
HD Hit Dice	7 + 14	8 + 16	9 + 18	11 + 22
ATT Attacks	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	13 [+6]	12 [+7]	12 [+7]	11 [+8]
MV Move	180' (60') Burrow 90' (30') Fly 600' (200') (Poor)			
SV Saves				
D Death	8	6	4	4
W Wand	9	7	5	5
P Paralysis	10	8	6	6
B Breath	10	8	6	6
S Spell	12	10	8	8
U Unified	10	8	6	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sandstorm	An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm, except that it is also accompanied by windstorm-level winds.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Summon Djinni	This ability, usable once per day, works like a summon monster spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brass, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			



AC	Armor Class	7 [12]	6 [13]	5 [14]	3 [16]
HD	Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT	Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	180' (60') Burrow 90' (30') Fly 300' (100') (Average)			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	225	450	900	1,100



Special Abilities

Breath Weapon	100' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brass, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD	Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT	Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 3d6 or Claws 2d6 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 3d6 or Wings 2d6 or Tail Slap 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	180' (60')	Burrow 90' (30')	Fly 300' (100')	(Average)
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900

Special Abilities

Breath Weapon	100' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brine, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic (Plane of Water)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			



AC	Armor Class	7 [12]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT	Attacks	Bite 1d4 or Claws 1d3	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 4d8 or Claws 4d6 or Wings 3d6 or Tail Slap 4d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	180' (60') Swim 180' (60') Fly 450' (150') (Average)			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	225	450	900	1,100



Special Abilities

Breath Weapon

120' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Crush

A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Tail Sweep

A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Tail Sweep

A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Water Breathing

A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon (Bronze, Ancient)



Low

Moderate

Advanced

Elite

Environment

Temperate Coastlines

Rarity

Rare

Role

Controller / Solo

Leader / Elite

Leader / Solo

Leader / Solo

Encountered

Solitary

Treasure

Triple



AC 4 [15] 2 [17] 2 [17] 1 [18]

HD 7 + 14 9 + 18 10 + 20 11 + 22

ATT Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10 Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6 Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8 Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6

THACO 13 [+6] 12 [+7] 11 [+8] 11 [+8]

MV 120' (40') Swim 180' (60') Fly 600' (200') (Poor), Wave Mastery

SV Saves

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ML 10 10 10 10

AL Lawful

XP 900 1,100 1,350 1,500



Special Abilities

Breath Weapon 140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Electricity Aura This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Tidal Wave A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche, suffering 6d8 bludgeoning damage and knocking them prone and burying them underneath. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Breath save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Vortex This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Adult)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD	Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT	Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40') Swim 180' (60') Fly 450' (150') (Average)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Young)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD	Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT	Attacks	Bite 1d6 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40') Swim 180' (60') Fly 300' (100') (Average)			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	225	450	900	1,100

Special Abilities

Breath Weapon 120' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Copper, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD Hit Dice	7 + 14	8 + 16	10 + 20	11 + 22
ATT Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 12d6 (67) or Claws 8d6 or Wings 3d8 or Tail Slap 4d8
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move	120' (40') Fly 450' (150') (Average), Climb Stone			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	140' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Deadly Joke	Once per day, a copper dragon can tell a joke that kills. This affects one target, and functions as power word kill. This is a language-dependent sonic effect.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mass Laughter	An ancient copper dragon can tell a fantastic joke once per day. All creatures within 10 feet per age category must make a Paralysis save or laugh for 12 rounds, as if affected by hideous laughter.
Slow Aura	This creature is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Paralysis save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

Dragon (Copper, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	6 [13]	5 [14]	4 [15]	3 [16]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d10 or Claws 1d8 or Wings 1d4 or Tail Slap 1d8	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average), Climb Stone			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	120' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Slow Aura	This creature is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Paralysis save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Dragon (Copper, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	7 [12]	6 [13]	5 [14]	3 [16]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d8 or Claws 1d8 or Wings 1d4 or Tail Slap 1d8	Bite 1d10 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 3d6 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average), Climb Stone			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	50' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	100' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Dragon (Faerie)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forests

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary or Clan (2-8x)

Treasure

Standard



AC Armor Class 8 [11] 8 [11] 7 [12] 7 [12]

HD Hit Dice 3 + 6 4 + 8 6 + 12 7 + 14

ATT Attacks Bite 1d6 Bite 1d8 Bite 2d6 Bite 3d8

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 30' (10') Fly 180' (60') (Perfect) Swim 90' (30')

SV	Saves	10	11	12	13
D	Death	10	10	8	6
W	Wand	11	11	9	7
P	Paralysis	12	12	10	8
B	Breath	13	13	10	8
S	Spell	14	14	12	10
U	Unified	12	12	10	8

ML Morale 10 10 10 10

AL Alignment Chaotic

XP Experience 125 350 650 900

Special Abilities

Breath Weapon 5-foot cone, euphoria for 1d6 rounds, Death save negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

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Dragon (Gold, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	3 [16]	2 [17]	1 [18]	1 [18]
HD	8 + 16	9 + 18	11 + 22	12 + 24
ATT	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV Move	180' (60') Swim 180' (60') Fly 600' (200') (Poor), Fast Flight			
SV Saves				
D	6	4	4	2
W	7	5	5	3
P	8	6	6	4
B	8	5	5	3
S	10	8	8	6
U	8	6	6	4
ML	10	10	10	10
AL	Lawful			
XP	1,100	1,350	1,500	2,000

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.
Change Shape	A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Detect Gems	This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.
Divine Aid	Once a week, a great wyrm gold dragon can call upon celestial powers for aid. This functions as a miracle.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Luck	Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Gold, Adult)



Low

Moderate

Advanced

Elite

Environment

Warm Plains

Rarity

Rare

Role

Controller / Elite

Controller / Solo

Leader / Elite

Leader / Solo

Encountered

Solitary

Treasure

Triple



AC	6 [13]	4 [15]	4 [15]	4 [15]
HD	5 + 10	7 + 14	8 + 16	9 + 18

ATT	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8

THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]

MV	Move	180' (60')	Swim 180' (60')	Fly 450' (150') (Average)

SV	Saves			
	D	8	8	6
	W	9	9	7
	P	10	10	8
	B	10	10	8
	S	12	12	10
	U	10	10	8

ML	10	10	10	10

AL	Lawful

XP	450	900	1,100	1,350

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.
Change Shape	A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Detect Gems	This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Luck	Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Gold, Young)



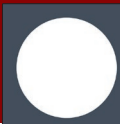
	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	6 [13]	6 [13]	4 [15]	3 [16]
HD	Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT	Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d10 or Wings 1d8 or Tail Slap 2d4	Bite 4d6 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	180' (60') Swim 180' (60') Fly 300' (100') (Average)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	60' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.
Change Shape	A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Detect Gems	This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Luck	Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Green, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

		Low	Moderate	Advanced	Elite
AC Armor Class		4 [15]	3 [16]	2 [17]	1 [18]
HD Hit Dice		7 + 14	8 + 16	10 + 20	11 + 22
ATT Attacks		Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO		13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move		120' (40') Swim 120' (40') Fly 600' (200') (Poor)			
SV Saves					
D Death		6	6	4	2
W Wand		7	7	5	3
P Paralysis		8	8	6	4
B Breath		8	8	5	3
S Spell		10	10	8	6
U Unified		8	8	6	4
ML Morale		10	10	10	10
AL Alignment		Lawful			
XP Experience		900	1,100	1,350	1,500



Special Abilities

Breath Weapon	70' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Camouflage	A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Miasma	A green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Breath save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Breath save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trackless Step	A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.
Woodland Stride	A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Green, Adult)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon 70' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Camouflage A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Trackless Step A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Green, Young)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Swim 120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon 60' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Trackless Step A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Red, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	4 [15]	3 [16]	1 [18]	1 [18]
HD	Hit Dice	8 + 16	9 + 18	10 + 20	12 + 24
ATT	Attacks	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO		12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV	Move	120' (40') Fly 600' (200') (Poor)			
SV	Saves				
	D Death	6	6	4	2
	W Wand	7	7	5	3
	P Paralysis	8	8	6	4
	B Breath	8	8	5	3
	S Spell	10	10	8	6
	U Unified	8	8	6	4
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Incinerate	This creature can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Death save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.
Manipulate Flames	A red dragon can control any fire spell within 120 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.
Melt Stone	A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting up to a 300-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Dragon (Red, Adult)



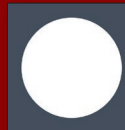
	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Manipulate Flames	A red dragon can control any fire spell within 120 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Red, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d6 or Claws 1d4 or Wings 1d4 or Tail Slap 1d4	Bite 2d6 or Claws 2d4 or Wings 1d6 or Tail Slap 1d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Silver, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD Hit Dice	8 + 16	9 + 18	10 + 20	12 + 24
ATT Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV Move	120' (40') Fly 600' (200') (Average), Cloudwalking, Graceful Flight			
SV Saves				
D	6	6	4	2
W	7	7	5	3
P	8	8	6	4
B	8	8	5	3
S	10	10	8	6
U	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	900	1,100	1,350	1,500



Special Abilities

Breath Weapon	70' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Reflective Scales	Any spell that targets a silver dragon but fails to penetrate the silver dragon's resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning.
Tail Sweep	The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Silver, Adult)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD	Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT	Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	120' (40') Fly 450' (150') (Average), Cloudwalking			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100

Special Abilities

Breath Weapon	70' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Silver, Young)



Low

Moderate

Advanced

Elite

Environment

Temperate Mountains

Rarity

Rare

Role

Controller / Elite

Controller / Solo

Leader / Elite

Leader / Elite

Encountered

Solitary

Treasure

Triple



AC	Armor Class	7 [12]	7 [12]	6 [13]	4 [15]
HD	Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT	Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d8 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40') Fly 300' (100') (Average)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100



Special Abilities

Breath Weapon	60' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	60' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	6 + 12	8 + 16	9 + 18	10 + 20
ATT	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	14 [+5]	12 [+7]	12 [+7]	11 [+8]
MV Move	90' (30')	Swim 180' (60')	Burrow 90' (30')	Fly 450' (150') (Average)
SV Saves				
D	8	6	6	4
W	9	7	7	5
P	10	8	8	6
B	10	8	8	5
S	12	10	10	8
U	10	8	8	6
ML	10	10	10	10
AL	Chaotic			
XP	650	900	1,100	1,350

Special Abilities

Blizzard	This creature can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement as difficult terrain and limits vision as fog does.
Breath Weapon	70' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Freezing Fog	A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals 2d6 cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ice Shape	A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.
Ice Tomb	A white dragon can cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day. Targets entombed by this ability can be freed by casting freedom of movement or by physically freeing the creature from the ice (AC as this creature, 360 hit points).
Icewalking	This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Adult)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			



AC	Armor Class	5 [14]	5 [14]	3 [16]	2 [17]
HD	Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT	Attacks	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 2d6 or Claws 1d10 or Wings 1d8 or Tail Slap 1d10	Bite 6d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	90' (30') Swim 180' (60')	Burrow 90' (30')	Fly 450' (150')	(Average)
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	350	650	900	1,100



Special Abilities

Blizzard	This creature can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement as difficult terrain and limits vision as fog does.
Breath Weapon	60' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Freezing Fog	A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals 2d6 cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ice Shape	A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.
Icewalking	This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Young)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller/Normal	Controller / Elite	Controller / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD	Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT	Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3 or Tail Slap 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 2d6 or Wings 2d4 or Tail Slap 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30') Swim 180' (60')	Burrow 90' (30')	Fly 300' (100')	(Average)
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900

Special Abilities

Breath Weapon 50' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Cold Aura This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Ice Shape A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

Icewalking This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

Snow Vision This creature learns to see perfectly well in snowy conditions.

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon Turtle



	Low	Moderate	Advanced	Elite
Environment	Temperate Aquatic			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary			
Treasure	Double			

AC	Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT	Attacks	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6	Bite 4d6 or Claw 3d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20') Swim 90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Neutral			
XP	Experience	350	650	900	1,100



Special Abilities

BReath Weapon

Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, 4d8 fire damage, Breath save halves; effective both on the surface and underwater.

Drider



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Group (3-8x)			
Treasure	Double			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Composite Longbow 1d8/x3 or Mace, Heavy 1d8 or Bite 1d3	Composite Longbow 1d8x3 or Mace, Heavy 1d8 or Bite 1d4	Composite Longbow 1d8x3 or Mace, Heavy 1d10 or Bite 1d6	Composite Longbow 1d10x3 or Mace, Heavy 2d6 or Bite 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.

Drow



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any Underground			
 Rarity	Uncommon			
 Role	Soldier / Normal			
 # Encountered	Pair, Squad (3-4x), Patrol (5-8x), or War Party (10-40x)			
 Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	4	5	6
ATT	Attacks	Crossbow, Hand 1d4 or Rapier 1d6 or Shield, Light Steel 1d3	Crossbow, Hand 1d4 or Rapier 1d8 or Shield, Light Steel 1d3	Crossbow, Hand 1d6 or Rapier 1d10 or Shield, Light Steel 1d4	Crossbow, Hand 1d8 or Rapier 2d6 or Shield, Light Steel 1d4
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	75	275	650
 Special Abilities					

D

Drow Noble



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	5 [14]	3 [16]
HD Hit Dice	3	4	6	7
ATT Attacks	Crossbow, Hand 1d4 or Rapier 1d6 or Shield, Light Steel 1d3	Crossbow, Hand 1d6 or Rapier 1d8 or Shield, Light Steel 1d3	Crossbow, Hand 1d8 or Rapier 2d6 or Shield, Light Steel 1d4	Crossbow, Hand 1d10 or Rapier 2d8 or Shield, Light Steel 1d4
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Bleeding Touch	As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 7 rounds or until stopped with any spell or effect that heals damage. You can use this ability 9 times per day.
Death's Embrace	You heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.
Touch of Chaos	You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 9 times per day.

Dryad



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

	❌	❌	❌	❌

AC	Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Dagger 1d4 or Composite Longbow 1d8/x3	Dagger 1d4+2 or Composite Longbow 1d8/x3	Dagger 1d6+2 or Composite Longbow 1d10/x3	Dagger 1d8+2 or Composite Longbow 2d6/x3
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275

⚡ Special Abilities

Speak with Plants This creature has the constant spell-like ability speak with plants, as the spell.

Tree Dependent A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Death save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual. Lost ability score damage from this effect is recovered following a long rest.

Tree Meld A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Duergar



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Team (2-5x), Squad (6-12x + others), or Clan (13-80x + others)			
Treasure	Incidental			

|--|--|--|--|--|

AC	Armor Class	9 [10]	7 [12]	5 [14]	4 [15]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Light Crossbow 1d8 or Warhammer 1d8x3	Light Crossbow 1d10 or Warhammer 1d10x3	Light Crossbow 1d10 or Warhammer 2d6x3	Light Crossbow 1d10 or Warhammer 2d8x3
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	175	450	900



Special Abilities

Slow and Steady Duergars' speed is never modified by armor or encumbrance.

Dullahan



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary

Treasure

Double



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

5

6

7

8

ATT Attacks

Longsword 1d8

Longsword 1d10+2

Longsword 2d6+2

Longsword 3d6+2

THACO

15 [+4]

14 [+5]

13 [+6]

12 [+7]

MV Move

60' (20')

SV Saves

D Death

8

8

6

6

W Wand

9

9

7

7

P Paralysis

10

10

8

8

B Breath

10

10

8

8

S Spell

12

12

10

10

U Unified

10

10

8

8

ML Morale

9

9

9

9

AL Alignment

Lawful

XP Experience

450

650

900

1,100



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Chilling Blade

A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts 2d4 additional cold damage.

Death's Calling

Once per day as a standard action, this creature may place death's calling on a target within 60 feet (Death save negates). If the creature knows and speaks the target's name, the target suffers a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until this creature is slain), all critical hits against the victim automatically confirm, and all attacks against the victim receive a +1 bonus (treat natural 19s as natural 20s for the purposes of critical hits). The coach of the silent can cast bind soul on those who fail to resist its death's calling. This is a mind-affecting curse effect.

Fast Healing

You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence

Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Summon Mount

As a standard action, a dullahan can summon a war-trained heavy horse. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

D

Eagle



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate Mountains



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary or Pair



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 1 4 5 6

ATT Attacks Bite 1d6 or Talons 1d6 Bite 1d6 or Talons 1d8 Bite 1d8 or Talons 1d10 Bite 1d10 or Talons 2d6

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 30' (10') Fly 240' (80') (Average)

SV Saves

D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 75 275 650



Special Abilities

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Eagle (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Eyrie (3-12x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 1d6 or Claw 1d8	Bite 1d8 or Claw 2d6	Bite 1d8 or Claw 2d6	Bite 2d6 or Claw 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	30' (10') Fly 240' (80') (Average)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Evasion

You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Eel (Electric)



	Low	Moderate	Advanced	Elite
Environment	Warm Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Tail 1d6	Bite 1d8 or Tail 1d8	Bite 1d8 or Tail 1d8	Bite 2d6 or Tail 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	15' (5') Swim 90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Electricity

An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt of 2d6 damage with a successful touch attack. On a critical hit, the creature struck must make a Paralysis save or be stunned for 1d4 rounds.

Eel (Giant Moray)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Oceans			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	☒	☒	☒	☒

AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	Swim 90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

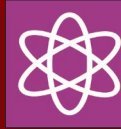


Special Abilities

Gnaw

If a giant moray begins a round with a grabbed foe (i.e., one which it struck successfully last round), it inflicts automatic bite damage. A giant moray eel possesses a second set of jaws in its throat that aid in swallowing - it can make a second bite attack (same attack bonus, half the normal bite damage) against a foe it has already grabbed.

Elemental (Air, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 3d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350



Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Slam 2d6	Slam 2d8	Slam 2d8	Slam 4d8
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	Fly 300' (100') (Perfect)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	750	900

Special Abilities

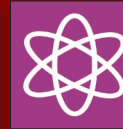
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d10	Slam 1d10	Slam 2d6	Slam 4d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650



Special Abilities

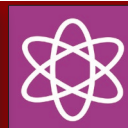
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Large)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Plane of Air)

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Gang (3-8x)

Treasure

None



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

2

3

3

5

ATT Attacks

Slam 1d6

Slam 1d8

Slam 2d6

Slam 3d6

THACO

18 [+1]

17 [+2]

17 [+2]

15 [+4]

MV Move

Fly 300' (100') (Perfect)

SV Saves

D Death

12

10

10

10

W Wand

13

11

11

11

P Paralysis

14

12

12

12

B Breath

15

13

13

13

S Spell

16

14

14

14

U Unified

14

12

12

12

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

75

225

350

500



Special Abilities

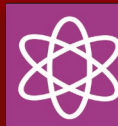
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	1d10	Slam 2d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U Unified	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	275



Special Abilities

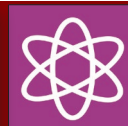
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Small)



Low

Moderate

Advanced

Elite

Environment

Any (Plane of Air)

Rarity

Rare

Role

Soldier / Minion

Encountered

Solitary, Pair, or Gang (3-8x)

Treasure

None



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	Fly 300' (100') (Perfect)			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U Unified	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275

Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Earth, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350



Special Abilities

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	7 [12]	7 [12]
HD	Hit Dice	3	3	4	4
ATT	Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 4d8
THACO		17 [+2]	17 [+2]	16 [+3]	16 [+3]
MV	Move	60' (20') Burrow 60' (20') , Earth Glide			
SV	Saves				
	D Death	12	10	10	10
	W Wand	13	11	11	11
	P Paralysis	14	12	12	12
	B Breath	15	13	13	13
	S Spell	16	14	14	14
	U Unified	14	12	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	750	900



Special Abilities

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650



Special Abilities

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	2	3	3	5
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 3d6
THACO		18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') Burrow 60' (20') , Earth Glide			
SV	Saves				
	D Death	12	10	10	10
	W Wand	13	11	11	11
	P Paralysis	14	12	12	12
	B Breath	15	13	13	13
	S Spell	16	14	14	14
	U Unified	14	12	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	225	350	500



Special Abilities

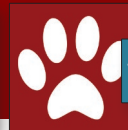
Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 2d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U Unified	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	275

Special Abilities

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') Burrow 60' (20') , Earth Glide			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275



Special Abilities

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Fire, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	180' (60')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	275	650	1,100	1,350

Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Greater)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	⊗	⊗	⊗	⊗

AC	Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	180' (60')			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	750	900



Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	180' (60')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650



Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Slam 1d8	Slam 1d8	Slam 2d6	Slam 3d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	225	350	500



Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	275

Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Small)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	⊗	⊗	⊗	⊗

AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Slam -1 1d6	Slam -1 1d6	Slam 1d6	Slam 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U Unified	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275



Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Water, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350



Special Abilities

Drench

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

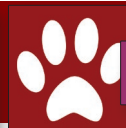
Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

Elemental (Water, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900



Special Abilities

Drench

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

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Elemental (Water, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

Elemental (Water, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	-	-	-



Special Abilities

Drench

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

Elemental (Water, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450



Special Abilities

Drench

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

Elemental (Water, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275



Special Abilities

Drench

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

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Elephant



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary or Herd (6-30x)			
Treasure	None			

|--|--|--|--|--|

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Gore 2d6 or Slam 1d10	Gore 2d8 or Slam 2d6	Gore 3d8 or Slam 3d6	Gore 4d8 or Slam 4d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Elephant (Mastodon)



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Forests and Plains			
Rarity	Common			
Role	Brute / Elite			
# Encountered	Solitary or Herd (6-30x)			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	7	8	9
ATT	Attacks	Gore 2d6 or Slam 1d10	Gore 2d8 or Slam 2d6	Gore 3d8 or Slam 3d6	Gore 4d8 or Slam 4d6
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	8	8	6	4
	W Wand	9	9	7	5
	P Paralysis	10	10	8	6
	B Breath	10	10	8	5
	S Spell	12	12	10	8
	U Unified	10	10	8	6
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350



Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

E

Ettercap



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x plus others)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

⚡ Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 10 rounds; effect 1d2 Dexterity damage and 1d8 Poison damage; cure 2 consecutive saves.

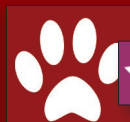
Spider Empathy

This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Web

You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Ettin



	Low	Moderate	Advanced	Elite
Environment	Cold Hills			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), Troupe (1-2x+), Band (3-6x+), or Colony (3-6x+)			
Treasure	Standard			

AC	Armor Class	8 [11]	6 [13]	5 [14]	3 [16]
HD	Hit Dice	5	6	7	8
ATT	Attacks	Flail 2d6 or Javelin 1d8	Flail 2d8 or Javelin 1d10	Flail 3d6 or Javelin 2d6	Flail 3d8 or Javelin 2d8
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	8	8	6	6
	W Wand	9	9	7	7
	P Paralysis	10	10	8	8
	B Breath	10	10	8	8
	S Spell	12	12	10	10
	U Unified	10	10	8	8
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	450	650	900	1,100

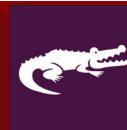
Special Abilities					

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-

E

Flytrap (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	5	6	8	9
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	30' (10')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Engulf

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Skulk (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	3	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	17 [+2]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U Unified	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	450	900
Special Abilities				

Frog (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes and Aquatic			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Army (3-8x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Tongue 1d1	Bite 1d8 or Tongue 1d1	Bite 1d8 or Tongue 1d1	Bite 2d6 or Tongue 1d1
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30') Swim 90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Pull

You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Frog (Poison)



Low



Moderate



Advanced



Elite



Environment

Warm Marshes and Aquatic



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary, Pair, or Army (3-12x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD

Hit Dice

1

4

5

6

ATT

Attacks

Bite 1d3

Bite 1d4

Bite 1d6

Bite 1d8

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

MV

Move

30' (10') Swim 60' (20')

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

75

275

650

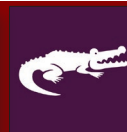


Special Abilities

Poison

Injury; Save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

Froghemoth



	Low	Moderate	Advanced	Elite
Environment	Temperate Marsh			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	Standard			

|--|--|--|--|--|

AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Bite 1d10 or Tentacle 1d6 or Tongue 1d3	Bite 1d10 or Tentacle 1d6 or Tongue 1d3	Bite 2d6 or Tentacle 1d8 or Tongue 1d4	Bite 4d6 or Tentacle 3d6 or Tongue 1d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20') Swim 90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Slowed by Electricity

Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Fungal Crawler



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	3	5	6	8
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV	Move	60' (20') Climb 120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save.

Garden Ooze



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Marshes, and Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Acid

Each successful melee strike from the creature's slam attack inflicts 1d6 additional acid damage. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage

A garden ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Garden Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer dis+4 bonus in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Stink

Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Paralysis save negates). This is a poison effect.

Gargoyle



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Wing (3-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d4 or Claw 1d6 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d6	Bite 1d8 or Claw 2d6 or Gore 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40') Fly 180' (60') (Average)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

Freeze

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.

Gargoyle (Kapoacanth)



	Low	Moderate	Advanced	Elite
Environment	Aquatic (Any), Ocean/Sea, or Coastline			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	School (3-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d4 or Claw 1d6 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d8 or Claw 2d6 or Gore 1d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Freeze

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.

Gelatinous Cube



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	45' (15')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Acid

This creature's slam attack inflicts additional 1d6 acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.

Engulf

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Paralysis

A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Paralysis save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent

Due to its lack of coloration, a gelatinous cube is difficult to discern. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Genie (Djinni)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Company (3-6x), or Band (6-8x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	5	5
ATT Attacks	Scimitar 1d8 or Slam 1d8	Scimitar 1d8 or Slam 2d6	Scimitar 1d10 or Slam 2d6	Scimitar 2d6 or Slam 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	60' (20') Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Genie (Djinni Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Scimitar 1d8 or Slam 1d8	Scimitar 1d8 or Slam 1d8	Scimitar 1d10 or Slam 2d6	Scimitar 2d6 or Slam 3d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	60' (20') Fly 180' (60') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	4540	650



Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Three Wishes

Noble djinn can grant three wishes to any being (nongenies only) who captures them.

Genie (Efreeti)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒	☒	☒	☒
AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Falchion 2d4 or Slam 1d6	Falchion 2d6 or Slam 1d8	Falchion 2d6 or Slam 2d6	Falchion 2d6 or Slam 3d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Fly 120' (40') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Change Size	Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.
Heat	An efreeti's body deals 1d6 additional fire damage whenever it hits in melee, or in each round it grapples.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Genie (Efreeti Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Falchion 1d8 or Slam 1d6	Falchion 2d6 or Slam 1d8	Falchion 2d6 or Slam 2d6	Falchion 2d6 or Slam 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	60' (20') Fly 120' (40') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	650



Special Abilities

Change Size	Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.
Heat	An efreeti's body deals 1d6 additional fire damage whenever it hits in melee, or in each round it grapples.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Genie (Janni)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Composite Longbow 1d8x3 or Scimitar 1d6	Composite Longbow 1d8x3 or Scimitar 1d8	Composite Longbow 1d10x3 or 1d10	Composite Longbow 2d6x3 or Scimitar 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Fly 45' (15') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Change Size

Twice per day, an janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.

Elemental Endurance

Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Genie (Janni Noble)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Composite Longbow 1d8x3 or Scimitar 1d6	Composite Longbow 1d8x3 or Scimitar 1d8	Composite Longbow 1d10x3 or 1d10	Composite Longbow 2d6x3 or Scimitar 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	60' (20') Fly 45' (15') (Perfect)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	175	275	450



Special Abilities

Change Size

Twice per day, an janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.

Elemental Endurance

Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Genie (Marid)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Trident 2d6 or Slam 1d8	Trident 2d6 or Slam 1d10	Trident 3d6 or Slam 2d6	Trident 3d8 or Slam 2d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Swim 180' (60') , Water Walk			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Change Shape

Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A marid gains +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers dis+4 bonus on attack and damage rolls.

Water's Fury

As a standard action, a marid can release a jet of water in a 60-foot line that deals 2d6 bludgeoning damage and blinds the target struck for 1d6 rounds. A Breath save reduces the damage by half and negates the blinding effect.

Genie (Marid Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

AC	Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Trident 2d6 or Slam 1d8	Trident 2d6 or Slam 1d10	Trident 3d6 or Slam 2d6	Trident 3d8 or Slam 2d8
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	60' (20') Swim 180' (60') , Water Walk			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	650



Special Abilities

Change Shape

Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Vortex

This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Water Mastery

A marid gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

Water's Fury

As a standard action, a marid can release a jet of water in a 60-foot line that deals 2d6 bludgeoning damage and blinds the target struck for 1d6 rounds. A Breath save reduces the damage by half and negates the blinding effect.

Genie (Shaitan)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Scimitar 1d8 or Slam 1d6	Scimitar 1d10 or Slam 1d8	Scimitar 2d6 or Slam 1d10	Scimitar 3d6 or Slam 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')	Burrow 180' (60')	Climb 60' (20')	
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Earth Mastery	This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.
Metalmorph	As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.
Stone Curse	If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Breath save or be forced into the barrier as if the target had cast meld into stone until the victim makes a successful Deathsave as a full-round action to exit the stone.
Stone Glide	This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Genie (Shaitan Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	5	5	6
ATT	Attacks	Scimitar 1d8 or Slam 1d6	Scimitar 1d10 or Slam 1d8	Scimitar 2d6 or Slam 1d10	Scimitar 3d6 or Slam 2d6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV	Move	60' (20')	Burrow 180' (60')	Climb 60' (20')	
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	175	275	450	900



Special Abilities

Earth Mastery

This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Metalmorph

As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse

If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Breath save or be forced into the barrier as if the target had cast meld into stone until the victim makes a successful Deathsave as a full-round action to exit the stone.

Stone Glide

This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Ghost



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	-	-	-	-
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Fly 90' (30') (Perfect)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Corrupting Touch	All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 2d6 psychic damage. This damage is not negative energy-it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Death save halves the damage inflicted.
Draining Touch	The ghost died while insane or diseased. It gains a touch attack that inflicts 1d6 Constitution damage in the victim on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.
Frightful Moan	The ghost died in the throes of crippling terror. It can emit a frightful moan. All living creatures within a 30-foot spread must succeed on a Death save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.
Malevolence	The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a bind soul spell (caster level 10th or the ghost's Hit Dice, whichever is higher). To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Paralysis save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.
Rejuvenation	In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.
Telekinesis	The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Ghoul



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You gain a +r bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Disease

Ghoul Fever: Bite-injury; save Death; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Ghoul (Ghast)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite

AC	Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Ghoul Fever: Bite-injury; save Death; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.
Paralysis	This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghoul (Lacedon)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Gang (2-4x), or Wing (7-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30') Swim 90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900

Special Abilities					

Giant (Cloud)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gnag (2-5x), Family (2-5x+), or Tribe (6-20x+)			
Treasure	Standard			

	☒	☒	☒	☒

AC	Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Morningstar 4d6 or Rock 2d6 or Slam 1d10	Morningstar 4d6 or Rock 2d6 or Slam 1d10	Morningstar 4d6 or Rock 2d6 or Slam 2d6	Morningstar 4d6 or Rock 2d6 or Slam 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing

You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Fire)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (20-30x+)			
Treasure	Standard			

AC	Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Greatsword 2d6 or Slam 1d6 or Rock 1d8	Greatsword 2d6 or Slam 1d6 or Rock 1d8	Greatsword 3d6 or Rock 1d8 or Slam 1d8	Greatsword 3d6 or Rock 1d8 or Slam 3d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	275	650	900	1,100



Special Abilities

Heated Rock

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 additional fire damage on a hit.

Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing

You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Giant (Frost)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100



Special Abilities

Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing

You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Giant (Hill)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-5x), Band (6-8x), Raiding Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 2d6	Greatclub 2d8 or Rock 1d8 or Slam 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100



Special Abilities

Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing

You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Stone)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-5x), Band (4-8x), Hunting Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	☒	☒	☒	☒

AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	5	6	7	8
ATT	Attacks	Greatclub 1d10 or Slam 1d6 or Rock 1d8	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 2d6	Greatclub 2d8 or Rock 1d8 or Slam 3d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing

You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Storm)



	Low	Moderate	Advanced	Elite
Environment	Any Warm			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary or Family (2-5x+)			
Treasure	Standard			

AC	Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD	Hit Dice	6	7	8	10
ATT	Attacks	Greatsword 3d6 or Slam 1d10 or Composite Longbow Str 3d6/ x3	Greatsword 3d6 or Slam 1d10 or Composite Longbow Str 3d6/ x3	Composite Longbow Str 3d6/ x3 or Greatsword 4d6 or Slam 2d6	Composite Longbow Str 3d6/ x3 or Greatsword 4d6 or Slam 4d6
THACO		14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV	Move	105' (35') Swim 90' (30')			
SV	Saves				
	D Death	8	6	6	4
	W Wand	9	7	7	5
	P Paralysis	10	8	8	6
	B Breath	10	8	8	5
	S Spell	12	10	10	8
	U Unified	10	8	8	6
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	650	900	1,100	1,350



Special Abilities

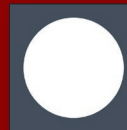
Rock Catching

You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Water Breathing

Storm giants can breathe water as well as air.

Gibbering Mouther



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Engulf

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Gibbering

As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a Spell save or be confused for 1 round. This is a mind affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours.

Ground Manipulation

At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle

A gibbering mouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a Death save.

Girallon



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Company (5-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	120' (40') Climb 120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Gnoll



	Low	Moderate	Advanced	Elite
Environment	Warm Plains or Desert			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	7 [12]	5 [14]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Shield, Heavy Wooden 1d4 or Battleaxe 1d8/x3 or Longspear 1d8x3	Shield, Heavy Wooden 1d4 or Battleaxe 1d8x3 or Longspear 1d8x3	Shield, Heavy Wooden 1d4 or Longspear 1d10/ x3 or Battleaxe 1d8x3	Shield, Heavy Wooden 1d6 or Longspear 2d6/x3 or Battleaxe 1d8/ x3
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
D	Death	12	10	8	8
W	Wand	13	11	9	9
P	Paralysis	14	12	10	10
B	Breath	15	13	10	10
S	Spell	16	14	12	12
U	<i>Unified</i>	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900



Special Abilities

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Goblin



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Gang (4-9x), Warband (10-16x+), or Tribe (17+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	6 [13]	4 [15]
HD Hit Dice	1	2	4	5
ATT Attacks	Shield, Light Wooden 1d2 or Shortbow 1d4/x3 or Sword, Short 1d4	Shield, Light Wooden 1d2 or Shortbow 1d4/x3 or Sword, Short 1d4	Sword, Short 1d6 or Shield, Light Wooden 1d2 or Shortbow 1d4/x3	Sword, Short 1d8 or Shield, Light Wooden 1d3 or Shortbow 1d6/x3
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	75	275	650



Special Abilities

Goblin Dog



	Low	Moderate	Advanced	Elite
Environment	Temperate Forest, Swamp, or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pack (2-12x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	3	4	5
ATT	Attacks	Bite 1d6	Bite 1d6	Bite 1d8	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	75	275	650



Special Abilities

Allergic Reaction Your dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by your bite, who deals damage to you with a natural weapon or unarmed attack, or who otherwise comes into contact with you (including attempts to grapple or ride you) must make a Death save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect.

Golem (Clay)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT Attacks	Slam 2d8	Slam 2d10	Slam 4d8	Slam 6d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Berzerk When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a Death save, or the healing has no effect on the injured creature.

Haste After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Golem (Flesh)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Berzerk

When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Golem (Ice)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Any Cold			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

	❌	❌	❌	❌

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Slam 1d6	Slam 1d6	Slam 1d8	Slam 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	225	350	650	900

⚡ Special Abilities

BReath Weapon	20' Cone of Cold, 4d8 cold damage, usable every 1d4 rounds, Breath save halves damage. You are immune to your own breath weapon.
Cold	An ice golem's body generates intense cold, dealing 2d4 cold damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.
Icy Destruction	When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 2d8 slashing damage and cold damage; a Breath save halves the damage.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Golem (Iron)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

	⊗	⊗	⊗	⊗

AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT	Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	60' (20')			
SV	Saves				
	D Death	8	8	6	4
	W Wand	9	9	7	5
	P Paralysis	10	10	8	6
	B Breath	10	10	8	5
	S Spell	12	12	10	8
	U Unified	10	10	8	6
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350



Special Abilities

BReath Weapon

Once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Death; frequency 1/round for 4 rounds; effect -2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is restored only via magic healing.

Golem (Stone)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT Attacks	Slam 2d8	Slam 2d10	Slam 4d8	Slam 6d8
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U Unified	10	10	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

Slow

A stone golem can use a slow effect, as the spell, once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Spell save to negate.

Golem (Wood)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Splintering

Once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 2d6 slashing damage (Breath save halves).

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Gorgon



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains, Rocky Hills, or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Pack (3-4x), or Herd (5-12x)			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Gore 2d6 or Hoof 1d4	Gore 2d8 or Hoof 1d6	Gore 3d8 or Hoof 1d8	Gore 4d8 or Hoof 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

BReath Weapon

A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a Death save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new Death save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Death saves to recover naturally.

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Gray Ooze



	Low	Moderate	Advanced	Elite
Environment	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	30' (10')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Acid

The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

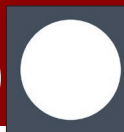
Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Transparent

Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Gray Ooze (Crystal Ooze)



	Low	Moderate	Advanced	Elite
Environment	Deep Waters			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Acid

The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional 1d6 acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Paralytic Toxin

The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Paralysis tion saving throw.

Transparent

Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Gray Ooze (Id Ooze)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

	❌	❌	❌	❌

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	30' (10')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Acid

The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional 1d6 acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Transparent

Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Grick



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Cluster (2-5x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d4 or Tentacle 1d6	Bite 1d6 or Tentacle 1d6	Bite 1d6 or Tentacle 1d6	Bite 1d8 or Tentacle 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities					

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Griffon



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Pride (6-10x)			
Treasure	Incidental			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d6 or Talons 1d6	Bite 1d8 or Talons 1d8	Bite 1d8 or Talons 1d8	Bite 2d6 or Talons 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30') Fly 240' (80') (Average)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Hag (Green)



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Coven (3 hags of any kind)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Claw 1d4	Claw 1d4	Claw 1d6	Claw 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Mimicry

A green hag can imitate the sounds of almost any animal found near its lair.

Weakness

A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Death save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack-this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a save or take 2d4 points of Strength damage.

Hag (Night)



	Low	Moderate	Advanced	Elite
Environment	Any Evil-Aligned Plane			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Mounted (1+), or Coven (3 hags of any type)			
Treasure	Standard			

AC	Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Bite 1d10 or Claw 1d3	Bite 2d6 or Claw 1d4	Bite 3d6 or Claw 1d6	Bite 4d6 or Claw 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Change Shape	A night hag can assume the appearance of any humanoid creature.
Disease	Bite-injury; save Death; onset immediate; frequency 1/day; effect 1d6 Constitution damage; cure 2 consecutive saves.
Dream Haunting	A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and suffers 1d6 Constitution damage upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone	All night hags carry a heartstone, a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity; once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides +4 bonus on all saving throws. A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

Hag (Sea)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary or Coven (3 hags of any kind)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claws 1d6	Claws 1d8	Claws 1d8	Claws 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Evil Eye

Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Spell save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a Death save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Death save or perish. The evil eye is a mind-affecting fear effect.

Horrific Appearance

The sight of a this creature is so revolting that anyone within 60 feet (other than another creature with this ability) who sets eyes upon one must succeed on a Wand save or instantly be weakened, suffering -4 to Strength and Constitution. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same creature's horrific appearance for 24 hours. This is a mind-affecting effect.

Half-Fiend Minotaur



	Low	Moderate	Advanced	Elite
Environment	Temperate Ruins or Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-4x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	2	3	3	5
ATT	Attacks	Greataxe 1d8/x3 or Bite 1d6 or Claw 1d4 or Gore 1d4	Greataxe 3d6/x3 or Bite 1d8 or Claw 1d6 or Gore 1d6	Greataxe 3d6/ x3 or Bite 2d6 or Claw 1d8 or Gore 1d8	Greataxe 3d6/ x3 or Bite 3d6 or Claw 2d6 or Gore 2d6
THACO		18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV	Move	90' (30') Fly 180' (60') (Good)			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U Unified	14	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	900



Special Abilities

Smite Good

1x/day, you can call out to the powers of evil to aid you in your struggle against good 1 times per day. As an action, you choose one target within sight to smite. If this target is good, you add +4 to your attack rolls and +8 to all damage rolls made against the target of your smite. If the target of Smite good is an outsider with the good subtype, an good-aligned dragon, or an undead creature, the bonus to damage on the first successful attack doubles. Regardless of the target, Smite good attacks automatically bypass any resistances the creature might possess. In addition, while smite good is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Harpy



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Flight (3-12x)			
Treasure	Standard			

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AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Morningstar 1d8 piercing/ or Talons 1d6	Morningstar 1d8+2 or Talons 1d8	Morningstar 1d10+2 or Talons 1d8	Morningstar 2d6+2 or Talons 1d10
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 240' (80') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Captivating Song

A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Spell saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Hawk



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Talons 1d3	Talons 1d4	Talons 1d6	Talons 1d8
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650
Special Abilities				

Hell Hound



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	Incidental			

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AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d8	Bite 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
BReath Weapon	10-ft. cone, usable every 1d4 rounds, 4d8 fire damage, Breath save halves damage.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

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Hell Hound (Nessian)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.

BReath Weapon

10-ft. cone, usable every 1d4 rounds, 4d8 fire damage, Breath save halves damage.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Herd Animal (Aurochs)



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Gore 1d8	Gore 2d6	Gore 2d6	Gore 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Stampede

A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Herd Animal (Bison)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold or Temperate Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	❌	❌	❌	❌

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Gore 2d6	Gore 3d6	Gore 3d6	Gore 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Stampede

A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Hobgoblin



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Gang (4-9x), Warband (10-24x), or Tribe (25x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite

AC	Armor Class	9 [10]	7 [12]	4 [15]	3 [16]
HD	Hit Dice	1	2	3	4
ATT	Attacks	Longsword 1d6 or Longbow 1d6/x3	Longsword 1d8 or Longbow 1d8/x3	Longsword 1d8+1 or Longbow 1d8/x3	Longsword 1d10+1 or Longbow 1d8/x3
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	75	275	650



Special Abilities

Bravery

You gain a +3 bonus to saves against fear effects.

Sneaky

Hobgoblins gain a +4 racial bonus on Stealth checks.

Homunculus



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Fly 150' (50') (Good)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	11	11	11	11
AL Alignment	Chaotic			
XP Experience	25	225	450	900

Special Abilities

Poison	Bite-injury; save Death; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save.
Telepathic Link	A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

Horse



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Hoof 1d4	Hoof 1d6	Hoof 1d6	Hoof 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				

Hydra



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	5 [14]	4 [15]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Fast Healing

A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hydra Traits

A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head

When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Hydra (Cryohydra)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Marshes or Glaciers			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

	❌	❌	❌	❌

AC Armor Class	9 [10]	8 [11]	5 [14]	4 [15]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

⚡ Special Abilities

BReath Weapon	15' Cone of Cold: 4d8 cold damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Fast Healing	A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Hydra Traits	A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.
Regenerate Head	When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Hydra (Pyrohydra)



Low

Moderate

Advanced

Elite

Environment

Desert or Volcanic Mountains

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class 9 [10] 8 [11] 5 [14] 4 [15]

HD Hit Dice 4 + 4 5 + 5 6 + 6 8 + 8

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 2d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 60' (20') Swim 60' (20')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900



Special Abilities

BReath Weapon 15' Cone of Fire: 4d8 Fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hydra Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Hyena



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				

Hyena (Dire)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-8x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					

Invisible Stalker



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Slam 2d6	Slam 3d6	Slam 3d6	Slam 4d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	90' (30') Fly 90' (30') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	175	450	650

Special Abilities

Natural Invisibility

This ability is constant-an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to effects that magically purge invisibility. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still-these bonuses are not included in the statistics above.

Iron Cobra



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650

Special Abilities

Find Target

Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison

An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Iron Cobra (Darkwood Cobra)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			
AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650
Special Abilities				

Find Target

Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison

An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Iron Cobra (Mithral Cobra)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	☒	☒	☒	☒

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650

Special Abilities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

Mithral Bite This creature's natural attacks count as Mithral for the purposes of overcoming resistance.

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Isitoq



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any			
 Rarity	Rare			
 Role	Skirmisher / Minion			
 # Encountered	Solitary or Gang (2-8x)			
 Treasure	None			
				
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d4 or Wing 1d3	Slam 1d6 or Wing 1d4	Slam 1d8 or Wing 1d6	Slam 2d6 or Wing 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Fly 180' (60') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Daze

An isitoq's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a Spell save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the isitoq's existence as a living creature. This is a mind-affecting fear effect.

Tears of Anguish

As a full-round action, an isitoq can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a Breath saving throw, it experiences the effect of the isitoq's daze ability.

Visual Sensor

An isitoq's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the isitoq's creator of operating through the isitoq: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the creator is 15th level or higher, the following spells have the same chance of functioning through the isitoq: read magic and tongues.

Isopod (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Scuttle (3-20x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 30' (10')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Curl

As a standard action, a giant isopod can curl into a ball, increasing its natural armor bonus by +2 but preventing it from taking any move actions. Uncurling is also a standard action.

Kobold



K

	Low	Moderate	Advanced	Elite
Environment	Temperate Underground or Deep Forest			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Gang (2-4x), Nest (5-30x+), or Tribe (31-300x+)			
Treasure	Incidental			
AC Armor Class	9 [10]	8 [11]	6 [13]	5 [14]
HD Hit Dice	1	4	5	6
ATT Attacks	Longspear 1d6/x3 or Sling 1d3	Longspear 1d8/x3 or Sling 1d3	Longspear 1d8x3 or Sling 1d4	Longspear 1d10/ x3 or Sling 1d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	10	75	275	650
Special Abilities				
Weakness	Dazzled in bright light.			

Kraken



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	3 [16]	3 [16]	3 [16]	3 [16]
HD Hit Dice	6 + 6	7 + 7	9 + 9	10 + 10
ATT Attacks	Arm 1d10 or Bite 2d6 or Tentacle 1d6	Arm 1d10 or Bite 2d6 or Tentacle 1d6	Arm 2d6 or Bite 2d8 or Tentacle 1d8	Arm 4d6 or Bite 4d8 or Tentacle 3d6
THACO	14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV Move	30' (10') Swim 120' (40') Jet 840' (280')			
SV Saves				
D Death	8	6	6	4
W Wand	9	7	7	5
P Paralysis	10	8	8	6
B Breath	10	8	8	5
S Spell	12	10	10	8
U Unified	10	8	8	6
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	650	900	1,100	1,350



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Ink Cloud

A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. Kraken Ink; Ink cloud-contact; save Death; frequency 1/round for 10 rounds; effect 1 Strength damage plus nausea; cure 2 consecutive saves.

Jet

A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rend Ship

As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes an attack roll opposed by the ship's captain's skill check, but the kraken gets +4 bonus on the check if it is a larger size category than the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Kyton



K

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Cabal (1+)			
Treasure	Incidental			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Chains 2d4	Chains 2d6	Chains 2d8	Chains 2d10
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
Chain Armor	The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.
Dancing Chains	A kyton can control up to four chains within 20 feet, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a Wand save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Lamia



L

	Low	Moderate	Advanced	Elite
Environment	Temperate Deserts			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Dagger 1d4 or Claw 1d4 or Touch 1d3	Dagger 1d4 or Claw 1d6 or Touch 1d4	Dagger 1d6 or Claw 1d8 or Touch 1d6	Dagger 1d6 or Claw 1d10 or Touch 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	180' (60')			
SV	Saves				
D	Death	10	10	8	6
W	Wand	11	11	9	7
P	Paralysis	12	12	10	8
B	Breath	13	13	10	8
S	Spell	14	14	12	10
U	<i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

Wisdom Drain

A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion.

Lammasu



	Low	Moderate	Advanced	Elite
Environment	Temperate Deserts			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Claw 1d6 or Wings 1d4	Claw 1d8 or Wings 1d6	Claw 2d6 or Wings 1d8	Claw 3d6 or Wings 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30') Fly 180' (60') (Average)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	125	350	650	900

Special Abilities					

-

-

Leech (Giant)



L

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Cluster, Pair, or Brood (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	15' (5') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	175	650	900



Special Abilities

Attach

When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Susceptible to Salt

A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

Leech Swarm



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Infestation (3-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	15' (5') Swim 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.
Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Poison	Swarm-injury; save Death; frequency 1/round for 2 rounds; effect 1d4 Dexterity damage; cure 1 save.
Susceptible to Salt	A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

L

Lich



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Controller / Elite

⚙️ # Encountered

Solitary

🏆 Treasure

Incidental



AC Armor Class 8 [11] 7 [12] 6 [13] 5 [14]

HD Hit Dice 4 6 7 8

ATT Attacks Touch 1d6 Touch 1d8 Touch 1d8 Touch 2d6

THACO 16 [+3] 14 [+5] 13 [+6] 12 [+7]

MV Move 90' (30')

SV Saves

D Death 10 8 6 6

W Wand 11 9 7 7

P Paralysis 12 10 8 8

B Breath 13 10 8 8

S Spell 14 12 10 10

U Unified 12 10 8 8

ML Morale 9 9 9 9

AL Alignment Chaotic

XP Experience 275 650 900 1,100

⚡ Special Abilities

Fear Aura 10', frightened for 1d4 rounds, Paralysis save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.

Grave Touch You can make a melee attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

Paralyzing Touch Any living creature a lich hits with its touch attack must succeed on a Paralysis save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a Perception check or a Medicine check reveals that the victim is still alive.

Rejuvenation When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Linnorm (Crag)



Low



Moderate



Advanced



Elite



Environment

Cold Hills



Rarity

Rare



Role

Controller / Solo



Encountered

Solitary



Treasure

Triple



AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	6 + 12	7 + 14	8 + 16	10 + 20
ATT	Attacks	Bite 2d6 or Claw 1d6 or Tail 1d10	Bite 2d8 or Claw 1d8 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 2d6	Bite 4d8 or Claw 3d6 or Tail 3d6
THACO		14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV	Move	120' (40')	Fly 300' (100')	(Average) Swim	180' (60')
SV	Saves				
	D Death	8	6	6	4
	W Wand	9	7	7	5
	P Paralysis	10	8	8	6
	B Breath	10	8	8	5
	S Spell	12	10	10	8
	U Unified	10	8	8	6
ML	Morale	10	10	10	10
AL	Alignment	Neutral			
XP	Experience	650	900	1,100	1,350



Special Abilities

Breath Weapon

Once every 1d4 rounds, a crag linnorm can expel a 120-foot line of magma, dealing 8d8 fire damage to all creatures struck (Breath save halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take one-half this fire damage the second round (Breath save negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does half this damage (Breath save negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Death Curse

When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Spell negates; effect creature gains vulnerability to fire (2x damage suffered from fire sources).

Poison

Bite - Injury; save Death; Frequency 1/round for 10 rounds; Effect fire damage and 1d4 Constitution damage; Cure 2 consecutive saves.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

L

Linnorm (Ice)



Low

Moderate

Advanced

Elite

Environment

Cold Hills or Mountains

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

Triple



AC Armor Class

3 [16]

2 [17]

2 [17]

2 [17]

HD Hit Dice

5 + 10

7 + 14

8 + 16

9 + 18

ATT Attacks

Bite 3d6 or Claw
1d10 or Tail 2d6

Bite 3d6 or Claw
1d10 or Tail 2d6

Bite 3d8 or Claw
2d6 or Tail 3d6

Bite 6d6 or Claw
3d6 or Tail 3d6

THACO

15 [+4]

13 [+6]

12 [+7]

12 [+7]

MV Move

120' (40') Climb 120' (40') Fly 300' (100') (Average) Swim 120' (40')

SV Saves

D Death

8

8

6

4

W Wand

9

9

7

5

P Paralysis

10

10

8

6

B Breath

10

10

8

5

S Spell

12

12

10

8

U *Unified*

10

10

8

6

ML Morale

10

10

10

10

AL Alignment

Chaotic

XP Experience

450

900

1,100

1,350



Special Abilities

Breath Weapon

Once every 1d4 rounds, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 4d8 cold damage to all creatures struck (Breath save halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a Strength check (same DC). Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Death Curse

When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Paralysis; effect creature gains vulnerability to cold (2x damage from cold sources).

POison

Bite-injury; save Death; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution damage; cure 3 consecutive saves.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Linnorm (Tarn)



	Low	Moderate	Advanced	Elite
Environment	Cold Lakes and Swamps			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	7 + 14	8 + 16	9 + 18	11 + 22
ATT	Attacks	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 3d6	Bite 6d6 or Claw 3d6 or Tail 3d6
THACO		13 [+6]	12 [+7]	12 [+7]	11 [+8]
MV	Move	120' (40')	Fly 300' (100')	(Average) Swim	240' (80')
SV	Saves				
	D Death	8	6	4	4
	W Wand	9	7	5	5
	P Paralysis	10	8	6	6
	B Breath	10	8	5	5
	S Spell	12	10	8	8
	U Unified	10	8	6	6
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	900	1,100	1,350	1,500



Special Abilities

Breath Weapon

Once every 1d4 rounds, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 4d8 acid damage to all creatures struck (Breath save halves). This acid creates toxic fumes when it consumes organic material-on the round after a creature takes acid damage from this attack, it must make a Death save or suffer +1d2 increments of Enfeebled condition from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-footlong cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Death Curse

When a creature slays a tarn linnorm, the slayer is affected by the curse of death. Curse of Death: save Death; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest.

Poison

Bite-injury; save Death; frequency 1/round for 10 rounds; effect acid damage and 1d8 Constitution damage; cure 3 consecutive saves.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Lion



L

	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Pride (3-10x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d10
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Lion (Dire)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains or Hills			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Pride (3-8x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4	5	7	9
ATT	Attacks	Bite 1d8 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d10
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	175	275	900	1,100



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Lizard (Giant Frilled)



L

	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Plains, or Hills			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Blend (3-6x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d10 or Tail 1d6	Bite 2d6 or Tail 1d8	Bite 3d6 or Tail 2d6	Bite 4d6 or Tail 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities					

Lizard (Monitor)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-8x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Poison

Bite-injury; save Death; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save.

Lizardfolk



L

		Low	Moderate	Advanced	Elite
Environment		Temperate Swamps			
Rarity		Common			
Role		Soldier / Minion			
# Encountered		Solitary, Pair, Band (3-12x), or Tribe (13-60x)			
Treasure		Incidental			
AC Armor Class		9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice		2	4	5	7
ATT Attacks		Javelin 1d6 or Morningstar 1d8 or Claw 1d4 or Bite 1d4	Javelin 1d6 or Morningstar 1d8 or Claw 1d6 or Bite 1d6	Javelin 1d6 or Morningstar 1d10 or Claw 1d6 or Bite 1d8	Javelin 1d6 or Morningstar 2d6 or Claw 1d8 or Bite 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		90' (30') Swim 45' (15')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U Unified		14	12	10	10
ML Morale		7	7	7	7
AL Alignment		Neutral			
XP Experience		20	175	450	900
Special Abilities					

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Lycanthrope (Wererat, Human Form)



	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d10 or Shortsword 1d8	Light Crossbow 2d6 or Shortsword 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Wererat, Hybrid Form)



L

	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d4	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d6	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d6	Light Crossbow 1d8 or Shortsword 1d8 or Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')	Climb 60' (20')	Swim 60' (20')	
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

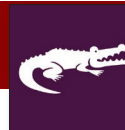
Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werewolf, Human Form)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	Incidental			
AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Longsword 1d8	Light Crossbow 1d8 or Longsword 1d8	Light Crossbow 1d8 or Longsword 1d10	Light Crossbow 1d10 or Longsword 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werewolf, Hybrid Form)



L

		Low	Moderate	Advanced	Elite
Environment		Any Land			
Rarity		Rare			
Role		Lurker / Normal			
# Encountered		Solitary, Pair, or Pack (3-6x)			
Treasure		Incidental			
AC Armor Class		8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice		2	4	5	7
ATT Attacks		Light Crossbow 1d8 or Longsword 1d8 or Bite 1d6	Light Crossbow 1d8 or Longsword 1d8 or Bite 1d8	Light Crossbow 1d10 or Longsword 1d10 or Bite 1d10	Light Crossbow 1d10 or Longsword 1d10 or Bite 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		150' (50')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U Unified		14	12	10	10
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Magmin



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Land (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Gang (2-8x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Melee Touch 1d1 or Slam 1d6	Melee Touch 1d1 or Slam 1d8	Melee Touch 1d1 or Slam 1d8	Melee Touch 1d1 or Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

⚡ Special Abilities

Burn You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Breath save to avoid catching on fire.

Searing Aura A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a Breath save or take 1d6 fire damage.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Manticore



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Warm Hills or Marshes

🔍 Rarity

Uncommon

👤 Role

Controller / Normal

⚙️ # Encountered

Solitary, Pair, or Pride (3-6x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 4 + 4 5 + 5 7 + 7 8 + 8

ATT Attacks Bite 1d8 or Claw 2d4 or Spikes 1d6 Bite 2d6 or Claw 2d6 or Spikes 1d6 Bite 2d6 or Claw 2d6 or Spikes 1d8 Bite 3d6 or Claw 3d6 or Spikes 2d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 90' (30') Fly 150' (50') (Clumsy)

SV Saves

D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8

ML Morale 8 8 8 8

AL Alignment Lawful

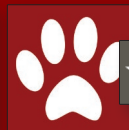
XP Experience 225 450 900 1,100

⚡ Special Abilities

Spikes

With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Mantis (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Claw 1d6 or Bite 1d6	Claw 1d8 or Bite 1d8	Claw 1d8 or Bite 1d8	Claw 2d6 or Bite 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Lunge

A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles

A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack with no penalty to either attack roll.

Sudden Strike

A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Medusa



M

		Low	Moderate	Advanced	Elite
Environment		Temperate Marshes or Underground			
Rarity		Rare			
Role		Lurker / Normal			
# Encountered		Solitary			
Treasure		Double			
AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks		Dagger 1d4 or Longbow 1d8/x3 or Snake Bite 1d3	Dagger 1d4 or Longbow 1d8/x3 or Snake Bite 1d4	Dagger 1d6 or Longbow 1d10/x3 or Snake Bite 1d6	Dagger 1d8 or Longbow 2d6/x3 or Snake Bite 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		90' (30')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U Unified		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Lawful			
XP Experience		125	350	650	900
Special Abilities					
Petrifying Gaze	Turn to stone permanently, range 30 feet, one target, Paralysis save negates.				
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves.				

Mephit (Air)



	✖ Low	✖ Moderate	✖ Advanced	✖ Elite
Environment	Any (Elemental Planes)			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Mob (7-12x)			
Treasure	Standard			

	✖	✖	✖	✖
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Breath Weapon An air mephit can unleash a 15' cone of sand and grit once every 1d4 rounds that deals 4d8 slashing damage. A Breath save halves the damage.

Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Mephit (Dust)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') Fly 150' (50') (Perfect)

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Breath Weapon

A dust mephit can unleash a 15' cone of dust once every 4 rounds that deals 4d8 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.

Fast Healing

This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Mephit (Earth)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Elemental Planes)			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Mob (7-12x)			
Treasure	Standard			

	☒	☒	☒	☒

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 120' (40') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Breath Weapon An earth mephit can unleash a 15' cone of rocks once every 4 rounds that deals 4d8 damage. A Breath save halves the damage.

Change Size Once per day an earth mephit can enlarge one size category, as enlarge person spell, except that it only works on the earth mephit. This power acts as a 2nd level spell.

Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Mephit (Fire)



M

	Low	Moderate	Advanced	Elite
Environment	Any (Elemental Planes)			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Mob (7-12x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d4
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Fly 120' (40') (Average)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	75	175	450



Special Abilities

Breath Weapon A fire mephit can unleash a 15' cone of flames once every 4 rounds that deals 4d8 fire damage. A Breath save halves the damage.

Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Summon Summon 1 Fire Mephit, 25% (Level 2)

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Mephit (Ice)



	Low	Moderate	Advanced	Elite
Environment	Any (Elemental Planes)			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Mob (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 120' (40') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Breath Weapon An ice mephit can unleash a 15' cone of ice once every 4 rounds that deals 4d8 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.

Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Summon Summon 1 Ice Mephit, 25% (Level 2)

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Mephit (Magma)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD Hit Dice

2

3

4

5

ATT Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30') Fly 120' (40') (Average)

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

30

75

175

450



Special Abilities

Breath Weapon

A magma mephit can unleash a 15' cone of fire once every 4 rounds as a standard action that deals 4d8 fire damage. A Breath save halves the damage.

Fast Healing

This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Magma Form

Once per hour a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes fire damage. A magma mephit may remain in this form for up to 10 minutes.

Summon

Summon 1 Magma Mephit, 25% (Level 2)

Vulnerability to

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Mephit (Steam)



	Low	Moderate	Advanced	Elite
Environment	Any (Elemental Planes)			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Mob (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 120' (40') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Boiling Rain	Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d8 fire damage (Breath save halves; caster level 6th).
Breath Weapon	A steam mephit can unleash a 15' cone of steam once every 4 rounds that deals 4d8 fire damage. The steam also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.
Fast Healing	This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Summon	Summon 1 Steam Mephit, 25% (Level 2)
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Mephit (Water)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') Fly 120' (40') (Average) Swim 90' (30')

SV

Saves

D

Death

12

10

10

8

W

Wand

13

11

11

9

P

Paralysis

14

12

12

10

B

Breath

15

13

13

10

S

Spell

16

14

14

12

U

Unified

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Breath Weapon

A water mephit can unleash a 15' cone of acid once every 4 rounds that deals 4d8 acid damage. A Breath save halves the damage.

Fast Healing

This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Summon

Summon 1 Water Mephit, 25% (Level 2)

Merfolk



	Low	Moderate	Advanced	Elite
Environment	Temperate Ocean			
Rarity	Common			
Role	Artillery / Normal			
# Encountered	Solitary, Company (2-4x), Patrol (3-10x+), or Shoal (11-60x+)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	6 [13]	5 [14]
HD	Hit Dice	1	4	5	6
ATT	Attacks	Heavy Crossbow 1d10 or Trident 1d8	Heavy Crossbow 1d10 or Trident 1d8	Heavy Crossbow 2d6 or Trident 1d10	Heavy Crossbow 2d6 or Trident 1d10
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
MV	Move	15' (5') Swim 150' (50')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	10	175	275	650

Special Abilities					

-

-

M

Mimic



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Uncommon

🐼 Role

Lurker / Normal

⚙️ # Encountered

Solitary

🏆 Treasure

Incidental



AC Armor Class 9 [10] 8 [11] 7 [12] 7 [12]

HD Hit Dice 3 4 6 7

ATT Attacks Slam 1d6 Slam 1d8 Slam 2d6 Slam 3d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 30' (10')

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Mimic Object

A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +4 bonus on checks when imitating an object in this manner.

Mind Eater



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any Underground			
 Rarity	Rare			
 Role	Lurker / Elite			
 # Encountered	Solitary, Brood (2-6x), or Tribe (7-16x)			
 Treasure	Double			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	5	6	7
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Body Thief

An intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Minotaur



Low

Moderate

Advanced

Elite

Environment

Temperate Ruins or Underground

Rarity

Common

Role

Brute/ Elite

Encountered

Solitary, Pair, or Gang (3-4x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Greataxe 2d6/x3 or
Gore 1d6

Greataxe 3d6/x3 or
Gore 1d8

Greataxe 3d6/x3
or Gore 1d10

Greataxe 3d6/x3
or Gore 2d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

225

450

900

1,100



Special Abilities

Powerful Charge

When you make a charge, your attack deals an extra 2d6 damage in addition to the normal benefits and hazards of a charge.

Mite



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Band (2-8x), or Tribe (9-20x+)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Dagger 1d3 or Dart 1d3	Dagger 1d4 or Dart 1d3	Dagger 1d6 or Dart 1d4	Dagger 1d6 or Dart 1d4
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') Climb 60' (20')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

M

Monkey



M

	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion			
Treasure	None			
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				

Morlock



Low



Moderate



Advanced



Elite



Environment

Any Underground



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair, Band (3-6x), or Tribe (7-18x)



Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Club 1d6 or Bite 1d4	Club 1d8 or Bite 1d6	Club 1d10 or Bite 1d8	Club 2d6 or Bite 1d10
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	120' (40') Climb 90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

Expert Climber

A morlock can cling to cave walls and even ceilings as long as the surface has hand and footholds. You are treated as constantly being under a nonmagical version of the spell spider climb, save that you cannot cling to smooth surfaces.

Light Blindness

You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Swarming

Morlocks dwell and fight in cramped quarters every day of your life, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Mummy



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)

Treasure

Standard



AC Armor Class 7 [12] 7 [12] 6 [13] 6 [13]

HD Hit Dice 5 6 7 9

ATT Attacks Slam 1d8 Slam 2d6 Slam 2d6 Slam 3d6

THACO 15 [+4] 14 [+5] 13 [+6] 12 [+7]

MV Move 60' (20')

SV Saves

D Death 10 8 6 6

W Wand 11 9 7 7

P Paralysis 12 10 8 8

B Breath 13 10 8 8

S Spell 14 12 10 10

U Unified 12 10 8 8

ML Morale 9 9 9 9

AL Alignment Lawful

XP Experience 275 650 900 1,100

Special Abilities

Despair

All creatures within a 30-foot radius that see you must make a Death save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot

Curse and disease, make Death save every day or suffer 1d6 Constitution damage which cannot be removed while the creature suffers from Mummy Rot. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

Vulnerable to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Naga (Dark)



Low



Moderate



Advanced



Elite



Environment

Any Underground



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary or Nest (2-4x)



Treasure

Standard



AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d3 or Sting 1d6	Bite 1d4 or Sting 1d8	Bite 1d6 or Sting 2d6	Bite 1d8 or Sting 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	175	450	900	1,100



Special Abilities

Guarded Thoughts

Dark nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 bonus on all saves against charm effects.

Poison

Sting-injury; save Death; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

N

Naga (Guardian)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Plains			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Standard			

N

	☒	☒	☒	☒
AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	5	6	7	9
ATT Attacks	Bite 1d10 or Spit 1d1	Bite 2d6 or Spit 1d1	Bite 3d6 or Spit 1d1	Bite 4d6 or Spit 1d1
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	275	650	900	1,100

⚡ Special Abilities

Poison	Bite-injury or spit-contact; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.
Spit	A guardian naga can spit its venom up to 30 feet. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Naga (Spirit)



Low



Moderate



Advanced



Elite



Environment

Temperate Marshes



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary or Nest (2-4x)



Treasure

Standard



AC Armor Class 6 [13] 6 [13] 5 [14] 5 [14]

HD Hit Dice 4 5 7 8

ATT Attacks Bite 2d6 Bite 2d6 Bite 3d6 Bite 4d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 120' (40') Swim 60' (20')

SV Saves

D Death 10 8 8 6

W Wand 11 9 9 7

P Paralysis 12 10 10 8

B Breath 13 10 10 8

S Spell 14 12 12 10

U *Unified* 12 10 10 8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 175 450 900 1,100



Special Abilities

Charming Gaze As charm person, range 30 feet, single target, Paralysis save negates.

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 1 save.

N

Neothelid



Low

Moderate

Advanced

Elite

Environment

Any Underground

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary, Pair, or Cult (3-5x+)

Treasure

Standard



AC	Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD	Hit Dice	5	7	9	10
ATT	Attacks	Tongue 2d6	Tongue 2d6	Tongue 3d6	Tongue 6d6
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV	Move	90' (30') Fly 180' (60') (Good)			
SV	Saves				
	D Death	8	6	6	4
	W Wand	9	7	7	5
	P Paralysis	10	8	8	6
	B Breath	10	8	8	5
	S Spell	12	10	10	8
	U <i>Unified</i>	10	8	8	6
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	450	900	1,100	1,350



Special Abilities

Breath Weapon

A neothelid can once everh 1d4 rounds unleash a 50-ft. cone of acid dealing 4d8 acid damage. A Breath save halves the damage.

Mind Thrust

Up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting psychic damage. A successful Paralysis save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect.

Psychic Crush

Up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a Paralysis save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes psychic damage and is sickened for 1 round. This is a mind-affecting effect.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Trace Teleport

A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Nightmare



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary



Treasure

None



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d4 or Hoof 1d6	Bite 1d6 or Hoof 1d8	Bite 1d6 or Hoof 1d8	Bite 1d8 or Hoof 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	120' (40') Fly 270' (90') (Good)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	175	275	450



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Flaming Hooves

A nightmare's flaming hooves do additional 1d6 fire damage on a successful strike.

Smoke

In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Breath save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.

N

Nightmare (Cauchemar)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Environment	4 [15]			
🔍 Rarity	<>			
👤 Role	<>			
⚙️ # Encountered	<>			
🏆 Treasure	<>			



N

AC	Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d10 or Hoof 1d10	Bite 1d10 or Hoof 1d10	Bite 2d6 or Hoof 2d6	Bite 4d6 or Hoof 4d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	120' (40') Fly 270' (90') (Good)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	175	275	450



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Flaming Hooves

A nightmare's flaming hooves do additional 1d6 fire damage on a successful strike.

Smoke

In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Breath save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.

Nymph



	Low	Moderate	Advanced	Elite
Environment	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	4 [15]	3 [16]
HD Hit Dice	2	3	4	5
ATT Attacks	Dagger 1d4	Dagger 1d6	Dagger 1d8	Dagger 1d10
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Spell save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Inspirations A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains +4 bonus on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance A nymph can stun a creature within 30 feet with a look. The target must succeed on a Spell save or be stunned for 2d4 rounds.

Ochre Jelly



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate Underground or Marshes			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

	⊗	⊗	⊗	⊗

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	5	5	7
ATT Attacks	Slam 2d4	Slam 2d6	Slam 2d6	Slam 3d6
THACO	16 [+3]	15 [+4]	15 [+4]	13 [+6]
MV Move	30' (10') Climb 30' (10')			
SV Saves				
D Death	10	8	8	8
W Wand	11	9	9	9
P Paralysis	12	10	10	10
B Breath	13	10	10	10
S Spell	14	12	12	12
U <i>Unified</i>	12	10	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	450	450	90

⚡ Special Abilities

Acid	An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe; creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Split	Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Octopus



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Temperate or Cold Ocean

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary

Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]

HD	Hit Dice	2	4	5	7

ATT	Attacks	Bite 1d3 or Tentacle 1d2	Bite 1d4 or Tentacle 1d3	Bite 1d4 or Tentacle 1d4	Bite 1d6 or Tentacle 1d4

THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]

MV	Move	60' (20')	Swim 90' (30')	Jet 600' (200') , Jet

SV	Saves				
D	Death	12	10	8	8
W	Wand	13	11	9	9
P	Paralysis	14	12	10	10
B	Breath	15	13	10	10
S	Spell	16	14	12	12
U	<i>Unified</i>	14	12	10	10

ML	Morale	5	5	5	5

AL	Alignment	Neutral			

XP	Experience	20	175	450	900



Special Abilities

Ink Cloud An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Octopus (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	Incidental			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	8 [11]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Tentacle 1d3	Bite 1d6 or Tentacle 1d3	Bite 1d8 or Tentacle 1d4	Bite 3d6 or Tentacle 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')	Swim 90' (30')	Jet 600' (200') , Jet	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Ink Cloud	An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.
Jet	An octopus can jet backward once per round as a full-round action, at a speed of 60 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Ogre



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**



Environment

Temperate or Cold Hills



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary, Pair, Gang (3-4x), or Family (5-16x)



Treasure

Standard



AC Armor Class 8 [11] 8 [11] 6 [13] 4 [15]

HD Hit Dice 3 5 6 7

ATT Attacks Greatclub 2d8 or Javelin 1d8 Greatclub 2d8 or Javelin 1d8 Greatclub 2d10 or Javelin 1d10 Greatclub 3d10 or Javelin 2d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8

ML Morale 7 7 7 7

AL Alignment Chaotic

XP Experience 75 275 650 900



Special Abilities

O

Oni (Ogre Mage)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Hills			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Patrol (1-2x+)			
Treasure	Double			



AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Composite Longbow Str 2d6x3 or Greatsword 1d8	Composite Longbow Str 2d6/x3 or Greatsword 3d6	Composite Longbow Str 2d6/x3 or Greatsword 3d6	Greatsword 4d6 or Composite Longbow 3d6/x3
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	120' (40') Fly 180' (60') (Good)			
SV	Saves				
D	Death	12	10	10	8
W	Wand	13	11	11	9
P	Paralysis	14	12	12	10
B	Breath	15	13	13	10
S	Spell	16	14	14	12
U	Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	75	175	450



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

Orc



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate Hills, Mountains, or Underground



Rarity

Common



Role

Brute / Minion



Encountered

Solitary, Gang (2-4x), Squad (11-20x+), or Band (30-100x+)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Falchion 2d4 or Javelin 1d6	Falchion 2d4 or Javelin 1d6	Falchion 2d6 or Javelin 1d6	Falchion 2d8 or Javelin 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	175	450	900



Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Otyugh



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Cluster (3-4x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d8 or Tentacle 1d6	Bite 2d6 or Tentacle 1d8	Bite 2d6 or Tentacle 1d8	Bite 3d6 or Tentacle 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Disease	Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.

Owl



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary or Pair / Companion



Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Talons 1d2 Talons 1d3 Talons 1d4 Talons 1d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 30' (10') Fly 180' (60') (Average)

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 30 75 175 450



Special Abilities

O

Owlbear



	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate Forests			
 Rarity	Uncommon			
 Role	Brute / Normal			
 # Encountered	Solitary, Pair, or Pack (3-8x)			
 Treasure	Incidental			
				
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900
 Special Abilities				

Pegasus



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate and Warm Plains



Rarity

Uncommon



Role

Soldier / Normal



Encountered

Solitary, Pair, or Herd (6-10x)



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 3 + 3 5 + 5 6 + 6 7 + 7

ATT Attacks Bite 1d3 or Hoof 1d6 Bite 1d4 or Hoof 1d8 Bite 1d4 or Hoof 1d8 Bite 1d4 or Hoof 1d8

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 180' (60') Fly 360' (120') (Average)

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 125 350 650 900



Special Abilities

P

Pegasus (Heroic)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	☒	☒	☒	☒

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 1d3 or Hoof 1d6	Bite 1d4 or Hoof 1d8	Bite 1d4 or Hoof 1d8	Bite 1d6 or Hoof 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	180' (60') Fly 360' (120') (Perfect)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900

Special Abilities					

Phase Spider



Low



Moderate



Advanced



Elite



Environment

Warm Hills



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Cluster (3-6x)



Treasure

None



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 4 + 4 5 + 5 7 + 7 8 + 8

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d8 Bite 2d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 120' (40') Climb 60' (20')

SV Saves

D Death 10 8 8 6

W Wand 11 9 9 7

P Paralysis 12 10 10 8

B Breath 13 10 10 8

S Spell 14 12 12 10

U *Unified* 12 10 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 225 450 900 1,100



Special Abilities

Ethereal Ambush A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action).

Poison Bite-injury; save Death; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.

Phoenix



Low

Moderate

Advanced

Elite

Environment

Warm Desert and Hills

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary

Treasure

Standard



AC Armor Class

5 [14]

4 [15]

4 [15]

4 [15]

HD Hit Dice

6 + 6

7 + 7

9 + 9

10 + 10

ATT Attacks

Bite 2d6 or Talons
1d10

Bite 2d6 or Talons
1d10

Bite 2d8 or Talons
2d6

Bite 4d8 or Talons
4d6

THACO

14 [+5]

13 [+6]

12 [+7]

11 [+8]

MV Move

90' (30') Fly 270' (90') (Good)

SV Saves

D Death

8

6

6

4

W Wand

9

7

7

5

P Paralysis

10

8

8

6

B Breath

10

8

8

5

S Spell

12

10

10

8

U Unified

10

8

8

6

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

650

900

1,100

1,350



Special Abilities

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Self-Resurrection

A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The phoenix loses 1d8 points from its maximum hit point total each time this occurs, although most use restoration to remove this condition as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never suffers this maximum hit point decline as a result of that effect.

Shroud of Flame

A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts 1d6 additional fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a Breath save each round to avoid taking 4x this amount of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes fire damage (no save) with each successful hit.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Pixie



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Uncommon



Role

Artillery / Normal



Encountered

Solitary, Gang (2-4x), Band (6-11x), or Tribe (20-80x)



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Longbow 1d6/x3 or Short Sword 1d4	Longbow 1d6/x3 or Short Sword 1d4	Longbow 1d8/ x3 or Short Sword 1d6	Longbow 2d6/ x3 or Short Sword 1d6+2
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20') Fly 180' (60') (Good)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	30	75	175	450



Special Abilities

Invisibility

A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it at any time without spending an action.

Special Arrows

When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can use this dust 20 times each day. The dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits; it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow, Charm, Memory Loss or Sleep.

Charm Arrow

Charm; The target must succeed on a Spell save or be affected as though by a Charm Monster spell for 10 minutes.

Memory Loss Arrow

Memory Loss; The target must succeed on a Spell save or be affected by a modify memory spell. This effect can only eliminate the previous 5 minutes of memory - a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees.

Sleep Arrow

Sleep; The target must succeed on a Spell save or fall asleep for 5 minutes.

Pseudodragon

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Clutch (3-5x)			
Treasure	Standard			

	☒	☒	☒	☒

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2 + 4	4 + 8	5 + 10	7 + 14
ATT	Attacks	Bite 1d2 or Sting 1d3	Bite 1d3 or Sting 1d4	Bite 1d4 or Sting 1d6	Bite 1d6 or Sting 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	45' (15') Fly 180' (60') (Good)			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	10	10	10	10
AL	Alignment	Neutral			
XP	Experience	25	255	450	900

Special Abilities

Poison

Sting-injury; save Death; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Purple Worm



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Underground



Rarity

Uncommon



Role

Brute / Elite



Encountered

Solitary



Treasure

Incidental



AC	Armor Class	5 [14]	5 [14]	5 [14]	5 [14]
HD	Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT	Attacks	Bite 4d6 or Sting 2d6	Bite 4d6 or Sting 2d6	Bite 4d8 or Sting 2d8	Bite 12d6 or Sting 4d8
THACO		15 [+4]	14 [+5]	13 [+6]	13 [+6]
MV	Move	60' (20')	Burrow 60' (20')	Swim 30' (10')	
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	350	650	900	1,100



Special Abilities

Poison

Sting - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Raccoon



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Lurker/ Minion			
# Encountered	Solitary or Gaze (2-4x) / Companion			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	1	3	5	7
ATT	Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO		19 [0]	17 [+2]	15 [+4]	13 [+6]
MV	Move	60' (20') Climb 60' (20')			
SV	Saves				
	D Death	12	10	8	6
	W Wand	13	11	9	7
	P Paralysis	14	12	10	8
	B Breath	15	13	10	8
	S Spell	16	14	12	10
	U <i>Unified</i>	14	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	75	450	900
Special Abilities					

Rakshasa



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any



Rarity

Uncommon



Role

Leader / Normal



Encountered

Solitary, Pair, or Cult (3-12x)



Treasure

Double



AC	Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Kukri 1d4 or Bite 1d6 or Claw 1d6	Kukri 1d6 or Bite 1d8 or Claw 1d8	Kukri 1d8 or Bite 2d6 or Claw 1d10	Kukri 1d10 or Bite 2d8 or Claw 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	175	275	450



Special Abilities

Change Shape

You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Rast



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Cluster (3-6x), or Pack (7-15x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	15' (5') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.
Paralyzing Gaze	Range 60'; effect paralyzed for 1d6 rounds, 30 feet, Paralysis save negates.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Rat (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Temperate

🔍 Rarity

Common

👤 Role

Skirmisher / Minion

⚙️ # Encountered

Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion

🏆 Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 120' (40') Climb 60' (20') Swim 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900

⚡ Special Abilities

Disease

Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.

R

Rat Swarm



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pack (2-5x), or Infestation (6-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	8
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 2d6	Swarm 2d8
THACO	17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Climb 45' (15') Swim 45' (15')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	1,100



Special Abilities

Disease	Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.
Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Raven



Low



Moderate



Advanced



Elite



Environment

Any Temperate



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') Fly 120' (40') (Average)			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

R

Remorhaz



	 Low	 Moderate	 Advanced	 Elite
 Environment	Cold Deserts or Plains			
 Rarity	Rare			
 Role	Brute / Normal			
 # Encountered	Solitary			
 Treasure	None			

	 Low	 Moderate	 Advanced	 Elite

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 4d6	Bite 6d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

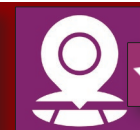
Heat

An enraged remorhaz generates heat so intense that anything touching its body takes 2d4 fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a Death save to avoid taking damage.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Retriever



	Low	Moderate	Advanced	Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT	Attacks	Bite 1d6 or Claw 1d10	Bite 1d6 or Claw 1d10	Bite 1d8 or Claw 2d6	Bite 3d6 or Claw 4d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	11	11	11	11
AL	Alignment	Chaotic			
XP	Experience	350	650	900	1,100



Special Abilities

Eye Rays

A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray. A particular ray is usable once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks; firing an eye ray does not provoke attacks of opportunity. The eye rays inflict 2d8 damage, and the additional effects are as follows; Fire, dealing fire damage (Breath save halves); Cold, dealing cold damage (Breath save halves); Electricity, dealing electricity damage (Breath save halves); Petrification, turning the target permanently to stone (Death save negates).

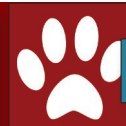
Fast Healing

You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Relentless

A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.

Rhinoceros



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Gore 2d6	Gore 3d6	Gore 3d6	Gore 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

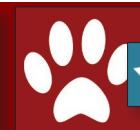


Special Abilities

Powerful Charge

When you make a charge, your attack deals an extra 2d6 damage in addition to the normal benefits and hazards of a charge.

Rhinoceros (Woolly)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Plains



Rarity

Common



Role

Brute / Normal



Encountered

Solitary, Pair, or Herd (3-12x)



Treasure

None



AC Armor Class 8 [11] 7 [12] 6 [13] 6 [13]

HD Hit Dice 3 5 6 7

ATT Attacks Gore 2d6 Gore 2d8 Gore 3d8 Gore 4d8

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Powerful Charge When you make a charge, your attack deals an extra 2d6 damage in addition to the normal benefits and hazards of a charge.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

R

Roc



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Skirmisher / Elite	Skirmisher / Elite	Skirmisher / Normal	Skirmisher / Normal
# Encountered	Solitary or Mated Pair			
Treasure	None			

AC Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD Hit Dice	5	6	7	9
ATT Attacks	Bite 2d6 or Talons 1d10	Bite 2d6 or Talons 1d10	Bite 2d8 or Talons 2d6	Bite 4d8 or Talons 4d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 240' (80') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities				

Roper



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	Standard			



AC	Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 4d6 or Strand 1d1	Bite 4d6 or Strand 1d1	Bite 4d8 or Strand -1 1d1	Bite 10d6 or Strand 1d1
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	30' (10')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Pull

You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Strands

A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet as ranged touch attacks. A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand has the same AC as this creature). A creature struck by a strand is numbed and weakened by the strange material, and must make a Paralysis save or suffer 1d4 Strength damage.

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Rust Monster



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d3 or Antennae 1d1	Bite 1d4 or Antennae 1d1	Bite 1d6 or Antennae 1d1	Bite 2d6 or Antennae 1d1
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Climb 30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Rust

A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Breath save to negate this effect.

Scent Metal

This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Sahuagin



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate or Warm Ocean



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary, Pair, Team (5-8x), Patrol (11-20x+), or Tribe (70-160x+)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT	Attacks	Heavy Crossbow 1d10 or Trident 1d8 or Bite 1d6 or Claws 1d4	Heavy Crossbow 1d10 or Trident 1d8 or Bite 1d8 or Claws 1d6	Heavy Crossbow 2d6 or Trident 1d10 or Bite 1d10 or Claws 1d8	Heavy Crossbow 2d8 or Trident 2d6 or Bite 2d6 or Claws 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30') Swim 180' (60')			
SV	Saves				
D	Death	12	10	8	8
W	Wand	13	11	9	9
P	Paralysis	14	12	10	10
B	Breath	15	13	10	10
S	Spell	16	14	12	12
U	<i>Unified</i>	14	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	25	225	450	900



Special Abilities

Blood Frenzy	Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
Speak with Sharks	A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here", "defend me", or "attack this target".

Salamander



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Elemental Plane of Fire			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cluster (3-5x)			
Treasure	Standard			

	☒	☒	☒	☒

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Spear 1d8/x3 or Tail Slap 1d10	Spear 1d10/x3 or Tail Slap 2d6	Spear 1d10/x3 or Tail Slap 2d8	Spear 2d6/x3 or Tail Slap 4d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	75	175	450



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Heat

A salamander generates so much heat that its mere touch deals 1d4 additional fire damage. A salamander's metallic weapons also conduct this heat.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Satyr



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**



Environment

Temperate Forests



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Band (3-6x), or Orgy (7-11x)



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Dagger 1d4 or Shortbow 1d6/x3 or Horns 1d4	Dagger 1d4 or Shortbow 1d6/x3 or Horns 1d6	Dagger 1d4 or Shortbow 1d8/x3 or Horns 1d8	Dagger 1d6 or Shortbow 1d10/x3 or Horns 1d10
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450

⚡ Special Abilities

Pipes

A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a Spell save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spelllike abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor.

Scorpion (Black)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts			
Rarity	Uncommon			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒

AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	5	7	9	11
ATT	Attacks	Claw 2d6 or Sting 2d6	Claw 2d6 or Sting 2d6	Claw 2d8 or Sting 2d8	Claw 3d8 or Sting 3d8
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	6	4	4
	W Wand	11	7	5	5
	P Paralysis	12	8	6	6
	B Breath	13	8	5	5
	S Spell	14	10	8	8
	U <i>Unified</i>	12	8	6	6
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	900	1,100	1,350



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scorpion (Cave)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Underground			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 1d6	Claw 1d8 or Sting 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scorpion (Deadfall)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary or Nest (2-5x)			
Treasure	Incidental			

	☒	☒	☒	☒

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Claw 1d6 or Sting 1d6	Claw 1d8 or Sting 1d8	Claw 2d6 or Sting 2d6	Claw 3d6 or Sting 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 1 save.

Scorpion (Ghost)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Claw 1d3 or Sting 1d3	Claw 1d4 or Sting 1d4	Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 1d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U Unified	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Scorpion (Giant Emperor)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒

AC	Armor Class	8 [11]	7 [12]	7 [12]	7 [12]
HD	Hit Dice	5	7	7	9
ATT	Attacks	Claw 1d10 or Sting 1d10	Claw 1d10 or Sting 1d10	Claw 2d6 or Sting 2d6	Claw 4d6 or Sting 4d6
THACO		15 [+4]	13 [+6]	13 [+6]	12 [+7]
MV	Move	150' (50')			
SV	Saves				
	D Death	8	8	6	6
	W Wand	9	9	7	7
	P Paralysis	10	10	8	8
	B Breath	10	10	8	8
	S Spell	12	12	10	10
	U <i>Unified</i>	10	10	8	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	450	750	900	1,100

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scorpion (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Warm or Temperate Deserts, Forests, Plains, or Underground

Rarity

Common

Role

Lurker / Normal

Encountered

Solitary

Treasure

None



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

4

5

6

8

ATT Attacks

Claw 1d6 or Sting
1d6

Claw 1d8 or Sting
1d8

Claw 1d8 or Sting
1d8

Claw 2d6 or Sting
2d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

MV Move

150' (50')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

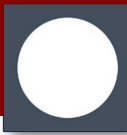
Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scorpion (Lashtail)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm or Temperate Deserts, Forests, Plains, or Underground			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒

AC	Armor Class	9 [10]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Sting 1d3	Sting 1d4	Sting 1d6	Sting 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect Sickened for 1 round; cure 1 save.

Sea Serpent



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Ocean



Rarity

Uncommon



Role

Lurker / Elite



Encountered

Solitary



Treasure

None



AC	Armor Class	6 [13]	5 [14]	5 [14]	5 [14]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 4d6 or Tail Slap 2d6	Bite 4d6 or Tail Slap 2d6	Bite 4d8 or Tail Slap 3d6	Bite 12d6 or Tail Slap 6d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	60' (20') Swim 180' (60')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	450	900	1,100



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Elusive

As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Shadow



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d10	Incorporeal Touch 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	Fly 120' (40') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Create Spawn	A humanoid creature killed by a shadow's Enfeebled condition becomes a shadow under the control of its killer in 1d4 rounds.
Incorporeal	You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities.. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.
Strength Damage	A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadow (Greater)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

AC	Armor Class	8 [11]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 2d6	Incorporeal Touch 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	Fly 120' (40') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Create Spawn	A humanoid creature killed by a shadow's Enfeebled condition becomes a shadow under the control of its killer in 1d4 rounds.
Incorporeal	You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities.. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.
Strength Damage	A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadow Demon



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Haunt (3-8x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC	Armor Class	8 [11]	8 [11]	5 [14]	5 [14]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d10	Bite 4d6 or Claw 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	Fly 120' (40') (Perfect), Sprint			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	450	900

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Incorporeal	You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities.. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.
Shadow Blend	During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.
Sprint	Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.
Sunlight Powerlessness	A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Shadow Mastiff



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	250	750	900



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

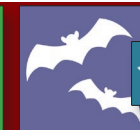
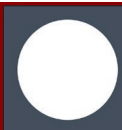
Bay

When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a Death save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect.

Shadow Blend

In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Shambling Mound



	Low	Moderate	Advanced	Elite
Environment	Temperate Forest or Marshes			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Electric Fortitude

Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shark (Blue)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Common



Role

Brute / Normal



Encountered

Solitary, Pair, School (3-6x), or Pack (7-13x)



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 3 5 6 7

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 17 [+2] 15 [+4] 15 [+4] 13 [+6]

MV Move Swim 180' (60')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 900

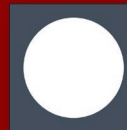


Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Dire)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Bite 4d6	Bite 4d8	Bite 4d10	Bite 12d8
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	Swim 180' (60')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Shark (Great White)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	Swim 180' (60')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shocker Lizard



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Clutch (3-6x), or Colony (7-12x)			
Treasure	Incidental			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')	Climb 60' (20')	Swim 60' (20')	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Electricity Sense Shocker lizards automatically detect any electrical discharges within 100 feet.

Shock

Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals electricity damage to living opponents (Breath save halves). Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take twice this amount of electricity damage for each lizard contributing to the shock. A Breath save (-1 for each additional lizard beyond the first) halves the damage.

Shoggoth



Low

Moderate

Advanced

Elite

Environment

Cold Aquatic or Underground

Rarity

Rare

Role

Lurker / Solo

Encountered

Solitary or Tide (2-6x)

Treasure

Standard



AC Armor Class 3 [16] 3 [16] 3 [16] 2 [17]

HD Hit Dice 6 8 10 11

ATT Attacks Slam 2d6 Slam 2d6 Slam 3d6 Slam 6d6

THACO 14 [+5] 12 [+7] 11 [+8] 11 [+8]

MV Move 150' (50') Climb 90' (30') Swim 150' (50')

SV Saves

D Death 8 6 4 2

W Wand 9 7 5 3

P Paralysis 10 8 6 4

B Breath 10 8 5 3

S Spell 12 10 8 6

U Unified 10 8 6 4

ML Morale 9 9 9 9

AL Alignment Chaotic

XP Experience 650 1,100 1,350 1,500

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Engulf

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Fast Healing

You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Maddening Cacophony

As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a Spell save or be confused for 1d6 rounds. Each round a creature is affected it loses 1 point of Wisdom for the duration of the encounter. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect.

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Skeletal Champion



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Normal	Soldier / Normal	Soldier / Elite	Soldier / Elite
# Encountered	Solitary, Pair, or Platoon (3-12x)			
Treasure	Standard			

	⊠	⊠	⊠	⊠

AC	Armor Class	8 [11]	8 [11]	5 [14]	3 [16]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Longsword 1d8 or Claw 1d6	Longsword 1d8 or Claw 1d8	Longsword 2d6 or Claw 1d10	Longsword 3d6 or Claw 2d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	10
	W Wand	13	11	11	11
	P Paralysis	14	12	12	12
	B Breath	15	13	13	13
	S Spell	16	14	14	14
	U Unified	14	12	12	12
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Skeleton



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Any			
Treasure	None			
AC Armor Class	9 [10]	9 [10]	6 [13]	5 [14]
HD Hit Dice	1	4	5	7
ATT Attacks	Broken Scimitar 1d6 or Claw 1d4	Broken Scimitar 1d8 or Claw 1d6	Broken Scimitar 1d10 or Claw 1d8	Broken Scimitar 2d6 or Claw 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				

Skum



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Cold Aquatic or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Brood (2-5x), Pack (6-12x), or Cabal (13-95x+)			
Treasure	Incidental			

	☒	☒	☒	☒

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT	Attacks	Trident 1d8 or Bite 1d6 or Claw 1d4	Trident 1d8 or Bite 1d8 or Claw 1d6	Trident 1d10 or Bite 1d10 or Claw 1d8	Trident 2d6 or Bite 2d6 or Claw 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20') Swim 120' (40')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	25	225	450	900

Special Abilities					

Slug (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Marshes or Swamp



Rarity

Uncommon



Role

Lurker / Elite



Encountered

Solitary



Treasure

None



AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Spit Acid 4d4 or Tongue 2d8	Spit Acid 6d4 or Tongue 2d8	Spit Acid 10d6 or Tongue 2d10	Spit Acid 12d6 or Tongue 6d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Malleable

A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Spit Acid

A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes acid damage (no save).

Susceptible to Salt

A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

Snake (Anaconda)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary or Nest (2-6x)			
Treasure	None			

AC	Armor Class	8 [11]	7 [12]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20')	Climb 60' (20')	Swim 60' (20')	
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

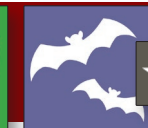


Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Snake (Constrictor)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary or Nest (2-6x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d4	Bite 1d6	Bite 1d6	Bite 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20')	Climb 60' (20')	Swim 60' (20')	
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Snake (King Cobra)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Warm			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

AC	Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20')	Climb 60' (20')	Swim 60' (20')	
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900

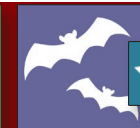


Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.

Snake (Venomous)



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary or Pair



Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 2 4 5 7

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d8 Bite 1d10

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 60' (20') Climb 60' (20') Swim 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 20 175 450 900



Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Sphinx (Gynosphinx)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Cult (3-6x)			
Treasure	Double			

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	4 + 4	6 + 6	7 + 7	9 + 9
ATT	Attacks	Claw 1d10	Claw 2d6	Claw 3d6	Claw 4d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120' (40') Fly 180' (60') (Poor)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	NEUTRAL			
XP	Experience	225	650	900	1,100



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Spider (Black Widow)



Low

Moderate

Advanced

Elite



Environment

Any Land



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary



Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 4 5 6 8

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U Unified 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web

You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider (Giant Crab)



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Colony (3-10x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Spider (Giant Tarantula)



	Low	Moderate	Advanced	Elite
Environment	Any Forests			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 2d6	Bite 2d8	Bite 3d8	Bite 4d8
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100



Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web

You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider (Goliath)



Low



Moderate



Advanced



Elite



Environment

Any Forests or Swamps



Rarity

Rare



Role

Brute / Elite



Encountered

Solitary, Pair, or Colony (3-6x)



Treasure

Incidental



AC Armor Class 8 [11] 7 [12] 7 [12] 6 [13]

HD Hit Dice 4 5 7 8

ATT Attacks Bite 4d4 Bite 4d4 Bite 4d6 Bite 4d8

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 90' (30')

SV Saves

D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 175 450 900 1,100



Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web

You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider Swarm



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Tangle (3-6x), or Colony (11-20x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Swarm 1d6	Swarm 2d6	Swarm 1d3	Swarm 4d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Poison	Swarm-injury; save Death; frequency 1/round for 2 rounds; effect 1d2 Strength damage; cure 1 save.

Squid



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or School (3-12x)



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d3 or Tentacles 1d4	Bite 1d4 or Tentacles 1d6	Bite 1d4 or Tentacles 1d6	Bite 1d6 or Tentacles 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	Swim 180' (60') Jet 720' (240')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Ink Cloud

A squid can emit a 5 foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet

A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squid (Giant)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Any Ocean			
Rarity	Common			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	None			



	❌	❌	❌	❌
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	5	6	7	9
ATT Attacks	Arms 1d4 or Bite 1d10 or Tentacles 4d4	Arms 1d6 or Bite 2d6 or Tentacles 4d6	Arms 1d8 or Bite 3d6 or Tentacles 4d8	Arms 2d6 or Bite 4d6 or Tentacles 8d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	Swim 180' (60') Jet 780' (260')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

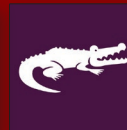
Ink Cloud

A squid can emit a 20 foot-radius cloud of ink once per minute while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet

A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Stirge



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate or Warm Swamps



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Colony (2-4x), Flock (5-8x), Storm (9-14x), or Swarm (15-40x)



Treasure

None



AC Armor Class 9 [10] 8 [11] 7 [12] 6 [13]

HD Hit Dice 1 + 1 4 + 4 5 + 5 6 + 6

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d8 Bite 1d10

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 30' (10') Fly 120' (40') (Average)

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 15 125 350 650



Special Abilities

Attach

When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Disease

Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Svirfneblin



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion	Lurker / Minion	Lurker / Normal	Lurker / Normal
# Encountered	Solitary, Company (2-4x), Squad (5-20x+), or Band (30-50x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	5 [14]	5 [14]
HD Hit Dice	1	4	5	7
ATT Attacks	Heavy Pick 1d4x4 or Light Crossbow 1d6	Heavy Pick 1d6x4 or Light Crossbow 1d6	Heavy Pick 1d8x4 or Light Crossbow 1d8	Heavy Pick 2d6x4 or Light Crossbow 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Evasion	You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.
Fortunate	Svirfneblin have a +2 racial bonus on all saving throws.
Hatred	Svirfneblin have a +1 racial bonus on attack rolls against dwarves and reptilian humanoids.
Skilled	Svirfneblin have a +2 racial bonus on stealth, alchemy, visual, and stealth checks underground.
Stonecutting	Svirfneblin receive a +2 bonus on checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Tarrasque



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Brute / Solo

Encountered

Solitary

Treasure

None



AC Armor Class

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

7 + 7

9 + 9

12 + 12

14 + 14

ATT Attacks

Bite 4d6/x3 or Claw
1d10 or Gore 1d8 or
Spine 2d8/x3 or Tail
Slap 3d6

Bite 4d6/x3 or Claw
1d10 or Gore 1d8 or
Spine 2d8/x3 or Tail
Slap 3d6

Bite 4d8/x3 or Claw
1d12 or Gore 1d10 or
Spine 2d10/x3 or Tail
Slap 3d8

Bite 8d6/x3 or Claw
3d6 or Gore 2d8 or
Spine 4d8/x3 or Tail
Slap 6d6

THACO

13 [+6]

12 [+7]

10 [+9]

9 [+10]

MV Move

120' (40') , Rush

SV Saves

D Death
W Wand
P Paralysis
B Breath
S Spell
U Unified

6
7
8
8
10
8

6
7
8
8
10
8

2
3
4
3
6
4

2
3
4
3
6
4

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

900

1,100

1,350

2,000



Special Abilities

Carapace

The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rush

Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This also grants the creature a +8 bonus on Dexterity-based checks for 1 round.

Spines

The tarrasque can loose a volley of six spear-like spines from its body with a toss of its head or a lash of its tail. Make an attack roll for each spine-all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

T

Tengu



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains or Urban			
Rarity	Uncommon			
Role	Skirmisher / Minion	Skirmisher / Minion	Skirmisher / Normal	Skirmisher / Normal
# Encountered	Solitary, Pair, or Conspiracy (3-12x)			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	4	5	7
ATT Attacks	Dagger 1d4 or Bite 1d4 or Shortbow 1d6/x3	Dagger 1d4 or Bite 1d6 or Shortbow 1d6/x3	Dagger 1d4 or Bite 1d8 or Shortbow 1d6/x3	Dagger 1d6 or Bite 1d10 or Shortbow 1d8/x3
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Sneaky

Tengu gain a +2 racial bonus on Perception and Stealth.

Tiger



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Forests



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Pair



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 4 5 7 8

ATT Attacks Bite 2d6 or Claw 1d8 Bite 3d6 or Claw 2d6 Bite 3d6 or Claw 2d6 Bite 3d6 or Claw 2d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 120' (40')

SV Saves

D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 175 450 900 1,100



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Tiger (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Forests, Plains, or Swamps



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Pair



Treasure

None



AC Armor Class

8 [11]

8 [11]

8 [11]

7 [12]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 2d6 or Claw
2d4

Bite 2d6 or Claw
2d4

Bite 2d6 or Claw
2d4

Bite 4d6 or Claw
3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

120' (40')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

175

450

900

1,100



Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Toad



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate or Warm Forests



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or Knot (3-100x) / Companion



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 4 5 6

ATT Attacks - - - -

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 15' (5')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 75 275 650



Special Abilities

Amphibious

The creature can breathe air and/or water.

Treant



	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Grove (2-7x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Rock 2d6 or Slam 1d10	Rock 2d6 or Slam 2d6	Rock 2d6 or Slam 3d6	Rock 2d6 or Slam 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Troglodyte



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Underground



Rarity

Uncommon



Role

Soldier / Normal



Encountered

Solitary, Pair, Clutch (3-6x), Squad (7-12x+), or Band (20-80x+)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Club 1d6 or Javelin 1d6 or Bite 1d6 or Claw 1d4	Club 1d6 or Javelin 1d6 or Bite 1d8 or Claw 1d6	Club 1d8 or Javelin 1d6 or Bite 1d10 or Claw 1d8	Club 1d10 or Javelin 1d6 or Bite 2d6 or Claw 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900



Special Abilities

Stench

You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Troll



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Gang (2-4x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100



Special Abilities

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Troll (Scrag)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Mountains



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Gang (2-4x)



Treasure

Standard



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 4 5 7 8

ATT Attacks Bite 1d8 or Claw 1d6 Bite 2d6 or Claw 1d8 Bite 2d6 or Claw 1d8 Bite 3d6 or Claw 2d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 60' (20') Swim 120' (40')

SV Saves

D Death 10 8 8 6

W Wand 11 9 9 7

P Paralysis 12 10 10 8

B Breath 13 10 10 8

S Spell 14 12 12 10

U *Unified* 12 10 10 8

ML Morale 7 7 7 7

AL Alignment Chaotic

XP Experience 175 450 900 1,100



Special Abilities

Amphibious

The creature can breathe air and/or water.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Unicorn



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Mated Pair, or Blessing (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Gore 1d8 or Hoof 1d3	Gore 2d6 or Hoof 1d4	Gore 2d6 or Hoof 1d4	Gore 3d6 or Hoof 1d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Magic Circle Against Evil	Evil creatures within 20' of this creature must make a Spell save or they cannot attack this creature. Enemies must attempt this save each time they wish to attack this creature.
Magical Strike	A unicorn's gore attack is treated as a magic good weapon for the purposes of resistances and immunities.
Powerful Charge	When you make a charge, your attack deals an extra 2d6 damage in addition to the normal benefits and hazards of a charge.
Wild Empathy	This works like the druid's wild empathy class feature, except the unicorn has +4 bonus on the check.

Vampire



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary or Family (1x+)



Treasure

Incidental



AC Armor Class 6 [13] 6 [13] 5 [14] 5 [14]

HD Hit Dice 3 5 6 7

ATT Attacks Slam 1d4 Slam 1d4 Slam 1d6 Slam 1d8

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30') , Spider Climb

SV	Saves				
D	Death	10	10	8	6
W	Wand	11	11	9	7
P	Paralysis	12	12	10	8
B	Breath	13	13	10	8
S	Spell	14	14	12	10
U	Unified	12	12	10	8

ML Morale 9 9 9 9

AL Alignment Chaotic

XP Experience 275 650 900 1,100



Special Abilities

Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Change Shape A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

Channel Resistance You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Children of the Night Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate A vampire can crush a humanoid opponent's will. Anyone the vampire targets must succeed on a Wand save or fall instantly under the vampire's influence, as though by a dominate person spell. The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d8 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Gaseous Form As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Grasp of the Dead You can cause a swarm of skeletal arms to burst from the ground to rip and tear your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 2d6 slashing damage. Those caught in the area receive a Breath save for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. You can use this ability once per day. This power has a range of 60 feet.

Grave Touch You can make a melee attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

Incorporeal Form You can become incorporeal for 16 rounds. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

Shadowless A vampire casts no shadows and shows no reflection in a mirror.

Vampire Spawn



V

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d4	Slam 1d4	Slam 1d6	Slam 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') , Spider Climb			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Channel Resistance

You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Dominate

A vampire can crush a humanoid opponent's will. Anyone the vampire targets must succeed on a Wand save or fall instantly under the vampire's influence, as though by a dominate person spell. The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d4 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Fast Healing

You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Gaseous Form

As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability

A raise dead or similar spell cast on a vampire spawn destroys it (Wisdom negates). Using the spell in this way does not require a material component.

Shadowless

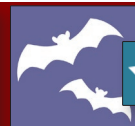
A vampire casts no shadows and shows no reflection in a mirror.

Vampire

Weaknesses

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Spell save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Vargouille



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Normal

Encountered

Pair, Cluster (3-6x), or Mob (7-12x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 2 3 4 5

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 18 [+1] 18 [+1] 16 [+3] 15 [+4]

MV Move Fly 90' (30') (Good)

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 30 175 450 900

Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Kiss

A vargouille can kiss a helpless target by making a successful melee attack (this provokes attacks of opportunity). A kissed opponent must succeed on a Spell save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim suffers 1d4 points of Intelligence damage each hour. The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect.

Poison

Bite-injury; save Death; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save.

Shriek

Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Paralysis save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours.

Vegepygmy



V

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-6x), or Tribe (7-30x+)			
Treasure	Standard			

		☒	☒	☒	☒
AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		1	4	5	7
ATT Attacks		Longspear 1d6/x3 or Claw 1d3	Longspear 1d6x3 or Claw 1d4	Longspear 1d8x3 or Claw 1d4	Longspear 2d6/x3 or Claw 1d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		90' (30')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U Unified		14	12	10	10
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	175	450	900
Special Abilities					

Violet Fungus



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Underground



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair or Grove (3-12x)



Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 3 5 6 7

ATT Attacks Tail Sweep 1d4 or Tentacle 1d4 Tail Sweep 1d6 or Tentacle 1d6 Tail Sweep 1d6 or Tentacle 1d6 Tail Sweep 1d8 or Tentacle 1d8

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 30' (10')

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Rot

A creature struck by a violet fungus's tentacle must succeed on a Death save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect.

Viper



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary / Companion



Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d3 Bite 1d4 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 60' (20') Climb 60' (20') Swim 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

Poison

Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

Vulture (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Warm Plains or Hills



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Flock (3-8x)



Treasure

None



AC Armor Class 8 [11] 8 [11] 7 [12] 7 [12]

HD Hit Dice 4 5 6 8

ATT Attacks Bite 2d6 Bite 3d6 Bite 3d6 Bite 4d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 30' (10') Fly 150' (50') (Average)

SV Saves

D Death 10 10 8 8

W Wand 11 11 9 9

P Paralysis 12 12 10 10

B Breath 13 13 10 10

S Spell 14 14 12 12

U *Unified* 12 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Diseased

Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 bonus on all saving throws against such ailments.

Wasp Swarm



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Forests

🔍 Rarity

Common

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Fury (3-6x), or Maelstrom (7-12x)

🏆 Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 3 4 6 7

ATT Attacks Swarm 1d10 Swarm 2d6 Swarm 3d6 Swarm 4d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 15' (5') Fly 120' (40') (Good)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Poison Swarm-injury; save Death; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save.

Wight



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)



Treasure

Standard



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 3 5 6 7

ATT Attacks Slam 1d4 Slam 1d6 Slam 1d6 Slam 1d8

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 9 9 9 9

AL Alignment Lawful

XP Experience 75 275 650 900



Special Abilities

Create Spawn

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 1d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

W

Wight (Brute)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Brute / Elite



Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)



Treasure

Standard



AC Armor Class 8 [11] 8 [11] 8 [11] 8 [11]

HD Hit Dice 3 5 6 7

ATT Attacks Slam 1d6 Slam 1d8 Slam 1d8 Slam 2d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 9 9 9 9

AL Alignment Lawful

XP Experience 75 275 650 900



Special Abilities

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

Wight (Cairn)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			



AC	Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Longsword 1d8 or Slam 1d4	Longsword 1d8 or Slam 1d6	Longsword 1d10 or Slam 1d8	Longsword 2d6 or Slam 1d10
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	75	275	650	900



Special Abilities

Create Spawn

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

Wight (Frost)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)



Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	75	275	650	900



Special Abilities

Create Spawn

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d4 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Will-o'-Wisp



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Environment

Any Swamp

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary, Pair, or String (3-4x)

Treasure

Incidental



AC Armor Class 8 [11] 5 [14] 4 [15] 3 [16]

HD Hit Dice 4 5 6 8

ATT Attacks Shock 2d6 Shock 2d8 Shock 3d8 Shock 4d8

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move Fly 150' (50') (Perfect)

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 75 275 650 900

Special Abilities

Feed on Fear Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Natural Invisibility Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

W

Wolf



Low



Moderate



Advanced



Elite



Environment

Cold or Temperate Forests



Rarity

Common



Role

Lurker / Normal



Encountered

Solitary, Pair, or Pack (3-12x)



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 2 4 5 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d8 Bite 2d6

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 150' (50')

SV Saves					
D	Death	12	10	8	8
W	Wand	13	11	9	9
P	Paralysis	14	12	10	10
B	Breath	15	13	10	10
S	Spell	16	14	12	12
U	<i>Unified</i>	14	12	10	10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 20 175 450 900



Special Abilities

-

Wolf (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold or Temperate Forests



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary, Pair, or Pack (3-8x)



Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 4 5 6 8

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 150' (50')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

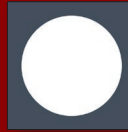
XP Experience 75 275 650 900



Special Abilities

W

Wolverine



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Forests

🔍 Rarity

Common

👤 Role

Brute / Normal

⚙️ # Encountered

Solitary

🏆 Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

3

4

6

7

ATT Attacks

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

Bite 1d8 or Claw
1d6

Bite 2d6 or Claw
1d8

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900

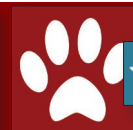


Special Abilities

Rage

A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Wolverine (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Forests



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Pair



Treasure

None



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

4

5

6

8

ATT Attacks

Bite 1d8 or Claw
1d6

Bite 2d6 or Claw
1d8

Bite 2d6 or Claw
1d8

Bite 3d6 or Claw
2d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

MV Move

90' (30')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

W

Worg



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Forests or Plains

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, or Pack (3-11x)

🏆 Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 3 + 3 5 + 5 6 + 6 7 + 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d8 Bite 2d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 150' (50')

SV Saves

D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900



Special Abilities

-

Worg (Winter Wolf)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Forests or Plains

🔍 Rarity

Rare

👤 Role

Skirmisher / Elite

🔄 # Encountered

Solitary, Pair, or Pack (6-11x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 4 + 4 5 + 5 7 + 7 8 + 8

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 150' (50')

SV Saves

D Death 10 8 8 6

W Wand 11 9 9 7

P Paralysis 12 10 10 8

B Breath 13 10 10 8

S Spell 14 12 12 10

U Unified 12 10 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 225 450 900 1,100

⚡ Special Abilities

Breath Weapon 15' Cone of Cold: 4d8 Cold damage, usable once every 1d4 rounds. Breath weapons allow a Breathsaves for half damage. You are immune to your own breath weapon.

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

W

Wraith



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Lurker / Elite

⚙️ # Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)

🏆 Treasure

None



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d8	Incorporeal Touch 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	Fly 180' (60') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	75	275	650	900

⚡ Special Abilities

Channel Resistance You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Death save or take suffer 1d4 points of Constitution damage. On each successful attack, the wraith gains 5 hit points.

Create Spawn A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only have a 75% chance of inflicting the Drained condition on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness A wraith caught in sunlight cannot attack and is staggered.

416 Unnatural Aura Animals do not willingly approach within 30 feet of a wraith.

Wyvern



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate or Warm Hills

🔍 Rarity

Rare

👤 Role

Skirmisher / Elite

⚙️ # Encountered

Solitary, Pair, or Flight (3-65x)

🏆 Treasure

Standard



AC Armor Class

8 [11]

8 [11]

6 [13]

6 [13]

HD Hit Dice

4 + 8

6 + 12

7 + 14

8 + 16

ATT Attacks

Bite 1d8 or Crush
2d6 or Sting 1d6 or
Wing 1d6

Bite 2d6 or Crush
3d6 or Sting 1d8 or
Wing 1d8

Bite 2d6 or Crush
3d6 or Sting 1d8
or Wing 1d8

Bite 3d6 or Crush
4d6 or Sting 2d6
or Wing 2d6

THACO

16 [+3]

14 [+5]

13 [+6]

12 [+7]

MV Move

60' (20') Fly 180' (60') (Poor)

SV Saves

D Death

10

8

6

6

W Wand

11

9

7

7

P Paralysis

12

10

8

8

B Breath

13

10

8

8

S Spell

14

12

10

10

U *Unified*

12

10

8

8

ML Morale

10

10

10

10

AL Alignment

Neutral

XP Experience

350

650

900

1,100

⚡ Special Abilities

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

W

Xill



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Ethereal Plane)

🔍 Rarity

Rare

👤 Role

Soldier / Normal

⚙️ # Encountered

Solitary, Pair, or Gang (3-6x)

🏆 Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Longbow 1d8/x3 or Shortsword 1d6 or Bite 1d6 or Claw 1d4	Longbow 1d8/x3 or Shortsword 1d6 or Bite 1d8 or Claw 1d6	Longbow 1d10/ x3 or Shortsword 1d6 or Bite 2d6 or Claw 1d8	Longbow 2d6/ x3 or Shortsword 1d8 or Bite 3d6 or Claw 1d8
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	120' (40') , Planewalk			
SV	Saves				
D	Death	12	10	10	8
W	Wand	13	11	11	9
P	Paralysis	14	12	12	10
B	Breath	15	13	13	10
S	Spell	16	14	14	12
U	<i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	900



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Implant

A xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1d6 Constitution damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery

A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

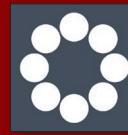
Paralysis

You can render your victims immobile for 1d4 hours with a successful Bite attack; the victim may resist with a Paralysis save.

Planewalk

A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Xorn



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any (Plane of Earth)



Rarity

Rare



Role

Brute / Elite



Encountered

Solitary, Pair, or Cluster (3-6x)



Treasure

Standard



AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Bite 4d6 or Claw 1d4	Bite 4d8 or Claw 1d6	Bite 4d8 or Claw 1d6	Bite 8d6 or Claw 1d8
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	60' (20') Burrow 60' (20') , Earth Glide			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	750	900



Special Abilities

All-Around Vision

You can see in all directions at once. You cannot be flanked.

Earth Glide

This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Yellow Musk Creeper



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Patch (1x+)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Tendrils 1d4	Tendrils 1d6	Tendrils 1d6	Tendrils 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	15' (5')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Pollen Spray

A yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target (use the Tendril attack bonus), who must then succeed on a Spell save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain.

Yellow Musk Creeper Zombie

As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie.

Yeth Hound



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Brute / Normal

Encountered

Solitary, Pair, or Pack (6-11x)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 2 3 4 5

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d8 Bite 2d6

THACO 18 [+1] 17 [+2] 16 [+3] 15 [+4]

MV Move 120' (40') Fly 180' (60') (Good)

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 30 75 175 450

Special Abilities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Bay When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a Spell save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours.

Sinister Bite A yeth hound's bite is treated as evil-aligned for the purpose of overcoming resistances. In addition, a good-aligned creature bitten by a yeth hound must make a Spell save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect.

Y

Yeti



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Tribe (3-8x)			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Claw 1d6	Claw 1d8	Claw 1d8	Claw 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Cold	A yeti's body generates intense cold, dealing 1d6 cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.
Frightful Gaze	Creatures within 30 feet that meet a yeti's gaze must succeed on a Wand save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Zombie



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any



Rarity

Uncommon



Role

Brute / Minion



Encountered

Any



Treasure

None



AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Staggered

Zombies have poor reflexes and can only perform two actions each round. A zombie can move up to its speed and attack in the same round as a charge action.

Z

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