



Initiative Cards Monster Set 1



By JD Wiker and Marc Schmalz



INITIATIVE CARDS: MONSTER SET I

BY JD WIKER AND MARC SCHMALZ

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Introduction

Keeping track of initiative in games using the d20 System can get complicated. Every GM has a method that he or she favors, but which sometimes lacks versatility or utility. Initiative Cards provide GMs with an easy way to keep track of initiative and a handy reference for all the sorts of information a GM sometimes needs during a game session.

There are two different types of Initiative Cards: character cards and monster cards. Character cards contain information about the player characters and the occasional non-player character. You can use these cards for familiars as well. Monster cards contain information about monsters (though it's best to use character cards for monsters that have class levels). You can use these cards for most animal companions as well.

The monster cards in *Initiative Cards: Monster Set I* provide GMs with over 350 preprinted monster cards for fantasy d20 System roleplaying games. All of the necessary information has already been filled in—all the GM needs to do is print as many of each card as he needs, and use them over and over again.

Initiative Cards in Play

Before beginning play, print and fill out as many character cards as you need for the player characters, and print as many monster cards as you need for the monsters. If all the monsters you need aren't in *Monster Set I*, use the blank monster cards provided. You can also use the blank character cards for any NPCs you might need.

When combat begins, ask the players to roll initiative while you roll initiative for any opponents and non-player characters. Set aside any cards for characters or creatures that are surprised. One by one, go around the table and ask each player for his or her character's initiative result. Write their initiative numbers down in the space marked "INIT" on the cards. Then do the same for all the initiative rolls you make. Use a pencil—you'll be erasing and rewriting these numbers fairly often.

Then simply begin at the top of the stack, moving each card to the bottom when that character or creature has concluded its turn. When you once again reach the first card in the initiative order, if anyone has not yet rolled initiative, ask them to roll for initiative now.

Then jot down their initiative numbers, and place their cards in the proper place in the initiative order.

If a character or creature delays, or readies an action, turn that Initiative Card sideways, with the "Delay/Ready" box showing. If a character or creature falls unconscious, simply turn the card sideways facing the other direction, with the word "Unconscious" visible.

Monster Cards

Use monster cards for monsters that don't have classes and levels. You can use one card to represent multiple monsters of the same type (one card to stand for three ogres, for example), or you can use individual cards for individual monsters. All of the completed cards in *Initiative Cards: Monster Set 1* are monster cards.

NAME: This is the monster's name. You can use one card to represent a number of identical monsters, or use separate cards for each according to your own preferences.

ALIGN: This is the monster's alignment. Knowing the monster's alignment could be important for spells that key off of a character's alignment, such as *protection from evil*.

INIT: Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

Delay or Ready: Turning the card so this space is showing indicates the character is delaying or has readied an action.

AC: This is the monster's armor class, including base AC, AC for touch attacks (TCH)—attacks that disregard armor—and AC for attacks when the character is flatfooted (FLT).

There is also a box in which you can mark any temporary changes to the monster's AC (TMP) that occur during the course of the game.

FORT, REF, and WILL: This is where you can find the monster's Fortitude, Reflex, and Will saving throws.

SPD: The monster's base movement is indicated here. Alternate movement modes, such as flying speed or swimming speed, are recorded here as well.

VIS: This area notes any special vision modes the character might have, such as low-light vision, darkvision, or blindsight, as well as the vision mode's range, if applicable.

GRAP: The monster's grapple bonus appears here.

The Monster Card

Skills: The monster's skills and total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) are listed here. Unlike those on Character Cards, the skills listed here vary from monster to monster.

Attacks: The monster's attacks appear here. The information listed includes Attack (#) (the method of attack, such as "Bite," "Claw (2)," or "Sword"); Bonus (the attack modifier); Type (the type of damage: "P" for piercing, "B" for bludgeoning, and "S" for slashing); and Damage (the damage caused by the attack). On these pre-filled cards, attack entries that are not indented are primary attacks, while indented entries are secondary attacks used with the primary attack above.

HP: Use this space to keep track of the monster's hit points.

Special/Notes: Use this space to record any temporary effects on the monster, such as spells or the special attacks of other monsters, and to keep track of the duration of such effects. The information in these fields can be highly condensed—please refer to "Reading the Cards," below, for more information on this space.

Unconscious: Turning the card so this space is showing indicates the monster is unconscious.

Character Cards

Use character cards for player characters, non-player characters, familiars, and monsters that have classes and levels. A sheet of blank character cards is included at the end of the monster card set for your convenience.

NAME: Record the character's name here.

ALIGN/RACE: Record the character's alignment and race here. The former may be useful for spells that work off of a character's alignment, such as *protection from good*; the latter is useful for spells, effects, and situations that take the character's race into consideration. If you're using the character card to represent a familiar, record the animal's species (cat, hawk, rat, weasel, etc.) here.

INIT: Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

AC: Record the character's base armor class here, including AC for touch attacks (TCH)—attacks that disregard armor—and for attacks when the character is flatfooted (FLT).

There is also a box in which you can mark any temporary changes to the character's AC (TMP) that occur during the course of the game.

CLS/LVL: Record the character's classes and levels here. If the character has several classes, you might want to use abbreviations: Brb for Barbarian, Clr for Cleric, or Wiz for Wizard, for example.

Delay or Ready: Turning the card so this space is showing indicates the character is delaying or has readied an action.

STR, DEX, CON, INT, WIS, and CHA: Record the character's ability scores and ability modifiers here.

FORT, REF, and WILL: Record the character's Fortitude, Reflex, and Will saving throws here.

SPD: Record the character's base movement here.

VIS: Record any special vision modes the character might have, such as low-light vision, darkvision, or blindsight. If the vision mode has a range, make sure you note that, such as "Dark 60."

Skills: Record the total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) here. This area lists only those skills for which the GM should regularly make skill checks on the player's

behalf (see *DMG* v3.5, Chapter 1, Determining Outcomes). In addition to their use for recording skills that are not already included, the blank skill spaces can be used to record other score-based information, such as Spell Resistance.

Languages: Record the languages the character knows here. This could come in handy when the characters encounter speech or writing in a language other than Common. (You can check which of the characters might understand without having to ask the players which languages each character knows.)

Special/Notes: Use this space to record any temporary effects on the character, such as spells or the special attacks of monsters, and to keep track of the duration of such effects.

Unconscious: Turning the card so this space is showing indicates that the character is unconscious.

The Character Card

Reading the Cards

First, remember that Initiative Cards are not supposed to replace the *MM* or any other sourcebook. They are meant to organize combat and reduce the need to refer to check

sourcebooks during play, but are not meant for independent use.

The Special/Notes field on the card contains shorthand for the skills and abilities most commonly used during combat, and are not a complete record of the monster. For example, consider the night hag. This monster's Special/Notes field has the following:

Evil, extraplanar traits; nat wpns mag for DR; DR 10/cold iron & mag; imm fire, cold, charm, sleep, fear; SR 25.

Feat: Mount Cbt.

Disease (Ex): See MM.

Spell-Like Abilities: At will—*det chaos, det evil, det good, det law, det magic, mag missile, pmorph (self only), ray enfeeble (DC 12), sleep (DC 12)*. CL 8. At will—*etherealness (w/ heartstone)*. CL 16.

Possessions: Heartstone (auto cure disease, +2 on all saves, see MM).

The night hag's "evil traits" note indicates that it has the evil subtype. While this means the creature overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned, the full details are not spelled out in the limited space of the card. Damage resistance, spell resistance, and a number of other common d20 terms are also abbreviated in this summary of creature's traits.

The night hag also has the Alertness feat, but it is unnecessary to list it since the creature's scores are adjusted accordingly and Alertness does not otherwise affect combat.

The night hag's disease has an incubation period of one day. It's noted so the GM can track characters who have become diseased, but the

details of the disease are unimportant during a standard combat, so they are not included.

DELAY or READY	NAME Bear, Black (CR 2)		ALIGN/RACE N		INIT 1	
	CLASS/LEVEL					
	AC	13	TCH	11	FLT	12
	STR	19	INT	2	FORT	+5
	DEX	13	WIS	12	REF	+4
	CON	15	CHA	6	WILL	+2
	Skills		CLIMB +4 SPOT +4			
	LIS +4 SWIM +8					
	Attack (#)		Bonus	Type	Damage	
	Claw (2)		+6	PS	1d4+4	
Bite		+1	BPS	1d6+2		
HP		19 hp (3d8+6)				
Special/Notes		Scent. Feats: Endur, Run.				

UNCONSCIOUS	
	
Special/Notes	

Initiative Cards in play

The creature's spell-like abilities are all abbreviated as well. The spell and ability abbreviations match those used in Wizards of the Coast products and are usually obvious, but the MM can be referenced if there is any confusion. Limits or changes to a common spell are detailed parenthetically, as are save DCs for resisting the effects of the ability.

The only possessions listed are those with stats or effects not included elsewhere on the card. Magic armor would be included in AC calculations, for example. The night hag's heartstone is listed because it has abilities that may affect combat.

In some cases, a complex creature (such as a dragon) will require additional card space to detail all of its abilities. Such creatures are noted by the presence of "MORE>>" in the lower right corner of the Special/Notes field. The remaining information is contained in a special card near the end of the set.

Dragon Cards

Initiative Cards: Monster Set 1 contains a number of monster cards for dragons. These unique creatures were created by the staff at The Game Mechanics, and are not found in any other sourcebook. To use these cards, you should download the complete stat blocks for these dragons from the Freebies section of The Game Mechanics' website (<http://www.thegamemechanics.com/>).

Example of Play

A combat begins in Rich's game—the characters encounter a group of five orcs led by an ogre, who also has a black bear for a pet. Rich tells the players to roll initiative for their characters, while he rolls for the monsters. Since Rich has already printed out the monster cards for the orcs, ogre, and bear in advance, all he has to do is pull out the cards, check the initiative modifiers, and roll 1d20 each for each. For convenience, Rich is using a single initiative roll for all five orcs. This also lets him track them using just one card. The orcs get a total of 14, the ogre gets a 19, and the bear gets only a 2. Rich puts these in order, from highest to lowest: the ogre, the orcs, and the bear.

The players tell Rich what they rolled for initiative: Wendy, playing Kessa, gets a 9; Joanna, playing Alwyn, gets a 23; Alex, playing Tyrian, gets a 24; and JD, playing Cromagh, gets a 13. As the players tell Rich their initiatives, he puts them in place, so the final initiative order looks like this: Tyrian (24), Alwyn (23), the ogre (19), the orcs (14), Cromagh (13), Kessa (9), and finally the bear (2).

INITIATIVE CARDS

MONSTER SET ONE

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Tyrian, the monk, doesn't want to charge into the midst of the enemy, so he delays. Rich turns Tyrian's card 90 degrees to the right, leaving the "Delay or Ready" indicator showing. He then moves Tyrian's card to the back, behind the card for the bear. A character can't delay past the end of the round, so this reminds Rich to make sure that Tyrian takes his action before the end of the round.

Next up is Alwyn, the rogue, who attacks with her bow, but misses. Rich moves her card to the back of the stack, after Tyrian's. Then comes the ogre, who charges Cromagh, the barbarian. The ogre's attack only has to beat Cromagh's flat-footed Armor Class, since Cromagh hasn't acted yet.

The orcs attack next, and Rich decides that the three in front wade into battle, while the two in the back ready actions to fire arrows at anyone who starts casting spells. Since Rich is only using one card for all of the orcs, he resolves the attacks for the three who entered melee, then pencils in a "2" on their card, and turns it to the right—indicating that two of the orcs have readied actions. Then he puts it at the bottom of the stack, after Alwyn. Although they're technically no longer acting on the same initiative, Rich decides that, in the next round, the three orcs in melee will simply delay until the other two orcs act, thus putting them back on the same initiative.

Next, Cromagh attacks the ogre, and deals 12 points of damage. Rich records this on the ogre's card, under "Hit Points." Then Kessa acts, casting a spell, and the two orcs use their readied actions to fire arrows at her. Rich moves the orcs' card back up front, on top of Kessa's card. After they're done with their attacks, he moves them back to the back of the stack, facing the right way up again.. This is their new place in the initiative order. Then Kessa resolves her action, and goes to the back of the stack.

Now Alex decides that Tyrian will act, and so Rich moves Tyrian's card back up to the front. Tyrian runs to where the two orc archers are standing and uses his unarmed attack to inflict a stunning 14 points of damage! This is 5 more hit points than this particular orc has, so Rich just puts an X through that orc's hit point column on the card.

Then the bear attacks and absolutely savages Alwyn, dealing 30 points of damage. Alwyn only has 25 hit points, so she's at -5 hit points. Rich turns Alwyn's card 90 degrees to the left, showing the part of the card that reads "Unconscious." Since the bear was the last to act, and Tyrian's card has moved again, the next card up is Alwyn. Since she's unconscious, Alwyn has to check to see if she stabilizes. Once that's done, Rich proceeds to the ogre's next action.

Alphabetical List of Monsters

Androsphinx (CR 9).....	75	Dire Badger (CR 2).....	22	Dragon, White Wyrmling (CR 2).....	22
Animated Object, Colossal (CR 10).....	78	Dire Bat (CR 2).....	22	Dragon, White Young (CR 4).....	45
Animated Object, Garg. (CR 7).....	64	Dire Bear (CR 7).....	66	Dragon, White Young Adult (CR 7).....	72
Animated Object, Huge (CR 5).....	50	Dire Boar (CR 4).....	43	Dretch (CR 2).....	23
Animated Object, Large (CR 3).....	27	Dire Lion (CR 5).....	52	Drider (CR 7).....	68
Animated Object, Medium.....	20	Dire Rat (CR 1/3).....	4	Dryad (CR 3).....	31
Animated Object, Small.....	12	Dire Tiger (CR 8).....	72	Dwarf, Deep (CR 1/2).....	6
Animated Object, Tiny.....	6	Dire Wolf (CR 3).....	29	Dwarf, Duergar (CR 1).....	13
Ankheg (CR 3).....	27	Dire Wolverine (CR 4).....	44	Dwarf, Hill (CR 1/2).....	7
Annis (CR 6).....	60	Dog (CR 1/3).....	4	Dwarf, Mountain (CR 1/2).....	7
Ape (CR 2).....	20	Dog, Riding (CR 1).....	13	Eagle (CR 1/2).....	7
Aranea, Humanoid Form (CR 4).....	41	Donkey (CR 1/6).....	2	Eagle, Giant (CR 3).....	31
Aranea, Hybrid Form (CR 4).....	41	Doppelganger (CR 3).....	29	Elasmosaurus (CR 7).....	68
Aranea, Spider Form (CR 4).....	41	Dragon, Black Adult (CR 11).....	80	Elemental, Elder Air (CR 11).....	80
Arrowhawk, Adult (CR 5).....	50	Dragon, Black Great Wym (CR 22).....	87	Elemental, Elder Earth (CR 11).....	80
Babau (CR 6).....	61	Dragon, Black Juvenile (CR 7).....	66	Elemental, Elder Fire (CR 11).....	81
Baboon (CR 1/2).....	6	Dragon, Black Mat. Adult (CR 14).....	83	Elemental, Elder Water (CR 11).....	81
Badger (CR 1/2).....	6	Dragon, Black Old (CR 16).....	84	Elemental, Greater Air (CR 9).....	76
Barghest, Goblin Form (CR 4).....	42	Dragon, Black Very Old (CR 18).....	85	Elemental, Greater Earth (CR 9).....	76
Barghest, Greater, Dire Wolf Form (CR 5).....	51	Dragon, Black Very Young (CR 4).....	44	Elemental, Greater Fire (CR 9).....	76
Barghest, Greater, Goblin Form (CR 5).....	51	Dragon, Black Wym (CR 20).....	85	Elemental, Greater Water (CR 9).....	76
Barghest, Greater, Hybrid Form (CR 5).....	51	Dragon, Black Wyrmling (CR 3).....	29	Elemental, Huge Air (CR 7).....	68
Barghest, Hybrid Form (CR 4).....	42	Dragon, Black Young (CR 5).....	52	Elemental, Huge Earth (CR 7).....	69
Barghest, Wolf Form (CR 4).....	42	Dragon, Black Young Adult (CR 9).....	75	Elemental, Huge Fire (CR 7).....	69
Basilisk (CR 5).....	50	Dragon, Blue Juvenile (CR 8).....	73	Elemental, Huge Water (CR 7).....	69
Basilisk, Abyssal Greater (CR 11).....	81	Dragon, Blue Very Young (CR 4).....	44	Elemental, Large Air (CR 5).....	54
Bat (CR 1/10).....	1	Dragon, Blue Wyrmling (CR 3).....	29	Elemental, Large Earth (CR 5).....	54
Bat Swarm (CR 2).....	20	Dragon, Brass Very Young (CR 4).....	44	Elemental, Large Fire (CR 5).....	54
Bear, Black (CR 2).....	20	Dragon, Brass Wyrmling (CR 3).....	30	Elemental, Large Water (CR 5).....	54
Bear, Brown (CR 4).....	42	Dragon, Bronze Very Young (CR 5).....	52	Elemental, Medium Air (CR 3).....	31
Bear, Polar (CR 4).....	43	Dragon, Bronze Wyrmling (CR 3).....	30	Elemental, Medium Earth (CR 3).....	32
Bearded Devil (Barbazu) (CR 5).....	51	Dragon, Bronze Young (CR 7).....	67	Elemental, Medium Fire (CR 3).....	32
Black Pudding (CR 7).....	64	Dragon, Copper Very Young (CR 5).....	52	Elemental, Medium Water (CR 3).....	32
Black Pudding, Elder (CR 12).....	82	Dragon, Copper Wyrmling (CR 3).....	30	Elemental, Small Air (CR 1).....	13
Blink Dog (CR 2).....	21	Dragon, Copper Young (CR 7).....	67	Elemental, Small Earth (CR 1).....	13
Boar (CR 2).....	21	Dragon, Gold Very Young (CR 7).....	67	Elemental, Small Fire (CR 1).....	14
Bodak (CR 8).....	72	Dragon, Gold Wyrmling (CR 5).....	53	Elemental, Small Water (CR 1).....	14
Bugbear (CR 2).....	21	Dragon, Gold Young (CR 9).....	75	Elephant (CR 7).....	69
Camel, Bactrian (CR 1).....	12	Dragon, Green Juvenile (CR 7).....	72	Elf, Aquatic (CR 1/2).....	7
Camel, Dromedary (CR 1).....	12	Dragon, Green Vry. Yng. (CR 3).....	45	Elf, Drow (CR 1).....	14
Cat (CR 1/4).....	3	Dragon, Green Wyrmling (CR 3).....	30	Elf, Gray (CR 1/2).....	8
Cauchemar (CR 10).....	79	Dragon, Green Young (CR 5).....	53	Elf, High (CR 1/2).....	8
Celestial Charger (CR 13).....	83	Dragon, Red Adult (CR 15).....	83	Elf, Wild (CR 1/2).....	8
Centaur (CR 3).....	27	Dragon, Red Ancient (CR 23).....	87	Elf, Wood (CR 1/2).....	8
Centipede Swarm (CR 4).....	43	Dragon, Red Great Wym (CR 26).....	87	Ettercap (CR 3).....	32
Chain Devil (Kytan) (CR 6).....	61	Dragon, Red Juvenile (CR 10).....	78	Fire Giant (CR 10).....	79
Cheetah (CR 2).....	21	Dragon, Red Mat. Adult (CR 18).....	85	Flesh Golem (CR 7).....	70
Chimera, Black Head (CR 7).....	65	Dragon, Red Old (CR 20).....	85	Formian, Warrior (CR 3).....	33
Chimera, Blue Head (CR 7).....	65	Dragon, Red Very Old (CR 21).....	86	Frost Giant (CR 9).....	77
Chimera, Green Head (CR 7).....	65	Dragon, Red Very Young (CR 5).....	53	Gargoyle (CR 4).....	46
Chimera, Red Head (CR 7).....	65	Dragon, Red Wym (CR 24).....	87	Gelatinous Cube (CR 3).....	33
Chimera, White Head (CR 7).....	66	Dragon, Red Wyrmling (CR 4).....	45	Ghast (CR 3).....	33
Clay Golem (CR 10).....	78	Dragon, Red Young (CR 7).....	67	Ghoul (CR 1).....	14
Cloud Giant (CR 11).....	80	Dragon, Silver Very Young (CR 5).....	53	Giant Ant, Queen (CR 2).....	23
Cockatrice (CR 3).....	28	Dragon, Silver Wyrmling (CR 4).....	45	Giant Ant, Soldier (CR 2).....	23
Criosphinx (CR 7).....	66	Dragon, Silver Young (CR 7).....	68	Giant Ant, Worker (CR 1).....	15
Crocodile (CR 2).....	22	Dragon, White Adult (CR 10).....	79	Giant Fire Beetle (CR 1/3).....	4
Crocodile, Giant (CR 4).....	43	Dragon, White Juvenile (CR 6).....	61	Giant Wasp (CR 3).....	33
Deinonychus (CR 3).....	28	Dragon, White Mat. Adult (CR 12).....	82	Gibbering Mouther (CR 5).....	55
Derro (CR 3).....	28	Dragon, White Old (CR 14).....	84	Gnoll (CR 1).....	15
Dire Ape (CR 3).....	28	Dragon, White Vry. Yng. (CR 3).....	31	Gnome, Forest (CR 1/2).....	9



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Gnome, Svirfneblin (CR 1)	15	Mephit, Air (CR 3)	35	Shrieker (Fungus) (CR 1)	18
Goblin (CR 1/3)	5	Mephit, Dust (CR 3)	35	Skeleton, Human Warrior	5
Goblin Cavalryman (CR 1/3)	5	Mephit, Earth (CR 3)	35	Spectre (CR 7)	71
Gorgon (CR 8)	73	Mephit, Fire (CR 3)	36	Spider Eater (CR 5)	58
Gray Ooze (CR 4)	46	Mephit, Ice (CR 3)	36	Spider Swarm (CR 1)	19
Green Hag (CR 5)	55	Mephit, Magma (CR 3)	36	Stirge (CR 1/2)	11
Grick (CR 3)	34	Mephit, Ooze (CR 3)	36	Stone Giant (CR 7)	74
Griffon (CR 4)	46	Mephit, Salt (CR 3)	37	Stone Giant Elder (CR 9)	77
Grimlock (CR 1)	15	Mephit, Steam (CR 3)	37	Storm Giant (CR 13)	83
Gynosphinx (CR 8)	73	Mephit, Water (CR 3)	37	Succubus (CR 7)	71
Half-Elf (CR 1/2)	10	Merfolk (CR 1/2)	11	Tarrasque (CR 20)	86
Halfling, Deep (CR 1/2)	9	Morrow (CR 3)	37	Thoqqua (CR 2)	25
Halfling, Lightfoot (CR 1/2)	9	Mimic (CR 4)	47	Tiger (CR 4)	49
Halfling, Tallfellow (CR 1/2)	10	Minotaur (CR 4)	47	Titan (Evil) (CR 21)	86
Half-Orc (CR 1/2)	10	Mohrg (CR 8)	74	Titan (Good or Neutral) (CR 21)	86
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Hell Hound (CR 3)	34	Monstrous Spider, Huge (CR 5)	56	Triton (CR2)	25
Hieracosphinx (CR 5)	55	Mule (CR 1)	18	Troglodyte w/ Weapons (CR 1)	19
Hill Giant (CR 7)	70	Mummy (CR 5)	56	Troglodyte w/o Weapons (CR 1)	19
Hippogriff (CR2)	23	Mummy Lord (CR 15)	84	Troll (CR 5)	58
Hobgoblin (CR 1/2)	10	Night Hag (CR 9)	77	Tyrannosaurus (CR 8)	75
Homunculus (CR 1)	16	Nightmare (CR 5)	56	Unicorn (CR 3)	39
Horse, Heavy (CR 1)	16	Ochre Jelly (CR 5)	57	Vampire Spawn (CR 4)	50
Horse, Heavy War (CR 2)	24	Octopus (CR 1)	18	Violet Fungus (CR 3)	39
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Hydra, Five-Headed (CR 4)	47	Owl, Giant (CR 3)	38	Wereboar, Boar Form* (CR 4)	49
Hydra, Five-Headed Cryo- (CR 6)	62	Owlbear (CR 4)	48	Wereboar, Human Form* (CR 4)	49
Hydra, Five-Headed Pyro- (CR 6)	62	Pegasus (CR 3)	38	Wereboar, Hybrid Form* (CR 4)	49
Hydra, Nine-Headed (CR 8)	73	Phase Spider (CR 5)	57	Wererat, Dire Rat Form* (CR 2)	26
Hydra, Seven-Headed (CR 6)	62	Pixie (CR 4)	48	Wererat, Human Form* (CR 2)	26
Hydra, Six-Headed (CR 5)	55	Pixie w/ Irresist. Dance (CR 5)	57	Wererat, Hybrid Form* (CR 2)	26
Hydra, Ten-Headed (CR 9)	77	Pony (CR 1/4)	3	Weretiger, Human Form (CR 5)	60
Hydra, Twelve-Headed (CR 11)	81	Pony, War (CR 1/2)	11	Weretiger, Hybrid Form (CR 5)	60
Imp (CR 2)	24	Pseudodragon (CR 1)	18	Weretiger, Tiger Form (CR 5)	60
Invisible Stalker (CR 7)	70	Purple Worm (CR 12)	82	Werewolf, Human Form* (CR 3)	40
Kapoacanth (CR 4)	47	Quasit (CR2)	24	Werewolf, Hybrid Form* (CR 3)	40
Kobold (CR 1/4)	3	Rat (CR 1/8)	1	Werewolf, Wolf Form* (CR 3)	40
Lacedon (CR 1)	17	Rat Swarm (CR 2)	25	Wight (CR 3)	40
Lamia (CR 6)	62	Raven (CR 1/6)	2	Will-O'-Wisp (CR 6)	63
Lemure (CR 1)	17	Remorhaz (CR 7)	71	Winter Wolf (CR 5)	58
Lion (CR 3)	34	Rhinoceros (CR 4)	48	Wolf (CR 1)	19
Lizard (CR 1/6)	2	Roper (CR 12)	82	Wolverine (CR2)	26
Lizard, Monitor (CR 2)	24	Rust Monster (CR 3)	38	Worg (CR 2)	27
Lizardfolk (w/ shield) (CR 1)	17	Salamander Flamebrother (CR 3)	39	Wraith (CR 5)	59
Lizardfolk (w/o shield) (CR 1)	17	Salamander, Average (CR 6)	63	Wyvern (CR 6)	63
Locust Swarm (CR 3)	35	Scrag (CR 5)	57	Xill (CR 6)	64
Manticore (CR 5)	56	Shadow (CR 3)	39	Xorn, Average (CR 6)	64
Marilith (CR 17)	84	Shadow Mastiff (CR 5)	58	Xorn, Minor (CR 3)	41
Medusa (CR 7)	71	Shambling Mound (CR 6)	63	Zombie, Human Commoner	12

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DELAY OF READY	NAME Bat (CR 1/10)		ALIGN/RACE N	INIT +2						
	AC	BASE 16	TCH 16	FLT 14	TMP	CLASS/LEVEL				
	STR	1	INT	2	FORT	+2	SPD	5 ft, fly 40 ft (good)		
	DEX	15	WIS	14	REF	+4	GRAP	-17	VIS	blisn 20, low-light
	CON	10	CHA	4	WILL	+2				
Skills										
	Hide	+14	M Sil	+6						
	Lis	+8	Spot	+8						
Attack (#) Bonus Type Damage										
HP 1 hp (1/4 d8)										
Special/Notes										
										
UNCONSCIOUS										



DELAY OF READY	NAME Monstrous Centipede, Tiny (CR 1/8) N		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	1	INT	—	FORT	+2	SPD	20 ft, climb 20 ft		
	DEX	15	WIS	10	REF	+2	GRAP	-13	VIS	dark 60
	CON	10	CHA	2	WILL	+0				
Skills										
	Climb	+10	Spot	+4						
	Hide	+18								
Attack (#) Bonus Type Damage										
	Bite	+4	BPS	1d3-5	+poison					
HP 1 hp (1/4 d8)										
Special/Notes										
Vermin traits. Poison: Injury; Fort DC 10; init & sec dmg 1 Dex.										
										
UNCONSCIOUS										



DELAY OF READY	NAME Toad (CR 1/10)		ALIGN/RACE N	INIT +1						
	AC	BASE 15	TCH 15	FLT 14	TMP	CLASS/LEVEL				
	STR	1	INT	1	FORT	+2	SPD	5 ft		
	DEX	12	WIS	14	REF	+3	GRAP	-17	VIS	low-light
	CON	11	CHA	4	WILL	+2				
Skills										
	Hide	+21	Spot	+4						
	Lis	+4								
Attack (#) Bonus Type Damage										
HP 1 hp (1/4 d8)										
Special/Notes										
Amphibious.										
										
UNCONSCIOUS										



DELAY OF READY	NAME Rat (CR 1/8)		ALIGN/RACE N	INIT +2						
	AC	BASE 15	TCH 15	FLT 15	TMP	CLASS/LEVEL				
	STR	2	INT	2	FORT	+2	SPD	50 ft, fly 100 ft (good)		
	DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	low-light
	CON	10	CHA	2	WILL	+1				
Skills										
	Bal	+10	Hide	+14	Swim	+10				
	Climb	+12	M Sil	+10						
Attack (#) Bonus Type Damage										
	Bite	+4	BPS	1d3-4						
HP 1 hp (1/4 d8)										
Special/Notes										
Scent.										
										
UNCONSCIOUS										

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DELAY OF READY	NAME Donkey (CR 1/6)		ALIGN/RACE N	INIT +1						
	AC	BASE 13	TCH 11	FLT 12	TMP	CLASS/LEVEL				
	STR	10	INT	2	FORT	+4	SPD	30 ft		
	DEX	13	WIS	11	REF	+4	GRAP	+1	VIS	low-light
	CON	12	CHA	4	WILL	+0				
Skills										
	Bal	+3	Spot	+2						
	Lis	+3								
Attack (#) Bonus Type Damage										
	Bite	+1	BPS	1d2						
HP										
	11 hp (2d8)									
Special/Notes										
	Scent. Feat: Endur. Carrying Capacity: Lt -50; med -100; hvy -150; drag -750.									
										UNCONSCIOUS



DELAY OF READY	NAME Monkey (CR 1/6)		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	3	INT	2	FORT	+2	SPD	30 ft, climb 30 ft		
	DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	low-light
	CON	10	CHA	5	WILL	+1				
Skills										
	Bal	+10	Hide	+10	Spot	+3				
	Climb	+10	Lis	+3						
Attack (#) Bonus Type Damage										
	Bite	+4	BPS	1d3-5 +poison						
HP										
	4 hp (1d8)									
Special/Notes										
										UNCONSCIOUS



DELAY OF READY	NAME Lizard (CR 1/6)		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	3	INT	1	FORT	+2	SPD	20 ft, climb 20 ft		
	DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	low-light
	CON	10	CHA	2	WILL	+1				
Skills										
	Bal	+10	Hide	+10	Spot	+3				
	Climb	+12	Lis	+3						
Attack (#) Bonus Type Damage										
	Bite	+4	BPS	1d4-4						
HP										
	2 hp (1/2 d8)									
Special/Notes										
										UNCONSCIOUS



DELAY OF READY	NAME Raven (CR 1/6)		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	1	INT	2	FORT	+2	SPD	10 ft, fly 40 ft (avg)		
	DEX	15	WIS	14	REF	+4	GRAP	-13	VIS	low-light
	CON	10	CHA	6	WILL	+2				
Skills										
	Lis	+3								
	Spot	+5								
Attack (#) Bonus Type Damage										
	Claws	+4	PS	1d2-5						
HP										
	1 hp (1/4 d8)									
Special/Notes										
										UNCONSCIOUS

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DELAY OF READY	NAME Cat (CR 1/4)		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	3	INT	2	FORT	+2	SPD	30 ft		
	DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	low-light
	CON	10	CHA	7	WILL	+1				
Skills										
	Bal	+10	Hide	+14	M Sil	+6				
	Climb	+6	Lis	+3	Spot	+3				
Attack (#) Bonus Type Damage										
	Claw (2)	+4	PS	1d2-4						
	Bite	-1	BPS	1d3-4						
HP 2 hp (1/2 d8)										
Special/Notes Scent.										
										
UNCONSCIOUS										



DELAY OF READY	NAME Owl (CR 1/4)		ALIGN/RACE N	INIT +3						
	AC	BASE 17	TCH 15	FLT 14	TMP	CLASS/LEVEL				
	STR	4	INT	2	FORT	+2	SPD	10 ft, fly 40 ft (avg)		
	DEX	17	WIS	14	REF	+5	GRAP	-11	VIS	low-light
	CON	10	CHA	4	WILL	+2				
Skills										
	Listen	+14	Spot	+6						
	Mv. Silent	+17								
Attack (#) Bonus Type Damage										
	Talons	+5	PS	1d4-3						
HP 4 hp (1d8)										
Special/Notes										
										
UNCONSCIOUS										



DELAY OF READY	NAME Kobold (CR 1/4)		ALIGN/RACE LE	INIT +1						
	AC	BASE 15	TCH 12	FLT 14	TMP	CLASS/LEVEL				
	STR	9	INT	10	FORT	+2	SPD	30 ft		
	DEX	13	WIS	9	REF	+1	GRAP	-4	VIS	dark 60
	CON	10	CHA	8	WILL	-1				
Skills										
	Hide	+6	M Sil	+2	Spot	+2				
	Lis	+2	Srch	+2						
Attack (#) Bonus Type Damage										
	Spear	+1	P	1d6-1/x3						
	Sling	+3	B	1d3						
HP 4 hp (1d8)										
Special/Notes Light Sensitivity (Ex): Dazzled in sunlight or daylight.										
										
UNCONSCIOUS										



DELAY OF READY	NAME Pony (CR 1/4)		ALIGN/RACE N	INIT +2						
	AC	BASE 13	TCH 11	FLT 12	TMP	CLASS/LEVEL				
	STR	13	INT	2	FORT	+4	SPD	40 ft		
	DEX	13	WIS	11	REF	+4	GRAP	+2	VIS	low-light
	CON	12	CHA	4	WILL	+0				
Skills										
	Listen	+5								
	Spot	+5								
Attack (#) Bonus Type Damage										
	Hoof (2)	-3	B	1d3						
HP 11 hp (2d8+2)										
Special/Notes Scent. Carrying Capacity: Lt -75, med -150, hvy -225, drag -1125.										
										
UNCONSCIOUS										

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DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Weasel (CR 1/4)		N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	12						
STR	3	INT	2	FORT	+2	SPD	20 ft, climb 20 ft		
DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	low-light
CON	10	CHA	5	WILL	+1				
Skills		Bal	+10	Hide	+11	Spot	+3		
Climb	+10	M Sil	+8						
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d3-4						
HP									
2 hp (1/2 d8)									
Special/Notes									
Scent. Attach (Ex): Auto bite dmg; loses Dex bonus to AC; pin to remove.									
									
UNCONSCIOUS									

DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dog (CR 1/3)		N		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	14	12						
STR	13	INT	2	FORT	+4	SPD	40 ft		
DEX	17	WIS	12	REF	+5	GRAP	-3	VIS	low-light
CON	15	CHA	6	WILL	+1				
Skills		Jump	+7	Spot	+5				
Lis	+5	Surv	+1						
Attack (#)	Bonus	Type	Damage						
Bite	+2	BPS	1d4+1						
HP									
6 hp (1d8+2)									
Special/Notes									
Scent. Feats: Track.									
									
UNCONSCIOUS									

DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dire Rat (CR 1/3)		N		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	14	12						
STR	9	INT	1	FORT	+3	SPD	40 ft, climb 20 ft		
DEX	17	WIS	12	REF	+5	GRAP	-4	VIS	low-light
CON	12	CHA	4	WILL	+3				
Skills		Climb	+11	Lis	+4	Spot	+4		
Hide	+8	M Sil	+4	Swim	+11				
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d4 +disease						
HP									
5 hp (1d8+1)									
Special/Notes									
Scent. Disease (Ex): Bite; Fort DC 11; inc. 1d3 days; 1d3 Dex + 1d3 Con.									
									
UNCONSCIOUS									

DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Giant Fire Beetle (CR 1/3)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	11	16						
STR	10	INT	—	FORT	+2	SPD	30 ft		
DEX	11	WIS	10	REF	+0	GRAP	-4	VIS	dark 60
CON	11	CHA	7	WILL	+0				
Skills		Lis	+5						
Spot	+5								
Attack (#)	Bonus	Type	Damage						
Bite	+1	BPS	2d4						
HP									
4 hp (1d8)									
Special/Notes									
									
UNCONSCIOUS									



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DELAY OF READY	NAME Goblin (CR 1/3)		ALIGN/RACE NE		INIT +1	
	AC	BASE 15	TCH 12	FLT 14	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +3	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP -3 VIS dark 60
	CON	12	CHA	6	WILL -1	
Skills Hide +5 M Sil +5 Spot +3 Lis +3 Ride +5						
Attack (#) Bonus Type Damage Morningstar +2 BP 1d6 Javelin +3 P 1d4						
HP 5 hp (1d8+1)						
Special/Notes						
UNCONSCIOUS						



DELAY OF READY	NAME Hawk (CR 1/3)		ALIGN/RACE N		INIT +3	
	AC	BASE 17	TCH 15	FLT 14	TMP	CLASS/LEVEL
	STR	6	INT	2	FORT +2	SPD 10 ft, fly 60 ft (avg)
	DEX	17	WIS	14	REF +5	GRAP -10 VIS low-light
	CON	10	CHA	6	WILL +2	
Skills Lis +2 Spot +14						
Attack (#) Bonus Type Damage Talons +5 PS 1d4-2						
HP 4 hp (1d8)						
Special/Notes						
UNCONSCIOUS						


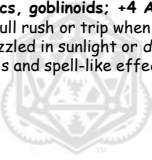
DELAY OF READY	NAME Goblin Cavalryman (CR 1/3)		ALIGN/RACE NE		INIT +1	
	AC	BASE 15	TCH 12	FLT 14	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +3	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP -3 VIS dark 60
	CON	12	CHA	6	WILL -1	
Skills Hide +5 M Sil +5 Spot +1 Lis +1 Ride +5						
Attack (#) Bonus Type Damage						
HP 5 hp (1d8+1)						
Special/Notes Feat: Mount Cbt.						
UNCONSCIOUS						

DELAY OF READY	NAME Skeleton, Human Warrior		ALIGN/RACE NE		INIT +5	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL War 1
	STR	13	INT	-	FORT +0	SPD 30 ft
	DEX	17	WIS	10	REF +1	GRAP +1 VIS dark 60
	CON	-	CHA	1	WILL +2	
Skills Lis +5 Spot +5						
Attack (#) Bonus Type Damage Scimitar +1 S 1d6+1/18-20 Claw +1 PS 1d4+1						
HP 6 hp (1d12)						
Special/Notes DR 5/bludgeon, imm cold.						
UNCONSCIOUS						



DELAY OF READY	NAME Animated Object, Tiny		ALIGN/RACE NE		INIT +2																					
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL																				
	STR	8	INT	—	FORT +0	SPD See MM																				
	DEX	14	WIS	1	REF +2	GRAP -9	VIS dark 60, low-light																			
	CON	—	CHA	1	WILL -5																					
																										
Skills																										
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<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Slam</td> <td>+1</td> <td>B</td> <td>1d3-1</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Slam	+1	B	1d3-1												
Attack (#)	Bonus	Type	Damage																							
Slam	+1	B	1d3-1																							
HP 1/2 d10 (2 hp)																										
Special/Notes																										
																										
UNCONSCIOUS																										



DELAY OF READY	NAME Badger (CR 1/2)		ALIGN/RACE N		INIT +3																					
	AC	BASE 15	TCH 14	FLT 12	TMP	CLASS/LEVEL																				
	STR	8	INT	2	FORT +4	SPD 30 ft, burrow 10 ft																				
	DEX	17	WIS	12	REF +5	GRAP -5	VIS low-light																			
	CON	15	CHA	6	WILL +1																					
																										
Skills																										
Esc..... +7 Spot..... +3																										
Lis..... +3																										
.....																										
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<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Claw (2)</td> <td>+4</td> <td>PS</td> <td>1d2-1</td> </tr> <tr> <td>Bite</td> <td>-1</td> <td>BPS</td> <td>1d3-1</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Claw (2)	+4	PS	1d2-1	Bite	-1	BPS	1d3-1								
Attack (#)	Bonus	Type	Damage																							
Claw (2)	+4	PS	1d2-1																							
Bite	-1	BPS	1d3-1																							
HP 1d8+2 (6 hp)																										
Special/Notes																										
Scent.																										
Feats: Track.																										
Rage (Ex): Turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC.																										
																										
UNCONSCIOUS																										



DELAY OF READY	NAME Baboon (CR 1/2)		ALIGN/RACE N		INIT +2																					
	AC	BASE 13	TCH 12	FLT 11	TMP	CLASS/LEVEL																				
	STR	15	INT	2	FORT +3	SPD 40 ft, climb 30 ft																				
	DEX	14	WIS	12	REF +4	GRAP +2	VIS low-light																			
	CON	12	CHA	4	WILL +1																					
																										
Skills																										
Climb..... +10 Spot..... +5																										
Lis..... +5																										
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Attack (#)	Bonus	Type	Damage																							
Bite	+2	BPS	1d6+3																							
HP 1d8+1 (5 hp)																										
Special/Notes																										
Scent.																										
																										
UNCONSCIOUS																										


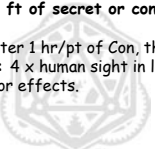
DELAY OF READY	NAME Dwarf, Deep (CR 1/2)		ALIGN/RACE LN/N		INIT +0																					
	AC	BASE 16	TCH 10	FLT 16	TMP	CLASS/LEVEL War 1																				
	STR	13	INT	10	FORT +4*	SPD 20 ft, scale mail 20 ft																				
	DEX	11	WIS	9	REF +0*	GRAP +2	VIS dark 90																			
	CON	14	CHA	6	WILL -1*																					
																										
Skills																										
Lis..... +2																										
Spot..... +2																										
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<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Dwarven waraxe</td> <td>+3</td> <td>S</td> <td>1d10+1/x3</td> </tr> <tr> <td>Shortbow</td> <td>+1</td> <td>P</td> <td>1d6/x3</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Dwarven waraxe	+3	S	1d10+1/x3	Shortbow	+1	P	1d6/x3								
Attack (#)	Bonus	Type	Damage																							
Dwarven waraxe	+3	S	1d10+1/x3																							
Shortbow	+1	P	1d6/x3																							
HP 1d8+2 (6 hp)																										
Special/Notes																										
Stonecunning: +1 atk v orcs, goblinoids; +4 AC v giants.																										
Stability: +4 on checks v bull rush or trip when standing on ground.																										
Light Sensitivity (Ex): Dazzled in sunlight or daylight.																										
* +3 on saves v poison, spells and spell-like effects.																										
																										
UNCONSCIOUS																										

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DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dwarf, Hill (CR 1/2)		LG		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	16	10	16		War 1			
STR	13	INT	10	FORT	+4*	SPD	20 ft, scale mail 20 ft		
DEX	11	WIS	9	REF	+0*	GRAP	+2	VIS	dark 60
CON	14	CHA	6	WILL	-1*				
Skills									
Lis	+2								
Spot	+2								
Attack (#)	Bonus	Type	Damage						
Dwarven waraxe	+3	S	1d10+1/x3						
Shortbow	+1	P	1d6/x3						
HP									
6 hp (1d8+2)									
Special/Notes									
Stonecunning: +1 atk v orcs, goblinoids; +4 AC v giants. Stability: +4 on checks v bull rush or trip when standing on ground. * +2 on saves v poison, spells & spell-like effects.									
									
UNCONSCIOUS									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dwarf, Mountain (CR 1/2)		LG		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	16	10	16		War 1			
STR	13	INT	10	FORT	+4*	SPD	20 ft, scale mail 20 ft		
DEX	11	WIS	9	REF	+0*	GRAP	+2	VIS	dark 60
CON	14	CHA	6	WILL	-1*				
Skills									
Lis	+2								
Spot	+2								
Attack (#)	Bonus	Type	Damage						
Dwarven waraxe	+3	S	1d10+1/x3						
Shortbow	+1	P	1d6/x3						
HP									
6 hp (1d8+2)									
Special/Notes									
Stonecunning: +1 atk v orcs, goblinoids; +4 AC v giants. Stability: +4 on checks v bull rush or trip when standing on ground. * +2 on saves v poison, spells & spell-like effects.									
									
UNCONSCIOUS									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Eagle (CR 1/2)		N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	13	12						
STR	10	INT	2	FORT	+3	SPD	10 ft fly 80 ft (avg)		
DEX	15	WIS	14	REF	+4	GRAP	-4	VIS	low-light
CON	12	CHA	6	WILL	+2				
Skills									
Lis	+2								
Spot	+14								
Attack (#)	Bonus	Type	Damage						
Talon (2)	+3	PS	1d4						
Bite	-2	BPS	1d4						
HP									
5 hp (1d8+1)									
Special/Notes									
									
UNCONSCIOUS									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Elf, Aquatic (CR 1/2)		CG		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	11	14			War 1			
STR	13	INT	8	FORT	+2	SPD	30 ft, swim 40 ft		
DEX	13	WIS	9	REF	+1	GRAP	+2	VIS	sup. low-light
CON	12	CHA	8	WILL	-1*				
Skills									
Hide	+1	Srch	+3						
Lis	+2	Spot	+2						
Attack (#)	Bonus	Type	Damage						
Trident	+3	P	1d8+1						
Spear	+2	P	1d8/x3						
Net	+2	-	See PHB						
HP									
5 hp (1d8+1)									
Special/Notes									
Imm sleep: passing w/in 5 ft of secret or concealed door grants Srch check. Gills: Can survive out of water 1 hr/pt of Con, then suffocation. Superior Low-Light Vision: 4 x human sight in low light. * +2 on saves v ench spells or effects.									
									
UNCONSCIOUS									

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DELAY OF READY	NAME Elf, Gray (CR 1/2)		ALIGN/RACE CG		INIT +1	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL War 1
	STR	11	INT	12	FORT +2	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP +2
	CON	10	CHA	8	WILL -1*	
						
Skills						
	Hide	+1	Srch	+3		
	Lis	+2	Spot	+2		
Attack (#) Bonus Type Damage						
	Longsword	+1	S	1d8/19-20		
	Longbow	+3	P	1d8/x3		
HP 4 hp (1d8)						
Special/Notes Imm sleep; passing w/in 5 ft of secret or concealed door grants Srch check. * +2 on saves v ench spells or effects.						
						UNCONSCIOUS


DELAY OF READY	NAME Elf, High (CR 1/2)		ALIGN/RACE CG		INIT +1	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL War 1
	STR	13	INT	10	FORT +2	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP +2
	CON	10	CHA	8	WILL -1*	
						
Skills						
	Hide	+1	Srch	+3		
	Lis	+2	Spot	+2		
Attack (#) Bonus Type Damage						
	Longsword	+2	S	1d8+1/19-20		
	Longbow	+3	P	1d8/x3		
HP 4 hp (1d8)						
Special/Notes Imm sleep; passing w/in 5 ft of secret or concealed door grants Srch check. * +2 on saves v ench spells or effects.						
						UNCONSCIOUS


DELAY OF READY	NAME Elf, Wild (CR 1/2)		ALIGN/RACE CG		INIT +1	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL War 1
	STR	13	INT	8	FORT +3	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP +2
	CON	12	CHA	8	WILL -1*	
						
Skills						
	Hide	+1	Srch	+3		
	Lis	+2	Spot	+2		
Attack (#) Bonus Type Damage						
	Longsword	+2	S	1d8+1/19-20		
	Longbow	+3	P	1d8/x3		
HP 5 hp (1d8+1)						
Special/Notes Imm sleep; passing w/in 5 ft of secret or concealed door grants Srch check. * +2 on saves v ench spells or effects.						
						UNCONSCIOUS


DELAY OF READY	NAME Elf, Wood (CR 1/2)		ALIGN/RACE N		INIT +1	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL War 1
	STR	15	INT	8	FORT +2	SPD 30 ft
	DEX	13	WIS	9	REF +1	GRAP +2
	CON	10	CHA	8	WILL -1*	
						
Skills						
	Hide	+1	Srch	+3		
	Lis	+2	Spot	+2		
Attack (#) Bonus Type Damage						
	Longsword	+3	S	1d8+2/19-20		
	Longbow	+3	P	1d8/x3		
HP 4 hp (1d8)						
Special/Notes Imm sleep; passing w/in 5 ft of secret or concealed door grants Srch check. * +2 on saves v ench spells or effects.						
						UNCONSCIOUS

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DELAY OF READY	NAME Gnome, Forest (CR 1/2)		ALIGN/RACE NG		INIT +1	
	AC	BASE 16	TCH 11	FLT 16	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +4	SPD 30 ft
	DEX	11	WIS	9	REF +0	GRAP -3
	CON	14	CHA	8	WILL -1*	
						
Skills						
	Hide†	+3	Spot	+1		
	Listen	+1				
Attack (#) Bonus Type Damage						
	Longsword	+2	S	1d6/19-20		
	Lt Crossbow	+3	P	1d6/19-20		
HP 6 hp (1d8+2)						
Special/Notes						
Pass without Trace (Su): As pass w/o trace (1st lvl, self only, free act). +1 atk v kobolds, goblinoids, orcs, & reptilian humanoids. +4 AC v giants. * +2 on saves v ill spells. † +7 in wooded areas.						
						UNCONSCIOUS



DELAY OF READY	NAME Gnome, Rock (CR 1/2)		ALIGN/RACE NG		INIT +1	
	AC	BASE 16	TCH 11	FLT 16	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +4	SPD 20 ft
	DEX	11	WIS	9	REF +0	GRAP -3
	CON	14	CHA	8	WILL -1*	
						
Skills						
	Hide	+3	Spot	+1		
	Listen	+1				
Attack (#) Bonus Type Damage						
	Longsword	+2	S	1d6+1/19-20		
	Lt Crossbow	+3	P	1d6/19-20		
HP 6 hp (1d8+2)						
Special/Notes						
Spell-Like Abilities: 1/day—speak animals (burrowing mammal only; 1 min). +1 atk v kobolds & goblinoids +4 AC v giants. * +2 on saves v ill spells.						
						UNCONSCIOUS


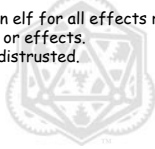
DELAY OF READY	NAME Halfling, Deep (CR 1/2)		ALIGN/RACE N		INIT +1	
	AC	BASE 16	TCH 12	FLT 15	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +4	SPD 20 ft
	DEX	13	WIS	9	REF +2	GRAP -3
	CON	12	CHA	8	WILL +0*	
						
Skills						
	Climb	+0	Jump	-6	Mv. Silent	-1
	Hide	+4	Listen	+3		
Attack (#) Bonus Type Damage						
	Longsword	+3	S	1d6/19-20		
	Lt Crossbow	+3	P	1d6/19-20		
HP 5 hp (1d8+1)						
Special/Notes						
Stonecunning. * +2 on saves v fear.						
						UNCONSCIOUS



DELAY OF READY	NAME Halfling, Lightfoot (CR 1/2)		ALIGN/RACE N		INIT +1	
	AC	BASE 16	TCH 12	FLT 15	TMP	CLASS/LEVEL War 1
	STR	11	INT	10	FORT +4	SPD 20 ft
	DEX	13	WIS	9	REF +2	GRAP -3
	CON	12	CHA	8	WILL +0*	
						
Skills						
	Climb	+2	Jump	-4	Mv. Silent	+1
	Hide	+4	Listen	+3		
Attack (#) Bonus Type Damage						
	Longsword	+3	S	1d6/19-20		
	Lt Crossbow	+3	P	1d6/19-20		
HP 5 hp (1d8+1)						
Special/Notes						
* +2 on saves v fear.						
						UNCONSCIOUS

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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Halfling, Tallfellow (CR 1/2)		NG		+1
	AC	BASE	TCH	FLT	TMP
	16	11	16		
CLASS/LEVEL					
War 1					
STR	11	INT	10	FORT	+4
SPD	30 ft				
DEX	11	WIS	9	REF	+0
GRAP	-3	VIS low-light			
CON	14	CHA	8	WILL	-1*
					
Skills					
Climb	+0	Lis	+3	Srch	+1
Hide	+4	M Sil	-1	Spot	+1
Attack (#)					
Longsword	+2	Type	S	Damage	1d6/19-20
Lt Crossbow	+3	Type	P	Damage	1d6/19-20
HP					
6 hp (1d8+2)					
Special/Notes					
Passing w/in 5 ft of secret or concealed door grants Srch check. * +2 on saves v fear.					
					
UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Half-Orc (CR 1/2)		CE		+0
	AC	BASE	TCH	FLT	TMP
	15	11	14		
CLASS/LEVEL					
War 1					
STR	15	INT	8	FORT	+3
SPD	30 ft				
DEX	11	WIS	9	REF	+1
GRAP	-3	VIS dark 60			
CON	12	CHA	6	WILL	+0*
					
Skills					
Lis	+0				
Spot	+2				
Attack (#)					
Falchion	+3	Type	S	Damage	1d8+3/19-20
Javelin	+1	Type	P	Damage	1d8/x3
HP					
5 hp (1d8+1)					
Special/Notes					
Orc Blood: Considered an orc for all effects related to race.					
					
UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Half-Elf (CR 1/2)		CG		+1
	AC	BASE	TCH	FLT	TMP
	15	11	14		
CLASS/LEVEL					
War 1					
STR	13	INT	10	FORT	+2
SPD	30 ft				
DEX	13	WIS	9	REF	+1
GRAP	+2	VIS low-light			
CON	10	CHA	8	WILL	-1*
					
Skills					
Dipl	+0†	Lis	+3	Spot	+3
Hide	+1	Srch	+4		
Attack (#)					
Longsword	+2	Type	S	Damage	1d8+1/19-20
Longbow	+3	Type	P	Damage	1d8/x3
HP					
4 hp (1d8)					
Special/Notes					
Imm sleep. Elven Blood: Considered an elf for all effects related to race. * +2 on saves v ench spells or effects. † -2 where half-elves are distrusted.					
					
UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Hobgoblin (CR 1/2)		LE		+1
	AC	BASE	TCH	FLT	TMP
	15	11	14		
CLASS/LEVEL					
War 1					
STR	13	INT	10	FORT	+4
SPD	30 ft				
DEX	13	WIS	9	REF	+1
GRAP	+2	VIS dark 60			
CON	14	CHA	8	WILL	-1
					
Skills					
Hide	+3	M Sil	+3		
Lis	+2	Spot	+2		
Attack (#)					
Longsword	+2	Type	S	Damage	1d8+1/19-20
Javelin	+2	Type	P	Damage	1d6+1
HP					
6 hp (1d8+2)					
Special/Notes					
					
UNCONSCIOUS					



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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Merfolk (CR 1/2)		N		+1
	AC	BASE	TCH	FLT	TMP
	13	11	12		
CLASS/LEVEL					
War 1					
STR	13	INT	10	FORT	+4
SPD	30 ft				
DEX	13	WIS	9	REF	+1
GRAP	+2	VIS	low-light		
CON	14	CHA	10	WILL	-1
					
Skills					
Lis	+3		Swim	+9	
Spot	+3				
Attack (#) Bonus Type Damage					
Trident	+2	P	1d6/19-20		
Hv Crossbow*	+2	P	1d6/19-20		
HP					
6 hp (1d8+2)					
Special/Notes					
Amphibious. * Underwater rng inc of 30 ft.					
					
UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Pony, War (CR 1/2)		N		+1
	AC	BASE	TCH	FLT	TMP
	13	11	12		
CLASS/LEVEL					
War 1					
STR	15	INT	2	FORT	+5
SPD	40 ft				
DEX	13	WIS	11	REF	+4
GRAP	+3	VIS	low-light		
CON	14	CHA	4	WILL	+0
					
Skills					
Lis	+5				
Spot	+5				
Attack (#) Bonus Type Damage					
Hoof (2)	+3	B	1d3+2		
HP					
13 hp (2d8+1)					
Special/Notes					
Scent. Feat: Endur. Carrying Capacity: Lt -100, med -200, hvy -300, drag -1500.					
					
UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Orc (CR 1/2)		CE		+0
	AC	BASE	TCH	FLT	TMP
	13	10	13		
CLASS/LEVEL					
War 1					
STR	17	INT	8	FORT	+3
SPD	30 ft				
DEX	11	WIS	7	REF	+0
GRAP	+4	VIS	dark 60		
CON	12	CHA	6	WILL	-2
					
Skills					
Lis	+1				
Spot	+1				
Attack (#) Bonus Type Damage					
Falchion	+4	S	2d4+4/18-20		
Javelin	+1	P	1d6+3		
HP					
5 hp (1d8+1)					
Special/Notes					
Light Sensitivity (Ex): Dazzled in sunlight or daylight.					
					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Stirge (CR 1/2)		N		+4
	AC	BASE	TCH	FLT	TMP
	16	16	12		
CLASS/LEVEL					
STR	3	INT	1	FORT	+2
SPD	10 ft, fly 40 ft (avg)				
DEX	19	WIS	12	REF	+6
GRAP	-11 ⁺	VIS	dark 60, low-light		
CON	10	CHA	6	WILL	+1
					
Skills					
Hide	+14		Spot	+4	
Lis	+4				
Attack (#) Bonus Type Damage					
Touch	+7	-	Attach		
HP					
5 hp (1d10)					
Special/Notes					
Attach (Ex): Effectively grappling; loses Dex bonus to AC (AC 12); pin to remove. Blood Drain (Ex): Begin turn attached; 1d4 Con dmg; detaches after 4 Con dmg. +1 when attached.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT																								
	Zombie, Human Commoner		NE		-1																								
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL																							
	11	9	11																										
STR	12	INT	-	FORT	+0	SPD	30 ft																						
DEX	8	WIS	10	REF	-1	GRAP	+2	VIS	dark 60																				
CON	-	CHA	1	WILL	+3																								
Skills																													
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Attack (#)	Bonus	Type	Damage																										
Slam	+2	B	1d6+1																										
Club	+2	B	1d6+1																										
HP 16 hp (2d12+3)																													
Special/Notes Single act only; can't run; DR 5/slash; undead traits.																													
																													
UNCONSCIOUS																													


DELAY or READY	NAME		ALIGN/RACE		INIT																				
	Camel, Bactrian (CR 1)		N		+3																				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL																			
	13	12	10																						
STR	18	INT	2	FORT	+6	SPD	40 ft																		
DEX	16	WIS	11	REF	+6	GRAP	+10	VIS	low-light																
CON	16	CHA	4	WILL	+1																				
Skills																									
Lis..... +5																									
Spot..... +5																									
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Attack (#)	Bonus	Type	Damage																						
Bite	+0	BPS	1d4+2																						
HP 20 hp (3d8+7)																									
Special/Notes Scent. Feat: Endur. Carrying Capacity: Lt -300, med -600, hvy -900, drag -4500.																									
																									
UNCONSCIOUS																									


DELAY or READY	NAME		ALIGN/RACE		INIT																				
	Animated Object, Small		N		+1																				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL																			
	14	12	13																						
STR	10	INT	-	FORT	+0	SPD	See MM																		
DEX	12	WIS	1	REF	+1	GRAP	-4	VIS	dark 60, low-light																
CON	-	CHA	1	WILL	-5																				
Skills																									
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Attack (#)	Bonus	Type	Damage																						
Slam	+1	B	1d4																						
HP 15 hp (1d10+10)																									
Special/Notes Construct traits.																									
																									
UNCONSCIOUS																									

DELAY or READY	NAME		ALIGN/RACE		INIT																				
	Camel, Dromedary (CR 1)		N		+3																				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL																			
	13	12	10																						
STR	18	INT	2	FORT	+5	SPD	50 ft																		
DEX	16	WIS	11	REF	+6	GRAP	+10	VIS	low-light																
CON	14	CHA	4	WILL	+1																				
Skills																									
Lis..... +5																									
Spot..... +5																									
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Attack (#)	Bonus	Type	Damage																						
Bite	+0	BPS	1d4+2																						
HP 19 hp (3d8+6)																									
Special/Notes Scent. Feat: Endur. Carrying Capacity: Lt -300, med -600, hvy -900, drag -4500.																									
																									
UNCONSCIOUS																									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dog, Riding (CR 1)	N	-2						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	16 12 14								
STR	15	INT	2	FORT	+5	SPD	40 ft		
DEX	15	WIS	12	REF	+5	GRAP	+3	VIS	low-light
CON	15	CHA	6	WILL	+1				
Skills									
Jump	+8	Spot	+5	Surv*	+1				
Lis	+5	Swim	+3						
Attack (#)	Bonus	Type	Damage						
Bite	+3	BPS	1d6+3						
HP									
13 hp (2d8+4)									
Special/Notes									
Scent. Feat: Track. Trip (Ex): Bite if war-trained; trip (+1) as free act & w/o AoO; failing, opp can't react. Carrying Capacity: Lt -100, med -200, hvy -300, drag -1500. * +4 when tracking by scent.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dwarf, Duergar (CR 1)	LE	+0						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	17 10 17		War 1						
STR	13	INT	10	FORT	+4*	SPD	20 ft, chainmail 20 ft		
DEX	11	WIS	9	REF	+0*	GRAP	+2	VIS	dark 120
CON	14	CHA	4	WILL	-1*				
Skills									
Lis	+3	Spot	+2						
M Sil	-4								
Attack (#)	Bonus	Type	Damage						
Warhammer	+2	B	1d8+1/x3						
Lt Crossbow	+1	P	1d8/19-20						
HP									
9 hp (1d8+5)									
Special/Notes									
Stonecunning; imm paral, phantasms, poison; +1 atk v orcs, goblinoids; +4 AC v giants. Light Sensitivity (Ex): Dazzled in sunlight or daylight. Stability: +4 on checks v. bull rush or trip when standing on ground. Spell-Like Abilities: 1/day—enlarge per, invis (as wiz 3); self-only. * +2 on saves v spells and spell-like effects.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Elemental, Small Air (CR 1)	N	+7						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	17 14 14								
STR	10	INT	4	FORT	+0	SPD	fly 100 ft (prf)		
DEX	17	WIS	11	REF	+6	GRAP	-3	VIS	dark 60
CON	10	CHA	11	WILL	+0				
Skills									
Lis	+2								
Spot	+3								
Attack (#)	Bonus	Type	Damage						
Slam	+5	B	1d4						
HP									
9 hp (2d8)									
Special/Notes									
Air, elemental, extraplanar traits. Air Mastery (Ex): Airborne creatures receive -1 on atk & dmg. Whirlwind (Su): Ref DC 11, 1d4 dmg; see MM.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Elemental, Small Earth (CR 1)	N	-1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	17 10 17								
STR	17	INT	4	FORT	+4	SPD	20 ft		
DEX	8	WIS	11	REF	-1	GRAP	+0	VIS	dark 60
CON	13	CHA	11	WILL	+0				
Skills									
Lis	+3								
Spot	+2								
Attack (#)	Bonus	Type	Damage						
Slam	+5	B	1d6+4						
HP									
11 hp (2d8+2)									
Special/Notes									
Earth, elemental, extraplanar traits. Earth Mastery (Ex): +1 on atk & dmg if both it & its foe are touching ground. -4 on atk & dmg if opp is airborne or waterborne. Push (Ex): Bull rush w/o AoO. Earth mastery applies. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.									



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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Small Fire (CR 1)		N		+5				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	12	14						
STR	10	INT	4	FORT	+0	SPD	50 ft		
DEX	13	WIS	11	REF	+4	GRAP	-3	VIS	dark 60
CON	10	CHA	11	WILL	+0				
Skills									
Lis	+2								
Spot	+3								
Attack (#) Bonus Type Damage									
Slam	+3		B		1d4 +1d4 fire				
HP									
9 hp (2d8)									
Special/Notes									
Elemental, extraplanar, fire traits. Feats: Dodge. Burn (Ex): Slam atk or opp w/ nat wpns or unarmed; Ref DC 11, 1d4 rds, 1d4 fire dmg.									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Small Water (CR 1)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	11	17						
STR	14	INT	4	FORT	+4	SPD	20 ft, swim 90 ft		
DEX	10	WIS	11	REF	+0	GRAP	-1	VIS	dark 60
CON	13	CHA	11	WILL	+0				
Skills									
Lis	+2								
Spot	+3								
Attack (#) Bonus Type Damage									
Slam	+4		B		1d6+3				
HP									
11 hp (2d8+2)									
Special/Notes									
Elemental, extraplanar, water traits. Feat: Pow Atk. Water Mastery (Ex): +1 atk & dmg if both it & its foe are touching water. -4 atk & dmg if either touching ground; see MM. Drench (Ex): Can dispel mag fire touched as disp mag. CL 2. Vortex (Su): Save DC 13, 1d4 dmg; see MM.									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elf, Drow (CR 1)		NE		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	11	15			War 1			
STR	13	INT	12	FORT	+2	SPD	30 ft		
DEX	13	WIS	9	REF	+1	GRAP	+2	VIS	dark 120
CON	10	CHA	10	WILL	-1*				
Skills									
Hide	+0		Srch		+4				
Lis	+2		Spot		+3				
Attack (#) Bonus Type Damage									
Rapier	+3		P		1d6+1/18-20				
Hand Crossbow	+2		P		1d4/19-20				
HP									
4 hp (1d8)									
Special/Notes									
SR 12. Poison (Ex): 1d4-1 doses; injury; Fort DC 13; init dmg unconscious 1 min; sec dmg unconscious 2d4 hrs. Spell-Like Abilities: 1/day—danc lt, dark, f fire. CL 1. Light Blindness: Abrupt exposure to bright light (as sunlight or daylight) blinds 1 rnd; dazzled while in affected area. * +2 on Will saves v spells & spell-like abilities.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Ghoul (CR 1)		CE		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	12	12						
STR	13	INT	13	FORT	+0	SPD	30 ft		
DEX	15	WIS	14	REF	+2	GRAP	+2	VIS	dark 60
CON	-	CHA	12	WILL	+5				
Skills									
Bal	+6		Hide		+6		M Sil		+6
Climb	+5		Jump		+5		Spot		+7
Attack (#) Bonus Type Damage									
Bite	+2		BPS		1d6+1 +paralysis				
Claw (2)	+0		PS		1d3 +paralysis				
HP									
13 hp (2d12)									
Special/Notes									
Undead traits; +2 turn resist. Ghoul Fever (Su): See MM. Paralysis (Ex): Fort DC 12 or paral 1d4+1 rds.									



DELAY or READY	NAME Giant Ant, Worker (CR 1)		ALIGN/RACE N	INIT +5					
	AC	BASE 17	TCH 10	FLT 17	TMP	CLASS/LEVEL			
	STR	10	INT	—	FORT	+3	SPD	50 ft, climb 20 ft	
	DEX	10	WIS	11	REF	+0	GRAP	+1	VIS
	CON	10	CHA	9	WILL	+0			
Skills									
	Climb	+8							
Attack (#) Bonus Type Damage									
	Bite	+1	BPS	1d6					
HP 9 hp (2d8)									
Special/Notes Scent. Feat: Track. Improved Grab (Ex). Bite: grap as free act w/o AoO.									
									
UNCONSCIOUS									



DELAY or READY	NAME Gnome, Svirfneblin (CR 1)		ALIGN/RACE N	INIT +1					
	AC	BASE 23	TCH 16	FLT 18	TMP	CLASS/LEVEL War 1			
	STR	11	INT	10	FORT	+5	SPD	20 ft, banded armor 15 ft	
	DEX	13	WIS	11	REF	+3	GRAP	-3	VIS
	CON	12	CHA	4	WILL	+2			
Skills									
	Hide*	+2	Spot	+2					
	Lis	+2							
Attack (#) Bonus Type Damage									
	Hv Pick	+2	P	1d4/x4					
	Lt Crossbow	+3	P	1d6/19-20					
HP 8 hp (1d8+4)									
Special/Notes Stonecunning: SR 12; +1 atk v kobolds, goblinoids. Spell-Like Abilities: 1/day—blind/deaf (DC 13), blur, disp self. CL 1. * +2 on Hide when underground.									
									
UNCONSCIOUS									


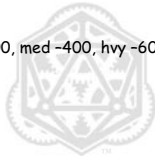
DELAY or READY	NAME Gnoll (CR 1)		ALIGN/RACE CE	INIT +0					
	AC	BASE 15	TCH 10	FLT 15	TMP	CLASS/LEVEL			
	STR	15	INT	8	FORT	+4	SPD	30 ft	
	DEX	10	WIS	11	REF	+0	GRAP	+3	VIS
	CON	13	CHA	8	WILL	+0			
Skills									
	Lis	+2							
	Spot	+3							
Attack (#) Bonus Type Damage									
	Battleaxe	+3	S	1d8+2/x3					
	Shortbow	+1	P	1d6/x3					
HP 11 hp (2d8+2)									
Special/Notes Feat: Pow Atk.									
									
UNCONSCIOUS									


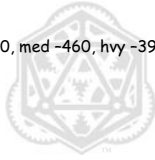
DELAY or READY	NAME Grimlock (CR 1)		ALIGN/RACE NE	INIT +1					
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL			
	STR	15	INT	10	FORT	+1	SPD	30 ft	
	DEX	13	WIS	8	REF	+4	GRAP	+4	VIS
	CON	13	CHA	6	WILL	+2			
Skills									
	Bal	+6	Hide*	+6	M Sil	+6			
	Climb	+5	Jump	+5	Spot	+7			
Attack (#) Bonus Type Damage									
	Battleaxe	+4	S	1d8+3/x3					
HP 11 hp (2d8+2)									
Special/Notes Scent; imm gaze atks, visual effects, ill, atks relying on sight. Feat: Track. * +10 on Hide when in mountains or underground.									
									
UNCONSCIOUS									

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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Homunculus (CR 1)				+2
	AC	BASE	TCH	FLT	TMP
	14	14	12		
CLASS/LEVEL					
STR	8	INT	10	FORT	+0
SPD	20 ft. fly 50 ft (good)				
DEX	15	WIS	12	REF	+4
GRAP	-8	VIS	dark 60, low-light		
CON	-	CHA	7	WILL	+1
					
Skills					
Hide	+14	Spot	+4		
Lis	+4				
Attack (#) Bonus Type Damage					
Bite	+2	BPS	1d4-1 +poison		
HP					
11 hp (2d10)					
Special/Notes					
Construct traits. Poison (Ex): Injury; Fort DC 13; init dmg sleep 1 min; sec dmg sleep 5d6 min.					
					
UNCONSCIOUS					

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Horse, Light (CR 1)		N		+1
	AC	BASE	TCH	FLT	TMP
	13	10	12		
CLASS/LEVEL					
STR	14	INT	2	FORT	+5
SPD	60 ft				
DEX	13	WIS	12	REF	+4
GRAP	+8	VIS	low-light		
CON	15	CHA	6	WILL	+2
					
Skills					
Lis	+4				
Spot	+4				
Attack (#) Bonus Type Damage					
Hoof (2)	-2	B	1d4+1		
HP					
19 hp (3d8+6)					
Special/Notes					
Scent. Feats: Endur, Run. Carrying Capacity: Lt -150, med -300, hvy -450, drag -2250.					
					
UNCONSCIOUS					

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Horse, Heavy (CR 1)		N		+1
	AC	BASE	TCH	FLT	TMP
	13	10	12		
CLASS/LEVEL					
STR	16	INT	2	FORT	+5
SPD	50 ft				
DEX	13	WIS	12	REF	+4
GRAP	+9	VIS	low-light		
CON	15	CHA	6	WILL	+2
					
Skills					
Lis	+4				
Spot	+4				
Attack (#) Bonus Type Damage					
Hoof (2)	-1	B	1d6+1		
HP					
19 hp (3d8+6)					
Special/Notes					
Scent. Feat: Endur, Run. Carrying Capacity: Lt -200, med -400, hvy -600, drag -3000.					
					
UNCONSCIOUS					

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Horse, Light War (CR 1)		N		+1
	AC	BASE	TCH	FLT	TMP
	14	10	13		
CLASS/LEVEL					
STR	16	INT	2	FORT	+6
SPD	60 ft				
DEX	13	WIS	13	REF	+4
GRAP	+9	VIS	low-light		
CON	17	CHA	6	WILL	+2
					
Skills					
Lis	+4				
Spot	+4				
Attack (#) Bonus Type Damage					
Hoof (2)	+4	B	1d4+3		
Bite	-1	BPS	1d3+1		
HP					
19 hp (3d8+6)					
Special/Notes					
Scent. Feats: Endur, Run. Carrying Capacity: Lt -230, med -460, hvy -390, drag -3450.					
					
UNCONSCIOUS					

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DELAY or READY	NAME Ghoul (CR 1)		ALIGN/RACE CE		INIT +2	
	AC	BASE 14	TCH 12	FLT 12	TMP	CLASS/LEVEL
	STR	13	INT	13	FORT +0	SPD 30 ft, swim 30 ft
	DEX	15	WIS	14	REF +2	GRAP +2 VIS dark 60
	CON	-	CHA	12	WILL +5	
Skills						
	Bal	+6	Hide	+6	M Sil	+6
	Climb	+5	Jump	+5	Spot	+7
Attack (#) Bonus Type Damage						
	Bite	+2	BPS	1d6+1	+paralysis	
	Claw (2)	+0	PS	1d3	+paralysis	
HP 13 hp (2d12)						
Special/Notes Undead traits; +2 turn resist. Ghoul Fever (Su): See MM. Paralysis (Ex): Fort DC 12 or paral 1d4+1 rds.						
						UNCONSCIOUS



DELAY or READY	NAME Lemure (CR 1)		ALIGN/RACE LE		INIT +0	
	AC	BASE 14	TCH 10	FLT 14	TMP	CLASS/LEVEL
	STR	10	INT	-	FORT +3	SPD 20 ft
	DEX	10	WIS	11	REF +3	GRAP +2 VIS dark 60
	CON	10	CHA	5	WILL +3	
Skills						
Attack (#) Bonus Type Damage						
	Claw (2)	+2	PS	1d4		
HP 9 hp (2d8)						
Special/Notes Evil, extraplanar, & lawful traits; DR 5/good or silver; imm fire, poison, mind-affecting effects; resist acid 10, cold 10.						
						UNCONSCIOUS


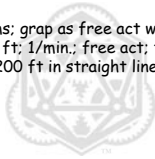
DELAY or READY	NAME Lizardfolk (w/o shield) (CR 1)		ALIGN/RACE N		INIT +0	
	AC	BASE 15	TCH 10	FLT 15	TMP	CLASS/LEVEL
	STR	13	INT	9	FORT +1	SPD 30 ft
	DEX	10	WIS	10	REF +3	GRAP +2 VIS
	CON	13	CHA	10	WILL +0	
Skills						
	Bal	+4	Swim	+2		
	Jump	+5				
Attack (#) Bonus Type Damage						
	Claw (2)	+2	PS	1d4+1		
	Bite	+0	BPS	1d4		
	Javelin	+1	P	1d6+1		
HP 11 hp (2d8+2)						
Special/Notes Reptilian traits. Hold Breath: Hold breath for 4 x Con score rds, then risk drowning.						
						UNCONSCIOUS



DELAY or READY	NAME Lizardfolk (w/ shield) (CR 1)		ALIGN/RACE N		INIT +0	
	AC	BASE 17	TCH 10	FLT 17	TMP	CLASS/LEVEL
	STR	13	INT	9	FORT +1	SPD 30 ft
	DEX	10	WIS	10	REF +3	GRAP +2 VIS
	CON	13	CHA	10	WILL +0	
Skills						
	Bal	+4	Swim	+2		
	Jump	+5				
Attack (#) Bonus Type Damage						
	Club	+2	B	1d6+1		
	Bite	+0	BPS	1d4		
	Javelin	+1	P	1d6+1		
HP 11 hp (2d8+2)						
Special/Notes Reptilian traits. Hold Breath: Hold breath for 4 x Con score rds, then risk drowning.						
						UNCONSCIOUS

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Mule (CR 1)		N		+1
	AC	BASE	TCH	FLT	TMP
	13	10	12		
CLASS/LEVEL					
STR	16	INT	2	FORT	+0
SPD	30 ft				
DEX	13	WIS	11	REF	+2
GRAP	+9	VIS	low-light		
CON	17	CHA	6	WILL	+5
					
Skills					
Lis	+6				
Spot	+6				
Attack (#)					
Hoof (2)	Bonus	Type	Damage		
	+2	B	1d4+3		
HP					
22 hp (3d8+9)					
Special/Notes					
Feat: Endur.					
Carrying Capacity: Lt -230, med -460, hvy -390, drag -3450.					
					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Pseudodragon (CR 1)		NG		+2
	AC	BASE	TCH	FLT	TMP
	18	14	16		
CLASS/LEVEL					
STR	6	INT	10	FORT	+4
SPD	15 ft, fly 60 ft (good)				
DEX	15	WIS	12	REF	+5
GRAP	-8	VIS	dark 60, low-light, blsn 60		
CON	13	CHA	10	WILL	+4
					
Skills					
Hide	+20	Srch	+6	Spot	+7
Lis	+7	S Mot	+7		
Attack (#)					
Sting	Bonus	Type	Damage		
	+4	P	1d3-2 +poison		
Bite	-1	BPS	1		
HP					
15 hp (2d12+2)					
Special/Notes					
SR 19: tpathy 60 ft; imm sleep, paral.					
Poison (Ex): Injury, Fort DC 14, init dmg sleep 1 min, sec dmg sleep 1d3 hrs.					
					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Octopus (CR 1)		N		+3
	AC	BASE	TCH	FLT	TMP
	16	14	13		
CLASS/LEVEL					
STR	12	INT	2	FORT	+3
SPD	20 ft, swim 30 ft				
DEX	17	WIS	12	REF	+6
GRAP	+2	VIS	low-light		
CON	11	CHA	3	WILL	+1
					
Skills					
Esc	+13	Lis	+2	Swim	+9
Hide	+11	Spot	+5		
Attack (#)					
Arms	Bonus	Type	Damage		
	+5	-	0		
Bite	+0	BPS	1d3		
HP					
9 hp (2d8)					
Special/Notes					
Aquatic traits.					
Improved Grab (Ex): Arms; grap as free act w/o AoO; auto bite dmg.					
Ink Cloud (Ex): 10x10x10 ft; 1/min; free act; total conceal.					
Jet (Ex): Full-rd act; mv 200 ft in straight line; no AoO.					
					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Shrieker (Fungus) (CR 1)		N		-5
	AC	BASE	TCH	FLT	TMP
	8	5	8		
CLASS/LEVEL					
STR	-	INT	-	FORT	+4
SPD	30 ft				
DEX	-	WIS	2	REF	-
GRAP	-4	VIS	low-light		
CON	13	CHA	1	WILL	-4
					
Skills					
	-				
Attack (#)					
Club	Bonus	Type	Damage		
	+2	B	1d6+1		
Bite	+0	BPS	1d4		
Javelin	+1	P	1d6+1		
HP					
11 hp (2d8+2)					
Special/Notes					
Plant traits.					
Shriek (Ex): Mv or light w/in 10 ft; shriek 1d3 rds; may attract nearby creatures.					
					
UNCONSCIOUS					

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Spider Swarm (CR 1)		N		+3
	AC	BASE	TCH	FLT	TMP
	17	17	14		
CLASS/LEVEL					
STR	1	INT	-	FORT	+3
DEX	17	WIS	10	REF	+3
CON	10	CHA	2	WILL	+0
SPD		20 ft, climb 20 ft			
GRAP		-			
VIS		dark 60, trem 30			
Skills Climb +11 Spot +4 Lis +4					
Attack (#) Bonus Type Damage Swarm* - - 1d6 +poison					
HP					
9 hp (2d8)					
Special/Notes Swarm, vermin traits. Distraction (Ex): Living creatures beginning turn in swarm; Fort DC 11 or nauseated for 1 rnd. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d3 Str. * See MM for combat details.					
					UNCONSCIOUS


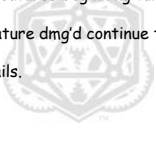
DELAY or READY	NAME		ALIGN/RACE		INIT
	Troglodyte w/ Weapons (CR 1) CE		CE		-1
	AC	BASE	TCH	FLT	TMP
	15	9	15		
CLASS/LEVEL					
STR	10	INT	8	FORT	+5
DEX	9	WIS	10	REF	-1
CON	14	CHA	10	WILL	+0
SPD		30 ft			
GRAP		+1			
VIS		dark 90			
Skills Hide* +5 Lis +3					
Attack (#) Bonus Type Damage Club +1 B 1d6 Claw -1 PS 1d4 Bite -1 BPS 1d4 Javelin +1 P 1d6					
HP					
13 hp (2d8+4)					
Special/Notes Reptilian traits. Stench (Ex): W/in 30 ft; Fort DC 13 or sickened for 10 rds; see MM. * +4 on Hide in rocky or underground settings.					
					UNCONSCIOUS



DELAY or READY	NAME		ALIGN/RACE		INIT
	Troglodyte w/o Weapons (CR 1) CE		CE		-1
	AC	BASE	TCH	FLT	TMP
	15	9	15		
CLASS/LEVEL					
STR	10	INT	8	FORT	+5
DEX	9	WIS	10	REF	-1
CON	14	CHA	10	WILL	+0
SPD		30 ft			
GRAP		+1			
VIS		dark 90			
Skills Hide* +5 Lis +3					
Attack (#) Bonus Type Damage Claw (2) +1 PS 1d4 Bite -1 BPS 1d4					
HP					
13 hp (2d8+4)					
Special/Notes Reptilian traits. Stench (Ex): W/in 30 ft; Fort DC 13 or sickened for 10 rds; see MM. * +4 on Hide in rocky or underground settings.					
					UNCONSCIOUS



DELAY or READY	NAME		ALIGN/RACE		INIT
	Wolf (CR 1)		N		-2
	AC	BASE	TCH	FLT	TMP
	14	12	12		
CLASS/LEVEL					
STR	13	INT	2	FORT	+5
DEX	15	WIS	12	REF	+5
CON	15	CHA	6	WILL	+1
SPD		50 ft			
GRAP		+2			
VIS		low-light			
Skills Hide +2 M Sil +3 Surv* +1 Lis +3 Spot +3					
Attack (#) Bonus Type Damage Bite +3 BPS 1d6+1					
HP					
13 hp (2d8+4)					
Special/Notes Scent. Feat: Track. Trip (Ex): Bite; trip (+1) as free act & w/o AoO; failing, opp can't react. Carrying Capacity: Lt -100, med -200, hvy -300, drag -1500. * +4 when tracking by scent.					
					UNCONSCIOUS

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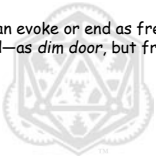
DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Animated Object, Medium		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	10	14					
	STR	12	INT	—	FORT	+0	SPD	See MM	
DEX	10	WIS	1	REF	+0	GRAP	-4	VIS	dark 60, low-light
CON	—	CHA	1	WILL	-5				
Skills									
.....									
.....									
.....									
Attack (#) Bonus Type Damage									
Slam +2 B 1d6+1									
.....									
.....									
.....									
HP									
31 hp (2d10+20)									
Special/Notes									
Construct traits.									
									
UNCONSCIOUS									



DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Bat Swarm (CR 2)		N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	14	12						
	STR	3	INT	2	FORT	+3	SPD	5 ft, fly 50 ft (good)	
DEX	15	WIS	14	REF	+7	GRAP	—	VIS	blin 20, low-light
CON	10	CHA	4	WILL	+3				
Skills									
Lis +11									
Spot +11									
.....									
.....									
Attack (#) Bonus Type Damage									
Swarm* — — 1d6									
.....									
.....									
.....									
HP									
13 hp (3d8)									
Special/Notes									
Swarm traits: half dmg from slash, pierc. Distraction (Ex): Living creatures beginning turn in swarm: Fort DC 11 or nauseated for 1 rd. Wounding (Ex): Living creature dmg'd continue to bleed, -1 hp/rd; not cumulative. See MM. * See MM for combat details.									
									
UNCONSCIOUS									



DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Ape (CR 2)		N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	11	12						
	STR	21	INT	2	FORT	+6	SPD	30 ft, climb 30 ft	
DEX	15	WIS	12	REF	+6	GRAP	+12	VIS	low-light
CON	14	CHA	7	WILL	+2				
Skills									
Climb +14 Spot +6									
Lis +6									
.....									
.....									
Attack (#) Bonus Type Damage									
Claw (2) +7 PS 1d6+5									
Bite +2 BPS 1d6+2									
.....									
.....									
.....									
HP									
29 hp (4d8+11)									
Special/Notes									
Scent.									
									
UNCONSCIOUS									



DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Bear, Black (CR 2)		N		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13	11	12						
	STR	19	INT	2	FORT	+5	SPD	40 ft	
DEX	13	WIS	12	REF	+4	GRAP	+6	VIS	low-light
CON	15	CHA	6	WILL	+2				
Skills									
Climb +4 Spot +4									
Lis +4 Swim +8									
.....									
.....									
Attack (#) Bonus Type Damage									
Claw (2) +6 PS 1d4+4									
Bite +1 BPS 1d6+2									
.....									
.....									
.....									
HP									
19 hp (3d8+6)									
Special/Notes									
Scent. Feats: Endur, Run.									
									
UNCONSCIOUS									

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Blink Dog (CR 2)		LG		+3
	AC	BASE	TCH	FLT	TMP
	16	13	13		
CLASS/LEVEL					
STR	10	INT	10	FORT	+4
SPD	40 ft				
DEX	17	WIS	13	REF	+7
GRAP	+4	VIS	dark 60, low-light		
CON	10	CHA	11	WILL	+4
					
Skills					
Hide	+3	S Mot	+3	Surv	+4
Lis	+5	Spot	+5		
Attack (#) Bonus Type Damage					
Bite	+4	BPS	1d6		
HP					
22 hp (4d10)					
Special/Notes					
Feats: Run, Track.					
Blink (Su): As blink, but can evoke or end as free act. CL 8.					
Dimension Door (Su): 1/rd—as dim door, but free act, self only, can act immediately. CL 8.					
					
UNCONSCIOUS					



DELAY or READY	NAME		ALIGN/RACE		INIT
	Boar (CR 2)		N		+0
	AC	BASE	TCH	FLT	TMP
	16	10	16		
CLASS/LEVEL					
STR	15	INT	2	FORT	+6
SPD	40 ft				
DEX	10	WIS	13	REF	+3
GRAP	+4	VIS	low-light		
CON	17	CHA	4	WILL	+2
					
Skills					
Lis	+7				
Spot	+5				
Attack (#) Bonus Type Damage					
Gore	+4	P	1d8+3		
HP					
25 hp (3d8+12)					
Special/Notes					
Scent.					
Ferocity (Ex): No penalty for fighting while disabled or dying.					
					
UNCONSCIOUS					



DELAY or READY	NAME		ALIGN/RACE		INIT
	Bugbear (CR 2)		CE		+1
	AC	BASE	TCH	FLT	TMP
	17	11	16		
CLASS/LEVEL					
STR	3	INT	2	FORT	+3
SPD	30 ft				
DEX	15	WIS	14	REF	+7
GRAP	+4	VIS	dark 60		
CON	10	CHA	4	WILL	+3
					
Skills					
Climb	+3	Lis	+4	Spot	+4
Hide	+4	M Sil	+6		
Attack (#) Bonus Type Damage					
Morningstar	+5	BP	1d8+2		
Javelin	+3	P	1d6+2		
HP					
16 hp (3d8+3)					
Special/Notes					
Scent.					
					
UNCONSCIOUS					


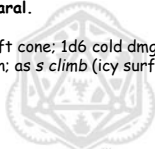
DELAY or READY	NAME		ALIGN/RACE		INIT
	Cheetah (CR 2)		N		+4
	AC	BASE	TCH	FLT	TMP
	15	14	11		
CLASS/LEVEL					
STR	16	INT	2	FORT	+5
SPD	50 ft				
DEX	19	WIS	12	REF	+7
GRAP	+5	VIS	low-light		
CON	15	CHA	6	WILL	+2
					
Skills					
Hide	+6	M Sil	+6		
Lis	+4	Spot	+4		
Attack (#) Bonus Type Damage					
Bite	+6	BPS	1d6+3		
Claw (2)	+1	PS	1d2+1		
HP					
19 hp (3d8+6)					
Special/Notes					
Scent.					
Trip (Ex): Can trip (+3) as free act & w/o AoO after bite; failing, opp can't react.					
Sprint (Ex): 1/hr—move 500 ft when charging.					
					
UNCONSCIOUS					

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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Crocodile (CR 2)		N		+1
	AC	BASE	TCH	FLT	TMP
	15	11	14		
CLASS/LEVEL					
STR	19	INT	1	FORT	+6
SPD	20 ft, swim 30 ft				
DEX	12	WIS	12	REF	+4
GRAP	+6	VIS	low-light		
CON	17	CHA	2	WILL	+2
					
Skills					
Hide*	+7	Spot	+4		
Lis	+4	Swim	+12		
Attack (#) Bonus Type Damage					
Bite	+6	BPS	1d8+6		
Tail Slap	+6	B	1d12+6		
HP					
22 hp (3d8+9)					
Special/Notes					
Hold Breath: Hold breath for 4xCon score rds, then risk drowning. Improved Grab (Ex): Bite; grap as free act w/o AoO; can drag into water and pin on bottom. * +4 to Hide in water.					
					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dire Bat (CR 2)		N		+6
	AC	BASE	TCH	FLT	TMP
	20	15	14		
CLASS/LEVEL					
STR	17	INT	2	FORT	+7
SPD	20 ft, fly 40 ft (good)				
DEX	22	WIS	14	REF	+10
GRAP	+10	VIS	blsn 40		
CON	17	CHA	6	WILL	+6
					
Skills					
Hide	+4	M Sil	+11		
Lis	+12	Spot	+8		
Attack (#) Bonus Type Damage					
Bite	+5	M	1d8+4		
HP					
30 hp (4d8+12)					
Special/Notes					
Scent.					
					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dire Badger (CR 2)		N		+3
	AC	BASE	TCH	FLT	TMP
	16	13	13		
CLASS/LEVEL					
STR	14	INT	2	FORT	+7
SPD	10 ft, burrow 10 ft				
DEX	17	WIS	12	REF	+6
GRAP	+4	VIS	low-light		
CON	19	CHA	10	WILL	+4
					
Skills					
Lis	+6				
Spot	+6				
Attack (#) Bonus Type Damage					
Claw (2)	+4	PS	1d4+2		
Bite	-1	BPS	1d6+1		
HP					
28 hp (3d8+15)					
Special/Notes					
Scent. Feats: Track. Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC.					
					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, White Wyrmling (CR 2) CE		N		+4
	AC	BASE	TCH	FLT	TMP
	14	12	14		
CLASS/LEVEL					
STR	11	INT	6	FORT	+4
SPD	60 ft, burrow 30 ft, fly 150 ft (avg), swim 60 ft				
DEX	10	WIS	11	REF	+3
GRAP	-5	VIS	low-light		
CON	13	CHA	6	WILL	+3
					
Skills					
Attack (#) Bonus Type Damage					
Bite	+5	BPS	1d4		
Claw (2)	+0	PS	1d3		
HP					
22 hp (3d12+3)					
Special/Notes					
Cold traits: imm sleep, paral. Feat: Wingover. Breath Weapon (Su): 15-ft cone; 1d6 cold dmg; Ref DC 12 half. Icwalking (Ex): Always on; as s climb (icy surfaces).					
					
UNCONSCIOUS					



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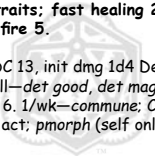
DELAY or READY	NAME Dretch (CR 2)		ALIGN/RACE CE	INIT +0						
	AC	BASE 16	TCH 11	FLT 16	TMP	CLASS/LEVEL				
	STR	12	INT	5	FORT	+5	SPD	20 ft		
	DEX	10	WIS	11	REF	+3	GRAP	-1	VIS	dark 60
	CON	14	CHA	11	WILL	+3				
Skills										
	Hide	+9	M Sil	+5	Srch	+2				
	Lis	+5	Spot	+5						
Attack (#) Bonus Type Damage										
	Claw (2)	+4	PS	1d6+1						
	Bite	+2	BPS	1d4						
HP 2d8+4 (13 hp)										
Special/Notes Chaotic, extraplanar, evil traits; DR 5/cold iron or good; imm electric, poison; resist acid 10, cold 10, fire 10; tpathy 100 ft (abyssal). Spell-Like Abilities: 1/day—scare (DC 12), stink cld (DC 13). CL 2. Summon Demon (Sp): 1/day; summ dretch (35%) as 1st-lvl spell.										
					UNCONSCIOUS					



DELAY or READY	NAME Giant Ant, Queen (CR 2)		ALIGN/RACE N	INIT +0						
	AC	BASE 17	TCH 8	FLT 17	TMP	CLASS/LEVEL				
	STR	16	INT	—	FORT	+5	SPD	40 ft		
	DEX	9	WIS	13	REF	+0	GRAP	+10	VIS	low-light
	CON	13	CHA	11	WILL	+2				
Skills										
	Listen	+6								
	Spot	+6								
Attack (#) Bonus Type Damage										
	Bite	+5	BPS	2d6+4						
HP 4d8+4 (22 hp)										
Special/Notes Vermin traits; scent. Feat: Track. Improved Grab (Ex): Bite; grap as free act w/o AoO.										
					UNCONSCIOUS					


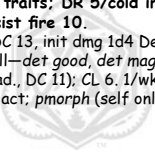
DELAY or READY	NAME Giant Ant, Soldier (CR 2)		ALIGN/RACE N	INIT +0						
	AC	BASE 17	TCH 10	FLT 17	TMP	CLASS/LEVEL				
	STR	14	INT	—	FORT	+4	SPD	50 ft, climb 20 ft		
	DEX	10	WIS	13	REF	+0	GRAP	+3	VIS	blsn 40
	CON	13	CHA	11	WILL	+1				
Skills										
	Climb	+10								
Attack (#) Bonus Type Damage										
	Bite	+3	BPS	2d4+3						
HP 2d8+2 (11 hp)										
Special/Notes Vermin traits; scent. Feat: Track. Acid Sting (Ex): After grab, can use sting atk 1/rd (+3 atk bonus); 1d4+1 piercing + 1d4 acid dmg. Improved Grab (Ex): Bite; grap as free act w/o AoO; can sting.										
					UNCONSCIOUS					

DELAY or READY	NAME Hippogriff (CR2)		ALIGN/RACE N	INIT +2						
	AC	BASE 15	TCH 11	FLT 13	TMP	CLASS/LEVEL				
	STR	18	INT	2	FORT	+6	SPD	50 ft, fly 100 ft (avg)		
	DEX	15	WIS	13	REF	+5	GRAP	+11	VIS	dark 60, low-light
	CON	16	CHA	8	WILL	+2				
Skills										
	Lis	+4								
	Spot	+8								
Attack (#) Bonus Type Damage										
	Claw (2)	+6	PS	1d4+4						
	Bite	+1	BPS	1d8+2						
HP 3d10+9 (25 hp)										
Special/Notes Scent. Feats: Dodge, Wingover. Carrying Capacity: Lt -300; med -600; hvy -900.										
					UNCONSCIOUS					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Horse, Heavy War (CR 2)		N		+1
	AC	BASE	TCH	FLT	TMP
	14	10	13		
CLASS/LEVEL					
STR	18	INT	2	FORT	+7
SPD	50 ft				
DEX	13	WIS	13	REF	+5
GRAP	+11		VIS	low-light	
CON	17	CHA	6	WILL	+2
					
Skills					
Lis	+5				
Spot	+4				
Attack (#)					
Hoof (2)	Bonus	Type	Damage		
	+6	B	1d6+4		
Bite	+1	BPS	1d4+2		
HP					
30 hp (4d8+12)					
Special/Notes					
Scent.					
Feats: Endur, Run.					
Carrying Capacity: Lt -300; med -600; hvy -900, drag -4500.					
					


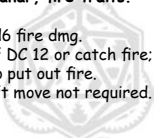
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Imp (CR 2)		N		+3
	AC	BASE	TCH	FLT	TMP
	20	15	17		
CLASS/LEVEL					
STR	10	INT	10	FORT	+3
SPD	20 ft, fly 50 ft (perfect)				
DEX	17	WIS	12	REF	+6
GRAP	-5		VIS	dark 60	
CON	10	CHA	14	WILL	+4
					
Skills					
Hide	+17		M Sil	+9	
Spell			+6		
Lis	+7		Srch	+6	
Spot			+7		
Attack (#)					
Sting	Bonus	Type	Damage		
	+8	P	1d4 +poison		
HP					
13 hp (3d8)					
Special/Notes					
Evil, extraplanar, lawful traits; fast healing 2; DR 5/good or silver; imm poison; resist fire 5.					
Feat: Dodge.					
Poison (Ex): Injury, Fort DC 13, init dmg 1d4 Dex, sec dmg 2d4 Dex.					
Spell-Like Abilities: At will— <i>det good, det magic, invis</i> (self only); 1/day— <i>suggest</i> (DC 15); CL 6. 1/wk— <i>commune</i> ; CL 12.					
Alternate Form (Su): Std act; <i>pmorph</i> (self only, does not regain hp); see MM. CL 12.					
					


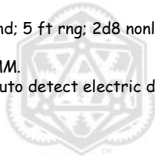
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Lizard, Monitor (CR 2)		N		+2
	AC	BASE	TCH	FLT	TMP
	15	12	13		
CLASS/LEVEL					
STR	17	INT	1	FORT	+8
SPD	30 ft, swim 30 ft				
DEX	15	WIS	12	REF	+5
GRAP	+5		VIS	low-light	
CON	17	CHA	2	WILL	+2
					
Skills					
Climb	+7		Lis	+4	
Spot			+4		
Hide*	+6		M Sil	+6	
Swim			+11		
Attack (#)					
Bite	Bonus	Type	Damage		
	+5	BPS	1d8+4		
HP					
22 hp (3d8+9)					
Special/Notes					
* +8 on Hide in forested or overgrown areas.					
					


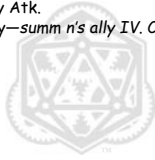
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Quasit (CR2)		CE		+7
	AC	BASE	TCH	FLT	TMP
	18	15	15		
CLASS/LEVEL					
STR	8	INT	10	FORT	+3
SPD	20 ft, fly 50 ft (pfct)				
DEX	17	WIS	12	REF	+6
GRAP	-6		VIS	dark 60	
CON	10	CHA	10	WILL	+4
					
Skills					
Hide	+17		Lis	+7	
Spell			+6		
Intim	+2		M Sil	+9	
Spot			+6		
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+8	PS	1d3-1 +poison		
Bite	+3	BPS	1d4-1		
HP					
13 hp (3d8)					
Special/Notes					
Chaotic, extraplanar, evil traits; DR 5/cold iron or good; fast healing 2; imm poison; resist fire 10.					
Poison (Ex): Injury, Fort DC 13, init dmg 1d4 Dex, sec dmg 2d4 Dex.					
Spell-Like Abilities: At will— <i>det good, det magic, invis</i> (self only); 1/day— <i>cause fear</i> (30 ft rad., DC 11); CL 6. 1/wk— <i>commune</i> ; CL 12.					
Alternate Form (Su): Std act; <i>pmorph</i> (self only, does not regain hp); see MM. CL 12.					
					

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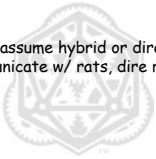
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Rat Swarm (CR 2)		N		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	12							
STR	2	INT	2	FORT	+4	SPD	15 ft, climb 15 ft			
DEX	15	WIS	12	REF	+6	GRAP	—	VIS	low-light	
CON	10	CHA	2	WILL	+2					
Skills										
Lis	+5									
Spot	+4									
Attack (#) Bonus Type Damage										
Swarm* — — 1d6 +disease										
HP										
13 hp (4d8)										
Special/Notes										
Swarm traits; scent; half dmg from slash, pierce. Distraction (Ex): Living creatures beginning turn in swarm; Fort DC 12 or nauseated for 1 rd. Disease (Ex): See MM. * See MM for combat details.										
										
UNCONSCIOUS										


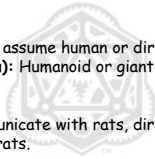
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Thoqqa (CR 2)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	11	17							
STR	15	INT	6	FORT	+4	SPD	30 ft, burrow 20 ft			
DEX	13	WIS	12	REF	+2	GRAP	+4	VIS	dark 60, trm 60	
CON	13	CHA	10	WILL	+2					
Skills										
Lis	+5		Surv	+3						
M Sil	+3									
Attack (#) Bonus Type Damage										
Slam* +4 B 1d6+3 +2d6 fire										
HP										
16 hp (3d8+3)										
Special/Notes										
Earth, elemental, extraplanar, fire traits. Feat: Track. Heat (Ex): Touch deals 2d6 fire dmg. Burn (Ex): After slam, Ref DC 12 or catch fire; 1d4 rds or extinguished; full-rd act to put out fire. * Treat as charge, tho 10 ft move not required.										
										
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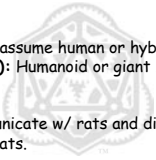
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Shocker Lizard (CR 2)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	13	14							
STR	10	INT	2	FORT	+4	SPD	40 ft, climb 20 ft, swim 20 ft			
DEX	15	WIS	12	REF	+5	GRAP	-2	VIS	dark 60, low-light	
CON	13	CHA	6	WILL	+1					
Skills										
Climb	+11		Jump	+7		Spot	+4			
Hide	+11		Lis	+4		Swim	+10			
Attack (#) Bonus Type Damage										
Bite +3 BPS 1d4										
HP										
13 hp (2d10+2)										
Special/Notes										
Imm electric. Stunning Shock (Su): 1/rnd; 5 ft rng; 2d8 nonlethal dmg to living; Ref DC 12 half. Lethal Shock (Su): See MM. Electricity Sense (Ex): Auto detect electric discharge; 100 ft.										
										
UNCONSCIOUS										



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Triton (CR 2)		NG		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	10	16							
STR	12	INT	13	FORT	+4	SPD	5 ft, swim 40 ft			
DEX	10	WIS	13	REF	+3	GRAP	+4	VIS	dark 60	
CON	12	CHA	11	WILL	+4					
Skills										
Hide	+6		M Sil	+6		S Mot	+7			
Lis	+7		Ride	+6		Swim	+9			
Attack (#) Bonus Type Damage										
Trident +4 P 1d8+1										
Hv Crossbow +3 P 1d10/19-20										
HP										
16 hp (3d8+3)										
Special/Notes										
Feats: Mount Cbt, Ride-By Atk. Spell-Like Abilities: 1/day—sum n's ally IV. CL 7.										
										
UNCONSCIOUS										


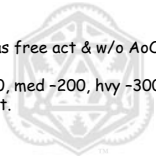
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DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Wererat, Human Form* (CR 2)		LE		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	10	15			War 1				
STR	13	INT	10	FORT	+5	SPD	30 ft			
DEX	11	WIS	11	REF	+2	GRAP	+2	VIS	low-light	
CON	12	CHA	8	WILL	+4					
Skills										
Climb	+0	Lis	+4	Spot	+4					
Hide	+1	M Sil	+0	Swim	+9					
Attack (#) Bonus Type Damage										
Rapier	+2	P	1d6+1/18-20							
Lt Crossbow	+1	P	1d8/19-20							
HP										
12 hp (1d8+1 +1d8+2)										
Special/Notes										
Scent.										
Feat: Dodge.										
Alternate Form (Su): Can assume hybrid or dire rat form.										
Rat Empathy (Ex): Communicate w/ rats, dire rats; +4 on Cha-based checks v rats, dire rats.										
* Based on human War 1.										
										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Wererat, Hybrid Form* (CR 2)		LE		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	14	14			War 1				
STR	13	INT	10	FORT	+6	SPD	40 ft, climb 20 ft			
DEX	17	WIS	11	REF	+5	GRAP	-2	VIS	low-light	
CON	14	CHA	8	WILL	+4					
Skills										
Climb	+11	Lis	+4	Spot	+4					
Hide	+8	M Sil	+4	Swim	+11					
Attack (#) Bonus Type Damage										
Bite	+6	BPS	1d4+1 +disease							
HP										
12 hp (1d8+1 +1d8+2)										
Special/Notes										
Scent; DR 10/silver.										
Feat: Dodge.										
Alternate Form (Su): Can assume human or dire rat form.										
Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy.										
Disease (Ex): See MM.										
Rat Empathy (Ex): Communicate with rats, dire rats; +4 on Cha-based checks v rats, dire rats.										
* Based on human War 1.										
										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Wererat, Dire Rat Form* (CR 2)		N		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	13	13			War 1				
STR	13	INT	10	FORT	+6	SPD	30 ft			
DEX	17	WIS	11	REF	+5	GRAP	+2	VIS	low-light	
CON	14	CHA	8	WILL	+4					
Skills										
Cimb	+4	Lis	+4	Spot	+4					
Hide	+5	M Sil	+4	Swim	+9					
Attack (#) Bonus Type Damage										
Rapier	+4	P	1d6+1/18-20							
Bite	-1	BPS	1d6 +disease							
Lt Crossbow	+4	P	1d8/19-20							
HP										
12 hp (1d8+1 +1d8+2)										
Special/Notes										
Scent; DR 10/silver.										
Feat: Dodge.										
Alternate Form (Su): Can assume human or hybrid form.										
Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy.										
Disease (Ex): See MM.										
Rat Empathy (Ex): Communicate w/ rats and dire rats; +4 on Cha-based checks v rats, dire rats.										
* Based on human War 1.										
										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Wolverine (CR2)		N		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	12	12							
STR	14	INT	2	FORT	+7	SPD	30 ft, burrow 10 ft, climb 10 ft			
DEX	15	WIS	12	REF	+5	GRAP	+4	VIS	low-light	
CON	19	CHA	10	WILL	+2					
Skills										
Hide	+6	M Sil	+6	S Mot	+7					
Lis	+7	Ride	+6	Swim	+9					
Attack (#) Bonus Type Damage										
Claw (2)	+4	PS	1d4+2							
Bite	-1	BPS	1d6+1							
HP										
28 hp (3d8+15)										
Special/Notes										
Scent.										
Feat: Track.										
Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC.										
										


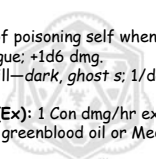
DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Worg (CR 2)		LE		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	12	12						
STR	17	INT	6	FORT	+6	SPD	50 ft			
DEX	15	WIS	14	REF	+6	GRAP	+7	VIS	dark 60, low-light	
CON	15	CHA	10	WILL	+3					
Skills										
Hide	+4	M Sil	+6	Surv*	+2					
Lis	+6	Spot	+6							
Attack (#) Bonus Type Damage										
Bite		+7	BPS	1d6+4						
HP										
30 hp (4d10+8)										
Special/Notes										
Scent. Feat: Track. Trip (Ex): Bite; trip (+3) as free act & w/o AoO; failing, opp can't react. Carrying Capacity: Lt -100, med -200, hvy -300, drag 1500. * +4 when tracking by scent.										
										
UNCONSCIOUS										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Ankheg (CR 3)		N		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	18	9	18						
STR	21	INT	1	FORT	+6	SPD	30 ft, burrow 20 ft			
DEX	10	WIS	13	REF	+3	GRAP	+12	VIS	dark 60, low-light, trm 60	
CON	17	CHA	6	WILL	+2					
Skills										
Climb	+8	Spot	+3							
Lis	+6									
Attack (#) Bonus Type Damage										
Bite*		+7	BPS	2d6+7 +1d4 acid						
HP										
28 hp (3d10+12)										
Special/Notes										
Improved Grab (Ex): Bite; grap as free act w/o AoO; if dmg'd after grab, drag opp at 30 ft. Spit Acid* (Ex): 30-ft line; 4d4 acid dmg; Ref DC 14 half. * Acid dmg or spit acid only 1/6 hrs.										
										
UNCONSCIOUS										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Animated Object, Large (CR 3)		N		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	9	14						
STR	16	INT	—	FORT	+1	SPD	See MM			
DEX	10	WIS	1	REF	+1	GRAP	+10	VIS	dark 60, low-light	
CON	—	CHA	1	WILL	-4					
Skills										
—										
Attack (#) Bonus Type Damage										
Slam		+5	B	1d8+4						
HP										
52 hp (4d10+30)										
Special/Notes										
Construct traits.										
										
UNCONSCIOUS										

DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Centaur (CR 3)		NG		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	11	12						
STR	18	INT	8	FORT	+3	SPD	50 ft			
DEX	14	WIS	13	REF	+6	GRAP	+12	VIS	dark 60	
CON	15	CHA	11	WILL	+5					
Skills										
Lis	+3	Spot	+3							
M Sil	+4	Surv	+2							
Attack (#) Bonus Type Damage										
Longsword		+7	S	2d6+6/19-20						
Hoof (2)		+3	B	1d6+2						
C longbow (+4)		+5	P	2d6+4/x3						
HP										
26 hp (4d8+8)										
Special/Notes										
Feat: Dodge.										
										
UNCONSCIOUS										


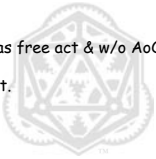
DELAY OF READY	NAME Cockatrice (CR 3)		ALIGN/RACE N	INIT +3						
	AC	BASE 14	TCH 14	FLT 11	TMP	CLASS/LEVEL				
	STR	6	INT	2	FORT	+4	SPD	20 ft. fly 60 ft (poor)		
	DEX	17	WIS	13	REF	+7	GRAP	-1	VIS	dark 60, low-light
	CON	11	CHA	9	WILL	+2				
Skills										
	Lis	+7								
	Spot	+7								
Attack (#) Bonus Type Damage										
	Bite	+9		BPS	1d4-2		+petrify			
HP 27 hp (5d10)										
Special/Notes Feat: Dodge. Petrification (Su): Bite; Fort DC 12 or perm turn to stone.										
										
UNCONSCIOUS										


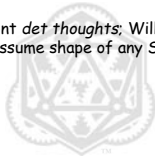
DELAY OF READY	NAME Derro (CR 3)		ALIGN/RACE CE	INIT +6						
	AC	BASE 19	TCH 13	FLT 17	TMP	CLASS/LEVEL				
	STR	11	INT	10	FORT	+2	SPD	20 ft		
	DEX	14	WIS	5	REF	+5	GRAP	-1	VIS	
	CON	13	CHA	16	WILL	+6				
Skills										
	Bluff	+5		Lis	+1					
	Hide	+10		M Sil	+8					
Attack (#) Bonus Type Damage										
	S sword	+4		P	1d4/19-20					
	R lt crossbow	+6		P	1d6/19-20		+psn			
HP 16 hp (3d8+3)										
Special/Notes SR 15. Poison Use (Ex): No risk of poisoning self when handling poison. Sneak Attack (Ex): As rogue; +1d6 dmg. Spell-Like Abilities: At will—dark, ghost s; 1/day—daze (DC 13), sound bt (DC 15). CL 3. Vulnerability to Sunlight (Ex): 1 Con dmg/hr exposed to sunlight. Possessions: 2d4 doses of greenblood oil or Med monstrous spider venom.										
										
UNCONSCIOUS										



DELAY OF READY	NAME Deinonychus (CR 3)		ALIGN/RACE N	INIT +2						
	AC	BASE 16	TCH 11	FLT 14	TMP	CLASS/LEVEL				
	STR	19	INT	2	FORT	+8	SPD	60 ft		
	DEX	15	WIS	12	REF	+6	GRAP	+11	VIS	low-light
	CON	19	CHA	10	WILL	+2				
Skills										
	Hide	+8		Lis	+10		Surv	+10		
	Jump	+26		Spot	+10					
Attack (#) Bonus Type Damage										
	Talon	+6		PS	2d6+4					
	Foreclaw (2)	+1		PS	1d3+2					
	Bite	+1		BPS	2d4+2					
HP 34 hp (4d8+16)										
Special/Notes Scent. Feats: Run, Track. Pounce (Ex): Full atk w/ charge.										
										
UNCONSCIOUS										


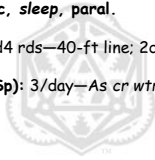
DELAY OF READY	NAME Dire Ape (CR 3)		ALIGN/RACE N	INIT +2						
	AC	BASE 15	TCH 11	FLT 12	TMP	CLASS/LEVEL				
	STR	22	INT	2	FORT	+6	SPD	30 ft. climb 15 ft		
	DEX	15	WIS	12	REF	+6	GRAP	+13	VIS	low-light
	CON	14	CHA	7	WILL	+5				
Skills										
	Climb	+14		M Sil	+4					
	Lis	+5		Spot	+6					
Attack (#) Bonus Type Damage										
	Claw (2)	+8		PS	1d6+6					
	Bite	+3		BPS	1d8+3					
HP 35 hp (5d8+13)										
Special/Notes Scent. Rend (Ex): Both claws; auto 2d6+12 dmg.										
										
UNCONSCIOUS										

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DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Dire Wolf (CR 3)		N		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	11	12							
STR	25	INT	2	FORT	+8	SPD	50 ft			
DEX	15	WIS	12	REF	+7	GRAP	+15	VIS	low-light	
CON	17	CHA	10	WILL	+6					
Skills										
Hide	+0	M Sil	+4	Surv*	+2					
Lis	+7	Spot	+7							
Attack (#) Bonus Type Damage										
Bite	+11	BPS	1d8+10							
HP										
45 hp (6d8+18)										
Special/Notes										
Scent. Feats: Run, Track. Trip (Ex): Bite; trip (+11) as free act & w/o AoO; failing, opp can't react. * +4 when tracking by scent.										
										
UNCONSCIOUS										


DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Doppelganger (CR 3)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	14							
STR	12	INT	13	FORT	+4	SPD	30 ft			
DEX	13	WIS	14	REF	+5	GRAP	+5	VIS	low-light	
CON	12	CHA	13	WILL	+6					
Skills										
Bluff*	+10	Lis	+6	Spot	+6					
Intim	+3	S Mot	+6							
Attack (#) Bonus Type Damage										
Slam	+5	B	1d6+1							
HP										
22 hp (4d8+4)										
Special/Notes										
Feat: Dodge. Detect Thoughts (Su): Cont <i>det thoughts</i> ; Will DC 13 neg. CL 18. Change Shape (Su): Can assume shape of any Sm or Med humanoid; loses nat atk.										
										
UNCONSCIOUS										


DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Dragon, Black Wyrmling (CR 3) CE				+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	12	15							
STR	11	INT	8	FORT	+5	SPD	60 ft, fly 100 ft (avg), swim 60 ft			
DEX	10	WIS	11	REF	+5	GRAP	-4	VIS	dark 120, low-light, blsn 60	
CON	13	CHA	8	WILL	+4					
Skills										
Hide	+8	Lis	+7	Spot	+7					
Intim	+6	M Sil	+7	Swim	+8					
Attack (#) Bonus Type Damage										
Bite	+6	BPS	1d4							
Claw (2)	+4	PS	1d3							
HP										
30 hp (4d12+4)										
Special/Notes										
Water traits: imm sleep, paral. Breath Weapon (Su): 30-ft line, 2d4 acid dmg, Ref DC 13 half. Water Breathing (Ex): Can use breath weapon, spells, & other abilities while submerged.										
										
UNCONSCIOUS										


DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Dragon, Blue Wyrmling (CR 3) LE				+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	11	16							
STR	13	INT	10	FORT	+6	SPD	40 ft, burrow 20 ft, fly 100 ft (avg)			
DEX	10	WIS	11	REF	+5	GRAP	+3	VIS	dark 120, low-light, blsn 60	
CON	13	CHA	10	WILL	+5					
Skills										
Bluff	+9	Intim	+11	Srch	+9					
Esc	+9	Lis	+11	Spot	+11					
Attack (#) Bonus Type Damage										
Bite	+8	BPS	1d6+1							
Claw (2)	+3	PS	1d4							
HP										
45 hp (6d12+6)										
Special/Notes										
Earth traits: imm electric, sleep, paral. Feats: B-Fight, Hover. Breath Weapon (Su): 1/1d4 rds—40-ft line; 2d8 acid dmg; Ref DC 14 half. Create/Destroy Water (Sp): 3/day—As <i>cr wtr</i> , but can destroy also. As 1st-lvl spell. See MM.										
										
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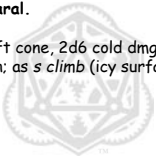
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DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Brass Wyrmling (CR 3)		CG		+4				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	12	15						
STR	11	INT	10	FORT	+5	SPD	60 ft, burrow 30 ft, fly 150 ft (avg)		
DEX	10	WIS	11	REF	+4	GRAP	-4	VIS	dark 120 low-light blsn 60
CON	13	CHA	10	WILL	+4				
Skills									
Esc	+4	Srch	+7	Spot	+7				
Lis	+7	S Mot	+3						
Attack (#)									
Bite		Bonus	+6	Type	BPS	Damage	1d4		
Claw (2)		Bonus	+1	Type	PS	Damage	1d3		
HP									
30 hp (4d12+4)									
Special/Notes									
Fire traits; imm sleep, paral. Feats: Flyby Atk. Breath Weapon (Su): 1/1d4 rds—30-ft line; 1d6 fire dmg; Ref DC 13 half. Or 15-ft cone; sleep 1d6+1 rds; Will DC 13 neg. Spell-Like Abilities: At will—spk ani. CL 1.									


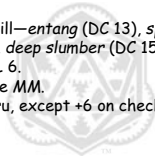
DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Bronze Wyrmling (CR 3)		LG		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	11	16						
STR	13	INT	14	FORT	+6	SPD	40 ft, fly 100 ft (avg), swim 60 ft		
DEX	10	WIS	15	REF	+5	GRAP	+3	VIS	dark 120 low-light blsn 60
CON	13	CHA	14	WILL	+7				
Skills									
Bluff	+6	Dipl	+6	Lis	+4				
Conc	+5	Intim	+7	Spot	+4				
Attack (#)									
Bite		Bonus	+8	Type	BPS	Damage	1d6+1		
Claw (2)		Bonus	+3	Type	PS	Damage	1d4		
HP									
45 hp (6d12+6)									
Special/Notes									
Water traits; imm electric, sleep, paral. Feats: Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—40-ft line; 2d6 electric dmg; Ref DC 14 half. Or 20-ft cone; repuls 1d6+1 rds; Fort DC 14 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities. Spell-Like Abilities: At will—spk ani. CL 1.									


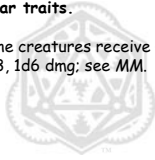
DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Copper Wyrmling (CR 3)		CG		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	12	16						
STR	11	INT	12	FORT	+5	SPD	40 ft, fly 100 ft (avg)		
DEX	10	WIS	13	REF	+4	GRAP	-3	VIS	dark 120 low-light blsn 60
CON	13	CHA	12	WILL	+5				
Skills									
Bluff	+7	Intim	+3	Lis	+4				
Conc	+4	Jump	+8	Spot	+4				
Attack (#)									
Bite		Bonus	+8	Type	BPS	Damage	1d4		
Claw (2)		Bonus	+3	Type	PS	Damage	1d3		
HP									
37 hp (5d12+5)									
Special/Notes									
Earth traits; imm acid, sleep, paral. Feats: Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—30-ft line; 2d4 acid dmg; Ref DC 13 half. Or 15-ft cone; slow 1d6+1 rds; Fort DC 13 neg. Spider Climb (Ex): Always on; as spell (stone surfaces).									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Green Wyrmling (CR 3)		LE		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	11	15						
STR	13	INT	10	FORT	+5	SPD	40 ft, swim 40 ft, fly 100 ft (avg)		
DEX	10	WIS	11	REF	+4	GRAP	+2	VIS	dark 120 low-light blsn 60
CON	13	CHA	10	WILL	+4				
Skills									
Dipl	+3	M Sil	+3	Swim	+9				
Lis	+5	Spot	+5						
Attack (#)									
Bite		Bonus	+7	Type	BPS	Damage	1d6+1		
Claw (2)		Bonus	+2	Type	PS	Damage	1d4		
HP									
37 hp (5d12+5)									
Special/Notes									
Air traits; imm acid, sleep, paral. Feats: Pow Atk. Breath Weapon (Su): 1/1d4 rds—20-ft cone; 2d6 acid dmg; Ref DC 13 half. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities.									


DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, White Vry. Yng. (CR 3)		CE		+4
	AC	BASE	TCH	FLT	TMP
	16	11	16		
CLASS/LEVEL					
STR	13	INT	6	FORT	+6
SPD	60 ft, burrow 30 ft, fly 150 ft (avg), swim 60 ft				
DEX	10	WIS	11	REF	+5
GRAP	+3	VIS	dark 120 low-light blsn 60		
CON	13	CHA	6	WILL	+5
					
Skills					
Intim	+7	Lis	+9	Spot	+9
Jump	+13	Srch	+7	Swim	+1
Attack (#) Bonus Type Damage					
Bite	+8	BPS	1d8+1		
Claw (2)	+3	PS	1d4		
HP					
45 hp (6d12+6)					
Special/Notes					
Cold traits: imm sleep, paral. Feats: Wingover. Breath Weapon (Su): 20-ft cone, 2d6 cold dmg, Ref DC 14 half. Icewalking (Ex): Always on; as s climb (icy surfaces).					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Eagle, Giant (CR 3)		NG		+3
	AC	BASE	TCH	FLT	TMP
	15	12	12		
CLASS/LEVEL					
STR	18	INT	10	FORT	+5
SPD	10 ft, fly 80 ft (avg)				
DEX	17	WIS	14	REF	+7
GRAP	+12	VIS	low-light		
CON	12	CHA	10	WILL	+3
					
Skills					
Lis	+6	Spot	+15		
S Mot	+4	Surv	+3		
Attack (#) Bonus Type Damage					
Claw (2)	+7	PS	1d6+4		
Bite	+2	BPS	1d8+2		
HP					
26 hp (4d10+4)					
Special/Notes					
Feats: Flyby Atk. Evasion (Ex): As rog. Carrying Capacity: Lt -300, med -600, hvy -900.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Dryad (CR 3)		CG		+4
	AC	BASE	TCH	FLT	TMP
	17	14	13		
CLASS/LEVEL					
STR	10	INT	14	FORT	+3
SPD	30 ft				
DEX	19	WIS	15	REF	+8
GRAP	+2	VIS	low-light		
CON	11	CHA	18	WILL	+6
					
Skills					
Esc	+11	Lis	+9	Ride	+6
Hide	+11	M Sil	+11	Spot	+9
Attack (#) Bonus Type Damage					
Dagger	+6	P/S	1d4/19-20		
Mw longbow	+7	P	1d8/x3		
HP					
14 hp (4d6)					
Special/Notes					
DR 5/cold iron. Spell-Like Abilities: At will—entang (DC 13), spk plants, tree shape; 3/day—charm per (DC 13), deep slumber (DC 15), tree stride; 1/day—suggest (DC 15); CL 6. Tree Dependent (Su): See MM. Wild Empathy (Ex): As dru, except +6 on check.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Medium Air (CR 3)		N		+9
	AC	BASE	TCH	FLT	TMP
	18	15	13		
CLASS/LEVEL					
STR	12	INT	4	FORT	+3
SPD	Fly 100 ft (perfect)				
DEX	21	WIS	11	REF	+9
GRAP	+4	VIS	dark 60		
CON	14	CHA	11	WILL	+1
					
Skills					
Lis	+3				
Spot	+4				
Attack (#) Bonus Type Damage					
Slam	+8	B	1d6+1		
HP					
26 hp (4d8+8)					
Special/Notes					
Air, elemental, extraplanar traits. Feats: Dodge, Flyby Atk. Air Mastery (Ex): Airborne creatures receive -1 on atk & dmg. Whirlwind (Su): Ref DC 13, 1d6 dmg; see MM.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Medium Earth (CR 3) N				-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	18	9	18					
STR	21	INT	4	FORT	+7	SPD	20 ft		
DEX	8	WIS	11	REF	+0	GRAP	+8	VIS	dark 60
CON	17	CHA	11	WILL	+1				
Skills									
Lis	+4								
Spot	+3								
Attack (#)	Bonus	Type	Damage						
Slam	+8	B	1d8+7						
HP									
30 hp (4d8+12)									
Special/Notes									
Earth, elemental, extraplanar traits. Feats: Cleave, Pow Atk. Earth Mastery (Ex): +1 on atk & dmg if both it & its opp are touching ground. -4 on atk & dmg if opp is airborne or waterborne. Push (Ex): Bull rush w/o AoO. Earth Mastery applies. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Medium Fire (CR 3) N				+7				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	13	13						
STR	12	INT	4	FORT	+3	SPD	50 ft		
DEX	17	WIS	11	REF	+7	GRAP	+4	VIS	low-light
CON	14	CHA	11	WILL	+1				
Skills									
Lis	+3								
Spot	+4								
Attack (#)	Bonus	Type	Damage						
Slam	+6	B	1d6+1 +1d6 fire						
HP									
14 hp (4d6)									
Special/Notes									
Elemental, extraplanar, fire traits. Feats: Dodge, Mobil. Burn (Ex): Slam atk or opp w/ nat wpns or unarmed; Ref DC 14, 1d4 rds, 1d6 fire dmg.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Medium Water (CR 3) N				+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	19	11	18						
STR	16	INT	4	FORT	+7	SPD	20 ft, swim 90 ft		
DEX	12	WIS	11	REF	+2	GRAP	+6	VIS	dark 60
CON	17	CHA	11	WILL	+1				
Skills									
Lis	+3								
Spot	+4								
Attack (#)	Bonus	Type	Damage						
Slam	+6	B	1d8+4						
HP									
30 hp (4d8+12)									
Special/Notes									
Elemental, extraplanar, water traits. Feats: Cleave, Pow Atk. Water Mastery (Ex): +1 atk & dmg if both it & opp are touching water. -4 atk & dmg if either touching ground; see MM. Drench (Ex): Can dispel mag fire touched as disp mag. CL 4. Vortex (Su): Ref DC 15, 1d6 dmg; see MM.									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Ettercap (CR 3)		NE		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	13	11						
STR	14	INT	6	FORT	+4	SPD	30 ft, climb 30 ft		
DEX	17	WIS	15	REF	+4	GRAP	+5	VIS	low-light
CON	13	CHA	8	WILL	+6				
Skills									
Climb	+10		Lis	+4					
Hide	+9		Spot	+8					
Attack (#)	Bonus	Type	Damage						
Bite	+5	BPS	1d8+2 +poison						
Claw (2)	+3	PS	1d3+1						
HP									
27 hp (5d8+5)									
Special/Notes									
Poison (Ex): Injury; Fort DC 15, init dmg 1d6 Dex, sec dmg 2d6 Dex. Web (Ex): 8/day—as atk w/ net but max rng 50 ft, rng inc 10 ft, <=Med; no mv. Escaping: Esc DC 13, Str DC 17, 6 hp, hard 0, fire 2x dmg. See MM.									


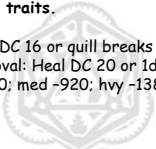
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Formian, Warrior (CR 3)		LN		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	13	15						
STR	17	INT	10	FORT	+6	SPD	40 ft		
DEX	16	WIS	12	REF	+7	GRAP	+7	VIS	dark 60
CON	14	CHA	11	WILL	+5				
Skills									
Climb	+10	Jump	+8	M. Sil	+10				
Hide	+10	Lis	+8	Tmbl	+12				
Attack (#)									
Sting		Bonus	+7	Type	P	Damage	2d4+3 +poison		
Claw (2)		Bonus	+5	Type	PS	Damage	1d6+1		
Bite		Bonus	+5	Type	BPS	Damage	1d4+1		
HP									
26 hp (4d8+8)									
Special/Notes									
Extraplanar, lawful traits; imm poison, petr, cold; resist electric 10, fire 10, sonic 10; SR 18. Feats: Dodge. Hive Mind (Ex): All formians w/in 50 mi of queen; if one is aware of danger, all are; if one in group is not flatfooted, none are; no formian in group is flanked unless all are. Poison (Ex): Injury; Fort DC 14; init & sec dmg 1d6 Str.									
					UNCONSCIOUS				


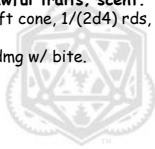
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Gelatinous Cube (CR 3)		N		-5				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	3	3	3						
STR	10	INT	—	FORT	+9	SPD	15 ft		
DEX	1	WIS	1	REF	-4	GRAP	+11	VIS	blist 60
CON	26	CHA	1	WILL	-4				
Skills									
_____ _____ _____									
Attack (#)									
Slam		Bonus	+1	Type	B	Damage	1d6 +1d6 acid		
HP									
54 hp (4d10+32)									
Special/Notes									
Ooze traits; imm electric. Acid (Ex): Does not harm metal or stone. Engulf (Ex): <Lg opp: mv into space as std act; Ref DC 13 or engulfed (grappled, trapped, acid & paral); on success, opp pushed back or aside (opp choice); may take AoO instead of save. Paralysis (Ex): Melee or engulf; Fort DC 20 or paral 3d6 rds; can auto engulf paral opp. Transparent (Ex): Spot DC 15 to notice; opp walking into it auto engulfed.									
					UNCONSCIOUS				


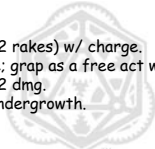
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Ghost (CR 3)		N		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	12	14						
STR	17	INT	13	FORT	+1	SPD	30 ft		
DEX	17	WIS	14	REF	+4	GRAP	+5	VIS	dark 60
CON	—	CHA	16	WILL	+6				
Skills									
Bal	+7	Hide	+8	M. Sil	+8				
Climb	+9	Jump	+9	Spot	+8				
Attack (#)									
Bite		Bonus	+5	Type	BPS	Damage	1d8+3 +par		
Claw (2)		Bonus	+3	Type	PS	Damage	1d4+1 +par		
HP									
29 hp (4d12+3)									
Special/Notes									
Undead traits; +2 turn resist. Ghoul Fever (Su): Disease—See MM. Paralysis (Ex): Bite or claw; Fort DC 15; paral 1d4+1 rds (even elves). Stench (Ex): Living creatures w/in 10 ft; Fort DC 15; sick 1d6+4 min. Save grants imm 24 hrs; del poison or neut poison cancels. Treat as poison for imm, resist.									
					UNCONSCIOUS				

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Giant Wasp (CR 3)		N		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	10	13						
STR	18	INT	—	FORT	+6	SPD	20 ft, fly 60 ft (good)		
DEX	12	WIS	13	REF	+2	GRAP	+11	VIS	dark 60
CON	14	CHA	11	WILL	+2				
Skills									
Spot	+9								
Surv	+1								
Attack (#)									
Sting		Bonus	+6	Type	P	Damage	1d3+6 +poison		
HP									
32 hp (5d8+10)									
Special/Notes									
Vermin traits. Poison (Ex): Injury, Fort DC 14, init & sec dmg 1d6 Dex.									
					UNCONSCIOUS				


DELAY or READY	NAME Grick (CR 3)		ALIGN/RACE N		INIT +2					
	AC	BASE 16	TCH 12	FLT 14	TMP	CLASS/LEVEL				
	STR	14	INT	3	FORT	+0	SPD	30 ft, climb 20 ft		
	DEX	14	WIS	14	REF	+2	GRAP	+3	VIS	dark 60
	CON	11	CHA	5	WILL	+5				
Skills										
	Climb	+10	Lis	+6						
	Hide*	+3	Spot	+6						
Attack (#) Bonus Type Damage										
	Tentacle (4)	+3	B	1d4+2						
	Bite	-2	BPS	1d3+1						
HP										
	9 hp (2d8)									
Special/Notes										
	Nat wps mag for DR; DR 10/mag; scent. Feat: Track. * +11 in rocky areas.									
										
UNCONSCIOUS										


DELAY or READY	NAME Howler (CR 3)		ALIGN/RACE N		INIT +7					
	AC	BASE 17	TCH 12	FLT 14	TMP	CLASS/LEVEL				
	STR	21	INT	6	FORT	+7	SPD	60 ft		
	DEX	17	WIS	14	REF	+8	GRAP	+15	VIS	dark 60
	CON	15	CHA	8	WILL	+7				
Skills										
	Climb	+14	Lis	+13	Srch	+7				
	Hide	+8	M Sil	+12	Spot	+12				
Attack (#) Bonus Type Damage										
	Bite	+10	BPS	2d8+5						
	Quill (1d4)	+5	P	1d6+2						
HP										
	39 hp (6d8+12)									
Special/Notes										
	Chaotic, evil, extraplanar traits. Howl (Ex): See MM. Quills (Ex): Quill atk; Ref DC 16 or quill breaks off in flesh; -1 on atk, saves, & checks/quill. Removal: Heal DC 20 or 1d6 dmg. Carrying Capacity: Lt -460; med -920; hvy -1380, drag -6900.									
										
UNCONSCIOUS										


DELAY or READY	NAME Hell Hound (CR 3)		ALIGN/RACE LE		INIT +5					
	AC	BASE 16	TCH 11	FLT 15	TMP	CLASS/LEVEL				
	STR	13	INT	6	FORT	+5	SPD	40 ft		
	DEX	13	WIS	10	REF	+5	GRAP	+5	VIS	dark 60
	CON	13	CHA	6	WILL	+4				
Skills										
Attack (#) Bonus Type Damage										
	Bite	+5	BPS	1d8+1 +1d6 fire						
HP										
	22 hp (4d8+4)									
Special/Notes										
	Evil, extraplanar, fire, lawful traits; scent. Breath Weapon (Su): 10-ft cone, 1/(2d4) rds, 2d6 fire dmg, Ref DC 13 half. Fiery Bite (Su): 1d6 fire dmg w/ bite.									
										
UNCONSCIOUS										


DELAY or READY	NAME Lion (CR 3)		ALIGN/RACE N		INIT +3					
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL				
	STR	21	INT	2	FORT	+6	SPD	40 ft		
	DEX	17	WIS	12	REF	+7	GRAP	+12	VIS	low-light
	CON	15	CHA	6	WILL	+2				
Skills										
	Bal	+7	Lis	+5	Spot	+5				
	Hide*	+3	M Sil	+11						
Attack (#) Bonus Type Damage										
	Claw (2)	+7	PS	1d4+5						
	Bite	+2	BPS	1d8+2						
HP										
	32 hp (5d8+10)									
Special/Notes										
	Scent. Feat: Run. Pounce (Ex): Full atk (inc 2 rakes) w/ charge. Improved Grab (Ex): Bite; grap as a free act w/o AoO; rake. Rake (Ex): +7 melee, 1d4+2 dmg. * +12 in tall grass or hvy undergrowth.									
										
UNCONSCIOUS										


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DELAY OF READY	NAME Locust Swarm (CR 3)		ALIGN/RACE N	INIT +4						
	AC	BASE 18	TCH 18	FLT 14	TMP	CLASS/LEVEL				
	STR	1	INT	—	FORT	+4	SPD	10 ft. fly 30 ft (poor)		
	DEX	19	WIS	10	REF	+6	GRAP	—	VIS	dark 60
	CON	8	CHA	2	WILL	+2				
Skills										
	Lis	+4								
	Spot	+4								
Attack (#) Bonus Type Damage										
	Swarm*	—		—		2d6				
HP										
	21 hp (6d8-6)									
Special/Notes										
	Swarm, vermin traits; imm wpn dmg. Distraction (Ex): Living creatures beginning turn in swarm; Fort DC 12 or nauseated for 1 rd. * See MM for combat details.									


DELAY OF READY	NAME Mephit, Air (CR 3)		ALIGN/RACE N	INIT +7						
	AC	BASE 17	TCH 14	FLT 14	TMP	CLASS/LEVEL				
	STR	10	INT	6	FORT	+3	SPD	30 ft. fly 60 ft (prf)		
	DEX	17	WIS	11	REF	+6	GRAP	-1	VIS	dark 60
	CON	10	CHA	15	WILL	+3				
Skills										
	Bluff	+8		Hide	+13		M Sil	+9		
	Esc	+9		Lis	+6		Spot	+6		
Attack (#) Bonus Type Damage										
	Claw (2)	+4		PS		1d3				
HP										
	13 hp (3d8)									
Special/Notes										
	Air, extraplanar traits; nat wpsn mag for DR; DR 5/mag, fast heal 2 (moving air). Feat: Dodge. Breath Weapon (Su): 15-ft cone; 1d8 dmg; Ref DC 12 half. Spell-Like Abilities: 1/hour—blur; CL 3. 1/day—gust wind (DC 14); CL 6. Summon Mephit (Sp): 1/day—summ mon (air mephit only; 25%; as 2nd-lvl spell).									


DELAY OF READY	NAME Mephit, Dust (CR 3)		ALIGN/RACE N	INIT +7						
	AC	BASE 17	TCH 14	FLT 14	TMP	CLASS/LEVEL				
	STR	10	INT	6	FORT	+3	SPD	30 ft. fly 50 ft (prf)		
	DEX	17	WIS	11	REF	+6	GRAP	-1	VIS	dark 60
	CON	10	CHA	15	WILL	+3				
Skills										
	Bluff	+8		Hide	+13		M Sil	+9		
	Esc	+9		Lis	+6		Spot	+6		
Attack (#) Bonus Type Damage										
	Claw (2)	+4		PS		1d3				
HP										
	13 hp (3d8)									
Special/Notes										
	Air, extraplanar traits; nat wpsn mag for DR; DR 5/mag, fast heal 2 (arid & dusty environment). Feat: Dodge. Breath Weapon (Su): 10-ft cone; 1d4 dmg; Ref DC 12 half; living creatures failing save receive -4 AC, -2 atk for 3 rds. Spell-Like Abilities: 1/hr—blur; CL 3. 1/day—wind wall (DC 15); CL 6. Summon Mephit (Sp): 1/day; summ mon (dust mephit only; 25%; as 2nd-lvl spell).									


DELAY OF READY	NAME Mephit, Earth (CR 3)		ALIGN/RACE N	INIT -1						
	AC	BASE 16	TCH 10	FLT 16	TMP	CLASS/LEVEL				
	STR	17	INT	6	FORT	+4	SPD	30 ft. fly 40 ft (avg)		
	DEX	8	WIS	11	REF	+2	GRAP	+2	VIS	dark 60
	CON	13	CHA	15	WILL	+3				
Skills										
	Bluff	+8		Hide	+9		M Sil	+5		
	Esc	+5		Lis	+6		Spot	+6		
Attack (#) Bonus Type Damage										
	Claw (2)	+7		PS		1d3+3				
HP										
	19 hp (3d8+6)									
Special/Notes										
	Earth, extraplanar traits; nat wpsn mag for DR; DR 5/mag, fast heal 2 (underground or partially buried). Feat: Pow Atk. Breath Weapon (Su): 15-ft cone, 1d8 dmg, Ref DC 13 half. Spell-Like Abilities: 1/day—soft earth. CL 6. Change Size (Sp): 1/hr—enlarge per (self only, 2nd-level spell). Summon Mephit (Sp): 1/day; summ mon (earth mephit only; 25%; as 2nd-lvl spell).									


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Mephit, Fire (CR 3)		N		+5					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	12	15							
STR	10	INT	6	FORT	+3	SPD	10 ft. fly 50 ft (avg)			
DEX	13	WIS	11	REF	+4	GRAP	-1	VIS	dark 60	
CON	10	CHA	15	WILL	+3					
Skills										
Bluff	+8	Hide	+11	M Sil	+7					
Esc	+7	Lis	+6	Spot	+6					
Attack (#)	Bonus	Type	Damage							
Claw (2)	+4	PS	1d3 +1d4 fire							
HP										
13 hp (3d8)										
Special/Notes										
Extraplanar, fire traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (torch-sized flame). Feat: Dodge. Breath Weapon (Su): 15-ft cone; 1d8 fire dmg; Ref DC 12 half. Spell-Like Abilities: 1/hour—scorch ray (DC 14, as sor 3); 1/day—heat metal (DC 14). CL 6. Summon Mephit (Sp): 1/day; summ mon (air mephit only; 25%; as 2nd-lvl spell).										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Mephit, Ice (CR 3)		N		+7					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	14	15							
STR	10	INT	6	FORT	+3	SPD	30 ft. fly 50 ft (prf)			
DEX	17	WIS	11	REF	+6	GRAP	-1	VIS	dark 60	
CON	10	CHA	15	WILL	+3					
Skills										
Bluff	+8	Hide	+13	M Sil	+9					
Esc	+9	Lis	+6	Spot	+6					
Attack (#)	Bonus	Type	Damage							
Claw (2)	+4	PS	1d3 +1d4 cold							
HP										
13 hp (3d8)										
Special/Notes										
Air, cold, extraplanar traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (touching ice or in freezing temp). Feat: Dodge. Breath Weapon (Su): 10-ft cone; 1d4 cold dmg; Ref DC 12 half; living creatures failing save receive -4 AC, -2 atk for 3 rds unless imm cold. Spell-Like Abilities: 1/hour—mag missile; CL 3. 1/day—chill metal (DC 14); CL 6. Summon Mephit (Sp): 1/day; summ mon (ice mephit only; 25%; as 2nd-lvl spell).										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Mephit, Magma (CR 3)		N		+5					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	12	15							
STR	10	INT	6	FORT	+3	SPD	30 ft. fly 50 ft (avg)			
DEX	13	WIS	11	REF	+4	GRAP	-1	VIS	dark 60	
CON	10	CHA	15	WILL	+3					
Skills										
Bluff	+8	Hide	+11	M Sil	+7					
Esc	+7	Lis	+6	Spot	+6					
Attack (#)	Bonus	Type	Damage							
Claw (2)	+4	PS	1d3 +1d4 fire							
HP										
13 hp (3d8)										
Special/Notes										
Extraplanar, fire traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (magma, lava, torch-sized flame). Feat: Dodge. Breath Weapon (Su): 10-ft cone; 1d4 fire dmg; Ref DC 12 half; living creatures failing save receive -4 AC, -2 atk for 3 rds unless imm fire. Spell-Like Abilities: 1/hr—blur; CL 3. 1/day—wind wall (DC 15); CL 6. Summon Mephit (Sp): 1/day; summ mon (magma mephit only; 25%; as 2nd-lvl spell).										



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Mephit, Ooze (CR 3)		N		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	11	16							
STR	14	INT	6	FORT	+4	SPD	30 ft, fly 40 ft (avg). swim 30 ft			
DEX	10	WIS	11	REF	+3	GRAP	+1	VIS	dark 60	
CON	13	CHA	15	WILL	+3					
Skills										
Bluff	+8	Hide	+10	M Sil	+6					
Esc	+6	Lis	+6	Spot	+6					
Attack (#)	Bonus	Type	Damage							
Claw (2)	+6	PS	1d3+2							
HP										
19 hp (3d8+6)										
Special/Notes										
Extraplanar, water traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (wet or muddy environment). Feat: Pow Atk. Breath Weapon (Su): 10-ft cone; 1d4 acid dmg; Ref DC 13 half; living creatures failing save receive -4 AC, -2 atk for 3 rds unless imm acid. Spell-Like Abilities: 1/hr—acid arrow; CL 3. 1/day—stink cloud (DC 15); CL 6. Summon Mephit (Sp): 1/day; summ mon (ooze mephit only; 25%; as 2nd-lvl spell).										



DELAY or READY	NAME	ALIGN/RACE	INIT				
	Mephit, Salt (CR 3)	N	-1				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	16 10 16						
STR	17	INT	6	FORT	+4	SPD	30 ft, fly 40 ft (avg)
DEX	8	WIS	11	REF	+2	GRAP	+2 VIS dark 60
CON	13	CHA	15	WILL	+3		
Skills							
Bluff	+8	Hide	+9	M Sil	+5		
Esc	+5	Lis	+6	Spot	+6		
Attack (#)	Bonus	Type	Damage				
Claw (2)	+7	PS	1d3+3				
HP							
19 hp (3d8+6)							
Special/Notes							
Earth, extraplanar traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (arid environment). Feat: Pow Atk. Breath Weapon (Su): 10-ft cone; 1d4 dmg; Ref DC 13 half; living creatures failing save receive -4 AC, -2 atk for 3 rds. Spell-Like Abilities: 1/hr—glitter (DC 14); CL 3. 1/day—draw moisture from 20-ft radius; 2d8 dmg to living creatures; Fort DC 14 half; as 2nd-lvl spell; -2 to save for plant & aquatic creatures; CL 6. Summon Mephit (Sp): 1/day; summ mon (salt mephit only; 25%; as 2nd-lvl spell).							


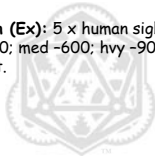
DELAY or READY	NAME	ALIGN/RACE	INIT				
	Mephit, Steam (CR 3)	N	+5				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	16 12 15						
STR	10	INT	6	FORT	+3	SPD	30 ft, fly 50 ft (avg)
DEX	13	WIS	11	REF	+4	GRAP	-1 VIS dark 60
CON	10	CHA	15	WILL	+3		
Skills							
Bluff	+8	Hide	+11	M Sil	+7		
Esc	+7	Lis	+6	Spot	+6		
Attack (#)	Bonus	Type	Damage				
Claw (2)	+4	PS	1d3 +1d4 fire				
HP							
13 hp (3d8)							
Special/Notes							
Extraplanar, fire traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (boiling water or humid environment). Feat: Dodge. Breath Weapon (Su): 10-ft cone; 1d4 fire dmg; Ref DC 12 half; living creatures failing save receive -4 AC, -2 atk for 3 rds unless imm fire. Spell-Like Abilities: 1/hr—blur; CL 3. 1/day—rainstorm of boiling water in 20-ft-sq area; 2d6 fire dmg to living creatures; Ref DC 14 half; as 2nd-lvl spell; CL 6. Summon Mephit (Sp): 1/day; summ mon (steam mephit only; 25%; as 2nd-lvl spell).							


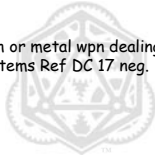
DELAY or READY	NAME	ALIGN/RACE	INIT				
	Mephit, Water (CR 3)	N	+0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	16 11 16						
STR	10	INT	6	FORT	+3	SPD	30 ft, fly 40 ft (avg), swim 30 ft
DEX	13	WIS	11	REF	+4	GRAP	+1 VIS dark 60
CON	10	CHA	15	WILL	+3		
Skills							
Bluff	+8	Hide	+10	M Sil	+6		
Esc	+6	Lis	+6	Spot	+6		
Attack (#)	Bonus	Type	Damage				
Claw (2)	+6	PS	1d3+2				
HP							
19 hp (3d8+6)							
Special/Notes							
Extraplanar, water traits; nat wpns mag for DR; DR 5/mag, fast healing 2 (in rain or partially submerged). Feat: Pow Atk. Breath Weapon (Su): 15-ft cone; 1d8 acid dmg; Ref DC 13 half. Spell-Like Abilities: 1/hr—acid arrow; CL 3. 1/day stink cld (DC 15); CL 6. Summon Mephit (Sp): 1/day; summ mon (water mephit only; 25%; as 2nd-lvl spell).							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Merrow (CR 3)	CE	-1				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	13 8 13						
STR	21	INT	6	FORT	+6	SPD	30 ft, swim 40 ft
DEX	8	WIS	10	REF	+0	GRAP	+12 VIS dark 60, low-light
CON	15	CHA	7	WILL	+1		
Skills							
Lis	+2	Swim	+5				
Spot	+2						
Attack (#)	Bonus	Type	Damage				
Longspear	+8	P	1d8+7				
Javelin	+1	P	1d8+5				
HP							
29 hp (4d8+11)							
Special/Notes							


DELAY or READY	NAME Ogre (CR 3)		ALIGN/RACE CE	INIT -1						
	AC	BASE 16	TCH 8	FLT 16	TMP	CLASS/LEVEL				
	STR	21	INT	6	FORT	+5	SPD	40 ft. hide armor 30 ft		
	DEX	8	WIS	10	REF	+2	GRAP	+12	VIS	dark 60, low-light
	CON	15	CHA	7	WILL	+2				
Skills										
	Climb		Spot							
	Lis									
Attack (#) Bonus Type Damage										
	Greatclub	+8	B	2d8+7						
	Javelin	+1	P	1d8+5						
HP 29 hp (4d8+11)										
Special/Notes										
										
UNCONSCIOUS										


DELAY or READY	NAME Pegasus (CR 3)		ALIGN/RACE CG	INIT +2						
	AC	BASE 14	TCH 11	FLT 12	TMP	CLASS/LEVEL				
	STR	18	INT	10	FORT	+7	SPD	60 ft. fly 120 ft (avg)		
	DEX	15	WIS	13	REF	+6	GRAP	+12	VIS	dark 60, low-light
	CON	16	CHA	13	WILL	+4				
Skills										
	Lis	+8	Spot	+8						
	S Mot	+9								
Attack (#) Bonus Type Damage										
	Hoof (2)	+7	B	1d6+4						
	Bite	+2	BPS	1d3+2						
HP 34 hp (4d10+12)										
Special/Notes										
Scent. Feat: Flyby Atk. Spell-Like Abilities: At will— <i>det good & det evil</i> in 60-ft r. CL 5. Carrying Capacity: Lt -300; med -600; hvy-900.										
										
UNCONSCIOUS										


DELAY or READY	NAME Owl, Giant (CR 3)		ALIGN/RACE NG	INIT +3						
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL				
	STR	18	INT	10	FORT	+5	SPD	10 ft. fly 70 ft (avg)		
	DEX	17	WIS	14	REF	+7	GRAP	+12	VIS	Sup. low-light
	CON	12	CHA	10	WILL	+3				
Skills										
	Lis	+17	Spot	+10						
	M Sil*	+8								
Attack (#) Bonus Type Damage										
	Claw (2)	+7	PS	1d6+4						
	Bite	+2	BPS	1d8+2						
HP 26 hp (4d10+4)										
Special/Notes										
Feat: Wingover. Superior Low-Light Vision (Ex): 5 x human sight in low light. Carrying Capacity: Lt -300; med -600; hvy -900. * +8 to M Sil when in flight.										
										
UNCONSCIOUS										


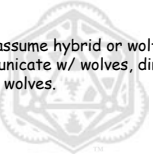
DELAY or READY	NAME Rust Monster (CR 3)		ALIGN/RACE N	INIT +3						
	AC	BASE 18	TCH 13	FLT 15	TMP	CLASS/LEVEL				
	STR	10	INT	2	FORT	+2	SPD	40 ft		
	DEX	17	WIS	13	REF	+4	GRAP	+3	VIS	dark 60
	CON	13	CHA	8	WILL	+5				
Skills										
	Lis	+7								
	Spot	+7								
Attack (#) Bonus Type Damage										
	Antennae touch	+3	—	rust						
	Bite	-2	BPS	1d3						
HP 27 hp (5d8+5)										
Special/Notes										
Scent. Feat: Track. Rust (Ex): Antennae touch or metal wpn dealing dmg; destroy 10-ft cube of metal; mag metal items Ref DC 17 neg.										
										
UNCONSCIOUS										


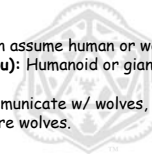
DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Salamander Flamebrother (CR 3)E				+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	19	12	18						
STR	12	INT	14	FORT	+6	SPD	20 ft.		
DEX	13	WIS	15	REF	+5	GRAP	+12	VIS	dark 60
CON	14	CHA	13	WILL	+6				
Skills									
Hide	+12	M Sil	+6						
Lis	+11	Spot	+11						
Attack (#) Bonus Type Damage									
Spear	+6	P	1d6+1/x3 +1d6 fire						
Tail slap	+4	B	1d4 +1d6 fire						
HP									
26 hp (4d8+8)									
Special/Notes									
Extraplanar, fire traits. Constrict (Ex): Auto tail slap dmg w/ grap. Improved Grab (Ex): Tail slap atk v. <=Med opp; grap as free act w/o AoO; constrict.									


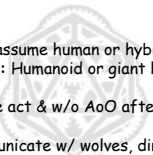
DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Shadow (CR 3)		CE		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13	13	11						
STR	—	INT	6	FORT	+1	SPD	Fly 40 ft. (good)		
DEX	14	WIS	12	REF	+3	GRAP	—	VIS	dark 60
CON	—	CHA	13	WILL	+4				
Skills									
Hide*	+8	Srch	+4						
Lis	+7	Spot	+7						
Attack (#) Bonus Type Damage									
Incorp. touch	+3	—	1d6 Str						
HP									
19 hp (3d12)									
Special/Notes									
Incorp. undead traits; +2 turn resist. Feat: Dodge. Strength Damage (Su): Incorp touch; 1d6 Str dmg to living foe. Create Spawn (Su): Any humanoid reduced to Str 0; become shadow under control of killer in 1d4 rds. * +4 to Hide in shadowy illumination; -4 to Hide in brightly lit areas.									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Unicorn (CR 3)		CG		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	12	15						
STR	20	INT	10	FORT	+9	SPD	60 ft.		
DEX	17	WIS	21	REF	+7	GRAP	+13	VIS	dark 60, low-light
CON	21	CHA	24	WILL	+6				
Skills									
Jump	+21	M Sil	+9						
Lis	+11	Spot	+11						
Attack (#) Bonus Type Damage									
+3 horn	+11	P	1d8+8						
Hoof (2)	+3	B	1d4+2						
HP									
42 hp (4d10+20)									
Special/Notes									
Imm poison, charm, compulsion; scent. Magic Circle against Evil (Su): As spell; continuous; can't suppress. Spell-Like Abilities: At will—det evil (free act), 3/day—cure 1/ (CL 5), 1/day—cure mod (CL 5), gr tport (w/in home forest), neut poison (DC 21, CL 8). Wild Empathy (Ex): As druid, except +6 on check.									

DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Violet Fungus (CR 3)		N		-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13	9	13						
STR	14	INT	—	FORT	+6	SPD	10 ft.		
DEX	8	WIS	11	REF	-1	GRAP	+3	VIS	low-light
CON	16	CHA	9	WILL	+0				
Skills									
Attack (#) Bonus Type Damage									
Tentacle (4)	+3	B	1d6+2 +poison						
HP									
15 hp (2d8+6)									
Special/Notes									
Plant traits. Poison (Ex): Injury, Fort DC 14, init & sec dmg 1d4 Str + 1d4 Con.									


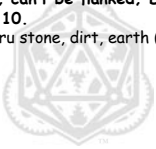
DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Werewolf, Human Form* (CR 3)		CE		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	10	17			War 1				
STR	13	INT	10	FORT	+6	SPD	30 ft			
DEX	11	WIS	11	REF	+3	GRAP	+3	VIS	low-light	
CON	12	CHA	8	WILL	+2					
Skills										
Hide	+1	M Sil	+2							
Lis	+1	Spot	+1							
Attack (#)										
Longsword	+3	S	1d8+1/19-20							
Lt crossbow	+2	P	1d8/19-20							
HP										
20 hp (1d8+1 +2d8+6)										
Special/Notes										
Scent. Feat: Track. Alternate Form (Su): Can assume hybrid or wolf form. Wolf Empathy (Ex): Communicate w/ wolves, dire wolves; +4 on Cha-based checks v wolves, dire wolves. * Based on human War 1.										
										
UNCONSCIOUS										


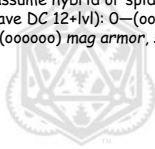
DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Werewolf, Hybrid Form* (CR 3)		CE		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	12	14			War 1				
STR	15	INT	10	FORT	+8	SPD	30 ft			
DEX	15	WIS	11	REF	+5	GRAP	+4	VIS	low-light	
CON	16	CHA	8	WILL	+2					
Skills										
Hide	+6	M Sil	+6							
Lis	+1	Spot	+1							
Attack (#)										
Claw (2)	+4	PS	1d4+2							
Bite	+0	BPS	1d6+1							
HP										
20 hp (1d8+1 +2d8+6)										
Special/Notes										
DR 10/silver; scent. Feat: Track. Alternate Form (Su): Can assume human or wolf form. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy. Wolf Empathy (Ex): Communicate w/ wolves, dire wolves; +4 on Cha-based checks v wolves, dire wolves. * Based on human War 1.										
										
UNCONSCIOUS										


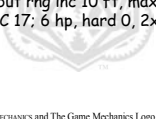
DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Werewolf, Wolf Form* (CR 3)		CE		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	12	14			War 1				
STR	15	INT	10	FORT	+8	SPD	50 ft			
DEX	15	WIS	11	REF	+5	GRAP	+13	VIS	low-light	
CON	16	CHA	8	WILL	+2					
Skills										
Hide	+6	M Sil	+6							
Lis	+1	Spot	+1							
Attack (#)										
Bite	+5	BPS	1d6+3							
HP										
20 hp (1d8+1 +2d8+6)										
Special/Notes										
DR 10/silver; scent. Feat: Track. Alternate Form (Su): Can assume human or hybrid form. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy. Trip (Ex): Trip (+3) as free act & w/o AoO after bite; failing, opp can't react. Wolf Empathy (Ex): Communicate w/ wolves, dire wolves; +4 on Cha-based checks v wolves, dire wolves. * Based on human War 1.										
										
UNCONSCIOUS										



DELAY OF READY	NAME		ALIGN/RACE		INIT					
	Wight (CR 3)		LE		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	14							
STR	12	INT	11	FORT	+1	SPD	30 ft			
DEX	12	WIS	13	REF	+2	GRAP	+3	VIS	dark 60	
CON	-	CHA	15	WILL	+5					
Skills										
Hide	+8	M Sil	+16							
Listen	+7	Spot	+7							
Attack (#)										
Slam	+3	B	1d4+1 +drain							
HP										
26 hp (4d12)										
Special/Notes										
Undead traits. Feat: B-Fight. Create Spawn (Su): Any humanoid slain; become wight in 1d4 rds under command of killer. Energy Drain (Su): Living creatures hit by slam; 1 neg lvl & wight gains 5 temp hp; Fort DC 14.										
										
UNCONSCIOUS										


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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Xorn, Minor (CR 3)		N		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	23	11	23							
STR	15	INT	10	FORT	+5	SPD	20 ft., burrow 20 ft.			
DEX	10	WIS	11	REF	+3	GRAP	+3	VIS	dark 60, trsn 60	
CON	15	CHA	10	WILL	+3					
Skills										
Hide	+10	Lis	+6	Srch	+6					
Intim	+3	M Sil	+3	Spot	+8					
Attack (#) Bonus Type Damage										
Bite		+6	BPS	2d8+2						
Claw (3)		+4	PS	1d3+1						
HP										
22 hp (3d8+9)										
Special/Notes										
Earth, extraplanar traits; can't be flanked; DR 5/bludgeoning; imm cold, fire; resist electric 10. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Aranea, Humanoid Form (CR 4)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	13	12	11							
STR	11	INT	14	FORT	+5	SPD	30 ft.			
DEX	15	WIS	13	REF	+5	GRAP	+3	VIS	dark 60, low-light	
CON	14	CHA	14	WILL	+4					
Skills										
Climb	+14	Esc	+5	Lis	+6					
Conc	+8	Jump	+13	Spot	+6					
Attack (#) Bonus Type Damage										
—										
HP										
22 hp (3d10+6)										
Special/Notes										
Change Shape (Su): Can assume hybrid or spider form; see MM. Sorcerer Spells Known (save DC 12+lvl): 0—(ooooo) daze, det mag, ghost s, light, resist, 1st—(ooooo) mag armor, sil image, sleep, CL 3.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Aranea, Hybrid Form (CR 4)		CE		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	13	12	11							
STR	11	INT	14	FORT	+5	SPD	30 ft.			
DEX	15	WIS	13	REF	+5	GRAP	+3	VIS	dark 60, low-light	
CON	14	CHA	14	WILL	+5					
Skills										
Climb	+14	Esc	+5	Lis	+6					
Conc	+8	Jump	+13	Spot	+6					
Attack (#) Bonus Type Damage										
Bite		+5	BPS	1d6 +poison						
Web		+5	—	—						
HP										
22 hp (3d10+6)										
Special/Notes										
Change Shape (Su): Can assume human or spider form; see MM. Poison (Ex): Injury; Fort DC 13; init dmg 1d6 Str; sec dmg 2d6 Str. Sorcerer Spells Known (save DC 12+lvl): 0—(ooooo) daze, det mag, ghost s, light, resist, 1st—(ooooo) mag armor, sil image, sleep, CL 3. Web (Ex): As atk w/ net, but rng inc 10 ft, max 50 ft; <=Lg; no mv. Escaping: Esc DC 13; Str DC 17; 6 hp, hard 0, 2x dmg from fire.										
										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Aranea, Spider Form (CR 4)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	13	12	11							
STR	11	INT	14	FORT	+5	SPD	50 ft., climb 25 ft.			
DEX	15	WIS	13	REF	+5	GRAP	+3	VIS	dark 60, low-light	
CON	14	CHA	14	WILL	+4					
Skills										
Climb	+14	Esc	+5	Lis	+6					
Conc	+8	Jump	+13	Spot	+6					
Attack (#) Bonus Type Damage										
Bite		+5	BPS	1d6 +poison						
Web		+5	—	—						
HP										
22 hp (3d10+6)										
Special/Notes										
Change Shape (Su): Can assume human or hybrid form; see MM. Poison (Ex): Injury; Fort DC 13; init dmg 1d6 Str; sec dmg 2d6 Str. Sorcerer Spells Known (save DC 12+lvl): 0—(ooooo) daze, det mag, ghost s, light, resist, 1st—(ooooo) mag armor, sil image, sleep, CL 3. Web (Ex): As atk w/ net, but rng inc 10 ft, max 50 ft; <=Lg; no mv. Escaping: Esc DC 13; Str DC 17; 6 hp, hard 0, 2x dmg from fire.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Barghest, Goblin Form (CR 4)		LE		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	12	16						
STR	17	INT	14	FORT	+6	SPD	30 ft		
DEX	15	WIS	14	REF	+7	GRAP	+9	VIS	dark 60
CON	13	CHA	14	WILL	+7				
Skills									
Hide*	+11	Jump	+12	M Sil	+10				
Intim	+13	Lis	+11	Spot	+11				
Attack (#)									
Bite	+9	Bonus	Type	Damage					
Claw (2)	+4	PS	1d4+1						
HP									
33 hp (6d8+6)									
Special/Notes									
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 5/mag; scent.									
Feats: Cbt Reflex, Track.									
Spell-Like Abilities: At will—blink, lev, misdirect (DC 14), rage (DC 15); 1/day—charm mon (DC 16), crush desp (DC 16), dim door. CL 6.									
Change Shape (Su): Can assume hybrid or wolf form.									
Feed (Su): See MM.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Barghest, Hybrid Form (CR 4)		LE		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	12	16						
STR	17	INT	14	FORT	+6	SPD	30 ft		
DEX	15	WIS	14	REF	+7	GRAP	+9	VIS	dark 60
CON	13	CHA	14	WILL	+7				
Skills									
Hide*	+11	Jump	+12	M Sil	+10				
Intim	+13	Lis	+11	Spot	+11				
Attack (#)									
Bite	+9	Bonus	Type	Damage					
Claw (2)	+4	PS	1d4+1						
HP									
33 hp (6d8+6)									
Special/Notes									
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 5/mag; scent.									
Feats: Cbt Reflex, Track.									
Spell-Like Abilities: At will—blink, lev, misdirect (DC 14), rage (DC 15); 1/day—charm mon (DC 16), crush desp (DC 16), dim door. CL 6.									
Change Shape (Su): Can assume goblin or wolf form.									
Feed (Su): See MM.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Barghest, Wolf Form (CR 4)		LE		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13	12	11						
STR	17	INT	14	FORT	+6	SPD	30 ft		
DEX	15	WIS	14	REF	+7	GRAP	+9	VIS	dark 60
CON	13	CHA	14	WILL	+7				
Skills									
Hide*	+11	Jump	+12	M Sil	+10				
Intim	+13	Lis	+11	Spot	+11				
Attack (#)									
Bite	+9	Bonus	Type	Damage					
Claw (2)	+4	PS	1d4+1						
HP									
33 hp (6d8+6)									
Special/Notes									
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 5/mag; scent.									
Feats: Cbt Reflex, Track.									
Spell-Like Abilities: At will—blink, lev, misdirect (DC 14), rage (DC 15); 1/day—charm mon (DC 16), crush desp (DC 16), dim door. CL 6.									
Change Shape (Su): Can assume goblin or hybrid form.									
Feed (Su): See MM.									
Pass Without Trace (Ex): As pass w/o trace; free act.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Bear, Brown (CR 4)		N		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	10	14						
STR	27	INT	2	FORT	+9	SPD	40 ft		
DEX	13	WIS	12	REF	+6	GRAP	+16	VIS	low-light
CON	19	CHA	6	WILL	+3				
Skills									
Lis	+4	Swim	+12						
Spot	+7								
Attack (#)									
Claw (2)	+11	Bonus	Type	Damage					
Bite	+6	BPS	2d6+4						
HP									
51 hp (6d8+24)									
Special/Notes									
Scent.									
Feats: Endur, Run, Track.									
Improved Grab (Ex): Claw; grap as free act w/o AoO.									
					UNCONSCIOUS				



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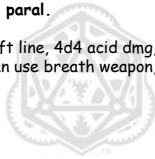
DELAY or READY	NAME		ALIGN/RACE		INIT
	Bear, Polar (CR 4)		N		+1
	AC	BASE	TCH	FLT	TMP
	15	10	14		
CLASS/LEVEL					
STR	27	INT	2	FORT	+10
SPD	40 ft. swim 30 ft				
DEX	13	WIS	12	REF	+7
GRAP	+18	VIS	low-light		
CON	19	CHA	6	WILL	+3
					
Skills					
Hide*	-2	Spot	+7		
Lis	+5	Swim	+16		
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+13	PS	1d8+8		
Bite	+8	BPS	2d6+4		
HP					
68 hp (8d8+32)					
Special/Notes					
Scent. Feats: Endur, Run, Track. Improved Grab (Ex): Claw; grap as free act w/o AoO. * +12 to Hide in snowy areas.					


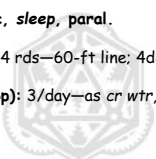
DELAY or READY	NAME		ALIGN/RACE		INIT
	Centipede Swarm (CR 4)		N		+4
	AC	BASE	TCH	FLT	TMP
	18	18	14		
CLASS/LEVEL					
STR	1	INT	-	FORT	+5
SPD	20 ft. climb 20 ft				
DEX	19	WIS	10	REF	+7
GRAP	-	VIS	dark 60, trsn 30		
CON	8	CHA	2	WILL	+3
					
Skills					
Climb	+12				
Spot	+4				
Attack (#)					
Swarm*	Bonus	Type	Damage		
	-	-	2d6 +poison		
HP					
31 hp (9d8-9)					
Special/Notes					
Swarm, vermin traits; imm weap dmg. Poison (Ex): Injury, Fort DC 13, init & sec dmg 1d4 Dex. Distraction (Ex): Living creatures beginning turn in swarm; Fort DC 13 or nauseated for 1 rd. * See MM for combat details.					


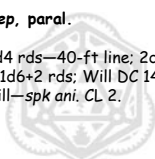
DELAY or READY	NAME		ALIGN/RACE		INIT
	Crocodile, Giant (CR 4)		N		+1
	AC	BASE	TCH	FLT	TMP
	16	9	15		
CLASS/LEVEL					
STR	27	INT	1	FORT	+9
SPD	20 ft. swim 30 ft				
DEX	12	WIS	12	REF	+6
GRAP	+21	VIS	low-light		
CON	19	CHA	2	WILL	+3
					
Skills					
Hide*	+1	Spot	+5		
Lis	+5	Swim	+16		
Attack (#)					
Bite	Bonus	Type	Damage		
	+11	BPS	2d8+12		
Tail slap	+11	B	1d12+12		
HP					
59 hp (7d8+28)					
Special/Notes					
Improved Grab (Ex): Bite; grap as free act w/o AoO. Hold Breath: Hold breath for 4xCon score rds, then risk drown. * +10 to Hide in water.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Dire Boar (CR 4)		N		+0
	AC	BASE	TCH	FLT	TMP
	15	9	15		
CLASS/LEVEL					
STR	27	INT	2	FORT	+8
SPD	40 ft				
DEX	10	WIS	13	REF	+5
GRAP	+17	VIS	low-light		
CON	17	CHA	8	WILL	+8
					
Skills					
Lis	+8				
Spot	+8				
Attack (#)					
Gore	Bonus	Type	Damage		
	+12	P	1d8+12		
HP					
52 hp (7d8+21)					
Special/Notes					
Scent. Feat: Endur. Ferocity (Ex): No penalty for fighting while disabled or dying.					


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dire Wolverine (CR 4)		N		+3		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	16	12	13				
STR	22	INT	2	FORT	+8	SPD	30 ft. climb 10 ft
DEX	17	WIS	12	REF	+7	GRAP	+13 VIS low-light
CON	19	CHA	10	WILL	+5		
Skills							
Climb	+14	Spot	+7				
Lis	+7						
Attack (#)							
Claw (2)	Bonus	Type	Damage				
	+8	PS	1d6+6				
Bite	+3	BPS	1d8+3				
HP							
45 hp (5d8+23)							
Special/Notes							
Scent. Feat: Track. Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC.							
							
UNCONSCIOUS							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Black Very Young (CR 4)		CE		+4		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	17	11	17				
STR	13	INT	8	FORT	+6	SPD	60 ft. fly 100 ft (avg), swim 60 ft
DEX	10	WIS	11	REF	+5	GRAP	+4 VIS dark 120 low-light blsn 60
CON	13	CHA	8	WILL	+6		
Skills							
Hide	+12	Lis	+7	Spot	+7		
Intim	+6	M Sil	+7	Swim	+9		
Attack (#)							
Bite	Bonus	Type	Damage				
	+9	BPS	1d6+1				
Claw (2)	+7	PS	1d4				
HP							
52 hp (7d12+7)							
Special/Notes							
Water traits: imm sleep, paral. Feat: Wingover. Breath Weapon (Su): 40-ft line, 4d4 acid dmg, Ref DC 14 half. Water Breathing (Ex): Can use breath weapon, spells, & other abilities while submerged.							
							
UNCONSCIOUS							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Blue Very Young (CR 4) LE		LE		+4		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	18	10	18				
STR	15	INT	10	FORT	+8	SPD	40 ft. burrow 20 ft. fly 150 ft (poor)
DEX	10	WIS	11	REF	+6	GRAP	+11 VIS dark 120 low-light blsn 60
CON	15	CHA	10	WILL	+6		
Skills							
Bluff	+12	Intim	+14	Srch	+12		
Esc	+12	Lis	+14	Spot	+14		
Attack (#)							
Bite	Bonus	Type	Damage				
	+8	BPS	1d8+2				
Claw (2)	+3	PS	1d6+1				
Wing (2)	+3	B	1d4+1				
HP							
76 hp (9d12+18)							
Special/Notes							
Earth traits; imm electric, sleep, paral. Feats: B-Fight, Hover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 4d8 acid dmg; Ref DC 16 half. Create/Destroy Water (Sp): 3/day—as er wtr, but can destroy also. As 1st-lvl spell. See MM.							
							
UNCONSCIOUS							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Brass Very Young (CR 4) CG		CG		+4		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	17	11	17				
STR	13	INT	10	FORT	+6	SPD	60 ft. burrow 30 ft. fly 150 ft (avg)
DEX	10	WIS	11	REF	+5	GRAP	+4 VIS dark 120 low-light blsn 60
CON	13	CHA	10	WILL	+5		
Skills							
Esc	+4	Srch	+10	Spot	+10		
Lis	+10	S Mot	+6				
Attack (#)							
Bite	Bonus	Type	Damage				
	+9	BPS	1d6+1				
Claw (2)	+4	PS	1d4				
HP							
52 hp (7d12+7)							
Special/Notes							
Fire traits; imm fire, sleep, paral. Feats: Flyby Atk. Breath Weapon (Su): 1/1d4 rds—40-ft line; 2d6 fire dmg; Ref DC 14 half. Or 20-ft cone; sleep 1d6+2 rds; Will DC 14 neg. Spell-Like Abilities: At will—spk ani. CL 2.							
							
UNCONSCIOUS							


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Green Vry. Yng. (CR 3)		LE		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	17	10	17					
STR	15	INT	10	FORT	+5	SPD	40 ft. swim 40 ft. fly 150 ft (poor)		
DEX	10	WIS	11	REF	+4	GRAP	+10	VIS	dark 120 low-light blsn 60
CON	15	CHA	10	WILL	+4				
Skills									
Conc	+5	Lis	+8	S Mot	+3				
Intim	+6	M Sil	+3	Spell	+3				
Attack (#)	Bonus	Type	Damage						
Bite	+10	BPS	2d6+2						
Claw (2)	+5	PS	1d6+1						
Wing (2)	+5	B	1d4+1						
HP									
68 hp (8d12+16)									
Special/Notes									
Air traits; imm acid, sleep, paral. Feats: Pow Atk. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 4d6 acid dmg; Ref DC 16 half. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities.									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Red Wyrmling (CR 4)		CE		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	16	10	16					
STR	17	INT	10	FORT	+7	SPD	40 ft. fly 150 ft (poor)		
DEX	10	WIS	11	REF	+5	GRAP	+10	VIS	dark 120 low-light blsn 60
CON	15	CHA	10	WILL	+5				
Skills									
Bluff	+10	Lis	+12						
Jump	+13	Spot	+12						
Attack (#)	Bonus	Type	Damage						
Bite	+10	BPS	1d8+3						
Claw (2)	+5	PS	1d6+1						
Wing (2)	+5	B	1d4+1						
HP									
59 hp (7d12+14)									
Special/Notes									
Fire traits; imm sleep, paral. Feats: B-Fight, Hover. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 2d10 fire dmg; Ref DC 15 half.									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, Silver Wyrmling (CR 4)		LG		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	17	11	17					
STR	13	INT	14	FORT	+6	SPD	40 ft. fly 100 ft (avg)		
DEX	10	WIS	15	REF	+5	GRAP	+4	VIS	dark 120 low-light blsn 60
CON	13	CHA	14	WILL	+7				
Skills									
Bluff	+12	Intim	+9	S Mot	+12				
Dipl	+11	Lis	+14	Spot	+14				
Attack (#)	Bonus	Type	Damage						
Bite	+9	BPS	1d6+1						
Claw (2)	+4	PS	1d4						
HP									
52 hp (7d12+7)									
Special/Notes									
Fire traits; imm acid, sleep, paral. Feats: Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—20-ft cone; 2d8 fire dmg; Ref DC 14 half. Or 20-ft gas cone; paral 1d6+1 rds; Fort DC 14 neg. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration). Cloudwalking (Su): Continuous (negate/resume at will); walk on clouds or fog as solid ground.									


DELAY OF READY	NAME		ALIGN/RACE		INIT				
	Dragon, White Young (CR 4)		CE		+4				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	18	10	18					
STR	15	INT	6	FORT	+8	SPD	60 ft. burrow 30 ft. fly 200 ft (poor), swim 60 ft		
DEX	10	WIS	11	REF	+6	GRAP	+11	VIS	dark 120 low-light blsn 60
CON	15	CHA	6	WILL	+6				
Skills									
Intim	+9	Lis	+12	Spot	+12				
Jump	+14	Srch	+10	Swim	+2				
Attack (#)	Bonus	Type	Damage						
Bite	+11	BPS	2d6+2						
Claw (2)	+6	PS	1d6+1						
Wing (2)	+6	B	1d4+1						
HP									
76 hp (9d12+12)									
Special/Notes									
Cold traits; imm sleep, paral. Feats: Flyby Atk, Wingover. Breath Weapon (Su): 30-ft cone, 3d6 cold dmg, Ref DC 16 half. Icwalking (Ex): Always on; as s climb (icy surfaces).									

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DELAY or READY	NAME Gargoyle (CR 4)		ALIGN/RACE CE	INIT +2					
	AC	BASE 16	TCH 12	FLT 14	TMP	CLASS/LEVEL			
	STR	15	INT	6	FORT	+5	SPD	40 ft. fly 60 ft (avg)	
	DEX	14	WIS	11	REF	+6	GRAP	+6	VIS
CON	18	CHA	7	WILL	+4				
Skills		Hide*	+7	Spot	+4				
		Lis	+4						
Attack (#)		Bonus	Type	Damage					
Claw (2)		+6	PS	1d4+2					
Bite		+4	BPS	1d6+1					
Gore		+4	P	1d6+1					
HP		37 hp (4d8+19)							
Special/Notes		Earth traits; nat wpns mag for DR. Freeze (Ex): Spot DC 20 to notice it is alive. * +8 to Hide near stone.							

DELAY or READY	NAME Gray Ooze (CR 4)		ALIGN/RACE N	INIT -5					
	AC	BASE 5	TCH 5	FLT 5	TMP	CLASS/LEVEL			
	STR	12	INT	—	FORT	+6	SPD	10 ft	
	DEX	1	WIS	1	REF	-4	GRAP	+3	VIS
CON	21	CHA	1	WILL	-4				
Skills									
Attack (#)		Bonus	Type	Damage					
Slam		+3	B	1d6+1 +1d6 acid					
HP		31 hp (3d10+15)							
Special/Notes		Ooze traits, imm cold, fire. Acid (Ex): All except stone; items hit or hitting; Ref DC 16 or dissolve. 16 dmg/rd w/ full-rd touch. Constrict (Ex): Auto slam & acid dmg w/ grap; -4 to Ref save v acid for clothing & armor. Improved Grab (Ex): Slam; grap as free act w/o AoO; constrict. Transparent (Ex): Spot DC 15 to notice; opp walking into it take slam & acid dmg.							

DELAY or READY	NAME Griffon (CR 4)		ALIGN/RACE N	INIT +2					
	AC	BASE 17	TCH 11	FLT 15	TMP	CLASS/LEVEL			
	STR	18	INT	5	FORT	+8	SPD	30 ft. fly 80 ft (avg)	
	DEX	15	WIS	13	REF	+7	GRAP	+15	VIS
CON	16	CHA	8	WILL	+5				
Skills		Jump	+8	Spot	+10				
		Lis	+6						
Attack (#)		Bonus	Type	Damage					
Bite		+11	BPS	2d6+4					
Claw (2)		+8	PS	1d4+2					
HP		59 hp (7d10+21)							
Special/Notes		Scent. Pounce (Ex): Full atk w/ dive or charge. Rake (Ex): +8 melee, 1d6+2 dmg. Carrying Capacity: Lt -300; med -600; hvy -900.							

DELAY or READY	NAME Harpy (CR 4)		ALIGN/RACE CE	INIT +2						
	AC	BASE 13	TCH 12	FLT 11	TMP	CLASS/LEVEL				
	STR	10	INT	7	FORT	+2	SPD	20 ft. fly 80 ft (avg)		
	DEX	15	WIS	12	REF	+7	GRAP	+7	VIS	dark 60
CON	10	CHA	17	WILL	+6					
Skills		Bluff	+11	Lis	+7	Spot	+3			
		Intim	+7	Perf (orat)	+5					
Attack (#)		Bonus	Type	Damage						
Club		+7/+2	B	1d6						
Claw (2)		+2	PS	1d3						
HP		31 hp (7d8)								
Special/Notes		Feats: Dodge, Flyby Atk. Captivating Song (Su): All creatures w/in 300-ft spread; Will DC 16 or captivated by sonic mind-affecting charm; see MM.								


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DELAY or READY	NAME Hydra, Five-Headed (CR 4)		ALIGN/RACE N		INIT +1	
	AC	BASE 15	TCH 9	FLT 14	TMP	CLASS/LEVEL
	STR	17	INT	2	FORT +9	SPD 20 ft, swim 20 ft
	DEX	12	WIS	10	REF +5	GRAP +16 VIS dark 60, low-light
	CON	20	CHA	9	WILL +3	
Skills						
	Lis	+6	Swim	+11		
	Spot	+6				
Attack (#) Bonus Type Damage						
	Bite*	(5)	+6	BPS	1d10+3	
HP 55 hp [†] (5d10+28)						
Special/Notes Fast heal 15, scent. Feat: Cbt Reflex (can use all heads for AoO). Heads: Sunder w/slash for 11 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 10. * Can atk w/ all heads at no penalty w/ mv or charge. † Can be killed by severing all heads; see MM.						


DELAY or READY	NAME Kapocacynth (CR 4)		ALIGN/RACE CE		INIT +2	
	AC	BASE 16	TCH 12	FLT 14	TMP	CLASS/LEVEL
	STR	15	INT	6	FORT +5	SPD 40 ft, swim 60 ft
	DEX	14	WIS	11	REF +6	GRAP +6 VIS dark 60
	CON	18	CHA	7	WILL +4	
Skills						
	Hide*	+7	Spot	+4		
	Lis	+4				
Attack (#) Bonus Type Damage						
	Claw	(2)	+6	PS	1d4+2	
	Bite		+4	BPS	1d6+1	
	Gore		+4	P	1d6+1	
HP 37 hp (4d8+19)						
Special/Notes Nat wpns mag for DR. Freeze (Ex): Spot DC 20 to notice it is alive. * +8 to Hide near stone.						


DELAY or READY	NAME Mimic (CR 4)		ALIGN/RACE N		INIT +1	
	AC	BASE 15	TCH 10	FLT 15	TMP	CLASS/LEVEL
	STR	19	INT	10	FORT +5	SPD 10 ft
	DEX	12	WIS	13	REF +5	GRAP +13 VIS dark 60
	CON	17	CHA	10	WILL +6	
Skills						
	Climb	+9	Lis	+8		
	Disg	+13	Spot	+8		
Attack (#) Bonus Type Damage						
	Slam	(2)	+9	B	1d8+4	
HP 52 hp (7d8+21)						
Special/Notes Imm acid. Adhesive (Ex): Auto grap any opp hit w/ slam; remove adhesive (strong alcohol/5 rds after death) to break grap. Wpn striking; Ref DC 16 to avoid sticking; Str DC 16 to free. Crush (Ex): 1d8+4 dmg w/ grap. Mimic Shape (Ex): Assume shape of any 150 cu ft object; see MM.						

DELAY or READY	NAME Minotaur (CR 4)		ALIGN/RACE CE		INIT +0	
	AC	BASE 14	TCH 9	FLT 14*	TMP	CLASS/LEVEL
	STR	19	INT	7	FORT +6	SPD 30 ft
	DEX	10	WIS	10	REF +5	GRAP +14 VIS dark 60
	CON	15	CHA	8	WILL +5	
Skills						
	Intim	+2	Srch	+2		
	Lis	+7	Spot	+7		
Attack (#) Bonus Type Damage						
	Greataxe		+9/+4	S	3d6+6/x3	
	Gore		+4	P	1d8+2	
HP 39 hp (6d8+12)						
Special/Notes Scent. Feat: Pow Atk. Powerful Charge (Ex): As charge, but gore is +9, 4d6+6 dmg. Natural Cunning (Ex): Imm maze; can't become lost; can track; never flat-footed. * See natural cunning.						


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Otyugh (CR 4)		N		+0
	AC	BASE	TCH	FLT	TMP
	17	17	9	17	
CLASS/LEVEL					
STR	11	INT	5	FORT	+3
SPD	20 ft				
DEX	10	WIS	12	REF	+2
GRAP	+8	VIS	dark 60		
CON	13	CHA	6	WILL	+6
					
Skills					
Hide*	-1	Spot	+6		
Lis	+6				
Attack (#)					
Tentacle† (2)	+4	Type	B	Damage	1d6
Bite	-2	BPS	1d4		
HP					
36 hp (6d8+9)					
Special/Notes					
Scent. Constrict (Ex): Auto tentacle dmg w/ grap. Disease (Ex): Filth fever—see MM. Improved Grab (Ex): Tentacle; grap as free act w/o AoO; constrict. * +8 to Hide in lair. † 15 ft reach w/ tentacle.					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Owlbear (CR 4)		N		+1
	AC	BASE	TCH	FLT	TMP
	15	15	10	14	
CLASS/LEVEL					
STR	21	INT	2	FORT	+9
SPD	30 ft				
DEX	12	WIS	12	REF	+5
GRAP	+14	VIS	dark 60		
CON	21	CHA	10	WILL	+2
					
Skills					
Lis	+8				
Spot	+8				
Attack (#)					
Claw (2)	+9	Type	PS	Damage	1d6+5
Bite	+4	BPS	1d8+2		
HP					
52 hp (5d10+25)					
Special/Notes					
Scent. Feat: Track. Improved Grab (Ex): Claw; grap as free act w/o AoO.					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Pixie (CR 4)		NG		+4
	AC	BASE	TCH	FLT	TMP
	16	16	15	12	
CLASS/LEVEL					
STR	7	INT	16	FORT	+0
SPD	20 ft, fly 60 ft (good)				
DEX	18	WIS	15	REF	+6
GRAP	-6	VIS	low-light		
CON	11	CHA	16	WILL	+4
					
Skills					
Conc	+4	Lis	+8	S Mot	+6
Hide	+8	M Sil	+8	Spot	+8
Attack (#)					
Short sword	+5	Type	P	Damage	1d4-2/19-20
Longbow	+5	P	1d6-2/x3		
HP					
3 hp (1d6)					
Special/Notes					
DR 10/cold iron; SR 15. Feat: Dodge. Greater Invisibility (Su): Invis even when attacking; constant, but can suppress or resume as free act. Spell-Like Abilities: 1/day— <i>l confus</i> (DC 14), <i>danc lt</i> , <i>det chaos</i> , <i>det good</i> , <i>det evil</i> , <i>det law</i> , <i>det thoughts</i> (DC 15), <i>disp magic</i> , <i>entang</i> (DC 14), <i>perm img</i> (DC 19; vis & aud only), <i>pmorph</i> (self only), CL 8. Special Arrows (Ex): <i>Memory Loss:</i> Will DC 15 or lose all memory; see MM. <i>Sleep:</i> Fort DC 15 or as sleep.					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Rhinoceros (CR 4)		CE		+0
	AC	BASE	TCH	FLT	TMP
	14	14	9	14*	
CLASS/LEVEL					
STR	19	INT	7	FORT	+6
SPD	30 ft				
DEX	10	WIS	10	REF	+5
GRAP	+14	VIS	dark 60		
CON	15	CHA	8	WILL	+5
					
Skills					
Intim	+2	Srch	+2		
Lis	+7	Spot	+7		
Attack (#)					
Greataxe	+9/+4	Type	S	Damage	3d6+6/x3
Gore	+4	P	1d8+2		
HP					
39 hp (6d8+12)					
Special/Notes					
Scent. Feat: Endur. Powerful Charge (Ex): 4d6+24 dmg w/ charge.					

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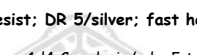
DELAY OF READY	NAME Tiger (CR 4)		ALIGN/RACE N	INIT +2						
	AC	BASE 14	TCH 11	FLT 12	TMP	CLASS/LEVEL				
	STR	23	INT	2	FORT	+8	SPD	40 ft		
	DEX	15	WIS	12	REF	+7	GRAP	+14	VIS	low-light
CON	17	CHA	6	WILL	+3					
Skills										
Bal	+6	Lis	+3	Spot	+3					
Hide*	+3	M Sil	+9	Swim	+11					
Attack (#) Bonus Type Damage										
Claw (2)	+9	PS	1d8+6							
Bite	+4	BPS	2d6+3							
HP										
45 hp (6d8+18)										
Special/Notes										
Scent. Improved Grab (Ex): Claw or bite; grap as free act w/o AoO; rake. Pounce (Ex): Full atk w/ charge, including 2 rakes. Rake (Ex): +9 melee, 1d8+3 dmg. * +8 to Hide in tall grass or heavy undergrowth.										
					UNCONSCIOUS					



DELAY OF READY	NAME Werebeast, Human Form* (CR 4) N		ALIGN/RACE N	INIT +0						
	AC	BASE 18	TCH 10	FLT 18	TMP	CLASS/LEVEL War 1				
	STR	13	INT	10	FORT	+6	SPD	30 ft, scale mail 20 ft		
	DEX	11	WIS	11	REF	+3	GRAP	+4	VIS	low-light
CON	12	CHA	8	WILL	+3					
Skills										
Intim	+3	Spot	+4							
Lis	+5									
Attack (#) Bonus Type Damage										
Battleaxe	+4	S	1d8+1/x3							
Javelin	+3	P	1d6+1							
HP										
34 hp (1d8+4 +3d8+12)										
Special/Notes										
Scent. Feats: Imp Bull Rush, Pow Atk. Alternate Form (Su): Can assume boar or hybrid form. Ferocity (Ex): No penalty for fighting while disabled or dying. Boar Empathy (Ex): Communicate w/ boars, dire boars; +4 on Cha-based checks v boars, dire boars. * Based on human War 1.										
					UNCONSCIOUS					



DELAY OF READY	NAME Werebeast, Boar Form* (CR 4) N		ALIGN/RACE N	INIT +0						
	AC	BASE 18	TCH 10	FLT 18	TMP	CLASS/LEVEL War 1				
	STR	17	INT	10	FORT	+9	SPD	40 ft		
	DEX	11	WIS	11	REF	+3	GRAP	+6	VIS	low-light
CON	18	CHA	8	WILL	+3					
Skills										
Intim	+3	Spot	+4							
Lis	+5									
Attack (#) Bonus Type Damage										
Gore	+6	P	1d8+4							
HP										
34 hp (1d8+4 +3d8+12)										
Special/Notes										
DR 10/silver; scent. Feats: Imp Bull Rush, Pow Atk. Alternate Form (Su): Can assume human or hybrid form. Curse of Lycanthropy (Su): Humanoid or giant hit by gore: Fort DC 15 or lycanthropy. Ferocity (Ex): No penalty for fighting while disabled or dying. Boar Empathy (Ex): Communicate w/ boars, dire boars; +4 on Cha-based checks v boars, dire boars. * Based on human War 1.										
					UNCONSCIOUS					


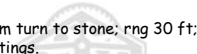
DELAY OF READY	NAME Werebeast, Hybrid Form* (CR 4) N		ALIGN/RACE N	INIT +0						
	AC	BASE 18	TCH 10	FLT 18	TMP	CLASS/LEVEL War 1				
	STR	17	INT	10	FORT	+9	SPD	30 ft		
	DEX	11	WIS	11	REF	+3	GRAP	+6	VIS	low-light
CON	18	CHA	8	WILL	+3					
Skills										
Intim	+3	Spot	+4							
Lis	+5									
Attack (#) Bonus Type Damage										
Battleaxe	+6	S	1d8+4/x3							
Gore	+1	P	1d6+1							
Claw (2)	+6	PS	1d4+3							
Gore	+1	P	1d6+1							
HP										
34 hp (1d8+4 +3d8+12)										
Special/Notes										
DR 10/silver; scent. Feats: Imp Bull Rush, Pow Atk. Alternate Form (Su): Can assume boar or human form. Curse of Lycanthropy (Su): Humanoid or giant hit by gore: Fort DC 15 or lycanthropy. Ferocity (Ex): No penalty for fighting while disabled or dying. Boar Empathy (Ex): Communicate w/ boars, dire boars; +4 on Cha-based checks v boars, dire boars. * Based on human War 1.										
					UNCONSCIOUS					


INITIATIVE CARDS
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Vampire Spawn (CR 4)		E		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	12	13							
STR	16	INT	13	FORT	+1	SPD	30 ft			
DEX	14	WIS	13	REF	+5	GRAP	+5	VIS	low-light	
CON	—	CHA	14	WILL	+5					
Skills										
Bluff	+6	Lis	+11	S Mot	+11					
Hide	+10	M Sil	+10	Spot	+11					
Attack (#) Bonus Type Damage										
Slam	+5	B	1d6+4 +drain							
HP										
29 hp (4d12+3)										
Special/Notes										
Undead traits; +2 turn resist; DR 5/silver; fast heal 2; resist cold 10, electric 10. Blood Drain (Ex): Pinned opp; 1d4 Con drain/rd; +5 temp hp. Domination (Su): Gaze atk (30 ft); Will DC 14 or as dom per. CL 5. Energy Drain (Su): Slam; 1 neg lvl & +5 temp hp; see MM. Fast Healing (Ex): See MM. Gaseous Form (Su): At will—as gas form, (no dur, fly 20 ft [perf]), CL 6. Spider Climb (Ex): Constant—as s climb. Weaknesses: See MM.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Animated Object, Huge (CR 5) N				-1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	13	7	13							
STR	20	INT	—	FORT	+2	SPD	See MM			
DEX	8	WIS	1	REF	+1	GRAP	+19	VIS	dark 60, low-light	
CON	—	CHA	1	WILL	-3					
Skills										
—										
—										
Attack (#) Bonus Type Damage										
Slam	+9	B	2d6+7							
HP										
84 hp (8d10+40)										
Special/Notes										
Construct traits.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Arrowhawk, Adult (CR 5)		N		+5					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	21	15	16							
STR	14	INT	10	FORT	+6	SPD	Fly 60 ft (perf)			
DEX	21	WIS	13	REF	+10	GRAP	+9	VIS	low-light	
CON	12	CHA	13	WILL	+6					
Skills										
Esc	+15	M Sil	+15	Spot	+11					
Lis	+11	S Mot	+11							
Attack (#) Bonus Type Damage										
Electricity ray*	+12	—	2d8							
Bite	+12	BPS	1d8+3							
HP										
38 hp (7d8+7)										
Special/Notes										
Imm acid, electric, poison; resist cold 10, fire 10. Feats: Dodge, Flyby Atk. * Rng 50 ft.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Basilisk (CR 5)		N		-1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	9	16							
STR	15	INT	2	FORT	+9	SPD	20 ft			
DEX	8	WIS	12	REF	+4	GRAP	+8	VIS	dark 60, low-light	
CON	15	CHA	11	WILL	+3					
Skills										
Hide*	+0	Spot	+7							
Lis	+7									
Attack (#) Bonus Type Damage										
Bite	+8	BPS	1d8+3							
HP										
45 hp (6d10+12)										
Special/Notes										
Feat: B-Fight. Petrifying Gaze (Su): Perm turn to stone; rng 30 ft; Fort DC 13 neg. * +4 on Hide in natural settings.										
										
UNCONSCIOUS										

DELAY or READY	NAME	ALIGN/RACE		INIT		
	Barghest, Greater, Dire Wolf Form		(CR 5) LE	+6		
	AC	BASE 20	TCH 11	FLT 18		
	CLASS/LEVEL					
STR	20	INT	18	FORT +9	SPD 40 ft	
DEX	15	WIS	18	REF +8	GRAP +18	VIS dark 60
CON	16	CHA	18	WILL +10		
Skills						
Conc*	+15	Lis	+16	S Mot	+16	
Hide	+14	M Sil	+14	Tmbl	+16	
Attack (#)	Bonus	Type	Damage			
Bite	+13	BPS	1d8+5			
HP						
67 hp (9d8+27)						
Special/Notes						
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 10/mag; scent.						
Feats: Cbt Reflex, Track.						
Spell-Like Abilities: At will—blink, invis sph, lev, misdirect (DC 16), rage (DC 17); 1/day—charm mon (DC 18), crush desp (DC 18), dim door, m b's strength, m enlarge per. CL 9.						
Change Shape (Su): Std act; can assume goblin or hybrid form.						
Feed (Su): See MM.						
Pass Without Trace (Ex): As pass w/o trace; free act.						
* +4 cast def.						


DELAY or READY	NAME	ALIGN/RACE		INIT		
	Barghest, Greater, Hybrid Form		(CR 5) LE	+6		
	AC	BASE 20	TCH 11	FLT 18		
	CLASS/LEVEL					
STR	20	INT	18	FORT +9	SPD 40 ft	
DEX	15	WIS	18	REF +8	GRAP +18	VIS dark 60
CON	16	CHA	18	WILL +10		
Skills						
Conc*	+15	Lis	+16	S Mot	+16	
Hide	+10	M Sil	+14	Tmbl	+16	
Attack (#)	Bonus	Type	Damage			
Bite	+13	BPS	1d8+5			
Claw (2)	+8	PS	1d6+2			
HP						
67 hp (9d8+27)						
Special/Notes						
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 10/mag; scent.						
Feats: Cbt Reflex, Track.						
Spell-Like Abilities: At will—blink, invis sph, lev, misdirect (DC 16), rage (DC 17); 1/day—charm mon (DC 18), crush desp (DC 18), dim door, m b's strength, m enlarge per. CL 9.						
Change Shape (Su): Std act; can assume goblin or dire wolf form.						
Feed (Su): See MM.						
Pass Without Trace (Ex): As pass w/o trace; free act.						
* +4 cast def.						

DELAY or READY	NAME	ALIGN/RACE		INIT		
	Barghest, Greater, Goblin Form		(CR 5) LE	+6		
	AC	BASE 20	TCH 11	FLT 18		
	CLASS/LEVEL					
STR	20	INT	18	FORT +9	SPD 40 ft	
DEX	15	WIS	18	REF +8	GRAP +18	VIS dark 60
CON	16	CHA	18	WILL +10		
Skills						
Conc*	+15	Lis	+16	S Mot	+16	
Hide	+10	M Sil	+14	Tmbl	+16	
Attack (#)	Bonus	Type	Damage			
HP						
67 hp (9d8+27)						
Special/Notes						
Evil, extraplanar, lawful traits; nat atk mag for DR; DR 10/mag; scent.						
Feats: Cbt Reflex, Track.						
Spell-Like Abilities: At will—blink, invis sph, lev, misdirect (DC 16), rage (DC 17); 1/day—charm mon (DC 18), crush desp (DC 18), dim door, m b's strength, m enlarge per. CL 9.						
Change Shape (Su): Std act; can assume dire wolf or hybrid form.						
Feed (Su): See MM.						
Pass Without Trace (Ex): Free act; as pass w/o trace.						
* +4 cast def.						


DELAY or READY	NAME	ALIGN/RACE		INIT		
	Bearded Devil (Barbazu)		(CR 5) LE	+6		
	AC	BASE 19	TCH 12	FLT 17		
	CLASS/LEVEL					
STR	15	INT	2	FORT +9	SPD 40 ft	
DEX	8	WIS	12	REF +4	GRAP +8	VIS see in dark 60
CON	15	CHA	11	WILL +3		
Skills						
Climb	+11	Lis	+9	S Mot	+9	
Hide	+11	M Sil	+9	Spot	+9	
Attack (#)	Bonus	Type	Damage			
Glave	+9/+4	S	1d10+3 +inf wnd			
Claw (2)	+8	PS	1d6+2			
HP						
45 hp (6d8+18)						
Special/Notes						
Nat wpsn evil & lawful for DR; DR 5/silver or good; imm fire, poison; resist acid & cold 10; SR 17; tpathy 100 ft.						
Spell-Like Abilities: At will—gr tport (self & 50 lbs only), CL 12.						
Infernal Wound (Su): 2 dmg/rd; see MM.						
Beard (Ex): 2 claw atks; 1d8+2 dmg & Fort DC 16 or disease (see MM).						
Battle Frenzy (Ex): 2/day—as bar rage (+4 Str, +4 Con, +2 Will, -2 AC) for 6 rds; no ill effects after.						
Summon Devil (Sp): 1/day—summ 2d10 lemures (50%) or bearded devil (35%) as 3rd-lvl spell.						

DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dire Lion (CR 5)	N	+2						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	15 11 13								
STR	25	INT	2	FORT	+9	SPD	40 ft		
DEX	15	WIS	12	REF	+8	GRAP	+17	VIS	low-light
CON	17	CHA	10	WILL	+7				
Skills									
Hide*	+2	M Sil	+5						
Lis	+7	Spot	+7						
Attack (#)									
Claw (2)	Bonus	Type	Damage						
	+13	PS	1d6+7						
Bite	+7	BPS	1d8+3						
HP									
60 hp (8d8+24)									
Special/Notes									
Scent. Feat: Run. Improved Grab (Ex): Bite; grap as a free act w/o AoO; rake. Pounce (Ex): Full atk w/ charge, including rakes. Rake (Ex): +12 melee, 1d6+3 dmg. * +8 to Hide in tall grass or heavy undergrowth.									
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DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dragon, Black Young (CR 5)	CE	+0						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	19 10 19								
STR	15	INT	10	FORT	+9	SPD	60 ft, fly 150 ft (poor), swim 60 ft		
DEX	10	WIS	11	REF	+7	GRAP	+12	VIS	dark 120, low-light, blsn 60
CON	15	CHA	10	WILL	+7				
Skills									
Hide	+12	Lis	+13	Spot	+13				
Intim	+13	M Sil	+7	Swim	+9				
Attack (#)									
Bite	Bonus	Type	Damage						
	+12	BPS	1d8+2						
Claw (2)	+10	PS	1d6+1						
Wing (2)	+10	B	1d4+1						
HP									
85 hp (10d12+20)									
Special/Notes									
Water traits: imm sleep, paral. Feat: Wingover. Breath Weapon (Su): 60-ft line; 6d4 acid dmg; Ref DC 17 half. Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.									
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DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dragon, Bronze Very Young (CR 5)	LG	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	18 10 18								
STR	15	INT	14	FORT	+8	SPD	40 ft, fly 150 ft (poor), swim 60 ft		
DEX	10	WIS	15	REF	+6	GRAP	+11	VIS	dark 120, low-light, blsn 60
CON	15	CHA	14	WILL	+8				
Skills									
Bluff	+7	Dipl	+10	Lis	+6				
Conc	+8	Intim	+7	Spot	+6				
Attack (#)									
Bite	Bonus	Type	Damage						
	+11	BPS	1d8+2						
Claw (2)	+6	PS	1d6+1						
Wing (2)	+6	B	1d4+1						
HP									
76 hp (9d12+18)									
Special/Notes									
Water traits: imm electric, sleep, paral. Feats: Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 4d6 electric dmg; Ref DC 16 half. Or 30-ft cone; repuls 1d6+2 rds; Fort DC 16 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Spell-Like Abilities: At will—spk ani, CL 2.									
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DELAY or READY	NAME	ALIGN/RACE	INIT						
	Dragon, Copper Very Young (CR 5)	CG	+0						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	18 11 18								
STR	13	INT	12	FORT	+7	SPD	40 ft, fly 100 ft (avg)		
DEX	10	WIS	13	REF	+6	GRAP	+5	VIS	dark 120, low-light, blsn 60
CON	13	CHA	12	WILL	+7				
Skills									
Bluff	+7	Intim	+3	Lis	+6				
Conc	+8	Jump	+10	Spot	+6				
Attack (#)									
Bite	Bonus	Type	Damage						
	+10	BPS	1d6+1						
Claw (2)	+8	PS	1d4						
HP									
60 hp (8d12+8)									
Special/Notes									
Earth traits: imm acid, sleep, paral. Feats: Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—40-ft line; 4d4 acid dmg; Ref DC 15 half. Or 20-ft cone; slow 1d6+2 rds; Fort DC 15 neg. Spider Climb (Ex): Always on; as spell (stone surfaces).									
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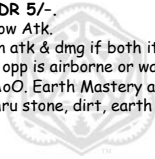
DELAY OF READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Wyrmling (CR 5) LG		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	17	10 17	
STR	17	INT 14	FORT +8
DEX	10	WIS 15	REF +6
CON	15	CHA 14	WILL +8
SPD 60 ft, fly 200 ft (poor), swim 60 ft GRAP +11 VIS dark 120 low-light, blsn 60			
Skills Dipl +13 Intim +13 Spot +13 Heal +13 Lis +17 Swim +14			
Attack (#) Bonus Type Damage Bite +12 BPS 1d8+3 Claw (2) +7 PS 1d6+1 Wing (2) +7 B 1d4+1			
HP 68 hp (8d12+16)			
Special/Notes Fire traits; imm sleep, paral. Feats: B-Fight, Hover, Multiattack. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 2d10 fire dmg; Ref DC 16 half. Or 30-ft gas cone; 1 Str dmg; Fort DC 16 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).			


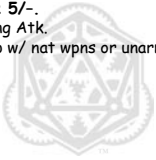
DELAY OF READY	NAME	ALIGN/RACE	INIT
	Dragon, Green Young (CR 5) LE		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	20	10 20	
STR	17	INT 12	FORT +9
DEX	10	WIS 13	REF +7
CON	15	CHA 12	WILL +8
SPD 40 ft, swim 40 ft, fly 150 ft (poor) GRAP +14 VIS dark 120 low-light, blsn 60			
Skills Conc +5 Lis +9 S Mot +4 Intim +12 M Sil +6 Spell +5			
Attack (#) Bonus Type Damage Bite +14 BPS 2d6+3 Claw (2) +9 PS 1d6+1 Wing (2) +9 B 1d4+1			
HP 93 hp (11d12+22)			
Special/Notes Air traits; imm acid, sleep, paral. Feats: Flyby Atk, Pow Atk. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 6d6 acid dmg; Ref DC 17 half. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities.			


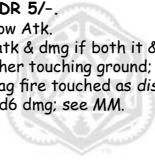
DELAY OF READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Very Young (CR 5) CE		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	18	9 18	
STR	21	INT 12	FORT +10
DEX	10	WIS 13	REF +7
CON	17	CHA 12	WILL +8
SPD 40 ft, fly 150 ft (poor) GRAP +19 VIS dark 120 low-light, blsn 60			
Skills Bluff +11 Jump +15 M Sil +5 Intim +13 Lis +13 Spot +13			
Attack (#) Bonus Type Damage Bite +14 BPS 2d6+5 Claw (2) +9 PS 1d8+2 Wing (2) +9 B 1d6+2 Tail slap +9 B 1d8+7			
HP 95 hp (10d12+30)			
Special/Notes Fire traits; imm sleep, paral. Feats: B-Fight, Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 4d10 fire dmg; Ref DC 18 half.			


DELAY OF READY	NAME	ALIGN/RACE	INIT
	Dragon, Silver Very Young (CR 5) LG		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	19	11 19	
STR	15	INT 14	FORT +9
DEX	10	WIS 15	REF +7
CON	15	CHA 14	WILL +9
SPD 40 ft, fly 150 ft (poor) GRAP +12 VIS dark 120 low-light, blsn 60			
Skills Bluff +14 Intim +9 S Mot +14 Dipl +14 Lis +17 Spot +17			
Attack (#) Bonus Type Damage Bite +12 BPS 1d8+2 Claw (2) +7 PS 1d6+1 Wing (2) +7 B 1d4+1			
HP 85 hp (10d12+20)			
Special/Notes Fire traits; imm acid, sleep, paral. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 4d8 fire dmg; Ref DC 17 half. Or 30-ft gas cone; paral 1d6+2 rds; Fort DC 17 neg. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration). Cloudwalking (Su): Continuous (negate/resume at will); walk on clouds or fog as solid ground.			


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Large Air (CR 5)		N		+11
	AC	BASE	TCH	FLT	TMP
	20	16	13		
CLASS/LEVEL					
STR	14	INT	6	FORT	+5
SPD	Fly 100 ft (prf)				
DEX	25	WIS	11	REF	+13
GRAP	+12	VIS	dark 60		
CON	16	CHA	11	WILL	+2
					
Skills					
List	+5				
Spot	+6				
Attack (#)	Bonus	Type	Damage		
Slam (2)	+12	B	2d6+2		
HP					
60 hp (8d8+24)					
Special/Notes					
Air, elemental traits; DR 5/-.					
Feats: Cbt Reflex, Dodge, Flyby Atk.					
Air Mastery (Ex): Airborne opp receive -1 on atk & dmg.					
Whirlwind (Su): Ref DC 16, 2d6 dmg; see MM.					
					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Large Earth (CR 5)		N		-1
	AC	BASE	TCH	FLT	TMP
	18	8	18		
CLASS/LEVEL					
STR	25	INT	6	FORT	+10
SPD	20 ft				
DEX	8	WIS	11	REF	+1
GRAP	+17	VIS	dark 60		
CON	19	CHA	11	WILL	+2
					
Skills					
Lis	+6				
Spot	+5				
Attack (#)	Bonus	Type	Damage		
Slam (2)	+12	B	2d8+7		
HP					
68 hp (8d8+32)					
Special/Notes					
Earth, elemental traits; DR 5/-.					
Feats: Cleave, G Cleave, Pow Atk.					
Earth Mastery (Ex): +1 on atk & dmg if both it & its opp are touching ground. -4 on atk & dmg if opp is airborne or waterborne.					
Push (Ex): Bull rush w/o AoO. Earth Mastery applies.					
Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.					
					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Large Fire (CR 5)		N		+9
	AC	BASE	TCH	FLT	TMP
	18	14	13		
CLASS/LEVEL					
STR	14	INT	6	FORT	+5
SPD	50 ft				
DEX	21	WIS	11	REF	+11
GRAP	+12	VIS	dark 60		
CON	16	CHA	11	WILL	+2
					
Skills					
Lis	+5				
Spot	+6				
Attack (#)	Bonus	Type	Damage		
Slam (2)	+10	B	2d6+2 +2d6 fire		
HP					
60 hp (8d8+24)					
Special/Notes					
Elemental, fire traits; DR 5/-.					
Feats: Dodge, Mobil, Spring Atk.					
Burn (Ex): Slam atk or opp w/ nat wpns or unarmed; Ref DC 17, 1d4 rds, 2d6 fire dmg.					
					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Large Water (CR 5)		N		+2
	AC	BASE	TCH	FLT	TMP
	20	11	18		
CLASS/LEVEL					
STR	20	INT	6	FORT	+10
SPD	20 ft, swim 90 ft				
DEX	14	WIS	11	REF	+4
GRAP	+15	VIS	dark 60		
CON	19	CHA	11	WILL	+2
					
Skills					
Lis	+5				
Spot	+6				
Attack (#)	Bonus	Type	Damage		
Slam (2)	+10	B	2d8+5		
HP					
68 hp (8d8+32)					
Special/Notes					
Elemental, water traits; DR 5/-.					
Feats: Cleave, G Cleave, Pow Atk.					
Water Mastery (Ex): +1 atk & dmg if both it & opp are touching water. -4 atk & dmg if either touching ground; see MM.					
Drench (Ex): Can dispel mag fire touched as disp mag. CL 4.					
Vortex (Su): Ref DC 19, 2d6 dmg; see MM.					
					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Gibbering Mouter (CR 5)		N		+1
	AC	BASE	TCH	FLT	TMP
	19	11	18		
CLASS/LEVEL					
STR	10	INT	4	FORT	+7
SPD	10 ft, swim 20 ft				
DEX	13	WIS	13	REF	+4
GRAP	+3	VIS	dark 60		
CON	22	CHA	13	WILL	+5
					
Skills					
Lis	+4	Swim	+8		
Spot	+9				
Attack (#) Bonus Type Damage					
Bite (6)	+4	M	1		
Spittle	+4	RT	1d4 acid +blind		
HP					
42 hp (4d8+24)					
Special/Notes					
DR 5/bludgeon; not subject to crits; can't be flanked.					
Gibbering (Su): Free act—as <i>confus</i> (1d2 rds); Will DC 13 neg + 24 hr imm.					
Spittle (Ex): Free act—1d4 dmg + Fort DC 18 or blind 1d4 rds; 30 ft.					
Improved Grab (Ex): Bite atk; grap as free act w/o AoO.					
Blood Drain (Ex): See MM.					
Engulf (Ex): <=Med opp grabbed by >= 3 mouths; Ref DC 14 or engulfed; 12 bite atks next rd (+8 melee, 1 dmg); opp can't atk.					
Ground Manipulation (Su): At will—soften ground; earth 1 rd, stone 2 rds; mv-eq act or pinned.					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Green Hag (CR 5)		CE		+1
	AC	BASE	TCH	FLT	TMP
	22	11	21		
CLASS/LEVEL					
STR	19	INT	13	FORT	+6
SPD	30 ft, swim 30 ft				
DEX	12	WIS	13	REF	+7
GRAP	+13	VIS	dark 90		
CON	12	CHA	14	WILL	+7
					
Skills					
Conc*	+7	Lis	+11	Swim	+12
Hide	+9	Spot	+11		
Attack (#) Bonus Type Damage					
Claw (2)	+13	M	1d4+4		
HP					
49 hp (9d8+9)					
Special/Notes					
SR 18.					
Feat: B-Fight.					
Spell-Like Abilities: At will— <i>danc lt, disg self, ghost s</i> (DC 12), <i>invis, pass w/o trace, tongues, wtr breath</i> . CL 9.					
Weakness (Su): Touch; Fort DC 16 or 2d4 Str dmg.					
* +4 cast def.					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Hieracosphinx (CR 5)		CE		+2
	AC	BASE	TCH	FLT	TMP
	19	11	17		
CLASS/LEVEL					
STR	21	INT	6	FORT	+8
SPD	30 ft fly 90 ft (poor)				
DEX	14	WIS	15	REF	+8
GRAP	+18	VIS	dark 60, low-light		
CON	15	CHA	10	WILL	+5
					
Skills					
Lis	+10				
Spot	+14				
Attack (#) Bonus Type Damage					
Bite	+13	M	1d10+5		
Claw (2)	+8	M	1d6+2		
HP					
67 hp (9d10+18)					
Special/Notes					
Feats: Cleave, Flyby Atk, Pow Atk.					
Pounce (Ex): Full atk w/ charge, including two rake atks.					
Rake (Ex): +13 melee, 1d6+2 dmg.					
UNCONSCIOUS					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Hydra, Six-Headed (CR 5)		N		+1
	AC	BASE	TCH	FLT	TMP
	16	9	15		
CLASS/LEVEL					
STR	17	INT	2	FORT	+10
SPD	20 ft, swim 20 ft				
DEX	12	WIS	10	REF	+6
GRAP	+17	VIS	dark 60		
CON	20	CHA	9	WILL	+4
					
Skills					
Lis	+6	Swim	+11		
Spot	+7				
Attack (#) Bonus Type Damage					
Bite* (6)	+8	M	1d10+3		
HP					
66 hp† (6d10+33)					
Special/Notes					
Fast heal 16; scent.					
Feat: Cbt Reflex (can use all heads for AoO).					
Heads: Sunder w/slash for 11 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 12.					
* Can atk w/ all heads at no penalty w/ move or charge.					
† Can be killed by severing all heads; see MM.					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Manticore (CR 5)		LE		+2
	AC	BASE	TCH	FLT	TMP
	17	11	15		
CLASS/LEVEL					
STR	20	INT	7	FORT	+9
SPD	30 ft. fly 50 ft (clumsy)				
DEX	15	WIS	12	REF	+7
GRAP	+15	VIS	dark 60, low-light		
CON	19	CHA	9	WILL	+3
					
Skills					
Lis	+5	Surv	+1		
Spot	+9				
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+10	PS	2d4+5		
Bite	+8	BPS	1d8+2		
Spike (6)	+8	P	1d8+2/19-20		
HP					
57 hp (6d10+24)					
Special/Notes					
Scent. Feats: Flyby Atk, Track. Spikes (Ex): 6/rd or 24/day; 180 ft w/o rng inc; all targets must be w/in 30 ft of each other.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Monstrous Spider, Huge (CR 5) CE		CE		+3
	AC	BASE	TCH	FLT	TMP
	16	11	13		
CLASS/LEVEL					
STR	19	INT	—	FORT	+8
SPD	30 ft. climb 20 ft				
DEX	17	WIS	10	REF	+5
GRAP	+18	VIS	dark 60, trm 60		
CON	14	CHA	2	WILL	+2
					
Skills					
Climb	+12	Jump*	+4		
Hide*	-1	Spot*	+4		
Attack (#)					
Bite	Bonus	Type	Damage		
	+9	BPS	2d6+6 +poison		
HP					
52 hp (8d8+16)					
Special/Notes					
Vermin traits. Poison (Ex): Fort DC 16 or 1d8 Str dmg. Web (Ex): Throw as net (≠Gar, 50 ft, rng inc 10 ft). Escape w/ Esc DC 16, Str 20. See MM. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Mummy (CR 5)		LE		+0
	AC	BASE	TCH	FLT	TMP
	20	10	20		
CLASS/LEVEL					
STR	24	INT	6	FORT	+4
SPD	40 ft. fly 90 ft (good)				
DEX	10	WIS	14	REF	+2
GRAP	+11	VIS	dark 60		
CON	—	CHA	15	WILL	+8
					
Skills					
Hide	+7	M Sil	+7		
Lis	+8	Spot	+8		
Attack (#)					
Slam	Bonus	Type	Damage		
	+11	B	1d6+10 +mummy rot		
HP					
55 hp (8d12+3)					
Special/Notes					
Undead traits; DR 5/-, vul fire. Despair (Su): Opp viewing mummy; Will DC 16 or paral 1d4 rds; imm 24 hrs after check. Mummy Rot (Su): Supernatural disease—slam, Fort DC 16, inc 1 min; dmg 1d6 Con + 1d6 Cha. See MM.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Nightmare (CR 5)		NE		+6
	AC	BASE	TCH	FLT	TMP
	24	11	22		
CLASS/LEVEL					
STR	18	INT	13	FORT	+8
SPD	40 ft. fly 90 ft (good)				
DEX	15	WIS	13	REF	+7
GRAP	+14	VIS	dark 60		
CON	16	CHA	12	WILL	+6
					
Skills					
Conc	+12	Lis	+12	S Mot	+10
Intim	+10	M Sil	+11	Spot	+12
Attack (#)					
Hoof (2)	Bonus	Type	Damage		
	+9	B	1d8+4 +1d4 fire		
Bite	+4	BPS	1d8+2		
HP					
45 hp (6d8+18)					
Special/Notes					
Evil, extraplanar traits. Feat: Run. Flaming Hooves (Su): Hoof; combustibles ignite. Smoke (Su): 1/rd—free act; 15-ft cone; dur 1 rd; Fort DC 16 or -2 to atk & dmg for 1d6 min after leaving cone. Conceal at 5 ft, total conceal at 10 ft. Astral Projection and Etherealness (Su): At will—as spells; CL 20. Carrying Capacity: Lt -300; med -600; hvy -900.					


DELAY or READY	NAME Ochre Jelly (CR 5)		ALIGN/RACE N	INIT -5						
	AC	BASE 4	TCH 4	FLT 4	TMP	CLASS/LEVEL				
	STR	15	INT	-	FORT	+8	SPD	10 ft, climb 10 ft		
	DEX	1	WIS	1	REF	-3	GRAP	+10	VIS	blind 60
	CON	22	CHA	1	WILL	-3				
Skills										
	Climb	+10								
Attack (#) Bonus Type Damage										
	Slam	+5		B	2d4+3 +1d4 acid					
HP 69 hp (6d10+36)										
Special/Notes Ooze traits. Acid (Ex): Slam or constrict; 1d4 acid dmg to flesh only, Ref DC 21 or armor/clothing is destroyed. Ref DC 21 or metal or wood w/pn striking is destroyed. Touch: 21 dmg /full rd to wood or metal. Constrict (Ex): Auto slam & acid dmg w/ grap. Improved Grab (Ex): Slam; grap as free act w/o AoO; constrict. Split (Ex): Slash & pierc w/pns & electric atks; no dmg; split in 2 w/ half hp until <= 10 hp; dies at 0 hp.										
UNCONSCIOUS										


DELAY or READY	NAME Phase Spider (CR 5)		ALIGN/RACE N	INIT +7						
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL				
	STR	17	INT	7	FORT	+7	SPD	40 ft, climb 20 ft		
	DEX	17	WIS	13	REF	+7	GRAP	+12	VIS	dark 60, low-light
	CON	16	CHA	10	WILL	+2				
Skills										
	Climb	+11		Spot	+4					
	M Sil	+11								
Attack (#) Bonus Type Damage										
	Bite	+7		PS	1d6+4 +poison					
HP 42 hp (5d10+15)										
Special/Notes Ethereal Jaunt (Su): As spell (shift from Ethereal Plane to Material Plane as free act, shift back as mv act). CL 15. Poison (Ex): Injury, Fort DC 17, init & sec dmg 1d8 Con.										
UNCONSCIOUS										


DELAY or READY	NAME Pixie w/ Irresist. Dance (CR 5) NG		ALIGN/RACE NG	INIT +4						
	AC	BASE 16	TCH 15	FLT 12	TMP	CLASS/LEVEL				
	STR	7	INT	16	FORT	+0	SPD	20 ft, fly 60 ft (good)		
	DEX	18	WIS	15	REF	+6	GRAP	-6	VIS	low-light
	CON	11	CHA	16	WILL	+4				
Skills										
	Conc	+4		Lis	+8		S Mot	+6		
	Hide	+8		M Sil	+8		Spot	+8		
Attack (#) Bonus Type Damage										
	S sword	+5		P	1d4-2/19-20					
	Longbow	+5		P	1d6-2/x3					
HP 3 hp (1d6)										
Special/Notes DR 10/cold iron; SR 15. Feat: Dodge. Greater Invisibility (Su): Invis even when attacking; constant, but can suppress or resume as free act. Spell-Like Abilities: 1/day—l confus (DC 14), danc lt, det chaos, det good, det evil, det law, det thoughts (DC 15), disp magic, entang (DC 14), irresist dance, perm image (DC 19; vis & aud only), pmorph (self only). CL 8. Special Arrows (Ex): Memory Loss: Will DC 15 or lose all memory; see MM. Sleep: Fort DC 15 or as sleep.										
UNCONSCIOUS										



DELAY or READY	NAME Scrag (CR 5)		ALIGN/RACE CE	INIT +2						
	AC	BASE 16	TCH 11	FLT 14	TMP	CLASS/LEVEL				
	STR	23	INT	6	FORT	+11	SPD	20 ft, swim 40 ft		
	DEX	14	WIS	9	REF	+4	GRAP	+14	VIS	dark 90, low-light
	CON	23	CHA	6	WILL	+3				
Skills										
	Lis	+5								
	Spot	+6								
Attack (#) Bonus Type Damage										
	Claw (2)	+9		SP	1d6+6					
	Bite	+4		BPS	1d6+3					
HP 63 hp (6d8+36)										
Special/Notes Scent; regen 5 (in water, except fire & acid dmg; regrow limb in 3d6 min). Feat: Track. Rend (Ex): Both claws; auto 2d6+9 dmg.										
UNCONSCIOUS										



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Shadow Mastiff (CR 5)		NE		+5
	AC	BASE	TCH	FLT	TMP
	14	11	13		
CLASS/LEVEL					
STR	17	INT	4	FORT	+7
SPD	50 ft				
DEX	13	WIS	12	REF	+5
GRAP	+7	VIS	dark 60		
CON	17	CHA	13	WILL	+5
					
Skills					
Hide	+8	M Sil	+8	Surv	+8
Lis	+8	Spot	+8		
Attack (#) Bonus Type Damage					
Bite		+7	BPS	1d6+4	
HP					
30 hp (4d8+12)					
Special/Notes					
Extrplanar traits; scent. Feats: Dodge, Track. Bay (Su): 300-ft spread; Will DC 13 or panic 2d4 rds; sonic mind-affecting fear effect; imm 24 hrs after check. Trip (Ex): Can trip (+3) as free act & w/o AoO after bite; failing, opp can't react. Shadow Blend (Su): Total conceal in shadow, except in full daylight or daylight.					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Spider Eater (CR 5)		N		+1
	AC	BASE	TCH	FLT	TMP
	14	10	13		
CLASS/LEVEL					
STR	21	INT	2	FORT	+9
SPD	30 ft, fly 60 ft (good)				
DEX	13	WIS	12	REF	+5
GRAP	+13	VIS	dark 60, low-light		
CON	21	CHA	10	WILL	+2
					
Skills					
Lis	+10				
Spot	+11				
Attack (#) Bonus Type Damage					
Sting		+8	P	1d8+5 +poison	
Bite		+3	BPS	1d8+2	
HP					
42 hp (4d10+20)					
Special/Notes					
Scent. Feat: Dodge. Implant (Ex): See MM. Poison (Ex): Injury, Fort DC 17, init dmg 0, sec dmg paral 1d8+5 wks. Freedom of Movement (Su): As spell (continuous). CL 12. Carrying Capacity: Lt -306; med -612; hvy -920.					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Troll (CR 5)		CE		+2
	AC	BASE	TCH	FLT	TMP
	16	11	14		
CLASS/LEVEL					
STR	23	INT	6	FORT	+11
SPD	20 ft, swim 40 ft				
DEX	14	WIS	9	REF	+4
GRAP	+14	VIS	dark 90, low-light		
CON	23	CHA	6	WILL	+3
					
Skills					
Lis	+5				
Spot	+6				
Attack (#) Bonus Type Damage					
Claw (2)		+9	PS	1d6+6	
Bite		+4	BPS	1d6+3	
HP					
63 hp (6d8+36)					
Special/Notes					
Scent; regen 5 (except fire, acid dmg; regrow limb in 3d6 min). Feat: Track Rend (Ex): Both claws; auto 2d6+9 dmg.					


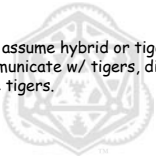
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Winter Wolf (CR 5)		NE		+5
	AC	BASE	TCH	FLT	TMP
	15	10	14		
CLASS/LEVEL					
STR	18	INT	9	FORT	+8
SPD	50 ft				
DEX	13	WIS	13	REF	+6
GRAP	+14	VIS	dark 60, low-light		
CON	16	CHA	10	WILL	+3
					
Skills					
Hide*	-1	M Sil	+7	Surv*	+1
Lis	+6	Spot	+6		
Attack (#) Bonus Type Damage					
Bite		+9	BPS	1d8+6 +1d6 cold	
HP					
51 hp (6d10+18)					
Special/Notes					
Cold traits; scent. Feat: Track. Breath Weapon (Su): 1/1d4 rds—15-ft cone; 4d6 cold, Ref DC 16 half. Freezing Bite (Su): 1d6 cold dmg w/ bite. Trip (Ex): Can trip (+8) as free act & w/o AoO after bite; failing, opp can't react. * +7 on Hide in snow & ice. +4 on Surv when tracking by scent.					


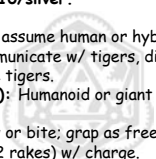
DELAY or READY	NAME		ALIGN/RACE		INIT
	Werebear, Bear Form (CR 5)		LG		+1
	AC	BASE	TCH	FLT	TMP
	17	10	16		
CLASS/LEVEL					
War 1					
STR	29	INT	10	FORT	+12
SPD	40 ft				
DEX	13	WIS	11	REF	+6
GRAP	+18	VIS	low-light		
CON	20	CHA	8	WILL	+4
					
Skills					
Lis	+4	Swim	+13		
Spot	+4				
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+13	PS	1d8+9		
Bite	+11	BPS	2d6+4		
HP					
62 hp (1d8+1 plus 6d8+30)					
Special/Notes					
Scent; DR 10/silver. Feats: Endur, Pow Atk, Run, Track. Alternate Form (Su): Can assume human or hybrid form. Bear Empathy (Ex): Communicate w/ bears, dire bears; +4 on Cha-based checks v bears, dire bears. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy. Improved Grab (Ex): Claw; grap as free act w/o AoO.					
					


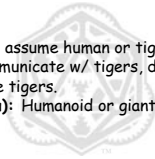
DELAY or READY	NAME		ALIGN/RACE		INIT
	Werebear, Human Form (CR 5)		LG		+0
	AC	BASE	TCH	FLT	TMP
	15	10	15		
CLASS/LEVEL					
War 1					
STR	13	INT	10	FORT	+8
SPD	30 ft				
DEX	11	WIS	11	REF	+5
GRAP	+6	VIS	low-light		
CON	12	CHA	8	WILL	+4
					
Skills					
Lis	+4	Swim	+1		
Spot	+4				
Attack (#)					
Greataxe	Bonus	Type	Damage		
	+6	S	1d12+1/x3		
Throwing axe	+5	S	1d6+1		
HP					
62 hp (1d8+1 plus 6d8+30)					
Special/Notes					
Scent. Feats: Endur, Pow Atk, Run, Track. Alternate Form (Su): Can assume bear or hybrid form. Bear Empathy (Ex): Communicate w/ bears, dire bears; +4 on Cha-based checks v bears, dire bears.					
					


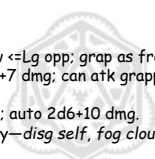
DELAY or READY	NAME		ALIGN/RACE		INIT
	Werebear, Hybrid Form (CR 5)		LG		+1
	AC	BASE	TCH	FLT	TMP
	17	10	16		
CLASS/LEVEL					
War 1					
STR	29	INT	10	FORT	+12
SPD	30 ft				
DEX	13	WIS	11	REF	+6
GRAP	+18	VIS	low-light		
CON	20	CHA	8	WILL	+4
					
Skills					
Lis	+4	Swim	+9		
Spot	+5				
Attack (#)					
Claw	Bonus	Type	Damage		
	+13	PS	1d6+9		
Greataxe	+9	S	1d12+4/x3		
Bite	+11	BPS	1d8+4		
Claw (2)	+13	PS	1d6+9		
Bite	+11	BPS	1d8+4		
HP					
62 hp (1d8+1 plus 6d8+30)					
Special/Notes					
Scent; DR 10/silver. Feats: Endur, Pow Atk, Run, Track. Alternate Form (Su): Can assume bear or human form. Bear Empathy (Ex): Communicate w/ bears, dire bears; +4 on Cha-based checks v bears, dire bears. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy.					
					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Wraith (CR 5)		LE		+7
	AC	BASE	TCH	FLT	TMP
	15	15	12		
CLASS/LEVEL					
STR	—	INT	14	FORT	+1
SPD	Fly 60 ft (good)				
DEX	16	WIS	14	REF	+4
GRAP	—	VIS	dark 60.		
CON	—	CHA	15	WILL	+6
					
Skills					
Hide	+11	Lis	+12	S Mot	+8
Intim	+10	Srch	+10	Spot	+12
Attack (#)					
Incorp touch	Bonus	Type	Damage		
	+5	—	1d4 +1d6 Con drain		
HP					
32 hp (5d12)					
Special/Notes					
Incorp, undead traits; +2 turn resist. Feats: B-Fight, Cbt Reflex. Unnatural Aura (Su): 30 ft; ani refuse to approach & panic if forced. Daylight Powerlessness (Ex): Powerless in nat sunlight; flee. Constitution Drain (Su): Incorp touch atk; Fort DC 14 or 1d6 Con drain & +5 temp hp. Create Spawn (Su): Humanoid slain; become wraith under command of killer in 1d4 rds; see MM.					
					

DELAY or READY	NAME		ALIGN/RACE		INIT												
	Weretiger, Human Form (CR 5)		N		+4												
	AC	BASE	TCH	FLT	TMP												
	17	10	17														
CLASS/LEVEL																	
STR	13	INT	10	FORT	+8												
DEX	11	WIS	11	REF	+5												
CON	12	CHA	8	WILL	+4												
																	
Skills																	
Bal	+0	Hide	+0	M Sil	+0												
Climb	+1	Lis	+6	Spot	+6												
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Glave</td> <td>+6</td> <td>S</td> <td>1d10+1/x3</td> </tr> <tr> <td>C longbow (+1)</td> <td>+5</td> <td>P</td> <td>1d8+1/x3</td> </tr> </tbody> </table>						Attack (#)	Bonus	Type	Damage	Glave	+6	S	1d10+1/x3	C longbow (+1)	+5	P	1d8+1/x3
Attack (#)	Bonus	Type	Damage														
Glave	+6	S	1d10+1/x3														
C longbow (+1)	+5	P	1d8+1/x3														
HP																	
50 hp (1d8+1 plus 6d8+18)																	
Special/Notes																	
Scent. Feat: Cbt Reflex. Alternate Form (Su): Can assume hybrid or tiger form. Tiger Empathy (Ex): Communicate w/ tigers, dire tigers; +4 on Cha-based checks v tigers, dire tigers.																	
																	
UNCONSCIOUS																	

DELAY or READY	NAME		ALIGN/RACE		INIT												
	Weretiger, Tiger Form (CR 5)		LG		+6												
	AC	BASE	TCH	FLT	TMP												
	16	11	14														
CLASS/LEVEL																	
STR	25	INT	10	FORT	+10												
DEX	15	WIS	11	REF	+7												
CON	16	CHA	8	WILL	+4												
																	
Skills																	
Bal	+6	Hide	+2	M Sil	+12												
Climb	+12	Lis	+6	Spot	+6												
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Attack (#)	Bonus	Type	Damage														
Claw (2)	+11	PS	1d8+7														
Bite	+6	BPS	2d6+3														
HP																	
50 hp (1d8+1 plus 6d8+18)																	
Special/Notes																	
Scent; DR 10/silver. Feat: Cbt Reflex. Alternate Form (Su): Can assume human or hybrid form. Tiger Empathy (Ex): Communicate w/ tigers, dire tigers; +4 on Cha-based checks v tigers, dire tigers. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy. Improved Grab (Ex): Claw or bite; grap as free act w/o AoO. Pounce (Ex): Full atk (inc 2 rakes) w/ charge. Rake (Ex): +9 melee, 1d8+3 dmg. * +8 on Hide in tall grass or heavy undergrowth.																	
																	
UNCONSCIOUS																	

DELAY or READY	NAME		ALIGN/RACE		INIT												
	Weretiger, Hybrid Form (CR 5)		LG		+6												
	AC	BASE	TCH	FLT	TMP												
	16	11	14														
CLASS/LEVEL																	
STR	25	INT	10	FORT	+10												
DEX	15	WIS	11	REF	+7												
CON	16	CHA	8	WILL	+4												
																	
Skills																	
Bal	+6	Hide	+2	M Sil	+12												
Climb	+12	Lis	+6	Spot	+6												
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Claw (2)</td> <td>+11</td> <td>PS</td> <td>1d8+7</td> </tr> <tr> <td>Bite</td> <td>+6</td> <td>BPS</td> <td>2d6+3</td> </tr> </tbody> </table>						Attack (#)	Bonus	Type	Damage	Claw (2)	+11	PS	1d8+7	Bite	+6	BPS	2d6+3
Attack (#)	Bonus	Type	Damage														
Claw (2)	+11	PS	1d8+7														
Bite	+6	BPS	2d6+3														
HP																	
50 hp (1d8+1 plus 6d8+18)																	
Special/Notes																	
Scent; DR 10/silver. Feat: Cbt Reflex. Alternate Form (Su): Can assume human or tiger form. Tiger Empathy (Ex): Communicate w/ tigers, dire tigers; +4 on Cha-based checks v tigers, dire tigers. Curse of Lycanthropy (Su): Humanoid or giant hit by bite; Fort DC 15 or lycanthropy.																	
																	
UNCONSCIOUS																	

DELAY or READY	NAME		ALIGN/RACE		INIT												
	Annis (CR 6)		CE		+1												
	AC	BASE	TCH	FLT	TMP												
	20	10	19														
CLASS/LEVEL																	
STR	25	INT	13	FORT	+6												
DEX	12	WIS	13	REF	+6												
CON	14	CHA	10	WILL	+6												
																	
Skills																	
Bluff	+8	Intim	+2	Spot	+10												
Hide	+5	Lis	+10														
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Attack (#)	Bonus	Type	Damage														
Claw (2)	+13	PS	1d6+7														
Bite	+8	BPS	1d6+3														
HP																	
45 hp (7d8+14)																	
Special/Notes																	
DR 2/bludgeon; SR 19. Feat: B-Fight. Improved Grab (Ex): Claw <=Lg opp; grap as free act w/o AoO. Rake (Ex): +13 melee, 1d6+7 dmg; can atk grappled opp w/ both claws at no penalty. Rend (Ex): Both claw atks; auto 2d6+10 dmg. Spell-Like Abilities: 3/day—disg self, fog cloud. CL 8.																	
																	
UNCONSCIOUS																	

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DELAY OF READY	NAME Babau (CR 6)		ALIGN/RACE CE		INIT +1													
	AC	BASE 19	TCH 11	FLT 18	TMP	CLASS/LEVEL												
	STR	21	INT	14	FORT +10	SPD 30 ft												
	DEX	12	WIS	13	REF +6	GRAP +12 VIS dark 60												
	CON	20	CHA	16	WILL +6													
<p>Skills</p> <p>Climb +15 Hide +19 M Sil +19</p> <p>Esc +11 Lis +19 SI Hnd +11</p>																		
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Claw (2)</td> <td>+12</td> <td>PS</td> <td>1d6+5</td> </tr> <tr> <td>Bite</td> <td>+7</td> <td>BPS</td> <td>1d6+2</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Claw (2)	+12	PS	1d6+5	Bite	+7	BPS	1d6+2
Attack (#)	Bonus	Type	Damage															
Claw (2)	+12	PS	1d6+5															
Bite	+7	BPS	1d6+2															
<p>HP 66 hp (7d8+35)</p>																		
<p>Special/Notes</p> <p>Chaotic, extraplanar, evil traits; DR 10/cold iron or good; imm electric, poison; resist acid 10, cold 10, fire 10; SR 14; tpathy 100 ft.</p> <p>Feats: Cleave, Pow Atk.</p> <p>Sneak Attack (Ex): As rogue, +2d6 dmg.</p> <p>Spell-Like Abilities: At will—dark, disp mag, see invis, gr tport (self + 50 lbs), CL 7.</p> <p>Protective Slime (Su): Wpn striking: 1d8 acid dmg (no hard); mag wpn Ref DC 18 neg. Creature touching: 1d8 acid dmg; Ref DC 18 neg.</p> <p>Summon Demon (Sp): 1/day—summ 1 babau (40%) as 3rd-lvl spell.</p>																		


DELAY OF READY	NAME Chain Devil (Kyton) (CR 6)		ALIGN/RACE LE		INIT +6									
	AC	BASE 20	TCH 12	FLT 18	TMP	CLASS/LEVEL								
	STR	15	INT	6	FORT +8	SPD 30 ft								
	DEX	15	WIS	10	REF +8	GRAP +10 VIS dark 60								
	CON	15	CHA	12	WILL +6									
<p>Skills</p> <p>Climb +13 Intim +12 Spot +13</p> <p>Esc +13 Lis +13</p>														
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Chain* (2)</td> <td>+10</td> <td>B</td> <td>2d4+2/19-20</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Chain* (2)	+10	B	2d4+2/19-20
Attack (#)	Bonus	Type	Damage											
Chain* (2)	+10	B	2d4+2/19-20											
<p>HP 52 hp (8d8+16)</p>														
<p>Special/Notes</p> <p>Extraplanar, evil, lawful traits; DR 5/silver or good; imm cold; regen 2 (except silver, good dmg; see MM); SR 18.</p> <p>Dancing Chains (Su): 4 chains w/in 20 ft atk as chain atk. See MM</p> <p>Unnerving Gaze (Su): Rng 30 ft; -2 on atk for 1d3 rds; Will DC 15 neg. * 10 ft reach.</p>														


DELAY OF READY	NAME Megaraptor (CR 6)		ALIGN/RACE N		INIT +2																	
	AC	BASE 16	TCH 10	FLT 14	TMP	CLASS/LEVEL																
	STR	21	INT	2	FORT +10	SPD 60 ft																
	DEX	15	WIS	15	REF +8	GRAP +19 VIS low-light																
	CON	21	CHA	10	WILL +4																	
<p>Skills</p> <p>Hide +5 Lis +12 Surv +12</p> <p>Jump +27 Spot +12</p>																						
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Talons</td> <td>+9</td> <td>PS</td> <td>2d8+5</td> </tr> <tr> <td>Foreclaw (2)</td> <td>+4</td> <td>PS</td> <td>1d4+2</td> </tr> <tr> <td>Bite</td> <td>+4</td> <td>BPS</td> <td>2d6+2</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Talons	+9	PS	2d8+5	Foreclaw (2)	+4	PS	1d4+2	Bite	+4	BPS	2d6+2
Attack (#)	Bonus	Type	Damage																			
Talons	+9	PS	2d8+5																			
Foreclaw (2)	+4	PS	1d4+2																			
Bite	+4	BPS	2d6+2																			
<p>HP 79 hp (8d8+43)</p>																						
<p>Special/Notes</p> <p>Scent.</p> <p>Feats: Run, Track.</p> <p>Pounce (Ex): Full atk w/ charge.</p>																						


DELAY OF READY	NAME Dragon, White Juvenile (CR 6)		ALIGN/RACE CE		INIT +4																	
	AC	BASE 21	TCH 10	FLT 21	TMP	CLASS/LEVEL																
	STR	17	INT	8	FORT +10	SPD 60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft																
	DEX	10	WIS	11	REF +8	GRAP +15 VIS dark 120 low-light, blsn 60																
	CON	15	CHA	8	WILL +8																	
<p>Skills</p> <p>Intim +10 Lis +15 S Mot +1</p> <p>Jump +15 Srch +14 Spot +15</p>																						
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Bite</td> <td>+15</td> <td>BPS</td> <td>2d6+3</td> </tr> <tr> <td>Claw (2)</td> <td>+13</td> <td>PS</td> <td>1d6+1</td> </tr> <tr> <td>Wing (2)</td> <td>+13</td> <td>B</td> <td>1d4+1</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Bite	+15	BPS	2d6+3	Claw (2)	+13	PS	1d6+1	Wing (2)	+13	B	1d4+1
Attack (#)	Bonus	Type	Damage																			
Bite	+15	BPS	2d6+3																			
Claw (2)	+13	PS	1d6+1																			
Wing (2)	+13	B	1d4+1																			
<p>HP 102 hp (12d12+24)</p>																						
<p>Special/Notes</p> <p>Cold traits; imm sleep, paral.</p> <p>Feats: Flyby Atk, Wingover.</p> <p>Breath Weapon (Su): 30-ft cone, 4d6 cold dmg, Ref DC 18 half.</p> <p>Icwalking (Ex): Always on; as s climb (icy surfaces).</p> <p>Spell-Like Abilities: 3/day—fog cloud, CL 4.</p>																						


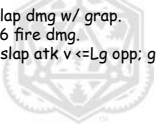
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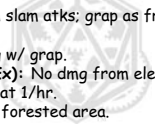
DELAY or READY	NAME		ALIGN/RACE		INIT
	Hydra, Five-Headed Cryo- (CR 6)		N		+1
	AC	BASE	TCH	FLT	TMP
	15	9	14		
CLASS/LEVEL					
STR	17	INT	2	FORT	+9
DEX	12	WIS	10	REF	+6
CON	20	CHA	9	WILL	+3
SPD		20 ft, swim 20 ft			
GRAP		+16			
VIS		dark 60, low-light			
					
Skills					
Lis	+6	Swim	+11		
Spot	+6				
Attack (#) Bonus Type Damage					
Bite (5)	+6	BPS	1d10+3		
HP					
55 hp [†] (5d10+28)					
Special/Notes					
Cold traits, fast heal 15, scent. Feat: Cbt Reflex (can use all heads for AoO). Heads: Sunder w/slash for 11 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 10. Breath Weapon: Jet of frost; 1/1d4 rds (each head); 10x10x20 ft long; Ref DC 17 or 3d6 cold dmg. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.					


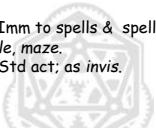
DELAY or READY	NAME		ALIGN/RACE		INIT
	Hydra, Five-Headed Pyro- (CR 6)		N		+1
	AC	BASE	TCH	FLT	TMP
	15	9	14		
CLASS/LEVEL					
STR	17	INT	2	FORT	+9
DEX	12	WIS	10	REF	+6
CON	20	CHA	9	WILL	+3
SPD		20 ft, swim 20 ft			
GRAP		+16			
VIS		dark 60, low-light			
					
Skills					
Lis	+6	Swim	+11		
Spot	+6				
Attack (#) Bonus Type Damage					
Bite (5)	+6	BPS	1d10+3		
HP					
55 hp [†] (5d10+28)					
Special/Notes					
Fire traits; fast heal 15, scent. Feat: Cbt Reflex (can use all heads for AoO). Heads: Sunder w/slash for 11 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, cold dmg prevents regrowth. Max 10. Breath Weapon: Jet of fire; 1/1d4 rds (each head); 10x10x20 ft long; Ref DC 17 or 3d6 fire dmg. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.					



DELAY or READY	NAME		ALIGN/RACE		INIT
	Hydra, Seven-Headed (CR 6)		N		+3
	AC	BASE	TCH	FLT	TMP
	17	9	16		
CLASS/LEVEL					
STR	19	INT	2	FORT	+10
DEX	12	WIS	10	REF	+6
CON	20	CHA	9	WILL	+4
SPD		20 ft, swim 20 ft			
GRAP		+17			
VIS		dark 60, low-light			
					
Skills					
Lis	+7	Swim	+12		
Spot	+7				
Attack (#) Bonus Type Damage					
Bite* (7)	+10	BPS	1d10+4		
HP					
77 hp [†] (7d10+38)					
Special/Notes					
Fast heal 17, scent. Feat: Cbt Reflex (can use all heads for AoO). Heads: Sunder w/slash for 11 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 14. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Lamia (CR 6)		CE		+2
	AC	BASE	TCH	FLT	TMP
	18	11	16		
CLASS/LEVEL					
STR	18	INT	13	FORT	+7
DEX	15	WIS	15	REF	+8
CON	12	CHA	12	WILL	+7
SPD		60 ft			
GRAP		+17			
VIS		dark 60, low-light			
					
Skills					
Bluff	+14	Hide	+11	Spot	+11
Conc	+10	Intim	+3		
Attack (#) Bonus Type Damage					
Touch	+12	—	1d4 Wis drain		
Dagger	+12/+7	P	1d6+4/19-20		
Claw (2)	+7	PS	1d4+2		
HP					
58 hp (9d10+9)					
Special/Notes					
Feats: Dodge, Mobil, Spring Atk. Spell-Like Abilities: At will— <i>disg self</i> , <i>ventril</i> ; 3/day— <i>charm mon</i> (DC 15), <i>maj image</i> (DC 14), <i>mirr image</i> , <i>suggest</i> (DC 14); 1/day— <i>deep slumber</i> (DC 14), <i>CL 9</i> . Wisdom Drain (Su): Touch atk; 1d4 Wis drain w/ no healing.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Salamander, Average (CR 6)		E		+1
	AC	BASE	TCH	FLT	TMP
	18	11	17		
CLASS/LEVEL					
STR	14	INT	14	FORT	+8
SPD	20 ft				
DEX	13	WIS	15	REF	+7
GRAP	+11		VIS	dark 60	
CON	14	CHA	13	WILL	+8
					
Skills					
Bluff	+11		Intim	+3	
M Sil				+11	
Hide	+11		Lis	+8	
Spot				+8	
Attack (#) Bonus Type Damage					
Spear	+11/+6		P	1d8+3/x3 +1d6 fire	
Tail slap	+9		B	2d6+1 +1d6 fire	
HP					
58 hp (9d8+18)					
Special/Notes					
Extraplanar, fire traits; nat wpns mag for DR; DR 10/mag. Feat: Pow Atk. Constrict (Ex): Auto tail slap dmg w/ grap. Heat (Ex): Touch deals 1d6 fire dmg. Improved Grab (Ex): Tail slap atk v <=Lg opp; grap as free act w/o AoO; constrict.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Shambling Mound (CR 6)		N		+0
	AC	BASE	TCH	FLT	TMP
	20	9	20		
CLASS/LEVEL					
STR	21	INT	7	FORT	+9
SPD	20 ft, swim 20 ft				
DEX	10	WIS	10	REF	+2
GRAP	+15		VIS	dark 60, low-light	
CON	17	CHA	9	WILL	+4
					
Skills					
Hide*	+3		M Sil	+8	
Lis	+8				
Attack (#) Bonus Type Damage					
Slam (2)	+11		B	2d6+5	
HP					
60 hp (8d8+24)					
Special/Notes					
Plant traits; imm electric; resist fire 10. Feat: Pow Atk. Improved Grab (Ex): Both slam atks; grap as free act w/o AoO; constrict. Constrict (Ex): 2d6+7 dmg w/ grap. Immunity to Electricity (Ex): No dmg from electric; electric atk grants +1d4 temp Con, lost at 1/hr. * +12 on Hide in swampy or forested area.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Will-O'-Wisp (CR 6)		CE		+13
	AC	BASE	TCH	FLT	TMP
	29	29	20		
CLASS/LEVEL					
STR	1	INT	15	FORT	+3
SPD	Fly 50 ft (prf)				
DEX	29	WIS	16	REF	+12
GRAP	-3		VIS	dark 60	
CON	10	CHA	12	WILL	+9
					
Skills					
Bluff	+13		Lis	+17	
Spot				+17	
Intim	+3		Srch	+14	
Attack (#) Bonus Type Damage					
Shock	+16		-	2d8 electric	
HP					
40 hp (9d8)					
Special/Notes					
Feats: B-Fight, Dodge. Immunity to Magic (Ex): Imm to spells & spell-like abilities that allow SR, except mag missile, maze. Natural Invisibility (Ex): Std act; as invis.					
					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Wyvern (CR 6)		N		+1
	AC	BASE	TCH	FLT	TMP
	18	10	17		
CLASS/LEVEL					
STR	19	INT	6	FORT	+7
SPD	20 ft, fly 60 ft (poor)				
DEX	12	WIS	12	REF	+6
GRAP	+15		VIS	dark 60, low-light	
CON	15	CHA	9	WILL	+6
					
Skills					
Hide	+7		M Sil	+11	
Lis	+13		Spot	+16	
Attack (#) Bonus Type Damage					
Sting	+10		P	1d6+4 +poison	
Bite	+8		BPS	2d8+4	
Wing (2)	+8		B	1d8+2	
Talons* (2)	+8		PS	2d6+4	
HP					
59 hp (7d12+14)					
Special/Notes					
Scent; imm sleep, paral. Feat: Flyby Atk. Improved Grab (Ex): Talon; grap as free act w/o AoO; sting. Poison (Ex): Injury, Fort DC 17, init & sec dmg 2d6 Con. * Only w/ flyby atk.					
					
UNCONSCIOUS					

DELAY or READY	NAME Xill (CR 6)		ALIGN/RACE LE	INIT +7						
	AC	BASE 20	TCH 13	FLT 17	TMP	CLASS/LEVEL				
	STR	15	INT	12	FORT	+6	SPD	40 ft		
	DEX	16	WIS	12	REF	+7	GRAP	+7	VIS	dark 60
CON	15	CHA	11	WILL	+5					
Skills										
Esc		+11		M Sil		+11		Spot		+9
Lis		+9		S Mot		+8		Tmbl		+11
Attack (#) Bonus Type Damage										
Short sword (2)	+5		P	1d6+2/19-20, 1d6+1/19-20						
Claw (2)	+5		PS	1d4+1						
Claw (4)	+5		PS	1d4+2, 1d4+1						
Longbow (2)	+4		S	1d8/x3						
HP										
32 hp (5d8+10)										
Special/Notes										
Extraplanar traits; SR 21. Implant (Ex): See MM. Improved Grab (Ex): Claw; grap as free act w/o AoO (+2 on check/claw that hits); auto bite next rd for paral. Paralysis (Ex): Bite; Fort DC 14 or paral 1d4 hrs. Planewalk (Su): Cross from Ethereal Plane w/ mv act; cross back in 2 rds (immobile when crossing; 20% miss in 1st rd, 50% miss in 2nd rd; self & willing or helpless creature only.										

DELAY or READY	NAME Xorn, Average (CR 6)		ALIGN/RACE N	INIT +0						
	AC	BASE 24	TCH 10	FLT 24	TMP	CLASS/LEVEL				
	STR	17	INT	10	FORT	+7	SPD	20 ft, burrow 20 ft		
	DEX	10	WIS	11	REF	+5	GRAP	+15	VIS	dark 60, trsn 60
CON	15	CHA	10	WILL	+5					
Skills										
Hide		+10		Lis		+10		Srch		+10
Intim		+10		M Sil		+10		Spot		+10
Attack (#) Bonus Type Damage										
Bite	+10		BPS	4d6+3						
Claw (3)	+8		PS	1d4+1						
HP										
48 hp (7d8+17)										
Special/Notes										
Earth, extraplanar traits; DR 5/bludgeon; imm cold, fire; resist electric 10. Feat: Cleave, Pow Atk. All-Around Vision (Ex): Can't be flanked. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.										

DELAY or READY	NAME Animated Object, Garg. (CR 7)		ALIGN/RACE N	INIT -2						
	AC	BASE 12	TCH 4	FLT 12	TMP	CLASS/LEVEL				
	STR	24	INT	-	FORT	+5	SPD	See MM		
	DEX	6	WIS	1	REF	+3	GRAP	+31	VIS	dark 60, low-light
CON	-	CHA	1	WILL	+0					
Skills										
Bluff		+13		Lis		+17		Spot		+17
Intim		+3		Srch		+14				
Attack (#) Bonus Type Damage										
Slam	+15		B	2d8+10						
HP										
148 hp (16d10+60)										
Special/Notes										
Construct traits.										

DELAY or READY	NAME Black Pudding (CR 7)		ALIGN/RACE N	INIT -5						
	AC	BASE 3	TCH 3	FLT 3	TMP	CLASS/LEVEL				
	STR	17	INT	-	FORT	+9	SPD	20 ft, climb 20 ft		
	DEX	1	WIS	1	REF	-2	GRAP	+18	VIS	blind 60
CON	22	CHA	1	WILL	-2					
Skills										
Climb		+11								
Attack (#) Bonus Type Damage										
Slam	+8		B	2d6+4 +2d6 acid						
HP										
115 hp (10d10+60)										
Special/Notes										
Ooze traits. Acid (Ex): Slam or constrict; 2d6 acid dmg to organic & metal only; Ref DC 21 or armor & clothes or metal & wooden wpsns dissolve; 21 dmg/rd to metal or wood w/ full-rd tch. Constrict (Ex): Auto slam & acid dmg w/ grap; -4 on acid Ref saves. Improved Grab (Ex): Slam; grap as free act w/o AoO; constrict. Split (Ex): Slash & pierc wpsns; no dmg; split in 2 w/ half hp until <= 10 hp; dies at 0 hp.										

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DELAY or READY	NAME Chimera, Black Head (CR 7)		ALIGN/RACE CE	INIT +1																						
	AC	BASE 19	TCH 10	FLT 18	CLASS/LEVEL																					
	STR	19	INT	4	FORT +9	SPD 30 ft. fly 50 ft (poor)																				
	DEX	13	WIS	13	REF +7	GRAP +17	VIS dark 60, low-light																			
	CON	17	CHA	10	WILL +6																					
Skills Hide* +1 Spot +9 Lis +9																										
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HP 76 hp (9d10+27)																										
Special/Notes Scent. Feat: Hover. Breath Weapon (Su): 1/4 rds—40-ft line; 3d8 acid dmg; Ref DC 17 half. Carrying Capacity: Lt -348, med -699, hvy -1,050. * +4 on Hide in scrubland or brush.																										
						UNCONSCIOUS																				

DELAY or READY	NAME Chimera, Blue Head (CR 7)		ALIGN/RACE CE	INIT +1																						
	AC	BASE 19	TCH 10	FLT 18	CLASS/LEVEL																					
	STR	19	INT	4	FORT +9	SPD 30 ft. fly 50 ft (poor)																				
	DEX	13	WIS	13	REF +7	GRAP +17	VIS dark 60, low-light																			
	CON	17	CHA	10	WILL +6																					
Skills Hide* +1 Spot +9 Lis +9																										
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Special/Notes Scent. Feat: Hover. Breath Weapon (Su): 1/4 rds—40-ft line; 3d8 electric dmg; Ref DC 17 half. Carrying Capacity: Lt -348, med -699, hvy -1,050. * +4 on Hide in scrubland or brush.																										
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DELAY or READY	NAME Chimera, Green Head (CR 7)		ALIGN/RACE CE	INIT +1																						
	AC	BASE 19	TCH 10	FLT 18	CLASS/LEVEL																					
	STR	19	INT	4	FORT +9	SPD 30 ft. fly 50 ft (poor)																				
	DEX	13	WIS	13	REF +7	GRAP +17	VIS dark 60, low-light																			
	CON	17	CHA	10	WILL +6																					
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Attack (#)	Bonus	Type	Damage																							
Bite	+12	BPS	2d6+4																							
Bite	+12	BPS	1d8+4																							
Gore	+12	P	1d8+4																							
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DELAY or READY	NAME Chimera, Red Head (CR 7)		ALIGN/RACE CE	INIT +1																						
	AC	BASE 19	TCH 10	FLT 18	CLASS/LEVEL																					
	STR	19	INT	4	FORT +9	SPD 30 ft. fly 50 ft (poor)																				
	DEX	13	WIS	13	REF +7	GRAP +17	VIS dark 60, low-light																			
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Attack (#)	Bonus	Type	Damage																							
Bite	+12	BPS	2d6+4																							
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Gore	+12	P	1d8+4																							
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HP 76 hp (9d10+27)																										
Special/Notes Scent. Feat: Hover. Breath Weapon (Su): 1/4 rds—20-ft cone; 3d8 fire dmg; Ref DC 17 half. Carrying Capacity: Lt -348, med -699, hvy -1,050. * +4 on Hide in scrubland or brush.																										
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DELAY or READY	NAME Chimera, White Head (CR 7)		ALIGN/RACE CE		INIT +1																					
	AC	BASE 19	TCH 10	FLT 18	TMP	CLASS/LEVEL																				
	STR	19	INT	4	FORT +9	SPD 30 ft. fly 50 ft (poor)																				
	DEX	13	WIS	13	REF +7	GRAP +17	VIS dark 60, low-light																			
	CON	17	CHA	10	WILL +6																					
<p>Skills</p> <p>Hide* +1 Spot +9</p> <p>Lis +9</p>																										
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Attack (#)	Bonus	Type	Damage																							
Bite	+12	BPS	2d6+4																							
Bite	+12	BPS	1d8+4																							
Gore	+12	P	1d8+4																							
Claw (2)	+10	PS	1d6+2																							
<p>HP 76 hp (9d10+27)</p>																										
<p>Special/Notes</p> <p>Scent. Feat: Hover. Breath Weapon (Su): 1/4 rds—20-foot cone; 3d8 cold dmg; Ref DC 17 half. Carrying Capacity: Lt -348, med -699, hvy -1,050. * +4 on Hide in scrubland or brush.</p>																										


DELAY or READY	NAME Criosphinx (CR 7)		ALIGN/RACE N		INIT +0													
	AC	BASE 20	TCH 9	FLT 20	TMP	CLASS/LEVEL												
	STR	23	INT	10	FORT +10	SPD 30 ft. fly 60 ft (poor)												
	DEX	10	WIS	11	REF +7	GRAP +20	VIS dark 60, low-light											
	CON	17	CHA	11	WILL +3													
<p>Skills</p> <p>Intim +8 Spot +1</p> <p>Lis +11</p>																		
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Attack (#)	Bonus	Type	Damage															
Gore	+15	P	2d6+6															
Claw (2)	+10	PS	1d6+3															
<p>HP 85 hp (10d10+30)</p>																		
<p>Special/Notes</p> <p>Feats: Cleave, Flyby Atk, Pow Atk. Rake (Ex): +15 melee, 1d6+3 dmg. Pounce (Ex): Full atk w/ charge, inc 2 rake atks.</p>																		

DELAY or READY	NAME Dire Bear (CR 7)		ALIGN/RACE N		INIT +1													
	AC	BASE 17	TCH 10	FLT 16	TMP	CLASS/LEVEL												
	STR	31	INT	2	FORT +12	SPD 40 ft												
	DEX	13	WIS	12	REF +9	GRAP +23	VIS low-light											
	CON	19	CHA	10	WILL +9													
<p>Skills</p> <p>Lis +10 Swim +13</p> <p>Spot +10</p>																		
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Attack (#)	Bonus	Type	Damage															
Claw (2)	+19	PS	2d4+10															
Bite	+13	BPS	2d8+5															
<p>HP 105 hp (12d8+51)</p>																		
<p>Special/Notes</p> <p>Scent. Feats: Endur, Run. Improved Grab (Ex): Claw; grap as free act w/o AoO.</p>																		


DELAY or READY	NAME Dragon, Black Juvenile (CR 7)		ALIGN/RACE CE		INIT +4																	
	AC	BASE 22	TCH 10	FLT 22	TMP	CLASS/LEVEL																
	STR	17	INT	10	FORT +10	SPD 60 ft, fly 150 ft (poor), swim 60 ft																
	DEX	10	WIS	11	REF +8	GRAP +16	VIS dark 120, low-light, blsn 60															
	CON	15	CHA	10	WILL +8																	
<p>Skills</p>																						
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Attack (#)	Bonus	Type	Damage																			
Bite	+16	BPS	1d8+3																			
Claw (2)	+14	PS	1d6+1																			
Wing (2)	+14	PS	1d4+1																			
<p>HP 110 hp (13d12+26)</p>																						
<p>Special/Notes</p> <p>Water traits: imm sleep, paral. Feats: Pow Atk, Wingover. Breath Weapon (Su): 60-ft line; 8d4 acid dmg; Ref DC 18 half. Darkness (Sp): 3/day—as spell (40-ft r). CL 4. Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.</p>																						

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Bronze Young (CR 7)		CG +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	21	10 21	
STR	17	INT 16	FORT +10
SPD	40 ft, fly 150 ft (poor), swim 60 ft		
DEX	10	WIS 17	REF +8
GRAP	+15	VIS	dark 120 low-light, blsn 60
CON	15	CHA 16	WILL +11
			
Skills			
Bluff	+8	Dipl	+13
Lis	+9		
Conc	+10	Intim	+8
Spot	+9		
Attack (#)	Bonus	Type	Damage
Bite	+15	BPS	1d8+3
Claw (2)	+10	PS	1d6+1
Wing (2)	+10	B	1d4+1
HP			
102 hp (12d12+24)			
Special/Notes			
<p>Water traits: imm electric, sleep, paral. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 6d6 electric dmg; Ref DC 18 half. Or 30-ft cone; <i>reps</i> 1d6+3 rds; Fort DC 18 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Alternate Form (Su): 3/day—<i>pmorph</i> self (<=Med ani or humanoid only; no hp; no duration). Spell-Like Abilities: At will—<i>spk ani</i>. CL 3.</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Copper Young (CR 7)		CG +0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	20	10 20	
STR	15	INT 14	FORT +9
SPD	40 ft, fly 150 ft (poor)		
DEX	10	WIS 15	REF +7
GRAP	+13	VIS	dark 120 low-light, blsn 60
CON	15	CHA 14	WILL +9
			
Skills			
Bluff	+10	Intim	+4
Lis	+13		
Conc	+13	Jump	+16
Spot	+13		
Attack (#)	Bonus	Type	Damage
Bite	+13	BPS	1d8+2
Claw (2)	+11	PS	1d6+1
Wing (2)	+11	B	1d4+1
HP			
93 hp (11d12+22)			
Special/Notes			
<p>Earth traits: imm acid, sleep, paral. Feats: Cbt Expert, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 6d4 acid dmg; Ref DC 17 half. Or 20-ft cone; <i>slow</i> 1d6+3 rds; Fort DC 17 neg. Spider Climb (Ex): Always on; as spell (stone surfaces). Sorcerer Spells Known (save DC 12+lvl): 0—(ooooo) <i>danc lt, det mag, ghost s, r mag</i>; 1st—(oooo) <i>exp retreat, grease</i>. CL 1.</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Very Young (CR 7) LG		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	19	9 19	
STR	21	INT 16	FORT +10
SPD	60 ft, fly 200 ft (poor), swim 60 ft		
DEX	10	WIS 17	REF +7
GRAP	+20	VIS	dark 120 low-light, blsn 60
CON	17	CHA 16	WILL +10
			
Skills			
Dipl	+17	Lis	+19
Spot	+19		
Intim	+17	S Mot	+6
Swim	+16		
Attack (#)	Bonus	Type	Damage
Bite	+15	BPS	2d6+5
Claw (2)	+13	PS	1d8+2
Wing (2)	+13	B	1d6+2
Tail slap	+13	B	1d8+7
HP			
104 hp (11d12+33)			
Special/Notes			
<p>Fire traits: imm sleep, paral. Feats: B-Fight, Hover, Multiattack. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 4d10 fire dmg; Ref DC 18 half. Or 30-ft gas cone; 2 Str dmg; Fort DC 18 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Alternate Form (Su): 3/day—<i>pmorph</i> self (<=Med ani or humanoid only; no hp; no duration).</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Young (CR 7)		CE +0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	21	9 21	
STR	25	INT 12	FORT +11
SPD	40 ft, fly 150 ft (poor)		
DEX	10	WIS 13	REF +8
GRAP	+24	VIS	dark 120 low-light, blsn 60
CON	17	CHA 12	WILL +9
			
Skills			
Conc	+8	Lis	+13
Spell	+8		
Intim	+13	M Sil	+5
Spot	+13		
Attack (#)	Bonus	Type	Damage
Bite	+20	BPS	2d6+7
Claw (2)	+14	PS	1d8+3
Wing (2)	+14	B	1d6+3
Tail slap	+14	B	1d8+10
HP			
123 hp (13d12+39)			
Special/Notes			
<p>Fire traits: imm sleep, paral. Feats: B-Fight, Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 6d10 fire dmg; Ref DC 19 half. Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) <i>danc lt, det mag, ghost s, r mag</i>; 1st—(oooo) <i>mag armor, shld</i>. CL 1.</p>			
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Silver Young (CR 7)		LG		+4
	AC	BASE	TCH	FLT	TMP
	22	22	11	22	
CLASS/LEVEL					
STR	17	INT	16	FORT	+10
DEX	10	WIS	17	REF	+8
CON	15	CHA	16	WILL	+11
SPD 40 ft, fly 150 ft (poor) GRAP +16 VIS dark 120 low-light, blsn 60					
Skills Conc +6 Intim +10 Spell +7 Dipl +15 Lis +21 Spot +21					
Attack (#) Bonus Type Damage Bite +16 BPS 1d8+3 Claw (2) +11 PS 1d6+1 Wing (2) +11 B 1d4+1					
HP 110 hp (13d12+26)					
Special/Notes Fire traits; imm acid, sleep, paral. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—30-ft cone; 6d8 fire dmg; Ref DC 18 neg. Or 30-ft gas cone; paral 1d6+3 rds; Fort DC 18 neg. Alternate Form (Su): 3/day—pmorph self (=Med ani or humanoid only; no hp; no duration). Cloudwalking (Su): Continuous (negate/resume at will); walk on clouds or fog as solid ground. Sorcerer Spells Known (save DC 13+lvl): 0—(00000) det mag, lt, ray frost, r mag; 1st—(0000) hypno, mag armor. CL 1.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Drider (CR 7)		CE		+2
	AC	BASE	TCH	FLT	TMP
	17	17	11	15	
CLASS/LEVEL					
STR	15	INT	15	FORT	+5
DEX	15	WIS	16	REF	+4
CON	16	CHA	16	WILL	+8
SPD 30 ft, climb 15 ft GRAP +10 VIS dark 60					
Skills Climb +14 Hide +10 M Sil +12 Conc* +9 Lis +9 Spot +9					
Attack (#) Bonus Type Damage Dagger (2) +3 P/S 1d6+2/19-20, 1d6+1/19-20 Bite +1 BPS 1d4+1 +poison Shortbow +5 P 1d8/x3 Bite +6 BPS 1d4+1 +poison					
HP 45 hp (6d8+18)					
Special/Notes SR 17. Poison (Ex): Injury, Fort DC 16, init & sec dmg 1d6 Str. Spell-Like Abilities: 1/day—danc lt (DC 13), clairaud/clairvoy, dark, det good, det law, det mag, disp mag, f fire, lev, suggest (DC 16). CL 6. Sorcerer Spells Known (save DC 13+lvl): 0—(000000) daze, det mag, ghost s, mag hand, ray frost, r mag, resist; 1st—(000000) mag armor, mag missile, ray enfeeble, sil image; 2nd—(000000) invis, web; 3rd—(0000) lgt bolt. CL 6. * +4 cast def.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Elasmosaurus (CR 7)		N		+2
	AC	BASE	TCH	FLT	TMP
	13	13	10	11	
CLASS/LEVEL					
STR	26	INT	2	FORT	+15
DEX	14	WIS	13	REF	+9
CON	22	CHA	9	WILL	+4
SPD 20 ft, swim 50 ft GRAP +23 VIS low-light					
Skills Hide* -4 Spot +9 Lis +4 Swim +16					
Attack (#) Bonus Type Damage Bite +13 BPS 2d8+12					
HP 111 hp (10d8+66)					
Special/Notes Scent. Feat: Dodge. * +8 on Hide in water.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Elemental, Huge Air (CR 7)		N		+13
	AC	BASE	TCH	FLT	TMP
	21	21	17	12	
CLASS/LEVEL					
STR	18	INT	6	FORT	+9
DEX	29	WIS	11	REF	+19
CON	18	CHA	11	WILL	+5
SPD Fly 100 ft (prf) GRAP +24 VIS dark 60					
Skills Lis +11 Spot +12					
Attack (#) Bonus Type Damage Slam (2) +19 B 2d8+4					
HP 136 hp (16d8+64)					
Special/Notes Air, elemental extraplanar traits; DR 5/—. Feats: Cbt Reflex, Dodge, Flyby Atk, Mobil, Spring Atk. Air Mastery (Ex): Airborne opp receive -1 on atk & dmg. Whirlwind (Su): Ref DC 22, 2d8 dmg; see MM.					


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Huge Earth (CR 7)		N		-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	18	18	7	18					
STR	29	INT	6	FORT	+15	SPD	30 ft		
DEX	8	WIS	11	REF	+4	GRAP	+29	VIS	dark 60
CON	21	CHA	11	WILL	+7				
Skills									
Lis	+10								
Spot	+9								
Attack (#)	Bonus	Type	Damage						
Slam (2)	+19	B	2d10+9						
HP									
152 hp (16d8+80)									
Special/Notes									
<p>Earth, elemental extraplanar traits; DR 5/-. Feats: Awesome Blow, Cleave, G Cleave, Imp Bull Rush, Pow Atk. Earth Mastery (Ex): +1 on atk & dmg if both it & its opp are on ground. -4 on atk & dmg if opp is airborne or waterborne. Push (Ex): Bull rush w/o AoO. Earth Mastery applies. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.</p>									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Huge Fire (CR 7)		N		+11				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	19	19	15	12					
STR	18	INT	6	FORT	+9	SPD	60 ft		
DEX	25	WIS	11	REF	+17	GRAP	+24	VIS	dark 60
CON	18	CHA	11	WILL	+7				
Skills									
Lis	+11								
Spot	+12								
Attack (#)	Bonus	Type	Damage						
Slam (2)	+17	B	2d8+4 +2d8 fire						
HP									
136 hp (16d8+64)									
Special/Notes									
<p>Fire, elemental extraplanar traits; DR 5/-. Feats: Cbt Reflex, Dodge, Mobil, Spring Atk. Burn (Ex): Slam atk or opp w/ nat wps or unarmed; Ref DC 25, 1d4 rds, 2d8 fire dmg.</p>									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Huge Water (CR 7)		N		+4				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	21	21	12	17					
STR	24	INT	6	FORT	+15	SPD	30 ft, swim 120 ft		
DEX	18	WIS	11	REF	+9	GRAP	+27	VIS	dark 60
CON	21	CHA	11	WILL	+7				
Skills									
Lis	+11								
Spot	+12								
Attack (#)	Bonus	Type	Damage						
Slam (2)	+17	B	2d10+7						
HP									
152 hp (16d8+80)									
Special/Notes									
<p>Water, elemental extraplanar traits; DR 5/-. Feats: Cleave, G Cleave, Pow Atk, Imp Bull Rush. Water Mastery (Ex): +1 atk & dmg if both it & opp are touching water. -4 atk & dmg if either touching ground; see MM. Drench (Ex): Dispel mag fire touched as disp magic. CL 16. Vortex (Su): Ref DC 25, 2d8 dmg; see MM.</p>									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elephant (CR 7)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	15	8	15					
STR	30	INT	2	FORT	+12	SPD	40 ft		
DEX	10	WIS	13	REF	+7	GRAP	+26	VIS	low-light
CON	21	CHA	7	WILL	+6				
Skills									
Lis	+12								
Spot	+10								
Attack (#)	Bonus	Type	Damage						
Slam	+16	B	2d6+10						
Stamp (2)	+11	B	2d6+5						
Gore	+16	P	2d8+15						
HP									
104 hp (11d8+55)									
Special/Notes									
<p>Scent. Feat: Endur. Trample (Ex): 2d8+15 dmg, Ref DC 25 half.</p>									

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DELAY or READY	NAME Flesh Golem (CR 7)		ALIGN/RACE N	INIT -1						
	AC	BASE 18	TCH 8	FLT 18	TMP	CLASS/LEVEL				
	STR	21	INT	-	FORT	+3	SPD	30 ft		
	DEX	9	WIS	11	REF	+2	GRAP	+15	VIS	dark 60, low-light
CON	-	CHA	1	WILL	+3					
Skills										
Lis	+10									
Spot	+9									
Attack (#) Bonus Type Damage										
Slam (2) +10 B 2d8+5										
HP										
79 hp (9d10+30)										
Special/Notes										
Construct traits; DR 5/adamantine. Berserk (Ex): 1%/rd, cumulative; see MM. Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; mag fire or cold dmg as slow for 2d6 rds (no save); mag electric dmg breaks slow & heals 1hp/3dmg, excess as tmp hp (no save).										
					UNCONSCIOUS					


DELAY or READY	NAME Hill Giant (CR 7)		ALIGN/RACE CE	INIT -1						
	AC	BASE 20	TCH 8	FLT 20	TMP	CLASS/LEVEL				
	STR	25	INT	6	FORT	+12	SPD	40 ft, hide armor 30 ft		
	DEX	8	WIS	10	REF	+3	GRAP	+20	VIS	low-light
CON	19	CHA	7	WILL	+4					
Skills										
Climb	+7		Lis	+3						
Jump	+7		Spot	+6						
Attack (#) Bonus Type Damage										
Greatclub +16/+11 B 2d8+10										
Slam (2) +15 B 1d4+7										
Rock* +8 B 2d6+7										
HP										
102 hp (12d8+48)										
Special/Notes										
Feats: Cleave, Imp Bull Rush, Pow Atk, Imp Sunder. Rock Catching (Ex): 1/rd—Ref DC (15 Sm, 20 Med, 25 Lg) to catch known rock atk. * 120 ft rng inc.										
					UNCONSCIOUS					


DELAY or READY	NAME Hydra, Eight-Headed (CR 7)		ALIGN/RACE N	INIT +1						
	AC	BASE 18	TCH 9	FLT 17	TMP	CLASS/LEVEL				
	STR	19	INT	2	FORT	+11	SPD	20 ft, swim 20 ft		
	DEX	12	WIS	10	REF	+7	GRAP	+20	VIS	dark 60, low-light
CON	20	CHA	9	WILL	+4					
Skills										
Lis	+7		Swim	+12						
Spot	+8									
Attack (#) Bonus Type Damage										
Bite* (8) +11 BPS 1d10+4										
HP										
87 hp† (8d10+43)										
Special/Notes										
Fast healing 16; scent. Feat: Cbt Reflex. Heads: Sunder w/slash for 10 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 16. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.										
					UNCONSCIOUS					


DELAY or READY	NAME Invisible Stalker (CR 7)		ALIGN/RACE N	INIT +8						
	AC	BASE 17	TCH 13	FLT 13	TMP	CLASS/LEVEL				
	STR	18	INT	14	FORT	+4	SPD	30 ft, fly 30 ft (prf)		
	DEX	19	WIS	15	REF	+10	GRAP	+14	VIS	dark 60
CON	14	CHA	11	WILL	+4					
Skills										
Lis	+13		Srch	+13						
M Sil	+15		Spot	+13						
Attack (#) Bonus Type Damage										
Slam (2) +10 B 2d6+4										
HP										
52 hp (8d8+16)										
Special/Notes										
Air, elemental, extraplanar traits. Feat: Cbt Reflex. Natural Invisibility (Su): Not subject to invis purge; see invis shows dim outline of cloud; true seeing shows roiling cloud of vapor. Improved Tracking (Ex): Spot checks to track opp.										
					UNCONSCIOUS					


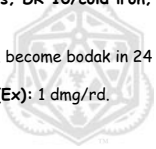
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DELAY OF READY	NAME Medusa (CR 7)		ALIGN/RACE LE	INIT +2						
	AC	BASE 15	TCH 12	FLT 13	TMP	CLASS/LEVEL				
	STR	10	INT	12	FORT	+3	SPD	30 ft		
	DEX	15	WIS	13	REF	+7	GRAP	+6	VIS	dark 60,
CON	12	CHA	15	WILL	+6					
Skills										
Bluff	+9	M Sil	+8							
Intim	+4	Spot	+8							
Attack (#) Bonus Type Damage										
Shortbow	+8/+3	P	1d6/x3							
Dagger	+8/+3	P/S	1d4/19-20							
Snakes	+3	BPS	1d4 +poison							
HP 33 hp (6d8+6)										
Special/Notes Feats: Pt Blk Shot, Prec Shot. Petrifying Gaze (Su): Perm turn to stone; 30 ft; Fort DC 15 neg. Poison (Ex): Injury, Fort DC 14, init dmg 1d6 Str, sec dmg 2d6 Str.										


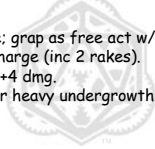
DELAY OF READY	NAME Remorhaz (CR 7)		ALIGN/RACE N	INIT +1						
	AC	BASE 20	TCH 9	FLT 19	TMP	CLASS/LEVEL				
	STR	26	INT	5	FORT	+10	SPD	30 ft, burrow 20 ft		
	DEX	13	WIS	12	REF	+6	GRAP	+23	VIS	dark 60, low-light trsn 60
CON	21	CHA	10	WILL	+3					
Skills										
Lis	+8									
Spot	+8									
Attack (#) Bonus Type Damage										
Bite	+13	BPS	2d8+12							
HP 73 hp (7d10+35)										
Special/Notes Feats: Awesome Blow, Imp Bull Rush, Pow Atk. Improved Grab (Ex): Bite on <Lg opp; grap as free act w/o AoO; swallow next rd. Swallow Whole (Ex): Grap to swallow opp starting turn in mouth; 2d8+12 bludgeon dmg +8d6 fire dmg /rd. Escape: 25 dmg w/ lt slash or pierc (AC 15). Holds 2 Lg, 4 Med, 8 Sm, 32 Tiny, 128 Dim, or 512 <Fine. Heat (Ex): Nat or unarmed atk 8d6 fire dmg. Fort DC 18 or wpn destroyed.										

DELAY OF READY	NAME Spectre (CR 7)		ALIGN/RACE LE	INIT +7						
	AC	BASE 15	TCH 15	FLT 13	TMP	CLASS/LEVEL				
	STR	—	INT	14	FORT	+2	SPD	40 ft, fly 80 ft (prf)		
	DEX	16	WIS	14	REF	+5	GRAP	—	VIS	dark 60,
CON	—	CHA	15	WILL	+7					
Skills										
Hide	+13	Lis	+14	Spot	+14					
Intim	+12	Srch	+12							
Attack (#) Bonus Type Damage										
Incorp touch	+6	—	1d8 +energy drain							
HP 45 hp (7d12)										
Special/Notes Incorp, undead traits; +2 turn resist. Feat: B-Fight. Energy Drain (Su): Incorp tch atk; 2 neg lvls & +10 tmp hp; Fort DC 15 to remove. Create Spawn (Su): Humanoid slain becomes spectre in 1d4 rds under control of killer. Unnatural Aura (Su): 30 ft; ani refuse to approach & panic if forced. Daylight Powerlessness (Ex): Powerless in nat sunlight; can't atk; 1 act/rd.										


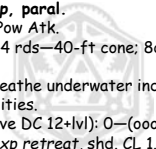
DELAY OF READY	NAME Succubus (CR 7)		ALIGN/RACE CE	INIT +1						
	AC	BASE 20	TCH 11	FLT 19	TMP	CLASS/LEVEL				
	STR	13	INT	16	FORT	+6	SPD	30 ft, fly 50 ft (avg)		
	DEX	13	WIS	14	REF	+6	GRAP	+7	VIS	dark 60
CON	13	CHA	26	WILL	+7					
Skills										
Conc	+10	Intim	+19	M Sil	+10					
Esc	+10	Lis	+19	Spot	+19					
Attack (#) Bonus Type Damage										
Claw (2)	+7	PS	1d6+1							
HP 33 hp (6d8+6)										
Special/Notes Chaotic, evil, extraplanar traits; DR 10/cold iron or good; imm electric, poison; resist acid 10, cold 10, fire 10; SR 18; tpathy 100 ft. Feats: Dodge, Mobil. Energy Drain (Su): Grap; 1 neg lvl & Will DC 21 or suggest; Fort DC 21 to rem neg lvl. Spell-Like Abilities: At will—charm mon (DC 22), det good, det thoughts (DC 20), e jaunt (self + 50 lbs), pmorph (humanoid only, no dur), suggest (DC 21), g tport (self + 50 lbs). CL 12. Summon Demon (Sp): 1/day—sumn vrock (30%) as 3rd-lvl spell. Tongues (Su): Perm—tongues. CL 12.										

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Bodak (CR 8)		C		+6
	AC	BASE	TCH	FLT	TMP
	20	12	18		
CLASS/LEVEL					
STR	13	INT	6	FORT	+3
SPD	20 ft				
DEX	15	WIS	12	REF	+5
GRAP	+5	VIS	dark 60		
CON	—	CHA	12	WILL	+7
					
Skills					
Lis	+11	Spot	+11		
M Sil	+10				
Attack (#)					
Slam	Bonus	Type	Damage		
	+6	B	1d8+1		
HP					
58 hp (9d12)					
Special/Notes					
Extraplanar, undead traits; DR 10/cold iron; imm electric; resist acid 10, fire 10. Feat: Dodge. Death Gaze (Su): Death & become bodak in 24 hrs; rng 30 ft; Fort DC 15 neg. Vulnerability to Sunlight (Ex): 1 dmg/rd.					
					
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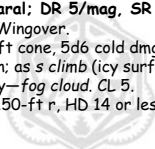
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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dire Tiger (CR 7)		N		+2
	AC	BASE	TCH	FLT	TMP
	17	11	15		
CLASS/LEVEL					
STR	27	INT	2	FORT	+13
SPD	40 ft				
DEX	15	WIS	12	REF	+12
GRAP	+24	VIS	low-light		
CON	17	CHA	10	WILL	+11
					
Skills					
Hide*	+7	Lis	+6	Spot	+7
Jump	+14	M Sil	+11	Swim	+10
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+20	PS	2d4+8		
Bite	+14	BPS	2d6+4		
HP					
120 hp (16d8+48)					
Special/Notes					
Scent. Feat: Run. Improved Grab (Ex): Bite; grap as free act w/o AoO; rake. Pounce (Ex): Full atk w/ charge (inc 2 rakes). Rake (Ex): +18 melee, 2d4+4 dmg. * +8 on Hide in tall grass or heavy undergrowth.					
					
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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, Green Juvenile (CR 7)		LE		+0
	AC	BASE	TCH	FLT	TMP
	22	9	22		
CLASS/LEVEL					
STR	19	INT	14	FORT	+12
SPD	40 ft, swim 40 ft, fly 150 ft (poor)				
DEX	10	WIS	15	REF	+9
GRAP	+22	VIS	dark 120, low-light, blsn 60		
CON	17	CHA	14	WILL	+11
					
Skills					
Conc	+7	Lis	+10	S Mot	+5
Intim	+19	M Sil	+9	Spell	+12
Attack (#)					
Bite	Bonus	Type	Damage		
	+17	BPS	2d8+4		
Claw (2)	+12	PS	1d8+2		
Wing (2)	+12	B	1d6+2		
Tail slap	+12	B	1d8+6		
HP					
133 hp (14d12+42)					
Special/Notes					
Air traits; imm acid, sleep, paral. Feats: Cleave, Flyby Atk, Pow Atk. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 8d6 acid dmg; Ref DC 20 half. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpr, spells, & spell-like abilities. Sorcerer Spells Known (save DC 12+lvl): 0—(oooo) arc mark, det mag, r mag, resist; 1st—(oooo) exp retreat, shd. CL 1.					
					
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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, White Young Adult (CR 7)		CE		+4
	AC	BASE	TCH	FLT	TMP
	23	9	23		
CLASS/LEVEL					
STR	19	INT	8	FORT	+12
SPD	60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft				
DEX	10	WIS	11	REF	+9
GRAP	+23	VIS	dark 120, low-light, blsn 60		
CON	17	CHA	10	WILL	+9
					
Skills					
Intim	+11	Lis	+18	S Mot	+3
Jump	+16	Srch	+17	Spot	+18
Attack (#)					
Bite	Bonus	Type	Damage		
	+18	BPS	3d6+4		
Claw (2)	+16	PS	1d8+2		
Wing (2)	+16	B	1d6+2		
Tail slap	+16	B	1d8+6		
HP					
142 hp (15d12+45)					
Special/Notes					
Cold traits; imm sleep, paral; DR 5/mag, SR 16. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 40-ft cone, 5d6 cold dmg, Ref DC 20 half. Icewalking (Ex): Always on; as s climb (icy surfaces). Spell-Like Abilities: 3/day—fog cloud. CL 5. Frightful Presence (Ex): 150-ft r, HD 14 or less, Will DC 17 neg.					
					
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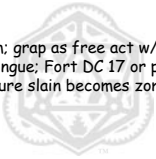
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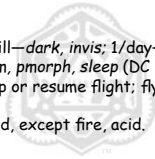
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, Blue Juvenile (CR 8)		LE		+4
	AC	BASE	TCH	FLT	TMP
	23	23	9	23	
CLASS/LEVEL					
STR	19	INT	14	FORT	+12
DEX	10	WIS	15	REF	+9
CON	17	CHA	14	WILL	+11
SPD 40 ft, burrow 20 ft, fly 150 ft (poor) GRAP +23 VIS dark 120, low-light, b/lsn 60					
Skills Conc +9 Intim +19 Spell +8 Esc +15 Lis +22 Spot +22					
Attack (#) Bonus Type Damage Bite +18 BPS 2d6+4 Claw (2) +14 PS 1d8+2 Wing (2) +13 B 1d6+2 Tail slap +13 B 1d8+6					
HP 142 hp (15d12+45)					
Special/Notes Earth traits; imm electric, sleep, paral. Feats: B-Fight, Flybu Atk, Hover. Breath Weapon (Su): 1/1d4 rds—80-ft line; 8d8 acid dmg; Ref DC 20 half. Create/Destroy Water (Sp): 3/day—As create water (can destroy also); as 1st-lvl spell. See MM. Sound Imitation (Ex): At will—can mimic any voice or sound it has heard; Will DC 19 to detect. Sorcerer Spells Known (save DC 12+lvl): 0—(oooo) danc lt, det mag, ghost s, r mag; 1st—(oooo) mag armor, shld. CL 1.					



DELAY OF READY	NAME		ALIGN/RACE		INIT
	Gorgon (CR 8)		N		+4
	AC	BASE	TCH	FLT	TMP
	20	20	9	20	
CLASS/LEVEL					
STR	21	INT	2	FORT	+11
DEX	10	WIS	12	REF	+6
CON	21	CHA	9	WILL	+5
SPD 30 ft GRAP +17 VIS dark 60, low-light					
Skills Lis +9 Spot +8					
Attack (#) Bonus Type Damage Gore +12 P 1d8+7					
HP 8d10+40 (85 hp)					
Special/Notes Scent. Breath Weapon (Su): 1/1d4 rd or 5/day—60-ft cone; perm turn to stone, Fort DC 19 neg. Trample (Ex): Opp <=Med; Ref DC 19 half.					


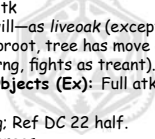
DELAY OF READY	NAME		ALIGN/RACE		INIT
	Gynosphinx (CR 8)		N		+5
	AC	BASE	TCH	FLT	TMP
	21	20	10	20	
CLASS/LEVEL					
STR	19	INT	18	FORT	+7
DEX	12	WIS	19	REF	+7
CON	13	CHA	19	WILL	+8
SPD 40 ft, fly 60 ft (poor) GRAP +16 VIS dark 60, low-light					
Skills Bluff +15 Intim +13 S Mot +15 Conc* +12 Lis +17 Spot +17					
Attack (#) Bonus Type Damage Claw (2) +11 PS 1d6+4					
HP 52 hp (8d10+8)					
Special/Notes Pounce (Ex): Full atk w/ charge. Rake (Ex): +11 melee, 1d6+2 dmg. Spell-Like Abilities: 3/day—clairaud/clairvoy, det mag, r mag, see invis; 1/day—comp lang, loc obj, disp mag, rem curse (DC 18), legend lore. CL 14. 1/wk—symb death, symb fear, symb insan, symb pain, symb persuas, symb sleep, symb stun (save DC 22, dur 1 wk for all symb). CL 18. * +4 cast def.					

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Hydra, Nine-Headed (CR 8)		N		+1
	AC	BASE	TCH	FLT	TMP
	19	18	9	18	
CLASS/LEVEL					
STR	21	INT	2	FORT	+11
DEX	12	WIS	10	REF	+7
CON	20	CHA	9	WILL	+5
SPD 20 ft, swim 20 ft GRAP +22 VIS dark 60, low-light					
Skills Lis +8 Swim +13 Spot +8					
Attack (#) Bonus Type Damage Bite* (9) +13 BPS 1d10+5					
HP 97 hp† (9d10+48)					
Special/Notes Fast heal 19; scent. Feats: B-Fight, Cbt Reflex. Heads: Sunder w/slash for 10 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 18. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Mohrg (CR 8)		CE		+9
	AC	BASE	TCH	FLT	TMP
	23	14	14		
CLASS/LEVEL					
STR	21	INT	11	FORT	+4
SPD	30 ft				
DEX	19	WIS	10	REF	+10
GRAP	+12	VIS	dark 60		
CON	—	CHA	10	WILL	+9
					
Skills					
Climb	+13	Lis	+11	Spot	+15
Hide	+21	M Sil	+21	Swim	+9
Attack (#)					
Slam	Bonus	Type	Damage		
	+12	B	1d6+7		
Tongue	+12	—	paral		
HP					
91 hp (14d12)					
Special/Notes					
Undead traits. Feats: Dodge, Mobil. Improved Grab (Ex): Slam; grap as free act w/o AoO. Paralyzing Touch (Su): Tongue; Fort DC 17 or paral 1d4 min. Create Spawn (Su): Creature slain becomes zombie in 1d4 days under control of killer.					
					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Ogre Mage (CR 8)		LE		+4
	AC	BASE	TCH	FLT	TMP
	18	9	18		
CLASS/LEVEL					
STR	21	INT	14	FORT	+7
SPD	40 ft. fly 40 ft (good)				
DEX	10	WIS	14	REF	+1
GRAP	+12	VIS	dark 60, low-light		
CON	17	CHA	17	WILL	+3
					
Skills					
Conc	+11	Spell	+10		
Lis	+10	Spot	+10		
Attack (#)					
Greatsword	Bonus	Type	Damage		
	+7	S	3d6+7/19-20		
Longbow	+2	P	2d6/x3		
HP					
37 hp (5d8+15)					
Special/Notes					
Regen 5; SR 19. Feat: Cbt Expert. Spell-Like Abilities: At will— <i>dark, invis</i> ; 1/day— <i>charm per</i> (DC 14), <i>cone cold</i> (DC 18), <i>gas form, pmorph, sleep</i> (DC 14). CL 9. Flight (Su): Free act—stop or resume flight; fly 40 (prf) in <i>gaseous form</i> . Regeneration (Ex): 5 hp/rd, except fire, acid.					
					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Stone Giant (CR 7)		N		+2
	AC	BASE	TCH	FLT	TMP
	25	11	23		
CLASS/LEVEL					
STR	27	INT	10	FORT	+13
SPD	40 ft. hide armor 30 ft				
DEX	15	WIS	12	REF	+6
GRAP	+22	VIS	dark 60, low-light		
CON	19	CHA	11	WILL	+7
					
Skills					
Climb	+11	Jump	+11		
Hide*	+6	Spot	+12		
Attack (#)					
Greatclub	Bonus	Type	Damage		
	+17/+12	B	2d8+12		
Slams	+17	B	1d4+8		
Rock†	+11	B	2d8+12		
HP					
119 hp (14d8+56)					
Special/Notes					
Feats: Cbt Reflex, Pt Blk Shot, Pow At, Prec Shot. Rock Catching (Ex): 1/rd—Ref DC (11 Sm, 16 Med, 21 Lg) to catch known rock atk. * +8 on Hide in rocky terrain. † 180 ft rng inc., two-handed.					
					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Treat (CR 8)		NG		-1
	AC	BASE	TCH	FLT	TMP
	20	7	20		
CLASS/LEVEL					
STR	29	INT	12	FORT	+10
SPD	30 ft				
DEX	8	WIS	16	REF	+1
GRAP	+22	VIS	low-light		
CON	21	CHA	12	WILL	+7
					
Skills					
Hide*	-9	Lis	+8	Spot	+8
Intim	+6	S Mot	+8		
Attack (#)					
Slam (2)	Bonus	Type	Damage		
	+12	B	2d6+9		
HP					
66 hp (7d8+35)					
Special/Notes					
Plant traits; DR 10/slash; vul fire. Feats: Imp Sunder, Pow Atk Animate Trees (Sp): At will—as <i>liveoak</i> (except 180 ft, control 2 at once, 1 rd for tree to uproot, tree has move of 10 ft, stops mv if controller incap or out of rng, fights as treat). CL 12. Double Damage against Objects (Ex): Full atk v object or structure deals 2x dmg. Trample (Ex): 2d6+13 dmg; Ref DC 22 half. * +16 on Hide in forested areas.					
					



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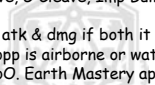
DELAY or READY	NAME Tyrannosaurus (CR 8)		ALIGN/RACE N		INIT +1	
	AC	BASE 14	TCH 9	FLT 13	TMP	CLASS/LEVEL
	STR	28	INT	2	FORT	+16 SPD 40 ft
	DEX	12	WIS	15	REF	+12 GRAP+30 VIS low-light
	CON	21	CHA	10	WILL	+8
Skills Hide -2 Spot +14 Lis +14						
Attack (#) Bonus Type Damage Bite +20 BPS 3d6+13						
HP 180 hp (18d8+99)						
Special/Notes Scent. Feats: Run, Track. Improved Grab (Ex): Bite atk v <=Lg; grap as free act w/o AoO; swallow on next rd. Swallow Whole (Ex): Grap to swallow opp starting turn in mouth; 2d8+8 bludgeon dmg + 8 acid dmg /rd. Escape: 25 dmg w/ 1t slash or pierc wpn (AC 12). Holds 2 Med, 8 Sm, 32 Tiny, or 128 <=Dim.						



DELAY or READY	NAME Androsphinx (CR 9)		ALIGN/RACE CG		INIT +0	
	AC	BASE 22	TCH 9	FLT 22	TMP	CLASS/LEVEL
	STR	25	INT	16	FORT	+12 SPD 50 ft, fly 80 ft (poor)
	DEX	10	WIS	17	REF	+8 GRAP+23 VIS dark 60, low-light
	CON	19	CHA	17	WILL	+7
Skills Intim +17 Spot +18 Lis +18 Surv +18						
Attack (#) Bonus Type Damage Claw (2) +18 PS 2d4+7						
HP 114 hp (12d10+48)						
Special/Notes Feats: Cleave, G Cleave, Flyby Ak, Pow Atk, Track. Pounce (Ex): Full atk w/ charge. Rake (Ex): +18 melee, 2d4+3 dmg. Roar (Su): See MM. Cleric Spells Prepared (save DC 13+lvl): 0— <i>cure min, det mag, guid, light, resist</i> ; 1st— <i>div favor, prot evil*</i> , <i>shld faith, rem fear, sum mon I</i> ; 2nd— <i>b's strength, rem paral, ret energy, shld other*</i> , <i>sum mon II</i> ; 3rd— <i>cure ser*</i> , <i>daylight, invis purge, sear lgt</i> . *Domain spell (Good & Healing). CL 6.						


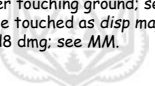
DELAY or READY	NAME Dragon, Black Young Adult (CR 9)		ALIGN/RACE CE		INIT +4	
	AC	BASE 24	TCH 9	FLT 24	TMP	CLASS/LEVEL
	STR	19	INT	12	FORT	+13 SPD 60 ft, fly 150 ft (poor), swim 60 ft
	DEX	10	WIS	13	REF	+10 GRAP+24 VIS dark 120, low-light, blsn 60
	CON	17	CHA	12	WILL	+11
Skills Hide +12 Lis +14 Spot +14 Intim +14 M Sil +10 Swim +12						
Attack (#) Bonus Type Damage Bite +20 BPS 2d6+4 Claw (2) +17 PS 1d8+2 Wing (2) +17 B 1d6+2 Tail slap +17 B 1d8+6						
HP 152 hp (16d12+48)						
Special/Notes Water traits: imm sleep, paral; DR 5/mag; SR 17. Feats: Pow Atk, Wingover. Breath Weapon (Su): 80-ft line; 10d4 acid dmg; Ref DC 21 half. Frightful Presence (Ex): 150-ft. r.; <=15 HD; Will DC 19 neg. Darkness (Sp): 3/day—as spell (50-ft r). CL 5. Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged. Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) <i>daze, det mag, ray frost, resist</i> ; 1st—(oooo) <i>mag armor, prot good</i> . CL 1.						

DELAY or READY	NAME Dragon, Gold Young (CR 9)		ALIGN/RACE LG		INIT +0	
	AC	BASE 22	TCH 9	FLT 22	TMP	CLASS/LEVEL
	STR	25	INT	16	FORT	+12 SPD 60 ft, fly 200 ft (poor), swim 60 ft
	DEX	10	WIS	17	REF	+9 GRAP+25 VIS dark 120, low-light, blsn 60
	CON	17	CHA	16	WILL	+12
Skills Conc +6 Lis +22 Spell +6 Intim +17 S Mot +9 Spot +22						
Attack (#) Bonus Type Damage Bite +20 BPS 2d6+7 Claw (2) +18 PS 1d8+3 Wing (2) +18 B 1d6+3 Tail slap +18 B 1d8+10						
HP 138 hp (14d12+42)						
Special/Notes Fire traits: imm sleep, paral. Feats: B-Fight, Flyby Atk, Hover, Multiattack. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 6d10 fire dmg; Ref DC 20 half. Or 30-ft gas cone: 3 Str dmg; Fort DC 20 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Alternate Form (Su): 3/day— <i>pmorph self</i> (<=Med ani or humanoid only; no hp; no duration). Sorcerer Spells Known (save DC 13+lvl): 0—(ooooo) <i>det mag, det poison, lt, r mag</i> ; 1st—(oooo) <i>identify, mag armor</i> . CL 1.						

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Greater Air (CR 9)		N		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	26	18	16						
STR	20	INT	8	FORT	+11	SPD	Fly 100 ft (prf)		
DEX	31	WIS	11	REF	+22	GRAP	+28	VIS	dark 60
CON	18	CHA	11	WILL	+9				
Skills		Lis		+14					
Spot		+14							
Attack (#)	Bonus	Type	Damage						
Slam (2)	+23	B	2d8+5						
HP									
178 hp (21d8+84)									
Special/Notes									
Air, elemental, extraplanar traits; DR 10/-. Feats: B-Fight, Cbt Reflex, Flyby Atk, Mobil, Pow Atk, Spring Atk. Air Mastery (Ex): Airborne opp receive -1 on atk & dmg. Whirlwind (Su): Ref DC 25, 2d8 dmg; see MM.									
					UNCONSCIOUS				

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Greater Earth (CR 9)		N		-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	7	20						
STR	31	INT	8	FORT	+17	SPD	30 ft		
DEX	8	WIS	11	REF	+6	GRAP	+33	VIS	dark 60
CON	21	CHA	11	WILL	+9				
Skills		Lis		+14					
Spot		+14							
Attack (#)	Bonus	Type	Damage						
Slam (2)	+23	B	2d10+10						
HP									
199 hp (21d8+105)									
Special/Notes									
Earth, elemental, extraplanar traits; DR 10/-. Feats: Awesome Blow, Cleave, G Cleave, Imp Bull Rush, Imp Sunder, Pow Atk. Earth Mastery (Ex): +1 on atk & dmg if both it & its opp are on ground. -4 on atk & dmg if opp is airborne or waterborne. Push (Ex): Bull rush w/o AoO. Earth Mastery applies. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.									
					UNCONSCIOUS				

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Greater Fire (CR 9)		N		+12				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	24	16	16						
STR	20	INT	6	FORT	+11	SPD	60 ft		
DEX	27	WIS	11	REF	+20	GRAP	+28	VIS	dark 60
CON	18	CHA	11	WILL	+9				
Skills		Lis		+14					
Spot		+14							
Attack (#)	Bonus	Type	Damage						
Slam (2)	+22	B	2d8+5 +2d8 fire						
HP									
178 hp (21d8+84)									
Special/Notes									
Elemental, extraplanar, fire traits; DR 10/-. Feats: B-Fight, Cbt Reflex, Dodge, Mobil, Spring Atk. Burn (Ex): Slam atk or opp w/ nat wpns or unarmed; Ref DC 26, 1d4 rds, 2d8 fire dmg.									
					UNCONSCIOUS				

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Elemental, Greater Water (CR 9)		N		+5				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	22	13	17						
STR	26	INT	8	FORT	+17	SPD	30 ft, swim 120 ft		
DEX	20	WIS	11	REF	+14	GRAP	+31	VIS	dark 60
CON	21	CHA	11	WILL	+9				
Skills		Lis		+14					
Spot		+14							
Attack (#)	Bonus	Type	Damage						
Slam (2)	+21	B	2d10+8						
HP									
199 hp (21d8+105)									
Special/Notes									
Elemental, extraplanar, water traits; DR 10/-. Feats: Cleave, G Cleave, Imp Bull Rush, Imp Sunder. Water Mastery (Ex): +1 atk & dmg if both it & opp are touching water. -4 atk & dmg if either touching ground; see MM. Drench (Ex): Dispel mag fire touched as disp mag. CL 21. Vortex (Su): Ref DC 28, 2d8 dmg; see MM.									
					UNCONSCIOUS				

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DELAY of READY	NAME	ALIGN/RACE	INIT
	Frost Giant (CR 9)	CE	-1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	21	8 21	
STR	29	INT	10
FORT	+14	SPD	40 ft
DEX	9	WIS	14
REF	+3	GRAP	+23
CON	21	CHA	11
WILL	+6	VIS low-light	
Skills			
Climb	+13	Jump	+17
Intim	+6	Spot	+12
Attack (#) Bonus Type Damage			
Greataxe	+18/+13	S	3d6+13/x3
Slam (2)	+18	B	1d4+9
Rock*	+9	B	(2d6+9)
HP			
133 hp (14d8+70)			
Special/Notes			
Cold traits. Feats: Cleave, G Cleave, Imp Overrun, Imp Sunder, Pow Atk Rock Catching (Ex): 1/rd—Ref DC (15 Sm, 20 Med, 25 Lg) to catch known rock atk. * 120 ft rng inc.			

DELAY of READY	NAME	ALIGN/RACE	INIT
	Hydra, Ten-Headed (CR 9)	N	+1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	20	9 19	
STR	21	INT	2
FORT	+12	SPD	20 ft, swim 20 ft
DEX	12	WIS	10
REF	+8	GRAP	+23
CON	20	CHA	9
WILL	+3	VIS dark 60, low-light	
Skills			
Lis	+8	Swim	+13
Spot	+9		
Attack (#) Bonus Type Damage			
Bite* (10)	+14	BPS	1d10+5
HP			
108 hp† (10d10+53)			
Special/Notes			
Fast heal 20; scent. Feat: B-Fight, Cbt Reflex. Heads: Sunder w/slash for 10 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 20. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.			

DELAY of READY	NAME	ALIGN/RACE	INIT
	Night Hag (CR 9)	NE	+1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	22	11 21	
STR	19	INT	11
FORT	+12†	SPD	20 ft
DEX	12	WIS	15
REF	+9†	GRAP	+12
CON	18	CHA	12
WILL	+9†	VIS dark 60	
Skills			
Conc*	+15	Lis	+15
Spell	+11		
Intim	+14	Ride	+12
Spot	+15		
Attack (#) Bonus Type Damage			
Bite	+12	BPS	2d6+6 +disease
HP			
68 hp (8d8+32)			
Special/Notes			
Evil, extraplanar traits; nat wpns mag for DR; DR 10/cold iron & mag; imm fire, cold, charm, sleep, fear; SR 25. Feat: Mount Cbt. Disease (Ex): See MM. Spell-Like Abilities: At will—det chaos, det evil, det good, det law, det magic, mag missile, pmorph (self only), ray enfeeble (DC 12), sleep (DC 12), CL 8. At will—etherealness (w/ heartstone), CL 16. Possessions: Heartstone (auto cure disease, +2 on all saves, see MM). * +4 cast def. † Includes heartstone.			

DELAY of READY	NAME	ALIGN/RACE	INIT
	Stone Giant Elder (CR 9)	N	+2
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	25	11 23	
STR	27	INT	10
FORT	+13	SPD	40 ft, hide armor 30 ft
DEX	15	WIS	12
REF	+6	GRAP	+22
CON	19	CHA	15
WILL	+7	VIS dark 60, low-light	
Skills			
Climb	+11	Jump	+11
Hide*	+6	Spot	+12
Attack (#) Bonus Type Damage			
Greatclub	+17/+12	B	2d8+12
Slam (2)	+17	B	1d4+8
Rock†	+11	B	2d8+12
HP			
119 hp (14d8+56)			
Special/Notes			
Earth traits. Feats: Cbt Reflex, Pt Blk Shot, Pow Atk, Prec Shot. Rock Catching (Ex): 1/rd—Ref DC (11 Sm, 16 Med, 21 Lg) to catch known rock atk. Spell-Like Abilities (Su): 1/day—stone shape, stone tell, & either trans rock to mud or trans mud to rock (DC 17). As sor 10. * +8 on Hide in rocky terrain. † 180 ft rng inc., 2-handed.			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Vrock (CR 9)	CE	+2
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	22 11 20		
STR	23	INT	14
FORT	+14	SPD	30 ft, fly 50 ft (avg)
DEX	15	WIS	16
REF	+9	GRAP	+20
CON	25	CHA	16
WILL	+10	VIS	dark 60
Skills			
Conc	+20	M Sil	+15
Spell	+15		+15
Lis	+24	S Mot	+16
Spot	+24		+24
Attack (#) Bonus Type Damage			
Claw (2)	+15	PS	2d6+6
Bite	+13	BPS	1d8+3
Talon (2)	+13	PS	1d6+3
HP			
115 hp (10d8+70)			
Special/Notes Chaotic, evil, extraplanar traits; DR 10/good; imm electric, poison; resist acid 10, cold 10, fire 10; SR 17; tpathy 100 ft.			
Feats: Cleave, Cbt Reflex, Pow Atk.			
Spell-Like Abilities: At will— <i>mirr image</i> , <i>tkinesis</i> (DC 18), <i>gr tport</i> (self + 50 lbs); 1/day— <i>hero</i> . CL 12.			
Spores (Ex): 1/3 rd—1d8 dmg to all adjacent; 1d4 dmg/rd for 10 rds. Remove: <i>bless</i> , <i>neut poison</i> , <i>rem disease</i> , <i>holy water</i> . Delay: <i>del poison</i> .			
Stunning Screech (Su): 1/hr—30-ft r; Fort DC 22 or stun 1 rd.			
Summon Demon (Sp): 1/day—sum 2d10 dretches or vrock (35%) as 3rd-lvl spell.			

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DELAY or READY	NAME	ALIGN/RACE	INIT
	Animated Object, Colossal (CR 10) N	N	-3
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	11 -1 11		
STR	28	INT	-
FORT	+10	SPD	See MM
DEX	4	WIS	1
REF	+7	GRAP	+49
CON	-	CHA	1
WILL	+5	VIS	dark 60, low-light
Skills			
Lis	+8	Swim	+13
Spot	+9		
Attack (#) Bonus Type Damage			
Slam	+25	B	4d6+13
HP			
256 hp (32d10+80)			
Special/Notes Construct traits.			


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DELAY or READY	NAME	ALIGN/RACE	INIT
	Clay Golem (CR 10)	N	-1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	22 8 22		
STR	25	INT	-
FORT	+3	SPD	20 ft
DEX	9	WIS	11
REF	+2	GRAP	+19
CON	-	CHA	1
WILL	+3	VIS	dark 60, low-light
Skills			
Conc*	+15	Lis	+15
Spell	+15		+11
Intim	+14	Ride	+12
Spot	+15		+15
Attack (#) Bonus Type Damage			
Slam (2)	+14	B	2d10+7 +cursed wnd
HP			
90 hp (11d10+30)			
Special/Notes Construct traits; DR 10/adamantine or bludgeon.			
Berserk (Ex): 1%/rd, cumulative; see MM.			
Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; mag fire or cold dmg as <i>slow</i> for 2d6 rds (no save); mag electricity dmg breaks <i>slow</i> & heals 1hp/3dmg, excess as tmp hp (no save).			
Cursed Wound (Ex): CL DC 26 or conj (heal) spells have no effect.			
Immunity to Magic (Ex): Imm to spells or spell-like abilities allowing SR; mv earth 3d12 dmg & pushes 120 ft; <i>disint</i> 1d12 dmg & <i>slow</i> ;			
earthquake 5d10 dmg & can't move next turn; mag acid dmg heals 1hp/3dmg, excess as tmp hp; no saves.			
Haste (Su): 1/day— <i>haste</i> (free act; cbt for >1 rd; dur 3 rds).			


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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Juvenile (CR 10) CE	CE	+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	24 9 24		
STR	29	INT	14
FORT	+14	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	15
REF	+10	GRAP	+29
CON	19	CHA	14
WILL	+12	VIS	dark 120, low-light, blsn 60
Skills			
Conc	+12	Lis	+14
Spell	+14		+13
Intim	+14	M Sil	+5
Spot	+14		+14
Attack (#) Bonus Type Damage			
Bite	+25	BPS	2d6+9
Claw (2)	+19	PS	1d8+4
Wing (2)	+19	B	1d6+4
Tail slap	+19	B	1d8+13
HP			
168 hp (16d12+64)			
Special/Notes Fire traits; imm sleep, paral.			
Feats: B-Fight, Flyby Atk, Hover, Pow Atk.			
Breath Weapon (Su): 1/1d4 rds—40-ft cone; 8d10 fire dmg; Ref DC 22 half.			
Locate Object (Sp): 4/day—as spell. CL 4.			
Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) <i>danc lt</i> , <i>det mag</i> , <i>ghost s</i> , <i>msg</i> , <i>r mag</i> ; 1st—(ooooo) <i>mag armor</i> , <i>ray enfeeble</i> , <i>shld</i> . CL 3.			


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DELAY OF READY	NAME	ALIGN/RACE	INIT						
	Dragon, White Adult (CR 10)	CE	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	26 9 26								
STR	23	INT	10	FORT	+15	SPD	60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft		
DEX	10	WIS	11	REF	+11	GRAP	+28	VIS	dark 120, low-light, blsn 60
CON	19	CHA	12	WILL	+11				
Skills									
Conc	+9	Lis	+21	S Mot	+3				
Intim	+12	Srch	+21	Spot	+21				
Attack (#) Bonus Type Damage									
Bite	+23	BPS	3d6+6						
Claw (2)	+21	PS	1d8+3						
Wing (2)	+21	B	1d6+3						
Tail slap	+21	B	1d8+9						
HP									
189 hp (18d12+76)									
Special/Notes									
Cold traits: imm sleep, paral; DR 5/mag; SR 18. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 40-ft cone, 6d6 cold dmg, Ref DC 25 half. Icewalking (Ex): Always on; as s climb (icy surfaces). Spell-Like Abilities: 3/day—fog cloud, gust wind. CL 6. Frightful Presence (Ex): 180-ft r, HD 17 or less, Will DC 20 neg. Sorcerer Spells Known (save DC 11+lvl): 0—(oooo) acid spl, ray frost, r mag, resist; 1st—(oooo) prot good, shld. CL 1.									


DELAY OF READY	NAME	ALIGN/RACE	INIT						
	Fire Giant (CR 10)	LE	-1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	23 8 23								
STR	31	INT	10	FORT	+14	SPD	40 ft, half-plate armor 30 ft		
DEX	9	WIS	14	REF	+4	GRAP	+25	VIS	low-light
CON	21	CHA	11	WILL	+9				
Skills									
Climb	+9	Jump	+9						
Intim	+6	Spot	+14						
Attack (#) Bonus Type Damage									
Greatsword	+20/+15/+10	S	3d6+15						
Slam (2)	+20	B	1d4+10						
Rock*	+10	B	2d6+10 +2d6 fire						
HP									
142 hp (15d8+75)									
Special/Notes									
Fire traits. Feats: Cleave, G Cleave, Imp Overrun, Imp Sunder, Pow Atk. Rock Catching (Ex): 1/rd—Ref DC (15 Sm, 20 Med, 25 Lg) to catch known rock atk. * 120 ft rng inc.									


DELAY OF READY	NAME	ALIGN/RACE	INIT						
	Hydra, Eleven-Headed (CR 10)	NE	+1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	21 9 20								
STR	23	INT	2	FORT	+12	SPD	20 ft, swim 20 ft		
DEX	12	WIS	10	REF	+8	GRAP	+25	VIS	dark 60, low-light
CON	20	CHA	9	WILL	+5				
Skills									
Lis	+9	Swim	+14						
Spot	+9								
Attack (#) Bonus Type Damage									
Bite* (11)	+16	BPS	1d10+6						
HP									
118 hp* (11d10+58)									
Special/Notes									
Fast heal 21; scent. Feat: B-Fight, Cbt Reflex. Heads: Sunder w/slash for 10 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 22. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.									

DELAY OF READY	NAME	ALIGN/RACE	INIT						
	Cauchemar (CR 10)	NE	+6						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	26 10 24								
STR	31	INT	16	FORT	+16	SPD	40 ft, fly 90 ft (good)		
DEX	14	WIS	12	REF	+11	GRAP	+33	VIS	dark 60, low-light
CON	24	CHA	12	WILL	+10				
Skills									
Bluff	+19	Intim	+21	M Sil	+20				
Conc	+25	Lis	+21	Spot	+21				
Attack (#) Bonus Type Damage									
Hoof (2)	+23	B	2d6+10 +1d4 fire						
Bite	+18	BPS	2d6+5						
HP									
172 hp (15d8+105)									
Special/Notes									
Evil, extraplanar traits. Feats: Cleave, Pow Atk, Run, Track. Flaming Hooves (Su): Hoof: combustibles ignite. Smoke (Su): 1/rd—free act; 15-ft cone; dur 1 rd; Fort DC 24 or -2 to atk & dmg for 1d6 min after leaving cone. Grants conceal at 5 ft, total conceal at 10 ft. Astral Projection and Etherealness (Su): At will—as spells. CL 20. Carrying Capacity: Lt -612; med-1225; hvy -1840.									


DELAY OF READY	NAME	ALIGN/RACE	INIT
	Cloud Giant (CR 11)	NG/E	+1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	25 9 24		
STR	35	INT	12
FORT	+16	SPD	50 ft
DEX	13	WIS	16
REF	+6	GRAP	+32
CON	23	CHA	13
WILL	+10		
Skills			
Climb	+19	Lis	+15
Spot			+15
Intim	+11	S Mot	+9
Attack (#) Bonus Type Damage			
G morningstar	+22/+17/+12	BP	4d6+18
Slam (2)	+22	B	1d6+12
Rock*	+12	B	2d8+12
HP			
17d8+102 (178 hp)			
Special/Notes			
Air traits; scent. Feats: Awesome Blow, Cleave, Imp Bull Rush, Imp Overrun, Pow Atk. Rock Catching (Ex): 1/rd—Ref DC (15 Sm, 20 Med, 25 Lg) to catch known rock atk. Oversized Weapon (Ex): Wields gar morningstar w/o penalty. Spell-Like Abilities: 3/day—lev (self + 2000 lbs), obs mist; 1/day—fog cld. CL 15. * 140 ft rmg inc.			


DELAY OF READY	NAME	ALIGN/RACE	INIT
	Dragon, Black Adult (CR 11)	CE	+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	27 9 27		
STR	23	INT	12
FORT	+15	SPD	60 ft, fly 150 ft (poor), swim 60 ft
DEX	10	WIS	13
REF	+11	GRAP	+29
CON	19	CHA	12
WILL	+12		
Skills			
Climb	+14	Intim	+16
M Sil			+12
Dipl	+10	Lis	+17
Spot			+17
Attack (#) Bonus Type Damage			
Bite	+25	BPS	2d6+6
Claw (2)	+22	PS	1d8+3
Wing (2)	+22	PS	1d6+3
Tail slap	+22	B	1d8+9
HP			
199 hp (19d12+76)			
Special/Notes			
Water traits; imm sleep, paral; DR 5/mag; SR 18. Feats: Cleave, Pow Atk, Wingover. Breath Weapon (Su): 80-ft line; 12d4 acid dmg; Ref DC 23 half. Corrupt Water (Sp): 1/day—potions w/in 180 ft; Will DC 20 or fouled; see MM. CL 6. Frightful Presence (Ex): 180-ft r; <=18 HD; Will DC 20 neg. Darkness (Sp): 3/day—as spell (60-ft r). CL 6. Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged. Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) daze, det mag, ray frost, r mag, resist; 1st—(ooooo) mag armor, prot good, shld. CL 3.			


DELAY OF READY	NAME	ALIGN/RACE	INIT
	Elemental, Elder Air (CR 11)	N	+15
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	27 19 16		
STR	22	INT	10
FORT	+12	SPD	Fly 100 ft (prf)
DEX	33	WIS	11
REF	+25	GRAP	+32
CON	18	CHA	11
WILL	+10		
Skills			
Lis	+29		
Spot	+29		
Attack (#) Bonus Type Damage			
Slam (2)	+27	B	2d8+6
HP			
204 hp (24d8+96)			
Special/Notes			
Air, elemental, extraplanar traits; DR 10/-. Feats: B-fight, Cleave, Cbt Reflex, Flyby Atk, Mobil, Pow Atk, Spring Atk. Air Mastery (Ex): Airborne opp receive -1 on atk & dmg. Whirlwind (Su): Ref DC 28, 2d8 dmg; see MM.			


DELAY OF READY	NAME	ALIGN/RACE	INIT
	Elemental, Elder Earth (CR 11)	N	-1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	22 7 22		
STR	33	INT	10
FORT	+19	SPD	30 ft
DEX	8	WIS	11
REF	+7	GRAP	+37
CON	21	CHA	11
WILL	+10		
Skills			
Lis	+29		
Spot	+29		
Attack (#) Bonus Type Damage			
Slam (2)	+27	B	2d10+11/19-20
HP			
228 hp (24d8+120)			
Special/Notes			
Earth, elemental, extraplanar traits; DR 10/-. Feats: Awesome Blow, Cleave, G Cleave, Imp Bull Rush, Imp Sunder, Pow Atk. Earth Mastery (Ex): +1 on atk & dmg if both it & opp are on ground. -4 on atk & dmg if opp is airborne or waterborne. Push (Ex): Bull rush w/o AoO. Earth Mastery applies. Earth Glide (Ex): Move thru stone, dirt, earth (not metal) leaving no trace; see MM.			

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Elemental, Elder Fire (CR 11)		N		+13					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	25	17	16							
STR	22	INT	6	FORT	+14	SPD	60 ft			
DEX	29	WIS	11	REF	+23	GRAP	+32	VIS	dark 60	
CON	18	CHA	11	WILL	+10					
Skills										
Lis	+28									
Spot	+29									
Attack (#)	Bonus	Type	Damage							
Slam (2)	+26	B	2d8+6 +2d8 fire							
HP										
204 hp (24d8+96)										
Special/Notes										
Elemental, extraplanar, fire traits; DR 10/-.										
Feats: B-Fight, Cbt Reflex, Dodge, Mobil, Spring Atk.										
Burn (Ex): Slam atk or opp w/ nat wps or unarmed; Ref DC 26, 1d4 rds, 2d8 fire dmg.										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Elemental, Elder Water (CR 11)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	23	14	17							
STR	28	INT	10	FORT	+19	SPD	30 ft, swim 120 ft			
DEX	22	WIS	11	REF	+16	GRAP	+35	VIS	dark 60	
CON	21	CHA	11	WILL	+10					
Skills										
Lis	+29									
Spot	+29									
Attack (#)	Bonus	Type	Damage							
Slam (2)	+25	B	2d10+9/19-20							
HP										
228 hp (24d8+120)										
Special/Notes										
Elemental, extraplanar, water traits; DR 10/-.										
Feats: Cleave, G Cleave, Imp Bull Rush, Imp Sunder, Pow Atk.										
Water Mastery (Ex): +1 atk & dmg if both it & opp are touching water; -4 atk & dmg if either touching ground; see MM.										
Drench (Ex): Dispel mag fire touched as disp mag. CL 24.										
Vortex (Su): Ref DC 31, 2d8 dmg; see MM.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Hydra, Twelve-Headed (CR 11)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	22	9	21							
STR	23	INT	2	FORT	+13	SPD	20 ft, swim 20 ft			
DEX	12	WIS	10	REF	+9	GRAP	+26	VIS	dark 60, low-light	
CON	20	CHA	9	WILL	+6					
Skills										
Lis	+9		Swim	+14						
Spot	+10									
Attack (#)	Bonus	Type	Damage							
Bite* (12)	+17	BPS	2d8+6							
HP										
129 hp† (12d10+63)										
Special/Notes										
Fast heal 22; scent.										
Feat: B-Fight, Cbt Reflex.										
Heads: Sunder w/slash for 10 dmg severs head; 2 new heads in 1d4 rds (max 24); 5 acid, fire dmg prevents regrowth. Max 24.										
* Can atk w/ all heads at no penalty w/ move or charge.										
† Can be killed by severing all heads; see MM.										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Basilisk, Abyssal Greater (CR 11)		CE		-1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	8	17							
STR	24	INT	3	FORT	+18	SPD	20 ft			
DEX	8	WIS	10	REF	+12	GRAP	+29	VIS	dark 60, low-light	
CON	21	CHA	15	WILL	+8					
Skills										
Hide*	+0		Spot	+10						
Lis	+10									
Attack (#)	Bonus	Type	Damage							
Bite	+25	BPS	2d8+10							
HP										
189 hp (18d10+90)										
Special/Notes										
Extraplanar traits; nat wps mag for DR; DR 10/mag; resist cold 10, fire 10; SR 23.										
Feat: B-Fight.										
Petrifying Gaze (Su): Perm turn to stone; rmg 30 ft; Fort DC 21 neg.										
Smite Good (Su): 1/day—Bite deals +18 dmg v good opp.										
* +4 on Hide in natural settings.										


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DELAY or READY	NAME		ALIGN/RACE		INIT		
	Black Pudding, Elder (CR 12)		N		-5		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	1	1	1				
STR	26	INT	-	FORT	+15	SPD	20 ft, climb 20 ft
DEX	1	WIS	1	REF	+1	GRAP	+35 VIS blst 60
CON	28	CHA	1	WILL	+1		
Skills							
Climb	+16						
Attack (#) Bonus Type Damage							
Slam	+19	B	3d6+12 +3d6 acid				
HP							
290 hp (20d10+180)							
Special/Notes							
<p>Ooze traits. Acid (Ex): Slam or constrict; 2d6 acid dmg to organic & metal only; Ref DC 29 or armor & clothes or metal & wooden wps dissolve; 21 dmg/rd to metal or wood w/ full-rd touch. Constrict (Ex): Auto slam & acid dmg w/ grap; -4 on acid Ref saves. Improved Grab (Ex): Slam atk; grap as free act w/o AoO; constrict. Split (Ex): Slash & pierc wps; no dmg; split in 2 w/ half hp until <= 10 hp; dies at 0 hp.</p>							
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DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, White Mat. Adult (CR 12)		CE		+4		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	28	8	28				
STR	27	INT	12	FORT	+17	SPD	60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	13	REF	+12	GRAP	+37 VIS dark 120 low-light blsn 60
CON	21	CHA	12	WILL	+13		
Skills							
Conc	+15	Lis	+25	S Mot	+3		
Intim	+12	Srch	+25	Spot	+25		
Attack (#) Bonus Type Damage							
Bite	+27	BPS	3d8+8				
Claw (2)	+25	PS	2d6+4				
Wing (2)	+25	B	1d8+4				
Tail slap	+25	B	2d6+12				
HP							
241 hp (21d12+105)							
Special/Notes							
<p>Cold traits; imm sleep, paral; DR 10/mag; SR 20. Feats: Flyby Atk, Hover, Pow Atk, Wingover. Breath Weapon (Su): 50-ft cone, 7d6 cold dmg, Ref DC 25 half. Icwalking (Ex): Always on; as s climb (icy surfaces). Spell-Like Abilities: 3/day—fog cloud, gust wind. CL 7. Frightful Presence (Ex): 210-ft r, HD 20 or less, Will DC 21 neg. Crush (Ex): 15x15 ft; <=5m opp; 2d8+12 bludg dmg & Ref DC 25 or pin. Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) acid spl, ray frost, det mag; r mag, resist; 1st—(ooooo) mag missile, prot good, shld. CL 3.</p>							
				UNCONSCIOUS			


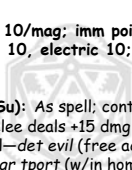
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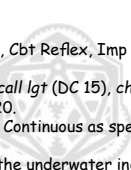
DELAY or READY	NAME		ALIGN/RACE		INIT		
	Purple Worm (CR 12)		N		-2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	19	4	19				
STR	35	INT	1	FORT	+17	SPD	20 ft, burrow 20 ft, swim 10 ft
DEX	6	WIS	8	REF	+8	GRAP	+40 VIS trm 60
CON	25	CHA	8	WILL	+4		
Skills							
Lis	+18						
Swim	+20						
Attack (#) Bonus Type Damage							
Bite	+25	BPS	2d8+12				
Sting	+20	P	2d6+6 +poison				
HP							
200 hp (16d10+112)							
Special/Notes							
<p>Feats: Awesome Blow, Cleave, Imp Bull Rush, Pow Atk. Improved Grab (Ex): Bite; grap as free act w/o AoO; swallow next rd. Poison (Ex): Injury, Fort DC 25, init dmg 1d6 Str, sec dmg 2d6 Str. Swallow Whole (Ex): Grap to swallow opp starting turn in mouth; 2d8+12 crush dmg +8 acid dmg /rd, Escape: 25 dmg w/ lt slash or pierc (AC 17). Holds 2 Lg, 8 Med, 32 Sm, 128 Tiny, 215 <=Dim.</p>							
				UNCONSCIOUS			


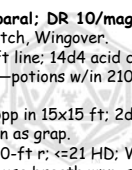
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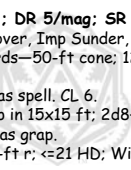
DELAY or READY	NAME		ALIGN/RACE		INIT		
	Roper (CR 12)		CE		+5		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	24	10	23				
STR	19	INT	12	FORT	+10	SPD	10 ft
DEX	13	WIS	16	REF	+8	GRAP	+18 VIS dark 60, low-light
CON	17	CHA	12	WILL	+8		
Skills							
Climb	+12	Lis	+13				
Hide*	+10	Spot	+13				
Attack (#) Bonus Type Damage							
Strand (6)*	+11	-	drag +weak				
Bite	+13	BPS	2d6+6				
HP							
85 hp (10d10+30)							
Special/Notes							
<p>Imm electric; resist cold 10; SR 30, vul fire. Drag (Ex): Strand atk; drag opp 10 ft closer /rd; bite at +4 if in rng (same rnd as drag). Escape: Esc DC 23; Str DC 19; 10 hp sunder (no AoO, attached strand at -4). Strands (Ex): Max 6, 50 ft rng, no rng inc; replace strand on next turn as free act. Weakness (Ex): Strand; Fort DC 18 or 2d8 Str dmg. * +8 on Hide in stony or icy areas.</p>							
				UNCONSCIOUS			

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DELAY OF READY	NAME	ALIGN/RACE	INIT							
	Celestial Charger (CR 13)		CG	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	24	13 20	Clr 7							
STR	24	INT	13	FORT	+16	SPD	60 ft.			
DEX	18	WIS	27	REF	+12	GRAP	+24	VIS	dark 60, low-light	
CON	20	CHA	22	WILL	+15					
Skills										
Conc*	+11	M Sil	+12	Spot	+15					
Lis	+15	Spell	+5							
Attack (#)										
	Bonus	Type	Damage							
+3 horn	+22	P	1d8+10							
Hoof	+14	B	1d4+3							
HP										
155 hp (8d10+7d8+75)										
Special/Notes										
<p>Nat wpsn mag for DR; DR 10/mag; imm poison, charm, compulsion; scent; resist acid 10, cold 10, electric 10; SR 20; turn undead 13/day.</p> <p>Feats: Imp Turning, Run.</p> <p>Magic Circle against Evil (Su): As spell; continuous; can't suppress.</p> <p>Smite Evil (Su): 1/day—Melee deals +15 dmg v evil opp.</p> <p>Spell-Like Abilities: At will—<i>det evil</i> (free act), 3/day—<i>cure lt</i> (CL 5), 1/day—<i>cure mod</i> (CL 5), <i>gr tport</i> (w/in home forest), <i>neut poison</i> (DC 20, CL 8).</p> <p>* +4 cast def.</p>										
										
MORE >>										

DELAY OF READY	NAME	ALIGN/RACE	INIT							
	Storm Giant (CR 13)		CG	+2						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	27	10 25								
STR	39	INT	16	FORT	+17	SPD	50 ft., swim 40; in breastplate 35 ft., swim 30 ft.			
DEX	14	WIS	20	REF	+8	GRAP	+36	VIS	low-light	
CON	23	CHA	15	WILL	+13					
Skills										
Climb	+20	Intim	+12	S Mot	+15					
Conc	+26	Listen	+15	Spot	+25					
Attack (#)										
	Bonus	Type	Damage							
Greatsword	+26/+21+16	S	4d6+21/19-20							
Slam (2)	+26	B	1d6+14							
C longbow* (+14)	+14/+9/+4	P	3d6+14/x3							
HP										
199 hp (19d8+114)										
Special/Notes										
<p>Imm electric.</p> <p>Feats: Awesome Blow, Cleave, Cbt Reflex, Imp Bull Rush, Imp Sunder, Pow Atk.</p> <p>Spell-Like Abilities: 1/day—<i>call lgt</i> (DC 15), <i>chain lgt</i> (DC 18). CL 15.</p> <p>2/day—<i>ctrl weather</i>, lev. CL 20.</p> <p>Freedom of Movement (Su): Continuous as spell; if dispelled, create next turn as free act.</p> <p>Water Breathing (Ex): Breathe underwater indefinitely & use spell-like abilities.</p> <p>* rmg inc 180 ft.</p>										
										
MORE >>										

DELAY OF READY	NAME	ALIGN/RACE	INIT							
	Dragon, Black Mat. Adult (CR 14)		CE	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	29	8 29								
STR	27	INT	14	FORT	+18	SPD	60 ft, fly 150 ft (poor), swim 60 ft			
DEX	10	WIS	15	REF	+13	GRAP	+38	VIS	dark 120, low-light, blsn 60	
CON	21	CHA	14	WILL	+15					
Skills										
Climb	+16	Lis	+18	Spell	+14					
Intim	+17	M Sil	+12	Spot	+18					
Attack (#)										
	Bonus	Type	Damage							
Bite	+33	BPS	2d8+8							
Claw (2)	+30	PS	2d6+4							
Wing (2)	+30	B	1d8+4							
Tail slap	+30	B	2d6+12							
HP										
253 hp (22d12+110)										
Special/Notes										
<p>Water traits; imm sleep, paral; DR 10/mag; SR 21.</p> <p>Feats: Cleave, Pow Atk, Snatch, Wingover.</p> <p>Breath Weapon (Su): 100-ft line; 14d4 acid dmg; Ref DC 26 half.</p> <p>Corrupt Water (Sp): 1/day—potions w/in 210 ft; Will DC 23 or fouled; see MM. CL 7.</p> <p>Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap.</p> <p>Frightful Presence (Ex): 210-ft r; <=21 HD; Will DC 23 neg.</p> <p>Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.</p>										
										
MORE >>										

DELAY OF READY	NAME	ALIGN/RACE	INIT							
	Dragon, Red Adult (CR 15)		CE	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	29	8 29								
STR	33	INT	16	FORT	+18	SPD	40 ft, fly 150 ft (poor)			
DEX	10	WIS	19	REF	+13	GRAP	+41	VIS	dark 120, low-light, blsn 60	
CON	21	CHA	16	WILL	+17					
Skills										
Conc	+19	Lis	+20	Spell	+17					
Intim	+19	M Sil	+5	Spot	+20					
Attack (#)										
	Bonus	Type	Damage							
Bite	+32	BPS	2d8+11							
Claw (2)	+26	PS	2d6+5							
Wing (2)	+26	B	1d8+5							
Tail slap	+26	B	2d6+16							
HP										
253 hp (22d12+110)										
Special/Notes										
<p>Fire traits; imm sleep, paral; DR 5/mag; SR 21.</p> <p>Feats: B-Fight, Flyby Atk, Hover, Imp Sunder, Pow Atk.</p> <p>Breath Weapon (Su): 1/1d4 rds—50-ft cone; 12d10 fire dmg; Ref DC 26 half.</p> <p>Locate Object (Sp): 6/day—as spell, CL 6.</p> <p>Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap.</p> <p>Frightful Presence (Ex): 180-ft r; <=21 HD; Will DC 24 neg.</p>										
										
MORE >>										

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, White Old (CR 14)		CE		+4
	AC	BASE	TCH	FLT	TMP
	31	8	31		
CLASS/LEVEL					
STR	29	INT	12	FORT	+19
DEX	10	WIS	13	REF	+14
CON	21	CHA	12	WILL	+15
SPD 60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft GRAP +41 VIS dark 120 low-light blsn 60					
Skills Conc +19 Lis +28 S Mot +4 Intim +12 Srch +28 Spot +28					
Attack (#) Bonus Type Damage Bite +31 BPS 3d8+9 Claw (2) +29 PS 2d6+4 Wing (2) +29 B 1d8+4 Tail slap +29 B 2d6+12					
HP 276 hp (24d12+120)					
Special/Notes Cold traits; imm sleep, paral; DR 10/mag, SR 21. Feats: Flyby Atk, Hover, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 50-ft cone, 8d6 cold dmg, Ref DC 27 half. Icewalking (Ex): Always on; as s climb (icy surfaces). Spell-Like Abilities: 3/day—fog cloud, gust wind. CL 8. Frightful Presence (Ex): 240-ft r, HD 23 or less, Will DC 23 neg. Freezing Fog (Sp): 3/day—As solid fog & grease. As 5th-lvl spell. Crush (Ex): 15x15 ft; <=5m opp; 2d8+13 bludg dmg & Ref DC 27 or pin.					
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DELAY OF READY	NAME		ALIGN/RACE		INIT
	Dragon, Black Old (CR 16)		CE		+4
	AC	BASE	TCH	FLT	TMP
	32	8	32		
CLASS/LEVEL					
STR	29	INT	14	FORT	+19
DEX	10	WIS	15	REF	+14
CON	21	CHA	14	WILL	+16
SPD 60 ft, fly 150 ft (poor), swim 60 ft GRAP +42 VIS dark 120 low-light blsn 60					
Skills Climb +17 Lis +18 Spell +14 Intim +22 M Sil +12 Spot +18					
Attack (#) Bonus Type Damage Bite +29 BPS 2d8+9 Claw (2) +26 PS 2d6+4 Wing (2) +26 B 1d8+4 Tail slap +26 B 2d6+13					
HP 287 hp (25d12+125)					
Special/Notes Water traits; imm sleep, paral; DR 10/mag; SR 22. Feats: Cleave, Hover, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 100-ft line; 16d4 acid dmg; Ref DC 27 half. Corrupt Water (Sp): 1/day—potions w/in 240 ft; Will DC 24 or fouled; see MM. CL 1. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 27 or pinned; maintain pin as grap. Frightful Presence (Ex): 240-ft r; <=24 HD; Will DC 24 neg. Spell-Like Abilities: 3/day—dark (80-ft r); 1/day—plant grow. CL 8.					
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MORE >>					

DELAY OF READY	NAME		ALIGN/RACE		INIT
	Mummy Lord (CR 15)		LE		+5
	AC	BASE	TCH	FLT	TMP
	30	11	29		
CLASS/LEVEL					
STR	26	INT	8	FORT	+13
DEX	12	WIS	20	REF	+8
CON	—	CHA	17	WILL	+20
SPD 20 ft, half-plate armor 15 ft GRAP +19 VIS dark 60					
Skills Conc +8 M Sil +5 Lis +18 Spot +18					
Attack (#) Bonus Type Damage Slam +20 M 1d6+12/19-20 +rot					
HP 97 hp (8d12 plus 10d8)					
Special/Notes Undead traits; DR 5/-; resist fire 10; vul fire. Despair (Su): Opp viewing mummy; Will DC 17 or paral 1d4 rds; imm 24 hrs after check. Mummy Rot (Su): Supernatural disease—slam, Fort DC 17, inc 1 min; dmg 1d6 Con + 1d6 Cha. See MM. Possessions: ring min element resist (fire). * +4 cast def					
UNCONSCIOUS					
MORE >>					


DELAY OF READY	NAME		ALIGN/RACE		INIT
	Marilith (CR 17)		CE		+4
	AC	BASE	TCH	FLT	TMP
	29	13	25		
CLASS/LEVEL					
STR	24	INT	3	FORT	+18
DEX	8	WIS	10	REF	+12
CON	21	CHA	15	WILL	+8
SPD 40 ft GRAP +29 VIS dark 60					
Skills Conc +28 Lis +31 Spell +23 Intim +28 M Sil +23 Spot +31					
Attack (#) Bonus Type Damage Longsword +25/+20/+15/+10 S 2d6+9/19-20 Longsword (5) +25 S 2d6+4/19-20 Tail slap +22 B 4d6+4 Slam (6) +24 B 1d8+9 Tail slap +22 B 4d6+4					
HP 216 hp (16d8+144)					
Special/Notes Chaotic, extraplanar, evil traits; DR 10/good & cold iron; imm electric, poison; resist acid 10, cold 10, fire 10; SR 25; tpathy 100 ft. Feats: Cbt Expert, Cbt Reflex, Pow Atk. Constrict (Ex): Grap; 4d6+13 dmg & Fort DC 27 or unconscious 2d4 rds after release. Improved Grab (Ex): Tail slap; grap as free act w/o AoO; constrict. Summon Demon (Sp): 1/day—sum 4d10 dretches, 1d4 hezrou, or 1 halfshnee (50%) or 1 glabrezu or marilith (20%) as 5th-lvl spell.					
UNCONSCIOUS					
MORE >>					


DELAY or READY	NAME	ALIGN/RACE	INIT	
	Dragon, Black Very Old (CR 18) CE			+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL	
	35	8 35		
STR	31	INT 16	FORT +22	
SPD	60 ft, fly 150 ft (poor), swim 60 ft			
DEX	10	WIS 17	REF +16	
GRAP	+46	VIS	dark 120 low-light blsn 60	
CON	23	CHA 16	WILL +19	
THE GAMESMECHANICS.COM				
Skills				
Climb	+20	Lis	+26	
Spell	+15			
Intim	+28	M Sil	+23	
Spot	+26			
Attack (#)	Bonus	Type	Damage	
Bite	+37	BPS	2d8+10	
Claw (2)	+34	PS	2d6+5	
Wing (2)	+34	B	1d8+5	
Tail slap	+34	B	2d6+15	
HP				
350 hp (28d12+168)				
Special/Notes				
Water traits: imm sleep, paral; DR 15/mag; SR 23. Feats: Cleave, Hover, Imp Bull Rush, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 100-ft line; 18d4 acid dmg; Ref DC 30 half. Corrupt Water (Sp): 1/day—potions w/in 270 ft; Will DC 27 or fouled; see MM. CL 9. Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Frightful Presence (Ex): 270-ft r; <=27 HD; Will DC 27 neg. Spell-Like Abilities: 3/day—dark (100-ft r); 1/day—plant grow. CL 9.				
			UNCONSCIOUS	
			MORE >>	


DELAY or READY	NAME	ALIGN/RACE	INIT	
	Dragon, Red Mat. Adult (CR 18) CE			+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL	
	32	8 32		
STR	33	INT 18	FORT +20	
SPD	40 ft, fly 150 ft. (poor)			
DEX	10	WIS 19	REF +14	
GRAP	+44	VIS	dark 120 low-light blsn 60	
CON	23	CHA 18	WILL +18	
THE GAMESMECHANICS.COM				
Skills				
Conc	+24	Lis	+24	
Spell	+20			
Intim	+22	M Sil	+5	
Spot	+22			
Attack (#)	Bonus	Type	Damage	
Bite	+35	BPS	2d8+11	
Claw (2)	+29	PS	2d6+5	
Wing (2)	+29	B	1d8+5	
Tail slap	+29	B	2d6+16	
HP				
312 hp (25d12+150)				
Special/Notes				
Fire traits: imm sleep, paral; DR 10/mag; SR 23. Feats: B-Fight, Flyby Atk, Hover, Imp Sunder, Pow Atk, Snatch. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 14d10 fire dmg; Ref DC 28 half. Locate Object (Sp): 7/day—as spell. CL 9. Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 28 or pinned; maintain pin as grap. Frightful Presence (Ex): 210-ft r; <=24 HD; Will DC 26 neg.				
			UNCONSCIOUS	
			MORE >>	


DELAY or READY	NAME	ALIGN/RACE	INIT	
	Dragon, Black Wyrn (CR 20) CE			+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL	
	39	6 39		
STR	35	INT 18	FORT +26	
SPD	60 ft, fly 200 ft (clumsy), swim 60 ft			
DEX	10	WIS 19	REF +19	
GRAP	+58	VIS	dark 120 low-light blsn 60	
CON	25	CHA 18	WILL +23	
THE GAMESMECHANICS.COM				
Skills				
Climb	+26	Lis	+36	
Spell	+16			
Intim	+36	M Sil	+32	
Spot	+36			
Attack (#)	Bonus	Type	Damage	
Bite	+43	BPS	4d6+12	
Claw (2)	+40	PS	2d8+6	
Wing (2)	+40	B	2d6+6	
Tail slap	+40	B	2d8+18	
HP				
459 hp (34d12+238)				
Special/Notes				
Water traits: imm sleep, paral; DR 20/mag; SR 26. Feats: Awesome Blow, Cleave, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 120-ft line; 22d4 acid dmg; Ref DC 34 half. Corrupt Water (Sp): 1/day—potions w/in 330 ft; Will DC 31 or fouled; see MM. CL 13. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 34 or pinned; maintain pin as grap. Frightful Presence (Ex): 330-ft r; <=33 HD; Will DC 31 neg.				
			UNCONSCIOUS	
			MORE >>	


DELAY or READY	NAME	ALIGN/RACE	INIT	
	Dragon, Red Old (CR 20) CE			+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL	
	33	6 33		
STR	35	INT 20	FORT +23	
SPD	40 ft, fly 200 ft. (clumsy)			
DEX	10	WIS 21	REF +16	
GRAP	+52	VIS	dark 120 low-light blsn 60	
CON	25	CHA 20	WILL +21	
THE GAMESMECHANICS.COM				
Skills				
Conc	+27	Lis	+27	
Spell	+22			
Intim	+27	M Sil	+5	
Spot	+27			
Attack (#)	Bonus	Type	Damage	
Bite	+37	BPS	4d6+12	
Claw (2)	+31	PS	2d8+6	
Wing (2)	+31	B	2d6+6	
Tail slap	+31	B	2d8+18	
HP				
378 hp (28d12+196)				
Special/Notes				
Fire traits: imm sleep, paral; DR 10/mag; SR 24. Feats: B-Fight, Cleave, Flyby Atk, Hover, Imp Sunder, Pow Atk, Snatch. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 16d10 fire dmg; Ref DC 31 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Frightful Presence (Ex): 240-ft. r; <=27 HD; Will DC 29 neg. Other Spell-Like Abilities: 3/day—suggest. CL 11. Tail Sweep (Ex): Std act; <=Sm opps; 30 ft half-circle; 2d6+22 dmg; Ref DC 31 half.				
			UNCONSCIOUS	
			MORE >>	


DELAY of READY	NAME	ALIGN/RACE	INIT						
	Tarrasque (CR 20)	N	+7						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	35 5 32	Clr 7							
STR	45	INT	3	FORT	+38	SPD	20 ft		
DEX	16	WIS	14	REF	+29	GRAP	+81	VIS	
CON	35	CHA	14	WILL	+20				
Skills									
Lis	+17	Spot	+17						
Srch	+9								
Attack (#) Bonus Type Damage									
Bite	+57	BPS	4d8+17/18-20/x3						
Horn (2)	+52	P	1d10+8						
Claw (2)	+52	PS	1d12+8						
Tail slap	+52	B	3d8+8						
HP									
858 hp (48d10+594)									
Special/Notes									
DR 15/epic; imm fire, poison, disease, energy drain, ability dmg; regen 40; scent; SR 32.									
Feats: Awesome Blow, B-Fight, Cleave, Cbt Reflex, Dodge, G Cleave, Imp Bull Rush, Pow Atk.									
Swallow Whole (Ex): Grap to swallow <=Huge opp starting turn grap'd. 2d8+8 crush dmg + 2d8+6 acid dmg /rd. Escape: 50 dmg (AC 25). Holds 2 Huge, 8 Lg, 32 Med, 128 Sm, or <=512 Tiny.									
Improved Grab (Ex): Bite <=Huge opp; grap as free act w/o AoO; can swallow next rd.									
MORE >>									


DELAY of READY	NAME	ALIGN/RACE	INIT						
	Dragon, Red Very Old (CR 21)	CE	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	36 6 36								
STR	37	INT	22	FORT	+25	SPD	40 ft, fly 200 ft (clumsy)		
DEX	10	WIS	23	REF	+17	GRAP	+56	VIS	dark 120 low-light blsn 60
CON	27	CHA	22	WILL	+23				
Skills									
Conc	+32	Lis	+32	Spell	+25				
Intim	+32	M Sil	+5	Spot	+32				
Attack (#) Bonus Type Damage									
Bite	+41	BPS	4d6+13						
Claw (2)	+35	PS	2d8+6						
Wing (2)	+35	B	2d6+6						
Tail slap	+35	B	2d8+19						
HP									
449 hp (31d12+248)									
Special/Notes									
Fire traits; imm sleep, paral; DR 15/mag; SR 26.									
Feats: B-Fight, Cleave, Flyby Atk, Hover, Imp Sunder, Pow Atk, Quicken Spell, Snatch.									
Crush (Ex): Std act: <=Med opp in 20x20 ft: 4d6+19 bludgeon dmg; Ref DC 33 or pinned; maintain pin as grap.									
Frightful Presence (Ex): 270-ft r; <=30 HD; Will DC 31 neg.									
Tail Sweep (Ex): Std act: <=5m opps; 30 ft half-circle; 2d6+22 dmg; Ref DC 33 half.									
Breath Weapon (Su): 1/1d4 rds—60-ft cone; 18d10 fire dmg; Ref DC 33 half.									
MORE >>									


DELAY of READY	NAME	ALIGN/RACE	INIT						
	Titan (Good or Neutral) (CR 21)	CG/N	+1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	38 8 38								
STR	43	INT	21	FORT	+26	SPD	60 ft, half-plate armor 40 ft		
DEX	12	WIS	28	REF	+13	GRAP	+44	VIS	dark 60
CON	39	CHA	24	WILL	+21				
Skills									
Conc	+37	Lis	+32	Spell	+17				
Heal	+20	S Mot	+32	Spot	+32				
Attack (#) Bonus Type Damage									
Warhammer*	+37/+32/+27/+22	B	4d6+27/x3						
+3 javelin	+22	P	2d6+19						
Slam (2)	+34	B	1d8+16						
HP									
370 hp (20d8+280)									
Special/Notes									
Chaotic, extraplanar traits; DR 15/lawful; SR 32.									
Feats: Awesome Blow, B-Fight, Cleave, Imp Bull Rush, Imp Sunder, Pow Atk, Quick Spell-Like Ability (chain lgt).									
Oversized Weapon (Ex): Wield gar 2-handed warhammer w/o penalty.									
Spell-Like Abilities: At will—chain lgt (DC 23), charm mon (DC 21), cure crit (DC 21), daylight, fire storm (DC 24), g disp mag, hold mon (DC 22), holy smite (DC 21), invis, invis purge, lev, pers img (DC 22), pmorph (humanoid only, dur 1 hr), rem curse (DC 21); 3/day—etherness, word chaos (DC 22), sum n's ally IX; 1/day—gate, g restor, maze, meteor swarm (DC 26). CL 20.									
* Gar +3 adamantite warhammer									
MORE >>									

DELAY of READY	NAME	ALIGN/RACE	INIT						
	Titan (Evil) (CR 21)	CE	+1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	38 8 38								
STR	43	INT	21	FORT	+26	SPD	60 ft, half-plate armor 40 ft		
DEX	12	WIS	28	REF	+13	GRAP	+44	VIS	dark 60
CON	39	CHA	24	WILL	+21				
Skills									
Conc	+37	Lis	+32	Spell	+17				
Heal	+20	S Mot	+32	Spot	+32				
Attack (#) Bonus Type Damage									
Warhammer*	+37/+32/+27/+22	B	4d6+27/x3						
+3 javelin	+22	P	2d6+19						
Slam (2)	+34	B	1d8+16						
HP									
370 hp (20d8+280)									
Special/Notes									
Chaotic, extraplanar traits; DR 15/lawful; SR 32.									
Feats: Awesome Blow, B-Fight, Cleave, Imp Bull Rush, Imp Sunder, Pow Atk, Quick Spell-Like Ability (chain lgt).									
Oversized Weapon (Ex): Wield gar 2-handed warhammer w/o penalty.									
Spell-Like Abilities: At will—bestow curse (DC 21), chain lgt (DC 23), charm mon (DC 21), cure crit (DC 21), deep dark, fire storm (DC 24), g disp mag, hold mon (DC 22), invis, invis purge, lev, pers img (DC 22), pmorph (humanoid only, dur 1 hr), unh blight (DC 21); 3/day—etherness, word chaos (DC 22), sum n's ally IX; 1/day—crush hand (DC 26), gate, maze, metear swarm (DC 26). CL 20.									
* Gar +3 adamantite warhammer									
MORE >>									

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Black Great Wyrn (CR 22) CE		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	39	6 39	
STR	37	INT	20
FORT	+26	SPD	60 ft, fly 200 ft (clumsy), swim 60 ft
DEX	10	WIS	21
REF	+19	GRAP	+58
CON	27	CHA	20
WILL	+23	VIS	dark 120 low-light blsn 60
			
Skills			
Climb	+32	Lis	+42
Spell	+17		
Intim	+42	M Sil	+37
Spot	+42		
Attack (#) Bonus Type Damage			
Bite	+47	BPS	4d6+13
Claw (2)	+43	PS	2d8+6
Wing (2)	+43	PS	2d6+6
Tail slap	+43	B	2d8+19
HP			
536 hp (37d12+296)			
Special/Notes			
<p>Water traits: imm sleep, paral; DR 20/mag; SR 26. Feats: Awesome Blow, Cleave, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 120-ft line; 24d4 acid dmg; Ref DC 36 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Frightful Presence (Ex): 360-ft r; <=36 HD; Will DC 33 neg. Corrupt Water (Sp): 1/day—potions w/in 360 ft; Will DC 33 or fouled; see MM, CL 15.</p>			
MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Ancient (CR 23) CE		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	39	6 39	
STR	39	INT	24
FORT	+28	SPD	40 ft, fly 200 ft (clumsy)
DEX	10	WIS	25
REF	+19	GRAP	+60
CON	29	CHA	24
WILL	+26	VIS	dark 120 low-light blsn 60
			
Skills			
Conc	+39	Lis	+39
Spell	+27		
Intim	+35	M Sil	+5
Spot	+39		
Attack (#) Bonus Type Damage			
Bite	+45	BPS	4d6+14
Claw (2)	+39	PS	2d8+7
Wing (2)	+39	B	2d6+7
Tail slap	+39	B	2d8+21
HP			
527 hp (34d12+306)			
Special/Notes			
<p>Fire traits: imm sleep, paral; DR 15/mag; SR 28. Feats: B-Fight, Cleave, Flyby Atk, Heighten Spell, Hover, Imp Sunder, Pow Atk, Quicken Spell, Snatch. Tail Sweep (Ex): Std act; <=Sm opps; 30 ft half-circle; 2d6+22 dmg; Ref DC 36 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+21 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Frightful Presence (Ex): 300-ft r; <=27 HD; Will DC 34 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 20d10 fire dmg; Ref DC 36 half.</p>			
MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Wyrn (CR 24) CE		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	42	6 42	
STR	41	INT	24
FORT	+30	SPD	40 ft, fly 200 ft (clumsy)
DEX	10	WIS	25
REF	+20	GRAP	+64
CON	31	CHA	24
WILL	+27	VIS	dark 120 low-light blsn 60
			
Skills			
Conc	+42	Lis	+44
Spell	+29		
Intim	+39	M Sil	+5
Spot	+44		
Attack (#) Bonus Type Damage			
Bite	+49	BPS	4d6+15
Claw (2)	+43	PS	2d8+7
Wing (2)	+43	B	2d6+7
Tail slap	+43	B	2d8+22
HP			
610 hp (37d12+370)			
Special/Notes			
<p>Fire traits: imm sleep, paral; DR 20/mag; SR 30. Feats: B-Fight, Cleave, Flyby Atk, Heighten Spell, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Quicken Spell, Snatch. Tail Sweep (Ex): Std act; <=Sm opps; 30 ft half-circle; 2d6+22 dmg; Ref DC 38 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+22 bludgeon dmg; Ref DC 38 or pinned; maintain pin as grap. Frightful Presence (Ex): 330-ft r; <=36 HD; Will DC 35 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 22d10 fire dmg; Ref DC 38 half.</p>			
MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Red Great Wyrn (CR 26) CE		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	41	2 41	
STR	45	INT	26
FORT	+32	SPD	40 ft, fly 200 ft (clumsy)
DEX	10	WIS	27
REF	+22	GRAP	+73
CON	31	CHA	26
WILL	+30	VIS	dark 120 low-light blsn 60
			
Skills			
Conc	+45	Lis	+51
Spell	+31		
Intim	+42	M Sil	+5
Spot	+51		
Attack (#) Bonus Type Damage			
Bite	+49	BPS	4d8+17
Claw (2)	+43	PS	4d6+8
Wing (2)	+43	B	2d8+8
Tail slap	+43	B	4d6+25
HP			
660 hp (40d12+400)			
Special/Notes			
<p>Fire traits: imm sleep, paral; DR 20/mag; SR 32. Feats: Awesome Blow, B-Fight, Cleave, Flyby Atk, Heighten Spell, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Quicken Spell, Snatch. Tail Sweep (Ex): Std act; <=Med opps; 40 ft half-circle; 2d8+25 dmg; Ref DC 40 half. Crush (Ex): Std act; <=Lg opp in 20x20 ft; 4d8+25 bludgeon dmg; Ref DC 40 or pinned; maintain pin as grap. Frightful Presence (Ex): 360-ft r; <=39 HD; Will DC 38 neg. Breath Weapon (Su): 1/1d4 rds—70-ft cone; 24d10 fire dmg; Ref DC 40 half.</p>			
MORE >>			

Celestial Charger (con't)

Wild Empathy (Ex): As druid, +6 on check.
Cleric Spells Prepared (save DC 18+lvl): 0—det mag, det poison (2), light, virtue (2); 1st—bless (2), calm ani*, obs mist, rem fear, sanct, shld faith; 2nd—aid* (2), ani messeng, l restor, rem paral, shld other; 3rd—prayer, prot energy, rem curse, sear lgt (2); 4th—air walk, div power, holy smite*, restor. *Domain spell. Domains: Animal and Good.



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Dragon, Black Mature Adult (con't)

Darkness (Sp): 3/day—as spell (70-ft r). CL 7.
Sorcerer Spells Known (save DC 12+lvl): 0—(ooooo) daze, det mag, flare, ray frost, r mag, resist; 1st—(ooooooo) identify, mag armor, prot good, shld; 2nd—(ooooo) det thoughts, see invis. CL 5.



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Dragon, Black Old (con't)

Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.
Sorcerer Spells Known (6/7/7/4, save DC 12+spell level): 0—(ooooo) daze, det mag, flare, ghost s, ray frost, r mag, resist; 1st—(ooooooo) identify, mag armor, prot good, shld, tr strike; 2nd—(ooooooo) det thoughts, loc obj, see invis; 3rd—(oooo) dis mag, nondetect. CL 7.



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Dragon, Black Very Old (con't)

Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.
Sorcerer Spells Known (save DC 13+lvl): 0—(ooooo) danc lt, daze, det mag, flare, ghost s, ray frost, r mag, resist; 1st—(ooooooo) identify, mag armor, prot good, shld, tr strike; 2nd—(ooooooo) det thoughts, loc obj, obs obj, see invis; 3rd—(ooooooo) dis mag, nondetect, tongues; 4th—(oooo) arc eye, det scry. CL 7.



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Dragon, Black Wyrn (con't)

Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.
Spell-Like Abilities: 3/day—dark (110-ft r), insect plague; 1/day—plant grow; CL 13.
Sorcerer Spells Known (save DC 14+lvl): 0—(00000) arc mark, danc lt, daze, det mag, flare, ghost s, ray frost, r mag, resist; 1st—(000000) identify, mag armor, prot good, shld, tr strike; 2nd—(000000) det thoughts, invis, loc obj, obs obj, see invis; 3rd—(000000) dis mag, displace, nondetect, tongues; 4th—(000000) arc eye, det scry, g invis, scry; 5th—(000000) dismiss, perm, pry eyes; 6th—(0000) g dis mag, mislead. CL 13.



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Dragon, Black Great Wyrn (con't)

Charm Reptiles (Sp): 3/day—As mass charm (reptilian animals only; communicate w/ charmed as spk ani, as 1st-lvl spell). CL 15.
Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.
Spell-Like Abilities: 3/day—dark (120-ft r), insect plague; 1/day—plant grow; CL 15.
Sorcerer Spells Known (save DC 15+lvl): 0—(00000) arc mark, danc lt, daze, det mag, flare, ghost s, ray frost, r mag, resist; 1st—(000000) identify, mag armor, prot good, shld, tr strike; 2nd—(000000) det thoughts, invis, loc obj, obs obj, see invis; 3rd—(000000) dis mag, displace, nondetect, tongues; 4th—(000000) arc eye, det scry, g invis, scry; 5th—(000000) dismiss, perm, pry eyes; 6th—(00000) g dis mag, legend lore, mislead; 7th—(0000) g tport, spell turn. CL 15.



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Dragon, Bronze Young (con't)

Sorcerer Spells Known (save DC 13+lvl): 0—(00000) danc lt, det mag, mag hand, r mag; 1st—(0000) mag missile, shld. CL 1.



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Dragon, Red Adult (con't)

Sorcerer Spells Known (save DC 13+lvl): 0—(00000) danc lt, det mag, ghost s, mag hand, mend, msg, r mag; 1st—(000000) alarm, mag armor, prot good, ray enfeeble, shld; 2nd—(000000) b's endurance, res energy, see invis; 3rd—(00000) hero, prot energy. CL 3.



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Dragon, Red Mat. Adult (con't)

Sorcerer Spells Known (save DC 14+lvl): 0—(000000) *danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(000000) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(000000) *b's endurance, blur, res energy, see invis*; 3rd—(000000) *disp mag, hero, maj image, prot energy*; 4th—(00000) *dim door, gr invis*. CL 9.



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Dragon, Red Old (con't)

Locate Object (Sp): 8/day—as spell. CL 11.
Sorcerer Spells Known (save DC 15+lvl): 0—(000000) *arc mark, danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(000000) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(000000) *alter self, b's endurance, blur, res energy, see invis*; 3rd—(000000) *disp mag, hero, maj image, prot energy*; 4th—(000000) *det scry, dim door, gr invis*; 5th—(00000) *dismis, perm*. CL 11.



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Dragon, Red Very Old (con't)

Other Spell-Like Abilities: 3/day—*suggest*. CL 13.
Locate Object (Sp): 9/day—as spell. CL 13.
Sorcerer Spells Known (save DC 16+lvl): 0—(000000) *arc mark, danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(000000) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(000000) *alter self, b's endurance, blur, res energy, see invis*; 3rd—(000000) *disp mag, hero, maj image, prot energy*; 4th—(000000) *det scry, dim door, fire shld, gr invis*; 5th—(000000) *dismis, mind fog, perm*; 6th—(00000) *circle death, contng*. CL 13.



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Dragon, Red Ancient (con't)

Other Spell-Like Abilities: 3/day—*suggest*; 1/day—*find path*. CL 15.
Locate Object (Sp): 10/day—as spell. CL 15.
Sorcerer Spells Known (save DC 17+lvl): 0—(000000) *arc mark, danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(000000) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(000000) *alter self, b's endurance, blur, res energy, see invis*; 3rd—(000000) *disp mag, hero, maj image, prot energy*; 4th—(000000) *det scry, dim door, fire shld, gr invis*; 5th—(000000) *dismis, mind fog, perm, tport*; 6th—(000000) *circle death, contng, repuls*; 7th—(00000) *ltd wish, symb weak*. CL 15.



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Dragon, Red Wyrm (con't)

Other Spell-Like Abilities: 3/day—*suggest*; 1/day—*find path*. CL 17.
Locate Object (Sp): 11/day—as spell. CL 17.
Sorcerer Spells Known (save DC 17+lvl): 0—(ooooo) *arc mark, danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(ooooooo) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(ooooooo) *alter self, b's endurance, blur, res energy, see invis*; 3rd—(ooooooo) *disp mag, hero, maj image, prot energy*; 4th—(ooooooo) *det scry, dim door, fire shld, gr invis*; 5th—(ooooooo) *dismis, mind fog, perm, tport*; 6th—(ooooooo) *circle death, conting, repuls*; 7th—(ooooooo) *gr disp mag, lt wish, symb weak*; 8th—(oooo) *symb death, symb insan*. CL 17.



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Dragon, Red Great Wyrm (con't)

Other Spell-Like Abilities: 3/day—*suggest*; 1/day—*disc loc, find path*. CL 19.
Locate Object (Sp): 12/day—as spell. CL 19.
Sorcerer Spells Known (save DC 17+lvl): 0—(ooooo) *arc mark, danc lt, det mag, ghost s, lt, mag hand, mend, msg, r mag*; 1st—(ooooooo) *alarm, mag armor, prot good, ray enfeeble, shld*; 2nd—(ooooooo) *alter self, b's endurance, blur, res energy, see invis*; 3rd—(ooooooo) *disp mag, hero, maj image, prot energy*; 4th—(ooooooo) *det scry, dim door, fire shld, gr invis*; 5th—(ooooooo) *dismis, mind fog, perm, tport*; 6th—(ooooooo) *circle death, conting, repuls*; 7th—(ooooooo) *gr disp mag, lt wish, symb weak*; 8th—(ooooooo) *iron body, symb death, symb insan*; 9th—(oooo) *prism sphere, tport circle*. CL 19.



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Dragon, White Old (con't)

Sorcerer Spells Known (save DC 11+lvl): 0—(ooooo) *acid spl, danc lt, det mag, ray frost, r mag, resist*; 1st—(ooooooo) *mag missile, prot good, prot law, shld*; 2nd—(oooo) *invis, prot arrow*. CL 5.



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Marilith (con't)

True Seeing (Su): Continuous; as spell. CL 16.
Spell-Like Abilities: At will—*align wpn, blade bar* (DC 23), *mag wpn, proj ing* (DC 23), *pmorph, see invis, tkinesis* (DC 22), *g tport* (self + 50 lbs), *unh aura* (DC 25). CL 16.



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Mummy Lord (con't)

Cleric Spells Prepared (save DC 15+lvl): 0—*det mag* (2), *guid*, *r mag*, *resist*, *virtue*; 1st—*bane*, *cmd*, *deathw*, *div favor*, *doom*, *sanct**, *shld faith*; 2nd—*b's strength*, *death knell**, *hold per*, *res energy*, *sil*, *spirit wpn*; 3rd—*anim dead**, *deep dark*, *disp mag*, *invis purge*, *sear lgt*; 4th—*air walk*, *dismiss*, *div pow*, *g vermin*, *spell imm**; 5th—*insect plag*, *slay liv**, *spell resist*, *symp pain*. *Domain Spell. Domains: Death and Protection. CL 10.



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Tarrasque (con't)

Frightful Presence (Su): Charge or atk; Will DC 36 Will or shaken while w/in 60 ft.
Rush (Ex): 1/min—mv 150 ft.
Carapace (Ex): Reflect (neg) rays, lines, cones, & mag missile spells, w/ 30% chance back at the caster; check reflect before SR.
Regeneration (Ex): No atk deals lethal dmg; regen even after failed save or instant-kill spell (reduced to -10 hp); no bleeding wnds; only slain if -10 hp and *wish* or *miracle*; regrow parts in 1d6 min.





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INITIATIVE CARDS
MONSTER SET ONE
PAGE 93

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MONSTER
CARDS

DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
	AC	BASE _____	TCH _____	FLT _____
	CLASS/LEVEL _____			
	STR _____	INT _____	FORT _____	SPD _____
	DEX _____	WIS _____	REF _____	GRAP _____
CON _____		CHA _____	WILL _____	
Skills				
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Attack (#) Bonus Type Damage				
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HP				
Special/Notes				
				
UNCONSCIOUS				



DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
	AC	BASE _____	TCH _____	FLT _____
	CLASS/LEVEL _____			
	STR _____	INT _____	FORT _____	SPD _____
	DEX _____	WIS _____	REF _____	GRAP _____
CON _____		CHA _____	WILL _____	
Skills				
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Attack (#) Bonus Type Damage				
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HP				
Special/Notes				
				
UNCONSCIOUS				



DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
	AC	BASE _____	TCH _____	FLT _____
	CLASS/LEVEL _____			
	STR _____	INT _____	FORT _____	SPD _____
	DEX _____	WIS _____	REF _____	GRAP _____
CON _____		CHA _____	WILL _____	
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Attack (#) Bonus Type Damage				
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HP				
Special/Notes				
				
UNCONSCIOUS				



DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
	AC	BASE _____	TCH _____	FLT _____
	CLASS/LEVEL _____			
	STR _____	INT _____	FORT _____	SPD _____
	DEX _____	WIS _____	REF _____	GRAP _____
CON _____		CHA _____	WILL _____	
Skills				
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Attack (#) Bonus Type Damage				
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HP				
Special/Notes				
				
UNCONSCIOUS				



INITIATIVE CARDS
 MONSTER SET ONE
 PAGE 94

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 CHARACTER
 CARDS

DELAY of READY	NAME _____		ALIGN/RACE _____		INIT _____	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD _____		
	DEX	WIS	REF	VIS _____		
	CON	CHA	WILL			
Skills						
Bluff	<input type="checkbox"/>	Move Silently..	<input type="checkbox"/>	<input type="checkbox"/>	
Diplomacy..	<input type="checkbox"/>	Search.....	<input type="checkbox"/>	<input type="checkbox"/>	
Hide	<input type="checkbox"/>	Sense Motive..	<input type="checkbox"/>	<input type="checkbox"/>	
Listen	<input type="checkbox"/>	Spot.....	<input type="checkbox"/>	<input type="checkbox"/>	
Languages						
Special/Notes						
					UNCONSCIOUS	

DELAY of READY	NAME _____		ALIGN/RACE _____		INIT _____	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD _____		
	DEX	WIS	REF	VIS _____		
	CON	CHA	WILL			
Skills						
Bluff	<input type="checkbox"/>	Move Silently..	<input type="checkbox"/>	<input type="checkbox"/>	
Diplomacy..	<input type="checkbox"/>	Search.....	<input type="checkbox"/>	<input type="checkbox"/>	
Hide	<input type="checkbox"/>	Sense Motive..	<input type="checkbox"/>	<input type="checkbox"/>	
Listen	<input type="checkbox"/>	Spot.....	<input type="checkbox"/>	<input type="checkbox"/>	
Languages						
Special/Notes						
					UNCONSCIOUS	

DELAY of READY	NAME _____		ALIGN/RACE _____		INIT _____	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD _____		
	DEX	WIS	REF	VIS _____		
	CON	CHA	WILL			
Skills						
Bluff	<input type="checkbox"/>	Move Silently..	<input type="checkbox"/>	<input type="checkbox"/>	
Diplomacy..	<input type="checkbox"/>	Search.....	<input type="checkbox"/>	<input type="checkbox"/>	
Hide	<input type="checkbox"/>	Sense Motive..	<input type="checkbox"/>	<input type="checkbox"/>	
Listen	<input type="checkbox"/>	Spot.....	<input type="checkbox"/>	<input type="checkbox"/>	
Languages						
Special/Notes						
					UNCONSCIOUS	

DELAY of READY	NAME _____		ALIGN/RACE _____		INIT _____	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD _____		
	DEX	WIS	REF	VIS _____		
	CON	CHA	WILL			
Skills						
Bluff	<input type="checkbox"/>	Move Silently..	<input type="checkbox"/>	<input type="checkbox"/>	
Diplomacy..	<input type="checkbox"/>	Search.....	<input type="checkbox"/>	<input type="checkbox"/>	
Hide	<input type="checkbox"/>	Sense Motive..	<input type="checkbox"/>	<input type="checkbox"/>	
Listen	<input type="checkbox"/>	Spot.....	<input type="checkbox"/>	<input type="checkbox"/>	
Languages						
Special/Notes						
					UNCONSCIOUS	

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