



Initiative Cards Monster Set 2



By JD Wiker and Marc Schmalz



INITIATIVE CARDS: MONSTER SET 2

BY JD WIKER AND MARC SCHMALZ

CREDITS

Editing: Marc Schmalz **Layout and Typesetting:** Marc Schmalz
Creative Direction: Marc Schmalz **Front Cover Design:** Jefferson Dunlap
Proofreading: Allen Billings & Andrew Marlowe **Cover Artist:** Pete Schlough
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THE GAME MECHANICS, INC
P.O. Box 1125, Renton WA 98057
www.thegamemechanics.com

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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 2* 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 2*, 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 2* 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 from *Monster Set 1*. 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
	AC 13		TCH 11		FLY 12
	STR 19		INT 2		FORT +5
	DEX 13		WIS 12		REF +4
	CON 15		CHA 6		WILL +2
	SPD 40 ft		GRAP +6		VIS low-light
	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			

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 2 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).

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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

Aasimar (CR 1/2).....	2	Dragon, Bronze Old (CR 20).....	56	Hellcat (CR 7).....	26
Aboleth (CR 7).....	24	Dragon, Bronze Very Old (CR 20).....	58	Hellwasp Swarm (CR 8).....	31
Aboleth Mage (CR 17).....	53	Dragon, Bronze Wyrm (CR 23).....	62	Hezrou (CR 11).....	42
Achaierai (CR 5).....	19	Dragon, Bronze Young Adult (CR 12).....	44	Horned Devil (Cornugon) (CR 16).....	52
Allip (CR 3).....	13	Dragon, Copper Adult (CR 14).....	49	Hound Archon (CR 4).....	17
Arrowhawk, Elder (CR 7).....	28	Dragon, Copper Ancient (CR 22).....	61	Hydra, Eight-Headed Cryo- (CR 9).....	35
Arrowhawk, Juvenile (CR 3).....	13	Dragon, Copper Great Wyrm (CR 25).....	64	Hydra, Eight-Headed Pyro- (CR 9).....	35
Assassin Vine (CR 3).....	14	Dragon, Copper Juvenile (CR 9).....	35	Hydra, Eleven-Headed Cryo- (CR 12).....	45
Astral Deva (CR 14).....	48	Dragon, Copper Mature Adult (CR 16).....	51	Hydra, Eleven-Headed Pyro- (CR 12).....	45
Athach (CR 8).....	29	Dragon, Copper Old (CR 19).....	57	Hydra, Nine-Headed Cryo- (CR 10).....	39
Avoral (CR 9).....	33	Dragon, Copper Very Old (CR 20).....	58	Hydra, Nine-Headed Pyro- (CR 10).....	39
Azer (CR 2).....	8	Dragon, Copper Wyrm (CR 23).....	62	Hydra, Seven-Headed Cryo- (CR 8).....	31
Baleen Whale (CR 6).....	21	Dragon, Copper Young Adult (CR 11).....	41	Hydra, Seven-Headed Pyro- (CR 8).....	31
Balor (CR 20).....	58	Dragon, Gold Adult (CR 16).....	51	Hydra, Six-Headed Cryo- (CR 7).....	26
Barbed Devil (Hamatula) (CR 11).....	40	Dragon, Gold Ancient (CR 24).....	63	Hydra, Six-Headed Pyro- (CR 7).....	27
Bebilith (CR 10).....	38	Dragon, Gold Great Wyrm (CR 27).....	65	Hydra, Ten-headed Cryo- (CR 11).....	42
Bee, Giant (CR 1).....	4	Dragon, Gold Juvenile (CR 11).....	42	Hydra, Ten-headed Pyro- (CR 11).....	43
Behir (CR 8).....	29	Dragon, Gold Mature Adult (CR 19).....	57	Hydra, Twelve-Headed Cryo- (CR 13).....	47
Belker (CR 6).....	21	Dragon, Gold Old (CR 21).....	60	Hydra, Twelve-Headed Pyro- (CR 13).....	47
Bison (CR 2).....	8	Dragon, Gold Very Old (CR 22).....	61	Hyena (CR 1).....	5
Bombardier Beetle, Giant (CR 2).....	9	Dragon, Gold Wyrm (CR 25).....	65	Ice Devil (Gelugon) (CR 13).....	48
Bone Devil (Osyluth) (CR 9).....	34	Dragon, Gold Young Adult (CR 14).....	49	Iron Golem (CR 13).....	48
Bralani, Humanoid Form (CR 6).....	22	Dragon, Green Ancient (DR 21).....	60	Janni (CR 4).....	17
Bralani, Whirlwind Form (CR 6).....	22	Dragon, Green Great Wyrm (DR 24).....	63	Kolyarut (CR 12).....	45
Bulette (CR 7).....	25	Dragon, Green Mature Adult (DR 16).....	52	Kraken (CR 12).....	45
Cachalot Whale (CR 7).....	25	Dragon, Green Old (DR 18).....	55	Krenshar (CR 1).....	5
Cauchemar (CR 11).....	41	Dragon, Green Very Old (DR 19).....	57	Lammasu (CR 8).....	31
Chaos Beast (CR 7).....	25	Dragon, Green Wyrm (DR 22).....	61	Lantern Archon (CR 2).....	9
Choker (CR 2).....	9	Dragon, Green Young Adult (DR 11).....	42	Leon (CR 12).....	46
Chuul (CR 7).....	25	Dragon, Silver Adult (CR 15).....	50	Leopard (CR 2).....	10
Cloaker (CR 5).....	19	Dragon, Silver Ancient (CR 23).....	63	Lillend (CR 7).....	27
Couatl (CR 10).....	38	Dragon, Silver Great Wyrm (CR 26).....	65	Locathah (CR 1/2).....	2
Darkmantle (CR 1).....	4	Dragon, Silver Juvenile (CR 10).....	38	Magmin (CR 3).....	14
Delver (CR 9).....	34	Dragon, Silver Mature Adult (CR 18).....	55	Manta Ray (CR 1).....	6
Destrachan (CR 8).....	29	Dragon, Silver Old (CR 20).....	59	Marut (CR 15).....	51
Devourer (CR 11).....	41	Dragon, Silver Very Old (CR 21).....	60	Monstrous Centipede, Colossal (CR 9).....	36
Digester (CR 6).....	22	Dragon, Silver Wyrm (CR 24).....	64	Monstrous Centipede, Gar (CR 6).....	23
Dire Shark (CR 9).....	34	Dragon, White Ancient (CR 18).....	55	Monstrous Centipede, Huge (CR 2).....	10
Dire Weasel (CR 2).....	9	Dragon, White Great Wyrm (CR 21).....	60	Monstrous Centipede, Large (CR 1).....	6
Djinni (CR 5).....	19	Dragon, White Very Old (CR 17).....	54	Monstrous Centipede, Med (CR 1/2).....	3
Djinni Noble (CR 8).....	29	Dragon, White Wyrm (CR 19).....	57	Monstrous Centipede, Sm (CR 1/4).....	1
Dragon Turtle (CR 9).....	34	Dragonne (CR 7).....	26	Monstrous Scorpion, Col (CR 12).....	46
Dragon, Black Ancient (CR 19).....	56	Efreeti (CR 8).....	30	Monstrous Scorpion, Gar (CR 10).....	39
Dragon, Blue Ancient (CR 21).....	59	Erinyes (CR 8).....	30	Monstrous Scorpion, Huge (CR 7).....	27
Dragon, Blue Great Wyrm (CR 25).....	64	Ethereal Marauder (CR 3).....	14	Monstrous Scorpion, Large (CR 3).....	15
Dragon, Blue Wyrm (CR 23).....	62	Ethereal Filcher (CR 2).....	14	Monstrous Scorpion, Medium (CR 1).....	6
Dragon, Brass Adult (CR 12).....	44	Ettin (CR 6).....	23	Monstrous Scorpion, Small (CR 1/2).....	3
Dragon, Brass Ancient (CR 20).....	58	Formian Myrmarch (CR 10).....	39	Monstrous Scorpion, Tiny (CR 1/4).....	1
Dragon, Brass Great Wyrm (CR 23).....	62	Formian Taskmaster (CR 7).....	26	Monstrous Spider, Colossal (CR 11).....	43
Dragon, Brass Juvenile (CR 8).....	30	Formian Worker (CR 1/2).....	2	Monstrous Spider, Gar (CR 8).....	32
Dragon, Brass Mature Adult (CR 15).....	50	Formian, Queen (CR 17).....	54	Monstrous Spider, Large (CR 2).....	10
Dragon, Brass Old (CR 17).....	53	Frost Giant Jarl (CR 17).....	54	Monstrous Spider, Medium (CR 1).....	6
Dragon, Brass Very Old (CR 19).....	56	Frost Worm (CR 12).....	44	Monstrous Spider, Small (CR 1/2).....	3
Dragon, Brass Wyrm (CR 21).....	59	Ghaele, Globe Form (CR 13).....	46	Monstrous Spider, Tiny (CR 1/6).....	1
Dragon, Brass Young (CR 6).....	23	Ghaele, Humanoid Form (CR 13).....	46	Naga, Dark (CR 8).....	32
Dragon, Brass Young Adult (CR 10).....	38	Girallon (CR 6).....	23	Naga, Guardian (CR 10).....	40
Dragon, Bronze Adult (CR 15).....	50	Glabrezu (CR 13).....	47	Naga, Spirit (CR 9).....	36
Dragon, Bronze Ancient (CR 22).....	61	Golden Protector (CR 8).....	47	Naga, Water (CR 7).....	27
Dragon, Bronze Great Wyrm (CR 25).....	64	Grey Render (CR 8).....	30	Nalfeshnee (CR 14).....	49
Dragon, Bronze Juvenile (CR 9).....	35	Grig (CR 1).....	5	Nightcrawler (CR 18).....	55
Dragon, Bronze Mature Adult (CR 17).....	53	Grig w/ Fiddle (CR 1).....	5	Nightwalker (CR 16).....	52

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Nightwing (CR 14).....	49	Shark, Huge (CR 4).....	18	Stone Golem (CR 11).....	43
Nixie (CR 1).....	7	Shark, Large (CR 2).....	11	Stone Golem, Greater (CR 16).....	53
Nymph (CR 7).....	28	Shark, Medium (CR 1).....	7	Tendriculos (CR 6).....	24
Octopus, Giant (CR 8).....	32	Shield Guardian (CR 8).....	33	Tiefling (CR 1/2).....	4
Orca (CR 5).....	20	Skeleton, Adv Megaraptor (CR 6).....	24	Tojanida, Adult (CR 5).....	21
Phantom Fungus (CR 3).....	15	Skeleton, Chimera (CR 4).....	18	Tojanida, Elder (CR 9).....	37
Phasm (CR 7).....	28	Skeleton, Cloud Giant (CR 7).....	28	Tojanida, Juvenile (CR 3).....	16
Pit Fiend (Devil) (CR 20).....	59	Skeleton, Ettin (CR 5).....	20	Triceratops (CR 9).....	37
Planetar (CR 16).....	52	Skeleton, Owlbear (CR 2).....	12	Trumpet Archon (CR 14).....	50
Porpoise (CR 1/2).....	3	Skeleton, Troll (CR 3).....	15	Vargouille (CR 2).....	13
Praying Mantis, Giant (CR 3).....	15	Skeleton, Wolf (CR 1).....	7	Wraith, Dread (CR 11).....	44
Rakshasa (CR 10).....	40	Skeleton, Yng Ad Red Dragon (CR 8).....	33	Xorn, Elder (CR 8).....	33
Rast (CR 5).....	20	Skum (CR 2).....	12	Yeth Hound (CR 3).....	16
Ravid (CR 5).....	20	Snake, Constrictor (CR 2).....	12	Yrthak (CR 9).....	37
Retriever (CR 11).....	43	Snake, Giant Constrictor (CR 5).....	21	Zelekhut (CR 9).....	37
Roc (CR 9).....	36	Snake, Huge Viper (CR 3).....	16	Zombie Minotaur (CR 4).....	18
Sahuagin (CR 2).....	11	Snake, Large Viper (CR 2).....	12	Zombie Wyvern (CR 4).....	19
Sahuagin Malenti (CR 2).....	11	Snake, Medium Viper (CR 1).....	7	Zombie, Bugbear (CR 2).....	13
Sahuagin Mutant (CR 2).....	11	Snake, Small Viper (CR 1/2).....	4	Zombie, Gray Render (CR 6).....	24
Salamander, Noble (CR 10).....	40	Snake, Tiny Viper (CR 1/3).....	2	Zombie, Kobold (CR 1/4).....	1
Satyr (CR 2).....	10	Solar (CR 23).....	63	Zombie, Ogre (CR 3).....	16
Sea Cat (CR 4).....	17	Squid (CR 1).....	8	Zombie, Troglodyte (CR 1).....	8
Sea Hag (CR 4).....	17	Squid, Giant (CR 9).....	36		
Shadow, Greater (CR 8).....	32	Stag Beetle, Giant (CR 4).....	18		

Alphabetical List of Summoned Monsters

Celestial Badger (CR 1/2).....	67	Celestial Sea Cat (CR 5).....	79	Fiendish Monstrous	
Celestial Baleen Whale (CR 8).....	82	Celestial Stag Beetle, Giant (CR 5).....	78	Scorpion, Medium (CR 1).....	70
Celestial Bear, Black (CR 2).....	72	Celestial Triceratops (CR 11).....	85	Fiendish Monstrous	
Celestial Bear, Brown (CR 5).....	78	Fiendish Ape (CR 3).....	74	Scorpion, Small (CR 1/2).....	68
Celestial Bear, Polar (CR 6).....	80	Fiendish Boar (CR 2).....	73	Fiendish Monstrous	
Celestial Bee, Giant (CR 1).....	69	Fiendish Crocodile (CR 2).....	73	Spider, Medium (CR 1).....	70
Celestial Bison (CR 3).....	74	Fiendish Crocodile, Giant (CR 5).....	80	Fiendish Monstrous	
Celestial Bombardier		Fiendish Deinonychus (CR 4).....	76	Spider, Small (CR 1/2).....	69
Beetle, Giant (CR 2).....	72	Fiendish Dire Ape (CR 4).....	77	Fiendish Octopus (CR 1).....	70
Celestial Cachalot Whale (CR 9).....	83	Fiendish Dire Bat (CR 3).....	75	Fiendish Octopus, Giant (CR 10).....	84
Celestial Dire Badger (CR 2).....	72	Fiendish Dire Boar (CR 5).....	79	Fiendish Praying Mantis, Giant (CR 4).....	77
Celestial Dire Bear (CR 9).....	83	Fiendish Dire Rat (CR 1/3).....	67	Fiendish Raven (CR 1/6).....	66
Celestial Dire Lion (CR 7).....	81	Fiendish Dire Shark (CR 11).....	86	Fiendish Rhinoceros (CR 6).....	80
Celestial Dog (CR 1/3).....	66	Fiendish Dire Tiger (CR 10).....	84	Fiendish Shark, Huge (CR 6).....	81
Celestial Dog, Riding (CR 1).....	69	Fiendish Dire Weasel (CR 2).....	73	Fiendish Shark, Large (CR 3).....	75
Celestial Eagle (CR 1/2).....	68	Fiendish Dire Wolf (CR 4).....	77	Fiendish Shark, Medium (CR 1).....	71
Celestial Eagle, Giant (CR 4).....	76	Fiendish Dire Wolverine (CR 5).....	79	Fiendish Snake, Constrictor (CR 2).....	73
Celestial Elephant (CR 9).....	83	Fiendish Elasmosaurus (CR 9).....	84	Fiendish Snake, Huge Viper (CR 4).....	78
Celestial Giant Fire Beetle (CR 1/3).....	67	Fiendish Giant Wasp (CR 4).....	77	Fiendish Snake, Large Viper (CR 2).....	74
Celestial Griffon (CR 5).....	79	Fiendish Girallon (CR 7).....	81	Fiendish Snake, Medium Viper (CR 1).....	71
Celestial Hippogriff (CR 2).....	72	Fiendish Hawk (CR 1/3).....	67	Fiendish Snake, Small Viper (CR 1/2).....	69
Celestial Lion (CR 4).....	76	Fiendish Megaraptor (CR 8).....	83	Fiendish Squid (CR 1).....	71
Celestial Monkey (CR 1/6).....	66	Fiendish Monstrous		Fiendish Squid, Giant (CR 11).....	86
Celestial Orca (CR 7).....	81	Centipede, Huge (CR 3).....	75	Fiendish Tiger (CR 5).....	80
Celestial Owl (CR 1/4).....	66	Fiendish Monstrous		Fiendish Tyrannosaurus (CR 10).....	85
Celestial Owl, Giant (CR 4).....	76	Centipede, Large (CR 1).....	70	Fiendish Wolf (CR 1).....	71
Celestial Porpoise (CR 1/2).....	68	Fiendish Monstrous		Fiendish Wolverine (CR 2).....	74
Celestial Roc (CR 11).....	85	Centipede, Medium (CR 1/2).....	68		

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DELAY or READY	NAME	ALIGN/RACE	INIT			
	Monstrous Centipede, Sm (CR 1/4) N		+2			
	AC	BASE TCH FLT TMP	CLASS/LEVEL			
	14	13 12				
STR	5	INT -	FORT +2	SPD	30 ft, climb 30 ft	
DEX	15	WIS 10	REF +2	GRAP -7	VIS dark 60	
CON	10	CHA 2	WILL +0	THE GAME MECHANICS		
Skills						
Climb	+10	Spot	+4			
Hide	+14					
Attack (#) Bonus Type Damage						
Bite	+3	BPS	1d4-3 +poison			
HP						
2 hp (1/2 d8)						
Special/Notes						
Vermin traits. Poison: Injury; Fort DC 10; init & sec dmg 1d2 Dex.						

DELAY or READY	NAME	ALIGN/RACE	INIT			
	Monstrous Scorpion, Tiny (CR 1/4) N		+0			
	AC	BASE TCH FLT TMP	CLASS/LEVEL			
	14	12 14				
STR	3	INT -	FORT +4	SPD	20 ft	
DEX	10	WIS 10	REF +0	GRAP -8	VIS dark 60, trsn 60	
CON	14	CHA 2	WILL +0	THE GAME MECHANICS		
Skills						
Climb	+0	Spot	+4			
Hide	+12					
Attack (#) Bonus Type Damage						
Claw (2)	+2	PS	1d2-4			
Sting	-3	P	1d2-4 +poison			
HP						
4 hp (1/2 d8+2)						
Special/Notes						
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 12; init & sec dmg 1 Con.						


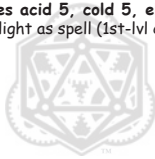
DELAY or READY	NAME	ALIGN/RACE	INIT			
	Monstrous Spider, Tiny (CR 1/6) N		+3			
	AC	BASE TCH FLT TMP	CLASS/LEVEL			
	15	15 12				
STR	3	INT -	FORT +2	SPD	20 ft, climb 10 ft	
DEX	17	WIS 10	REF +3	GRAP -12	VIS dark 60, trsn 60	
CON	10	CHA 2	WILL +0	THE GAME MECHANICS		
Skills						
Climb	+11	Jump*	-4			
Hide*	+15	Spot*	+4			
Attack (#) Bonus Type Damage						
Bite	+5	BPS	1d3-4 +poison			
HP						
2 hp (1/2 d8)						
Special/Notes						
Vermin traits. Poison: Injury; Fort DC 10; init & sec dmg 1d2 Str. Web (Ex): 8/day—Throw as net (≤Sm, 50 ft, rng inc 10 ft; 2hp/5ft) or 5 ft² sheet (Spot DC 20; 2 hp/5 ft²; DR 5/—). Escape w/ Esc DC 10, Str 14. 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			
	Zombie, Kobold (CR 1/4) NE		+0			
	AC	BASE TCH FLT TMP	CLASS/LEVEL			
	13	11 13				
STR	8	INT -	FORT +0	SPD	30 ft	
DEX	11	WIS 10	REF +0	GRAP -4	VIS dark 120, low-light	
CON	-	CHA 1	WILL +3	THE GAME MECHANICS		
Skills						
Attack (#) Bonus Type Damage						
Spear	+1	P	1d6-1/x3			
Slam	+1	B	1d4-1			
Lt crossbow	+2	P	1d6/19-20			
HP						
16 hp (2d12+3)						
Special/Notes						
Undead traits; single act only; can't run; DR 5/slash.						


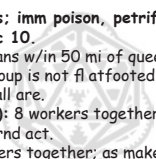
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Snake, Tiny Viper (CR 1/3)		N		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	15	14							
STR	4	INT	1	FORT	+2	SPD	15 ft, climb 15 ft, swim 15 ft			
DEX	17	WIS	12	REF	+5	GRAP	-11	VIS	dark 60, low-light	
CON	11	CHA	2	WILL	+1					
Skills										
Bal	+11	Hide	+15	Spot	+6					
Climb	+11	Lis	+6	Swim	+5					
Attack (#)	Bonus	Type	Damage							
Bite	+5	BPS	1+poison							
HP										
1 hp (1/4 d8)										
Special/Notes										
Scent. Poison (Ex): Injury, Fort DC 10, init & sec dmg 1d6 Con.										
										
UNCONSCIOUS										



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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Aasimar (CR 1/2)		G		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	10	16			War 1				
STR	13	INT	10	FORT	+3	SPD	30 ft, scale mail 20 ft			
DEX	11	WIS	11	REF	+0	GRAP	+2	VIS	dark 60	
CON	12	CHA	10	WILL	+0					
Skills										
Heal	+4	Ride	+1							
Lis	+3	Spot	+3							
Attack (#)	Bonus	Type	Damage							
Longsword	+2	S	1d8+1/19-20							
Lt crossbow	+1	P	1d8/19-20							
HP										
5 hp (1d8+1)										
Special/Notes										
Native outsider traits; res acid 5, cold 5, electric 5. Daylight (Sp): 1/day—daylight as spell (1st-lvl caster).										
										
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Formian Worker (CR 1/2)		LN		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	13	15							
STR	13	INT	6	FORT	+3	SPD	40 ft			
DEX	14	WIS	10	REF	+4	GRAP	-2	VIS	dark 120, low-light	
CON	13	CHA	9	WILL	+2					
Skills										
Climb	+10	Lis	+4	Spot	+4					
Hide	+6	Srch	+2							
Attack (#)	Bonus	Type	Damage							
Bite	+3	BPS	1d4+1							
HP										
5 hp (1d8+1)										
Special/Notes										
Lawful, extraplanar traits; imm poison, petrify, cold; resist electric 10, fire 10, sonic 10. 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 fl atfooted, none are; no formian in group is fl anked unless all are. Cure Serious Wounds (Sp): 8 workers together; as cure serious wounds (CL 7) except full-rnd act. Make Whole (Sp): 3 workers together; as make whole (CL 7) except full-rnd act.										
										
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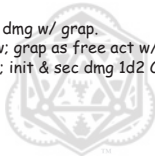
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Locathah (CR 1/2)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	11	13							
STR	10	INT	13	FORT	+3	SPD	10 ft, swim 60 ft			
DEX	12	WIS	13	REF	+1	GRAP	+1	VIS	dark 60, low-light	
CON	10	CHA	11	WILL	+1					
Skills										
Lis	+6	Swim	+8							
Spot	+6									
Attack (#)	Bonus	Type	Damage							
Longspear	+2	P	1d8/x3							
Lt crossbow	+2	P	1d8/19-20							
HP										
9 hp (2d8)										
Special/Notes										
Aquatic traits.										
										
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DELAY or READY	NAME		ALIGN/RACE		INIT	
	Monstrous Centipede, Med (CR 1/2)		N		+2	
	AC	BASE 14	TCH 12	FLT 12	TMP	CLASS/LEVEL
	STR	9	INT	—	FORT +2	SPD 40 ft, climb 40
DEX	15	WIS	10	REF +2	GRAP -1	VIS dark 60
CON	10	CHA	2	WILL +0		
Skills						
Climb	+10	Spot	+4			
Hide	+10					
Attack (#)						
Bite		Bonus +	Type BPS	Damage 1d6-1 +poison		
HP						
4 hp (1d8)						
Special/Notes						
Vermin traits. Poison: Injury; Fort DC 10; init & sec dmg 1d3 Dex.						
						
UNCONSCIOUS						



DELAY or READY	NAME		ALIGN/RACE		INIT	
	Monstrous Spider, Small (CR 1/2)		N		+3	
	AC	BASE 14	TCH 14	FLT 11	TMP	CLASS/LEVEL
	STR	7	INT	—	FORT +2	SPD 30 ft, climb 20 ft
DEX	17	WIS	10	REF +3	GRAP -6	VIS dark 60, trsn 60
CON	10	CHA	2	WILL +0		
Skills						
Climb	+11	Jump*	-2			
Hide*	+11	Spot*	+4			
Attack (#)						
Bite		Bonus +4	Type BPS	Damage 1d4-2 +poison		
HP						
4 hp (1d8)						
Special/Notes						
Vermin traits. Poison (Ex): Fort DC 10 or 1d3 Str dmg. Web (Ex): Throw as net (≤Med, 50 ft, rng inc 10 ft). Escape w/ Esc DC 10, Str 14. See MM. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.						
						
UNCONSCIOUS						



DELAY or READY	NAME		ALIGN/RACE		INIT	
	Monstrous Scorpion, Small (CR 1/2)		N		+0	
	AC	BASE 14	TCH 11	FLT 14	TMP	CLASS/LEVEL
	STR	9	INT	—	FORT +4	SPD 30 ft
DEX	10	WIS	10	REF +0	GRAP -4	VIS dark 60, trsn 60
CON	14	CHA	2	WILL +0		
Skills						
Climb	+3	Spot	+4			
Hide	+8					
Attack (#)						
Claw (2)		Bonus +1	Type PS	Damage 1d3-1		
Sting		Bonus -4	Type P	Damage 1d3-1 +poison		
HP						
6 hp (1d8+2)						
Special/Notes						
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 12; init & sec dmg 1d2 Con.						
						
UNCONSCIOUS						


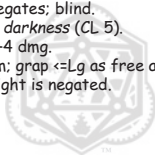
DELAY or READY	NAME		ALIGN/RACE		INIT	
	Porpoise (CR 1/2)		N		+3	
	AC	BASE 15	TCH 13	FLT 12	TMP	CLASS/LEVEL
	STR	11	INT	2	FORT +4	SPD swim 80 ft
DEX	17	WIS	12	REF +6	GRAP +1	VIS low-light, blist 120
CON	13	CHA	6	WILL +1		
Skills						
Lis*	+8	Swim	+8			
Spot*	+7					
Attack (#)						
Slam		Bonus +4	Type B	Damage 2d4		
HP						
11 hp (2d8+2)						
Special/Notes						
Blindsight (Ex): Silence negates. Hold Breath: Hold breath for 6xCon score rds, then risk drown. *-4 on Spot & Lis if blindsight is negated.						
						
UNCONSCIOUS						

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Snake, Small Viper (CR 1/2)		N		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	14	14							
STR	6	INT	1	FORT	+2	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+5	GRAP	-6	VIS	dark 60	
CON	11	CHA	2	WILL	+1					
Skills										
Bal	+11	Hide	+11	Spot	+7					
Climb	+11	Lis	+7	Swim	+6					
Attack (#)	Bonus	Type	Damage							
Bite	+4	BPS	1d2-2 +poison							
HP										
4 hp (1d8)										
Special/Notes										
Scent. Poison (Ex): Injury, Fort DC 10, init & sec dmg 1d6 Con.										
										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Bee, Giant (CR 1)		N		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	12	12							
STR	11	INT	—	FORT	+3	SPD	20 ft, fly 80 ft (good)			
DEX	14	WIS	12	REF	+3	GRAP	+2	VIS	dark 60	
CON	11	CHA	9	WILL	+2					
Skills										
Spot	+5									
Surv*	+1									
Attack (#)	Bonus	Type	Damage							
Sting	+2	P	1d4 +poison							
HP										
13 hp (3d8)										
Special/Notes										
Vermin traits. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d4 Con; bee dies. * +4 on Surv to orient self.										
										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Tiefling (CR 1/2)		E		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	14			War 1				
STR	13	INT	12	FORT	+3	SPD	30 ft			
DEX	13	WIS	9	REF	+1	GRAP	+2	VIS	dark 60	
CON	12	CHA	6	WILL	-1					
Skills										
Bluff	+4	M Sil	+1							
Hide	+5									
Attack (#)	Bonus	Type	Damage							
Rapier	+3	P	1d6+1/18-20							
Lt crossbow	+2	P	1d8/19-20							
HP										
5 hp (1d8+1)										
Special/Notes										
Native outsider traits; res cold 5, electric 5, fire 5. Darkness (Sp): 1/day— as darkness (CL 1).										
										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Darkmantle (CR 1)		N		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	11	17							
STR	16	INT	2	FORT	+3	SPD	20 ft, fly 30 ft (poor)			
DEX	10	WIS	10	REF	+2	GRAP	+0	VIS	blst 90	
CON	13	CHA	10	WILL	+0					
Skills										
Hide	+10	Spot*	+5							
Lis*	+5									
Attack (#)	Bonus	Type	Damage							
Slam	+5	B	1d4+4							
HP										
6 hp (1d10+1)										
Special/Notes										
Blindsight (Ex): Silence negates; blind. Darkness (Sp): 1/day— as darkness (CL 5). Constrict (Ex): Grap: 1d4+4 dmg. Improved Grab (Ex): Slam; grap <=Lg as free act w/o AoO; constrict. *-4 on Spot & Lis if blindsight is negated.										
										
UNCONSCIOUS										


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DELAY or READY	NAME Grig (CR 1)		ALIGN/RACE NG		INIT +4	
	AC	BASE 18	TCH 16	FLT 16	TMP	CLASS/LEVEL
	STR	5	INT	10	FORT +1	SPD 20 ft. fly 40 ft (poor)
	DEX	18	WIS	13	REF +6	GRAP -11 VIS low-light
	CON	13	CHA	14	WILL +3	
Skills Esc..... +8 Lis..... +3 Srch..... +2 Hide..... +16 M Sil*..... +8 Spot..... +3						
Attack (#) Bonus Type Damage Short sword +6 S 1d3-3/19-20 Longbow +6 P 1d4-3/x3						
HP 2 hp (1/2d6+1)						
Special/Notes DR 5/cold iron; SR 17. Feat: Dodge. Spell-Like Abilities: 3/day— <i>disg self</i> , <i>entang</i> (DC 13), <i>invis</i> (self only), <i>pyro</i> (DC 14), <i>ventril</i> (DC 13). CL 9. *+5 on M Sil in forest.						


DELAY or READY	NAME Grig w/ Fiddle (CR 1)		ALIGN/RACE NG		INIT +4	
	AC	BASE 18	TCH 16	FLT 16	TMP	CLASS/LEVEL
	STR	5	INT	10	FORT +1	SPD 20 ft. fly 40 ft (poor)
	DEX	18	WIS	13	REF +6	GRAP -11 VIS low-light
	CON	13	CHA	14	WILL +3	
Skills Esc..... +8 Lis..... +3 Srch..... +2 Hide..... +16 M Sil*..... +8 Spot..... +3						
Attack (#) Bonus Type Damage Short sword +6 S 1d3-3/19-20 Longbow +6 P 1d4-3/x3						
HP 2 hp (1/2d6+1)						
Special/Notes DR 5/cold iron; SR 17. Feat: Dodge. Spell-Like Abilities: 3/day— <i>disg self</i> , <i>entang</i> (DC 13), <i>invis</i> (self only), <i>pyro</i> (DC 14), <i>ventril</i> (DC 13). CL 9. Fiddle (Su): Nonsprite w/in 30 ft; Will DC 12 Will or as <i>irresist dance</i> while played. *+5 on M Sil in forest.						


DELAY or READY	NAME Hyena (CR 1)		ALIGN/RACE N		INIT +2	
	AC	BASE 14	TCH 12	FLT 12	TMP	CLASS/LEVEL
	STR	14	INT	2	FORT +5	SPD 50 ft
	DEX	15	WIS	13	REF +5	GRAP +3 VIS low-light
	CON	15	CHA	6	WILL +1	
Skills Hide*..... +3 Spot..... +4 Lis..... +6						
Attack (#) Bonus Type Damage Bite +3 BPS 1d6+3						
HP 13 hp (2d8+4)						
Special/Notes Scent. Trip (Ex): Can trip (+2) as free act & w/o AoO after bite; failing, opp can't react. * +4 on Hide in tall grass hvy undergrowth.						

DELAY or READY	NAME Krenshar (CR 1)		ALIGN/RACE N		INIT +2	
	AC	BASE 15	TCH 12	FLT 13	TMP	CLASS/LEVEL
	STR	11	INT	6	FORT +3	SPD 40 ft
	DEX	14	WIS	12	REF +5	GRAP +2 VIS dark 60, low-light
	CON	11	CHA	13	WILL +1	
Skills Hide..... +4 Lis..... +3 Jump..... +9 M Sil..... +6						
Attack (#) Bonus Type Damage Bite +2 BPS 1d6 Claw (2) +0 PS 1d4						
HP 11 hp (2d10)						
Special/Notes Scent. Feats: Track. Scare (Ex or Su): Bluff at +3. Or as scare (CL 3, Will DC 13); sonic mindaffecting fear effect; imm 24 hrs after save.						

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Manta Ray (CR 1)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	12	12	9	12					
STR	15	INT	1	FORT	+4	SPD	30 ft		
DEX	11	WIS	12	REF	+4	GRAP	+9	VIS	low-light
CON	10	CHA	2	WILL	+2				
Skills		Lis		+7	Swim		+10		
Spot		+6							
Attack (#)	Bonus	Type	Damage						
Ram	-1	B	1d6+1						
HP									
18 hp (4d8)									
Special/Notes									
Aquatic traits. Feat: Endurance.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Monstrous Centipede, Large (CR 1)		N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	11	12					
STR	13	INT	—	FORT	+3	SPD	40 ft, climb 40 ft		
DEX	15	WIS	10	REF	+3	GRAP	+7	VIS	dark 60
CON	10	CHA	2	WILL	+1				
Skills		Climb		+10	Spot		+4		
Hide		+6							
Attack (#)	Bonus	Type	Damage						
Bite	+3	BPS	1d8+1 +poison						
HP									
13 hp (3d8)									
Special/Notes									
Vermin traits. Poison: Injury; Fort DC 11; init & sec dmg 1d4 Dex.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Monstrous Scorpion, Medium (CR 1)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	10	14					
STR	13	INT	—	FORT	+5	SPD	40 ft		
DEX	10	WIS	10	REF	+0	GRAP	+2	VIS	dark 60, trsn 60
CON	14	CHA	2	WILL	+0				
Skills		Climb		+5	Spot		+4		
Hide		+4							
Attack (#)	Bonus	Type	Damage						
Claw (2)	+2	PS	1d4+1						
Sting	-3	P	1d4 +poison						
HP									
13 hp (2d8+4)									
Special/Notes									
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 13; init & sec dmg 1d3 Con.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Monstrous Spider, Medium (CR 1)		N		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	13	11					
STR	11	INT	—	FORT	+4	SPD	30 ft, climb 20 ft		
DEX	17	WIS	10	REF	+3	GRAP	+1	VIS	dark 60, trsn 60
CON	12	CHA	2	WILL	+0				
Skills		Climb		+11	Jump*		+0		
Hide*		+7	Spot*		+4				
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d6 +poison						
HP									
11 hp (2d8+2)									
Special/Notes									
Vermin traits. Poison (Ex): Fort DC 12 or 1d4 Str dmg. Web (Ex): Throw as net (<=Lg, 50 ft, rng inc 10 ft). Escape w/ Esc DC 12, Str 16. See MM. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.									

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MONSTER SET TWO
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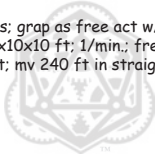
DELAY or READY	NAME Nixie (CR 1)		ALIGN/RACE N		INIT +3	
	AC	BASE 14	TCH 14	FLT 11	TMP	CLASS/LEVEL
	STR	7	INT	12	FORT +0	SPD 20 ft, swim 30 ft
	DEX	16	WIS	13	REF +5	GRAP -6 VIS low-light
	CON	11	CHA	18	WILL +3	
Skills						
	Bluff	+8	Lis	+6	S Mot	+5
	Esc	+6	Srch	+3	Spot	+6
Attack (#) Bonus Type Damage						
	Short sword	+4	P	1d4-2/19-20		
	Lt crossbow	+4	P	1d6/19-20		
HP 3 hp (1d6)						
Special/Notes Aquatic traits; amphibious; DR 5/cold iron; SR 16. Feat: Dodge. Charm Person (Sp): 3/day—as charm per (CL 4; Will DC 15 or charmed 24 hrs). Water Breathing (Sp): 1/day—as wtr breath (CL 12). Wild Empathy (Ex): As druid, except +6 on check.						
UNCONSCIOUS						



DELAY or READY	NAME Shark, Medium (CR 1)		ALIGN/RACE N		INIT +2	
	AC	BASE 15	TCH 12	FLT 13	TMP	CLASS/LEVEL
	STR	13	INT	1	FORT +4	SPD swim 60
	DEX	15	WIS	12	REF +5	GRAP +3 VIS blsn 30
	CON	13	CHA	2	WILL +2	
Skills						
	Lis	+6	Swim	+9		
	Spot	+6				
Attack (#) Bonus Type Damage						
	Bite	+4	BPS	1d6+1		
HP 16 hp (3d8+3)						
Special/Notes Aquatic traits. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only.						
UNCONSCIOUS						



DELAY or READY	NAME Skeleton, Wolf (CR 1)		ALIGN/RACE NE		INIT +7	
	AC	BASE 15	TCH 13	FLT 12	TMP	CLASS/LEVEL
	STR	21	INT	—	FORT +0	SPD 50 ft
	DEX	14	WIS	10	REF +3	GRAP +2 VIS dark 60,
	CON	—	CHA	1	WILL +3	
Skills						
Attack (#) Bonus Type Damage						
	Bite	+2	BPS	1d6+1		
HP 13 hp (2d12)						
Special/Notes Undead traits; DR 5/bludgeon; imm cold.						
UNCONSCIOUS						


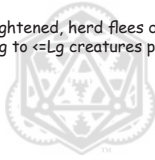
DELAY or READY	NAME Snake, Medium Viper (CR 1)		ALIGN/RACE N		INIT +3	
	AC	BASE 16	TCH 13	FLT 13	TMP	CLASS/LEVEL
	STR	8	INT	1	FORT +3	SPD 20 ft, climb 20 ft, swim 20 ft
	DEX	17	WIS	12	REF +6	GRAP +0 VIS dark 60, trsn 60
	CON	11	CHA	2	WILL +1	
Skills						
	Bal	+11	Hide	+12	Spot	+5
	Climb	+11	Lis	+5	Swim	+7
Attack (#) Bonus Type Damage						
	Bite	+4	BPS	1d4-1 +poison		
HP 9 hp (2d8)						
Special/Notes Scent. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d6 Con.						
UNCONSCIOUS						

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DELAY or READY	NAME		ALIGN/RACE		INIT		
	Squid (CR 1)		N		+3		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	16	13	13				
STR	14	INT	1	FORT	+3	SPD	swim 60 ft
DEX	17	WIS	12	REF	+6	GRAP	+8 VIS low-light
CON	11	CHA	2	WILL	+2		
Skills							
Lis	+7	Swim	+10				
Spot	+7						
Attack (#)							
Arms	Bonus	Type	Damage				
	+4	B	0				
Bite	-1	BPS	1d6+1				
HP							
13 hp (3d8)							
Special/Notes							
Aquatic traits. Improved Grab (Ex): Arms; grap as free act w/o AoO; bite. Ink Cloud (Ex): 1/min—10x10x10 ft; 1/min; free act; total conceal. Jet (Ex): 1/rd—Full-rd act; mv 240 ft in straight line; no AoO.							
							
UNCONSCIOUS							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Azer (CR 2)		LN		+1		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	23	11	22				
STR	13	INT	12	FORT	+4	SPD	30 ft, scale mail 20 ft
DEX	13	WIS	12	REF	+4	GRAP	+3 VIS dark 60
CON	13	CHA	9	WILL	+4		
Skills							
Climb	+0	Jump	-6	Srch	+6		
Hide	+0	Lis	+6	Spot	+6		
Attack (#)							
Warhammer	Bonus	Type	Damage				
	+3	B	1d8+1/x3 +1 fire				
Shortspear	+3	P	1d6+1 +1 fire				
HP							
11 hp (2d8+2)							
Special/Notes							
Extraplanar, fire traits; SR 13. Feats: Pow Atk.							
							
UNCONSCIOUS							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Zombie, Troglodyte (CR 1)		NE		-2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	16	8	16				
STR	12	INT	—	FORT	+1	SPD	30 ft
DEX	7	WIS	10	REF	-1	GRAP	+3 VIS dark 60
CON	—	CHA	1	WILL	+4		
Skills							
Attack (#)							
Greatclub	Bonus	Type	Damage				
	+3	B	1d10+1				
Bite	+3	BPS	1d4+1				
Slam	+3	B	1d6+1				
Javelin	+0	P	1d6+1				
HP							
29 hp (4d12+3)							
Special/Notes							
Undead traits; single act only; can't run; DR 5/slash.							
							
UNCONSCIOUS							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Bison (CR 2)		N		+0		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	13	9	13				
STR	22	INT	2	FORT	+7	SPD	40 ft
DEX	10	WIS	11	REF	+4	GRAP	+13 VIS low-light
CON	16	CHA	4	WILL	+1		
Skills							
Lis	+7						
Spot	+5						
Attack (#)							
Gore	Bonus	Type	Damage				
	+8	P	1d8+9				
HP							
37 hp (5d8+15)							
Special/Notes							
Scent. Stampede (Ex): When frightened, herd flees danger as group in random direction; 1d12 dmg to <=Lg creatures per 5 in herd; Ref DC 18 half.							
							
UNCONSCIOUS							

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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Bombardier Beetle, Giant (CR 2) N				+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	10	16						
STR	13	INT	—	FORT	+5	SPD	30 ft		
DEX	10	WIS	10	REF	+0	GRAP	+2	VIS	dark 60
CON	14	CHA	9	WILL	+0				
Skills		Lis		+7	Swim		+10		
Spot		+7							
Attack (#)	Bonus	Type	Damage						
Bite	+2	BPS	1d4+1						
HP									
13 hp (2d8+4)									
Special/Notes									
Vermin traits. Breath Weapon (Su): 1/rd—10-ft cone of vapor, 1d4+2 acid dmg, Fort DC 13 neg.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Choker (CR 2)		CE		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	13	15						
STR	16	INT	4	FORT	+2	SPD	20 ft, climb 10 ft		
DEX	14	WIS	13	REF	+5	GRAP	+5	VIS	dark 60
CON	13	CHA	7	WILL	+4				
Skills		Climb		+13	M Sil		+6		
Hide		+10							
Attack (#)	Bonus	Type	Damage						
Tentacle (2)	+6	B	1d3+3						
HP									
16 hp (3d8+3)									
Special/Notes									
Constrict (Ex): Auto tentacle dmg w/ grap v <=Lg opp, victim can't speak or cast verbal spells. Improved Grab (Ex): Tentacle <=Lg opp; grap as free act w/o AoO; constrict. Quickness (Su): Extra std or mv act each rd.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Dire Weasel (CR 2)		N		+4				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	14	12						
STR	14	INT	2	FORT	+3	SPD	40 ft		
DEX	19	WIS	12	REF	+7	GRAP	+4	VIS	low-light
CON	10	CHA	11	WILL	+4				
Skills		Hide		+8	M Sil		+8		
Lis		+3		Spot		+5			
Attack (#)	Bonus	Type	Damage						
Bite	+6	BPS	1d6+3						
HP									
13 hp (3d8)									
Special/Notes									
Scent. Attach (Ex): Auto bite dmg; loses Dex bonus to AC; pin to remove. Blood Drain (Ex): Begin turn attached; 1d4 Con dmg.									

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Lantern Archon (CR 2)		LG		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	15							
STR	1	INT	6	FORT	+2*	SPD	fly 60 ft (prf)			
DEX	11	WIS	11	REF	+2	GRAP	-8	VIS	dark 60,	
CON	10	CHA	10	WILL	+2					
Skills		Conc		+4	Lis		+4	Spot		+4
Dipl		+4		S Mot		+4				
Attack (#)	Bonus	Type	Damage							
Light ray (2) [†]	+2	—	1d6							
HP										
4 hp (1d8)										
Special/Notes										
Extraplanar, good, lawful traits; DR 10/evil & magic; imm electric, petrify. Aura of Menace (Su): When fighting or angry—opp w/in 20-ft; Will DC 12 or -2 on atk, AC, & saves for 24 hrs or until they hit archon. Save or break grants imm 24 hrs. Magic Circle Against Evil (Su): As spell (CL 1); continuous; can't suppress. Teleport (Su): At will—as gr tport (self & 50 lbs only); CL 14. * +4 on save v poison † rng 30, ignore all DR.										

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DELAY or READY	NAME Leopard (CR 2)		ALIGN/RACE N		INIT +4	
	AC	BASE 15	TCH 14	FLT 11	TMP	CLASS/LEVEL
	STR	16	INT	2	FORT +5	SPD 40 ft, climb 20 ft
	DEX	19	WIS	12	REF +7	GRAP +5 VIS low-light
	CON	15	CHA	6	WILL +2	
<p>Skills</p> <p>Bal..... +12 Jump..... +11 M Sil..... +8</p> <p>Climb..... +11 Lis..... +6 Spot..... +6</p>						
<p>Attack (#) Bonus Type Damage</p> <p>Bite +6 BPS 1d6+3</p> <p>Claw (2) +1 PS 1d3+1</p>						
<p>HP 19 hp (3d8+6)</p>						
<p>Special/Notes</p> <p>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): +6 melee, 1d3+1 dmg. * +8 to Hide in tall grass or heavy undergrowth.</p>						
UNCONSCIOUS						


DELAY or READY	NAME Monstrous Spider, Large (CR 2) N		ALIGN/RACE N		INIT +3	
	AC	BASE 14	TCH 12	FLT 11	TMP	CLASS/LEVEL
	STR	15	INT	—	FORT +5	SPD 30 ft, climb 20 ft
	DEX	17	WIS	10	REF +4	GRAP +9 VIS dark 60, trsn 60
	CON	12	CHA	2	WILL +1	
<p>Skills</p> <p>Climb..... +11 Jump*..... +2</p> <p>Hide*..... +3 Spot*..... +4</p>						
<p>Attack (#) Bonus Type Damage</p> <p>Bite +4 BPS 1d8+3 +poison</p>						
<p>HP 22 hp (4d8+4)</p>						
<p>Special/Notes</p> <p>Vermin traits. Poison (Ex): Fort DC 13 or 1d6 Str dmg. Web (Ex): Throw as net (=Huge, 50 ft, rng inc 10 ft). Escape w/ Esc DC 13, Str 17. See MM. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.</p>						
UNCONSCIOUS						


DELAY or READY	NAME Monstrous Centipede, Huge (CR 2) N		ALIGN/RACE N		INIT +2	
	AC	BASE 16	TCH 10	FLT 14	TMP	CLASS/LEVEL
	STR	17	INT	—	FORT +6	SPD 40 ft, climb 40 ft
	DEX	15	WIS	10	REF +4	GRAP +15 VIS dark 60
	CON	12	CHA	2	WILL +2	
<p>Skills</p> <p>Climb..... +11 Spot..... +4</p> <p>Hide..... +2</p>						
<p>Attack (#) Bonus Type Damage</p> <p>Bite +5 BPS 2d6+4 +poison</p>						
<p>HP 33 hp (6d8+6)</p>						
<p>Special/Notes</p> <p>Vermin traits. Poison: Injury; Fort DC 14; init & sec dmg 1d6 Dex.</p>						
UNCONSCIOUS						


DELAY or READY	NAME Satyr (CR 2)		ALIGN/RACE CN		INIT +1	
	AC	BASE 15	TCH 11	FLT 14	TMP	CLASS/LEVEL
	STR	10	INT	12	FORT +2	SPD 40 ft
	DEX	13	WIS	13	REF +5	GRAP +2 VIS low-light
	CON	12	CHA	13	WILL +5	
<p>Skills</p> <p>Bluff..... +9 Intim..... +3 M Sil..... +13</p> <p>Hide..... +13 Lis..... +15 Spot..... +15</p>						
<p>Attack (#) Bonus Type Damage</p> <p>Head butt +2 B 1d6</p> <p>Dagger -3 P 1d4/19-20</p> <p>Shortbow +3 P 1d6/x3</p>						
<p>HP 22 hp (5d6+5)</p>						
<p>Special/Notes</p> <p>DR 5/cold iron. Feats: Dodge, Mobil. Pipes (Su): Non-satyrs in 60-ft spread; Will DC 13 or as charm per, sleep, or fear (CL 10); save grants imm 24 hrs.</p>						
UNCONSCIOUS						

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Sahuagin (CR 2)		LE		+1
	AC	BASE	TCH	FLT	TMP
	16	11	15		
CLASS/LEVEL					
STR	14	INT	14	FORT	+3
DEX	13	WIS	13	REF	+4
CON	12	CHA	9	WILL	+4
					
Skills					
Hide*	+6	Ride	+3	Surv*	+1
Lis*	+6	Spot*	+6		
Attack (#) Bonus Type Damage					
Trident	+4	BPS	1d8+3		
Bite	+2	BPS	1d4+1		
Talon (2)	+4	P	1d4+2		
Bite	+2	BPS	1d4+1		
Hvy crossbow	+3	BPS	1d10/19-20		
HP					
11 hp (2d8+2)					
Special/Notes					
Aquatic subtype. Blood Frenzy: 1/day—Turn after taking dmg; until it or opp is dead; +2 Con, +2 Str, -2 AC. Rake (Ex): While swimming, +8 melee, 1d4+1 dmg. Freshwater Sensitivity (Ex): Fort DC 15 or fatigued in fresh water; repeat every 10 min. Light Blindness: Abrupt exposure to bright light (as sunlight or daylight) blinds 1 rnd; dazed while in affected area. * +4 on Hide, Lis, Spot underwater; +4 on Surv w/in 50 mi of home.					
MORE >>					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Sahuagin Malenti (CR 2)		LE		+1
	AC	BASE	TCH	FLT	TMP
	16	11	15		
CLASS/LEVEL					
STR	14	INT	14	FORT	+3
DEX	13	WIS	13	REF	+4
CON	12	CHA	9	WILL	+4
					
Skills					
Hide*	+6	Ride	+3	Surv*	+1
Lis*	+6	Spot*	+6		
Attack (#) Bonus Type Damage					
Trident	+4	BPS	1d8+3		
Hvy crossbow	+3	BPS	1d10/19-20		
HP					
11 hp (2d8+2)					
Special/Notes					
Aquatic subtype. Freshwater Sensitivity (Ex): Fort DC 15 or fatigued in fresh water; repeat every 10 min. Light Blindness: Abrupt exposure to bright light (as sunlight or daylight) blinds 1 rnd; dazed while in affected area. Water Dependent (Ex): Survive out of water for 12 hours, then risk "drowning." * +4 on Hide, Lis, Spot underwater; +4 on Surv w/in 50 mi of home.					
MORE >>					
UNCONSCIOUS					


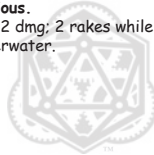
DELAY or READY	NAME		ALIGN/RACE		INIT
	Sahuagin Mutant (CR 2)		LE		+1
	AC	BASE	TCH	FLT	TMP
	16	11	15		
CLASS/LEVEL					
STR	14	INT	14	FORT	+3
DEX	13	WIS	13	REF	+4
CON	12	CHA	9	WILL	+4
					
Skills					
Hide*	+6	Ride	+3	Surv*	+1
Lis*	+6	Spot*	+6		
Attack (#) Bonus Type Damage					
Talon (4)	+4	P	1d4+2		
Bite	+2	BPS	1d4+1		
Hvy crossbow	+3	BPS	1d10/19-20		
HP					
11 hp (2d8+2)					
Special/Notes					
Aquatic subtype. Blood Frenzy: 1/day—Turn after taking dmg; until it or opp is dead; +2 Con, +2 Str, -2 AC. Rake (Ex): While swimming, +8 melee, 1d4+1 dmg. Freshwater Sensitivity (Ex): Fort DC 15 or fatigued in fresh water; repeat every 10 min. Light Blindness: Abrupt exposure to bright light (as sunlight or daylight) blinds 1 rnd; dazed while in affected area. * +4 on Hide, Lis, Spot underwater; +4 on Surv w/in 50 mi of home.					
MORE >>					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Shark, Large (CR 2)		N		+6
	AC	BASE	TCH	FLT	TMP
	15	11	13		
CLASS/LEVEL					
STR	17	INT	1	FORT	+8
DEX	15	WIS	12	REF	+7
CON	13	CHA	2	WILL	+3
					
Skills					
Lis	+8	Swim	+11		
Spot	+7				
Attack (#) Bonus Type Damage					
Bite	+7	BPS	1d8+4		
HP					
38 hp (7d8+7)					
Special/Notes					
Aquatic traits. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only.					
MORE >>					
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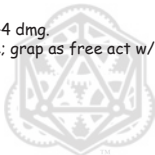
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DELAY or READY	NAME	Skeleton, Owlbear (CR 2)			ALIGN/RACE	NE	INIT	+6
	AC	BASE 13	TCH 11	FLT 11	TMP	CLASS/LEVEL		
	STR	21	INT	—	FORT	+1	SPD	30 ft
	DEX	14	WIS	10	REF	+3	GRAP	+11
	CON	—	CHA	1	WILL	+4	VIS dark 60	
Skills								
Attack (#)		Bonus	Type	Damage				
Claw (2)		+6	PS	1d6+5				
Bite		+1	BPS	1d8+2				
HP		13 hp (5d12)						
Special/Notes		Undead traits; DR 5/bludgeon; imm cold.						
								
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DELAY or READY	NAME	Skum (CR 2)			ALIGN/RACE	LE	INIT	+1
	AC	BASE 13	TCH 11	FLT 12	TMP	CLASS/LEVEL		
	STR	19	INT	10	FORT	+1	SPD	20 ft, swim 40 ft
	DEX	13	WIS	10	REF	+1	GRAP	+5
	CON	13	CHA	6	WILL	+3	VIS dark 60	
Skills								
Hide*		+6	M Sil	+6	Swim	+12		
Lis*		+7	Spot*	+7				
Attack (#)		Bonus	Type	Damage				
Bite		+5	BPS	2d6+4				
Claw (2)		+0	PS	1d4+2				
HP		11 hp (2d8+2)						
Special/Notes		Aquatic subtype; amphibious. Rake (Ex): +0 melee, 1d6+2 dmg; 2 rakes while swimming. *+4 Hide, Lis, & Spot underwater.						
								
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DELAY or READY	NAME	Snake, Constrictor (CR 2)			ALIGN/RACE	N	INIT	+3
	AC	BASE 15	TCH 13	FLT 12	TMP	CLASS/LEVEL		
	STR	17	INT	1	FORT	+4	SPD	20 ft, climb 20 ft, swim 20 ft
	DEX	17	WIS	12	REF	+6	GRAP	+5
	CON	13	CHA	2	WILL	+2	VIS dark 60, blsn 30	
Skills								
Bal		+11	Hide	+10	Spot	+7		
Climb		+14	Lis	+7	Swim	+11		
Attack (#)		Bonus	Type	Damage				
Bite		+5	BPS	1d3+4				
HP		19 hp (3d8+6)						
Special/Notes		Scent. Constrict (Ex): Grap; 1d3+4 dmg. Improved Grab (Ex): Bite; grap as free act w/o AoO; constrict.						
								
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DELAY or READY	NAME	Snake, Large Viper (CR 2)			ALIGN/RACE	N	INIT	+7
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL		
	STR	10	INT	1	FORT	+3	SPD	20 ft, climb 20 ft, swim 20 ft
	DEX	17	WIS	12	REF	+6	GRAP	+6
	CON	11	CHA	2	WILL	+2	VIS blsn 30	
Skills								
Bal		+11	Hide	+8	Spot	+6		
Climb		+11	Lis	+5	Swim	+8		
Attack (#)		Bonus	Type	Damage				
Bite		+4	BPS	1d4 +poison				
HP		13 hp (3d8)						
Special/Notes		Scent. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d6 Con.						
								
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DELAY or READY	NAME	ALIGN/RACE	INIT						
	Vargouille (CR 2)	NE	+1						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	12 11 11								
STR	10	INT	5	FORT	+3	SPD	fly 30 ft (good)		
DEX	13	WIS	12	REF	+3	GRAP	-3	VIS	dark 60
CON	12	CHA	8	WILL	+3				
Skills		Hide	+9	Lis	+5	Spot	+5		
		Intim	+3	M Sil	+5				
Attack (#)	Bonus	Type	Damage						
Bite	+3	BPS	1d4 +poison						
HP									
5 hp (1d8+1)									
Special/Notes									
Evil, extraplanar traits; Shriek (Su): Opp seeing & hearing w/in 60 ft; Fort DC 12; paral 2d4 rds or until atk, break rng, or break sight; mind-affecting fear effect. Save grants imm 24 hrs. Kiss (Su): Melee tch atk v paral opp; Fort DC 15 become vargouille; remove disease to stop; see MM. Poison (Ex): Injury, Fort DC 12 unable to heal bite dmg. Neut poison or heal removes; del poison allows magic healing.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Zombie, Bugbear (CR 2)	NE	+0						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	16 10 16								
STR	17	INT	—	FORT	+2	SPD	30 ft		
DEX	10	WIS	10	REF	+2	GRAP	+6	VIS	dark 60
CON	—	CHA	1	WILL	+5				
Skills									
Attack (#)	Bonus	Type	Damage						
Morningstar	+6	BP	1d8+3						
Slam	+6	B	1d6+3						
Javelin	+3	P	1d6+2						
HP									
42 hp (6d12+3)									
Special/Notes									
Undead traits; single act only; can't run; DR 5/slash.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Allip (CR 3)	NE	+5						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	15 15 14								
STR	—	INT	11	FORT	+1	SPD	fly 30 ft (perf)		
DEX	12	WIS	11	REF	+4	GRAP	—	VIS	dark 60
CON	—	CHA	18	WILL	+4				
Skills		Hide	+8	Lis	+7	Spot	+7		
		Intim	+7	Srch	+4				
Attack (#)	Bonus	Type	Damage						
Incorp touch	+3	—	1d4 Wis drain						
HP									
26 hp (4d12)									
Special/Notes									
Incorp, undead traits; +2 turn resist. Babble (Su): Const—sane creatures w/in 60 ft; as hypno for 2d4 rds; Will DC 16 neg; sonic mind-affecting compulsion effect. Save grants imm 24 hrs. Madness (Su): Anyone targeting allip with thought detection, mind control, or telepathic ability; 1d4 Wis dmg. Wisdom Drain (Su): Incorp touch atk; 1d4 Wis drain & +5 temp hp.									

DELAY or READY	NAME	ALIGN/RACE	INIT						
	Arrowhawk, Juvenile (CR 3)	N	+5						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	20 16 15								
STR	12	INT	10	FORT	+4	SPD	fly 60 ft. (prf)		
DEX	21	WIS	13	REF	+8	GRAP	+0	VIS	dark 60
CON	12	CHA	13	WILL	+4				
Skills		Esc	+11	M Sil	+11	S Mot	+7		
		Lis	+7	Srch	+6	Spot	+7		
Attack (#)	Bonus	Type	Damage						
Electricity ray*	+9	—	2d6						
Bite	+9	BPS	1d6+1						
HP									
16 hp (3d8+3)									
Special/Notes									
Air, extraplanar traits; imm acid, electric, poison; resist cold 10, fire 10. Feat: Dodge. * Rng 50 ft.									


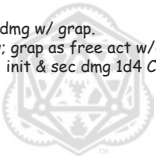
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Assassin Vine (CR 3)		N		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	9	15						
STR	20	INT	—	FORT	+7	SPD	5 ft		
DEX	10	WIS	13	REF	+1	GRAP	+12	VIS	blst 30, low-light
CON	16	CHA	9	WILL	+2				
Skills									
Hide	+9	Lis	+5	Spot	+5				
Intim	+3	M Sil	+5						
Attack (#)	Bonus	Type	Damage						
Slam	+7	B	1d6+7						
HP									
30 hp (4d8+12)									
Special/Notes									
Plant traits; imm electric; resist cold 10, fire 10. Constrict (Ex): Auto slam dmg w/ grap. Improved Grab (Ex): Slam; grap as free act w/o AoO; constrict. Entangle (Su): Free act— as entangle (30 ft, Ref DC 13 part, end as free act). Camouflage (Ex): Spot, Surv, or Know (nature) DC 20 to notice it is not normal plant.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Ethereal Filcher (CR 2)		N		+8				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	14	13						
STR	10	INT	7	FORT	+1	SPD	40 ft		
DEX	18	WIS	12	REF	+5	GRAP	+3	VIS	dark 60
CON	11	CHA	10	WILL	+5				
Skills									
Lis	+9	Spot	+9						
Sleight	+12								
Attack (#)	Bonus	Type	Damage						
Bite	+3	BPS	1d4						
HP									
22 hp (5d8)									
Special/Notes									
Feat: Dodge. Detect Magic (Su): At will—as <i>det magic</i> (CL 5). Ethereal Jaunt (Su): As spell (shift from Ethereal to Material for 1 rd as part of mv act, shift back as free act). CL 15.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Ethereal Marauder (CR 3)		N		+5				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	11	13						
STR	14	INT	7	FORT	+3	SPD	40 ft		
DEX	12	WIS	12	REF	+4	GRAP	+4	VIS	dark 60
CON	11	CHA	10	WILL	+1				
Skills									
Lis	+5	Spot	+4						
M Sil	+5								
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d6+3						
HP									
11 hp (2d10)									
Special/Notes									
Extrapolanar traits. Ethereal Jaunt (Su): As spell (shift from Ethereal to Material as free act, shift back as mv act). CL 15.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Magmin (CR 3)		CN		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	11	17						
STR	15	INT	8	FORT	+3	SPD	30 ft		
DEX	11	WIS	10	REF	+3	GRAP	-1	VIS	dark 60
CON	13	CHA	10	WILL	+0				
Skills									
Climb	+4								
Spot	+3								
Attack (#)	Bonus	Type	Damage						
Burning touch*	+4	—	1d8 fire						
Slam*	+4	B	1d3+3						
HP									
11 hp (2d8+2)									
Special/Notes									
Elemental, fire traits; DR 5/mag; nat wpns mag for DR. Combustion (Ex): Touch or touched; 1d8 fire dmg for 1d4+2 rds as clothes ignite or armor heated; Ref DC 12 neg. Fiery Aura (Ex): Anyone w/in 20 ft; 1d6 fire dmg/rd; Fort DC 12 neg. Melt Weapons (Ex): Metal weapon striking; melt; Fort DC 12 neg. *Combustion ability applies to melee atks.									
					UNCONSCIOUS				


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DELAY or READY	NAME		ALIGN/RACE		INIT
	Monstrous Scorpion, Large (CR 3)		N		+0
	AC	BASE	TCH	FLT	TMP
	16	9	16		
CLASS/LEVEL					
STR	19	INT	—	FORT	+6
SPD	50 ft				
DEX	10	WIS	10	REF	+1
GRAP	+11	VIS	dark 60, trsn 60		
CON	14	CHA	2	WILL	+1
					
Skills					
Climb	+8	Spot	+4		
Hide	+0				
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+6	PS	1d6+4		
Sting	+1	P	1d6+2 +poison		
HP					
32 hp (5d8+10)					
Special/Notes					
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 14; init & sec dmg 1d4 Con.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Praying Mantis, Giant (CR 3)		N		-1
	AC	BASE	TCH	FLT	TMP
	14	8	14		
CLASS/LEVEL					
STR	19	INT	—	FORT	+6
SPD	20 ft, fly 40 ft (poor)				
DEX	8	WIS	14	REF	+0
GRAP	+11	VIS	dark 60		
CON	15	CHA	11	WILL	+3
					
Skills					
Hide*	-1				
Spot	+6				
Attack (#)					
Claws	Bonus	Type	Damage		
	+6	PS	1d8+4		
Bite	+1	BPS	1d6+2		
Bite†	+6	BPS	1d6+2		
HP					
26 hp (4d8+8)					
Special/Notes					
Vermin traits. Improved Grab (Ex): Claws; grap as free act w/o AoO. *+13 to Hide surrounded by foliage. † Bite is primary atk on grap opp.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Phantom Fungus (CR 3)		N		+0
	AC	BASE	TCH	FLT	TMP
	14	10	14		
CLASS/LEVEL					
STR	14	INT	2	FORT	+6
SPD	20 ft				
DEX	10	WIS	11	REF	+0
GRAP	+3	VIS	low-light		
CON	16	CHA	9	WILL	+0
					
Skills					
Lis	+4	Spot	+4		
M Sil	+6				
Attack (#)					
Bite	Bonus	Type	Damage		
	+3	BPS	1d6+3		
HP					
15 hp (2d8+6)					
Special/Notes					
Plant traits. Greater Invisibility (Su): Constant—as gr invis (CL 12, not subject to invis purge). Becomes visible 1 min after death.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Skeleton, Troll (CR 3)		NE		+7
	AC	BASE	TCH	FLT	TMP
	14	12	11		
CLASS/LEVEL					
STR	23	INT	—	FORT	+2
SPD	30 ft				
DEX	16	WIS	10	REF	+5
GRAP	+13	VIS	dark 60		
CON	—	CHA	1	WILL	+5
					
Skills					
Climb	+4				
Spot	+3				
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+8	PS	1d6+6		
Bite	+3	BPS	1d6+3		
HP					
39 hp (6d12)					
Special/Notes					
Undead traits; DR 5/bludgeon; imm cold.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Snake, Huge Viper (CR 3)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	15	10	15						
STR	16	INT	1	FORT	+6	SPD	20 ft. climb 20 ft. swim 20 ft.			
DEX	15	WIS	12	REF	+7	GRAP	+15	VIS	dark 60, trsn 60	
CON	13	CHA	2	WILL	+3					
Skills										
Bal	+10	Hide	+3	Spot	+7					
Climb	+11	Lis	+7	Swim	+11					
Attack (#)	Bonus	Type	Damage							
Bite	+6	BPS	1d6+4 +poison							
HP										
33 hp (6d8+6)										
Special/Notes										
Scent. Feats: Run. Poison (Ex): Injury, Fort DC 14, init & sec dmg 1d6 Con.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Tojanida, Juvenile (CR 3)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	22	22	12	21						
STR	14	INT	10	FORT	+5	SPD	10 ft. swim 90 ft.			
DEX	13	WIS	12	REF	+4	GRAP	+1	VIS	dark 60	
CON	15	CHA	9	WILL	+4					
Skills										
Esc	+7	Lis	+7	Spot	+9					
Hide	+11	Srch	+6	S Mot	+7					
Attack (#)	Bonus	Type	Damage							
Bite	+6	BPS	2d6+2							
Claw (2)	+1	BPS	1d4+1							
HP										
19 hp (3d8+6)										
Special/Notes										
Extraplanar, water traits; imm acid, cold; res electric 10, fire 10. Feats: Blind-Fight, Dodge. Improved Grab (Ex): Bite or claw; grap as free act w/o AoO. Can tow <=5m opp at swim speed. All-Around Vision (Ex): Opp gains no flanking bonus. Ink Cloud (Ex): In water: 1/min—as fog cloud (CL 3, 30 ft r). Out of water: 1/min—blind opp w/in 30 ft; Ref DC 13 neg.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Yeth Hound (CR 3)		NE		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	20	20	12	18						
STR	17	INT	6	FORT	+5	SPD	40 ft. fly 60 ft (good)			
DEX	15	WIS	14	REF	+5	GRAP	+6	VIS	dark 60	
CON	15	CHA	10	WILL	+5					
Skills										
Lis	+11	Srch	+7							
Spot	+11									
Attack (#)	Bonus	Type	Damage							
Bite	+6	BPS	1d8+4							
HP										
19 hp (3d8+6)										
Special/Notes										
Evil, extraplanar traits; DR 10/silver; nat wpns evil for DR. Feats: Track. Bay (Su): 300-ft spread; Will DC 11 or panic 2d4 rds; sonic mind-affecting fear effect; imm 24 hrs after check. Trip (Ex): Trip (+3) as free act & w/o AoO after bite; failing, opp can't react. Flight (Su): Cease or resume flight as free act.										



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Zombie, Ogre (CR 3)		NE		-2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	15	7	15						
STR	23	INT	—	FORT	+2	SPD	40 ft			
DEX	6	WIS	10	REF	+0	GRAP	+14	VIS	dark 60	
CON	—	CHA	1	WILL	+6					
Skills										
Climb	+4									
Spot	+3									
Attack (#)	Bonus	Type	Damage							
Greatclub	+9	B	2d8+9							
Slam	+9	B	1d8+9							
Javelin	+1	P	1d8+6							
HP										
55 hp (8d12+3)										
Special/Notes										
Undead traits; single act only; can't run; DR 5/slash.										



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Hound Archon (CR 4)		LG		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	19	19	10	19						
STR	15	INT	10	FORT	+6*	SPD	40 ft			
DEX	10	WIS	13	REF	+5	GRAP	+8	VIS	dark 60,	
CON	13	CHA	12	WILL	+6					
Skills										
Conc	+10	Lis	+10	S Mot	+10					
Hide†	+9	M Sil	+9	Spot	+10					
Attack (#)										
Bite	+8	BPS	1d8+2							
Slam	+3	B	1d4+1							
Greatsword	+8/+3	S	2d6+3/19-20							
Bite	+3	BPS	1d8+1							
HP										
33 hp (6d8+6)										
Special/Notes										
Extraplanar, good, lawful traits; DR 10/evil & magic; imm electric, petrify; scent, SR 16; wpns & nat wpns good & lawful for DR. Feat: Track. Aura of Menace (Su): When fighting or angry—opp w/in 20-ft; Will DC 16 or -2 on atk, AC, & saves for 24 hrs or until they hit archon. Save or break grants imm 24 hrs. Magic Circle Against Evil (Su): As spell (CL 6); continuous; can't suppress. * +4 on save v poison † +4 on Hide in canine form.										
					UNCONSCIOUS					



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Janni (CR 4)		N		+6					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	18	12	16						
STR	16	INT	14	FORT	+6	SPD	30 ft, fly 20 ft, chainmail 20 ft, chainmail fly 15 ft			
DEX	15	WIS	15	REF	+7	GRAP	+9	VIS	dark 60,	
CON	12	CHA	13	WILL	+7					
Skills										
Conc	+10	Lis	+11	S Mot	+11					
Esc	+6	M Sil	+6	Spot	+11					
Attack (#)										
Scimitar	+9/+4	S	1d6+4/18-20							
Longbow	+8/+3	P	1d8/x3							
HP										
33 hp (6d8+6)										
Special/Notes										
Native outsider traits; tpathy 100 ft; res fire 10. Feats: Dodge, Mobility. Spell-Like Abilities: 3/day—invis (self only), spk ani (CL 12); 1/day—cr f/w (CL 7), e jaunt (CL 12, 1 hr). Change Size (Sp): 2/day—As enlarge per or reduce per (as 2nd-lvl spell, can affect self); Fort DC 13 neg. Fortitude save negates the effect. Elemental Endurance (Ex): See MM. Plane Shift (Sp): See MM.										
					UNCONSCIOUS					



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Sea Cat (CR 4)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	18	10	17						
STR	19	INT	2	FORT	+8	SPD	10 ft, swim 40 ft			
DEX	12	WIS	13	REF	+6	GRAP	+14	VIS	dark 60, low-light	
CON	17	CHA	10	WILL	+5					
Skills										
Lis	+8	Swim	+12							
Spot	+7									
Attack (#)										
Claw (2)	+9	PS	1d6+4							
Bite	+4	BPS	1d8+2							
HP										
51 hp (6d10+18)										
Special/Notes										
Scent. Feat: Endur. Hold Breath: Hold breath for 6xCon score rds, then risk drowning. Rend (Ex): Both claws; auto 2d6+6 dmg.										
					UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Sea Hag (CR 4)		CE		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	11	13						
STR	19	INT	10	FORT	+2	SPD	30 ft, swim 40 ft			
DEX	12	WIS	13	REF	+4	GRAP	+7	VIS	dark 60	
CON	12	CHA	14	WILL	+4					
Skills										
Hide	+4	Spot	+6							
Lis	+6	Swim	+12							
Attack (#)										
Claw (2)	+7	PS	1d4+4							
HP										
19 hp (3d8+6)										
Special/Notes										
Aquatic traits; amphib; SR 14. Horrific Appearance (Su): Creature seeing hag: 2d6 Str dmg (not below 0); Fort DC 13 neg. Save grants imm 24 hrs. Evil Eye (Su): 3/day—gaze atk (30 ft); Will DC 13 or dazed 3 days & Fort DC 13 or die from fear. Rem curse or disp evil neg daze; no effect if imm fear.										
					UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Shark, Huge (CR 4)		LG		+6
	AC	BASE	TCH	FLT	TMP
	15	10	13		
CLASS/LEVEL					
STR	21	INT	1	FORT	+11
DEX	15	WIS	12	REF	+9
CON	15	CHA	2	WILL	+4
					
Skills					
Lis	+10	Swim	+13		
Spot	+10				
Attack (#) Bonus Type Damage					
Bite	+10	BPS	2d6+7		
HP					
65 hp (10d8+20)					
Special/Notes					
Aquatic traits. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only.					
					
UNCONSCIOUS					

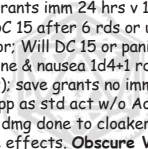
DELAY or READY	NAME		ALIGN/RACE		INIT
	Stag Beetle, Giant (CR 4)		N		+0
	AC	BASE	TCH	FLT	TMP
	19	9	19		
CLASS/LEVEL					
STR	23	INT	—	FORT	+8
DEX	10	WIS	10	REF	+2
CON	17	CHA	9	WILL	+2
					
Skills					
—					
Attack (#) Bonus Type Damage					
Bite	+10	PS	4d6+9		
HP					
52 hp (7d8+21)					
Special/Notes					
Vermin traits. Trample (Ex): 2d8+3 dmg, Ref DC 19 half.					
					
UNCONSCIOUS					

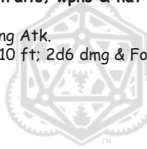
DELAY or READY	NAME		ALIGN/RACE		INIT
	Skeleton, Chimera (CR 4)		NE		+6
	AC	BASE	TCH	FLT	TMP
	13	11	11		
CLASS/LEVEL					
STR	19	INT	—	FORT	+3
DEX	15	WIS	10	REF	+5
CON	—	CHA	1	WILL	+6
					
Skills					
Conc	+10	Lis	+11	S Mot	+11
Esc	+6	M Sil	+6	Spot	+11
Attack (#) Bonus Type Damage					
Bite	+7	BPS	2d6+4		
Bite	+7	BPS	1d8+4		
Gore	+7	P	1d8+4		
Claw (2)	+2	PS	1d6+2		
HP					
58 hp (9d12)					
Special/Notes					
Undead traits; DR 5/bludgeon; imm cold.					
					
UNCONSCIOUS					

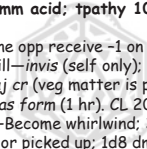
DELAY or READY	NAME		ALIGN/RACE		INIT
	Zombie Minotaur (CR 4)		NE		-1
	AC	BASE	TCH	FLT	TMP
	16	8	16		
CLASS/LEVEL					
STR	21	INT	—	FORT	+4
DEX	8	WIS	10	REF	+3
CON	—	CHA	1	WILL	+8
					
Skills					
Hide	+4	Spot	+6		
Lis	+6	Swim	+12		
Attack (#) Bonus Type Damage					
Greataxe	+10	S	3d6+7/x3		
Gore	+10	P	1d8+5		
Slam	+10	B	1d8+5		
HP					
81 hp (12d8+3)					
Special/Notes					
Undead traits; single act only; can't run; DR 5/slash.					
					
UNCONSCIOUS					

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Zombie Wyvern (CR 4)		NE		+0
	AC	BASE	TCH	FLT	TMP
	20	20	8	20	
CLASS/LEVEL					
STR	21	INT	—	FORT	+4
DEX	10	WIS	10	REF	+4
CON	—	CHA	1	WILL	+9
SPD 20 ft. fly 60 ft (poor) GRAP +16 VIS dark 60 WWW.THEGAMEMECHANICS.COM THE GAME MECHANICS					
Skills					
Lis	+10	Swim	+13		
Spot	+10				
Attack (#) Bonus Type Damage					
Slam	+11	B	2d6+7		
Talons	+11	PS	2d6+5		
HP					
94 hp (14d12+3)					
Special/Notes					
Undead traits; single act only; can't run; DR 5/slash.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Cloaker (CR 5)		CN		+7
	AC	BASE	TCH	FLT	TMP
	19	19	12	16	
CLASS/LEVEL					
STR	21	INT	14	FORT	+5
DEX	16	WIS	15	REF	+5
CON	17	CHA	15	WILL	+7
SPD 10 ft. fly 40 ft (avg) GRAP +13 VIS dark 60 WWW.THEGAMEMECHANICS.COM THE GAME MECHANICS					
Skills					
Hide	+8	M Sil	+12		
Lis	+13	Spot	+13		
Attack (#) Bonus Type Damage					
Tail slap	+8	B	1d6+5		
Bite	+3	BPS	1d4+2		
HP					
45 hp (6d8+18)					
Special/Notes					
Feat: Cbt Reflex. Moan (Ex): Std act. Save grants imm 24 hrs v 1 effect. Unnerve: 60-ft spr; -2 to atk & dmg; Will DC 15 after 6 rds or unable to atk or defend during moan. Fear: 30-ft spr; Will DC 15 or panic 2 rds. Nausea: 30-ft cone; Fort DC 15 or fall prone & nausea 1d4+1 rds. Stupor: 30 ft; Fort DC 15 or as hold mon (5 rds); save grants no imm. Engulf (Ex): Grap <=Med opp as std act w/o AoO; if successful, +4 to bite atk. Victim takes half dmg done to cloaker. Shadow Shift (Su): Three effects. Obscure Vision: Conceal (20% miss) 1d4 rds. Dancing Images: As mirr image spell (CL 6). Silent Image: As spell(DC 15, CL 6).					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Achaierai (CR 5)		LE		+1
	AC	BASE	TCH	FLT	TMP
	20	20	10	19	
CLASS/LEVEL					
STR	19	INT	11	FORT	+7
DEX	13	WIS	14	REF	+6
CON	14	CHA	16	WILL	+7
SPD 50 ft GRAP +14 VIS dark 60 WWW.THEGAMEMECHANICS.COM THE GAME MECHANICS					
Skills					
Climb	+13	Lis	+11	S Mot	+11
Hide	+6	M Sil	+10	Spot	+11
Attack (#) Bonus Type Damage					
Claw (2)	+9	PS	2d6+4		
Bite	+4	BPS	4d6+2		
HP					
39 hp (6d8+12)					
Special/Notes					
Evil, extraplanar, lawful traits; wpns & nat wpns evil & lawful for DR; SR 19. Feats: Dodge, Mobil, Spring Atk. Black Cloud (Ex): 3/day—10 ft; 2d6 dmg & Fort DC 15 or as insan (CL 16, 3 hrs).					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Djinni (CR 5)		CG		+8
	AC	BASE	TCH	FLT	TMP
	16	16	13	12	
CLASS/LEVEL					
STR	18	INT	14	FORT	+7
DEX	19	WIS	15	REF	+9
CON	14	CHA	15	WILL	+7
SPD 20 ft. fly 60 ft (prf) GRAP +15 VIS dark 60 WWW.THEGAMEMECHANICS.COM THE GAME MECHANICS					
Skills					
Conc	+12	M Sil	+14	Spell	+12
Lis	+12	S Mot	+12	Spot	+12
Attack (#) Bonus Type Damage					
Slam (2)	+10	B	1d8+4		
HP					
45 hp (7d8+14)					
Special/Notes					
Air, extraplanar traits; imm acid; tpathy 100 ft. Feats: Cbt Reflex, Dodge. Air Mastery (Ex): Airborne opp receive -1 on atk & dmg. Spell-Like Abilities: At will—invis (self only); 1/day—cr f/w, cr wine (as cr water, but wine), maj cr (veg matter is perm), persist ing (DC 17), wind walk 1/day—as gas form (1 hr). CL 20. Whirlwind (Su): 1/10 min—Become whirlwind; 3d6 dmg to opp in area; Ref DC 20 neg, Ref DC 20 or picked up; 1d8 dmg/rd. See MM. Plane Shift (Sp): See MM. * +4 cast def.					
					
UNCONSCIOUS					


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DELAY or READY	NAME	ALIGN/RACE	INIT						
	Orca (CR 5)	N	+2						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	16 10 14								
STR	27	INT	2	FORT	+11	SPD	swim 50 ft		
DEX	15	WIS	14	REF	+8	GRAP	+22	VIS	blst 120, low-light
CON	21	CHA	6	WILL	+5				
Skills									
Lis*	+14	Swim	+16						
Spot*	+14								
Attack (#)	Bonus	Type	Damage						
Bite	+12	BPS	2d6+12						
HP									
88 hp (9d8+48)									
Special/Notes									
Feats: Endur, Run. Blindsight (Ex): Silence negates. Hold Breath: Hold breath for 8xCon score rds, then risk drown. *-4 on Spot & Lis if blindsight is negated.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Rast (CR 5)	N	+5						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	15 11 14								
STR	14	INT	3	FORT	+5	SPD	5 ft, fly 60 ft (good)		
DEX	12	WIS	13	REF	+5	GRAP	+6	VIS	dark 60
CON	13	CHA	12	WILL	+5				
Skills									
Hide	+8	M Sil	+8						
Lis	+8	Spot	+8						
Attack (#)	Bonus	Type	Damage						
Claw (4)	+6	PS	1d4+2						
Bite	+6	BPS	1d8+3						
HP									
25 hp (4d8+7)									
Special/Notes									
Extraplanar, fire traits. Paralyzing Gaze (Su): Paralysis 1d6 rds; 30 ft; Fort DC 13 neg. Improved Grab (Ex): Bite atk; grap as free act w/o AoO. Blood Drain (Ex): Grap opp; 1 Con dmg/rd. Flight (Su): Cease or resume flight as free act; can only perform single act each rd w/o flight.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Ravid (CR 5)	N	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	25 10 25								
STR	13	INT	7	FORT	+4	SPD	20 ft, fly 60 ft (prf)		
DEX	10	WIS	12	REF	+3	GRAP	+4	VIS	dark 60
CON	13	CHA	14	WILL	+4				
Skills									
Esc	+6	Lis	+7	Spot	+7				
Hide	+6	M Sil	+6	Surv	+7				
Attack (#)	Bonus	Type	Damage						
Tail slap	+4	B	1d6+1 +pos energy						
Claw	+2	PS	1d4 +pos energy						
Tail touch	+4	—	pos energy						
Claw touch	+2	—	pos energy						
HP									
16 hp (3d8+3)									
Special/Notes									
Extraplanar traits; imm fire. Positive Energy Lash (Su): Atks deal +2d10 dmg to undead. Animate Objects (Su): 1/rd—random object w/in 20 ft; anim obj (CL 20); defends ravid. Flight (Su): Cease or resume flight as free act; can only perform single act each rd w/o flight.									


DELAY or READY	NAME	ALIGN/RACE	INIT						
	Skeleton, Ettin (CR 5)	NE	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	11 9 11								
STR	23	INT	—	FORT	+3	SPD	40 ft		
DEX	10	WIS	10	REF	+3	GRAP	+15	VIS	dark 60
CON	—	CHA	1	WILL	+7				
Skills									
Conc	+12	M Sil	+14	Spell	+12				
Lis	+12	S Mot	+12	Spot	+12				
Attack (#)	Bonus	Type	Damage						
Morningstar (2)	+10	BP	2d6+6						
Claw (2)	+10	PS	1d6+6						
Javelin (2)	+4	P	1d8+6						
HP									
65 hp (10d12)									
Special/Notes									
Undead traits; DR 5/bludgeon; imm cold.									


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Snake, Giant Constrictor (CR 5)		N		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	12							
STR	25	INT	1	FORT	+8	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+10	GRAP	+23	VIS	blst 120, low-light	
CON	13	CHA	2	WILL	+4					
Skills										
Bal	+11	Hide	+10	Spot	+9					
Climb	+17	Lis	+9	Swim	+16					
Attack (#)	Bonus	Type	Damage							
Bite	+13	BPS	1d8+10							
HP										
63 hp (11d8+14)										
Special/Notes										
Scent. Feat: Endur. Constrict (Ex): Grap; 1d8+10 dmg. Improved Grab (Ex): Bite; grap as free act w/o AoO; constrict.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Tojanida, Adult (CR 5)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	23	11	22							
STR	16	INT	10	FORT	+7	SPD	10 ft, swim 90 ft			
DEX	13	WIS	12	REF	+6	GRAP	+10	VIS	dark 60	
CON	15	CHA	9	WILL	+6					
Skills										
Esc	+11	Srch	+14	Spot	+15					
Lis	+11	S Mot	+11	Swim	+11					
Attack (#)	Bonus	Type	Damage							
Bite	+10	BPS	2d8+3							
Claw (2)	+5	PS	1d6+1							
HP										
45 hp (7d8+14)										
Special/Notes										
Extraplanar, water traits; imm acid, cold; res electric 10, fire 10. Feats: Blind-Fight, Dodge, Pow Atk. Improved Grab (Ex): Bite or claw; grap as free act w/o AoO. Can tow <-Med opp at swim speed. All-Around Vision (Ex): Opp gains no flanking bonus. Ink Cloud (Ex): In water: 1/min—as fog cloud (CL 3, 30 ft r). Out of water: 1/min—blind opp w/in 30 ft; Ref DC 15 neg.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Baleen Whale (CR 6)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	7	15							
STR	35	INT	2	FORT	+14	SPD	swim 40 ft			
DEX	13	WIS	12	REF	+9	GRAP	+33	VIS	blst 120, low-light	
CON	22	CHA	6	WILL	+5					
Skills										
Lis*	+15	Swim	+20							
Spot*	+14									
Attack (#)	Bonus	Type	Damage							
Tail slap	+17	B	1d8+18							
HP										
132 hp (12d8+78)										
Special/Notes										
Feats: Diehard, Endur. Blindsight (Ex): Silence negates. Hold Breath: Hold breath for 8xCon score rds, then risk drowning. *-4 on Spot & Lis if blindsight is negated.										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Belker (CR 6)		NE		+5					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	22	14	17							
STR	14	INT	6	FORT	+3	SPD	30 ft, fly 50 ft (prf)			
DEX	21	WIS	11	REF	+10	GRAP	+11	VIS	dark 60	
CON	13	CHA	11	WILL	+2					
Skills										
Lis	+7	Spot	+7							
M Sil	+9									
Attack (#)	Bonus	Type	Damage							
Wing (2)	+9	B	1d6+2							
Bite	+4	BPS	1d4+1							
Claw (2)	+4	PS	1d3+1							
HP										
38 hp (7d8+7)										
Special/Notes										
Air, elemental, extraplanar traits. Smoke Form (Su): Switch forms 1/rd as free act; spend <=20 rds/day in form; as gas form (CL 7, fly 50 [prf]). Smoke Claws (Ex): Only in smoke form; engulf <-Med opp w/o AoO; Fort DC 14 or 3d4 dmg; recheck each rnd if affected.										

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Bralani, Humanoid Form (CR 6)		CG		+8				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	14	16						
STR	18	INT	13	FORT	+8	SPD	40 ft		
DEX	18	WIS	14	REF	+9	GRAP	+10	VIS	dark 60, low-light
CON	17	CHA	14	WILL	+7				
Skills									
Conc	+12	M Sil	+13	Spot	+13				
Lis	+13	S Mot	+11	Tmbl	+13				
Attack (#) Bonus Type Damage									
+1 holy scimitar		+11/+6	S	1d6+4/18-20					
+1 holy c longbow (+4)		+11/+6	P	1d8+5/x3					
HP									
45 hp (6d8+18)									
Special/Notes									
Chaotic, extraplanar, good traits; DR 10/cold iron or evil; imm electric, petrify; res cold 10, fire 10; SR 17. Feats: Blind-Fight. Spell-Like Abilities: At will— <i>blur</i> , <i>charm per</i> (DC 13), <i>gust wind</i> (DC 14), <i>mirr image</i> , <i>wind wall</i> ; 2/day— <i>lgt bolt</i> (DC 15), <i>cure ser</i> (DC 15). CL 6. Alternate Form (Su): Can assume humanoid form. Tongues (Su): Perm—tongues. CL 14.									
UNCONSCIOUS									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Bralani, Whirlwind Form (CR 6)		CG		+8				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	14	16						
STR	18	INT	13	FORT	+8	SPD	40 ft, fly 100 ft (prf)		
DEX	18	WIS	14	REF	+9	GRAP	+10	VIS	dark 60, low-light
CON	17	CHA	14	WILL	+7				
Skills									
Conc	+12	M Sil	+13	Spot	+13				
Lis	+13	S Mot	+11	Tmbl	+13				
Attack (#) Bonus Type Damage									
Slam		+10	B	1d6+4					
HP									
45 hp (6d8+18)									
Special/Notes									
Chaotic, extraplanar, good traits; DR 10/cold iron or evil; imm electric, petrify; res cold 10, fire 10; SR 17. Feats: Blind-Fight. Spell-Like Abilities: At will— <i>blur</i> , <i>charm per</i> (DC 13), <i>gust wind</i> (DC 14), <i>mirr image</i> , <i>wind wall</i> ; 2/day— <i>lgt bolt</i> (DC 15), <i>cure ser</i> (DC 15). CL 6. Alternate Form (Su): Can assume humanoid form. Whirlwind Blast (Su): 3d6 dmg in 20-ft line; Ref DC 16 half. Tongues (Su): Perm—tongues. CL 14.									
UNCONSCIOUS									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Digester (CR 6)		N		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	12	15						
STR	17	INT	2	FORT	+9	SPD	60 ft		
DEX	15	WIS	12	REF	+10	GRAP	+11	VIS	dark 60, low-light
CON	17	CHA	10	WILL	+3				
Skills									
Hide	+9	Jump	+21						
Lis	+6	Spot	+6						
Attack (#) Bonus Type Damage									
Claw		+11	PS	1d8+4					
HP									
68 hp (8d10+24)									
Special/Notes									
Imm acid, scent. Acid Spray (Ex): 1/1d4 rds—20-ft cone; 4d8 acid dmg; Ref DC 17 half. Or 5-ft stream; 8d8 acid dmg; Ref DC 17 half.									
UNCONSCIOUS									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Dragon, Blue Young (CR 6)		LE		+4				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	21	10	21						
STR	17	INT	12	FORT	+10	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)		
DEX	10	WIS	13	REF	+8	GRAP	+15	VIS	dark 120, low-light, blsn 60
CON	15	CHA	12	WILL	+9				
Skills									
Bluff	+12	Intim	+14	Srch	+12				
Esc	+12	Lis	+14	Spot	+14				
Attack (#) Bonus Type Damage									
Bite		+15	BPS	2d6+6					
Claw (2)		+10	PS	1d8+3					
Wing (2)		+10	B	1d6+3					
HP									
102 hp (12d12+24)									
Special/Notes									
Earth traits; imm electric, sleep, paral. Feats: B-Fight, Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 6d8 electric dmg; Ref DC 18 half. Create/Destroy Water (Sp): 3/day—As create water (can destroy also); as 1st-lvl spell. See MM.									
UNCONSCIOUS									


DELAY or READY	NAME Dragon, Brass Young (CR 6)		ALIGN/RACE LG		INIT +4																	
	AC	BASE 19	TCH 10	FLT 19	TMP	CLASS/LEVEL																
	STR	15	INT	12	FORT +9	SPD 60 ft, burrow 30 ft, fly 200 ft (poor)																
	DEX	10	WIS	13	REF +7	GRAP +12 VIS dark 120, low-light, blsn 60																
	CON	15	CHA	12	WILL +8																	
<p>Skills</p> <p>Conc..... +5 Esc..... +4 S Mot..... +9</p> <p>Dipl..... +8 Lis..... +14 Spot..... +14</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>+12</td> <td>BPS</td> <td>1d8+2</td> </tr> <tr> <td>Claw (2)</td> <td>+10</td> <td>PS</td> <td>1d6+1</td> </tr> <tr> <td>Wing (2)</td> <td>+10</td> <td>B</td> <td>1d4+1</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Bite	+12	BPS	1d8+2	Claw (2)	+10	PS	1d6+1	Wing (2)	+10	B	1d4+1
Attack (#)	Bonus	Type	Damage																			
Bite	+12	BPS	1d8+2																			
Claw (2)	+10	PS	1d6+1																			
Wing (2)	+10	B	1d4+1																			
<p>HP 85 hp (10d12+20)</p>																						
<p>Special/Notes</p> <p>Fire traits; imm sleep, paral. Feat: Flyby Atk. Breath Weapon (Su): 1/1d4 rds—60-ft line; 3d6 fire dmg; Ref DC 17 half. Or 30-ft cone; sleep 1d6+3 rds; Will DC 17 neg. Sorcerer Spells Known (save DC 11 + spell lvl): 0—(oooo) acid spl, det mag, r mag, resist; 1st—(oooo) comp lang, prot evil, CL 1. Spell-Like Abilities: At will—spk ani; 3/day—end elements. CL 3.</p>																						


DELAY or READY	NAME Ettin (CR 6)		ALIGN/RACE CE		INIT +3													
	AC	BASE 18	TCH 8	FLT 18	TMP	CLASS/LEVEL												
	STR	23	INT	6	FORT +9	SPD 40 ft, hide armor 30 ft												
	DEX	8	WIS	10	REF +2	GRAP +17 VIS low-light												
	CON	15	CHA	11	WILL +5													
<p>Skills</p> <p>Lis..... +10 Spot..... +10</p> <p>Srch..... +1</p>																		
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Morningstar (2)</td> <td>+12/+7</td> <td>BP</td> <td>2d6+6</td> </tr> <tr> <td>Javelin (2)</td> <td>+5</td> <td>P</td> <td>1d8+6</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Morningstar (2)	+12/+7	BP	2d6+6	Javelin (2)	+5	P	1d8+6
Attack (#)	Bonus	Type	Damage															
Morningstar (2)	+12/+7	BP	2d6+6															
Javelin (2)	+5	P	1d8+6															
<p>HP 65 hp (10d8+20)</p>																		
<p>Special/Notes</p>																		


DELAY or READY	NAME Girallon (CR 6)		ALIGN/RACE N		INIT +3													
	AC	BASE 16	TCH 12	FLT 15	TMP	CLASS/LEVEL												
	STR	22	INT	2	FORT +7	SPD 40 ft, climb 40 ft												
	DEX	17	WIS	12	REF +8	GRAP +17 VIS dark 60, low-light												
	CON	14	CHA	7	WILL +5													
<p>Skills</p> <p>Climb..... +14 Spot..... +6</p> <p>M Sil..... +8</p>																		
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Claw (4)</td> <td>+12</td> <td>PS</td> <td>1d4+6</td> </tr> <tr> <td>Bite</td> <td>+7</td> <td>BPS</td> <td>1d8+3</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Claw (4)	+12	PS	1d4+6	Bite	+7	BPS	1d8+3
Attack (#)	Bonus	Type	Damage															
Claw (4)	+12	PS	1d4+6															
Bite	+7	BPS	1d8+3															
<p>HP 58 hp (7d10+20)</p>																		
<p>Special/Notes</p> <p>Scent. Rend (Ex): >=2 claws; auto 2d4+9 dmg.</p>																		


DELAY or READY	NAME Monstrous Centipede, Gar (CR 6)		ALIGN/RACE N		INIT +2									
	AC	BASE 18	TCH 8	FLT 16	TMP	CLASS/LEVEL								
	STR	23	INT	—	FORT +9	SPD 40 ft, climb 40 ft								
	DEX	15	WIS	10	REF +6	GRAP +27 VIS dark 60								
	CON	12	CHA	2	WILL +4									
<p>Skills</p> <p>Climb..... +14 Spot..... +4</p> <p>Hide..... -2</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>+11</td> <td>BPS</td> <td>2d8+9 +poison</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Bite	+11	BPS	2d8+9 +poison
Attack (#)	Bonus	Type	Damage											
Bite	+11	BPS	2d8+9 +poison											
<p>HP 66 hp (12d8+12)</p>														
<p>Special/Notes</p> <p>Vermin traits. Poison: Injury; Fort DC 17; init & sec dmg 1d8 Dex.</p>														



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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Skeleton, Adv Megaraptor (CR 6)		NE		+7				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	11	11						
STR	21	INT	—	FORT	+4	SPD	60 ft		
DEX	17	WIS	10	REF	+7	GRAP	+19	VIS	dark 60
CON	—	CHA	1	WILL	+8				
Skills									
Bal	+11	Hide	+10	Spot	+9				
Climb	+17	Lis	+9	Swim	+16				
Attack (#) Bonus Type Damage									
Talons	+9	PS	2d8+5						
Claw (2)	+4	PS	1d8+2						
Bite	+4	BPS	2d6+2						
HP									
78 hp (12d12)									
Special/Notes									
Undead traits; DR 5/bludgeon; imm cold.									


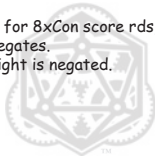
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Tendriculos (CR 6)		N		-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	7	16						
STR	28	INT	3	FORT	+12	SPD	20 ft		
DEX	9	WIS	8	REF	+2	GRAP	+23	VIS	low-light
CON	22	CHA	3	WILL	+4				
Skills									
Hide	+9	M Sil	+1						
Lis	+1	Spot	+1						
Attack (#) Bonus Type Damage									
Bite	+13	BPS	2d8+9						
Tendrils (2)	+8	B	1d6+4						
HP									
94 hp (9d8+54)									
Special/Notes									
Plant traits; regen 10. Feat: Pow Atk. Improved Grab (Ex): Bite <=Lg opp; grap as free act w/o AoO; swallow. Or tendrils; grap as free act w/o AoO; bite. Swallow Whole/Paralysis (Ex): Grap to swallow grabbed opp; Fort DC 20 each rd or paral 3d6 rds & 2d6 acid dmg/rd. Escape: grap to maw, grap to free, or 25 dmg w/ lt slash or pierc (AC 14). Holds 2 Lg, 8 Med, 32 Sm, 128 Tiny, <=512 Dim. Regeneration (Ex): 5 hp/rd, except bludgeon, acid. See MM.									


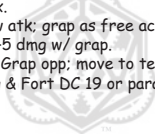
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Zombie, Gray Render (CR 6)		NE		-1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	8	16						
STR	25	INT	—	FORT	+6	SPD	30 ft		
DEX	8	WIS	10	REF	+5	GRAP	+21	VIS	dark 60
CON	—	CHA	1	WILL	+12				
Skills									
Climb	+14	Spot	+6						
M Sil	+8								
Attack (#) Bonus Type Damage									
Bite	+16	BPS	2d6+7						
Slam	+16	B	1d8+10						
HP									
133 hp (20d8+3)									
Special/Notes									
Undead traits; single act only; can't run; DR 5/slash.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Aboleth (CR 7)		LE		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	9	15						
STR	26	INT	15	FORT	+7	SPD	10 ft, swim 60 ft		
DEX	12	WIS	17	REF	+3	GRAP	+22	VIS	dark 60
CON	20	CHA	17	WILL	+11				
Skills									
Conc*	+16	Spot	+16						
Lis	+16	Swim	+8						
Attack (#) Bonus Type Damage									
Tentacle (4)	+12	B	1d6+8 +slime						
HP									
76 hp (8d8+40)									
Special/Notes									
Aquatic traits. Enslave (Su): 3/day—as dom per (CL 16, 30 ft); Will DC 17. Escape: rem curse cancels; new save each 24 hrs; aboleth must stay in 1 mi r. Psionics (Sp): At will—hypno pat (DC 15), illus wall (DC 17), mir arcana (DC 18), pers img (DC 18), proj img (DC 19), proj img (DC 20), veil (DC 19). CL 16. Slime (Ex): Tentacle; transform; Fort DC 19 neg; rem dis cures. See MM. Mucus Cloud (Ex): Tch or inhale mucus on aboleth; Fort DC 19 or can't breathe air 3 hrs; suffocate in 2d6 min out of wtr. * +4 cast def.									


DELAY or READY	NAME		ALIGN/RACE		INIT
	Bulette (CR 7)		N		+2
	AC	BASE	TCH	FLT	TMP
	22	10	20		
CLASS/LEVEL					
STR	27	INT	2	FORT	+11
SPD	40 ft. burrow 10 ft				
DEX	15	WIS	13	REF	+8
GRAP	+25	VIS	dark 60, low-light, trsn 60		
CON	20	CHA	6	WILL	+6
					
Skills					
Jump	+18	Spot	+3		
Lis	+9				
Attack (#)					
Bite	Bonus	Type	Damage		
	+16	BPS	2d8+8		
Claw (2)	+10	PS	2d6+4		
HP					
94 hp (9d10+45)					
Special/Notes					
Scent. Feat: Track. Leap (Ex): 4 claw atks (+15), no bite atk.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Chaos Beast (CR 7)		CN		+5
	AC	BASE	TCH	FLT	TMP
	16	11	15		
CLASS/LEVEL					
STR	14	INT	10	FORT	+7
SPD	20 ft				
DEX	13	WIS	10	REF	+7
GRAP	+10	VIS	dark 60		
CON	13	CHA	10	WILL	+6
					
Skills					
Climb	+13	Lis	+11	Spot	+11
Hide	+12	Srch	+11	Tmbl	+14
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+10	PS	1d3+2 +corp inst		
HP					
44 hp (8d8+8)					
Special/Notes					
Chaotic, extraplanar traits; imm crit, transform; SR 15. Feats: Dodge, Mobil. Corporeal Instability (Su): Claw; transform; Fort DC 15 neg. See MM.					
					
UNCONSCIOUS					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Cachalot Whale (CR 7)		N		+1
	AC	BASE	TCH	FLT	TMP
	16	7	15		
CLASS/LEVEL					
STR	35	INT	2	FORT	+15
SPD	swim 40 ft				
DEX	13	WIS	14	REF	+9
GRAP	+33	VIS	blst 120, low-light		
CON	24	CHA	6	WILL	+6
					
Skills					
Lis*	+15	Swim	+20		
Spot*	+14				
Attack (#)					
Bite	Bonus	Type	Damage		
	+17	BPS	4d6+12		
Tail slap	+12	B	1d8+6		
HP					
141 hp (12d8+87)					
Special/Notes					
Feats: Diehard, Endur. Hold Breath: Hold breath for 8xCon score rds, then risk drowning. Blindsight (Ex): Silence negates. *-4 on Spot & Lis if blindsight is negated.					
					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Chuul (CR 7)		CE		+7
	AC	BASE	TCH	FLT	TMP
	22	12	19		
CLASS/LEVEL					
STR	20	INT	10	FORT	+7
SPD	30 ft. swim 20 ft				
DEX	16	WIS	14	REF	+6
GRAP	+17	VIS	dark 60		
CON	18	CHA	5	WILL	+9
					
Skills					
Hide	+13	Spot	+11		
Lis	+11	Swim	+13		
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+12	PS	2d6+5		
HP					
93 hp (11d8+44)					
Special/Notes					
Aquatic traits; amphib; imm poison; Feats: B-Fight, Cbt Reflex. Improved Grab (Ex): Claw atk; grap as free act w/o AoO; constrict. Constrict (Ex): Auto 3d6+5 dmg w/ grap. Paralytic Tentacles (Ex): Grap opp; move to tentacles as mv act; same grap; 1d8+2 bite dmg & Fort DC 19 or paral 6 rd; save each rd.					
					
UNCONSCIOUS					

DELAY or READY	NAME Dragonne (CR 7)		ALIGN/RACE N	INIT +6			
	AC	BASE 18	TCH 11	FLT 16	CLASS/LEVEL		
	STR	19	INT	6	FORT +9	SPD 40 ft. fly 30 ft (poor)	
	DEX	15	WIS	12	REF +8	GRAP +17	VIS dark 60, low-light
	CON	17	CHA	12	WILL +4		
Skills							
	Lis	+11					
	Spot	+11					
Attack (#) Bonus Type Damage							
	Bite	+12	BPS	2d6+4			
	Claw (2)	+7	PS	2d4+2			
HP 76 hp (9d10+27)							
Special/Notes							
Scent. Feat: Blind-Fight, Cbt Reflex, Track. Pounce (Ex): Full atk w/ charge. Roar (Su): 1/1d4 rds—creatures w/in 120 ft: Will DC 15 or fatigued; creatures w/in 30 ft: Will DC 15 or exhausted. Carrying Capacity: Lt -348, med -699, hvy -1050.							

DELAY or READY	NAME Formian Taskmaster (CR 7)		ALIGN/RACE LN	INIT +7			
	AC	BASE 19	TCH 13	FLT 16	CLASS/LEVEL		
	STR	18	INT	11	FORT +7	SPD 40 ft	
	DEX	16	WIS	16	REF +8	GRAP +10	VIS blst 120, low-light
	CON	14	CHA	19	WILL +8		
Skills							
	Hide	+12		Lis	+12		
	S Mot			+12			
	Intim	+13		M Sil	+12		
	Spot			+12			
Attack (#) Bonus Type Damage							
	Sting	+10	P	2d4+4 +poison			
	Claw (2)	+8	PS	1d6+2			
HP 39 hp (6d8+12)							
Special/Notes							
Extraplanar, lawful traits; imm poison, petr, cold; resist electric 10, fire 10, sonic 10; SR 21; tpathy 100 ft. Feat: 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 fl atfooted, none are; no formian in group is fl anked unless all are. Poison (Ex): Injury; Fort DC 15; init & sec dmg 1d6 Str. Dominate Monster (Su): As spell (CL 10, max 4 <Lg); Will DC 17 neg; save grants imm 24 hrs.							

DELAY or READY	NAME Hellcat (CR 7)		ALIGN/RACE LE	INIT +9			
	AC	BASE 21	TCH 14	FLT 16	CLASS/LEVEL		
	STR	23	INT	10	FORT +9	SPD 40 ft	
	DEX	21	WIS	14	REF +11	GRAP +18	VIS dark 60
	CON	17	CHA	10	WILL +8		
Skills							
	Hide	+13		Lis	+17		
	Spot			+13			
	Jump	+21		M Sil	+20		
	Swim			+17			
Attack (#) Bonus Type Damage							
	Claw (2)	+13	SP	1d8+6			
	Bite	+8	BPS	2d8+3			
HP 60 hp (8d8+24)							
Special/Notes							
Evil, extraplanar, lawful traits; DR 5/good; res fire 10; scent; SR 19; tpathy 100 ft. Feats: Dodge, Track. Improved Grab (Ex): Bite; grap as free act w/o AoO; rake. Pounce (Ex): Full atk w/ charge, inc 2 rake atks. Rake (Ex): +13 mele, 1d8+3 dmg. Invisible in Light (Ex): See MM.							

DELAY or READY	NAME Hydra, Six-Headed Cryo- (CR 7)		ALIGN/RACE N	INIT +1			
	AC	BASE 16	TCH 9	FLT 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, low-light
	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							
Cold traits; 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 18 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.							

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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Hydra, Six-Headed Pyro- (CR 7)	N	+1				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	16 9 15						
STR	17	INT	2	FORT	+10	SPD	20 ft. swim 20 ft
DEX	12	WIS	10	REF	+6	GRAP	+17 VIS dark 60, low-light
CON	20	CHA	9	WILL	+4	THE GAME MECHANICS	
Skills							
Lis	+6	Swim	+11				
Spot	+7						
Attack (#) Bonus Type Damage							
Bite*	(6)	+8	M	1d10+3			
HP							
66 hp [†] (6d10+33)							
Special/Notes							
Fire traits; 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 18 half. * 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				
	Lillend (CR 7)	CG	+3				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	17 12 14						
STR	20	INT	14	FORT	+7	SPD	20 ft. fly 70 ft (avg)
DEX	17	WIS	16	REF	+10	GRAP	+16 VIS dark 60
CON	15	CHA	18	WILL	+8	THE GAME MECHANICS	
Skills							
Conc*	+12	Lis	+13	Spell	+14		
Dipl	+16	S Mot	+13	Spot	+13		
Attack (#) Bonus Type Damage							
Short sword		+11/+6	P	1d8+5/19-20			
Tail slap		+6	B	2d6+2			
HP							
45 hp (7d8+14)							
Special/Notes							
Chaotic, extraplanar, good traits; imm poison; res fire 10. Improved Grab (Ex): Tail slap; grap as free act w/o AoO; constrict. Constrict (Ex): Auto 2d6+5 dmg w/ grap; no mv act while constricting. Bard Spells Known (3/4/3; save DC 14 + spell level): 0— <i>danc lt, daze, det mag, lull, mag hand, r mag</i> ; 1st— <i>charm per, cure lt, ident, sleep</i> ; 2nd— <i>hold per, invis, sound bst</i> . CL 6. Spell-Like Abilities: 3/day— <i>dark, h terrain</i> (DC 18), <i>knock, lgt</i> ; 1/day— <i>charm per</i> (DC 15), <i>spk ani, spk plant</i> . CL 10. Bardic Music: As 6th lvl. * +4 cast def.							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Monstrous Scorpion, Huge (CR 7)	N	+0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	20 8 20						
STR	23	INT	—	FORT	+10	SPD	50 ft
DEX	10	WIS	10	REF	+3	GRAP	+21 VIS dark 60, trsn 60
CON	16	CHA	2	WILL	+3	THE GAME MECHANICS	
Skills							
Climb	+10	Spot	+4				
Hide	-4						
Attack (#) Bonus Type Damage							
Claw (2)		+11	PS	1d8+6			
Sting		+6	P	2d4+3 +poison			
HP							
75 hp (10d8+30)							
Special/Notes							
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 18; init & sec dmg 1d6 Con.							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Naga, Water (CR 7)	N	+1				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	15 10 14						
STR	16	INT	10	FORT	+6	SPD	30 ft. swim 50 ft
DEX	13	WIS	17	REF	+5	GRAP	+12 VIS dark 60
CON	18	CHA	15	WILL	+8	THE GAME MECHANICS	
Skills							
Conc*	+12	Spell	+8	Swim	+11		
Lis	+7	Spot	+7				
Attack (#) Bonus Type Damage							
Bite		+7	BPS	2d6+4 +poison			
HP							
59 hp (7d8+28)							
Special/Notes							
Aquatic traits. Feats: Eschew Materials, Lgt Reflex. Poison (Ex): Injury; For DC 17; init & sec dmg 1d8 Con. Sorcerer Spells Known (save DC 12 + spell level): 0—(oooooo) <i>acid spl, daze, det mag, lgt, mag hand, open/close, r mag</i> ; 1st—(ooooooo) <i>exp retreat, mag missile, obs mist, shld, tr strike</i> ; 2nd—(ooooooo) <i>invis, acid arrow, mirr image</i> ; 3rd—(oooo) <i>prot energy, suggest</i> . CL 7. * +4 cast def.							

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DELAY or READY	NAME Nymph (CR 7)		ALIGN/RACE CG	INIT +3						
	AC	BASE 17	TCH 17	FLT 14	TMP	CLASS/LEVEL				
	STR	10	INT	16	FORT	+7	SPD	30 ft. swim 20 ft		
	DEX	17	WIS	17	REF	+12	GRAP	+3	VIS	low-light
	CON	12	CHA	19	WILL	+12				
Skills										
	Conc*	+10	Lis	+12	S Mot	+12				
	Esc	+12	M Sil	+12	Spot	+12				
Attack (#) Bonus Type Damage										
	Dagger	+6	P	1d4/19-20						
HP										
27 hp (6d6+6)										
Special/Notes										
DR 10/cold iron. Feat: Dodge. Blinding Beauty (Su): Humanoids w/in 30 ft looking at nymph; Fort DC 17 or as blindness. Suppress & resume as free act. Spell-Like Abilities: 1/day—dim door. CL 7. Druid Spells Prepared (save DC 13 + spell level): 0—cure min, det mag, flare, guid, lgt, resist; 1st—calm ani, cure lt, entang, longstr, speak ani; 2nd—bark, heat metal, l restor, tree shape; 3rd—call lgt, cure mod, prot energy; 4th—rust grp. CL 7. * +4 cast def.										
MORE >>										

DELAY or READY	NAME Phasm (CR 7)		ALIGN/RACE CN	INIT +6						
	AC	BASE 17	TCH 12	FLT 15	TMP	CLASS/LEVEL				
	STR	12	INT	16	FORT	+11	SPD	30 ft		
	DEX	15	WIS	15	REF	+11	GRAP	+12	VIS	trsn 60
	CON	15	CHA	14	WILL	+11				
Skills										
	Bluff	+20	Dipl	+12	Lis	+12				
	Climb	+7	Intim	+4	Spot	+12				
Attack (#) Bonus Type Damage										
	Slam	+12	B	1d3+1						
HP										
97 hp (15d8+30)										
Special/Notes										
Scent; tpathy 100 ft. Feats: Blind-Fight, Cbt Reflex, Dodge, Mobil. Amorphous (Ex): Imm poison, sleep, paral, pmorph, stun; not subject to crits; can't be flanked. Alternate Form (Su): As pmorph (self only, <=Lg form, std act, CL 15, no hp gain).										

DELAY or READY	NAME Skeleton, Cloud Giant (CR 7)		ALIGN/RACE NE	INIT +6						
	AC	BASE 13	TCH 10	FLT 11	TMP	CLASS/LEVEL				
	STR	35	INT	—	FORT	+5	SPD	50 ft		
	DEX	15	WIS	10	REF	+7	GRAP	+28	VIS	dark 60
	CON	—	CHA	1	WILL	+10				
Skills										
	Climb	+10	Spot	+4						
	Hide	-4								
Attack (#) Bonus Type Damage										
	Gar morningstar	+18/+13	BP	4d6+18						
	Claw (2)	+18	PS	1d8+12						
	Rock	+8	B	2d8+12						
HP										
110 hp (17d12)										
Special/Notes										
Undead traits; DR 5/bludgeon; imm cold. Oversized Weapon (Ex): Wields gar morningstar w/o penalty.										

DELAY or READY	NAME Arrowhawk, Elder (CR 7)		ALIGN/RACE N	INIT +5						
	AC	BASE 22	TCH 14	FLT 17	TMP	CLASS/LEVEL				
	STR	22	INT	10	FORT	+12	SPD	fly 60 ft (prf)		
	DEX	21	WIS	13	REF	+14	GRAP	+25	VIS	dark 60
	CON	16	CHA	13	WILL	+10				
Skills										
	Esc	+23	M Sil	+23	S Mot	+19				
	Lis	+21	Srch	+18	Spot	+21				
Attack (#) Bonus Type Damage										
	Electricity ray*	+19	—	2d8						
	Bite	+21	BPS	2d6+9						
HP										
112 hp (15d8+45)										
Special/Notes										
Air, extraplanar traits; imm acid, electric, poison; resist cold 10, fire 10. Feats: Blind-Fight, Cbt Reflex, Dodge, Flyby Atk. * Rng 50 ft.										


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DELAY or READY	NAME Athach (CR 8)		ALIGN/RACE CE		INIT +1																									
	AC	BASE 20	TCH 9	FLT 19	TMP	CLASS/LEVEL																								
	STR	26	INT	7	FORT +9	SPD 50 ft, hide armor 35 ft																								
	DEX	13	WIS	12	REF +5	GRAP +26 VIS dark 60																								
	CON	21	CHA	6	WILL +10																									
<p>Skills</p> <p>Climb +9 Lis +7</p> <p>Jump +18 Spot +7</p>																														
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Morningstar</td> <td>+12/+7</td> <td>BP</td> <td>3d6+8</td> </tr> <tr> <td>Morningstar (2)</td> <td>+12</td> <td>BP</td> <td>3d6+4</td> </tr> <tr> <td>Bite</td> <td>+12</td> <td>BPS</td> <td>2d8+4 +poison</td> </tr> <tr> <td>Rock</td> <td>+5</td> <td>B</td> <td>2d6+8</td> </tr> <tr> <td>Rock (2)</td> <td>+5</td> <td>B</td> <td>2d6+4</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Morningstar	+12/+7	BP	3d6+8	Morningstar (2)	+12	BP	3d6+4	Bite	+12	BPS	2d8+4 +poison	Rock	+5	B	2d6+8	Rock (2)	+5	B	2d6+4
Attack (#)	Bonus	Type	Damage																											
Morningstar	+12/+7	BP	3d6+8																											
Morningstar (2)	+12	BP	3d6+4																											
Bite	+12	BPS	2d8+4 +poison																											
Rock	+5	B	2d6+8																											
Rock (2)	+5	B	2d6+4																											
<p>HP 133 hp (14d8+70)</p>																														
<p>Special/Notes</p> <p>Feats: Cleave, Power Atk. Poison (Ex): Injury; Fort DC 22; init dmg 1d6 Str, sec dmg 2d6 Str.</p>																														


DELAY or READY	NAME Behir (CR 8)		ALIGN/RACE N		INIT +1									
	AC	BASE 20	TCH 9	FLT 19	TMP	CLASS/LEVEL								
	STR	26	INT	7	FORT +11	SPD 40 ft, climb 15 ft								
	DEX	13	WIS	14	REF +7	GRAP +25 VIS dark 60, low-light								
	CON	21	CHA	12	WILL +5									
<p>Skills</p> <p>Climb +16 Lis +4 Surv +2</p> <p>Hide +5 Spot +4</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>2d4+12</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Bite	+15	BPS	2d4+12
Attack (#)	Bonus	Type	Damage											
Bite	+15	BPS	2d4+12											
<p>HP 94 hp (9d10+45)</p>														
<p>Special/Notes</p> <p>Can't be tripped; imm electric; scent. Feats: Cleave, Pow Atk, Track. Breath Weapon (Su): 1/10 rds—20-ft line; 7d6 electric dmg; Ref DC 19 half. Constrict (Ex): Auto 2d8+8 dmg w/ grap; 6 rake atks. Improved Grab (Ex): Bite; grap as free act w/o AoO; constrict or swallow. Rake (Ex): Six claws, +15 melee, 1d4+4 dmg. Swallow Whole (Ex): Grap to swallow <=Med grabbed opp; 2d8+8 bludgeon dmg + 8 acid dmg /rd. Escape: 25 dmg w/ It slash or pierc wpn (AC 15). Holds 2 Med, 8 Sm, 32 Tiny, or 128 <=Dim.</p>														


DELAY or READY	NAME Destrachan (CR 8)		ALIGN/RACE NE		INIT +5									
	AC	BASE 18	TCH 10	FLT 17	TMP	CLASS/LEVEL								
	STR	18	INT	12	FORT +5*	SPD 30 ft								
	DEX	12	WIS	18	REF +5*	GRAP +14 VIS blst 100								
	CON	16	CHA	12	WILL +10*									
<p>Skills</p> <p>Hide +8 M Sil +7</p> <p>Lis +25 Surv +9</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>+9</td> <td>PS</td> <td>1d6+4</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Claw (2)	+9	PS	1d6+4
Attack (#)	Bonus	Type	Damage											
Claw (2)	+9	PS	1d6+4											
<p>HP 60 hp (8d8+24)</p>														
<p>Special/Notes</p> <p>Imm atks, illus, vis effects, other sight-based atks. Feat: Dodge. Destructive Harmonics (Su): 80-ft cone or 30-ft r. Flesh: 4d6 dmg, Ref DC 15 half. Nerves: 6d6 nl dmg, Ref DC 15 half. Material: wood, stone, metal, or glass obj w/ <=30 hp; Fort DC 15 shatter. Protection from Sonics (Ex): "Blind" if hearing is impaired. * +4 on saves v loud noise or sonic spells.</p>														

DELAY or READY	NAME Djinn Noble (CR 8)		ALIGN/RACE CG		INIT +8									
	AC	BASE 16	TCH 13	FLT 12	TMP	CLASS/LEVEL								
	STR	23	INT	14	FORT +9	SPD 20 ft, fly 60 ft (prf)								
	DEX	19	WIS	15	REF +11	GRAP +19 VIS dark 60								
	CON	14	CHA	15	WILL +9									
<p>Skills</p> <p>Conc* +15 M Sil +17 Spell +15</p> <p>Lis +15 S Mot +15 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>Slam (2)</td> <td>+12</td> <td>B</td> <td>1d8+6</td> </tr> </tbody> </table>							Attack (#)	Bonus	Type	Damage	Slam (2)	+12	B	1d8+6
Attack (#)	Bonus	Type	Damage											
Slam (2)	+12	B	1d8+6											
<p>HP 65 hp (10d8+20)</p>														
<p>Special/Notes</p> <p>Air, extraplanar traits; imm acid; tpathy 100 ft. Feats: Cbt Reflex, Dodge, Flyby Atk. Air Mastery (Ex): Airborne opp receive -1 on atk & dmg. Spell-Like Abilities: At will—invis (self only); 1/day—cr f/w, cr wine (as cr water, but wine), maj cr (veg matter is perm), persisting (DC 17), wind walk. 1/day—as gas form (1 hr). CL 20. Whirlwind (Su): 1/10 min—Become whirlwind; 3d6 dmg to opp in area; Ref DC 22 neg. Ref DC 22 or picked up; 1d8 dmg/rd. See MM. Plane Shift (Sp): See MM. Grant Wish: See MM. * +4 cast def.</p>														

DELAY or READY	NAME	ALIGN/RACE	INIT							
	Dragon, Brass Juvenile (CR 8)	LG	+4							
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	22 10 22									
STR	17	INT	12	FORT	+10	SPD	60 ft, burrow 30 ft, fly 200 ft (poor)			
DEX	10	WIS	13	REF	+8	GRAP	+16	VIS	dark 120 low-light, blsn 60	
CON	15	CHA	12	WILL	+9					
Skills										
Conc	+8	Esc	+4	S Mot	+11					
Dipl	+10	Lis	+17	Spot	+17					
Attack (#) Bonus Type Damage										
Bite		+24	BPS	1d8+3						
Claw (2)		+22	PS	1d6+1						
Wing (2)		+22	B	1d4+1						
HP										
110 hp (13d12+26)										
Special/Notes										
Fire traits; imm sleep, paral. Feats: Flyby Atk, Spell Pen. Breath Weapon (Su): 1/1d4 rds—60-ft line; 4d6 fire dmg; Ref DC 18 half. Or 30-ft cone; sleep 1d6+4 rds; Will DC 18 neg. Sorcerer Spells Known (save DC 11 + spell lvl): 0—(ooooo) acid spl, det mag, det poison, r mag, resist; 1st—(ooooo) comp lang, obs mist, prot evil, CL 3. Spell-Like Abilities: At will—spk ani; 3/day—end elements. CL 4.										

DELAY or READY	NAME	ALIGN/RACE	INIT							
	Efreeti (CR 8)	LE	+7							
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	18 12 15									
STR	23	INT	12	FORT	+9	SPD	20 ft, fly 40 ft (prf)			
DEX	17	WIS	15	REF	+10	GRAP	+20	VIS	dark 60	
CON	14	CHA	15	WILL	+9					
Skills										
Conc*	+15	M Sil	+16	Spell	+14					
Lis	+15	S Mot	+15	Spot	+15					
Attack (#) Bonus Type Damage										
Slam (2)		+15	B	1d8+6 +1d6 fire						
HP										
65 hp (10d8+20)										
Special/Notes										
Extraplanar, fire traits; tpathy 100 ft. Feats: Cbt Reflex, Dodge, Quick Spell-Like Ability (scorching ray). Change Size (Sp): 2/day—As enlarge per or reduce per (as 2nd-lvl spell, can affect self); Fort DC 13 neg, Fortitude save negates the effect. Spell-Like Abilities: At will—det mag, pr flame, pyro (DC 14), scorch ray (1 ray only); 3/day—invis, wall fire (DC 16); 1/day—grant <=3 wishes (nongenies only), gas form, perm img (DC 18), pmorph (self only). CL 12. Heat (Ex): +1d6 fire dmg w/ melee hits & each rd opp is held in grap. Plane Shift (Sp): See MM. * +4 cast def.										

DELAY or READY	NAME	ALIGN/RACE	INIT							
	Erinyes (CR 8)	LE	+5							
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	23 15 18									
STR	21	INT	14	FORT	+11	SPD	30 ft, fly 50 ft (good)			
DEX	21	WIS	18	REF	+11	GRAP	+14	VIS	dark 60	
CON	21	CHA	20	WILL	+10					
Skills										
Conc	+17	M Sil	+17	S Mot	+16					
Lis	+16	Srch	+14	Spot	+16					
Attack (#) Bonus Type Damage										
Longsword		+14/+9	S	1d8+5/19-20						
+1 flaming c longbow (+5)		+15/+10	P	1d8+6/x3 +1d6 fire						
Rope		+14	—	entangle						
HP										
85 hp (9d8+45)										
Special/Notes										
Evil, extraplanar, lawful traits; DR 5/good; imm fire, poison; res acid 10, cold 10; SR 20; tpathy 100 ft. See in Darkness (Su): See in any darkness, even deep dark. Feats: Dodge, Mobil, Pt Blk Shot, Prec Shot, Rap Shot, Shot/Run. Entangle (Ex): As anim rope (CL 16) w/ 50 ft rope; hurl 30 ft w/ no rng pen. Spell-Like Abilities: At will—gr tport (self + 50 lbs), charm mon (DC 19), min image (DC 17), unh blight (DC 19). CL 12. Summon Devil (Sp): 1/day—summ 2d10 lemures (50%) or 1d4 bearded devil (50%) as 3rd-lvl spell. True Seeing (Su): Continuous; as spell. CL 16.										


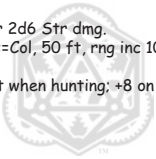
DELAY or READY	NAME	ALIGN/RACE	INIT							
	Grey Render (CR 8)	N	+0							
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	19 9 19									
STR	23	INT	3	FORT	+14	SPD	30 ft			
DEX	10	WIS	12	REF	+7	GRAP	+20	VIS	dark 60, low-light	
CON	24	CHA	8	WILL	+4					
Skills										
Hide	+2	Surv	+3							
Spot	+10									
Attack (#) Bonus Type Damage										
Bite		+15	BPS	2d6+6						
Claw (2)		+10	PS	1d6+3						
HP										
125 hp (10d10+70)										
Special/Notes										
Scent. Feats: Cleave, Pow Atk, Imp Bull Rush, Track. Improved Grab (Ex): Bite; grap as free act w/o AoO; rend. Rend (Ex): Grap; auto 2d6+9 dmg.										


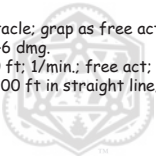
DELAY or READY	NAME Hellwasp Swarm (CR 8)		ALIGN/RACE LE		INIT +10	
	AC	BASE 20	TCH 20	FLT 14	TMP	CLASS/LEVEL
	STR	1	INT	6	FORT +10	SPD 5 ft, fly 40 ft
	DEX	22	WIS	13	REF +14	GRAP — VIS dark 60, low-light
	CON	14	CHA	9	WILL +7	
Skills Hide +19 Spot +10 Lis +10						
Attack (#) Bonus Type Damage Swarm* — — 3d6 +poison						
HP 93 hp (12d10+27)						
Special/Notes Evil, extraplanar, swarm traits; DR 10/magic; imm wpn dmg; res fire 10. Distraction (Ex): Living creatures beginning turn in swarm; Fort DC 18 or nauseated for 1 rd. Poison (Ex): Injury, Fort DC 18, init & sec dmg 1d6 Dex. Hive Mind (Ex): =>HD in hp; Int 6. Inhabit (Ex): See MM. * See MM for combat details.						


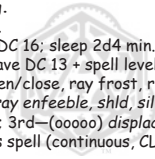
DELAY or READY	NAME Hydra, Seven-Headed Cryo- (CR 8) N		ALIGN/RACE N		INIT +1	
	AC	BASE 17	TCH 9	FLT 16	TMP	CLASS/LEVEL
	STR	19	INT	2	FORT +10	SPD 20 ft, swim 20 ft
	DEX	12	WIS	10	REF +6	GRAP +19 VIS dark 60, low-light
	CON	20	CHA	9	WILL +4	
Skills Lis +7 Swim +12 Spot +7						
Attack (#) Bonus Type Damage Bite* (7) +10 BPS 1d10+4						
HP 77 hp [†] (7d10+38)						
Special/Notes Cold traits; 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 18 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.						


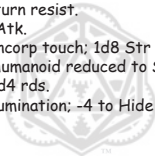
DELAY or READY	NAME Hydra, Seven-Headed Pyro- (CR 8) N		ALIGN/RACE N		INIT +1	
	AC	BASE 17	TCH 9	FLT 16	TMP	CLASS/LEVEL
	STR	19	INT	2	FORT +10	SPD 20 ft, swim 20 ft
	DEX	12	WIS	10	REF +6	GRAP +19 VIS dark 60, low-light
	CON	20	CHA	9	WILL +4	
Skills Lis +7 Swim +12 Spot +7						
Attack (#) Bonus Type Damage Bite* (7) +10 BPS 1d10+4						
HP 77 hp [†] (7d10+38)						
Special/Notes Fire traits; 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 18 half. * 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 Lammasu (CR 8)		ALIGN/RACE LG		INIT +1	
	AC	BASE 20	TCH 10	FLT 19	TMP	CLASS/LEVEL
	STR	23	INT	16	FORT +8	SPD 30 ft, fly 60 ft (avg)
	DEX	12	WIS	17	REF +8	GRAP +17 VIS dark 60, low-light
	CON	17	CHA	14	WILL +7	
Skills Conc +13 Lis +13 Spot +15 Dipl +4 S Mot +13						
Attack (#) Bonus Type Damage Claws (2) +12 PS 1d6+6						
HP 59 hp (7d10+21)						
Special/Notes Feat: Blind-Fight. Cleric Spells Prepared (save DC 13 + spell level): 0—det mag, guid (2), lgt, r mag, resist; 1st—bless (2), det evil, div favor, ent shld, prot evil*; 2nd—aid*, b's endurance, b's strength, l restor, res energy; 3rd—daylight, disp mag, mag circ evil*, rem curse; 4th—holy smite*, neut poison. *Domain spell. Domains: Good and Healing. CL 7. Magic Circle against Evil (Su): As spell (20 ft r); continuous. Spell-Like Abilities: 2/day—gr invis (self only); 1/day—dim door. CL 7. Pounce (Ex): Full atk w/ charge (inc 2 rakes). Rake (Ex): +12 melee; 1d6+3 dmg.						

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Monstrous Spider, Gar (CR 8)		N		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	19	19	9	16						
STR	25	INT	—	FORT	+12	SPD	30 ft, climb 20 ft			
DEX	17	WIS	10	REF	+8	GRAP	+31	VIS	dark 60, trsn 60	
CON	14	CHA	2	WILL	+5					
Skills										
Climb	+14	Jump*	+7							
Hide*	-5	Spot*	+4							
Attack (#) Bonus Type Damage										
Bite	+15	BPS	2d8+10	+poison						
HP										
104 hp (16d8+32)										
Special/Notes										
Vermin traits. Poison (Ex): Fort DC 20 or 2d6 Str dmg. Web (Ex): Throw as net (=Col, 50 ft, rng inc 10 ft). Escape w/ Esc DC 20, Str 24. See MM. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.										
										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Octopus, Giant (CR 8)		N		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	18	11	16						
STR	20	INT	2	FORT	+7	SPD	20 ft, swim 30 ft			
DEX	15	WIS	12	REF	+8	GRAP	+15	VIS	low-light	
CON	13	CHA	3	WILL	+3					
Skills										
Esc	+12	Lis	+4	Swim	+13					
Hide	+12	Spot	+6							
Attack (#) Bonus Type Damage										
Tentacle (8)	+10	B	1d4+5							
Bite	+5	BPS	1d8+2							
HP										
47 hp (8d8+11)										
Special/Notes										
Aquatic traits. Improved Grab (Ex): Tentacle; grap as free act w/o AoO; constrict. Constrict (Ex): Grap; 2d8+6 dmg. Ink Cloud (Ex): 20x20x20 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					
	Naga, Dark (CR 8)		LE		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	11	12						
STR	14	INT	16	FORT	+5	SPD	40 ft			
DEX	15	WIS	15	REF	+7	GRAP	+12	VIS	dark 60	
CON	14	CHA	17	WILL	+6 [†]					
Skills										
Conc*	+13	Lis	+11	Spell	+12					
Intim	+5	S Mot	+8	Spot	+11					
Attack (#) Bonus Type Damage										
Sting	+7	P	2d4+2	+poison						
Bite	+2	BPS	1d4+1							
HP										
58 hp (9d8+18)										
Special/Notes										
Imm poison, mind reading. Feat: Dodge, Eschew Mat. Poison (Ex): Injury; Fort DC 16; sleep 2d4 min. Sorcerer Spells Known (save DC 13 + spell level): 0—(ooooo) daze, det mag, lgt, mag hand, open/close, ray frost, r mag; 1st—(ooooooo) exp retreat, mag missile, ray enfeeble, shld, sil image; 2nd—(ooooooo) c's grace, invis, scorch ray; 3rd—(ooooo) displace, lgt bolt. CL 7. Detect Thoughts (Su): As spell (continuous, CL 19, Will DC 15 neg). * +4 cast def † +2 on save v. charm										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Shadow, Greater (CR 8)		CE		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	14	14	12						
STR	—	INT	6	FORT	+3	SPD	fly 40 ft (good)			
DEX	15	WIS	12	REF	+5	GRAP	—	VIS	dark 60, low-light	
CON	—	CHA	14	WILL	+7					
Skills										
Hide*	+14	Srch	+6							
Lis	+9	Spot	+9							
Attack (#) Bonus Type Damage										
Incorp. touch	+6	—	1d8	Str						
HP										
58 hp (9d12)										
Special/Notes										
Incorp, undead traits; +2 turn resist. Feats: Dodge, Mobil, Spr Atk. Strength Damage (Su): Incorp touch; 1d8 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.										
										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT
	Shield Guardian (CR 8)		N		+0
	AC	BASE	TCH	FLT	TMP
	24	24	9	24	
CLASS/LEVEL					
STR		22	INT		—
FORT		+5	SPD		30 ft
DEX		10	WIS		10
REF		+5	GRAP		+21
VIS		dark 60		low-light	
CON		—	CHA		1
WILL		+5	THE GAME MECHANICS		
Skills					
Climb		+14	Jump*		+7
Hide*		—5	Spot*		+4
Attack (#)					
Slam (2)		Bonus	Type	Damage	
		+16	B	1d8+6	
HP					
112 hp (15d10+30)					
Special/Notes					
Construct traits; fast heal 5. Guard (Ex): Atks v amulet wearer at -2 if shield guardian is adjacent. Find Master (Su): On same plane as amulet; can always find amulet. Shield Other (Sp): As spell (amulet wearer must activate, 100 ft). Spell Storing (Sp): Store 1 <=4th spell; "casts" on command or on trigger.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Skeleton, Yng Ad Red Dragon (CR 8) NE		NE		+5
	AC	BASE	TCH	FLT	TMP
	12	12	9	11	
CLASS/LEVEL					
STR		31	INT		—
FORT		+6	SPD		40 ft
DEX		12	WIS		10
REF		+7	GRAP		+27
VIS		dark 60			
CON		—	CHA		1
WILL		+8	THE GAME MECHANICS		
Skills					
Conc*		+13	Lis		+11
Spell				+12	
Intim		+5	S Mot		+8
Spot				+11	
Attack (#)					
Bite		Bonus	Type	Damage	
		+17	BPS	2d8+10	
Claw (2)		+12	PS	2d6+5	
Wing (2)		+12	B	1d8+5	
Tail slap		+12	B	2d6+15	
HP					
123 hp (19d12)					
Special/Notes					
Fire, undead traits; DR 5/bludgeon; imm cold.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Xorn, Elder (CR 8)		N		+0
	AC	BASE	TCH	FLT	TMP
	25	25	9	25	
CLASS/LEVEL					
STR		25	INT		10
FORT		+13	SPD		20 ft, burrow 20 ft
DEX		10	WIS		11
REF		+9	GRAP		+15
VIS		dark 60		trsn 60	
CON		19	CHA		10
WILL		+9	THE GAME MECHANICS		
Skills					
Hide		+14	Lis		+18
Srch				+22	
Intim		+18	M Sil		+18
Spot				+22	
Attack (#)					
Bite		Bonus	Type	Damage	
		+21	BPS	4d8+7	
Claw (3)		+19	PS	1d6+3	
HP					
130 hp (15d8+63)					
Special/Notes					
Earth, extraplanar traits; DR 5/bludgeon; imm cold, fire; res electric 10. Feats: Awesome Blow, Cleave, G Cleave, Imp Bull Rush, 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		ALIGN/RACE		INIT
	Avoral (CR 9)		NG		+6
	AC	BASE	TCH	FLT	TMP
	24	24	16	18	
CLASS/LEVEL					
STR		15	INT		15
FORT		+10*	SPD		40 ft, fly 90 ft (good)
DEX		23	WIS		16
REF		+11	GRAP		+9
VIS		dark 60		low-light	
CON		20	CHA		16
WILL		+8	THE GAME MECHANICS		
Skills					
Conc		+15	M Sil		+16
Spell				+12	
Lis		+13	S Mot		+13
Spot				+21	
Attack (#)					
Claw (2)		Bonus	Type	Damage	
		+13	PS	2d6+2	
Wing (2)		+13	B	2d8+2	
HP					
66 hp (7d8+35)					
Special/Notes					
Extraplanar, good traits; DR 10/evil or silver; imm electric, petrify; res cold 10, sonic 10; SR 25. Feats: Emp Spell-Like Ability (mag missile), Flyby Atk, Wpn Finesse. Spell-Like Abilities: At will—aid, blur (self only), cmd (DC 14), det mag, dim door, disp mag, gust wind (DC 15), hold per (DC 16), lgt, mag circ evil (self only), mag missile, see invis; 3/day—lgt bolt (DC 16). CL 8. Fear Aura (Su): As spell (CL 8, 20 ft r); Will DC 17 neg. Lay on Hands (Su): As paladin (66 hp/day). Speak with Animals (Su): As spell (CL 8, free act, no sound). True Seeing (Su): As spell (CL 14, personal, 1 rd to activate, conc).					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Bone Devil (Osyluth) (CR 9)		LE		+9
	AC	BASE	TCH	FLT	TMP
	25	14	20		
CLASS/LEVEL					
STR	21	INT	14	FORT	+12
SPD	40 ft				
DEX	21	WIS	14	REF	+12
GRAP	+19	VIS	dark 60		
CON	21	CHA	14	WILL	+11
					
Skills					
Conc	+18	Lis	+17	S Mot	+15
Intim	+17	M Sil	+18	Spot	+17
Attack (#)					
Bite	Bonus	Type	Damage		
	+14	BPS	1d8+5		
Claw (2)	+12	PS	1d4+2		
Sting	+12	P	3d4+2 +poison		
HP					
95 hp (10d8+50)					
Special/Notes					
Evil, extraplanar, lawful traits; DR 10/good; imm fire, poison; res acid 10, cold 10; SR 21; tpathy 100 ft. Fear Aura (Su): Free act; 5-ft r; Will DC 17 or as fear (CL 7); save grants imm 24 hrs. Poison (Ex): Injury; Fort DC 20; init dmg 1d6 Str; sec dmg 2d6 Str. Spell-Like Abilities: At will—gr tport (self +50 lbs), dim anchor, fly, invis (self only), mjr image (DC 15), wall ice. CL 12. Summon Devil (Sp): 1/day—summ 2d10 lemures (50%) or bone devil (35%) as 4th-lvl spell. See in Darkness (Su): See in any darkness, even deep dark.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Delver (CR 9)		N		+5
	AC	BASE	TCH	FLT	TMP
	24	9	23		
CLASS/LEVEL					
STR	27	INT	14	FORT	+12
SPD	30 ft, burrow 10 ft				
DEX	13	WIS	14	REF	+6
GRAP	+27	VIS	dark 60, trsn 60		
CON	21	CHA	12	WILL	+11
					
Skills					
Lis	+20	Spot	+20		
M Sil	+17				
Attack (#)					
Slam (2)	Bonus	Type	Damage		
	+17	B	1d6+8 +2d6 acid		
HP					
145 hp (15d8+78)					
Special/Notes					
Imm acid. Feats: Blind-Fight, Pow Atk. Corrosive Slime (Ex): Tch v organic creatures or objs; 2d6 acid dmg. Tch v metal creatures or objs; 4d8 acid dmg. Tch v stony creatures or objs; 8d10 acid dmg. Slam atk; 2d6 acid dmg + same for 2 more rds. >=quart water or weak acid removes. See MM. Stone Shape (Ex): 1/10 min—as stone shape (CL 15, 25 cu ft).					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Dire Shark (CR 9)		N		+2
	AC	BASE	TCH	FLT	TMP
	17	10	15		
CLASS/LEVEL					
STR	23	INT	1	FORT	+14
SPD	swim 60 ft				
DEX	15	WIS	12	REF	+13
GRAP	+27	VIS	dark 60, trsn 60		
CON	17	CHA	10	WILL	+12
					
Skills					
Lis	+12	Swim	+14		
Spot	+11				
Attack (#)					
Bite	Bonus	Type	Damage		
	+18	PS	2d8+9		
HP					
147 hp (18d8+66)					
Special/Notes					
Aquatic traits. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only. Improved Grab (Ex): Bite; grap as free act w/o AoO; swallow next rd. Swallow Whole (Ex): Grap to swallow opp starting turn in mouth; 2d6+6 bludgeon dmg +1d8+4 acid dmg /rd. Escape: 25 dmg w/ lt slash or pierc (AC 13). Holds 2 Lg, 8 Med or Sm, 32 Tiny, 128 Dim, or 512 <=Fine.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon Turtle (CR 9)		N		+0
	AC	BASE	TCH	FLT	TMP
	25	8	25		
CLASS/LEVEL					
STR	27	INT	12	FORT	+13
SPD	20 ft, swim 30 ft				
DEX	10	WIS	13	REF	+8
GRAP	+28	VIS	dark 60, low-light		
CON	21	CHA	12	WILL	+9
					
Skills					
Hide*	+7	Lis	+16	S Mot	+16
Intim	+16	Srch	+16	Spot	+16
Attack (#)					
Bite	Bonus	Type	Damage		
	+18	BPS	4d6+8		
Claw (2)	+13	PS	2d8+4		
HP					
138 hp (12d12+60)					
Special/Notes					
Aquatic traits; imm fire, sleep, paral; scent. Feats: Blind-Fight, Cleave, Imp Bull Rush, Powe Atk, Snatch. Breath Weapon (Su): 1/1d4 rds—20x25x50-ft cloud; 12d6 fire dmg; Ref DC 21 half. Capsize (Ex): See MM. * +8 on Hide when submerged.					
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Bronze Juvenile (CR 9)		LG +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	23	9 23	
STR	19	INT	18
FORT	+12	SPD	40 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	19
REF	+9	GRAP	+23
CON	17	CHA	18
WILL	+12		
Skills			
Conc	+20	Lis	+13
Spell	+7		
Intim	+11	S Mot	+2
Spot	+13		
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			
<p>Water traits: imm electric, <i>sleep</i>, <i>paral</i>. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—80-ft line; 8d6 electric dmg; Ref DC 20 half. Or 40-ft cone; <i>repuls</i> 1d6+8 rds; Will DC 20 neg. Sorcerer Spells Known (save DC 14+ spell level): 0—(ooooo) <i>danc lts</i>, <i>det mag</i>, <i>mag hand</i>, <i>ray frost</i>, <i>r mag</i>; 1st—(ooooo) <i>anim rope</i>, <i>mag missile</i>, <i>shld</i>. CL 3. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Copper Juvenile (CR 9)		CG +0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	23	10 23	
STR	17	INT	14
FORT	+11	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	15
REF	+9	GRAP	+17
CON	15	CHA	14
WILL	+11		
Skills			
Conc	+15	Lis	+13
Spell	+6		
Intim	+6	S Mot	+3
Spot	+13		
Attack (#) Bonus Type Damage			
Bite	+17	BPS	1d8+2
Claw (2)	+15	PS	1d6+1
Wing (2)	+15	B	1d4+1
HP			
119 hp (14d12+28)			
Special/Notes			
<p>Earth traits: imm acid, <i>sleep</i>, <i>paral</i>. Feats: Cbt Expert, Hover, Imp Disarm, Wingover. Breath Weapon (Su): 1/1d4 rds—60-ft line; 8d4 acid dmg; Ref DC 19 half. Or 30-ft gas cone; <i>slow</i> 1d6+4 rds; Fort DC 19 neg. Spider Climb (Ex): Cont—as spell (stone surfaces). Sorcerer Spells Known (save DC 12 + spell lvl): 0—(ooooo) <i>danc lts</i>, <i>daze</i>, <i>det mag</i>, <i>ghost s</i>, <i>r mag</i>; 1st—(ooooo) <i>color spray</i>, <i>exp retreat</i>, <i>grease</i>. CL 3.</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Hydra, Eight-Headed Cryo- (CR 9)		N +1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	18	9 17	
STR	19	INT	2
FORT	+11	SPD	20 ft, swim 20 ft
DEX	12	WIS	10
REF	+7	GRAP	+20
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			
<p>Cold traits: fast healing 16; <i>scent</i>. Feat: Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 19 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.</p>			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Hydra, Eight-Headed Pyro- (CR 9)		N +1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	18	9 17	
STR	19	INT	2
FORT	+11	SPD	20 ft, swim 20 ft
DEX	12	WIS	10
REF	+7	GRAP	+20
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			
<p>Fire traits: fast healing 16; <i>scent</i>. Feat: Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 19 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.</p>			
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Monstrous Centipede, Col (CR 9)		N		+1
	AC	BASE	TCH	FLT	TMP
	20	4	18		
CLASS/LEVEL					
STR	27	INT	—	FORT	+15
DEX	13	WIS	10	REF	+9
CON	12	CHA	2	WILL	+8
SPD		40 ft, climb 40 ft			
GRAP		+42			
VIS		dark 60			
					
Skills					
Climb	+16	Spot	+4		
Hide	-7				
Attack (#) Bonus Type Damage					
Bite	+18	BPS	4d6+12	+poison	
HP					
132 hp (24d8+24)					
Special/Notes					
Vermin traits. Poison: Injury; Fort DC 23; init & sec dmg 2d6 Dex.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Naga, Spirit (CR 9)		CE		+1
	AC	BASE	TCH	FLT	TMP
	16	10	15		
CLASS/LEVEL					
STR	18	INT	12	FORT	+7
DEX	13	WIS	17	REF	+6
CON	18	CHA	17	WILL	+9
SPD		40 ft			
GRAP		+14			
VIS		dark 60			
					
Skills					
Conc	+13	Spell	+10		
Lis	+14	Spot	+14		
Attack (#) Bonus Type Damage					
Bite	+9	BPS	2d6+6	+poison	
HP					
76 hp (9d8+36)					
Special/Notes					
Feat: Eschew Materials. Charming Gaze (Su): As charm per (30 ft, Will DC 19 neg). Poison (Ex): Injury, Fort DC 18, init & sec dmg 1d8 Con. Spells Known (save DC 13 + spell level): 0—(ooooo) cure minor, daze, det mag, mag hand, open/close, ray frost, r mag; 1st—(oooooooo) charm per, cure lt, div favor, mag missile, shld faith; 2nd—(oooooooo) c's grace, invis, summ swarm; 3rd—(ooooo) displace, fball. As arcane CL 7 (see MM). * +4 cast def.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Roc (CR 9)		N		+2
	AC	BASE	TCH	FLT	TMP
	17	8	15		
CLASS/LEVEL					
STR	34	INT	2	FORT	+18
DEX	15	WIS	13	REF	+13
CON	24	CHA	11	WILL	+9
SPD		20 ft, fly 80 ft (avg)			
GRAP		+37			
VIS		low-light			
					
Skills					
Hide	-3	Spot	+14		
Lis	+10				
Attack (#) Bonus Type Damage					
Talon (2)	+21	PS	2d6+12		
Bite	+19	BPS	2d8+6		
HP					
207 hp (18d8+126)					
Special/Notes					
Feats: Flyby Atk, Pow Atk, Snatch, Wingover					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Squid, Giant (CR 9)		N		+3
	AC	BASE	TCH	FLT	TMP
	17	11	14		
CLASS/LEVEL					
STR	26	INT	1	FORT	+9
DEX	17	WIS	12	REF	+11
CON	13	CHA	2	WILL	+5
SPD		swim 80 ft			
GRAP		+29			
VIS		low-light			
					
Skills					
Lis	+10	Swim	+16		
Spot	+11				
Attack (#) Bonus Type Damage					
Tentacle (10)*	+15	B	1d6+8		
Bite	+10	BPS	2d8+4		
HP					
72 hp (12d8+18)					
Special/Notes					
Aquatic traits. Feats: Diehard, Endur. Improved Grab (Ex): Tentacle: grap as free act w/o AoO; constrict. Constrict (Ex): 1d6+8 dmg w/ grap. Ink Cloud (Ex): 1/min—20x20x20 ft; 1/min.; free act; total conceal. Jet (Ex): 1/rd—Full-rd act; mv 320 ft in straight line; no AoO. * 30 ft reach.					

DELAY or READY	NAME Tojanida, Elder (CR 9)		ALIGN/RACE N	INIT +1						
	AC	BASE 24	TCH 10	FLT 23	TMP	CLASS/LEVEL				
	STR	22	INT	10	FORT	+13	SPD	10 ft, swim 90 ft		
	DEX	13	WIS	12	REF	+10	GRAP	+25	VIS	dark 60
	CON	19	CHA	9	WILL	+10	THE GAME MECHANICS			
Skills										
	Esc	+19	Lis	+21	Spot	+25				
	Intim	+17	S Mot	+17	Swim	+14				
Attack (#) Bonus Type Damage										
	Bite	+20	BPS	4d6+6						
	Claw (2)	+15	PS	1d8+3						
HP										
127 hp (15d8+60)										
Special/Notes										
Extraplantar, water traits; imm acid, cold; res electric 10, fire 10. Feats: Blind-Fight, Cleave, Dodge, Imp Sunder, Pow Atk. Improved Grab (Ex): Bite or claw; grap as free act w/o AoO. Can tow <Lg opp at swim speed. All-Around Vision (Ex): Opp gains no flanking bonus. Ink Cloud (Ex): In water: 1/min—as fog cloud (CL 15, 30 ft r). Out of water: 1/min—blind opp w/in 30 ft; Ref DC 21 neg.										
UNCONSCIOUS										

DELAY or READY	NAME Triceratops (CR 9)		ALIGN/RACE N	INIT -1						
	AC	BASE 18	TCH 7	FLT 18	TMP	CLASS/LEVEL				
	STR	30	INT	1	FORT	+19	SPD	30 ft		
	DEX	9	WIS	12	REF	+9	GRAP	+30	VIS	low-light
	CON	25	CHA	7	WILL	+6	THE GAME MECHANICS			
Skills										
	Lis	+13								
	Spot	+12								
Attack (#) Bonus Type Damage										
	Gore	+20	P	2d8+15						
HP										
196 hp (16d8+124)										
Special/Notes										
Scent. Trample (Ex): 2d12+15 dmg, Ref DC 28 half. Powerful Charge (Ex): As charge, but 4d8+20 dmg.										
UNCONSCIOUS										

DELAY or READY	NAME Yrthak (CR 9)		ALIGN/RACE N	INIT +6						
	AC	BASE 18	TCH 10	FLT 16	TMP	CLASS/LEVEL				
	STR	20	INT	7	FORT	+11	SPD	20 ft, fly 60 ft (avg)		
	DEX	14	WIS	13	REF	+10	GRAP	+25	VIS	blst 120
	CON	17	CHA	11	WILL	+5	THE GAME MECHANICS			
Skills										
	Lis	+12								
	M Sil	+10								
Attack (#) Bonus Type Damage										
	Bite	+15	BPS	2d8+5						
	Claw (2)	+13	PS	1d6+2						
	Sonic lance	+12	—	6d6						
HP										
102 hp (12d10+36)										
Special/Notes										
Imm gaze atks, visual effects, ill, atks relying on sight. Feats: Endur, Flyby Atk, Snatch. Sonic Lance (Su): 1/2 rds (w/ explosion)—60-ft ray; 6d6 dmg. Explosion (Su): 1/2 rds (w/ sonic lance)—fire lance at stone; 2d6 dmg to all in 10 ft r. Blindsight (Ex): Silence negates.										
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DELAY or READY	NAME Zeলেখত (CR 9)		ALIGN/RACE LN	INIT +0						
	AC	BASE 27	TCH 9	FLT 27	TMP	CLASS/LEVEL				
	STR	21	INT	10	FORT	+4	SPD	50 ft, fly 60 ft (avg), plate barding 35 ft, plate barding fly 40 (avg)		
	DEX	11	WIS	17	REF	+2	GRAP	+15	VIS	dark 60, low-light
	CON	—	CHA	15	WILL	+5	THE GAME MECHANICS			
Skills										
	Dipl	+4	Srch	+9	Spot	+9				
	Lis	+9	S Mot	+12						
Attack (#) Bonus Type Damage										
	Spiked chain (2)	+10	PS	2d6+5 +1d6 electric						
HP										
74 hp (8d10+30)										
Special/Notes										
Construct, extraplantar, lawful traits; DR 10/chaotic; fast heal 5 (except chaotic); SR 20. Feats: Ride-By Atk, Sp Charge. Spell-Like Abilities: At will—clairaud/clairvoy, dim anchor, disp mag, fear (DC 16), hold per (DC 15), loc creature, tr seeing; 3/day—hold mon (DC 17), mark just; 1/week—l geas (DC 16). CL 8.										
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DELAY or READY	NAME	ALIGN/RACE		INIT			
	Bebilith (CR 10)	CE		+5			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	22	9	21				
STR	28	INT	11	FORT	+16	SPD	40 ft. climb 20 ft
DEX	12	WIS	13	REF	+9	GRAP	+29 VIS dark 60
CON	26	CHA	13	WILL	+9	THE GAME MECHANICS	
Skills							
Climb	+24	Lis	+16	S Mot	+16		
Jump	+28	M Sil	+16	Spot	+16		
Attack (#) Bonus Type Damage							
Bite	+19	BPS	2d6+9		+poison		
Claw (2)	+14	PS	2d4+4				
Web	+11	-	-				
HP							
150 hp (12d8+96)							
Special/Notes							
Chaotic, extraplanar, evil traits; DR 10/good; scent; tpathy 100 ft. Feats: Cleave, Imp Grap, Pow Atk, Track. Poison (Ex): Injury, Fort DC 24, init dmg 1d6 Con, sec dmg 2d6 Con. Rend Armor (Ex): Both claws; 4d6+18 damage to opp's armor. See MM. Web (Ex): 4/day—as net atk (<=6ar opp, max rng 30 ft, rng inc 10 ft); 0 mv. Escape: Esc DC 24; Str DC 24; 14 hp, hard 0, 75% res burn/rd. Plane Shift (Su): As spell (self only, CL 12).							

DELAY or READY	NAME	ALIGN/RACE		INIT			
	Couatl (CR 10)	LG		+7			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	21	12	18				
STR	18	INT	17	FORT	+8	SPD	20 ft. fly 60 ft (good)
DEX	16	WIS	19	REF	+9	GRAP	+17 VIS low-light
CON	14	CHA	17	WILL	+10	THE GAME MECHANICS	
Skills							
Conc	+14	S Mot	+16	Spot	+16		
Lis	+16	Spell	+15	TmbL	+15		
Attack (#) Bonus Type Damage							
Bite	+12	BPS	1d3+6		+poison		
HP							
58 hp (9d8+18)							
Special/Notes							
Native outsider traits; tpathy 90 ft. Feat: Dodge, Emp Spell, Eschew Material, Hover. Constrict (Ex): Auto 2d8+6 w/ grap. Improved Grab (Ex): Bite atk v. <=6ar opp; grap as free act w/o AoO; constrict. Poison (Ex): Injury, Fort DC 16, init dmg 2d4 Str, sec dmg 4d4 Str. Psionics (Sp): At will—det chaos, det evil, det good, det law, det thought (DC 15), invis, plane shift (DC 20), pmorph (self only). CL 9. Ethereal Jaunt (Su): As spell (CL 16).							

DELAY or READY	NAME	ALIGN/RACE		INIT			
	Dragon, Brass Young Adult (CR 10)	LG		+4			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	24	9	24				
STR	19	INT	14	FORT	+13	SPD	60 ft, burrow 30 ft, fly 200 ft (poor)
DEX	10	WIS	15	REF	+10	GRAP	+24 VIS dark 120 low-light, blsn 60
CON	17	CHA	14	WILL	+12	THE GAME MECHANICS	
Skills							
Conc	+12	Esc	+4	S Mot	+14		
Dipl	+13	Lis	+21	Spot	+21		
Attack (#) Bonus Type Damage							
Bite	+19	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							
Fire traits; DR 5/mag; imm sleep, paral; SR 18. Feats: Ext Spell, Flyby Atk, Spell Pen. Frightful Presence (Ex): 150-ft r; <=15 HD; Will DC 20 neg. Breath Weapon (Su): 1/1d4 rds—80-ft line; 5d6 fire dmg; Ref DC 21 half. Or 40-ft cone; sleep 1d6+5 rds; Will DC 21 neg. Sorcerer Spells Known (save DC 12 + spell level): 0—(ooooo) acid spl, det mag, det poison, ghost s, msg, r mag, resist; 1st—(oooooo) alarm, comp lang, obs mist, prot evil; 2nd—(ooooo) e's splendor, pyro. CL 5. Spell-Like Abilities: At will—spk ani; 3/day—end elements. CL 5.							

DELAY or READY	NAME	ALIGN/RACE		INIT			
	Dragon, Silver Juvenile (CR 10)	LG		+4			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	24	11	24				
STR	19	INT	18	FORT	+13	SPD	40 ft. fly 150 ft (poor)
DEX	10	WIS	19	REF	+10	GRAP	+24 VIS dark 120 low-light, blsn 60
CON	17	CHA	18	WILL	+14	THE GAME MECHANICS	
Skills							
Conc	+10	Lis	+25	Spell	+14		
Intim	+16	S Mot	+16	Spot	+25		
Attack (#) Bonus Type Damage							
Bite	+19	BPS	2d8+8				
Claw (2)	+15	PS	2d6+4				
Wing (2)	+14	B	1d8+4				
Tail slap	+14	B	2d6+12				
HP							
152 hp (16d12+48)							
Special/Notes							
Cold traits; imm acid, sleep, paral. Feats: Flyby Atk, Hover, Wingover. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 8d8 cold dmg; Ref DC 21 half. Or 40-ft gas cone; paral 1d6+4 rds; Fort DC 21 neg. Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration). Sorcerer Spells Known (save DC 14 + spell lvl): 0—(oooooo) daze, det mag, lgt, ray frost, r mag; 1st—(oooooo) end elements, hypno, mag armor. CL 3. Spell-Like Abilities: 2/day—f fall.							

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Formian Myrmarch (CR 10)		LN		+8					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	28	13	24							
STR	19	INT	16	FORT	+12	SPD	50 ft			
DEX	18	WIS	16	REF	+12	GRAP	+20	VIS	dark 60	
CON	18	CHA	17	WILL	+11	THE GAME MECHANICS				
Skills										
Conc	+18	M Sil	+19	S Mot	+18					
Lis	+18	Srch	+18	Spot	+18					
Attack (#) Bonus Type Damage										
Sting		+15	P	2d4+4	+poison					
Bite		+13	BPS	2d6+2						
Javelin		+15/+10	P	1d6+4						
HP										
102 hp (12d8+48)										
Special/Notes										
Lawful, extraplanar traits; fast heal 2, imm poison, petrify, cold; resist electric 10, fire 10, sonic 10; SR 25. Feats: Dodge, Mobil, Spr Atk. 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 fl atfooted, none are; no formian in group is fl anked unless all are. Poison (Ex): Injury; Fort DC 20; init & sec dmg 2d6 Str. Spell-Like Abilities: At will—charm mon (DC 17), clairaud/clairvoy, det chaos, det thought (DC 15), mag circ chaos, gr tport; 1/day—dictum (DC 20), o's wrath (DC 17). CL 12.										

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Hydra, Nine-Headed Cryo- (CR 10)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	19	9	18							
STR	21	INT	2	FORT	+11	SPD	20 ft, swim 20 ft			
DEX	12	WIS	10	REF	+7	GRAP	+22	VIS	dark 60, low-light	
CON	20	CHA	9	WILL	+5	THE GAME MECHANICS				
Skills										
Lis	+8	Swim	+13							
Spot	+8									
Attack (#) Bonus Type Damage										
Bite*	(9)	+13	BPS	1d10+5						
HP										
97 hp [†] (9d10+48)										
Special/Notes										
Cold traits; fast heal 19; scent. Feats: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 19 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.										

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Hydra, Nine-Headed Pyro- (CR 10)		N		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	19	9	18							
STR	21	INT	2	FORT	+11	SPD	20 ft, swim 20 ft			
DEX	12	WIS	10	REF	+7	GRAP	+22	VIS	dark 60, low-light	
CON	20	CHA	9	WILL	+5	THE GAME MECHANICS				
Skills										
Lis	+8	Swim	+13							
Spot	+8									
Attack (#) Bonus Type Damage										
Bite*	(9)	+13	BPS	1d10+5						
HP										
97 hp [†] (9d10+48)										
Special/Notes										
Fire traits; fast heal 19; scent. Feats: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 19 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.										

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Monstrous Scorpion, Gar (CR 10)		LN		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	24	6	24							
STR	31	INT	—	FORT	+15	SPD	50 ft			
DEX	10	WIS	10	REF	+6	GRAP	+37	VIS	dark 60, trsn 60	
CON	16	CHA	2	WILL	+6	THE GAME MECHANICS				
Skills										
Climb	+14	Spot	+4							
Hide	-8									
Attack (#) Bonus Type Damage										
Claw	(2)	+21	PS	2d6+10						
Sting		+16	P	2d6+5	+poison					
HP										
150 hp (20d8+60)										
Special/Notes										
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 23; init & sec dmg 1d8 Con.										

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DELAY or READY	NAME Naga, Guardian (CR 10)		ALIGN/RACE LG		INIT +2	
	AC	BASE 18	TCH 11	FLT 16	TMP	CLASS/LEVEL
	STR	21	INT	16	FORT +7	SPD 40 ft
	DEX	14	WIS	19	REF +7	GRAP +17 VIS dark 60
	CON	19	CHA	18	WILL +11	
Skills						
	Bluff	+18	Lis	+13	Spell	+17
	Conc*	+19	S Mot	+18	Spot	+13
Attack (#) Bonus Type Damage						
	Bite	+12	BPS	2d6+7	+poison	
	Spit	+9	—	poison		
HP 93 hp (11d8+44)						
Special/Notes Feat: Dodge, Eschew Material. Poison (Ex): Injury or contact, Fort DC 19, init & sec dmg 1d10 Con. Spit (Ex): 30 ft; rng tch atk; Poison. Spells Known (save DC 14 + spell level): 0—(ooooo) cure min, daze, det mag, lgt, mag hand, open/close, ray frost, r mag; 1st—(ooooooo) cure lt, div favor, exp retreat, mag armor, mag missile; 2nd—(ooooooo) det thought, l restor, see invis, scorch ray; 3rd—(ooooooo) cure ser, disp mag, lgt bolt; 4th—(ooooo) div pow, g invis. CL 9. * +4 cast def.						

DELAY or READY	NAME Rakshasa (CR 10)		ALIGN/RACE LE		INIT +2	
	AC	BASE 21	TCH 12	FLT 19	TMP	CLASS/LEVEL
	STR	12	INT	13	FORT +8	SPD 40 ft
	DEX	14	WIS	13	REF +7	GRAP +8 VIS dark 60
	CON	16	CHA	17	WILL +6	
Skills						
	Conc	+13	M Sil	+13	Spell	+11
	Lis	+13	S Mot	+11	Spot	+11
Attack (#) Bonus Type Damage						
	Claw (2)	+8	PS	1d4+1		
	Bite	+3	BPS	1d6		
HP 52 hp (7d8+21)						
Special/Notes Native outsider traits; DR 15/good & pierce; SR 27. Feat: Dodge. Sorcerer Spells Known (save DC 13 + spell level): 0—(ooooo) det mag, lgt, mag hand, msg, r mag, resist, tch fatigue; 1st—(ooooooo) b's charm per, mag armor, mag missile, shld, sil image; 2nd—(ooooooo) b's endurance, invis, acid arrow; 3rd—(ooooo) haste, suggest. CL 7. Detect Thoughts (Su): Cont; as spell (CL 18; Will DC 15 neg); suppress or resume as free act. Change Shape (Su): Assume humanoid form or revert as std act; loses claw, bite atk; tr seeing reveals nat form.						

DELAY or READY	NAME Salamander, Noble (CR 10)		ALIGN/RACE E		INIT +1	
	AC	BASE 18	TCH 10	FLT 17	TMP	CLASS/LEVEL
	STR	22	INT	16	FORT +12	SPD 20 ft
	DEX	13	WIS	15	REF +10	GRAP +25 VIS dark 60
	CON	16	CHA	15	WILL +11	
Skills						
	Bluff	+19	Intim	+4	M Sil	+17
	Hide	+15	Lis	+13	Spot	+13
Attack (#) Bonus Type Damage						
	+3 longspear	+23/+18/+13	P	1d8+9/x3	+1d8 fire	
	Tail slap	+18	B	2d8+3	+1d8 fire	
HP 112 hp (15d8+45)						
Special/Notes Extraplanar, fire traits; DR 15/magic; nat wpns magic for DR. Feats: Cleave, Gr Cleave, Pow Atk. Improved Grab (Ex): Tail slap; grap as free act w/o AoO; constrict. Constrict (Ex): Auto tail slap dmg w/ grap; can constrict multiple <=Sm opp. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Heat (Ex): Tch deals 1d8 fire dmg. Spell-Like Abilities: 3/day—b hands (DC 13), fball (DC 15), fl sphere (DC 14), wall fire (DC 16); 1/day—disp mag, summ mon VII (Huge fire elemental). CL 15.						

DELAY or READY	NAME Barbed Devil (Hamatula) (CR 11) LE		ALIGN/RACE LE		INIT +6	
	AC	BASE 29	TCH 16	FLT 23	TMP	CLASS/LEVEL
	STR	23	INT	12	FORT +14	SPD 30 ft
	DEX	23	WIS	14	REF +14	GRAP +22 VIS dark 60
	CON	23	CHA	18	WILL +12	
Skills						
	Conc	+21	Lis	+19	S Mot	+17
	Intim	+19	M Sil	+21	Spot	+19
Attack (#) Bonus Type Damage						
	Claw (2)	+18	PS	2d8+6	+fear	
HP 126 hp (12d8+72)						
Special/Notes Evil, extraplanar, lawful traits DR 10/good; imm fire, poison; resist acid 10, cold 10; SR 23; tpathy 100 ft. Feats: Cleave, Imp Grap, Pow Atk. See in Darkness (Su): See in any darkness, even deep dark. Fear (Su): Claw; as spell (CL 9); Will DC 20 neg; imm 24 hr after atk. Improved Grab (Ex): Claw; grap as free act w/o AoO; impale. Impale (Ex): Auto 3d8+9 pierce dmg w/ grap. Summon Devil (Sp): 1/day—summ 1d6 bearded devils or 1 barbed devil (35%) as 4th-lvl spell.						

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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Cauchemar (CR 11)	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
CON	24	CHA	12	WILL	+10	THE GAME MECHANICS	
Skills							
Conc	+25	Lis	+21	S Mot	+19		
Intim	+21	M Sil	+20	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. 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 -1224; hvy -1840.							
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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Devourer (CR 11)	NE	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	24 9 24						
STR	28	INT	16	FORT	+4	SPD	30 ft
DEX	10	WIS	16	REF	+4	GRAP	+19 VIS dark 60
CON	—	CHA	17	WILL	+11	THE GAME MECHANICS	
Skills							
Conc*	+18	Lis	+18	S Mot	+11		
Jump	+24	M Sil	+15	Spot	+18		
Attack (#) Bonus Type Damage							
Claw (2)	+15	PS	1d6+9				
HP							
78 hp (12d12)							
Special/Notes							
Extraplanar, undead traits; SR 21. Feats: Blind-Fight, Expertise. Energy Drain (Su): Claw or spectral hand; 1 neg lvl; see MM. Trap Essence (Su): +15 melee; no dmg; essence devoured; ltd wish, miracle, wish, destroying devourer frees essence; power 5 spell-like abilities/HD or lvl. See MM. Spell-Like Abilities: 1/rd when trap essence permits—confus (DC 17), ctrl und (DC 20), ghoul tch (DC 15), l pl ally, ray enfeeble (DC 14), spec hand, suggest (DC 16), tr seeing. CL 18							
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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Blue Young Adult (CR 11)	LE	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	26 9 26						
STR	23	INT	14	FORT	+15	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)
DEX	10	WIS	15	REF	+11	GRAP	+28 VIS dark 120 low-light, blsn 60
CON	19	CHA	14	WILL	+13	THE GAME MECHANICS	
Skills							
Conc	+13	Intim	+22	Spell	+13		
Esc	+15	Lis	+25	Spot	+25		
Attack (#) Bonus Type Damage							
Bite	+23	BPS	2d6+6				
Claw (2)	+22	PS	1d8+3				
Wing (2)	+21	B	1d6+3				
Tail slap	+21	B	1d8+9				
HP							
189 hp (18d12+72)							
Special/Notes							
Earth traits; DR 5/mag; imm electric, sleep, paral; SR 19. Feats: B-Fight, Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—80-ft line; 10d8 electric dmg; Ref DC 20 half. Frightful Presence (Ex): 150-ft. r; <=17 HD; Will DC 21 neg. 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 21 to detect.							
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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Copper Young Adult (CR 11)	CG	+0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	25 9 25						
STR	19	INT	16	FORT	+13	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	17	REF	+10	GRAP	+25 VIS dark 120 low-light, blsn 60
CON	17	CHA	16	WILL	+13	THE GAME MECHANICS	
Skills							
Conc	+18	Lis	+20	Spell	+8		
Intim	+9	S Mot	+15	Spot	+20		
Attack (#) Bonus Type Damage							
Bite	+20	BPS	2d6+4				
Claw (2)	+18	PS	1d8+2				
Wing (2)	+18	B	1d6+2				
Tail slap	+18	B	1d8+6				
HP							
161 hp (17d12+51)							
Special/Notes							
Earth traits; DR 5/mag; imm acid, sleep, paral; SR 19. Feats: Cbt Expert, Hover, Imp Disarm, Wingover. Breath Weapon (Su): 1/1d4 rds—80-ft line; 10d4 acid dmg; Ref DC 21 half. Or 40-ft gas cone; slow 1d6+5 rds; Fort DC 21 neg. Frightful Presence (Ex): 150-ft. r; <=16 HD; Will DC 21 neg. Spider Climb (Ex): Cont—as spell (stone surfaces). Sorcerer Spells Known (save DC 13 + spell lvl): 0—(ooooo) arc mark, danc lts, daze, det mag, ghost s, r mag; 1st—(oooooo) color spray, exp retreat, grease, shld; 2nd—(oooo) det thoughts, hideous laugh. CL 5.							
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DELAY or READY	NAME	ALIGN/RACE		INIT			
	Dragon, Gold Juvenile (CR 11)		LG	+4			
	AC	BASE	TCH	FLT			
	25	9	25				
CLASS/LEVEL							
STR	29	INT	18	FORT	+14	SPD	60 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	19	REF	+10	GRAP	+30 VIS dark 120 low-light, blsn 60
CON	19	CHA	18	WILL	+14	THE GAME MECHANICS	
Skills							
Conc	+10	Lis	+26	Spell	+12		
Intim	+18	S Mot	+13	Spot	+26		
Attack (#)							
Bite	Bonus	Type	Damage				
	+25	BPS	2d6+9				
Claw (2)	+23	PS	1d8+4				
Wing (2)	+23	B	1d6+4				
Tail slap	+23	B	1d8+13				
HP							
178 hp (17d12+68)							
Special/Notes							
Fire traits; imm sleep, paral. Feats: B-Fight, Flyby Atk, Hover. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 8d10 fire dmg; Ref DC 22 half. Or 40-ft gas cone; 4 Str dmg; Fort DC 22 neg. Alternate Form (Su): 3/day—morph self (<=Med ani or humanoid only; no hp; no duration). Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Other Spell-Like Abilities: 3/day—bless.							
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DELAY or READY	NAME	ALIGN/RACE		INIT			
	Dragon, Green Young Adult (DR 11)		LE	+0			
	AC	BASE	TCH	FLT			
	25	9	25				
CLASS/LEVEL							
STR	23	INT	14	FORT	+14	SPD	40 ft, swim 40 ft, fly 150 ft (poor)
DEX	10	WIS	15	REF	+10	GRAP	+22 VIS dark 120 low-light, blsn 60
CON	19	CHA	14	WILL	+12	THE GAME MECHANICS	
Skills							
Conc	+12	Lis	+10	Spell	+14		
Intim	+23	S Mot	+5	Spot	+15		
Attack (#)							
Bite	Bonus	Type	Damage				
	+22	BPS	3d6+6				
Claw (2)	+17	PS	1d8+3				
Wing (2)	+17	B	1d6+3				
Tail slap	+17	B	1d8+9				
HP							
178 hp (17d12+68)							
Special/Notes							
Air traits; imm sleep, paral. Feats: Cleave, Flyby Atk, Hover, Pow Atk. Frightful Presence (Ex): 150-ft r; <=16 HD; Will DC 20 neg. Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Breath Weapon (Su): 1/1d4 rds—40-ft cone; 8d6 acid dmg; Ref DC 20 half. Sorcerer Spells Known (save DC 13 + spell level): 0—(00000) arc mark, danc lgt, det mag, r mag, resist; 1st—(0000) exp retreat, shld, undetect aura. CL 3.							
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DELAY or READY	NAME	ALIGN/RACE		INIT			
	Hezrou (CR 11)		CE	+0			
	AC	BASE	TCH	FLT			
	23	9	23				
CLASS/LEVEL							
STR	21	INT	14	FORT	+16	SPD	30 ft
DEX	10	WIS	14	REF	+7	GRAP	+19 VIS dark 60
CON	29	CHA	18	WILL	+9	THE GAME MECHANICS	
Skills							
Conc	+22	Lis	+23	Spell	+15		
Intim	+17	M Sil	+13	Spot	+23		
Attack (#)							
Bite	Bonus	Type	Damage				
	+14	BPS	4d4+5				
Claw (2)	+9	PS	1d8+2				
HP							
138 hp (10d8+93)							
Special/Notes							
Chaotic, extraplanar, evil traits; DR 10/good; imm electric, poison; resist acid 10, cold 10, fire 10; SR 19; tpathy 100 ft. Feats: Blind-Fight, Cleave, Pow Atk. Improved Grab (Ex): Both claws; grap as free act w/o AoO; impale. Spell-Like Abilities: At will—ch hammer (DC 18), gr tport (self +50 lbs), unh blight (DC 18); 3/day—blasphemy (DC 21), gas form. CL 13. Stench (Ex): Any non-demon living creature w/in 10 ft; sickened & Fort DC 24 or nauseated while w/in rng +1d4 rds; save grants imm 24 hrs; treat as poison for spells, resists, imm.							
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DELAY or READY	NAME	ALIGN/RACE		INIT			
	Hydra, Ten-headed Cryo- (CR 11)		N	+1			
	AC	BASE	TCH	FLT			
	20	9	19				
CLASS/LEVEL							
STR	21	INT	2	FORT	+12	SPD	20 ft, swim 20 ft
DEX	12	WIS	10	REF	+8	GRAP	+23 VIS dark 60, low-light
CON	20	CHA	9	WILL	+3	THE GAME MECHANICS	
Skills							
Lis	+8	Swim	+13				
Spot	+9						
Attack (#)							
Bite* (10)	Bonus	Type	Damage				
	+14	BPS	1d10+5				
HP							
108 hp+ (10d10+53)							
Special/Notes							
Cold traits; fast heal 20; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 20 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.							
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DELAY or READY	NAME	ALIGN/RACE		INIT				
	Hydra, Ten-headed Pyro- (CR 11)	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 VIS dark 60, low-light	
CON	20	CHA	9	WILL	+3			
Skills								
Lis	+8	Swim	+13					
Spot	+9							
Attack (#)	Bonus	Type	Damage					
Bite* (10)	+14	BPS	1d10+5					
HP								
108 hp [†] (10d10+53)								
Special/Notes								
Fire traits; fast heal 20; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 20 half. * 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				
	Monstrous Spider, Colossal (CR 11)	N		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL		
	22	4	20					
STR	31	INT	—	FORT	+20	SPD	30 ft, climb 20 ft	
DEX	15	WIS	10	REF	+12	GRAP	+50 VIS dark 60, trsn 60	
CON	14	CHA	2	WILL	+10			
Skills								
Climb	+16	Jump*	+10					
Hide*	-10	Spot*	+7					
Attack (#)	Bonus	Type	Damage					
Bite	+26	BPS	4d6+15 +poison					
HP								
208 hp (32d8+64)								
Special/Notes								
Vermin traits. Poison (Ex): Fort DC 28 or 2d8 Str dmg. Web (Ex): Throw as net (<=Col, 50 ft, rng inc 10 ft). Escape w/ Esc DC 28, Str 32. 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			
	Retriever (CR 11)	CE		+3			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	21	11	18				
STR	31	INT	—	FORT	+3	SPD	50 ft
DEX	17	WIS	11	REF	+6	GRAP	+25 VIS dark 60, low-light
CON	—	CHA	1	WILL	+3		
Skills							
—							
Attack (#)	Bonus	Type	Damage				
Claw (4)	+15	PS	2d6+10				
Bite	+10	BPS	1d8+5				
Eye ray	+8	—	—				
HP							
135 hp (10d10+80)							
Special/Notes							
Construct, extraplanar traits; fast heal 5. Eye Rays (Su): 1/rd (each 1/4 rd)—100 ft rng; free act. Fire: 12d6 fire dmg; Ref DC 18 half. Cold: 12d6 cold dmg; Ref DC 18 half. Electricity: 12d6 electric dmg; Ref DC 18 half. Petrification: Fort DC 18 or perm turn to stone. Find Target (Sp): See MM. Improved Grab (Ex): Bite; grap as free act w/o AoO.							

DELAY or READY	NAME	ALIGN/RACE		INIT			
	Stone Golem (CR 11)	N		-1			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	26	8	26				
STR	29	INT	—	FORT	+4	SPD	20 ft
DEX	9	WIS	11	REF	+3	GRAP	+23 VIS dark 60, low-light
CON	—	CHA	1	WILL	+4		
Skills							
—							
Attack (#)	Bonus	Type	Damage				
Slam (2)	+18	B	2d10+9				
HP							
107 hp (14d10+30)							
Special/Notes							
Construct traits; DR 10/adamantine. Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; trans rock/mud as slow for 2d6 rds (no save); trans mud/rock heals all lost hp; stone to flesh neg DR for 1 rd. Slow (Su): 1/2 rds—As spell (free act, rng 10 ft, 7 rds), Will DC 17 neg.							

DELAY or READY	NAME	ALIGN/RACE	INIT
	Wraith, Dread (CR 11)		LE +13
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	25	25 16	
STR	INT	FORT	SPD
—	17	+5	fly 60 ft (good)
DEX	WIS	REF	GRAP
28	18	+14	—
CON	CHA	WILL	VIS
—	24	+14	—
Skills			
Hide	+24	Lis	+25
S Mot	+23		
Intim	+26	Srch	+22
Spot	+25		
Attack (#) Bonus Type Damage			
Incorp touch	+16	—	2d6 +1d8 Con drain
HP			
104 hp (16d12)			
Special/Notes			
<p>Incorp, undead traits: +2 turn resist. Feats: B-Fight, Cbt Reflex, Dodge, Mobil, Spr Atk. 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 25 or 1d8 Con drain & +5 temp hp. Create Spawn (Su): Humanoid slain; become wraith under command of killer in 1d4 rds; see MM. Lifesense (Su): 60 ft, as perm deathw and blindsight v living creatures.</p>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Brass Adult (CR 12)		LG +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	27	9 27	
STR	INT	FORT	SPD
23	14	+15	60 ft, burrow 30 ft, fly 200 ft (poor)
DEX	WIS	REF	GRAP
10	15	+11	+29
CON	CHA	WILL	VIS
19	14	+13	—
Skills			
Conc	+16	Lis	+24
Spell	+6		
Esc	+4	S Mot	+16
Spot	+24		
Attack (#) Bonus Type Damage			
Bite	+24	BPS	2d6+6
Claw (2)	+22	PS	1d8+3
Wing (2)	+22	B	1d6+3
Tail slap	+22	B	1d8+9
HP			
199 hp (19d12+76)			
Special/Notes			
<p>Fire traits: DR 5/mag; imm sleep, paral; SR 20. Feats: Ext Spell, Flyby Atk, Spell Pen. Frightful Presence (Ex): 180-ft r; <=18 HD; Will DC 21 neg. Breath Weapon (Su): 1/1d4 rds—80-ft line; 6d6 fire dmg; Ref DC 23 half. Or 40-ft cone; sleep 1d6+6 rds; Will DC 23 neg. Sorcerer Spells Known (save DC 12 + spell level): 0—(ooooo) acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, resist; 1st—(oooooooo) alarm, comp lang, mag armor, obs mist, prot evil; 2nd—(oooooooo) e's splendor, pyro, res energy; 3rd—(oooo) nondetect, prot energy, CL 7. Spell-Like Abilities: At will—spk ani; 3/day—end elements; 1/day—suggest. CL 7.</p>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Bronze Young Adult (CR 12) LG		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	26	9 26	
STR	INT	FORT	SPD
23	18	+15	40 ft, fly 200 ft (poor), swim 60 ft
DEX	WIS	REF	GRAP
10	19	+11	+28
CON	CHA	WILL	VIS
19	18	+15	—
Skills			
Conc	+21	Lis	+21
Spell	+7		
Intim	+11	S Mot	+2
Spot	+21		
Attack (#) Bonus Type Damage			
Bite	+23	BPS	2d6+6
Claw (2)	+19	PS	2d6+3
Wing (2)	+18	B	1d6+3
Tail slap	+18	B	1d8+9
HP			
189 hp (18d12+72)			
Special/Notes			
<p>Water traits: DR 5/mag; imm electric, sleep, paral; SR 20. Feats: Flyby Atk, Hover, Wingover Frightful Presence (Ex): 150-ft r; <=17 HD; Will DC 23 neg. Breath Weapon (Su): 1/1d4 rds—80-ft line; 10d6 electric dmg; Ref DC 23 half. Or 40-ft cone; repuls 1d6+5 rds; Will DC 23 neg. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration). Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities. Spell-Like Abilities: At will—spk ani. CL 5.</p>			


DELAY or READY	NAME	ALIGN/RACE	INIT
	Frost Worm (CR 12)		N +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	18	8 18	
STR	INT	FORT	SPD
26	2	+14	30 ft, burrow 10 ft
DEX	WIS	REF	GRAP
10	11	+9	+30
CON	CHA	WILL	VIS
20	11	+6	—
Skills			
Hide*	+3	Spot	+5
Lis	+5		
Attack (#) Bonus Type Damage			
Bite	+21	BPS	2d8+12 +1d8 cold
HP			
147 hp (14d10+70)			
Special/Notes			
<p>Cold traits. Trill (Su): Creatures w/in 100 ft r; Will DC 17 or stunned for 1d4 rds after stop; atk, shaking allows new save; save grants imm 24 hrs; sonic mind-affecting compulsion effect. CL 14. Cold (Ex): Bite atk or opp w/ nat wpsn or unarmed; Ref DC 25, 1d4 rds, 1d8 cold dmg. Breath Weapon (Su): 1/hr—20-ft cone; 15d6 cold dmg; Ref DC 22 half. Trill stun denies save. Death Throes (Ex): When killed—12d6 cold +8d6 pierce dmg in 100 ft r; Ref DC 22 half. * +10 on Hide in cold plains.</p>			


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Hydra, Eleven-Headed Cryo- (CR 12)		N		+1		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	21	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	THE GAME MECHANICS	
Skills		Lis		+9	Swim	+14	
Spot		+9					
Attack (#)	Bonus	Type	Damage				
Bite* (11)	+16	BPS	1d10+6				
HP							
118 hp [†] (11d10+58)							
Special/Notes							
Cold traits; fast heal 21; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 20 half. * 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, Eleven-Headed Pyro- (CR 12)		N		+1		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	21	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	THE GAME MECHANICS	
Skills		Lis		+9	Swim	+14	
Spot		+9					
Attack (#)	Bonus	Type	Damage				
Bite* (11)	+16	BPS	1d10+6				
HP							
118 hp [†] (11d10+58)							
Special/Notes							
Fire traits; fast heal 21; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 20 half. * 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			
	Kolyarut (CR 12)		LN		+1			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL		
	27	27	11	26				
STR	14	INT	10	FORT	+6	SPD	30 ft, banded mail 20 ft	
DEX	13	WIS	17	REF	+7	GRAP	+11 VIS dark 60, low-light	
CON	—	CHA	16	WILL	+7	THE GAME MECHANICS		
Skills		Dipl		+5	Srch	+5	Spot	+11
Lis		+11	S Mot	+12				
Attack (#)	Bonus	Type	Damage					
Vampiric touch	+11/+6	—	5d6*					
Enervation ray	+10	—	**					
+2 longsword	+13/+8	S	1d8+5/19-20					
Slam	+11/+6	B	1d6+3					
HP								
91 hp (13d10+20)								
Special/Notes								
Construct, extraplanar, lawful traits; DR 10/chaotic; fast heal 5; SR 22. Feats: Combat Casting, Quick Spell-Like Ability (suggest). Spell-Like Abilities: At will—disc lies (DC 17), disg self, fear (DC 17), hold per (DC 16), invis, loc creature, suggest (DC 16); 1/day—hold mon (DC 17), mark justice; 1/week—geas/quest. CL 13. *As spell; CL 13. **As spell (200 ft rng); CL 13.								

DELAY or READY	NAME		ALIGN/RACE		INIT			
	Kraken (CR 12)		NE		+4			
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL		
	20	20	6	20				
STR	34	INT	21	FORT	+21	SPD	swim 20 ft	
DEX	10	WIS	20	REF	+12	GRAP	+44 VIS dark 60, low-light	
CON	29	CHA	20	WILL	+13	THE GAME MECHANICS		
Skills		Conc		+21	Lis	+30	Spot	+30
Intim		+16	S Mot	+17	Swim	+20		
Attack (#)	Bonus	Type	Damage					
Tentacle (2)	+28	B	2d8+12/19-20					
Arm (6)	+23	B	1d6+6					
Bite	+23	BPS	4d6+6					
HP								
290 hp* (20d10+180)								
Special/Notes								
Aquatic traits. Feats: B-Fight, Cbt Expert, Improved Trip. Improved Grab (Ex): Arm or tentacle; grap as free act w/o AoO; constrict. Constrict (Ex): Auto arm or tentacle dmg w/ grap. Jet (Ex): Full-rd act; mv 280 ft in straight line; no AoO. Ink Cloud (Ex): 1/min—80 ft spr; free act; total conceal. Spell-Like Abilities: 1/day—ctrl weather, ctrl winds, dom ani (DC 18), res energy. CL 9. *Opp can sunder tentacles and arms as wpns; tentacles: 20 hp; arms: 10 hp. Severing deals half limb's hp to kraken. See MM.								


DELAY or READY	NAME Leonal (CR 12)		ALIGN/RACE NG		INIT +3	
	AC	BASE 27	TCH 13	FLT 24	TMP	CLASS/LEVEL
	STR	27	INT	14	FORT +13*	SPD 60 ft
	DEX	17	WIS	14	REF +11	GRAP +20 VIS dark 60, low-light
	CON	20	CHA	15	WILL +10	
						
Skills						
Conc	+12	Lis	+17	S Mot	+17	
Intim	+10	M Sil	+22	Spot	+17	
Attack (#) Bonus Type Damage						
Claw (2)	+20	PS	1d6+8			
Bite	+15	BPS	1d8+4			
HP 114 hp (12d8+60)						
Special/Notes						
Extraplanar, good traits; DR 10/evil & silver; imm electric, petrify; resist cold 10, sonic 10; SR 28. Feat: Dodge, Mobil, Spr Atk, Track. Improved Grab (Ex): Bite: grap as free act w/o AoO; rake. Roar (Su): 3/day—As holy ward (60-ft cone, +2d6 sonic dmg); Fort DC 20 neg. Speak with Animals (Su): As spell (free act, CL 8, no sound req). Rake (Ex): +20 melee, 1d6+8 dmg. Pounce (Ex): Full atk w/ charge. inc 2 rakes. *+17 v poison.						
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DELAY or READY	NAME Monstrous Scorpion, Col (CR 12) N		ALIGN/RACE N		INIT -1	
	AC	BASE 26	TCH 1	FLT 26	TMP	CLASS/LEVEL
	STR	35	INT	—	FORT +25	SPD 50 ft
	DEX	8	WIS	10	REF +12	GRAP +58 VIS dark 60, trsn 60
	CON	16	CHA	2	WILL +13	
						
Skills						
Climb	+16	Spot	+4			
Hide	-12					
Attack (#) Bonus Type Damage						
Claw (2)	+34	PS	2d8+12			
Sting	+29	P	2d8+6 +poison			
HP 300 hp (40d8+120)						
Special/Notes						
Vermin traits. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 33; init & sec dmg 1d10 Con.						
						UNCONSCIOUS


DELAY or READY	NAME Ghaele, Globe Form (CR 13)		ALIGN/RACE CG		INIT +5	
	AC	BASE 14	TCH 14	FLT 13	TMP	CLASS/LEVEL
	STR	—	INT	16	FORT +9	SPD 50 ft, fly 150 ft (prf)
	DEX	12	WIS	17	REF +8	GRAP +17 VIS dark 60, low-light
	CON	15	CHA	16	WILL +10	
						
Skills						
Conc	+15	Lis	+16	S Mot	+16	
Hide	+14	M Sil	+14	Spot	+16	
Attack (#) Bonus Type Damage						
Light ray (2)	+11	—	2d12			
HP 65 hp (10d8+20)						
Special/Notes						
Chaos, extraplanar, good, incorp traits; DR 10/evil & cold iron; imm electric, petrify; resist cold 10, fire 10; DR 28. Feats: Cbt Expert, Imp Disarm, Imp Trip. Alternate Form (Su): Can assume humanoid form. Spell-Like Abilities: At will—aid, charm mon (DC 17), color spray (DC 14), comp lang, cont flame, cure lt (DC 14), danc lt, det evil, det thought (DC 15), disp self, disp mag, hold mon (DC 18), gr invis (self only), maj img (DC 16), see invis, gr tport (self +50 lbs); 1/day—chain lgt (DC 19), prism spray (DC 20), wall force. CL 12. Light Ray (Ex): Rng 300 ft; ignore all DR.						
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DELAY or READY	NAME Ghaele, Humanoid Form (CR 13) CG		ALIGN/RACE CG		INIT +5	
	AC	BASE 25	TCH 11	FLT 24	TMP	CLASS/LEVEL
	STR	25	INT	16	FORT +9	SPD 50 ft
	DEX	12	WIS	17	REF +8	GRAP +17 VIS dark 60, low-light
	CON	15	CHA	16	WILL +10	
						
Skills						
Conc	+15	Lis	+16	S Mot	+16	
Hide	+14	M Sil	+14	Spot	+16	
Attack (#) Bonus Type Damage						
+4 holy greatsword	+21/+16	S	2d6+14/19-20			
HP 65 hp (10d8+20)						
Special/Notes						
Chaos, extraplanar, good traits; DR 10/evil & cold iron; imm electric, petrify; resist cold 10, fire 10; DR 28. Feats: Cbt Expert, Imp Disarm, Imp Trip. Alternate Form (Su): Can assume globe form. Spell-Like Abilities: At will—aid, charm mon (DC 17), color spray (DC 14), comp lang, cont flame, cure lt (DC 14), danc lt, det evil, det thought (DC 15), disp self, disp mag, hold mon (DC 18), gr invis (self only), maj img (DC 16), see invis, gr tport (self +50 lbs); 1/day—chain lgt (DC 19), prism spray (DC 20), wall force. CL 12.						
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DELAY or READY	NAME	ALIGN/RACE		INIT					
	Glabrezu (CR 13)	CE		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	27	8	27						
STR	31	INT	16	FORT	+18	SPD	40 ft		
DEX	10	WIS	16	REF	+8	GRAP	+30	VIS	dark 60
CON	31	CHA	20	WILL	+11				
Skills									
Conc	+25	M Sil	+18	Spell	+18				
Lis	+26	S Mot	+18	Spot	+26				
Attack (#) Bonus Type Damage									
Pincer (2)	+20	PS	2d8+10						
Claw (2)	+18	PS	1d6+5						
Bite	+18	BPS	1d8+5						
HP									
174 hp (12d8+120)									
Special/Notes									
Chaotic, evil, extraplanar traits; DR 10/good; imm electric, poison; res acid 10, cold 10, fire 10; SR 21; tpathy 100 ft. Feats: Cleave, Gr Cleave, Pow Atk. Improved Grab (Ex): Pincer v <=Med; grap as free act w/o AoO. Spell-Like Abilities: At will—chaos hammer (DC 19), confus (DC 19), disp mag, mirror img, rev gravity (DC 22), gr tport (self & 50 lbs only), unh blight (DC 19); 1/day—pow word stun; 1/month—wish. CL 14. Summon Demon (Sp): 1/day—summ 4d10 dretches or 1d2 vrockes (50%), or 1 glabrezu (20%) as 4th-lvl spell. True Seeing (Su): Cont; as spell. CL 16.									

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DELAY or READY	NAME	ALIGN/RACE		INIT					
	Golden Protector (CR 8)	LG		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	29	13	26						
STR	28	INT	18	FORT	+13	SPD	30 ft, fly 60 ft (avg)		
DEX	17	WIS	20	REF	+12	GRAP	+23	VIS	dark 60, low-light
CON	18	CHA	18	WILL	+10				
Skills									
Conc	+19	Lis	+18	Spell	+19				
Dipl	+19	S Mot	+18	Spot	+20				
Attack (#) Bonus Type Damage									
Claws (2)	+19	PS	1d6+9						
Bite	+13	BPS	1d8+4						
HP									
125 hp (10d12+60)									
Special/Notes									
DR 5/mag; imm fire, sleep, paral; nat wpns mag for DR; res acid 10, cold 10, electric 10; SR 15. Feat: B-Fight. Breath Weapon (Su): 1/day—30-ft cone; dmg 6d8 fire, Ref DC 21 half. Smite Evil (Su): 1/day—Melee deals +10 dmg v evil opp. Magic Circle against Evil (Su): As spell (20 ft r); continuous. Pounce (Ex): Full atk w/ charge (inc 2 rakes). Rake (Ex): +12 melee; 1d6+4 dmg. Spell-Like Abilities: 2/day—gr invis (self only); 1/day—dim door. CL 7.									

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MORE >>

DELAY or READY	NAME	ALIGN/RACE		INIT					
	Hydra, Twelve-Headed Cryo- (CR 13) N	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									
Cold traits; fast heal 22; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of frost 10x10x20 ft long; 3d6 cold dmg; Ref DC 21 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.									

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DELAY or READY	NAME	ALIGN/RACE		INIT					
	Hydra, Twelve-Headed Pyro- (CR 13) N	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									
Fire traits; fast heal 22; scent. Feat: B-Fight, Cbt Reflex (can use all heads for AoO). 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. Breath Weapon: 1/1d4 rds (each head)—jet of fire 10x10x20 ft long; 3d6 fire dmg; Ref DC 21 half. * Can atk w/ all heads at no penalty w/ move or charge. † Can be killed by severing all heads; see MM.									

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DELAY or READY	NAME	ALIGN/RACE	INIT
	Ice Devil (Gelugon) (CR 13)		LE +5
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	32	14 27	
STR	23	INT	22
FORT	+15	SPD	40 ft
DEX	21	WIS	22
REF	+14	GRAP	+24
CON	23	CHA	20
WILL	+15	VIS	dark 60
Skills			
Conc	+23	Lis	+25
Spell	+23		
Intim	+24	S Mot	+23
Spot	+23		
Attack (#) Bonus Type Damage			
Spear	+20/+15/+10P		2d6+9/x3 +slow
Bite	+14	BPS	2d6+3
Tail	+14	B	3d6+3
Claw (2)	+19	PS	1d10+6
Bite & tail as above			
HP			
147 hp (14d8+84)			
Special/Notes			
Evil, extraplanar, lawful traits; DR 10/good; imm fire, poison; resist acid 10, cold 10; regen 5, SR 25, pathy 100 ft. Feats: Cleave, Cbt Reflex, Pow Atk. Fear Aura (Su): Free act; Will DC 22 or as fear (10 ft r, CL 13); save grants imm 24 hrs; devils imm. Slow (Su): Spear or tail; Fort DC 23 or as slow 1d6 rds. Spell-Like Abilities: At will— <i>cone cold</i> (DC 20), <i>fly</i> , <i>ice storm</i> (DC 19), <i>gr tport</i> (self +50lbs), <i>persist img</i> (DC 20), <i>unh aura</i> (DC 23), <i>wall ice</i> (DC 19). CL 13. Regeneration (Ex): 5 hp/rd, except good spells, wpsns. MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Iron Golem (CR 13)		N -1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	30	8 30	
STR	33	INT	-
FORT	+6	SPD	20 ft
DEX	9	WIS	11
REF	+5	GRAP	+28
CON	-	CHA	1
WILL	+6	VIS	dark 60, low-light
Skills			
Attack (#) Bonus Type Damage			
Slam (2)	+23	B	2d10+11
HP			
129 hp (18d10+30)			
Special/Notes			
Construct traits; DR 15/adamantine. Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; mag electric dmg as slow for 3 rds (no save); mag fire dmg breaks slow & heals 1hp/3dmg, excess as tmp hp (no save); rust atks as normal. Breath Weapon (Su): 1/1d4+1 rds—10-ft cube; poison gas cloud lasting 1 rd; init dmg 1d4 Con, sec dmg 3d4 Con; Fort DC 19 neg.			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Astral Deva (CR 14)		G +8
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	29	14 25	
STR	22	INT	18
FORT	+14*	SPD	50 ft, fly 100 ft (good)
DEX	18	WIS	18
REF	+12	GRAP	+18
CON	18	CHA	20
WILL	+12	VIS	dark 60, low-light
Skills			
Conc	+19	Lis	+23
S Mot	+19		
Dipl	+22	M Sil	+19
Spot	+23		
Attack (#) Bonus Type Damage			
+3 heavy mace of disruption	+21/+16/+11	B	1d8+12 +stun
Slam	+18	B	1d8+9
HP			
102 hp (12d8+48)			
Special/Notes			
Extraplanar, good traits; DR 10/evil; imm acid, cold, petrify; res electric 10, fire 10; SR 30. Feats: Cleave, Pow Atk. Stun (Su): Opp struck 2x/rd; Fort DC 22 or stun 1d6 rds. Protective Aura (Su): As mag circ evil & l glove invul (20 ft r, CL 12); +4 AC, saves v evil for all w/in 20 ft. Uncanny Dodge (Ex): Retains Dex bonus to AC when flat-footed; can't be flanked except by >=16th rogue; flanks as if 12th-lvl rogue. Tongues (Su): Perm—as spell. CL 12. *+18 v poison. MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Blue Adult (CR 14)		LE +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	28	8 28	
STR	27	INT	16
FORT	+17	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)
DEX	10	WIS	17
REF	+12	GRAP	+37
CON	21	CHA	16
WILL	+15	VIS	dark 120, low-light, blsn 60
Skills			
Conc	+20	Intim	+26
Spell	+20		
Esc	+15	Lis	+29
Spot	+29		
Attack (#) Bonus Type Damage			
Bite	+27	BPS	2d8+8
Claw (2)	+26	PS	2d6+4
Wing (2)	+25	B	1d8+4
Tail slap	+25	B	2d6+12
HP			
241 hp (21d12+105)			
Special/Notes			
Earth traits; DR 10/mag; imm electric, sleep, paral; SR 21. Feats: B-Fight, Flyby Atk, Hover, Pow Atk. Breath Weapon (Su): 1/1d4 rds—100-ft line; 12d8 electric dmg; Ref DC 25 half. Frightful Presence (Ex): 180-ft. r; <=20 HD; Will DC 23 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 25 or pinned; maintain pin as grap. Create/Destroy Water (Sp): 3/day—As create water (can destroy also); as 1st-lvl spell. See MM. Spell-Like Abilities: 3/day—ventril. MORE >>			

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Copper Adult (CR 14)		CG		+0
	AC	BASE	TCH	FLT	TMP
	28	28	9	28	
CLASS/LEVEL					
STR	23	INT	16	FORT	+16
DEX	10	WIS	17	REF	+12
CON	19	CHA	16	WILL	+15
SPD 40 ft, fly 150 ft (poor) GRAP +30 VIS dark 120 low-light, blsn 60 THE GAME MECHANICS					
Skills					
Conc	+21	Lis	+22	Spell	+8
Intim	+14	S Mot	+19	Spot	+22
Attack (#)					
Bite	Bonus	Type	Damage		
	+25	BPS	2d6+6		
Claw (2)	+23	PS	1d8+3		
Wing (2)	+23	B	1d6+3		
Tail slap	+23	B	1d8+9		
HP					
210 hp (20d12+80)					
Special/Notes					
Earth traits; DR 5/mag; imm acid, sleep, paral; SR 21. Feats: Cbt Expert, Hover, Imp Disarm, Imp Feint, Wingover. Breath Weapon (Su): 1/1d4 rds—80-ft line; 12d4 acid dmg; Ref DC 21 half. Or 40-ft gas cone; slow 1d6+6 rds; Fort DC 21 neg. Frightful Presence (Ex): 180-ft. r; <=19 HD; Will DC 23 neg. Spider Climb (Ex): Cont—as spell (stone surfaces). Spell-Like Abilities: 2/day—stone shape. CL 7; save DC 18.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Gold Young Adult (CR 14)		LG		+4
	AC	BASE	TCH	FLT	TMP
	27	27	8	27	
CLASS/LEVEL					
STR	31	INT	18	FORT	+17
DEX	10	WIS	19	REF	+12
CON	21	CHA	18	WILL	+16
SPD 60 ft, fly 200 ft (poor), swim 60 ft GRAP +38 VIS dark 120 low-light, blsn 60 THE GAME MECHANICS					
Skills					
Conc	+14	Lis	+29	Spell	+15
Intim	+19	S Mot	+14	Spot	+29
Attack (#)					
Bite	Bonus	Type	Damage		
	+28	BPS	2d8+10		
Claw (2)	+26	PS	2d6+5		
Wing (2)	+26	B	1d8+5		
Tail slap	+26	B	2d6+15		
HP					
230 hp (20d12+100)					
Special/Notes					
Fire traits; DR 5/mag; imm sleep, paral; SR 21. Feats: B-Fight, Enl Spell, Flyby Atk, Hover. Frightful Presence (Ex): 150-ft r; <=19 HD; Will DC 24 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 10d10 fire dmg; Ref DC 25 half. Or 50-ft gas cone; 5 Str dmg; Fort DC 25 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 25 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Nalfeshnee (CR 14)		CE		+1
	AC	BASE	TCH	FLT	TMP
	27	27	9	26	
CLASS/LEVEL					
STR	25	INT	22	FORT	+17
DEX	13	WIS	22	REF	+10
CON	27	CHA	20	WILL	+15
SPD 30 ft, fly 40 ft (poor) GRAP +29 VIS dark 60, low-light THE GAME MECHANICS					
Skills					
Conc	+19	Lis	+31	Spell	+25
Intim	+22	M Sil	+18	Spot	+31
Attack (#)					
Bite	Bonus	Type	Damage		
	+20	BPS	2d8+7		
Claw (2)	+17	PS	1d8+3		
HP					
175 hp (14d8+112)					
Special/Notes					
Chaotic, extraplanar, evil traits; DR 10/good; imm electric, poison; resist acid 10, cold 10, fire 10; SR 22; tpathy 100 ft. Feats: Cleave, Imp Bull Rush, Pow Atk. Smite (Su): 3/day—1 rd delay, then 60-ft burst; Will DC 22 or dazed 1d10 rd. Spell-Like Abilities: At will—call lgt (DC 18), fmind (DC 20), gr disp mag, slow (DC 18), gr tport (self +50 lbs), unh aura (DC 23). CL 12. Summon Demon (Sp): 2/day—sum 1d4 vrocks, 1d4 hezrous, or 1 glabrezu (50%) or 1 nalfeshnee (20%) as 5th-lvl spell. True Seeing (Su): Cont; as spell. CL 14.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Nightwing (CR 14)		CE		+8
	AC	BASE	TCH	FLT	TMP
	30	30	12	26	
CLASS/LEVEL					
STR	31	INT	18	FORT	+9
DEX	18	WIS	20	REF	+11
CON	—	CHA	18	WILL	+17
SPD 20 ft, fly 60 ft (good) GRAP +28 VIS dark 60 THE GAME MECHANICS					
Skills					
Conc	+24	Lis	+25	Spell	+24
Hide*	+16	M Sil	+24	Spot	+25
Attack (#)					
Bite	Bonus	Type	Damage		
	+18	BPS	2d6+17/19-20 +magic drain		
HP					
144 hp (17d12+34)					
Special/Notes					
Extraplanar, undead traits; DR 15/silver & mag; imm cold; nat wps mag for DR; SR 27; tpathy 100 ft. Feats: Cbt Reflex, Dodge, Flyby Atk. Aversion to Daylight (Ex): -4 to atks, saves, skills in real daylight. Desecrating Aura (Su): Cont—as desecrate (20-ft r, +2 on atk, dmg, saves & +2 hp/HD for undead). Disp evil removes, but free act resumes. Stats here include bonuses. See MM. Magic Drain (Su): Tch atk; Fort DC 22 or mag item loses 1 enh bonus pt; at +0, mwork & no special abilities. See MM. * +8 on hide in dark or when flying in dark sky.					
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DELAY or READY	NAME	ALIGN/RACE	INIT							
	Trumpet Archon (CR 14)		LG	+7						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	27	13 24								
STR	20	INT	16	FORT	+14*	SPD	40 ft. fly 90 ft (good)			
DEX	17	WIS	16	REF	+11	GRAP	+17	VIS	dark 60, low-light	
CON	23	CHA	16	WILL	+11	THE GAME MECHANICS				
Skills										
Conc	+21	Lis	+18	S Mot	+18					
Dipl	+20	M Sil	+18	Spot	+18					
Attack (#) Bonus Type Damage										
+4 greatsword +21/+16/+11 S 2d6+11/19-20										
HP										
126 hp (12d8+72)										
Special/Notes										
Extraplanar, good, lawful traits; DR 10/evil; imm electric, petrify; scent, SR 29.										
Feats: B-Fight, Cleave, Cbt Reflex, Pow Atk.										
Aura of Menace (Su): When fighting or angry—opp w/in 20-ft; Will DC 21 or -2 on atk, AC, & saves for 24 hrs or until they hit archon. Save or break grants imm 24 hrs.										
Magic Circle Against Evil (Su): As spell (CL 12); cont; can't suppress.										
Trumpet (Su): 100 ft r; Fort DC 19 or paral 1d4 rd. Also, can transform into +4 greatsword as free act.										
* +4 on save v poison										
UNCONSCIOUS MORE >>										


DELAY or READY	NAME	ALIGN/RACE	INIT							
	Dragon, Brass Mature Adult (CR 15)		LG	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	29	8 29								
STR	27	INT	16	FORT	+18	SPD	60 ft, burrow 30 ft, fly 200 ft (poor)			
DEX	10	WIS	17	REF	+13	GRAP	+38	VIS	dark 120, low-light, blsn 60	
CON	21	CHA	16	WILL	+16	THE GAME MECHANICS				
Skills										
Conc	+20	Lis	+28	Spell	+11					
Esc	+4	S Mot	+18	Spot	+28					
Attack (#) Bonus Type Damage										
Bite +28 BPS 2d8+8										
Claw (2) +26 PS 2d6+4										
Wing (2) +26 B 1d8+4										
Tail slap +26 B 2d6+12										
HP										
253 hp (22d12+110)										
Special/Notes										
Fire traits; DR 10/mag; imm sleep, paral; SR 22.										
Feats: Ext Spell, Flyby Atk, Snatch, Spell Pen.										
Frightful Presence (Ex): 210-ft r; <=21 HD; Will DC 24 neg.										
Breath Weapon (Su): 1/1d4 rds—100-ft line; 7d6 fire dmg; Ref DC 24 neg. Or 50-ft cone; sleep 1d6+7 rds; Will DC 26 neg.										
Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap.										
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.										
UNCONSCIOUS MORE >>										


DELAY or READY	NAME	ALIGN/RACE	INIT							
	Dragon, Bronze Adult (CR 15)		LG	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	28	8 28								
STR	27	INT	20	FORT	+17	SPD	40 ft, fly 200 ft (poor), swim 60 ft			
DEX	10	WIS	21	REF	+12	GRAP	+37	VIS	dark 120, low-light, blsn 60	
CON	21	CHA	20	WILL	+17	THE GAME MECHANICS				
Skills										
Conc	+24	Lis	+24	Spell	+17					
Intim	+14	S Mot	+5	Spot	+24					
Attack (#) Bonus Type Damage										
Bite +27 BPS 2d8+8										
Claw (2) +23 PS 2d8+4										
Wing (2) +22 B 1d8+4										
Tail slap +22 B 2d6+12										
HP										
241 hp (21d12+105)										
Special/Notes										
Water traits; DR 5/mag; imm electric, sleep, paral; SR 22.										
Feats: Flyby Atk, Hover, Pow Atk, Wingover										
Frightful Presence (Ex): 180-ft r; <=20 HD; Will DC 25 neg.										
Breath Weapon (Su): 1/1d4 rds—100-ft line; 12d6 electric dmg; Ref DC 25 half. Or 50-ft cone; repuls 1d6+6 rds; Will DC 25 neg.										
Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 25 or pinned; maintain pin as grap.										
Spell-Like Abilities: At will—spk ani; 3/day—create food/water, fog cloud. CL 7.										
UNCONSCIOUS MORE >>										

DELAY or READY	NAME	ALIGN/RACE	INIT							
	Dragon, Silver Adult (CR 15)		LG	+4						
	AC	BASE TCH FLT TMP	CLASS/LEVEL							
	29	8 29								
STR	27	INT	20	FORT	+18	SPD	40 ft, fly 150 ft (poor)			
DEX	10	WIS	21	REF	+13	GRAP	+38	VIS	dark 120, low-light, blsn 60	
CON	21	CHA	20	WILL	+18	THE GAME MECHANICS				
Skills										
Conc	+17	Lis	+32	Spell	+19					
Intim	+19	S Mot	+23	Spot	+32					
Attack (#) Bonus Type Damage										
Bite +28 BPS 2d8+8										
Claw (2) +27 PS 2d6+4										
Wing (2) +26 B 1d8+4										
Tail slap +26 B 2d6+12										
HP										
253 hp (22d12+110)										
Special/Notes										
Cold traits; DR 5/mag; imm acid, sleep, paral; SR 22.										
Feats: Flyby Atk, Hover, Pow Atk, Wingover										
Frightful Presence (Ex): 180-ft r; <=21 HD; Will DC 26 neg.										
Breath Weapon (Su): 1/1d4 rds—50-ft cone; 12d8 cold dmg; Ref DC 26 half. Or 50-ft gas cone; paral 1d6+6 rds; Fort DC 26 neg.										
Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap.										
Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).										
UNCONSCIOUS MORE >>										


DELAY or READY	NAME	ALIGN/RACE	INIT
	Marut (CR 15)	LN	+1
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	34 10 33		
STR	35	INT	12
FORT	+7	SPD	40 ft, full plate 30 ft
DEX	13	WIS	17
REF	+6	GRAP	+27
CON	—	CHA	18
WILL	+8	VIS	dark 60, low-light
			
Skills			
Conc	+13	Lis	+16
S Mot	+12		
Dipl	+6	Srch	+10
Spot	+16		
Attack (#)	Bonus	Type	Damage
Slam (2)	+22	B	2d6+12 +3d6*
HP			
112 hp (15d10+30)			
Special/Notes Construct, extraplanar, lawful traits; DR 15/chaotic; fast heal 10 (except chaotic); SR 25. Feats: Awe Blow, Cbt Casting, Imp Bull Rush, Pow Atk. Fists of Thunder and Lightning (Su): Slam (left fist); +3d6 sonic dmg & Fort DC 31 or draf 2d6 rds. Slam (right fist); +3d6 electric & Fort DC 31 or blind 2d6 rds. Spell-Like Abilities: At will—air walk, dim door, fear (DC 18), gr cmd (DC 19), gr disp mag, m inflict lt (DC 19), loc creature, tr seeing; 1/day—chain lgt (DC 20), circ death (DC 20), mark just, wall force; 1/week—earthquake (DC 22), geas/quest, plane shift (DC 21). CL 14. *see Fist of Thunder and Lightning.			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Blue Mature Adult (CR 16)	LE	+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	31 8 31		
STR	29	INT	16
FORT	+19	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)
DEX	10	WIS	17
REF	+14	GRAP	+41
CON	21	CHA	16
WILL	+17	VIS	dark 120, low-light, blsn 60
			
Skills			
Conc	+23	Intim	+29
S Mot	+9		
Esc	+15	Lis	+32
Spot	+32		
Attack (#)	Bonus	Type	Damage
Bite	+31	BPS	2d8+9
Claw (2)	+30	PS	2d6+4
Wing (2)	+29	B	1d8+4
Tail slap	+29	B	2d6+13
HP			
276 hp (24d12+120)			
Special/Notes Earth traits; DR 10/mag; imm electric, sleep, paral; SR 22. Feats: B-Fight, Flyby Atk, Hover, Imp Bull Rush, Pow Atk. Breath Weapon (Su): 1/1d4 rds—100-ft line; 14d8 electric dmg; Ref DC 27 half. Frightful Presence (Ex): 210-ft. r; <=23 HD; Will DC 25 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 27 or pinned; maintain pin as grap. Create/Destroy Water (Sp): 3/day—As create water (can destroy also); as 1st-lvl spell. See MM. Spell-Like Abilities: 3/day—ventril.			
UNCONSCIOUS			


DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Copper Mature Adult (CR 16)	CG	+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	30 8 30		
STR	27	INT	18
FORT	+18	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	19
REF	+13	GRAP	+39
CON	21	CHA	18
WILL	+17	VIS	dark 120, low-light, blsn 60
			
Skills			
Conc	+28	Lis	+25
Spell	+10		
Intim	+21	S Mot	+22
Spot	+25		
Attack (#)	Bonus	Type	Damage
Bite	+29	BPS	2d8+8
Claw (2)	+27	PS	2d6+4
Wing (2)	+27	B	1d8+4
Tail slap	+27	B	2d6+12
HP			
264 hp (23d12+115)			
Special/Notes Earth traits; DR 10/mag; imm acid, sleep, paral; SR 23. Feats: Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Trip, Wingover. Breath Weapon (Su): 1/1d4 rds—100-ft line; 14d4 acid dmg; Ref DC 24 half. Or 50-ft gas cone; slow 1d6+7 rds; Fort DC 24 neg. Frightful Presence (Ex): 210-ft. r; <=22 HD; Will DC 25 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+12 bludgeon dmg; Ref DC 24 or pinned; maintain pin as grap. Spider Climb (Ex): Cont—as spell (stone surfaces). Spell-Like Abilities: 2/day—stone shape. CL 9; save DC 18.			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Adult (CR 16)	LG	+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	30 8 30		
STR	33	INT	20
FORT	+18	SPD	60 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	21
REF	+13	GRAP	+42
CON	21	CHA	20
WILL	+18	VIS	dark 120, low-light, blsn 60
			
Skills			
Conc	+17	Lis	+33
Spell	+19		
Intim	+21	S Mot	+17
Spot	+33		
Attack (#)	Bonus	Type	Damage
Bite	+32	BPS	2d8+11
Claw (2)	+30	PS	2d6+5
Wing (2)	+30	B	1d8+5
Tail slap	+30	B	2d6+16
HP			
264 hp (23d12+115)			
Special/Notes Fire traits; DR 5/mag; imm sleep, paral; SR 23. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover. Frightful Presence (Ex): 180-ft r; <=22 HD; Will DC 26 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 12d10 fire dmg; Ref DC 26 half. Or 50-ft gas cone; 6 Str dmg; Fort DC 26 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Green Mature Adult (DR 16) LE		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	30	8 30	
STR	29	INT 16	FORT +18
SPD	40 ft. swim 40 ft. fly 150 ft (poor)		
DEX	10	WIS 17	REF +13
GRAP	+40	VIS	dark 120 low-light blsen 60
CON	21	CHA 16	WILL +16
			
Skills			
Conc	+16	Lis	+25
Spell	+15		
Intim	+26	S Mot	+11
Spot	+25		
Attack (#)	Bonus	Type	Damage
Bite	+30	BPS	3d8+9
Claw (2)	+25	PS	2d6+4
Wing (2)	+25	B	1d8+4
Tail slap	+25	B	2d6+13
HP			
264 hp (23d12+115)			
Special/Notes Air traits; DR 10/mag; imm sleep, paral; SR 22. Feats: Cleave, Flyby Atk, Hover, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 210-ft r; <=22 HD; Will DC 24 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 26 or pinned; maintain pin as grap. Spell-Like Abilities: 3/day—suggest; CL 7. Save DC 16. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=5m opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 14d6 acid dmg; Ref DC 26 half.			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Nightwalker (CR 16)		CE
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	32	10 30	
STR	38	INT 20	FORT +11
SPD	40 ft. fly 20 ft (poor)		
DEX	14	WIS 20	REF +11
GRAP	+34	VIS	dark 60, low-light
CON	—	CHA 18	WILL +19
			
Skills			
Conc	+28	M Sil	+26
Spell	+31		
Lis	+29	S Mot	+29
Spot	+29		
Attack (#)	Bonus	Type	Damage
Slam (2)	+24	B	2d6+16
HP			
178 hp (21d12+42)			
Special/Notes Extraplanar, undead traits; DR 15/silver & mag; imm cold; nat wpns mag for DR; SR 29; tpathy 100 ft. Feats: Cleave, Cbt Expert, Cbt Reflex, Imp Disarm, Pow Atk, Quick Spell-Like Ability (unh blight) Aversion to Daylight (Ex): -4 to atks, saves, skills in real daylight. Crush Item (Su): Disarm; Fort DC 34 or <=Lg wpn destroyed. Summon Undead (Su): 1/night—summ 7-12 shadows, 2-5 gr shadows, or 1-2 dread wraiths; arrive in 1d10 rds; serve 1 hr. Evil Gaze (Su): 30 ft; Will DC 24 or paral 1d8 rds; save or fail, imm 24 hrs; mind-affecting fear effect.			
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DELAY or READY	NAME	ALIGN/RACE	INIT
	Horned Devil (Cornugon) (CR 16) LE		+7
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	35	16 28	
STR	31	INT 14	FORT +16
SPD	20 ft. fly 50 ft (avg)		
DEX	25	WIS 18	REF +16
GRAP	+29	VIS	dark 60
CON	25	CHA 22	WILL +15
			
Skills			
Conc	+24	Lis	+22
S Mot	+22		
Intim	+26	M Sil	+23
Spot	+22		
Attack (#)	Bonus	Type	Damage
Spiked chain	+25/+20/+15	P	2d6+15 +stun
Bite	+22	BPS	2d8+5
Tail	+22	B	2d6+5 +inf wnd
Claw (2)	+24	PS	2d6+10
Bite & tail as above			
HP			
172 hp (15d8+105)			
Special/Notes Evil, extraplanar, lawful traits; DR 10/good & silver; imm fire, poison; regen 5; res acid 10, cold 10; SR 28; tpathy 100 ft. Feats: Cleave, Imp Sunder, Pow Atk. Regeneration (Ex): 5 hp/rd, except good silver wpns or good spells. See in Darkness (Su): See in any darkness; even deep dark. Stun (Su): Spiked chain; Fort DC 27 or stunned 1d4 rds. Fear Aura (Su): Free act; as fear (5 ft r, CL 15); Will DC 23 neg. Save grants imm 24 hrs. Infernal Wound (Su): Tail; -2 hp/rd; Heal DC 24, cure, heal neg (CL DC 24 for spells).			
UNCONSCIOUS			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT
	Planetary (CR 16)		G
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	32	13 28	
STR	25	INT 22	FORT +14*
SPD	30 ft. fly 90 ft (good)		
DEX	19	WIS 23	REF +13
GRAP	+25	VIS	dark 60, low-light
CON	20	CHA 22	WILL +15
			
Skills			
Conc	+22	Lis	+23
S Mot	+23		
Intim	+23	M Sil	+21
Spot	+23		
Attack (#)	Bonus	Type	Damage
+3 greatsword	+23/+18/+13	S	3d6+13/19-20
Slam	+20	B	2d8+10
HP			
133 hp (14d8+70)			
Special/Notes Extraplanar, good traits; DR 10/evil; imm acid, cold, petrify; regen 10; res electric 10, fire 10; SR 30. Feats: B-Fight, Cleave, Imp Sunder, Pow Atk. Regeneration (Ex): 10 hp/rd, except evil wpns & spells. Tongues (Su): Perm—as spell, CL 12. Constant Effects: Cont as spells (CL 17): det evil, det snare/pits, disc lies (DC 20), see invis, tr seeing. Can be dispelled; renew as free act. Protective Aura (Su): As mag circ evil & 1 glove invul (20 ft r, CL 12); +4 AC, saves v evil for all w/in 20 ft. *+4 saves v poison.			
UNCONSCIOUS			MORE >>

DELAY or READY	NAME		ALIGN/RACE		INIT
	Stone Golem, Greater (CR 16)		N		-2
	AC	BASE	TCH	FLT	TMP
	27	27	6	27	
CLASS/LEVEL					
STR	37	INT	—	FORT	+14
SPD	20 ft				
DEX	7	WIS	11	REF	+12
GRAP	+52	VIS		dark 60, low-light	
CON	—	CHA	1	WILL	+14
					
Skills					
.....					
.....					
.....					
Attack (#)	Bonus	Type	Damage		
Slam (2)	+42	B	4d8+13		
.....					
.....					
.....					
HP					
271 hp (42d10+40)					
Special/Notes					
Construct traits; DR 10/adamantine. Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; trans rock/mud as slow for 2d6 rds (no save); trans mud/rock heals all lost hp; stone to flesh neg DR for 1 rd. Slow (Su): 1/2 rds—As spell (free act, rmg 10 ft, 7 rds), Will DC 31 neg.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Brass Old (CR 17)		LG		+4
	AC	BASE	TCH	FLT	TMP
	32	32	8	32	
CLASS/LEVEL					
STR	29	INT	16	FORT	+19
SPD	60 ft, burrow 30 ft, fly 200 ft (poor)				
DEX	10	WIS	17	REF	+16
GRAP	+42	VIS		dark 120, low-light, blsn 60	
CON	21	CHA	16	WILL	+17
					
Skills					
Conc	+20	Lis	+31	Spell	+18
Esc	+4	S Mot	+18	Spot	+31
Attack (#)	Bonus	Type	Damage		
Bite	+32	BPS	2d8+9		
Claw (2)	+30	PS	2d6+4		
Wing (2)	+30	B	1d8+4		
Tail slap	+30	B	2d6+13		
.....					
.....					
HP					
287 hp (25d12+125)					
Special/Notes					
Fire traits; DR 10/mag; imm sleep, paral; SR 24. Feats: Ext Spell, Flyby Atk, Snatch, Spell Pen. Frightful Presence (Ex): 240-ft r; <=24 HD; Will DC 25 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 8d6 fire dmg; Ref DC 27 half. Or 50-ft cone; sleep 1d6+8 rds; Will DC 27 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 27 or pinned; maintain pin as grap. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Aboleth Mage (CR 17)		LE		+1
	AC	BASE	TCH	FLT	TMP
	18	18	11	15	
CLASS/LEVEL					
STR	28	INT	20	FORT	+15
SPD	10 ft, swim 60 ft				
DEX	16	WIS	16	REF	+10
GRAP	+28	VIS		dark 60	
CON	24	CHA	14	WILL	+15
					
Skills					
Conc*	+25	Lis	+15	Spell	+20
Intim	+4	S Mot	+15	Spot	+17
Attack (#)	Bonus	Type	Damage		
Tentacle (4)	+18	B	1d6+9 +slime		
.....					
.....					
.....					
HP					
177 hp (8d8+56+10d4+70)					
Special/Notes					
Aquatic traits. Feats: Emp Spell, Spell Pen. Enslave (Su): 3/day—as dom per (CL 16, 30 ft); Will DC 16. Escape: rem curse cancels; new save each 24 hrs; aboleth must stay in 1 mi r. Psionics (Sp): At will—hypno pat (DC 14), illus wall (DC 16), mir arcana (DC 17), pers img (DC 17), prog img (DC 18), proj img (DC 19), veil (DC 18). CL 16. Mucus Cloud (Ex): Tch or inhale mucus on aboleth; Fort DC 21 or can't breathe air 3 hrs; suffocate in 2d6 min out of wtr. * +4 cast def.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Bronze Mature Adult (CR 17) LG		LG		+4
	AC	BASE	TCH	FLT	TMP
	31	31	8	31	
CLASS/LEVEL					
STR	29	INT	20	FORT	+19
SPD	40 ft, fly 200 ft (poor), swim 60 ft				
DEX	10	WIS	21	REF	+14
GRAP	+41	VIS		dark 120, low-light, blsn 60	
CON	21	CHA	20	WILL	+19
					
Skills					
Conc	+26	Lis	+27	Spell	+18
Intim	+16	S Mot	+8	Spot	+27
Attack (#)	Bonus	Type	Damage		
Bite	+31	BPS	2d8+9		
Claw (2)	+27	PS	2d8+4		
Wing (2)	+26	B	1d8+4		
Tail slap	+26	B	2d6+13		
.....					
.....					
HP					
276 hp (24d12+120)					
Special/Notes					
Water traits; DR 10/mag; imm electric, sleep, paral; SR 23. Feats: Cleave, Flyby Atk, Hover, Pow Atk, Wingover. Frightful Presence (Ex): 210-ft r; <=23 HD; Will DC 27 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 14d6 electric dmg; Ref DC 27 half. Or 50-ft cone; repuls 1d6+7 rds; Will DC 27 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 27 or pinned; maintain pin as grap. Spell-Like Abilities: At will—spk ani; 3/day—create food/water, fog cloud. CL 9.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, White Very Old (CR 17) CE				+4
	AC	BASE	TCH	FLT	TMP
	34	34	8	34	
CLASS/LEVEL					
STR	31	INT	14	FORT	+21
DEX	10	WIS	15	REF	+15
CON	23	CHA	14	WILL	+17
SPD 60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft GRAP +45 VIS dark 120 low-light, blsn 60					
Skills Conc +20 Intim +14 S Mot +5 Dipl +3 Lis +32 Spot +32					
Attack (#) Bonus Type Damage Bite +35 BPS 3d8+10 Claw (2) +33 PS 2d6+5 Wing (2) +33 B 1d8+5 Tail slap +33 B 2d6+15					
HP 337 hp (27d12+162)					
Special/Notes Cold traits; DR 15/mag; imm sleep, paral; SR 23. Feats: Flyby Atk, Hover, Pow Atk, Sil Spell, Snatch, Wingover. Frightful Presence (Ex): 270-ft r; <=26 HD; Will DC 25 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 9d6 cold dmg; Ref DC 31 half. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+16 dmg; Ref DC 31 half. Icewalking (Ex): Always on; as s climb (icy surfaces). MORE >>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Formian, Queen (CR 17)		LN		-5
	AC	BASE	TCH	FLT	TMP
	23	23	9	23	
CLASS/LEVEL					
STR	—	INT	20	FORT	+19
DEX	—	WIS	20	REF	—
CON	20	CHA	21	WILL	+19
SPD 0 ft GRAP +24 VIS dark 60					
Skills Conc +28 Lis +30 Spell +28 Dipl +32 S Mot +28 Spot +30					
Attack (#) Bonus Type Damage —					
HP 190 hp (20d8+100)					
Special/Notes Extraplanar, lawful traits; fast heal 2, imm poison, petrify, cold; res electric 10, fire 10, sonic 10; SR 30; tpathy 50 mi. Feats: Imp Counterspell, Max Spell. 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. Dominate Monster (Su): As spell (CL 10, max 4 <=Lg); Will DC 17 neg; save grants imm 24 hrs. Telepathy (Su): Communicate w/ any intelligent creature w/in 50 mi whose presence she is aware of. MORE >>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Frost Giant Jarl (CR 17)		CE		+5
	AC	BASE	TCH	FLT	TMP
	29	28	10	28	
CLASS/LEVEL					
STR	32	INT	10	FORT	+25
DEX	12	WIS	12	REF	+13
CON	22	CHA	18	WILL	+13
SPD 40 ft, full plate armor 30 ft GRAP +33 VIS low-light					
Skills Climb +17 Jump +17 Spot +5 Hide +2 Ride +11					
Attack (#) Bonus Type Damage +2 frost greataxe +30/+25/+20/+15 S 3d6+18/x3 +1d6 cold Slam (2) +28 B 1d4+11 Rock* +18 B 2d6+11					
HP 231 hp (14d8+84+8d10+48)					
Special/Notes Cold traits; res fire 10. Feats: Cleave, G Cleave, Imp Sunder, Pow Atk, Quick Draw. Rock Catching (Ex): 1/rd—Ref DC (15 Sm, 20 Med, 25 Lg) to catch known rock atk. Command Undead (Su): Command & rebuke undead as a 6th-lvl cleric. Smite Good (Su): 2/day—+4 melee atk deals +8 dmg v good opp. Aura of Despair (Su): Cont; enemies w/in 10 ft; -2 on all saves. Aura of Evil (Ex): Radiates strong aura of evil as an 8th-lvl cleric of evil deity. * 120 ft rng inc. MORE >>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Dragon, Blue Old (CR 18)		LE		+4
	AC	BASE	TCH	FLT	TMP
	34	34	8	34	
CLASS/LEVEL					
STR	31	INT	18	FORT	+21
DEX	10	WIS	19	REF	+15
CON	23	CHA	18	WILL	+19
SPD 40 ft, burrow 20 ft, fly 150 ft (poor) GRAP +45 VIS dark 120 low-light, blsn 60					
Skills Conc +28 Intim +30 S Mot +14 Esc +15 Lis +36 Spot +36					
Attack (#) Bonus Type Damage Bite +35 BPS 2d8+10 Claw (2) +34 PS 2d6+5 Wing (2) +33 B 1d8+5 Tail slap +33 B 2d6+15					
HP 337 hp (27d12+162)					
Special/Notes Earth traits; DR 10/mag; imm electric, sleep, paral; SR 24. Feats: B-Fight, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Snatch. Breath Weapon (Su): 1/1d4 rds—100-ft line; 16d8 electric dmg; Ref DC 29 half. Frightful Presence (Ex): 240-ft. r; <=26 HD; Will DC 27 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 29 or pinned; maintain pin as grap. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft. MORE >>					

DELAY or READY	NAME	ALIGN/RACE		INIT					
	Dragon, Green Old (DR 18)	LE		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	33	8	33						
STR	31	INT	18	FORT	+21	SPD	40 ft, swim 40 ft, fly 150 ft (poor)		
DEX	10	WIS	19	REF	+15	GRAP	+44	VIS	dark 120 low-light, blsn 60
CON	23	CHA	18	WILL	+19	THE GAME MECHANICS			
Skills									
Conc	+19	Lis	+28	Spell	+17				
Intim	+29	S Mot	+15	Spot	+28				
Attack (#)									
Bite	Bonus	Type	Damage						
	+34	BPS	3d8+10						
Claw (2)	+29	PS	2d6+5						
Wing (2)	+29	B	1d8+5						
Tail slap	+29	B	2d6+15						
HP									
325 hp (26d12+156)									
Special/Notes									
Air traits: DR 10/mag; imm sleep, paral; SR 24. Feats: Cleave, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 240-ft r; <=25 HD; Will DC 27 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 16d6 acid dmg; Ref DC 29 half. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 29 or pinned; maintain pin as grap. Spell-Like Abilities: 3/day—suggest; 1/day—plant growth. CL 9. Save DC = 14 + spell level.									
					UNCONSCIOUS				
					MORE >>				

DELAY or READY	NAME	ALIGN/RACE		INIT					
	Dragon, Silver Mature Adult (CR 18) LG	LG		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	32	8	32						
STR	29	INT	20	FORT	+19	SPD	40 ft, fly 150 ft (poor)		
DEX	10	WIS	21	REF	+14	GRAP	+42	VIS	dark 120 low-light, blsn 60
CON	21	CHA	20	WILL	+19	THE GAME MECHANICS			
Skills									
Conc	+19	Lis	+35	Spell	+21				
Intim	+22	S Mot	+27	Spot	+35				
Attack (#)									
Bite	Bonus	Type	Damage						
	+32	BPS	2d8+9						
Claw (2)	+31	PS	2d6+4						
Wing (2)	+30	B	1d8+4						
Tail slap	+30	B	2d6+13						
HP									
287 hp (25d12+125)									
Special/Notes									
Cold traits: DR 10/mag; imm acid, sleep, paral; SR 24. Feats: Flyby Atk, Hover, Imp Sunder, Pow Atk, Wingover. Frightful Presence (Ex): 210-ft r; <=24 HD; Will DC 27 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 14d8 cold dmg; Ref DC 27 half. Or 50-ft gas cone; paral 1d6+7 rds; Fort DC 27 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 27 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).									
					UNCONSCIOUS				
					MORE >>				

DELAY or READY	NAME	ALIGN/RACE		INIT					
	Dragon, White Ancient (CR 18) CE	CE		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	37	8	37						
STR	33	INT	14	FORT	+23	SPD	60 ft, burrow 30 ft, fly 200 ft (poor), swim 60 ft		
DEX	10	WIS	15	REF	+17	GRAP	+49	VIS	dark 120 low-light, blsn 60
CON	23	CHA	14	WILL	+19	THE GAME MECHANICS			
Skills									
Conc	+23	Intim	+16	S Mot	+5				
Dipl	+4	Lis	+35	Spot	+35				
Attack (#)									
Bite	Bonus	Type	Damage						
	+39	BPS	3d8+11						
Claw (2)	+37	PS	2d6+5						
Wing (2)	+37	B	1d8+5						
Tail slap	+37	B	2d6+16						
HP									
375 hp (30d12+180)									
Special/Notes									
Cold traits: DR 15/mag; imm sleep, paral; SR 24. Feats: Ext Spell, Flyby Atk, Hover, Pow Atk, Sil Spell, Snatch, Wingover. Frightful Presence (Ex): 300-ft r; <=29 HD; Will DC 27 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 10d6 cold dmg; Ref DC 33 half. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+16 dmg; Ref DC 31 half. Icewalking (Ex): Always on; as s climb (icy surfaces).									
					UNCONSCIOUS				
					MORE >>				


DELAY or READY	NAME	ALIGN/RACE		INIT					
	Nightcrawler (CR 18) CE	CE		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	35	6	35						
STR	48	INT	20	FORT	+12	SPD	30 ft, burrow 60 ft		
DEX	10	WIS	20	REF	+10	GRAP	+45	VIS	dark 60, trsn 60
CON	—	CHA	18	WILL	+23	THE GAME MECHANICS			
Skills									
Conc*	+32	M Sil	+28	Spell	+35				
Lis	+33	S Mot	+23	Spot	+33				
Attack (#)									
Bite	Bonus	Type	Damage						
	+29	BPS	4d6+21/19-20						
Sting	+24	P	2d8+11/19-20 +poison						
HP									
212 hp (25d12+50)									
Special/Notes									
Extraplanar, undead traits; DR 15/silver & mag; imm cold; nat wps magic for DR; SR 31; tpathy 100 ft. Feats: B-Fight, Pow Atk, Quick Spell-Like Ability (cone cold) Improved Grab (Ex): Bite; grap as a free act w/o AoO; swallow next rd. Poison (Ex): Injury, Fort DC 22, init & sec dmg 2d6 Str. Aversion to Daylight (Ex): -4 to atks, saves, skills in real daylight. Desecrating Aura (Su): Cont—as desecrate (20-ft r, +2 on atk, dmg, saves & +2 hp/HD for undead). Disp evil removes, but free act resumes. Stats here include bonuses. See MM. * +4 cast def.									
					UNCONSCIOUS				
					MORE >>				


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Black Ancient (CR 19)		CE		+0		
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	38	8 8 38					
STR	33	INT	16	FORT	+23	SPD	60 ft, fly 150 ft (poor), swim 60 ft
DEX	10	WIS	17	REF	+17	GRAP	+50 VIS dark 120 low-light, blsn 60
CON	23	CHA	16	WILL	+20	THE GAMEMECHANICS.COM	
Skills							
Climb	+21	Lis	+29	Spell	+15		
Intim	+31	M Sil	+26	Spot	+29		
Attack (#) Bonus Type Damage							
Bite	+41	BPS	2d8+11				
Claw (2)	+38	PS	2d6+5				
Wing (2)	+38	PS	1d8+5				
Tail slap	+38	B	2d6+16				
HP							
387 hp (31d12+186)							
Special/Notes							
Water traits: DR 15/mag; imm sleep, paral; SR 25. Feats: Awe Blow, Cleave, Hover, Imp Bull Rush, Pow Atk, Snatch, Wingover. Breath Weapon (Su): 100-ft line; 20d4 acid dmg; Ref DC 31 half. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Frightful Presence (Ex): 300-ft r; <=30 HD; Will DC 28 neg. Corrupt Water (Sp): 1/day—potions w/in 360 ft; Will DC 28 or fouled; see MM, CL 11.							
				UNCONSCIOUS			
				MORE >>			


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Brass Very Old (CR 19)		LG		+4		
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	35	8 8 35					
STR	31	INT	18	FORT	+22	SPD	60 ft, burrow 30 ft, fly 200 ft (poor)
DEX	10	WIS	19	REF	+18	GRAP	+46 VIS dark 120 low-light, blsn 60
CON	23	CHA	18	WILL	+20	THE GAMEMECHANICS.COM	
Skills							
Conc	+23	Lis	+35	Spell	+24		
Esc	+4	S Mot	+21	Spot	+35		
Attack (#) Bonus Type Damage							
Bite	+36	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							
Fire traits: DR 15/mag; imm sleep, paral; SR 25. Feats: Ext Spell, Flyby Atk, Snatch, Spell Pen. Frightful Presence (Ex): 270-ft r; <=27 HD; Will DC 28 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 9d6 fire dmg; Ref DC 30 half. Or 50-ft cone; sleep 1d6+9 rds; Will DC 30 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.							
				UNCONSCIOUS			
				MORE >>			


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Blue Very Old (CR 19)		LE		+4		
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	37	8 8 37					
STR	33	INT	18	FORT	+23	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)
DEX	10	WIS	19	REF	+17	GRAP	+49 VIS dark 120 low-light, blsn 60
CON	23	CHA	18	WILL	+21	THE GAMEMECHANICS.COM	
Skills							
Conc	+31	Intim	+30	S Mot	+20		
Esc	+15	Lis	+39	Spot	+39		
Attack (#) Bonus Type Damage							
Bite	+39	BPS	4d6+12				
Claw (2)	+38	PS	2d6+6				
Wing (2)	+37	B	2d6+6				
Tail slap	+37	B	2d8+18				
HP							
375 hp (30d12+180)							
Special/Notes							
Feats: Awe Blow, B-Fight, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Snatch. Breath Weapon (Su): 1/1d4 rds—100-ft line; 18d8 electric dmg; Ref DC 31 half. Frightful Presence (Ex): 270-ft. r; <=29 HD; Will DC 29 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.							
				UNCONSCIOUS			
				MORE >>			

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Dragon, Bronze Old (CR 20)		LG		+4		
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	34	8 8 34					
STR	31	INT	22	FORT	+21	SPD	40 ft, fly 150 ft (poor), swim 60 ft
DEX	10	WIS	23	REF	+15	GRAP	+45 VIS dark 120 low-light, blsn 60
CON	23	CHA	22	WILL	+21	THE GAMEMECHANICS.COM	
Skills							
Conc	+30	Lis	+32	Spell	+21		
Intim	+21	S Mot	+13	Spot	+32		
Attack (#) Bonus Type Damage							
Bite	+35	BPS	2d8+10				
Claw (2)	+31	PS	2d8+5				
Wing (2)	+30	B	1d8+5				
Tail slap	+30	B	2d6+15				
HP							
337 hp (27d12+162)							
Special/Notes							
Water traits: DR 10/mag; imm electric, sleep, paral; SR 25. Feats: Cleave, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Wingover Frightful Presence (Ex): 240-ft r; <=26 HD; Will DC 29 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 16d6 electric dmg; Ref DC 29 half. Or 50-ft cone; repuls 1d6+8 rds; Will DC 29 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 29 or pinned; maintain pin as grap. Spell-Like Abilities: At will—spk ani; 3/day—create food/water, det thoughts, fog cloud. CL 11.							
				UNCONSCIOUS			
				MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Copper Old (CR 19)	CG	+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	33 8 33		
STR	29	INT	18
FORT	+20	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	19
REF	+15	GRAP	+43
CON	21	CHA	18
WILL	+19	VIS	dark 120 low-light, blsn 60
			
Skills			
Conc	+30	Lis	+27
Spell	+11		
Intim	+24	S Mot	+25
Spot	+27		
Attack (#)			
Bite	Bonus +33	Type BPS	Damage 2d8+9
Claw (2)	+31	PS	2d6+4
Wing (2)	+31	B	1d8+4
Tail slap	+31	B	2d6+13
HP			
299 hp (26d12+130)			
Special/Notes			
<p>Earth traits; DR 10/mag; imm acid, sleep, paral; SR 25. Feats: Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Trip, Pow Atk, Wingover. Breath Weapon (Su): 1/1d4 rds—100-ft line; 16d4 acid dmg; Ref DC 28 half. Or 50-ft gas cone; slow 1d6+8 rds; Fort DC 28 neg. Frightful Presence (Ex): 240-ft r; <=25 HD; Will DC 27 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+13 bludgeon dmg; Ref DC 28 or pinned; maintain pin as grap. Spider Climb (Ex): Cont—as spell (stone surfaces).</p>			
			UNCONSCIOUS
			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Green Very Old (DR 19)	LE	+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	36 8 36		
STR	33	INT	18
FORT	+22	SPD	40 ft, swim 40 ft, fly 150 ft (poor)
DEX	10	WIS	19
REF	+16	GRAP	+48
CON	23	CHA	18
WILL	+20	VIS	dark 120 low-light, blsn 60
			
Skills			
Conc	+21	Lis	+30
Spell	+19		
Intim	+31	S Mot	+17
Spot	+30		
Attack (#)			
Bite	Bonus +38	Type BPS	Damage 3d8+11
Claw (2)	+33	PS	2d6+5
Wing (2)	+33	B	1d8+5
Tail slap	+33	B	2d6+16
HP			
362 hp (29d12+174)			
Special/Notes			
<p>Air traits; DR 15/mag; imm sleep, paral; SR 25. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 270-ft r; <=28 HD; Will DC 28 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 18d6 acid dmg; Ref DC 30 half. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Spell-Like Abilities: 3/day—suggest; 1/day—plant growth. CL 11. Save DC = 14 + spell level.</p>			
			UNCONSCIOUS
			MORE >>


DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Mature Adult (CR 19)	LG	+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	33 8 33		
STR	35	INT	20
FORT	+21	SPD	60 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	21
REF	+15	GRAP	+46
CON	23	CHA	20
WILL	+20	VIS	dark 120 low-light, blsn 60
			
Skills			
Conc	+22	Lis	+36
Spell	+21		
Intim	+23	S Mot	+20
Spot	+36		
Attack (#)			
Bite	Bonus +36	Type BPS	Damage 2d8+12
Claw (2)	+34	PS	2d6+6
Wing (2)	+34	B	1d8+6
Tail slap	+34	B	2d6+18
HP			
325 hp (26d12+156)			
Special/Notes			
<p>Fire traits; DR 10/mag; imm sleep, paral; SR 25. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Quick Spell. Frightful Presence (Ex): 210-ft r; <=25 HD; Will DC 28 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 14d10 fire dmg; Ref DC 29 half. Or 50-ft gas cone; 7 Str dmg; Fort DC 29 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+18 bludgeon dmg; Ref DC 29 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).</p>			
			UNCONSCIOUS
			MORE >>


DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, White Wyrn (CR 19)	CE	+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	38 6 38		
STR	35	INT	14
FORT	+25	SPD	60 ft, burrow 30 ft, fly 250 ft (clumsy), swim 60 ft
DEX	10	WIS	15
REF	+18	GRAP	+57
CON	25	CHA	16
WILL	+20	VIS	dark 120 low-light, blsn 60
			
Skills			
Conc	+24	Intim	+19
S Mot	+5		
Dipl	+4	Lis	+38
Spot	+35		
Attack (#)			
Bite	Bonus +41	Type BPS	Damage 6d6+12
Claw (2)	+39	PS	3d8+6
Wing (2)	+39	B	2d6+6
Tail slap	+39	B	2d8+18
HP			
445 hp (33d12+231)			
Special/Notes			
<p>Cold traits; DR 20/mag; imm sleep, paral; SR 25. Feats: Ext Spell, Flyby Atk, Hover, Pow Atk, Sil Spell, Snatch, Wingover. Frightful Presence (Ex): 330-ft r; <=32 HD; Will DC 29 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 11d6 cold dmg; Ref DC 35 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 33 half. Icewalking (Ex): Always on; as s climb (icy surfaces).</p>			
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INITIATIVE CARDS


MONSTER SET TWO


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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Balor (CR 20)	CE	+11				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	35 16 28						
STR	35	INT	24	FORT	+22	SPD	40 ft. fly 90 ft (good)
DEX	25	WIS	24	REF	+19	GRAP	+36 VIS dark 60
CON	31	CHA	26	WILL	+19		
Skills							
Conc	+33	Lis	+38	S Mot	+30		
Intim	+33	M Sil	+30	Spot	+38		
Attack (#) Bonus Type Damage							
+1 vorpal longsword	+31/+26/ +21/+16	S	2d6+8/19-20				
+1 flaming whip	+30/+25	BS	1d4+4 +1d6 fire +entangle				
Slam (2)	+31	B	1d10+7				
HP							
290 hp (20d8+200)							
Special/Notes							
<p>Chaotic, extraplanar, evil traits; DR 15/cold iron & good; imm electric, fire, poison; res acid 10, cold 10; SR 28; tpathy 100 ft. Feats: Cleave, Pow Atk, Quick Spell-Like Ability (<i>tkinesis</i>). Death Throes (Ex): When killed: 100 ft r; 100 dmg; Ref DC 30 half. Entangle (Ex): Whip; opp Str chk or drag target to flaming body; whip has 20 hp. Summon Demon (Sp): 1/day—sum 4d10 dretches, 1d4 hezrous, 1 nalafhnee, 1 glabrezu, 1 marilith, or 1 balor (100%) as 9th-lvl spell. Flaming Body (Su): Grap or grap'd; 6d6 fire dmg/rd. True Seeing (Su): Continuous; as spell, CL 20. MORE >></p>							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Brass Ancient (CR 20)	LG	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	38 8 38						
STR	33	INT	18	FORT	+23	SPD	60 ft, burrow 30 ft. fly 200 ft (poor)
DEX	10	WIS	19	REF	+19	GRAP	+50 VIS dark 120 low-light, blsn 60
CON	23	CHA	18	WILL	+21		
Skills							
Conc	+23	Lis	+38	Spell	+24		
Esc	+4	S Mot	+23	Spot	+38		
Attack (#) Bonus Type Damage							
Bite	+40	BPS	2d8+11				
Claw (2)	+38	PS	2d6+5				
Wing (2)	+38	B	1d8+5				
Tail slap	+38	B	2d6+16				
HP							
387 hp (31d12+186)							
Special/Notes							
<p>Fire traits; DR 15/mag; imm sleep, paral; SR 27. Feats: Ext Spell, Flyby Atk, Gr Spell Pen, Snatch, Spell Pen. Frightful Presence (Ex): 300-ft r; <=30 HD; Will DC 29 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 10d6 fire dmg; Ref DC 31 half. Or 50-ft cone; sleep 1d6+10 rds; Will DC 31 neg. Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft. MORE >></p>							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Bronze Very Old (CR 20)	LG	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	37 8 37						
STR	33	INT	22	FORT	+23	SPD	40 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	23	REF	+17	GRAP	+49 VIS dark 120 low-light, blsn 60
CON	23	CHA	22	WILL	+23		
Skills							
Conc	+32	Lis	+34	Spell	+22		
Intim	+23	S Mot	+15	Spot	+34		
Attack (#) Bonus Type Damage							
Bite	+39	BPS	2d8+11				
Claw (2)	+35	PS	2d8+5				
Wing (2)	+34	B	1d8+5				
Tail slap	+34	B	2d6+16				
HP							
375 hp (30d12+180)							
Special/Notes							
<p>Water traits; DR 15/mag; imm electric, sleep, paral; SR 26. Feats: Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Pow Atk, Wingover. Frightful Presence (Ex): 270-ft r; <=29 HD; Will DC 31 neg. Breath Weapon (Su): 1/1d4 rds—100-ft line; 18d6 electric dmg; Ref DC 31 half. Or 50-ft cone; repuls 1d6+9 rds; Will DC 31 neg. Crush (Ex): Std act; <=Sm opp in 15x5 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration). MORE >></p>							

DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Copper Very Old (CR 20)	CG	+0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	36 8 36						
STR	31	INT	20	FORT	+22	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	21	REF	+16	GRAP	+47 VIS dark 120 low-light, blsn 60
CON	23	CHA	20	WILL	+21		
Skills							
Conc	+38	Lis	+30	Spell	+13		
Intim	+31	S Mot	+32	Spot	+30		
Attack (#) Bonus Type Damage							
Bite	+37	BPS	2d8+10				
Claw (2)	+35	PS	2d6+5				
Wing (2)	+35	B	1d8+5				
Tail slap	+35	B	2d6+15				
HP							
362 hp (29d12+174)							
Special/Notes							
<p>Earth traits; DR 15/mag; imm acid, sleep, paral; SR 26. Feats: Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Sunder, Imp Trip, Pow Atk, Wingover. Breath Weapon (Su): 1/1d4 rds—100-ft line; 18d4 acid dmg; Ref DC 30 half. Or 50-ft gas cone; slow 1d6+9 rds; Fort DC 30 neg. Frightful Presence (Ex): 270-ft r; <=28 HD; Will DC 29 neg. Crush (Ex): Std act; <=Sm opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Spider Climb (Ex): Cont—as spell (stone surfaces). MORE >></p>							

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Dragon, Silver Old (CR 20)		LG		+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	35	8 35							
STR	31	INT	22	FORT	+22	SPD	40 ft. fly 150 ft (poor)		
DEX	10	WIS	23	REF	+16	GRAP	+46	VIS	dark 120 low-light, blsn 60
CON	23	CHA	22	WILL	+22				
Skills									
Conc	+21		Lis	+39		Spell	+23		
Intim	+26		S Mot	+31		Spot	+39		
Attack (#) Bonus Type Damage									
Bite	+36		BPS	2d8+10					
Claw (2)	+35		PS	2d6+5					
Wing (2)	+34		B	1d8+5					
Tail slap	+34		B	2d6+15					
HP									
350 hp (28d12+168)									
Special/Notes									
Cold traits; DR 10/mag; imm acid, sleep, paral; SR 26. Feats: Flyby Atk, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Wingover. Frightful Presence (Ex): 240-ft r; <=27 HD; Will DC 30 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 16d8 cold dmg; Ref DC 30 half. Or 50-ft gas cone; paral 1d6+8 rds; 2d8+15 bludgeon dmg; Ref DC 30 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+15 bludgeon dmg; Ref DC 30 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—morph self (<=Med ani or humanoid only; no hp; no duration).									
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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Dragon, Blue Ancient (CR 21)		LE		+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	38	6 38							
STR	35	INT	20	FORT	+25	SPD	40 ft, burrow 20 ft, fly 150 ft (poor)		
DEX	10	WIS	21	REF	+18	GRAP	+57	VIS	dark 120 low-light, blsn 60
CON	25	CHA	20	WILL	+23				
Skills									
Conc	+35		Intim	+34		S Mot	+24		
Esc	+15		Lis	+43		Spot	+43		
Attack (#) Bonus Type Damage									
Bite	+41		BPS	4d6+12					
Claw (2)	+40		PS	2d6+6					
Wing (2)	+39		B	2d6+6					
Tail slap	+39		B	2d8+18					
HP									
445 hp (33d12+231)									
Special/Notes									
Earth traits; DR 15/mag; imm electric, sleep, paral; SR 27. Feats: Awe Blow, B-Fight, Flyby Atk, Hover, Imp Bull Rush, Pow Atk, Quick Spell, Snatch Breath Weapon (Su): 1/1d4 rds—120-ft line; 20d8 electric dmg; Ref DC 33 half. Frightful Presence (Ex): 300-ft r; <=32 HD; Will DC 31 neg. Crush (Ex): Std act; <=Med opp in 15x15 ft; 4d6+18 bludgeon dmg; Ref DC 33 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 33 half.									
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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Pit Fiend (Devil) (CR 20)		LE		+12				
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	40	17 32							
STR	37	INT	26	FORT	+19	SPD	40 ft, fly 60 ft (avg)		
DEX	27	WIS	26	REF	+19	GRAP	+35	VIS	dark 60
CON	27	CHA	26	WILL	+21				
Skills									
Conc	+29		M Sil	+29		Spot	+29		
Lis	+29		Spell	+31		TmbL	+31		
Attack (#) Bonus Type Damage									
Claw (2)	+30		PS	2d8+13					
Wing (2)	+28		B	2d6+6					
Bite	+28		BPS	4d6+6 +poison +disease					
Tail slap	+28		B	2d8+6					
HP									
225 hp (18d8+144)									
Special/Notes									
Evil, extraplanar, lawful traits; DR 15/good & silver; imm fire, poison; res acid 10, cold 10; regen 5; SR 32; tpathy 100 ft. Feats: Cleave, G Cleave, Pow Atk, Quick Spell-Like Ability (fball) Constrict (Ex): Auto 2d8+26 dmg w/ grap. Disease (Su): Bite; Fort DC 27 or devil chills; see MM. Improved Grab (Ex): Tail slap; grap as free act w/o AoO; constrict. Poison (Ex): Injury, Fort DC 27, init dmg 1d6 Con, sec dmg death. Regeneration (Ex): 5 hp/rd, except good & silver wpns & good spells. Fear Aura (Su): As spell (CL 18, 20 ft r); Will DC 27 neg; save grants imm 24 hrs.									
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					MORE >>				

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Dragon, Brass Wyrms (CR 21)		LG		+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL						
	39	6 39							
STR	35	INT	20	FORT	+26	SPD	60 ft, burrow 30 ft, fly 250 ft (clumsy)		
DEX	10	WIS	21	REF	+21	GRAP	+58	VIS	dark 120 low-light, blsn 60
CON	25	CHA	20	WILL	+24				
Skills									
Conc	+24		Lis	+42		Spell	+26		
Esc	+4		S Mot	+25		Spot	+42		
Attack (#) Bonus Type Damage									
Bite	+42		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									
Fire traits; DR 20/mag; imm sleep, paral; SR 28. Feats: B-Fight, Ext Spell, Flyby Atk, Gr Spell Pen, Snatch, Spell Pen. Frightful Presence (Ex): 330-ft r; <=33 HD; Will DC 32 neg. Breath Weapon (Su): 1/1d4 rds—120-ft line; 11d6 fire dmg; Ref DC 34 half. Or 60-ft cone; sleep 1d6+11 rds; Will DC 34 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 34 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 34 half.									
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					MORE >>				

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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Gold Old (CR 21)	LG	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	34 6 34						
STR	39	INT	24	FORT	+23	SPD	60 ft, fly 200 ft (poor), swim 60 ft
DEX	10	WIS	25	REF	+16	GRAP	+55 VIS dark 120 low-light, blsn 60
CON	25	CHA	24	WILL	+23	THE GAME MECHANICS	
Skills							
Conc	+29	Lis	+41	Spell	+25		
Intim	+25	S Mot	+27	Spot	+41		
Attack (#) Bonus Type Damage							
Bite	+39	BPS	4d6+14				
Claw (2)	+37	PS	2d8+7				
Wing (2)	+37	B	2d6+7				
Tail slap	+37	B	2d8+21				
HP							
391 hp (29d12+203)							
Special/Notes							
Fire traits: DR 10/mag; imm sleep, paral; SR 27. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Quick Spell, Wingover. Frightful Presence (Ex): 240-ft r; <=28 HD; Will DC 31 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 16d10 fire dmg; Ref DC 31 half. Or 60-ft gas cone; 8 Str dmg; Fort DC 31 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+21 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+21 dmg; Ref DC 31 half.							
				UNCONSCIOUS			
				MORE >>			

DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Silver Very Old (CR 21)	LG	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	38 8 38						
STR	33	INT	24	FORT	+23	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	25	REF	+17	GRAP	+50 VIS dark 120 low-light, blsn 60
CON	23	CHA	24	WILL	+24	THE GAME MECHANICS	
Skills							
Conc	+23	Lis	+43	Spell	+26		
Intim	+29	S Mot	+35	Spot	+43		
Attack (#) Bonus Type Damage							
Bite	+40	BPS	2d8+11				
Claw (2)	+39	PS	2d6+5				
Wing (2)	+38	B	1d8+5				
Tail slap	+38	B	2d6+16				
HP							
387 hp (31d12+186)							
Special/Notes							
Cold traits: DR 15/mag; imm acid, sleep, paral; SR 27. Feats: Awe Blow, Flyby Atk, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Wingover. Frightful Presence (Ex): 270-ft r; <=30 HD; Will DC 32 neg. Breath Weapon (Su): 1/1d4 rds—50-ft cone; 18d8 cold dmg; Ref DC 31 half. Or 50-ft gas cone; paral 1d6+9 rds; Fort DC 31 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 31 or pinned; maintain pin as grap. Alternate Form (Su): 3/day—morph self (<=Med ani or humanoid only; no hp; no duration).							
				UNCONSCIOUS			
				MORE >>			


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, Green Ancient (DR 21)	LE	+0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	37 6 37						
STR	35	INT	20	FORT	+25	SPD	40 ft, swim 40 ft, fly 200 ft (clumsy)
DEX	10	WIS	21	REF	+18	GRAP	+56 VIS dark 120 low-light, blsn 60
CON	25	CHA	20	WILL	+23	THE GAME MECHANICS	
Skills							
Conc	+26	Lis	+35	Spell	+22		
Intim	+36	S Mot	+28	Spot	+35		
Attack (#) Bonus Type Damage							
Bite	+40	BPS	6d6+12				
Claw (2)	+35	PS	2d8+6				
Wing (2)	+35	B	2d6+6				
Tail slap	+35	B	2d8+18				
HP							
432 hp (32d12+224)							
Special/Notes							
Air traits: DR 15/mag; imm sleep, paral; SR 27. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 300-ft r; <=31 HD; Will DC 31 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 20d6 acid dmg; Ref DC 33 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 33 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 35 half.							
				UNCONSCIOUS			
				MORE >>			


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Dragon, White Great Wyrm (CR 21)	CE	+4				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	41 6 41						
STR	37	INT	18	FORT	+28	SPD	60 ft, burrow 30 ft, fly 250 ft (clumsy), swim 60 ft
DEX	10	WIS	19	REF	+20	GRAP	+61 VIS dark 120 low-light, blsn 60
CON	27	CHA	18	WILL	+24	THE GAME MECHANICS	
Skills							
Conc	+25	Intim	+24	S Mot	+7		
Dipl	+11	Lis	+43	Spot	+43		
Attack (#) Bonus Type Damage							
Bite	+45	BPS	6d6+13				
Claw (2)	+43	PS	3d8+6				
Wing (2)	+43	B	2d6+6				
Tail slap	+43	B	2d8+19				
HP							
522 hp (36d12+288)							
Special/Notes							
Cold traits: DR 20/mag; imm sleep, paral; SR 27. Feats: Ext Spell, Flyby Atk, Hover, Pow Atk, Sil Spell, Snatch, Wingover. Frightful Presence (Ex): 360-ft r; <=35 HD; Will DC 32 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 12d6 cold dmg; Ref DC 38 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 33 half. Icewalking (Ex): Always on; as s climb (icy surfaces).							
				UNCONSCIOUS			
				MORE >>			


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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Bronze Ancient (CR 22) LG		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	38	38 6 38	
STR	35	INT	24
FORT	+25	SPD	40 ft, fly 200 ft (clumsy), swim 60 ft
DEX	10	WIS	25
REF	+18	GRAP	+57
CON	25	CHA	24
WILL	+25		
Skills			
Conc	+37	Lis	+40
Spell	+25		
Intim	+29	S Mot	+21
Spot	+40		
Attack (#) Bonus Type Damage			
Bite	+41	BPS	4d6+12
Claw (2)	+37	PS	4d6+6
Wing (2)	+36	B	2d6+6
Tail slap	+36	B	2d8+18
HP			
445 hp (33d12+231)			
Special/Notes			
<p>Water traits: DR 15/mag; imm electric, sleep, paral; SR 28. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Pow Atk, Wingover. Frightful Presence (Ex): 300-ft r; <=32 HD; Will DC 33 neg. Breath Weapon (Su): 1/1d4 rds—120-ft line; 20d6 electric dmg; Ref DC 33 half. Or 60-ft cone; repuls 1d6+10 rds; Will DC 33 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 33 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 33 half.</p>			
			UNCONSCIOUS
			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Very Old (CR 22) LG		+4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	37	37 6 37	
STR	41	INT	26
FORT	+26	SPD	60 ft, fly 250 ft (clumsy), swim 60 ft
DEX	10	WIS	27
REF	+18	GRAP	+59
CON	27	CHA	26
WILL	+26		
Skills			
Conc	+33	Lis	+45
Spell	+27		
Intim	+28	S Mot	+32
Spot	+45		
Attack (#) Bonus Type Damage			
Bite	+43	BPS	4d6+15
Claw (2)	+41	PS	2d8+7
Wing (2)	+41	B	2d6+7
Tail slap	+41	B	2d8+22
HP			
464 hp (32d12+256)			
Special/Notes			
<p>Fire traits: DR 15/mag; imm sleep, paral; SR 28. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 270-ft r; <=31 HD; Will DC 34 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 18d10 fire dmg; Ref DC 34 half. Or 60-ft gas cone; 9 Str dmg; Fort DC 34 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+22 bludgeon dmg; Ref DC 34 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+22 dmg; Ref DC 34 half.</p>			
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			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Copper Ancient (CR 22) CG		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	39	8 39	
STR	33	INT	20
FORT	+24	SPD	40 ft, fly 150 ft (poor)
DEX	10	WIS	21
REF	+18	GRAP	+51
CON	23	CHA	20
WILL	+23		
Skills			
Conc	+40	Lis	+32
Spell	+16		
Intim	+33	S Mot	+34
Spot	+32		
Attack (#) Bonus Type Damage			
Bite	+41	BPS	2d8+11
Claw (2)	+39	PS	2d6+5
Wing (2)	+39	B	1d8+5
Tail slap	+39	B	2d6+16
HP			
400 hp (32d12+192)			
Special/Notes			
<p>Earth traits: DR 15/mag; imm acid, sleep, paral; SR 28. Feats: Cleave, Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Sunder, Imp Trip, Pow Atk, Wingover. Breath Weapon (Su): 1/1d4 rds—100-ft line; 20d4 acid dmg; Ref DC 32 half. Or 50-ft gas cone; slow 1d6+10 rds; Fort DC 32 neg. Frightful Presence (Ex): 300-ft r; <=31 HD; Will DC 31 neg. Crush (Ex): Std act; <=5m opp in 15x15 ft; 2d8+16 bludgeon dmg; Ref DC 32 or pinned; maintain pin as grap. Spider Climb (Ex): Cont—as spell (stone surfaces).</p>			
			UNCONSCIOUS
			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Green Wyrn (DR 22) LE		+0
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	40	6 40	
STR	37	INT	20
FORT	+27	SPD	40 ft, swim 40 ft, fly 200 ft (clumsy)
DEX	10	WIS	21
REF	+19	GRAP	+60
CON	27	CHA	20
WILL	+24		
Skills			
Conc	+30	Lis	+38
Spell	+24		
Intim	+39	S Mot	+31
Spot	+38		
Attack (#) Bonus Type Damage			
Bite	+44	BPS	6d6+13
Claw (2)	+39	PS	2d8+6
Wing (2)	+39	B	2d6+6
Tail slap	+39	B	2d8+19
HP			
507 hp (35d12+280)			
Special/Notes			
<p>Air traits: DR 20/mag; imm sleep, paral; SR 28. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Imp Sunder, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 330-ft r; <=34 HD; Will DC 32 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 22d6 acid dmg; Ref DC 35 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 35 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 35 half.</p>			
			UNCONSCIOUS
			MORE >>

DELAY or READY	NAME	ALIGN/RACE	INIT																				
	Dragon, Blue Wyrm (CR 23)	LE	+4																				
	AC	BASE TCH FLT TMP	CLASS/LEVEL																				
	41 6 41																						
STR	37	INT	20																				
FORT	+28	SPD	40 ft, burrow 20 ft, fly 200 ft (clumsy)																				
DEX	10	WIS	21																				
REF	+20	GRAP	+61																				
CON	27	CHA	20																				
WILL	+25	VIS	dark 120 low-light, blsn 60																				
<p>Skills</p> <p>Conc..... +42 Intim..... +37 S Mot..... +27</p> <p>Esc..... +15 Lis..... +46 Spot..... +46</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>+45</td> <td>BPS</td> <td>4d6+13</td> </tr> <tr> <td>Claw (2)</td> <td>+44</td> <td>PS</td> <td>2d6+6</td> </tr> <tr> <td>Wing (2)</td> <td>+43</td> <td>B</td> <td>2d6+6</td> </tr> <tr> <td>Tail slap</td> <td>+43</td> <td>B</td> <td>2d8+19</td> </tr> </tbody> </table>				Attack (#)	Bonus	Type	Damage	Bite	+45	BPS	4d6+13	Claw (2)	+44	PS	2d6+6	Wing (2)	+43	B	2d6+6	Tail slap	+43	B	2d8+19
Attack (#)	Bonus	Type	Damage																				
Bite	+45	BPS	4d6+13																				
Claw (2)	+44	PS	2d6+6																				
Wing (2)	+43	B	2d6+6																				
Tail slap	+43	B	2d8+19																				
<p>HP</p> <p>522 hp (36d12+288)</p>																							
<p>Special/Notes</p> <p>Earth traits; DR 12/mag; imm electric, sleep, paral; SR 29. Feats: Awe Blow, B-Fight, Flyby Atk, Ht Spell, Hover, Imp Bull Rush, Pow Atk, Quick Spell, Snatch Breath Weapon (Su): 1/1d4 rds—120-ft line; 22d8 electric dmg; Ref DC 36 half. Frightful Presence (Ex): 330-ft. r.; <=35 HD; Will DC 33 neg. Crush (Ex): Std act; <=Med opp in 15x15 ft; 4d6+19 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 36 half.</p> <p style="text-align: right;">MORE >></p>																							

DELAY or READY	NAME	ALIGN/RACE	INIT																				
	Dragon, Brass Great Wyrm (CR 23) LG	LG	+4																				
	AC	BASE TCH FLT TMP	CLASS/LEVEL																				
	42 6 42																						
STR	37	INT	20																				
FORT	+28	SPD	60 ft, burrow 30 ft, fly 250 ft (clumsy)																				
DEX	10	WIS	21																				
REF	+22	GRAP	+62																				
CON	27	CHA	20																				
WILL	+25	VIS	dark 120 low-light, blsn 60																				
<p>Skills</p> <p>Conc..... +26 Lis..... +45 Spell..... +28</p> <p>Esc..... +4 S Mot..... +27 Spot..... +45</p>																							
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Attack (#)	Bonus	Type	Damage																				
Bite	+46	BPS	4d6+13																				
Claw (2)	+44	PS	2d8+6																				
Wing (2)	+44	B	2d6+6																				
Tail slap	+44	B	2d8+19																				
<p>HP</p> <p>536 hp (37d12+296)</p>																							
<p>Special/Notes</p> <p>Fire traits; DR 20/mag; imm sleep, paral; SR 30. Feats: B-Fight, Ext Spell, Flyby Atk, Gr Spell Pen, Max Spell, Snatch, Spell Pen. Frightful Presence (Ex): 360-ft r.; <=36 HD; Will DC 33 neg. Breath Weapon (Su): 1/1d4 rds—120-ft line; 12d6 fire dmg; Ref DC 36 half. Or 60-ft cone; sleep 1d6+12 rds; Will DC 36 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 36 half.</p> <p style="text-align: right;">MORE >></p>																							

DELAY or READY	NAME	ALIGN/RACE	INIT																				
	Dragon, Bronze Wyrm (CR 23)	LG	+4																				
	AC	BASE TCH FLT TMP	CLASS/LEVEL																				
	41 6 41																						
STR	37	INT	26																				
FORT	+28	SPD	40 ft, fly 200 ft (clumsy), swim 60 ft																				
DEX	10	WIS	27																				
REF	+20	GRAP	+61																				
CON	27	CHA	26																				
WILL	+28	VIS	dark 120 low-light, blsn 60																				
<p>Skills</p> <p>Conc..... +43 Lis..... +46 Spell..... +27</p> <p>Intim..... +36 S Mot..... +27 Spot..... +46</p>																							
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Attack (#)	Bonus	Type	Damage																				
Bite	+45	BPS	4d6+13																				
Claw (2)	+41	PS	4d6+6																				
Wing (2)	+40	B	2d6+6																				
Tail slap	+40	B	2d8+19																				
<p>HP</p> <p>522 hp (36d12+288)</p>																							
<p>Special/Notes</p> <p>Water traits; DR 20/mag; imm electric, sleep, paral; SR 29. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Pow Atk, Snatch, Wingover Frightful Presence (Ex): 330-ft r.; <=35 HD; Will DC 36 neg. Breath Weapon (Su): 1/1d4 rds—120-ft line; 22d6 electric dmg; Ref DC 36 half. Or 60-ft cone; repuls 1d6+11 rds; Will DC 36 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 36 half.</p> <p style="text-align: right;">MORE >></p>																							

DELAY or READY	NAME	ALIGN/RACE	INIT																				
	Dragon, Copper Wyrm (CR 23) CG	CG	+0																				
	AC	BASE TCH FLT TMP	CLASS/LEVEL																				
	40 6 40																						
STR	35	INT	22																				
FORT	+26	SPD	40 ft, fly 200 ft (clumsy)																				
DEX	10	WIS	23																				
REF	+21	GRAP	+59																				
CON	25	CHA	22																				
WILL	+25	VIS	dark 120 low-light, blsn 60																				
<p>Skills</p> <p>Conc..... +45 Lis..... +39 Spell..... +20</p> <p>Intim..... +40 S Mot..... +41 Spot..... +39</p>																							
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Attack (#)	Bonus	Type	Damage																				
Bite	+43	BPS	4d6+12																				
Claw (2)	+41	PS	2d8+6																				
Wing (2)	+41	B	2d6+6																				
Tail slap	+41	B	4d6+18																				
<p>HP</p> <p>472 hp (35d12+245)</p>																							
<p>Special/Notes</p> <p>Earth traits; DR 20/mag; imm acid, sleep, paral; SR 29. Feats: Cleave, Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Sunder, Imp Trip, Pow Atk, Wingover Breath Weapon (Su): 1/1d4 rds—120-ft line; 22d4 acid dmg; Ref DC 34 half. Or 60-ft gas cone; slow 1d6+11 rds; Fort DC 34 neg. Frightful Presence (Ex): 330-ft. r.; <=34 HD; Will DC 33 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 34 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 34 half.</p> <p style="text-align: right;">MORE >></p>																							

INITIATIVE CARDS

MONSTER SET TWO


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DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Silver Ancient (CR 23)		LG +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	39	6 39	
STR	35	INT	26
FORT	+26	SPD	40 ft. fly 200 ft (clumsy)
DEX	10	WIS	27
REF	+19	GRAP	+58
VIS	dark 120 low-light, blsn 60		
CON	25	CHA	26
WILL	+27	THE GAME MECHANICS	
Skills			
Conc	+25	Lis	+47
Spell	+28		
Intim	+33	S Mot	+39
Spot	+47		
Attack (#) Bonus Type Damage			
Bite	+42	BPS	4d6+12
Claw (2)	+41	PS	2d8+6
Wing (2)	+40	B	2d6+6
Tail slap	+40	B	2d8+18
HP			
459 hp (34d12+238)			
Special/Notes			
Cold traits: DR 15/mag; imm acid, sleep, paral; SR 29. Feats: Awe Blow, Flyby Atk, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 300-ft r; <=33 HD; Will DC 35 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 20d8 cold dmg; Ref DC 34 half. Or 60-ft gas cone; paral 1d6+10 rds; Fort DC 34 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+18 bludgeon dmg; Ref DC 34 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+18 dmg; Ref DC 34 half.			
		UNCONSCIOUS	
		MORE >>	


DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Gold Ancient (CR 24)		LG +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	40	6 40	
STR	43	INT	28
FORT	+28	SPD	60 ft. fly 250 ft (clumsy), swim 60 ft
DEX	10	WIS	29
REF	+19	GRAP	+63
VIS	dark 120 low-light, blsn 60		
CON	29	CHA	28
WILL	+28	THE GAME MECHANICS	
Skills			
Conc	+39	Lis	+49
Spell	+30		
Intim	+31	S Mot	+37
Spot	+49		
Attack (#) Bonus Type Damage			
Bite	+47	BPS	4d6+16
Claw (2)	+45	PS	2d8+8
Wing (2)	+45	B	2d6+8
Tail slap	+45	B	2d8+24
HP			
542 hp (35d12+315)			
Special/Notes			
Fire traits: DR 15/mag; imm sleep, paral; SR 30. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Pow Atk, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 300-ft r; <=34 HD; Will DC 36 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 20d10 fire dmg; Ref DC 36 half. Or 60-ft gas cone; 10 Str dmg; Fort DC 36 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+24 bludgeon dmg; Ref DC 36 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+24 dmg; Ref DC 36 half.			
		UNCONSCIOUS	
		MORE >>	


DELAY or READY	NAME	ALIGN/RACE	INIT
	Solar (CR 23)		G +9
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	35	14 30	
STR	28	INT	23
FORT	+18*	SPD	50 ft. fly 150 ft (good)
DEX	20	WIS	25
REF	+18	GRAP	+35
VIS	dark 60, low-light		
CON	20	CHA	25
WILL	+20	THE GAME MECHANICS	
Skills			
Conc	+30	M Sil	+30
Spell	+31		
Lis	+32	S Mot	+32
Spot	+32		
Attack (#) Bonus Type Damage			
+5 dancing greatsword	+35/+30/+25/+20	S	3d6+18/19-20
+2 composite longbow (+5)	+28/+23/+18/+13	P	2d6+7/x3 +slaying
Slam	+30	B	2d8+13
HP			
209 hp (22d8+110)			
Special/Notes			
Extraplanar, good traits; DR 15/epic & evil; imm acid, cold, petrify; regen 15; res electric 10, fire 10; SR 32. Feats: Cleave, Dodge, G Cleave, Imp Sunder, Mobil, Pow Atk, Track. Regeneration (Ex): 5 hp/rd, except epic evil wpns & evil spells. Constant Effects: Cont as spells (CL 20): det evil, det snare/pit, dis lies (DC 21), see invis, tr seeing. Can be dispelled; renew as free act. Protective Aura (Su): As mag circ evil & l glove invul (20 ft r, CL 22); +4 AC, saves v evil for all w/in 20 ft. *+4 saves v poison. † create any slaying arrow when drawn			
		UNCONSCIOUS	
		MORE >>	

DELAY or READY	NAME	ALIGN/RACE	INIT
	Dragon, Green Great Wyrn (DR 24)		LE +4
	AC	BASE TCH FLT TMP	CLASS/LEVEL
	43	6 43	
STR	39	INT	22
FORT	+29	SPD	40 ft. swim 40 ft, fly 200 ft (clumsy)
DEX	10	WIS	23
REF	+21	GRAP	+64
VIS	dark 120 low-light, blsn 60		
CON	27	CHA	22
WILL	+27	THE GAME MECHANICS	
Skills			
Conc	+35	Lis	+44
Spell	+27		
Intim	+45	S Mot	+36
Spot	+44		
Attack (#) Bonus Type Damage			
Bite	+48	BPS	6d6+14
Claw (2)	+43	PS	2d8+7
Wing (2)	+43	B	2d6+7
Tail slap	+43	B	2d8+21
HP			
551 hp (38d12+304)			
Special/Notes			
Air traits: DR 20/mag; imm sleep, paral; SR 30. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Imp Sunder, Pow Atk, Snatch, Wingover. Frightful Presence (Ex): 360-ft r; <=37 HD; Will DC 35 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 24d6 acid dmg; Ref DC 37 half. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+21 bludgeon dmg; Ref DC 37 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+21 dmg; Ref DC 37 half.			
		UNCONSCIOUS	
		MORE >>	


DELAY or READY	NAME	ALIGN/RACE			INIT	
	Dragon, Silver Wyrm (CR 24)		LG		+4	
	AC	BASE 42	TCH 6	FLT 42	TMP	CLASS/LEVEL
	STR 39	INT 28	FORT +29	SPD	40 ft, fly 200 ft (clumsy)	
DEX 10	WIS 29	REF +20	GRAP +6	VIS	dark 120 low-light, blsn 60	
CON 29	CHA 28	WILL +29				
Skills						
Conc	+29	Lis	+51	Spell	+31	
Intim	+37	S Mot	+43	Spot	+51	
Attack (#)						
Bite	Bonus +47	Type BPS	Damage 4d6+14			
Claw (2)	+46	PS	2d8+7			
Wing (2)	+45	B	2d6+7			
Tail slap	+45	B	2d8+21			
HP						
573 hp (37d12+333)						
Special/Notes						
Cold traits: DR 20/mag; imm acid, sleep, paral; SR 30. Feats: Awe Blow, Flyby Atk, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 330-ft r; <=36 HD; Will DC 37 neg. Breath Weapon (Su): 1/1d4 rds—60-ft cone; 22d8 cold dmg; Ref DC 37 half. Or 60-ft gas cone; paral 1d6+11 rds; Fort DC 37 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+21 bludgeon dmg; Ref DC 37 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+21 dmg; Ref DC 37 half.						
				MORE >>		


DELAY or READY	NAME	ALIGN/RACE			INIT	
	Dragon, Blue Great Wyrm (CR 25)		LE		+4	
	AC	BASE 44	TCH 6	FLT 44	TMP	CLASS/LEVEL
	STR 39	INT 22	FORT +29	SPD	40 ft, burrow 20 ft, fly 200 ft (clumsy)	
DEX 10	WIS 23	REF +21	GRAP +6	VIS	dark 120 low-light, blsn 60	
CON 27	CHA 22	WILL +27				
Skills						
Conc	+46	Intim	+41	S Mot	+31	
Esc	+16	Lis	+50	Spot	+50	
Attack (#)						
Bite	Bonus +49	Type BPS	Damage 4d6+14			
Claw (2)	+48	PS	2d6+7			
Wing (2)	+47	B	2d6+7			
Tail slap	+47	B	2d8+21			
HP						
565 hp (39d12+312)						
Special/Notes						
Earth traits: DR 15/mag; imm electric, sleep, paral; SR 31. Feats: Awe Blow, B-Fight, Flyby Atk, Ht Spell, Hover, Imp Bull Rush, Max Spell, Pow Atk, Quick Spell, Snatch Breath Weapon (Su): 1/1d4 rds—120-ft line; 24d8 electric dmg; Ref DC 37 half. Frightful Presence (Ex): 360-ft. r; <=38 HD; Will DC 35 neg. Crush (Ex): Std act; <=Med opp in 15x15 ft; 4d6+21 bludgeon dmg; Ref DC 37 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+21 dmg; Ref DC 37 half.						
				MORE >>		


DELAY or READY	NAME	ALIGN/RACE			INIT	
	Dragon, Bronze Great Wyrm (CR 25)		LG		+4	
	AC	BASE 44	TCH 6	FLT 44	TMP	CLASS/LEVEL
	STR 39	INT 26	FORT +29	SPD	40 ft, fly 200 ft (clumsy), swim 60 ft	
DEX 10	WIS 27	REF +21	GRAP +6	VIS	dark 120 low-light, blsn 60	
CON 27	CHA 26	WILL +29				
Skills						
Conc	+48	Lis	+51	Spell	+29	
Intim	+41	S Mot	+32	Spot	+51	
Attack (#)						
Bite	Bonus +49	Type BPS	Damage 4d6+14			
Claw (2)	+45	PS	4d6+7			
Wing (2)	+44	B	2d6+7			
Tail slap	+44	B	2d8+21			
HP						
565 hp (39d12+288)						
Special/Notes						
Water traits: DR 20/mag; imm electric, sleep, paral; SR 31. Feats: Awe Blow, Cleave, Flyby Atk, Hover, Imp Bull Rush, Imp Overrun, Imp Sunder, Pow Atk, Snatch, Wingover Frightful Presence (Ex): 360-ft r; <=38 HD; Will DC 37 neg. Breath Weapon (Su): 1/1d4 rds—120-ft line; 24d6 electric dmg; Ref DC 37 half. Or 60-ft cone; repuls 1d6+12 rds; Will DC 37 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+21 bludgeon dmg; Ref DC 37 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+21 dmg; Ref DC 37 half.						
				MORE >>		



DELAY or READY	NAME	ALIGN/RACE			INIT	
	Dragon, Copper Great Wyrm (CR 25)		CG		+0	
	AC	BASE 43	TCH 6	FLT 43	TMP	CLASS/LEVEL
	STR 37	INT 22	FORT +29	SPD	40 ft, fly 200 ft (clumsy)	
DEX 10	WIS 23	REF +23	GRAP +6	VIS	dark 120 low-light, blsn 60	
CON 27	CHA 22	WILL +27				
Skills						
Conc	+48	Lis	+45	Spell	+26	
Intim	+49	S Mot	+47	Spot	+45	
Attack (#)						
Bite	Bonus +47	Type BPS	Damage 4d6+13			
Claw (2)	+45	PS	2d8+6			
Wing (2)	+45	B	2d6+6			
Tail slap	+45	B	4d6+19			
HP						
551 hp (38d12+304)						
Special/Notes						
Earth traits: DR 20/mag; imm acid, sleep, paral; SR 31. Feats: Cleave, Cbt Expert, Hover, Imp Disarm, Imp Feint, Imp Sunder, Imp Trip, Pow Atk, Spell Pen, Wingover. Breath Weapon (Su): 1/1d4 rds—120-ft line; 24d4 acid dmg; Ref DC 37 half. Or 60-ft gas cone; slow 1d6+12 rds; Fort DC 37 neg. Frightful Presence (Ex): 360-ft. r; <=37 HD; Will DC 35 neg. Crush (Ex): Std act; <=Med opp in 20x20 ft; 4d6+19 bludgeon dmg; Ref DC 37 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=5m opps; 30 ft half-circle; 2d6+19 dmg; Ref DC 37 half.						
				MORE >>		

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DELAY or READY	NAME	ALIGN/RACE		INIT						
	Dragon, Gold Wyrm (CR 25)		LG		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	39	2	39							
STR	45	INT	30	FORT	+31	SPD	60 ft, fly 250 ft (clumsy), swim 60 ft			
DEX	10	WIS	31	REF	+21	GRAP	+71	VIS	dark 120 low-light, blsn 60	
CON	31	CHA	30	WILL	+31					
Skills										
Conc	+45	Lis	+53	Spell	+32					
Intim	+35	S Mot	+41	Spot	+53					
Attack (#) Bonus Type Damage										
Bite	+47	BPS	4d8+17							
Claw (2)	+45	PS	4d6+8							
Wing (2)	+45	B	2d8+8							
Tail slap	+45	B	4d6+25							
HP										
627 hp (38d12+380)										
Special/Notes										
<p>Fire traits: DR 20/mag; imm sleep, paral; SR 31. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Imp Sunder, Pow Atk, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 330-ft r; <=37 HD; Will DC 39 neg. Breath Weapon (Su): 1/1d4 rds—70-ft cone; 22d10 fire dmg; Ref DC 39 half. Or 70-ft gas cone; 11 Str dmg; Fort DC 39 neg. Crush (Ex): Std act; <=Lg opp in 30x30 ft; 4d8+25 bludgeon dmg; Ref DC 39 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=Med opps; 40 ft half-circle; 2d8+25 dmg; Ref DC 39 half.</p>										
					MORE >>					



DELAY or READY	NAME	ALIGN/RACE		INIT						
	Dragon, Silver Great Wyrm (CR 26) LG				+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	41	2	41							
STR	43	INT	30	FORT	+32	SPD	40 ft, fly 200 ft (clumsy)			
DEX	10	WIS	31	REF	+22	GRAP	+72	VIS	dark 120 low-light, blsn 60	
CON	31	CHA	30	WILL	+32					
Skills										
Conc	+31	Lis	+55	Spell	+33					
Intim	+44	S Mot	+47	Spot	+55					
Attack (#) Bonus Type Damage										
Bite	+48	BPS	4d8+16							
Claw (2)	+47	PS	4d6+8							
Wing (2)	+46	B	2d8+8							
Tail slap	+46	B	4d6+24							
HP										
660 hp (40d12+400)										
Special/Notes										
<p>Cold traits: DR 20/mag; imm acid, sleep, paral; SR 32. Feats: Awe Blow, Flyby Atk, Ht Spell, Hover, Imp Bull Rush, Imp Sunder, Pow Atk, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 360-ft r; <=39 HD; Will DC 40 neg. Breath Weapon (Su): 1/1d4 rds—70-ft cone; 24d8 cold dmg; Ref DC 40 half. Or 70-ft gas cone; paral 1d6+12 rds; Fort DC 40 neg. Crush (Ex): Std act; <=Lg opp in 30x30 ft; 4d8+24 bludgeon dmg; Ref DC 40 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=Med opps; 40 ft half-circle; 2d8+24 dmg; Ref DC 40 half.</p>										
					MORE >>					



DELAY or READY	NAME	ALIGN/RACE		INIT						
	Dragon, Gold Great Wyrm (CR 27) LG				+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	42	2	42							
STR	47	INT	32	FORT	+33	SPD	60 ft, fly 250 ft (clumsy), swim 60 ft			
DEX	10	WIS	33	REF	+22	GRAP	+75	VIS	dark 120 low-light, blsn 60	
CON	33	CHA	32	WILL	+33					
Skills										
Conc	+51	Lis	+57	Spell	+35					
Intim	+37	S Mot	+46	Spot	+57					
Attack (#) Bonus Type Damage										
Bite	+51	BPS	4d8+18							
Claw (2)	+49	PS	4d6+9							
Wing (2)	+49	B	2d8+9							
Tail slap	+49	B	4d6+27							
HP										
717 hp (41d12+451)										
Special/Notes										
<p>Fire traits: DR 20/mag; imm sleep, paral; SR 33. Feats: B-Fight, Enl Spell, Ext Spell, Flyby Atk, Hover, Imp Counterspell, Imp Sunder, Pow Atk, Quick Spell, Snatch, Wingover. Frightful Presence (Ex): 360-ft r; <=40 HD; Will DC 41 neg. Breath Weapon (Su): 1/1d4 rds—70-ft cone; 24d10 fire dmg; Ref DC 41 half. Or 70-ft gas cone; 12 Str dmg; Fort DC 41 neg. Crush (Ex): Std act; <=Lg opp in 30x30 ft; 4d8+27 bludgeon dmg; Ref DC 41 or pinned; maintain pin as grap. Tail Sweep (Ex): Std act; <=Med opps; 40 ft half-circle; 2d8+27 dmg; Ref DC 41 half.</p>										
					MORE >>					



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

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DELAY or READY	NAME Celestial Monkey (CR 1/6)		ALIGN/RACE G	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	3	INT	3	FORT	+2	SPD	30 ft climb 30 ft		
	DEX	15	WIS	12	REF	+4	GRAP	-12	VIS	dark 60, 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	1d3-4						
HP 4 hp (1d8)										
Special/Notes Outsider traits: res acid 5, cold 5, electric 5; SR 6. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp.										
										
UNCONSCIOUS										



DELAY or READY	NAME Fiendish Raven (CR 1/6)		ALIGN/RACE E	INIT +2						
	AC	BASE 14	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	1	INT	3	FORT	+2	SPD	10 ft, fly 40 ft (avg)		
	DEX	15	WIS	14	REF	+4	GRAP	-13	VIS	dark 60, 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 Outsider traits: res cold 5, fire 5; SR 6. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.										
										
UNCONSCIOUS										



DELAY or READY	NAME Celestial Owl (CR 1/4)		ALIGN/RACE G	INIT +3						
	AC	BASE 17	TCH 15	FLT 14	TMP	CLASS/LEVEL				
	STR	4	INT	3	FORT	+2	SPD	10 ft, fly 40 ft (avg)		
	DEX	17	WIS	14	REF	+5	GRAP	-11	VIS	dark 120, low-light
	CON	10	CHA	4	WILL	+2				
Skills										
	Lis	+14	Spot	+6						
	M Sil	+17								
Attack (#) Bonus Type Damage										
	Talons	+5	PS	1d4-3						
HP 152 hp (16d12+48)										
Special/Notes Outsider traits: res acid 5, cold 5, electric 5, SR 6. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp.										
										
UNCONSCIOUS										


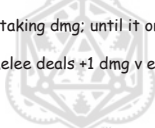
DELAY or READY	NAME Celestial Dog (CR 1/3)		ALIGN/RACE G	INIT +3						
	AC	BASE 15	TCH 14	FLT 12	TMP	CLASS/LEVEL				
	STR	13	INT	3	FORT	+4	SPD	40 ft		
	DEX	17	WIS	12	REF	+5	GRAP	-3	VIS	dark 60, low-light
	CON	15	CHA	6	WILL	+1				
Skills										
	Jump	+7	Spot	+5						
	Lis	+5	Surv	+1*						
Attack (#) Bonus Type Damage										
	Bite	+2	BPS	1d4+1						
HP 6 hp (1d8+2)										
Special/Notes Extraplanar traits: res acid 5, cold 5, electric 5; scent; SR 6. Feats: Track. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp. +4 on Surv when tracking by scent.										
										
UNCONSCIOUS										

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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Giant Fire Beetle (CR 1/3)		G		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	11	16						
STR	10	INT	3	FORT	+2	SPD	30 ft		
DEX	11	WIS	10	REF	+0	GRAP	-4	VIS	dark 60
CON	11	CHA	7	WILL	+0				
Skills									
.....									
.....									
Attack (#) Bonus Type Damage									
Bite +1 BPS 2d4									
HP									
4 hp (1d8)									
Special/Notes									
Vermin, outsider traits; res acid 5, cold 5, electric 5; SR 6. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp.									
									
UNCONSCIOUS									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Hawk (CR 1/3)		E		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	15	14						
STR	6	INT	3	FORT	+2	SPD	10 ft, fly 60 ft (avg)		
DEX	17	WIS	14	REF	+5	GRAP	-10	VIS	dark 120, 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									
Outsider traits; res cold 5, fire 5; scent; SR 6. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.									
									
UNCONSCIOUS									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Dire Rat (CR 1/3)		E		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	14	12						
STR	10	INT	3	FORT	+3	SPD	40 ft, climb 20 ft		
DEX	17	WIS	12	REF	+5	GRAP	-4	VIS	dark 60, 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									
Outsider traits; res cold 5, fire 5; scent; SR 6. Disease (Ex): Bite; Fort DC 11; inc. 1d3 days; 1d3 Dex + 1d3 Con. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.									
									
UNCONSCIOUS									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Badger (CR 1/2)		G		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	14	12						
STR	8	INT	3	FORT	+4	SPD	30 ft, burrow 10 ft		
DEX	17	WIS	12	REF	+5	GRAP	-5	VIS	dark 60, low-light
CON	15	CHA	6	WILL	+1				
Skills									
Esc +7 Spot +3									
Lis +3									
Attack (#) Bonus Type Damage									
Claw (2) +4 PS 1d2-1									
Bite -1 BPS 1d3-1									
HP									
6 hp (1d8+2)									
Special/Notes									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 6. Feat: Track. Rage (Ex): On turn after taking dmg, until it or opp is dead; +4 Str, +4 Con, -2 AC. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp.									
									
UNCONSCIOUS									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Eagle (CR 1/2)		G		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	13	12					
STR	10	INT	3	FORT	+3	SPD	10 ft. fly 80 ft (avg)		
DEX	15	WIS	14	REF	+4	GRAP	-4	VIS	dark 60, low-light
CON	12	CHA	6	WILL	+2	THE GAME MECHANICS			
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									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 6. Smite Evil (Su): 1/day—Melee deals +1 dmg v evil opp.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Porpoise (CR 1/2)		G		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	15	13	12					
STR	11	INT	3	FORT	+4	SPD	swim 80 ft		
DEX	17	WIS	12	REF	+6	GRAP	+1	VIS	dark 60, low-light, blst 120
CON	13	CHA	6	WILL	+1	THE GAME MECHANICS			
Skills		Lis*		+8	Swim	+8			
Spot*		+7							
Attack (#)	Bonus	Type	Damage						
Slam	+4	B	2d4						
HP									
11 hp (2d8+2)									
Special/Notes									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 7. Blindsight (Ex): 120 ft; silence negates. Hold Breath: Hold breath for 6 x Con score rds, then risk drowning. Smite Evil (Su): 1/day—Melee deals +2 dmg v evil opp. * -4 w/o blindsight.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Centipede, Med		E		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	12	12					
STR	9	INT	3	FORT	+2	SPD	40 ft. climb 40 ft		
DEX	15	WIS	10	REF	+2	GRAP	-1	VIS	dark 60
CON	10	CHA	2	WILL	+0	THE GAME MECHANICS			
Skills		Climb		+10	Spot	+4			
Hide		+10							
Attack (#)	Bonus	Type	Damage						
Bite	+2	BPS	1d6-1 +poison						
HP									
4 hp (1d8)									
Special/Notes									
Outsider, vermin traits; res cold 5, fire 5; SR 6. Poison: Injury; Fort DC 10; init & sec dmg 1d3 Dex. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Scorpion, Sm		E		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	11	14					
STR	9	INT	3	FORT	+4	SPD	30 ft		
DEX	10	WIS	10	REF	+0	GRAP	-4	VIS	dark 60, trsn 60
CON	14	CHA	2	WILL	+0	THE GAME MECHANICS			
Skills		Climb		+3	Spot	+4			
Hide		+8							
Attack (#)	Bonus	Type	Damage						
Claw (2)	+1	PS	1d3-1						
Sting	-4	P	1d3-1 +poison						
HP									
6 hp (1d8+2)									
Special/Notes									
Outsider, vermin traits; res cold 5, fire 5; SR 6. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 12; init & sec dmg 1d2 Con. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Spider, Small		E		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	14	11						
STR	7	INT	3	FORT	+2	SPD	30 ft, climb 20 ft		
DEX	17	WIS	10	REF	+3	GRAP	-6	VIS	dark 60, trsn 60
CON	10	CHA	2	WILL	+0				
Skills		Climb		+11	Jump*	-2			
		Hide*		+11	Spot*	+4			
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d4-2 +poison						
HP									
4 hp (1d8)									
Special/Notes									
<p>Outsider, vermin traits; res cold 5, fire 5; SR 6. Poison (Ex): Fort DC 10 or 1d3 Str dmg. Web (Ex): Throw as net (=Med, 50 ft, rnc inc 10 ft). Escape w/ Esc DC 10, Str 14. See MM. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.</p>									

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Snake, Small Viper (CR 1/2)		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	17	14	14							
STR	6	INT	3	FORT	+2	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+5	GRAP	-6	VIS	dark 60	
CON	11	CHA	2	WILL	+1					
Skills		Bal		+11	Hide	+11	Spot	+7		
		Climb		+11	Lis	+7	Swim	+6		
Attack (#)	Bonus	Type	Damage							
Bite	+4	BPS	1d2-2 +poison							
HP										
4 hp (1d8)										
Special/Notes										
<p>Outsider traits; res cold 5, fire 5; scent; SR 6. Poison (Ex): Injury, Fort DC 10, init & sec dmg 1d6 Con. Smite Good (Su): 1/day—Melee deals +1 dmg v good opp.</p>										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Celestial Bee, Giant (CR 1)		G		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	12	12							
STR	11	INT	3	FORT	+3	SPD	20 ft, fly 80 ft (good)			
DEX	14	WIS	12	REF	+3	GRAP	+2	VIS	dark 60	
CON	11	CHA	9	WILL	+2					
Skills		Spot		+5						
		Surv*		+1						
Attack (#)	Bonus	Type	Damage							
Sting	+2	P	1d4 +poison							
HP										
13 hp (3d8)										
Special/Notes										
<p>Outsider, vermin traits; res acid 5, cold 5, electric 5; SR 8. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d4 Con; bee dies. Smite Evil (Su): 1/day—Melee deals +3 dmg v evil opp. * +4 on Surv to orient self.</p>										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Celestial Dog, Riding (CR 1)		G		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	12	14							
STR	15	INT	3	FORT	+5	SPD	40 ft			
DEX	15	WIS	12	REF	+5	GRAP	+3	VIS	low-light, dark 60	
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										
<p>Outsider traits; res acid 5, cold 5, electric 5; scent; SR 7. 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. Smite Evil (Su): 1/day—Melee deals +2 dmg v evil opp. * +4 when tracking by scent.</p>										


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DELAY or READY	NAME	ALIGN/RACE	INIT				
	Fiendish Monstrous Centipede, Lg		E +2				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	14	11 12	War 1				
STR	13	INT	3	FORT	+3	SPD	40 ft, climb 40 ft
DEX	15	WIS	10	REF	+3	GRAP	+7 VIS dark 60
CON	10	CHA	2	WILL	+1	THE GAME MECHANICS	
Skills							
Climb	+10	Spot	+4				
Hide	+6						
Attack (#)	Bonus	Type	Damage				
Bite	+3	BPS	1d8+1 +poison				
HP							
13 hp (3d8)							
Special/Notes							
Outsider, vermin traits; res cold 5, fire 5; SR 8. Poison: Injury; Fort DC 11; init & sec dmg 1d4 Dex. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Fiendish Monstrous Scorpion, Med		E +0				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	14	10 14					
STR	13	INT	3	FORT	+5	SPD	40 ft
DEX	10	WIS	10	REF	+0	GRAP	+2 VIS dark 60, trsn 60
CON	14	CHA	2	WILL	+0	THE GAME MECHANICS	
Skills							
Climb	+5	Spot	+4				
Hide	+4						
Attack (#)	Bonus	Type	Damage				
Claw (2)	+2	PS	1d4+1				
Sting	-3	P	1d4 +poison				
HP							
13 hp (2d8+4)							
Special/Notes							
Outsider, vermin traits; res cold 5, fire 5; SR 7. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 13; init & sec dmg 1d3 Con. Smite Good (Su): 1/day—Melee deals +2 dmg v good opp.							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Fiendish Monstrous Spider, Med		E +3				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	14	13 11					
STR	11	INT	3	FORT	+4	SPD	30 ft, climb 20 ft
DEX	17	WIS	10	REF	+3	GRAP	+1 VIS dark 60, trsn 60
CON	12	CHA	2	WILL	+0	THE GAME MECHANICS	
Skills							
Climb	+11	Jump*	+0				
Hide*	+7	Spot*	+4				
Attack (#)	Bonus	Type	Damage				
Bite	+4	BPS	1d6 +poison				
HP							
11 hp (2d8+2)							
Special/Notes							
Outsider, vermin traits; res cold 5, fire 5; SR 7. Poison (Ex): Fort DC 12 or 1d4 Str dmg. Web (Ex): Throw as net (<=Lg, 50 ft, rng inc 10 ft). Escape w/ Esc DC 12, Str 16. See MM. Smite Good (Su): 1/day—Melee deals +2 dmg v good opp. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.							


DELAY or READY	NAME	ALIGN/RACE	INIT				
	Fiendish Octopus (CR 1)		E +3				
	AC	BASE TCH FLT TMP	CLASS/LEVEL				
	16	14 13					
STR	12	INT	3	FORT	+3	SPD	20 ft, swim 30 ft
DEX	17	WIS	12	REF	+6	GRAP	+2 VIS low-light, dark 60
CON	11	CHA	3	WILL	+1	THE GAME MECHANICS	
Skills							
Esc	+13	Lis	+2	Swim	+9		
Hide	+11	Spot	+5				
Attack (#)	Bonus	Type	Damage				
Arms	+5	-	0				
Bite	+0	BPS	1d3				
HP							
9 hp (2d8)							
Special/Notes							
Aquatic, outsider traits; res cold 5, fire 5; SR 7. 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. Smite Good (Su): 1/day—Melee deals +2 dmg v good opp.							


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Shark, Medium (CR 1)		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	12	13							
STR	13	INT	3	FORT	+4	SPD	swim 60			
DEX	15	WIS	12	REF	+5	GRAP	+3	VIS	dark 60, blsn 30	
CON	13	CHA	2	WILL	+2					
Skills		Lis		+6	Swim	+9				
Spot		+6								
Attack (#)	Bonus	Type	Damage							
Bite	+4	BPS	1d6+1							
HP										
16 hp (3d8+3)										
Special/Notes										
<p>Aquatic, outsider traits; res cold 5, fire 5; SR 8. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.</p>										
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Snake, Medium Viper (CR 1)		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	13	13							
STR	8	INT	3	FORT	+3	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+6	GRAP	+0	VIS	dark 60, trsn 60	
CON	11	CHA	2	WILL	+1					
Skills		Bal		+11	Hide	+12	Spot	+5		
Climb		+11	Lis	+5	Swim	+7				
Attack (#)	Bonus	Type	Damage							
Bite	+4	BPS	1d4-1 +poison							
HP										
9 hp (2d8)										
Special/Notes										
<p>Outsider traits; res cold 5, fire 5; scent; SR 7. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d6 Con. Smite Good (Su): 1/day—Melee deals +2 dmg v good opp.</p>										
										UNCONSCIOUS


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Squid (CR 1)		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	13	13							
STR	14	INT	3	FORT	+3	SPD	swim 60 ft			
DEX	17	WIS	12	REF	+6	GRAP	+8	VIS	low-light, dark 60	
CON	11	CHA	2	WILL	+2					
Skills		Lis		+7	Swim	+10				
Spot		+7								
Attack (#)	Bonus	Type	Damage							
Arms	+4	B	0							
Bite	-1	BPS	1d6+1							
HP										
13 hp (3d8)										
Special/Notes										
<p>Aquatic, outsider traits; res cold 5, fire 5; SR 8. Improved Grab (Ex): Arms: grap as free act w/o AoO; bite. Ink Cloud (Ex): 1/min—10x10x10 ft; 1/min; free act; total conceal. Jet (Ex): 1/rd—Full-rd act; mv 240 ft in straight line; no AoO. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.</p>										
										UNCONSCIOUS



DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Wolf (CR 1)		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	12	12							
STR	13	INT	3	FORT	+5	SPD	50 ft			
DEX	15	WIS	12	REF	+5	GRAP	+2	VIS	low-light, dark 60	
CON	15	CHA	6	WILL	+1					
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										
<p>Outsider traits; res cold 5, fire 5; scent; SR 7. 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. Smite Good (Su): 1/day—Melee deals +2 dmg v good opp. * +4 when tracking by scent.</p>										
										UNCONSCIOUS


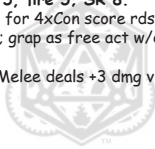
DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Bear, Black (CR 2)		G		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13	11	12						
STR	19	INT	3	FORT	+5	SPD	40 ft		
DEX	13	WIS	12	REF	+4	GRAP	+6	VIS	dark 60, low-light
CON	15	CHA	6	WILL	+2				
Skills									
Climb	+4	Spot	+4						
Lis	+4	Swim	+8						
Attack (#) Bonus Type Damage									
Claw (2)	+6	PS	1d4+4						
Bite	+1	BPS	1d6+2						
HP									
19 hp (3d8+6)									
Special/Notes									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 8. Feats: Endur, Run. Smite Evil (Su): 1/day—Melee deals +3 dmg v evil opp.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Dire Badger (CR 2)		G		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	13	13						
STR	14	INT	3	FORT	+7	SPD	10 ft, burrow 10 ft		
DEX	17	WIS	12	REF	+6	GRAP	+4	VIS	dark 60, 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									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 8. Feats: Track. Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC. Smite Evil (Su): 1/day—Melee deals +3 dmg v evil opp.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Bombardier Beetle, Giant G		G		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	10	16						
STR	13	INT	3	FORT	+5	SPD	30 ft		
DEX	10	WIS	10	REF	+0	GRAP	+2	VIS	dark 60
CON	14	CHA	9	WILL	+0				
Skills									
Lis	+7	Swim	+10						
Spot	+7								
Attack (#) Bonus Type Damage									
Bite	+2	BPS	1d4+1						
HP									
13 hp (2d8+4)									
Special/Notes									
Outsider, vermin traits; res acid 5, cold 5, electric 5; SR 7. Vermin traits. Breath Weapon (Su): 1/rd—10-ft cone of vapor, 1d4+2 acid dmg, Fort DC 13 neg. Smite Evil (Su): 1/day—Melee deals +2 dmg v evil opp.									
					UNCONSCIOUS				



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Hippogriff (CR2)		G		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	11	13						
STR	18	INT	3	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									
25 hp (3d10+9)									
Special/Notes									
Outsider traits; res acid 5, cold 5, electric 5; scent; SR 8. Feats: Dodge, Wingover. Carrying Capacity: Lt -300; med -600; hvy -900. Smite Evil (Su): 1/day—Melee deals +3 dmg v evil opp.									
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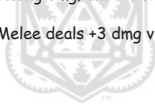
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Boar (CR 2)		E		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	16	10	16						
STR	15	INT	3	FORT	+6	SPD	40 ft			
DEX	10	WIS	13	REF	+3	GRAP	+4	VIS	dark 60, low-light	
CON	17	CHA	4	WILL	+2					
Skills										
Lis	+7									
Spot	+5									
Attack (#) Bonus Type Damage										
Gore	+4		P		1d8+3					
HP										
25 hp (3d8+12)										
Special/Notes										
Outsider traits; res cold 5, fire 5; scent; SR 8. Ferocity (Ex): No penalty for fighting while disabled or dying. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.										
										
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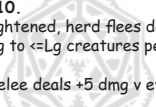
DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Crocodile (CR 2)		E		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	14							
STR	19	INT	3	FORT	+6	SPD	20 ft, swim 30 ft			
DEX	12	WIS	12	REF	+4	GRAP	+6	VIS	dark 60, low-light	
CON	17	CHA	2	WILL	+2					
Skills										
Hide*	+7		Spot		+4					
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										
Outsider traits; res cold 5, fire 5; SR 8. 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. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp. * +4 to Hide in water.										
										
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Dire Weasel (CR 2)		E		+4					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	14	12							
STR	14	INT	3	FORT	+3	SPD	40 ft			
DEX	19	WIS	12	REF	+7	GRAP	+4	VIS	dark 60, low-light	
CON	10	CHA	11	WILL	+4					
Skills										
Hide	+8		M Sil		+8					
Lis	+3		Spot		+5					
Attack (#) Bonus Type Damage										
Bite	+6		BPS		1d6+3					
HP										
13 hp (3d8)										
Special/Notes										
Outsider traits; res cold 5, fire 5; scent; SR 8. Attach (Ex): Auto bite dmg; loses Dex bonus to AC; pin to remove. Blood Drain (Ex): Begin turn attached; 1d4 Con dmg. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.										
										
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Snake, Constrictor (CR 2)		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	13	12							
STR	17	INT	1	FORT	+4	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+6	GRAP	+5	VIS	dark 60, blsn 30	
CON	13	CHA	2	WILL	+2					
Skills										
Bal	+11		Hide		+10		Spot		+7	
Climb	+14		Lis		+7		Swim		+11	
Attack (#) Bonus Type Damage										
Bite	+5		BPS		1d3+4					
HP										
19 hp (3d8+6)										
Special/Notes										
Outsider traits; res cold 5, fire 5; scent; SR 8. Constrict (Ex): Grap; 1d3+4 dmg. Improved Grab (Ex): Bite; grap as free act w/o AoO; constrict. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.										
										
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Snake, Large Viper (CR 2)		E		+7
	AC	BASE	TCH	FLT	TMP
	15	12	12		
CLASS/LEVEL					
STR	10	INT	3	FORT	+3
SPD	20 ft, climb 20 ft, swim 20 ft				
DEX	17	WIS	12	REF	+6
GRAP	+6	VIS	dark 60, blsn 30		
CON	11	CHA	2	WILL	+2
					
Skills					
Bal	+11	Hide	+8	Spot	+6
Climb	+11	Lis	+5	Swim	+8
Attack (#)	Bonus	Type	Damage		
Bite	+4	BPS	1d4 +poison		
HP					
13 hp (3d8)					
Special/Notes					
Outsider traits; res cold 5, fire 5; scent; SR 8. Poison (Ex): Injury, Fort DC 11, init & sec dmg 1d6 Con. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.					
					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Wolverine (CR2)		N		+2
	AC	BASE	TCH	FLT	TMP
	14	12	12		
CLASS/LEVEL					
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					
Outsider traits; res cold 5, fire 5; scent; SR 8. Feat: Track. Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC. Smite Good (Su): 1/day—Melee deals +3 dmg v good opp.					
					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Bison (CR 3)		G		+0
	AC	BASE	TCH	FLT	TMP
	13	9	13		
CLASS/LEVEL					
STR	22	INT	3	FORT	+7
SPD	40 ft				
DEX	10	WIS	11	REF	+4
GRAP	+13	VIS	dark 60, low-light		
CON	16	CHA	4	WILL	+1
					
Skills					
Lis	+7				
Spot	+5				
Attack (#)	Bonus	Type	Damage		
Gore	+8	P	1d8+9		
HP					
37 hp (5d8+15)					
Special/Notes					
Outsider traits; DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 10. Stampede (Ex): When frightened, herd flees danger as group in random direction; 1d12 dmg to <=Lg creatures per 5 in herd; Ref DC 18 half. Smite Evil (Su): 1/day—Melee deals +5 dmg v evil opp.					
					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Ape (CR 3)		N		+2
	AC	BASE	TCH	FLT	TMP
	14	11	12		
CLASS/LEVEL					
STR	21	INT	3	FORT	+6
SPD	30 ft, climb 30 ft				
DEX	15	WIS	12	REF	+6
GRAP	+12	VIS	dark 60, 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					
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 9. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp.					
					
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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Dire Bat (CR 3)		E		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	15	14						
STR	17	INT	3	FORT	+7	SPD	20 ft, fly 40 ft (good)		
DEX	22	WIS	14	REF	+10	GRAP	+10	VIS	dark 60, 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									
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 9. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Centipede, Huge		E		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	10	14						
STR	17	INT	3	FORT	+6	SPD	40 ft, climb 40 ft		
DEX	15	WIS	10	REF	+4	GRAP	+15	VIS	dark 60
CON	12	CHA	2	WILL	+2				
Skills		Climb		+11	Spot	+4			
Hide		+2							
Attack (#)	Bonus	Type	Damage						
Bite	+5	BPS	2d6+4			+poison			
HP									
33 hp (6d8+6)									
Special/Notes									
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 11. Poison: Injury; Fort DC 14; init & sec dmg 1d6 Dex. Smite Good (Su): 1/day—Melee deals +6 dmg v good opp.									


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Spider, Large		E		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	12	11						
STR	15	INT	3	FORT	+5	SPD	30 ft, climb 20 ft		
DEX	17	WIS	10	REF	+4	GRAP	+9	VIS	dark 60, trsn 60
CON	12	CHA	2	WILL	+1				
Skills		Climb		+11	Jump*	+2			
Hide*		+3	Spot*	+4					
Attack (#)	Bonus	Type	Damage						
Bite	+4	BPS	1d8+3			+poison			
HP									
22 hp (4d8+4)									
Special/Notes									
Outsider, vermin traits; res cold 5, fire 5; SR 9. Poison (Ex): Fort DC 13 or 1d6 Str dmg. Web (Ex): Throw as net (<=Huge, 50 ft, rng inc 10 ft). Escape w/ Esc DC 13, Str 17. See MM. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.									

DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Shark, Large (CR 3)		E		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	11	13						
STR	17	INT	3	FORT	+8	SPD	swim 60 ft		
DEX	15	WIS	12	REF	+7	GRAP	+12	VIS	dark 60, blsn 30
CON	13	CHA	2	WILL	+3				
Skills		Lis		+8	Swim	+11			
Spot		+7							
Attack (#)	Bonus	Type	Damage						
Bite	+7	BPS	1d8+4						
HP									
38 hp (7d8+7)									
Special/Notes									
Aquatic, outsider, traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 12. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only. Smite Good (Su): 1/day—Melee deals +7 dmg v good opp.									


DELAY or READY	NAME		ALIGN/RACE		INIT	
	Celestial Eagle, Giant (CR 4)		G		+3	
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL
	STR 18	INT 10	FORT +5	SPD	10 ft. fly 80 ft (avg)	
DEX 17	WIS 14	REF +7	GRAP +12	VIS	dark 60, low-light	
CON 12	CHA 10	WILL +3				
Skills						
Lis	+6	Spot	+15			
S Mot	+4	Surv	+3			
Attack (#)						
Claw (2)	Bonus +7	Type PS	Damage 1d6+4			
Bite	+2	BPS	1d8+2			
HP						
26 hp (4d10+4)						
Special/Notes						
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; SR 9. Feats: Flyby Atk. Evasion (Ex): As rog. Carrying Capacity: Lt -300, med -600, hvy -900. Smite Evil (Su): 1/day—Melee deals +4 dmg v evil opp.						
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DELAY or READY	NAME		ALIGN/RACE		INIT	
	Celestial Owl, Giant (CR 4)		G		+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	dark 60, sup. low-light	
CON 12	CHA 10	WILL +3				
Skills						
Lis	+17	Spot	+10			
M Sil*	+8					
Attack (#)						
Claw (2)	Bonus +7	Type PS	Damage 1d6+4			
Bite	+2	BPS	1d8+2			
HP						
26 hp (4d10+4)						
Special/Notes						
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; SR 9. Feat: Wingover. Superior Low-Light Vision (Ex): 5 x human sight in low light. Carrying Capacity: Lt -300, med -600, hvy -900. Smite Evil (Su): 1/day—Melee deals +4 dmg v evil opp. * +8 to M Sil when in flight.						
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DELAY or READY	NAME		ALIGN/RACE		INIT	
	Celestial Lion (CR 4)		G		+3	
	AC	BASE 15	TCH 12	FLT 12	TMP	CLASS/LEVEL
	STR 21	INT 3	FORT +6	SPD	40 ft	
DEX 17	WIS 12	REF +7	GRAP +12	VIS	dark 60, low-light	
CON 15	CHA 6	WILL +2				
Skills						
Bal	+7	Lis	+5	Spot	+5	
Hide*	+3	M Sil	+11			
Attack (#)						
Claw (2)	Bonus +7	Type PS	Damage 1d4+5			
Bite	+2	BPS	1d8+2			
HP						
32 hp (5d8+10)						
Special/Notes						
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 10. 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. Smite Evil (Su): 1/day—Melee deals +5 dmg v evil opp. * +12 in tall grass or hvy undergrowth.						
UNCONSCIOUS						


DELAY or READY	NAME		ALIGN/RACE		INIT	
	Fiendish Deinonychus (CR 4)		E		+2	
	AC	BASE 16	TCH 11	FLT 14	TMP	CLASS/LEVEL
	STR 19	INT 3	FORT +8	SPD	60 ft	
DEX 15	WIS 12	REF +6	GRAP +11	VIS	dark 60, low-light	
CON 19	CHA 10	WILL +2				
Skills						
Hide	+8	Lis	+10	Surv	+10	
Jump	+26	Spot	+10			
Attack (#)						
Talon	Bonus +6	Type PS	Damage 2d6+4			
Foreclaw (2)	+1	PS	1d3+2			
Bite	+1	BPS	2d4+2			
HP						
34 hp (4d8+16)						
Special/Notes						
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 9. Feats: Run, Track. Pounce (Ex): Full atk w/ charge. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp.						
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Dire Ape (CR 4)		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	13							
STR	22	INT	3	FORT	+6	SPD	30 ft, climb 15 ft			
DEX	15	WIS	12	REF	+6	GRAP	+13	VIS	dark 60, low-light	
CON	14	CHA	7	WILL	+5					
Skills										
Climb	+14	M Sil	+4							
Lis	+5	Spot	+6							
Attack (#)										
Claw (2)	Bonus	+8	Type	PS	Damage	1d6+6				
Bite	Bonus	+3	Type	BPS	Damage	1d8+3				
HP										
35 hp (5d8+13)										
Special/Notes										
Outsider traits; DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 10. Rend (Ex): Both claws; auto 2d6+9 dmg. Smite Evil (Su): 1/day—Melee deals +5 dmg v evil opp.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Dire Wolf (CR 4)		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	11	12							
STR	25	INT	3	FORT	+8	SPD	50 ft			
DEX	15	WIS	12	REF	+7	GRAP	+15	VIS	dark 60, low-light	
CON	17	CHA	10	WILL	+6					
Skills										
Hide	+0	M Sil	+4	Sury*	+2					
Lis	+7	Spot	+7							
Attack (#)										
Bite	Bonus	+11	Type	BPS	Damage	1d8+10				
HP										
45 hp (6d8+18)										
Special/Notes										
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 11. Feats: Run, Track. Trip (Ex): Bite; trip (+11) as free act & w/o AoO; failing, opp cant react. Smite Good (Su): 1/day—Melee deals +6 dmg v good opp. * +4 when tracking by scent.										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Praying Mantis, Giant (CR 4)		E		-1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	8	14							
STR	19	INT	3	FORT	+6	SPD	20 ft, fly 40 ft (poor)			
DEX	8	WIS	14	REF	+0	GRAP	+11	VIS	dark 60	
CON	15	CHA	11	WILL	+3					
Skills										
Hide*	-1	Spot	+6							
Spot	+6									
Attack (#)										
Claws	Bonus	+6	Type	PS	Damage	1d8+4				
Bite	Bonus	+1	Type	BPS	Damage	1d6+2				
Bite†	Bonus	+6	Type	BPS	Damage	1d6+2				
HP										
26 hp (4d8+8)										
Special/Notes										
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 9. Improved Grab (Ex): Claws; grap as free act w/o AoO. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp. *+13 to Hide surrounded by foliage. † Bite is primary atk on grap opp.										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Giant Wasp (CR 4)		E		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	10	13							
STR	18	INT	3	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										
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 10. Poison (Ex): Injury, Fort DC 14, init & sec dmg 1d6 Dex. Smite Good (Su): 1/day—Melee deals +5 dmg v good opp.										


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Scorpion, Large		E		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	16	9	16					
STR	19	INT	3	FORT	+6	SPD	50 ft		
DEX	10	WIS	10	REF	+1	GRAP	+11	VIS	dark 60, trsn 60
CON	14	CHA	2	WILL	+1				
Skills									
Climb	+8	Spot	+4						
Hide	+0								
Attack (#)									
Claw (2)	Bonus	+6	Type	PS	Damage	1d6+4			
Sting	Bonus	+1	Type	P	Damage	1d6+2 +poison			
HP									
32 hp (5d8+10)									
Special/Notes									
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 10. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 14; init & sec dmg 1d4 Con. Smite Good (Su): 1/day—Melee deals +5 dmg v good opp.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Snake, Huge Viper (CR 4)		E		+6				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	15	10	15					
STR	16	INT	3	FORT	+6	SPD	20 ft, climb 20 ft, swim 20 ft		
DEX	15	WIS	12	REF	+7	GRAP	+15	VIS	dark 60, trsn 60
CON	13	CHA	2	WILL	+3				
Skills									
Bal	+10	Hide	+3	Spot	+7				
Climb	+11	Lis	+7	Swim	+11				
Attack (#)									
Bite	Bonus	+6	Type	BPS	Damage	1d6+4 +poison			
HP									
33 hp (6d8+6)									
Special/Notes									
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 11. Feats: Run. Poison (Ex): Injury, Fort DC 14, init & sec dmg 1d6 Con. Smite Good (Su): 1/day—Melee deals +6 dmg v good opp.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Bear, Brown (CR 5)		G		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	15	10	14					
STR	27	INT	3	FORT	+9	SPD	40 ft		
DEX	13	WIS	12	REF	+6	GRAP	+16	VIS	dark 60, low-light
CON	19	CHA	6	WILL	+3				
Skills									
Lis	+4	Swim	+12						
Spot	+7								
Attack (#)									
Claw (2)	Bonus	+11	Type	PS	Damage	1d8+8			
Bite	Bonus	+6	Type	BPS	Damage	2d6+4			
HP									
51 hp (6d8+24)									
Special/Notes									
Outsider traits; DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 11. Feats: Endur, Run, Track. Improved Grab (Ex): Claw; grap as free act w/o AoO. Smite Evil (Su): 1/day—Melee deals +6 dmg v evil opp.									
					UNCONSCIOUS				


DELAY or READY	NAME		ALIGN/RACE		INIT				
	Celestial Stag Beetle, Giant (CR 5)		G		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	19	19	9	19					
STR	23	INT	3	FORT	+8	SPD	20 ft		
DEX	10	WIS	10	REF	+2	GRAP	+15	VIS	dark 60
CON	17	CHA	9	WILL	+2				
Skills									
Lis	+8	Swim	+12						
Spot	+7								
Attack (#)									
Bite	Bonus	+10	Type	PS	Damage	4d6+9			
HP									
52 hp (7d8+21)									
Special/Notes									
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; SR 12. Trample (Ex): 2d8+3 dmg, Ref DC 19 half. Smite Evil (Su): 1/day—Melee deals +7 dmg v evil opp.									
					UNCONSCIOUS				

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Griffon (CR 5)		G		+2
	AC	BASE	TCH	FLT	TMP
	17	11	15		
CLASS/LEVEL					
STR	18	INT	5	FORT	+8
SPD	30 ft. fly 80 ft (avg)				
DEX	15	WIS	13	REF	+7
GRAP	+15	VIS	dark 60, low-light		
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					
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 12. Pounce (Ex): Full atk w/ dive or charge. Rake (Ex): +8 melee, 1d6+2 dmg. Carrying Capacity: Lt -300; med -600; hvy -900. Smite Evil (Su): 1/day—Melee deals +7 dmg v evil opp.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Sea Cat (CR 5)		G		+1
	AC	BASE	TCH	FLT	TMP
	18	10	17		
CLASS/LEVEL					
STR	19	INT	3	FORT	+8
SPD	10 ft. swim 40 ft				
DEX	12	WIS	13	REF	+6
GRAP	+14	VIS	dark 60, low-light		
CON	17	CHA	10	WILL	+5
					
Skills					
Lis	+8	Swim	+12		
Spot	+7				
Attack (#) Bonus Type Damage					
Claw (2)	+9	PS	1d6+4		
Bite	+4	BPS	1d8+2		
HP					
51 hp (6d10+18)					
Special/Notes					
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 5, cold 5, electric 5; scent; SR 11. Feat: Endur. Hold Breath: Hold breath for 6xCon score rds, then risk drowning. Rend (Ex): Both claws; auto 2d6+6 dmg. Smite Evil (Su): 1/day—Melee deals +6 dmg v evil opp.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Dire Boar (CR 5)		E		+0
	AC	BASE	TCH	FLT	TMP
	15	9	15		
CLASS/LEVEL					
STR	27	INT	3	FORT	+8
SPD	40 ft				
DEX	10	WIS	13	REF	+5
GRAP	+17	VIS	dark 60, low-light		
CON	17	CHA	8	WILL	+8
					
Skills					
Lis	+8				
Spot	+8				
Attack (#) Bonus Type Damage					
Gore	+12	P	1d8+12		
HP					
52 hp (7d8+21)					
Special/Notes					
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 12. Feat: Endur. Ferocity (Ex): No penalty for fighting while disabled or dying. Smite Good (Su): 1/day—Melee deals +7 dmg v good opp.					


DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Dire Wolverine (CR 5)		E		+3
	AC	BASE	TCH	FLT	TMP
	16	12	13		
CLASS/LEVEL					
STR	22	INT	3	FORT	+8
SPD	30 ft. climb 10 ft				
DEX	17	WIS	12	REF	+7
GRAP	+13	VIS	dark 60, low-light		
CON	19	CHA	10	WILL	+5
					
Skills					
Climb	+14	Spot	+7		
Lis	+7				
Attack (#) Bonus Type Damage					
Claw (2)	+8	PS	1d6+6		
Bite	+3	BPS	1d8+3		
HP					
45 hp (5d8+23)					
Special/Notes					
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 10. Feat: Track. Rage (Ex): On turn after taking dmg; until it or opp is dead; +4 Str, +4 Con, -2 AC. Smite Evil (Su): 1/day—Melee deals +5 dmg v evil opp.					

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Crocodile, Giant (CR 5)		E		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	9	15							
STR	27	INT	3	FORT	+9	SPD	20 ft, swim 30 ft			
DEX	12	WIS	12	REF	+6	GRAP	+21	VIS	dark 60, low-light	
CON	19	CHA	2	WILL	+3					
Skills										
Hide*	+1	Spot	+5							
Lis	+5	Swim	+16							
Attack (#)	Bonus	Type	Damage							
Bite	+11	BPS	2d8+12							
Tail slap	+11	B	1d12+12							
HP										
59 hp (7d8+28)										
Special/Notes										
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; SR 12. 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. Smite Good (Su): 1/day—Melee deals +7 dmg v good opp.										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Tiger (CR 5)		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	14	11	12							
STR	23	INT	3	FORT	+8	SPD	40 ft			
DEX	15	WIS	12	REF	+7	GRAP	+14	VIS	dark 60, 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										
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 5, fire 5; scent; SR 11. 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. Smite Good (Su): 1/day—Melee deals +6 dmg v good opp. * +8 to Hide in tall grass or heavy undergrowth.										
UNCONSCIOUS										


DELAY or READY	NAME		ALIGN/RACE		INIT					
	Celestial Bear, Polar (CR 6)		G		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	10	14							
STR	27	INT	3	FORT	+10	SPD	40 ft, swim 30 ft			
DEX	13	WIS	12	REF	+7	GRAP	+18	VIS	dark 60, low-light	
CON	19	CHA	6	WILL	+3					
Skills										
Hide*	-2	Spot	+7							
Lis	+5	Swim	+16							
Attack (#)	Bonus	Type	Damage							
Claw (2)	+13	PS	1d8+8							
Bite	+8	BPS	2d6+4							
HP										
68 hp (8d8+32)										
Special/Notes										
Outsider traits: DR 5/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; scent; SR 13. Feats: Endur, Run, Track. Improved Grab (Ex): Claw; grap as free act w/o AoO. Smite Evil (Su): 1/day—Melee deals +8 dmg v evil opp. * +12 to Hide in snowy areas.										
UNCONSCIOUS										

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Rhinoceros (CR 6)		E		+0					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	9	16							
STR	26	INT	3	FORT	+11	SPD	30 ft			
DEX	10	WIS	13	REF	+6	GRAP	+18	VIS	dark 60, low-light	
CON	21	CHA	2	WILL	+3					
Skills										
Lis	+14									
Spot	+3									
Attack (#)	Bonus	Type	Damage							
Gore	+13	P	2d6+12							
HP										
76 hp (8d8+40)										
Special/Notes										
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; SR 13. Feat: Endur. Powerful Charge (Ex): 4d6+24 dmg w/ charge. Smite Good (Su): 1/day—Melee deals +8 dmg v good opp.										
UNCONSCIOUS										


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DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Shark, Huge (CR 6)		E		+6
	AC	BASE	TCH	FLT	TMP
	15	10	13		
CLASS/LEVEL					
STR	21	INT	3	FORT	+11
DEX	15	WIS	12	REF	+9
CON	15	CHA	2	WILL	+4
					
Skills					
Lis	+10	Swim	+13		
Spot	+10				
Attack (#) Bonus Type Damage					
Bite	+10	BPS	2d6+7		
HP					
65 hp (10d8+20)					
Special/Notes					
Aquatic, outsider traits; DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; SR 15. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only. Smite Good (Su): 1/day—Melee deals +10 dmg v good opp.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Dire Lion (CR 7)		G		+2
	AC	BASE	TCH	FLT	TMP
	15	11	13		
CLASS/LEVEL					
STR	25	INT	3	FORT	+9
DEX	15	WIS	12	REF	+8
CON	17	CHA	10	WILL	+7
					
Skills					
Hide*	+2	M Sil	+5		
Lis	+7	Spot	+7		
Attack (#) Bonus Type Damage					
Claw (2)	+13	PS	1d6+7		
Bite	+7	BPS	1d8+3		
HP					
60 hp (8d8+24)					
Special/Notes					
Outsider traits; DR 5/mag; res acid 10, cold 10, electric 10; scent; SR 13. 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. Smite Evil (Su): 1/day—Melee deals +8 dmg v evil opp. * +8 to Hide in tall grass or heavy undergrowth.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Orca (CR 7)		G		+2
	AC	BASE	TCH	FLT	TMP
	16	10	14		
CLASS/LEVEL					
STR	27	INT	3	FORT	+11
DEX	15	WIS	14	REF	+8
CON	21	CHA	6	WILL	+5
					
Skills					
Lis*	+14	Swim	+16		
Spot*	+14				
Attack (#) Bonus Type Damage					
Bite	+12	BPS	2d6+12		
HP					
88 hp (9d8+48)					
Special/Notes					
Outsider traits; DR 5/mag; res acid 10, cold 10, electric 10; scent; SR 14. Feats: Endur, Run. Blindsight (Ex): Silence negates. Hold Breath: Hold breath for 8xCon score rds, then risk drown. Smite Evil (Su): 1/day—Melee deals +9 dmg v evil opp. *-4 on Spot & Lis if blindsight is negated.					
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DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Girallon (CR 7)		E		+3
	AC	BASE	TCH	FLT	TMP
	16	12	15		
CLASS/LEVEL					
STR	22	INT	3	FORT	+7
DEX	17	WIS	12	REF	+8
CON	14	CHA	7	WILL	+5
					
Skills					
Climb	+14	Spot	+6		
M Sil	+8				
Attack (#) Bonus Type Damage					
Claw (4)	+12	PS	1d4+6		
Bite	+7	BPS	1d8+3		
HP					
58 hp (7d10+20)					
Special/Notes					
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 13. Rend (Ex): >=2 claws; auto 2d4+9 dmg. Smite Good (Su): 1/day—Melee deals +4 dmg v good opp.					
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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Monstrous Spider, Huge		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	11	13							
STR	19	INT	3	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 (#) Bonus Type Damage										
Bite		+9	BPS	2d6+6 +poison						
HP										
52 hp (8d8+16)										
Special/Notes										
Outsider, vermin traits; DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; SR 13. 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. Smite Good (Su): 1/day—Melee deals +8 dmg v good opp.										
					UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Snake, Giant Constrictor		E		+3					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	15	11	12							
STR	25	INT	3	FORT	+8	SPD	20 ft, climb 20 ft, swim 20 ft			
DEX	17	WIS	12	REF	+10	GRAP	+23	VIS	dark 60, blst 120, low-light	
CON	13	CHA	2	WILL	+4					
Skills										
Bal	+11	Hide	+10	Spot	+9					
Climb	+17	Lis	+9	Swim	+16					
Attack (#) Bonus Type Damage										
Bite		+13	BPS	1d8+10						
HP										
63 hp (11d8+14)										
Special/Notes										
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 16. Feat: Endur. Constrict (Ex): Grap; 1d8+10 dmg. Improved Grab (Ex): Bite; grap as free act w/o AoO; constrict. Smite Good (Su): 1/day—Melee deals +11 dmg v good opp.										
					UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Celestial Baleen Whale (CR 8)		G		+1					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	16	7	15							
STR	35	INT	3	FORT	+14	SPD	swim 40 ft			
DEX	13	WIS	12	REF	+9	GRAP	+33	VIS	dark 60, blst 120, low-light	
CON	22	CHA	6	WILL	+5					
Skills										
Lis*	+15	Swim	+20							
Spot*	+14									
Attack (#) Bonus Type Damage										
Tail slap		+17	B	1d8+18						
HP										
132 hp (12d8+78)										
Special/Notes										
Outsider traits; DR 10/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; SR 17. Feats: Diehard, Endur. Blindsight (Ex): Silence negates. Hold Breath: Hold breath for 8xCon score rds, then risk drowning. Smite Evil (Su): 1/day—Melee deals +12 dmg v evil opp. *-4 on Spot & Lis if blindsight is negated.										
					UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Monstrous Centipede, Gar		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	18	8	16							
STR	23	INT	3	FORT	+9	SPD	40 ft, climb 40 ft			
DEX	15	WIS	10	REF	+6	GRAP	+27	VIS	dark 60	
CON	12	CHA	2	WILL	+4					
Skills										
Climb	+14	Spot	+4							
Hide	-2									
Attack (#) Bonus Type Damage										
Bite		+11	BPS	2d8+9 +poison						
HP										
66 hp (12d8+12)										
Special/Notes										
Outsider, vermin traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 17. Poison: Injury; Fort DC 17; init & sec dmg 1d8 Dex. Smite Good (Su): 1/day—Melee deals +12 dmg v good opp.										
					UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Fiendish Megaraptor (CR 8)		E		+2
	AC	BASE	TCH	FLT	TMP
	16	10	14		
CLASS/LEVEL					
STR	21	INT	3	FORT	+10
SPD	60 ft				
DEX	15	WIS	15	REF	+8
GRAP	+19		VIS	dark 60, low-light	
CON	21	CHA	10	WILL	+4
THE GAME MECHANICS					
Skills					
Hide	+5		Lis	+12	
Surv	+12				
Jump	+27		Spot	+12	
Attack (#)					
Talons	Bonus	Type	Damage		
	+9	PS	2d8+5		
Foreclaw (2)	+4	PS	1d4+2		
Bite	+4	BPS	2d6+2		
HP					
79 hp (8d8+43)					
Special/Notes					
Outsider traits; DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 13. Feats: Run, Track. Pounce (Ex): Full atk w/ charge. Smite Good (Su): 1/day—Melee deals +8 dmg v good opp.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Cachalot Whale (CR 9)		G		+1
	AC	BASE	TCH	FLT	TMP
	16	7	15		
CLASS/LEVEL					
STR	35	INT	3	FORT	+15
SPD	swim 40 ft				
DEX	13	WIS	14	REF	+9
GRAP	+33		VIS	dark 60, blist 120, low-light	
CON	24	CHA	6	WILL	+6
THE GAME MECHANICS					
Skills					
Lis*	+15		Swim	+20	
Spot*	+14				
Attack (#)					
Bite	Bonus	Type	Damage		
	+17	BPS	4d6+12		
Tail slap	+12	B	1d8+6		
HP					
141 hp (12d8+87)					
Special/Notes					
Outsider traits; DR 10/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; SR 17. Feats: Diehard, Endur. Hold Breath: Hold breath for 8xCon score rnds, then risk drowning. Blindsight (Ex): <i>Silence</i> negates. Smite Evil (Su): 1/day—Melee deals +12 dmg v evil opp. *-4 on Spot & Lis if blindsight is negated.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Dire Bear (CR 9)		G		+1
	AC	BASE	TCH	FLT	TMP
	17	10	16		
CLASS/LEVEL					
STR	31	INT	3	FORT	+12
SPD	40 ft				
DEX	13	WIS	12	REF	+9
GRAP	+23		VIS	dark 60, low-light	
CON	19	CHA	10	WILL	+9
THE GAME MECHANICS					
Skills					
Lis	+10		Swim	+13	
Spot	+10				
Attack (#)					
Claw (2)	Bonus	Type	Damage		
	+19	PS	2d4+10		
Bite	+13	BPS	2d8+5		
HP					
105 hp (12d8+51)					
Special/Notes					
Outsider traits; DR 10/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; scent; SR 17. Feats: Endur, Run. Improved Grab (Ex): Claw; grap as free act w/o AoO. Smite Evil (Su): 1/day—Melee deals +12 dmg v evil opp.					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Celestial Elephant (CR 9)		G		+0
	AC	BASE	TCH	FLT	TMP
	15	8	15		
CLASS/LEVEL					
STR	30	INT	3	FORT	+12
SPD	40 ft				
DEX	10	WIS	13	REF	+7
GRAP	+26		VIS	dark 60, low-light	
CON	21	CHA	7	WILL	+6
THE GAME MECHANICS					
Skills					
Lis	+12				
Spot	+10				
Attack (#)					
Slam	Bonus	Type	Damage		
	+16	B	2d6+10		
Stamp (2)	+11	B	2d6+5		
Gore	+16	P	2d8+15		
HP					
104 hp (11d8+55)					
Special/Notes					
Outsider traits; DR 5/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; scent; SR 16. Feat: Endur. Trample (Ex): 2d8+15 dmg, Ref DC 25 half. Smite Evil (Su): 1/day—Melee deals +11 dmg v evil opp.					

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Elasmosaurus (CR 9)		E		+2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	13	10	11				
STR	26	INT	3	FORT	+15	SPD	20 ft, swim 50 ft
DEX	14	WIS	13	REF	+9	GRAP	+23 VIS dark 60, low-light
CON	22	CHA	9	WILL	+4	THE GAME MECHANICS	
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							
Outsider traits: DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 15. Feat: Dodge. Smite Good (Su): 1/day—Melee deals +10 dmg v good opp. * +8 on Hide in water.							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Monstrous Scorpion, Huge		E		+0		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	20	8	20				
STR	23	INT	3	FORT	+10	SPD	50 ft
DEX	10	WIS	10	REF	+3	GRAP	+21 VIS dark 60, trsn 60
CON	16	CHA	2	WILL	+3	THE GAME MECHANICS	
Skills							
Climb	+10	Spot	+4				
Hide	-4						
Attack (#) Bonus Type Damage							
Claw (2)	+11	PS	1d8+6				
Sting	+6	P	2d4+3 +poison				
HP							
75 hp (10d8+30)							
Special/Notes							
Outsider, vermin traits: DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; SR 15. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 18; init & sec dmg 1d6 Con. Smite Good (Su): 1/day—Melee deals +10 dmg v good opp.							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Dire Tiger (CR 10)		E		+2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	17	11	15				
STR	27	INT	3	FORT	+13	SPD	40 ft
DEX	15	WIS	12	REF	+12	GRAP	+24 VIS dark 60, low-light
CON	17	CHA	10	WILL	+11	THE GAME MECHANICS	
Skills							
Hide*	+7	Lis	+6	Spot	+7		
Jump	+14	M Sil	+11	Swim	+10		
Attack (#) Bonus Type Damage							
Claw (2)	+20	PS	2d4+8				
Bite	+14	BPS	2d6+4				
HP							
120 hp (16d8+48)							
Special/Notes							
Outsider traits: DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 21. 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. Smite Good (Su): 1/day—Melee deals +16 dmg v good opp. * +8 on Hide in tall grass or heavy undergrowth.							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Octopus, Giant (CR 10)		E		+2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	18	11	16				
STR	20	INT	3	FORT	+7	SPD	20 ft, swim 30 ft
DEX	15	WIS	12	REF	+8	GRAP	+15 VIS dark 60, low-light
CON	13	CHA	3	WILL	+3	THE GAME MECHANICS	
Skills							
Esc	+12	Lis	+4	Swim	+13		
Hide	+12	Spot	+6				
Attack (#) Bonus Type Damage							
Tentacle (8)	+10	B	1d4+5				
Bite	+5	BPS	1d8+2				
HP							
47 hp (8d8+11)							
Special/Notes							
Aquatic, outsider traits: DR 5/mag; nat wpns mag for DR; res cold 10, fire 10; SR 13. Improved Grab (Ex): Tentacle; grap as free act w/o AoO; constrict. Constrict (Ex): Grap; 2d8+6 dmg. Ink Cloud (Ex): 20x20x20 ft; 1/min; free act; total conceal. Jet (Ex): Full-rd act; mv 200 ft in straight line; no AoO. Smite Good (Su): 1/day—Melee deals +8 dmg v good opp.							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Monstrous Spider, <i>Gar</i>		E		+3		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	19	19	9	16			
STR	25	INT	3	FORT	+12	SPD	30 ft, climb 20 ft
DEX	17	WIS	10	REF	+8	GRAP	+31 VIS dark 60, trsn 60
CON	14	CHA	2	WILL	+5	THE GAME MECHANICS	
Skills							
Climb	+14	Jump*	+7				
Hide*	-5	Spot*	+4				
Attack (#) Bonus Type Damage							
Bite	+15	BPS	2d8+10	+poison			
HP							
104 hp (16d8+32)							
Special/Notes							
Outsider, vermin traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 21. Poison (Ex): Fort DC 20 or 2d6 Str dmg. Web (Ex): Throw as net (<=Col, 50 ft, rng inc 10 ft). Escape w/ Esc DC 20, Str 24. See MM. Smite Good (Su): 1/day—Melee deals +16 dmg v good opp. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.							

DELAY or READY	NAME		ALIGN/RACE		INIT		
	Fiendish Tyrannosaurus (CR 10)		E		+1		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	14	14	9	13			
STR	28	INT	3	FORT	+16	SPD	40 ft
DEX	12	WIS	15	REF	+12	GRAP	+30 VIS dark 60, low-light
CON	21	CHA	10	WILL	+8	THE GAME MECHANICS	
Skills							
Hide	-2	Spot	+14				
Lis	+14						
Attack (#) Bonus Type Damage							
Bite	+20	BPS	3d6+13				
HP							
180 hp (18d8+99)							
Special/Notes							
Outsider traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; scent; SR 23. 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/ lt slash or pierc wpn (AC 12). Holds 2 Med, 8 Sm, 32 Tiny, or 128 <=Dim. Smite Good (Su): 1/day—Melee deals +18 dmg v good opp.							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Celestial Roc (CR 11)		G		+2		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	17	17	8	15			
STR	34	INT	3	FORT	+18	SPD	20 ft, fly 80 ft (avg)
DEX	15	WIS	13	REF	+13	GRAP	+37 VIS dark 60, low-light
CON	24	CHA	11	WILL	+9	THE GAME MECHANICS	
Skills							
Hide	-3	Spot	+14				
Lis	+10						
Attack (#) Bonus Type Damage							
Talon (2)	+21	PS	2d6+12				
Bite	+19	BPS	2d8+6				
HP							
207 hp (18d8+126)							
Special/Notes							
Outsider traits; DR 10/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; SR 23. Feats: Flyby Atk, Pow Atk, Snatch, Wingover. Smite Evil (Su): 1/day—Melee deals +18 dmg v evil opp.							


DELAY or READY	NAME		ALIGN/RACE		INIT		
	Celestial Triceratops (CR 11)		G		-1		
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL	
	18	18	7	18			
STR	30	INT	3	FORT	+19	SPD	30 ft
DEX	9	WIS	12	REF	+9	GRAP	+30 VIS dark 60, low-light
CON	25	CHA	7	WILL	+6	THE GAME MECHANICS	
Skills							
Lis	+13						
Spot	+12						
Attack (#) Bonus Type Damage							
Gore	+20	P	2d8+15				
HP							
196 hp (16d8+124)							
Special/Notes							
Outsider traits; DR 10/mag; nat wpns mag for DR; res acid 10, cold 10, electric 10; scent; SR 21. Trample (Ex): 2d12+15 dmg, Ref DC 28 half. Powerful Charge (Ex): As charge, but 4d8+20 dmg. Smite Evil (Su): 1/day—Melee deals +16 dmg v evil opp.							


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DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Dire Shark (CR 11)		E		+2				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	10	15						
STR	23	INT	3	FORT	+14	SPD	swim 60 ft		
DEX	15	WIS	12	REF	+13	GRAP	+27	VIS	dark 60, trsn 60
CON	17	CHA	10	WILL	+12				
Skills		Lis		+12	Swim	+14			
Spot		+11							
Attack (#)	Bonus	Type	Damage						
Bite	+18	PS	2d8+9						
HP									
147 hp (18d8+66)									
Special/Notes									
<p>Aquatic, outsider traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 23. Keen Scent (Ex): Notice creatures by scent w/in 180 ft; detect blood w/in mile; underwater only. Improved Grab (Ex): Bite; grap as free act w/o AoO; swallow next rd. Swallow Whole (Ex): Grap to swallow opp starting turn in mouth; 2d6+6 bludgeon dmg +1d8+4 acid dmg /rd. Escape: 25 dmg w/ lt slash or pierc (AC 13). Holds 2 Lg, 8 Med or Sm, 32 Tiny, 128 Dim, or 512 <=Fine. Smite Good (Su): 1/day—Melee deals +18 dmg v good opp.</p>									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Centipede, Col		E		+1				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	4	18						
STR	27	INT	3	FORT	+15	SPD	40 ft, climb 40 ft		
DEX	13	WIS	10	REF	+9	GRAP	+42	VIS	dark 60
CON	12	CHA	2	WILL	+8				
Skills		Climb		+16	Spot	+4			
Hide		-7							
Attack (#)	Bonus	Type	Damage						
Bite	+18	BPS	4d6+12 +poison						
HP									
132 hp (24d8+24)									
Special/Notes									
<p>Outsider, vermin traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 29. Poison: Injury; Fort DC 23; init & sec dmg 2d6 Dex. Smite Good (Su): 1/day—Melee deals +24 dmg v good opp.</p>									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Squid, Giant (CR 11)		E		+3				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	11	14						
STR	26	INT	3	FORT	+9	SPD	swim 80 ft		
DEX	17	WIS	12	REF	+11	GRAP	+29	VIS	dark 60, low-light
CON	13	CHA	2	WILL	+5				
Skills		Lis		+10	Swim	+16			
Spot		+11							
Attack (#)	Bonus	Type	Damage						
Tentacle (10)*	+15	B	1d6+8						
Bite	+10	BPS	2d8+4						
HP									
72 hp (12d8+18)									
Special/Notes									
<p>Aquatic, outsider traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 17. Feats: Diehard, Endur. Improved Grab (Ex): Tentacle; grap as free act w/o AoO; constrict. Constrict (Ex): 1d6+8 dmg w/ grap. Ink Cloud (Ex): 1/min—20x20x20 ft; 1/min.; free act; total conceal. Jet (Ex): 1/rd—Full-rd act; mv 320 ft in straight line; no AoO. Smite Good (Su): 1/day—Melee deals +12 dmg v good opp. * 30 ft reach.</p>									



DELAY or READY	NAME		ALIGN/RACE		INIT				
	Fiendish Monstrous Scorpion, Gar		E		+0				
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	24	6	24						
STR	31	INT	3	FORT	+15	SPD	50 ft		
DEX	10	WIS	10	REF	+6	GRAP	+37	VIS	dark 60, trsn 60
CON	16	CHA	2	WILL	+6				
Skills		Climb		+14	Spot	+4			
Hide		-8							
Attack (#)	Bonus	Type	Damage						
Claw (2)	+21	PS	2d6+10						
Sting	+16	P	2d6+5 +poison						
HP									
150 hp (20d8+60)									
Special/Notes									
<p>Outsider, vermin traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 25. Constrict (Ex): Auto claw dmg w/ grap. Improved Grab (Ex): Claw; grap as free act w/o AoO; constrict. Poison: Injury; Fort DC 23; init & sec dmg 1d8 Con. Smite Good (Su): 1/day—Melee deals +20 dmg v good opp.</p>									

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DELAY or READY	NAME		ALIGN/RACE		INIT					
	Fiendish Monstrous Spider, Col		E		+2					
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	22	22	4	20						
STR	31	INT	3	FORT	+20	SPD	30 ft, climb 20 ft			
DEX	15	WIS	10	REF	+12	GRAP	+50	VIS	dark 60, trsn 60	
CON	14	CHA	2	WILL	+10					
Skills										
Climb	+16	Jump*	+10							
Hide*	-10	Spot*	+7							
Attack (#)	Bonus	Type	Damage							
Bite	+26	BPS	4d6+15 +poison							
HP										
Special/Notes										
<p>Outsider, vermin traits; DR 10/mag; nat wpns mag for DR; res cold 10, fire 10; SR 37. Poison (Ex): Fort DC 28 or 2d8 Str dmg. Web (Ex): Throw as net (<=Col, 50 ft, rng inc 10 ft). Escape w/ Esc DC 28, Str 32. See MM. Smite Good (Su): 1/day—Melee deals +32 dmg v good opp. * +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.</p>										

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

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

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

Aboleth Mage (con't)

Slime (Ex): Tentacle; transform; Fort DC 19 neg; rem dis cures. See MM.
Wizard Spells Prepared (save DC 15 + spell level): 0-daze, det mag (2), resist; 1st-alarm, charm per, color spray, mag armor, mag missile (2); 2nd-blur, b's strength, dark, f's cunning, see invis; 3rd-disp mag, displace, fly, lgt bolt; 4th-gr invis, phant killer, scry, stonesskin; 5th-hold mon, emp lgt bolt, wall force.



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Astral Deva (con't)

Spell-Like Abilities: At will—aid, cont flame, det evil, disc lies (DC 19), disp evil (DC 20), disp mag, holy aura (DC 23), holy smite (DC 19), holy word (DC 22), invis (self only), plane shift (DC 22), pmorph (self only), rem curse (DC 18), rem dis (DC 18), rem fear (DC 16); 7/day—cure lt (DC 16), see invis; 1/day—blade barrier (DC 21), heal (DC 21). CL 12.



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Balor (con't)

Spell-Like Abilities: At will—blasphemy (DC 25), dom mon (DC 27), gr disp mag, gr tport (self & 50 lbs), insanity (DC 25), pow word stun, tkinesis (DC 23), unh aura (DC 26); 1/day—fire storm (DC 26), implosion (DC 27). CL 20.



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Barbed Devil (Hamatula) (con't)

Barbed Defense (Su): Opp striking w/ handheld or nat wpns w/o reach; 1d8+6 pierce & slash dmg.
Spell-Like Abilities: At will—gr tport (self +50 lbs), hold per (DC 16), maj img (DC 17), scorch ray (2 rays only). 1/day—o's wrath (DC 18), unblight (DC 18). CL 12.



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Couatl (con't)

Spells Known (save DC 13 + spell level): 0—(000000) *cure min, daze, disr und, lgt, obs mist, ray frost, r mag, resist*; 1st—(0000000) *end elements, mag armor, prot chaos, tr strike, wind wall*; 2nd—(0000000) *cure mod, e's splendor, scorch ray, silence*; 3rd—(0000000) *gas form, mag circ evil, summ mon III*; 4th—(0000) *charm mon, free move*. CL 9.



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Devourer (con't)

Spell Deflection (Su): Following spells overcoming SR affect trapped essence instead: *banish, ch hammer, confus, crush despair, det thought, disp evil, dom per, fear, geas/quest, holy word, hypnosis, imprison, mag jar, maze, suggest, trap soul*, any charm or compulsion. See MM.



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Dragon, Black Ancient (con't)

Water Breathing (Ex): Can use breath wpn, spells, & other abilities while submerged.

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <= 5m opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 13+lvl): 0—(000000) *arc mark, danc lt, daze, det mag, flare, ghost s, ray frost, r mag, resist*; 1st—(0000000) *identify, mag armor, prot good, shld, tr strike*; 2nd—(0000000) *det thoughts, invis, loc obj, obs obj, see invis*; 3rd—(0000000) *dis mag, displace, nondetect, tongues*; 4th—(000000) *arc eye, det scry, scry*; 5th—(0000) *dismiss, pry eyes*. CL 11.

Spell-Like Abilities: 3/day— *dark* (100-ft r), *insect plague*; 1/day— *plant grow*; CL 11.



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Dragon, Blue Young Adult (con't)

Sorcerer Spells Known (save DC 13 + spell level): 0—(000000) *danc lgt, det mag, ghost s, open/close, r mag*; 1st—(000000) *alarm, mag armor, shld*. CL 3.



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Dragon, Blue Adult (con't)

Sound Imitation (Ex): At will—can mimic any voice or sound it has heard; Will DC 23 to detect.
Sorcerer Spells Known (save DC 13 + spell level): 0—(ooooo) *danc lgt, det mag, ghost s, lgt, open/close, r mag, tch fatigue*; 1st—(ooooooo) *alarm, mag armor, shld, shock grp*; 2nd—(ooooo) *b's endurance, see invis*. CL 5.



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Dragon, Blue Mature Adult (con't)

Sound Imitation (Ex): At will—can mimic any voice or sound it has heard; Will DC 25 to detect.
Sorcerer Spells Known (save DC 13 + spell lvl): 0—(ooooo) *danc lgt, det mag, ghost s, lgt, open/close, r mag, tch fatigue*; 1st—(ooooooo) *alarm, identify, mag armor, shld, shock grp*; 2nd—(oooooo) *b's endurance, res energy, see invis*; 3rd—(ooooo) *haste, prot energy*. CL 7.



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Dragon, Blue Old (con't)

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 27 to detect.
Sorcerer Spells Known (save DC 14 + spell level): 0—(ooooo) *danc lgt, det mag, ghost s, lgt, mag hand, open/close, r mag, tch fatigue*; 1st—(ooooooo) *alarm, identify, mag armor, shld, shock grp*; 2nd—(oooooo) *b's endurance, res energy, see invis, web*; 3rd—(ooooo) *displace, haste, prot energy*; 4th—(ooooooo) *black tent, stonesskin*. CL 9.
Spell-Like Abilities: 3/day—ventril; 1/day—h terrain. CL 9; save DC 14 + spell level.



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Dragon, Blue Very Old (con't)

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 29 to detect.
Sorcerer Spells Known (save DC 14 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, ghost s, lgt, mag hand, open/close, r mag, tch fatigue*; 1st—(ooooooo) *alarm, identify, mag armor, shld, shock grp*; 2nd—(oooooo) *b's endurance, e's splendor, res energy, see invis, web*; 3rd—(ooooooo) *displace, fball, haste, prot energy*; 4th—(ooooooo) *black tent, illus wall, stonesskin*; 5th—(ooooo) *baleful pmorph, tport*. CL 11.
Spell-Like Abilities: 3/day—ventril; 1/day—h terrain. CL 11; save DC 14 + spell level.



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Dragon, Blue Ancient (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

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 31 to detect.

Sorcerer Spells Known (save DC 15 + spell level): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, open/close, r mag, tch fatigue; 1st—(00000000) alarm, identify, mag armor, shld, shock grp; 2nd—(0000000) b's endurance, e's splendor, res energy, see invis, web; 3rd—(0000000) displace, fball, haste, prot energy; 4th—(0000000) black tent, fire shld, illus wall, stonesskin; 5th—(0000000) baleful pmorph, break ench, tport; 6th—(0000) contng, gr disp mag. CL 13.
Spell-Like Abilities: 3/day—ventril; 1/day—h terrain, veil. CL 13; save DC 15 + spell level.



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Dragon, Blue Wyrm (con't)

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 33 to detect.

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, open/close, r mag, tch fatigue; 1st—(00000000) alarm, identify, mag armor, shld, shock grp; 2nd—(0000000) b's endurance, e's splendor, res energy, see invis, web; 3rd—(0000000) displace, fball, haste, prot energy; 4th—(0000000) black tent, fire shld, illus wall, stonesskin; 5th—(0000000) baleful pmorph, break ench, tport, wave fatigue; 6th—(0000000) contng, gr disp mag, mislead; 7th—(0000) forcecage, ltd wish. CL 17.
Spell-Like Abilities: 3/day—ventril; 1/day—h terrain, veil. CL 15; save DC 15 + spell lvl.



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Dragon, Blue Great Wyrm (con't)

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 35 to detect.

Sorcerer Spells Known (save DC 16 + spell lvl): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, open/close, r mag, tch fatigue; 1st—(00000000) alarm, identify, mag armor, shld, shock grp; 2nd—(00000000) b's endurance, e's splendor, res energy, see invis, web; 3rd—(0000000) displace, fball, haste, prot energy; 4th—(0000000) black tent, fire shld, illus wall, stonesskin; 5th—(0000000) baleful pmorph, break ench, tport, wave fatigue; 6th—(0000000) contng, gr disp mag, mislead; 7th—(000000) forcecage, ltd wish, wave exhaust; 8th—(0000) disc loc, pmorph any. CL 17.

Spell-Like Abilities: 3/day—ventril; 1/day—h terrain, mir arcana, veil. CL 17; save DC 16 + spell lvl.



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Dragon, Brass Mature Adult (con't)

Sorcerer Spells Known (save DC 13 + spell level): 0—(000000) acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist; 1st—(00000000) alarm, comp lang, mag armor, obs mist, prot evil; 2nd—(0000000) blur, e's splendor, pyro, res energy; 3rd—(0000000) displace, nondetect, prot energy; 4th—(0000) black tent, gr invis. CL 9.

Spell-Like Abilities: At will—spk ani; 3/day—end elements; 1/day—suggest. CL 9.



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Dragon, Brass Old (con't)

Sorcerer Spells Known (save DC 14 + spell level): 0—(00000) *acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist*; 1st—(000000) *alarm, comp lang, mag armor, obs mist, prot evil*; 2nd—(000000) *blur, e's splendor, pyro, res energy, see invis*; 3rd—(000000) *displace, nondetect, prot energy, tongues*; 4th—(000000) *black tent, gr invis, stonesskin*; 5th—(0000) *cone cold, tport*. CL 11.
Spell-Like Abilities: At will—*spk ani*; 3/day—*end elements*; 1/day—*ctrl winds, suggest*. CL 11.



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Dragon, Brass Very Old (con't)

Sorcerer Spells Known (save DC 14 + spell level): 0—(00000) *acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist*; 1st—(000000) *alarm, comp lang, mag armor, obs mist, prot evil*; 2nd—(000000) *blur, e's splendor, pyro, res energy, see invis*; 3rd—(000000) *displace, nondetect, prot energy, tongues*; 4th—(000000) *black tent, gr invis, m reduce per, stonesskin*; 5th—(000000) *cone cold, feeblemind, tport*; 6th—(0000) *disintegrate, globe invul*. CL 13.
Spell-Like Abilities: At will—*spk ani*; 3/day—*end elements*; 1/day—*ctrl winds, suggest*. CL 13.



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Dragon, Brass Ancient (con't)

Sorcerer Spells Known (save DC 14 + spell lvl): 0—(00000) *acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist*; 1st—(000000) *alarm, comp lang, mag armor, obs mist, prot evil*; 2nd—(000000) *blur, e's splendor, pyro, res energy, see invis*; 3rd—(000000) *displace, nondetect, prot energy, tongues*; 4th—(000000) *black tent, gr invis, m reduce per, stonesskin*; 5th—(000000) *cone cold, feeblemind, tport, wave fatigue*; 6th—(000000) *antimag field, disintegrate, globe invul*; 7th—(0000) *finger death, spell turn*. CL 15.
Spell-Like Abilities: At will—*spk ani*; 3/day—*end elements*; 1/day—*ctrl weather, ctrl winds, suggest*. CL 15.



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Dragon, Brass Wyrms (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Sorcerer Spells Known (save DC 15 + spell level): 0—(00000) *acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist*; 1st—(000000) *alarm, comp lang, mag armor, obs mist, prot evil*; 2nd—(000000) *blur, e's splendor, pyro, res energy, see invis*; 3rd—(000000) *displace, nondetect, prot energy, tongues*; 4th—(000000) *black tent, gr invis, m reduce per, stonesskin*; 5th—(000000) *cone cold, feeblemind, tport, wave fatigue*; 6th—(000000) *antimag field, disintegrate, globe invul*; 7th—(000000) *finger death, m hold per, spell turn*; 8th—(0000) *polar ray, prot spells*. CL 17.
Spell-Like Abilities: At will—*spk ani*; 3/day—*end elements*; 1/day—*ctrl weather, ctrl winds, suggest*. CL 17.



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Dragon, Brass Great Wyrn (con't)

Summon Djinni (Sp): As *summ mon* (1 djinni, 7th-lvl spell).
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(ooooo) *acid spl, arc mark, det mag, det poison, ghost s, msg, r mag, ray frost, resist*; 1st—(oooooo) *alarm, comp lang, mag armor, obs mist, prot evil*; 2nd—(oooooo) *blur, e's splendor, pyro, res energy, see invis*; 3rd—(oooooo) *displace, nondetect, prot energy, tongues*; 4th—(oooooo) *black tent, gr invis, m reduce per, stonesskin*; 5th—(oooooo) *cone cold, feeblemind, tport, wave fatigue*; 6th—(oooooo) *antimag field, disintegrate, globe invul*; 7th—(oooooo) *finger death, m hold per, spell turn*; 8th—(oooooo) *iron body, polar ray, prot spells*; 9th—(oooo) *meteor swarm, wail banshee*. CL 19.

Spell-Like Abilities: At will—*spk ani*; 3/day—*end elements*; 1/day—*ctrl weather, ctrl winds, suggest*. CL 19.



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Dragon, Bronze Juvenile (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).

Spell-Like Abilities: At will—*spk ani*. CL 4.



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Dragon, Bronze Young Adult (con't)

Sorcerer Spells Known (save DC 14+ spell level): 0—(oooooo) *danc lts, det mag, mag hand, ray frost, r mag, resist*; 1st—(oooooo) *anim rope, mag missile, shld, tr strike*; 2nd—(oooooo) *det thoughts, obs obj*. CL 5.



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Dragon, Bronze Adult (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Sorcerer Spells Known (save DC 15+ spell level): 0—(oooooo) *danc lts, det mag, lgt, mag hand, ray frost, r mag, resist*; 1st—(oooooo) *anim rope, disg self, mag missile, shld, tr strike*; 2nd—(oooooo) *det thoughts, obs obj, prot arrows*; 3rd—(oooo) *disp mag, nondetect*. CL 7.



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Dragon, Bronze Mature Adult (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Sorcerer Spells Known (save DC 15+ spell level): 0—(000000) *arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist*; 1st—(0000000) *anim rope, disg self, mag missile, shld, tr strike*; 2nd—(0000000) *det thoughts, obs obj, prot arrows, see invis*; 3rd—(0000000) *disp mag, nondetect, tongues*; 4th—(00000) *arc eye, det scry*. CL 9.



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Dragon, Bronze Old (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Sorcerer Spells Known (save DC 16+ spell level): 0—(000000) *acid spl, arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist*; 1st—(0000000) *anim rope, disg self, mag missile, shld, tr strike*; 2nd—(0000000) *det thoughts, invis, obs obj, prot arrows, see invis*; 3rd—(0000000) *disp mag, displace, nondetect, tongues*; 4th—(0000000) *arc eye, det scry, scry*; 5th—(00000) *dismis, pry eyes*. CL 11.



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Dragon, Bronze Very Old (con't)

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: At will—*spk ani*; 3/day—*create food/water, det thoughts, fog cloud*. CL 13.

Sorcerer Spells Known (save DC 16+ spell level): 0—(000000) *acid spl, arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist*; 1st—(0000000) *anim rope, disg self, mag missile, shld, tr strike*; 2nd—(0000000) *det thoughts, invis, obs obj, prot arrows, see invis*; 3rd—(0000000) *blink, disp mag, displace, nondetect, tongues*; 4th—(0000000) *arc eye, det scry, gr invis, scry*; 5th—(0000000) *dismis, perm, pry eyes*; 6th—(00000) *gr disp mag, mislead*. CL 13.



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Dragon, Bronze Ancient (con't)

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: At will—*spk ani*; 3/day—*ctrl water, create food/water, det thoughts, fog cloud*. CL 15.

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).

Sorcerer Spells Known (save DC 17+ spell level): 0—(000000) *acid spl, arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist*; 1st—(0000000) *anim rope, disg self, mag missile, shld, tr strike*; 2nd—(0000000) *det thoughts, invis, obs obj, prot arrows, see invis*; 3rd—(0000000) *blink, disp mag, displace, nondetect, tongues*; 4th—(0000000) *arc eye, det scry, gr invis, m reduce per, scry*; 5th—(0000000) *baleful pmorph, dismis, perm, pry eyes*; 6th—(0000000) *gr disp mag, legend lore, mislead*; 7th—(00000) *gr tport, spell turn*. CL 15.



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Dragon, Bronze Wyrn (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: At will—spk ani; 3/day—ctrl water, create food/water, det thoughts, fog cloud. CL 17.

Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).

Sorcerer Spells Known (save DC 18+ spell level): 0—(oooooo) acid spl, arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist; 1st—(oooooooo) anim rope, disg self, mag missile, shld, tr strike; 2nd—(oooooooo) det thoughts, invis, obs obj, prot arrows, see invis; 3rd—(oooooooo) blink, disp mag, displace, nondetect, tongues; 4th—(oooooooo) arc eye, det scry, gr invis, m reduce per, scry; 5th—(oooooooo) baleful pmorph, dismis, perm, pry eyes, seem; 6th—(oooooooo) gr disp mag, legend lore, mislead, shadow walk; 7th—(oooooooo) gr scry, gr tport, spell turn; 8th—(oooooo) gr pry eyes, mind blank. CL 17.



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Dragon, Bronze Great Wyrn (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: At will—spk ani; 3/day—ctrl water, create food/water, det thoughts, fog cloud; 1/day—ctrl weather. CL 19.

Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).

Sorcerer Spells Known (save DC 18+ spell level): 0—(oooooo) acid spl, arc mark, danc lts, det mag, lgt, mag hand, ray frost, r mag, resist; 1st—(oooooooo) anim rope, disg self, mag missile, shld, tr strike; 2nd—(oooooooo) det thoughts, invis, obs obj, prot arrows, see invis; 3rd—(oooooooo) blink, disp mag, displace, nondetect, tongues; 4th—(oooooooo) arc eye, det scry, gr invis, m reduce per, scry; 5th—(oooooooo) baleful pmorph, dismis, perm, pry eyes, seem; 6th—(oooooooo) chain lgt, gr disp mag, legend lore, mislead, shadow walk; 7th—(oooooooo) gr scry, gr tport, spell turn, vision; 8th—(oooooooo) gr pry eyes, mind blank, screen; 9th—(oooo) gate, wish. CL 19.



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Dragon, Copper Adult (con't)

Sorcerer Spells Known (save DC 13 + spell lvl): 0—(oooooo) arc mark, danc lts, daze, det mag, ghost s, prest, r mag; 1st—(oooooo) color spray, exp retreat, grease, mag aura, shld; 2nd—(oooooo) det thoughts, hideous laugh, mirr img; 3rd—(oooooo) disp mag, displace. CL 7.



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Dragon, Copper Mature Adult (con't)

Sorcerer Spells Known (save DC 14 + spell lvl): 0—(oooooo) arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag; 1st—(oooooo) color spray, exp retreat, grease, mag aura, shld; 2nd—(oooooo) det thoughts, hideous laugh, invis, mirr img; 3rd—(oooooo) blink, disp mag, displace; 4th—(oooooo) gr invis, h terrain. CL 9.



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Dragon, Copper Old (con't)

Sorcerer Spells Known (save DC 14 + spell lvl): 0—(oooooo) *acid spl, arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag*; 1st—(ooooooo) *color spray, exp retreat, grease, mag aura, shld*; 2nd—(ooooooo) *det thoughts, hideous laugh, invis, mirr img, obs object*; 3rd—(ooooooo) *blink, disp mag, displace, haste*; 4th—(ooooooo) *gr invis, h terrain, scry*; 5th—(oooo) *false vision, mirage arcana*. CL 11.
Spell-Like Abilities: 2/day—stone shape; 1/day—trans rock/mud or mud/rock. CL 11; save DC 14 + spell lvl.



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Dragon, Copper Very Old (con't)

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(oooooo) *acid spl, arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag*; 1st—(ooooooo) *color spray, exp retreat, grease, mag aura, shld*; 2nd—(ooooooo) *det thoughts, hideous laugh, invis, mirr img, obs object*; 3rd—(ooooooo) *blink, disp mag, displace, haste, invis sphere*; 4th—(ooooooo) *gr invis, h terrain, rainbow pat, scry*; 5th—(ooooooo) *false vision, mirage arcana, tport*; 6th—(oooo) *gr disp mag, prog img*. CL 13.
Spell-Like Abilities: 2/day—stone shape; 1/day—trans rock/mud or mud/rock. CL 13; save DC 15 + spell lvl.



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Dragon, Copper Ancient (con't)

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(oooooo) *acid spl, arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag*; 1st—(ooooooo) *color spray, exp retreat, grease, mag aura, shld*; 2nd—(ooooooo) *det thoughts, hideous laugh, invis, mirr img, obs object*; 3rd—(ooooooo) *blink, disp mag, displace, haste, invis sphere*; 4th—(ooooooo) *arc eye, gr invis, h terrain, rainbow pat, scry*; 5th—(ooooooo) *false vision, mirage arcana, persist img, tport*; 6th—(oooooo) *gr disp mag, legend lore, prog img*; 7th—(oooo) *gr tport, spell turn*. CL 15.
Spell-Like Abilities: 2/day—stone shape; 1/day—trans rock/mud or mud/rock, wall stone. CL 15; save DC 15 + spell lvl.



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Dragon, Copper Wyrn (con't)

Spider Climb (Ex): Cont—as spell (stone surfaces).
Sorcerer Spells Known (save DC 16 + spell lvl): 0—(oooooo) *acid spl, arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag*; 1st—(ooooooo) *color spray, exp retreat, grease, mag aura, shld*; 2nd—(ooooooo) *det thoughts, hideous laugh, invis, mirr img, obs object*; 3rd—(ooooooo) *blink, disp mag, displace, haste, invis sphere*; 4th—(ooooooo) *arc eye, gr invis, h terrain, rainbow pat, scry*; 5th—(ooooooo) *dismiss, false vision, mirage arcana, persist img, tport*; 6th—(ooooooo) *gr disp mag, legend lore, prog img, tr seeing*; 7th—(oooooo) *gr scry, gr tport, spell turn*; 8th—(oooo) *scint pat, screen*. CL 17.
Spell-Like Abilities: 2/day—stone shape; 1/day—trans rock/mud or mud/rock, wall stone. CL 17; save DC 16 + spell lvl.



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Dragon, Copper Great Wyrn (con't)

Spider Climb (Ex): Con't—as spell (stone surfaces).
Sorcerer Spells Known (save DC 16 + spell lvl): 0—(000000) *acid spl, arc mark, danc lts, daze, det mag, ghost s, mag hand, prest, r mag*; 1st—(00000000) *color spray, exp retreat, grease, mag aura, shld*; 2nd—(00000000) *det thoughts, hideous laugh, invis, mirr img, obs object*; 3rd—(00000000) *blink, disp mag, displace, haste, invis sphere*; 4th—(00000000) *arc eye, gr invis, h terrain, rainbow pat, scry*; 5th—(00000000) *dismiss, false vision, mirage arcana, persist img, tport*; 6th—(00000000) *gr disp mag, legend lore, prog img, shadow walk, tr seeing*; 7th—(00000000) *gr scry, gr tport, proj img, spell turn*; 8th—(00000000) *irresist dance, scint pat, screen*; 9th—(000000) *gate, wish*. CL 19.
Spell-Like Abilities: 2/day—stone shape; 1/day—move earth, trans rock/mud or mud/rock, wall stone. CL 19; save DC 16 + spell lvl.



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Dragon, Gold Juvenile (con't)

Sorcerer Spells Known (save DC 14 + spell level): 0—(000000) *det mag, det poison, lgt, mend, r mag*; 1st—(000000) *identify, mag armor, sleep*. CL 3.



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Dragon, Gold Young Adult (con't)

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 15 + spell level): 0—(000000) *det mag, det poison, ghost s, lgt, mag hand, mend, r mag*; 1st—(00000000) *charm per, identify, mag armor, sleep*; 2nd—(000000) *hypno pat, res energy*. CL 5.
Other Spell-Like Abilities: 3/day—bless.



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Dragon, Gold Adult (con't)

Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+18 hrs; as 2nd-lvl spell; see MM.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 15 + spell lvl): 0—(000000) *danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag*; 1st—(00000000) *charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(00000000) *e's splendor, hypno pat, res energy*; 3rd—(000000) *disp mag, prot energy*. CL 7.
Other Spell-Like Abilities: 3/day—bless.



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Dragon, Gold Mature Adult (cont)

Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+21 hrs; as 2nd-lvl spell; see *MM*.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 15 + spell lvl): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag*; 1st—(oooooooo) *charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, prot energy*; 4th—(ooooo) *det scry, fire shld*. CL 9.
Other Spell-Like Abilities: 3/day—*bless*.



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Dragon, Gold Old (cont)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).
Detect Gems (Sp): 3/day—as *det mag* (gems only); see *MM*.
Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+24 hrs; as 2nd-lvl spell; see *MM*.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 18 + spell lvl): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag*; 1st—(oooooooo) *charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *b's endurance, e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, displace, prot energy*; 4th—(oooooooo) *det scry, fire shld, loc creature*; 5th—(ooooo) *break ench, tport*. CL 11.
Other Spell-Like Abilities: 3/day—*bless*; 1/day—*geas/quest*.



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Dragon, Gold Very Old (cont)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).
Detect Gems (Sp): 3/day—as *det mag* (gems only); see *MM*.
Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+27 hrs; as 2nd-lvl spell; see *MM*.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 18 + spell lvl): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag*; 1st—(oooooooo) *charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *b's endurance, e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, displace, prot energy*; 4th—(oooooooo) *det scry, fire shld, loc creature, pmorph*; 5th—(ooooo) *baleful pmorph, break ench, tport*; 6th—(ooooo) *gr disp mag, mislead*. CL 13.
Other Spell-Like Abilities: 3/day—*bless*; 1/day—*geas/quest*.



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Dragon, Gold Ancient (cont)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).
Detect Gems (Sp): 3/day—as *det mag* (gems only); see *MM*.
Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+30 hrs; as 2nd-lvl spell; see *MM*.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 20 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag*; 1st—(oooooooo) *charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *b's endurance, e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, displace, prot energy*; 4th—(oooooooo) *det scry, fire shld, loc creature, pmorph*; 5th—(ooooo) *baleful pmorph, break ench, contact plane, tport*; 6th—(ooooo) *globe invul, gr disp mag, mislead*; 7th—(ooooo) *gr tport, plane shift*. CL 15.
Other Spell-Like Abilities: 3/day—*bless*; 1/day—*geas/quest, sunburst*.



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Dragon, Gold Wyrm (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).
Detect Gems (Sp): 3/day—as *det mag* (gems only); see *MM*.
Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+33 hrs; as 2nd-lvl spell; see *MM*.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Lg opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 20 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag, 1st—(oooooooo) charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *b's endurance, e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, displace, prot energy*; 4th—(oooooooo) *det scry, fire shld, loc creature, pmorph*; 5th—(oooooooo) *baleful pmorph, break ench, contact plane, tport*; 6th—(oooooooo) *globe invul, gr disp mag, mislead*; 7th—(oooooooo) *gr tport, plane shift, proj img*; 8th—(ooooo) *bind, temp stasis*. CL 17.
Spell-Like Abilities: 3/day—*bless*; 1/day—*geas/quest, sunburst*.



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Dragon, Gold Great Wyrm (con't)

Alternate Form (Su): 3/day—*pmorph self* (<=Med ani or humanoid only; no hp; no duration).
Detect Gems (Sp): 3/day—as *det mag* (gems only); see *MM*.
Luck Bonus (Sp): 1/day—turn gem into stone of good luck (10 ft r, +1 on saves for good creatures) for 1d3+36 hrs; as 2nd-lvl spell; see *MM*.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Lg opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 21 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, det poison, ghost s, light, mag hand, mend, r mag, 1st—(oooooooo) charm per, identify, mag armor, sleep, ray enfeeble*; 2nd—(oooooooo) *b's endurance, e's splendor, fog cloud, hypno pat, res energy*; 3rd—(oooooooo) *daylight, disp mag, displace, prot energy*; 4th—(oooooooo) *det scry, fire shld, loc creature, pmorph*; 5th—(oooooooo) *baleful pmorph, break ench, contact plane, tport*; 6th—(oooooooo) *globe invul, gr disp mag, mislead*; 7th—(oooooooo) *gr tport, plane shift, proj img*; 8th—(oooooooo) *bind, pmorph any, temp stasis*; 9th—(ooooo) *m's disj, wish*. CL 19.
Spell-Like Abilities: 3/day—*bless*; 1/day—*geas/quest, sunburst, foresight*.



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Dragon, Green Mature Adult (con't)

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 13 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, ghost s, mag hand, r mag, resist*; 1st—(ooooo) *exp retreat, identify, shld, tr strike, undetect aura*; 2nd—(ooooo) *blur, det thoughts, invis*; 3rd—(ooooo) *disp mag, nondetect*. CL 7.



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Dragon, Green Old (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Sm opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.
Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.
Sorcerer Spells Known (save DC 14 + spell level): 0—(ooooo) *arc mark, danc lgt, det mag, ghost s, lgt, mag hand, r mag, resist*; 1st—(ooooo) *exp retreat, identify, shld, tr strike, undetect aura*; 2nd—(ooooo) *blur, det thoughts, invis, obs obj*; 3rd—(ooooo) *blink, disp mag, nondetect*; 4th—(ooooo) *det scry, scry*. CL 9.



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Dragon, Green Ancient (cont)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: 3/day—dom per, suggest; 1/day—plant growth. CL 13. Save DC = 15 + spell level.

Sorcerer Spells Known (save DC 15+ spell level): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, ray frost, r mag, resist; 1st—(0000000) exp retreat, identify, shld, tr strike, undetect aura; 2nd—(000000) blur, det thoughts, invis, obs obj, res energy; 3rd—(000000) blink, disp mag, displace, nondetect, tongues; 4th—(000000) bestow curse, det scry, dim door, scry; 5th—(000000) cloudkill, perm, tport; 6th—(000000) gr disp mag, tr seeing. CL 13.



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Dragon, Green Wyrm (cont)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: 3/day—dom per, suggest; 1/day—plant growth. CL 15. Save DC = 15 + spell level.

Sorcerer Spells Known (save DC 15+ spell level): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, ray frost, r mag, resist; 1st—(0000000) exp retreat, identify, shld, tr strike, undetect aura; 2nd—(000000) blur, det thoughts, invis, obs obj, res energy; 3rd—(000000) blink, disp mag, displace, nondetect, tongues; 4th—(000000) bestow curse, det scry, dim door, gr invis, scry; 5th—(000000) cloudkill, dismiss, perm, tport; 6th—(000000) gr disp mag, legend lore, tr seeing; 7th—(0000) gr scry, gr tport. CL 15.



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Dragon, Green Great Wyrm (cont)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Water Breathing (Ex): Breathe underwater indefinitely & use breath wpn, spells, & spell-like abilities.

Spell-Like Abilities: 3/day—dom per, suggest; 1/day—cmd plants, plant growth. CL 17. Save DC = 15 + spell level.

Sorcerer Spells Known (save DC 15+ spell level): 0—(000000) arc mark, danc lgt, det mag, ghost s, lgt, mag hand, ray frost, r mag, resist; 1st—(0000000) exp retreat, identify, shld, tr strike, undetect aura; 2nd—(0000000) blur, det thoughts, invis, obs obj, res energy; 3rd—(000000) blink, disp mag, displace, nondetect, tongues; 4th—(000000) bestow curse, det scry, dim door, gr invis, scry; 5th—(000000) baleful pmorph, cloudkill, dismiss, perm, tport; 6th—(000000) gr disp mag, legend lore, mislead, tr seeing; 7th—(000000) gr scry, gr tport, ltd wish; 8th—(0000) mind blank, prot spell. CL 17.



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Dragon, Silver Adult (cont)

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(000000) daze, det mag, ghost s, lgt, ray frost, r mag, resist; 1st—(0000000) end elements, hypno, mag armor, sleep, tr strike; 2nd—(0000000) daze mon, e's splendor, hypno pat; 3rd—(00000) disp mag, prot energy. CL 7.

Spell-Like Abilities: 3/day—fog cloud; 2/day—f fall.



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Dragon, Silver Mature Adult (con't)

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 15 + spell lvl): 0—(000000) *daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(00000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(00000000) *b's endurance, daze mon, e's splendor, hypno pat*; 3rd—(00000000) *disp mag, displace, prot energy*; 4th—(00000000) *charm mon, rainbow pat*. CL 9.

Spell-Like Abilities: 3/day—fog cloud; 2/day—f fall.



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Dragon, Silver Old (con't)

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 16 + spell lvl): 0—(000000) *danc lt, daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(00000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(00000000) *b's endurance, blind/deaf, daze mon, e's splendor, hypno pat*; 3rd—(00000000) *disp mag, displace, prot energy, suggest*; 4th—(00000000) *arc eye, charm mon, rainbow pat*; 5th—(000000) *baleful pmorph, wall force*. CL 11.

Spell-Like Abilities: 3/day—fog cloud, ctrl wind; 2/day—f fall.



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Dragon, Silver Very Old (con't)

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 17 + spell lvl): 0—(000000) *danc lt, daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(00000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(00000000) *b's endurance, blind/deaf, daze mon, e's splendor, hypno pat*; 3rd—(00000000) *disp mag, displace, prot energy, suggest*; 4th—(00000000) *arc eye, charm mon, gr invis, rainbow pat*; 5th—(00000000) *baleful pmorph, tport, wall force*; 6th—(000000) *flesh/stone, globe invul*. CL 13.

Spell-Like Abilities: 3/day—fog cloud, ctrl wind; 2/day—f fall.



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Dragon, Silver Ancient (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Lg opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 18 + spell level): 0—(000000) *danc lt, daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(00000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(00000000) *b's endurance, blind/deaf, daze mon, e's splendor, hypno pat*; 3rd—(00000000) *disp mag, displace, prot energy, suggest*; 4th—(00000000) *arc eye, charm mon, gr invis, rainbow pat*; 5th—(00000000) *baleful pmorph, contact plane, tport, wall force*; 6th—(00000000) *flesh/stone, globe invul, gr disp mag*; 7th—(00000000) *plane shift, prism spray*. CL 15.

Spell-Like Abilities: 3/day—fog cloud, ctrl wind; 2/day—f fall; 1/day—ctrl weather.



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Dragon, Silver Wyrn (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Lg opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 19 + spell lvl): 0—(00000) *danc lt, daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(0000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(0000000) *b's endurance, blind/deaf, daze mon, e's splendor, hypno pat*; 3rd—(0000000) *disp mag, displace, prot energy, suggest*; 4th—(0000000) *arc eye, charm mon, gr invis, rainbow pat*; 5th—(0000000) *baleful pmorph, contact plane, tport, wall force*; 6th—(0000000) *flesh/stone, globe invul, gr disp mag*; 7th—(0000000) *forcecage, plane shift, prism spray*; 8th—(00000) *maze, temp stasis*. CL 17.

Spell-Like Abilities: 3/day—fog cloud, ctrl wind; 2/day—f fall; 1/day—ctrl weather.



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Dragon, Silver Great Wyrn (con't)

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Lg opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Alternate Form (Su): 3/day—pmorph self (<=Med ani or humanoid only; no hp; no duration).

Cloudwalking (Su): Cont (negate/resume at will)—walk on clouds or fog as solid ground.

Sorcerer Spells Known (save DC 19 + spell level): 0—(00000) *danc lt, daze, det mag, ghost s, lgt, ray frost, r mag, resist, tch fatigue*; 1st—(0000000) *end elements, hypno, mag armor, sleep, tr strike*; 2nd—(0000000) *b's endurance, blind/deaf, daze mon, e's splendor, hypno pat*; 3rd—(0000000) *disp mag, displace, prot energy, suggest*; 4th—(0000000) *arc eye, charm mon, gr invis, rainbow pat*; 5th—(0000000) *baleful pmorph, contact plane, tport, wall force*; 6th—(0000000) *flesh/stone, globe invul, gr disp mag*; 7th—(0000000) *forcecage, plane shift, prism spray*; 8th—(000000) *m charm mon, maze, temp stasis*; 9th—(00000) *imprison, wish*. CL 19.

Spell-Like Abilities: 3/day—fog cloud, ctrl wind; 2/day—f fall; 1/day—ctrl weather, rev gravity.



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Dragon, White Very Old (con't)

Freezing Fog (Sp): 3/day—As solid fog & grease. As 5th-lvl spell.

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Sm opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 12 + spell lvl): 0—(00000) *acid spl, danc lt, det mag, ghost s, ray frost, r mag, resist*; 1st—(0000000) *alarm, mag missile, prot good, prot law, shld*; 2nd—(0000000) *invis, prot arrow, res energy*; 3rd—(0000) *displace, prot energy*. CL 7.

Spell-Like Abilities: 3/day—fog cloud, gust wind. CL 9.



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Dragon, White Ancient (con't)

Freezing Fog (Sp): 3/day—As solid fog & grease. As 5th-lvl spell.

Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Sm opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 14 + spell lvl): 0—(00000) *acid spl, danc lt, det mag, ghost s, mag hand, ray frost, r mag, resist, tch fatigue*; 1st—(0000000) *alarm, mag missile, prot good, prot law, shld*; 2nd—(0000000) *e's splendor, invis, prot arrow, res energy*; 3rd—(000000) *displace, prot energy, sleet storm*; 4th—(0000) *fire shld, pmorph*. CL 9.

Spell-Like Abilities: 3/day—fog cloud, gust wind, wall ice. CL 10.



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Dragon, White Wyrn (cont)

Freezing Fog (Sp): 3/day—As solid fog & grease. As 5th-lvl spell.
Frightful Presence (Ex): 330-ft r; <=32 HD; Will DC 29 neg.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 13 + spell lvl): 0—(000000) acid spl, danc lt, det mag, ghost s, mag hand, ray frost, r mag, resist, tch fatigue; 1st—(000000) alarm, mag missile, prot good, prot law, shld; 2nd—(000000) blur, e's splendor, invis, prot arrow, res energy; 3rd—(000000) displace, prot energy, rage, sleet storm; 4th—(000000) enervat, fire shld, pmorph; 5th—(0000) dismiss, tport. CL 13.
Spell-Like Abilities: 3/day—fog cloud, gust wind, wall ice. CL 11.



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Dragon, White Great Wyrn (cont)

Freezing Fog (Sp): 3/day—As solid fog & grease. As 5th-lvl spell.
Frightful Presence (Ex): 360-ft r; <=35 HD; Will DC 32 neg.
Snatch: Claw or bite; grap as free act w/o AoO; auto claw or bite dmg v <=Med opp; drop as free act or fling 1d6x10 ft as std act; 1d6 fall dmg/10ft.

Sorcerer Spells Known (save DC 14 + spell lvl): 0—(000000) acid spl, danc lt, det mag, ghost s, mag hand, ray frost, r mag, resist, tch fatigue; 1st—(000000) alarm, mag missile, prot good, prot law, shld; 2nd—(000000) blur, e's splendor, invis, prot arrow, res energy; 3rd—(000000) displace, prot energy, rage, sleet storm; 4th—(000000) enervat, fire shld, pmorph, solid fog; 5th—(000000) dismiss, mind fog, tport; 6th—(0000) circle death, mislead. CL 13.
Spell-Like Abilities: 3/day—fog cloud, gust wind, wall ice; 1/day—ctrl weather. CL 13.



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Formian, Queen (cont)

Spell-Like Abilities: At will—calm emot (DC 17), charm mon (DC 19), clairaud/clairvoy, det chaos, det thought, dictum (DC 22), divination, hold mon (DC 20), mag circ chaos, o's wrath (DC 19), shld law (DC 23), tr seeing. CL 17.

Sorcerer Spells Known (base save DC 15 + spell level): 0—(000000) acid spl, arc mark, daze, det mag, lgt, mag hand, r mag, resiste, tch fatigue; 1st—(000000) comp lang, identify, mag armor, mag missile, shld; 2nd—(000000) hypno pat, invis, prot arrows, res energy, scorch ray; 3rd—(000000) disp mag, hero, nondetect, slow; 4th—(000000) confus, det scrying, black tent, scry; 5th—(000000) cone cold, dismiss, tport, wall force; 6th—(000000) analyze dweomer, geas/quest, repuls; 7th—(000000) summ mon VII, vision, wave exhaust; 8th—(0000) prism wall, temp stasis. CL 17.



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Frost Giant Jarl (cont)

Poison Use (Ex): No risk of poisoning self when handling poison.

Detect Good (Sp): At will; as spell.

Sneak Attack (Ex): As rogue; +2d6 dmg.

Blackguard Spells Prepared (save DC 11 + spell level): 1st—cause fear, doom, mag wpr; 2nd—b's strength.



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Ghaele, Globe Form (con't)

Protective Aura (Su): As mag circ evil & l glove invul (20 ft r, CL 10); +4 AC, saves v evil for all w/in 20 ft.
Tongues (Su): As spell (CL 14).



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Ghaele, Humanoid Form (con't)

Protective Aura (Su): As mag circ evil & l glove invul (20 ft r, CL 10); +4 AC, saves v evil for all w/in 20 ft.
Tongues (Su): As spell (CL 14).
Cleric Spells Prepared (save DC 13 + spell level): 0—*cure min, det mag, guid, lgt, resist, virtue*; 1st—*bles, calm ani*, cmd, div favor, obs mist, sanct, shld faith*; 2nd—*aid, align wpn, b's endurance, hold ani*, l restor, rem paral, zone truth*; 3rd—*daylight, gas form*, prayer, rem curse, sear lgt, wir breath*; 4th—*death ward, dismis, div pow, restor, summ n's ally IV (ani)**; 5th—*ctrl winds*, fl strike, raise dead, tr seeing*; 6th—*banish, blade barrier, chain lgt*, heal*; 7th—*ani shapes*, holy word, summ mon VII*. *Domain spell. Domains: Air and Animal. CL 14.
Gaze (Su): 60 ft. Evil opp <=5HD Will DC 18 or slain; as fear for 2d10 rds on save. Other opp Will DC 18 or as fear for 2d10 rds.



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Golden Protector (con't)

Cleric Spells Prepared (save DC 15 + spell level): 0—*det mag, guid (2), lgt, r mag, resist*; 1st—*bles (2), det evil, div favor (2), ent shld, prot evil**; 2nd—*aid*, b's endurance, b's strength, l restor, res energy*; 3rd—*daylight, disp mag, mag circ evil*, rem curse*; 4th—*dissmiss, holy smite*, neut poison*. *Domain spell. Domains: Good and Healing. CL 7.



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Hezrou (con't)

Summon Demon (Sp): 1/day—summ 4d10 dretches or 1 hezrou (35%) as 4th-lvl spell.



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Hound Archon (con't)

Change Shape (Su): Std act; can assume dire wolf, dog, riding dog, or wolf form. See MM.

Teleport (Su): At will—as gr tport (self & 50 lbs only); CL 14.

Spell-Like Abilities: At will—aid, cont flame, det evil, msg. CL 6.

Tongues (Su): Perm—tongues. CL 6.



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Horned Devil (Cornugon) (con't)

Spell-Like Abilities: At will—disp chaos (DC 21), disp good (DC 21), mag circ good, gr tport (self & 50 lbs); persist img (DC 21) 3/day—fball (DC 19), lgt bolt (DC 19). CL 15.

Summon Devil (Sp): 1/day—summ 2d10 lemures or 1d6 bearded devils (50%), 1d6 barbed devils (35%), or horned devil (20%) as 6th-lvl spell.



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Ice Devil (Gelugon) (con't)

Summon Demon (Sp): 1/day—sum 2d10 lemures, 1d6 bearded devils, 2d4 bone devils (50%) or 1 ice devil (20%) as 4th-lvl spell.

See in Darkness (Su): See in any darkness, even deep dark.



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Lantern Archon (con't)

Spell-Like Abilities: At will—aid, det evil, cont flame. CL 3.

Tongues (Su): Perm—tongues. CL 14.



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Leonal (con't)

Spell-Like Abilities: At will—*det thought*, *fball* (DC 15), *hold mon* (DC 17), *pmorph*, *wall force*; 3/day—*cure crit* (DC 16), *neut poison*, *rem dis*; 1/day—*heal* (DC 18). CL 10.
Lay on Hands (Su): As paladin (114 hp/day).
Protective Aura (Su): As *mag circ evil* & *l glove invul* (20 ft r, CL 12); +4 AC, saves v evil for all w/in 20 ft.



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Nightcrawler (con't)

Summon Undead (Su): 1/night—sum 9-16 shadows, 3-6 gr shadows, 2-4 dread wraiths; arrive in 1d10 rds; serve 1 hr.
Energy Drain (Su): Swallowed creatures; Fort DC 26 or one neg/rd & +5 tmp hp.
Swallow Whole (Ex): Grap to swallow <=Huge opp starting turn grap'd. 2d8+12 crush dmg + 12 acid dmg /rd. Escape: 35 dmg (AC 21). Holds 2 Huge, 8 Lg, 32 Med, 128 Sm, or <=512 Tiny.
Spell-Like Abilities: At will—*contag* (DC 18), *deep dark*, *det mag*, *gr disp mag*, *haste*, *invis*, *see invis*, *unh blight* (DC 18); 3/day—*cone cold* (DC 19), *confus* (DC 18), *hold mon* (DC 19); 1/day—*finger death* (DC 21), *m hold mon* (DC 23), *plane shift* (DC 21). CL 25.



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Nightwalker (con't)

Desecrating Aura (Su): Cont—as *desecrate* (20-ft r, +2 on atk, dmg, saves & +2 hp/HD for undead). *Disp evil* removes, but free act resumes. Stats here include bonuses. See MM.
Spell-Like Abilities: At will—*contag* (DC 18), *deep dark*, *det mag*, *gr disp mag*, *haste*, *see invis*, *unh blight* (DC 18); 3/day—*confus* (DC 18), *hold mon* (DC 19), *invis*; 1/day—*cone cold* (DC 19), *finger death* (DC 21), *plane shift* (DC 21). CL 21.



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Nightwing (con't)

Spell-Like Abilities: At will—*contag* (DC 18), *deep dark*, *det mag*, *haste*, *see invis*, *unh blight* (DC 18); 3/day—*confus* (DC 18), *gr disp mag*, *hold mon* (DC 19), *invis*; 1/day—*cone cold* (DC 19), *finger death* (DC 21), *plane shift* (DC 21). CL 17.
Summon Undead (Su): 1/night—sum 5-12 shadows, 2-4 gr shadows, or 1 dread wraith; arrive in 1d10 rds & serve 1 hr.



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Nymph (con't)

Domination (Su): Gaze atk (30 ft); Will DC 17 or stunned 2d4 rds.
Wild Empathy (Ex): As druid, +8 on check.



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Pit Fiend (con't)

Summon Devil (Sp): 2/day—summ 2 lemures, 2 bone devils, 2 bearded devils, 1 erinyes, 1 horned devil, or 1 ice devil (100%) as 8th-lvl spell.
Spell-Like Abilities: At will—*blasphemy* (DC 25), *cr undead*, *fball* (DC 21), *gr disp mag*, *gr tport* (self & 50 lbs), *invis*, *mag circ good*, *m hold mon* (DC 27), *persist img* (DC 23), *pow word stun*, *unh aura* (DC 26); 1/day—*meteor swarm* (DC 27); CL 18. 1/yr—*wish*; CL 20.



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Planetar (con't)

Spell-Like Abilities: At will—*cont flame*, *disp mag*, *holy smite* (DC 20), *invis* (self only), *l restor* (DC 18), *rem curse* (DC 19), *rem dis* (DC 19), *rem fear* (DC 17), *spk dead* (DC 19); 3/day—*blade barrier* (DC 22), *fl strike* (DC 21), *pmorph* (self only), *pow word stun*, *raise dead*, *wave fatigue*; 1/day—*earthquake* (DC 24), *gr restor* (DC 23), *m charm mon* (DC 24), *wave exhaust*. CL 17.

Cleric Spells Prepared (save DC 16 + spell level): 0—*cr wtr*, *det mag*, *guid*, *resist* (2), *virtue*; 1st—*bless* (2), *cause fear*, *div favor* (2), *ent shld*, *inflict lt**, *shld faith*; 2nd—*aid**, *align wpn*, *b's endurance*, *b's strength* (2), *consec*, *e's splendor*, *hold per*; 3rd—*contag**, *daylight*, *invis purge*, *prayer* (2), *summ mon III*, *wind wall*; 4th—*death ward*, *dismiss*, *inflict crit**, *neut poison* (2), *summ mon IV*; 5th—*break enchant*, *m inflict lt**, *disp evil*, *mark just*, *plane shift*, *right might*; 6th—*banish*, *gr disp mag*, *harm**, *heal*, *hs' feast*, *m cure mod*; 7th—*dictum*, *disintegrate**, *holy word*, *regen*; 8th—*holy aura**, *m cure crit*, *shld law*; 9th—*implosion*, *summ mon IX (good)**. *Domain spell. Domains: Destruction and Good. CL 17.



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Sahuagin (con't)

Speak with Sharks (Ex): Telepathy w/ sharks; 150 ft.
Water Dependent (Ex): Survive out of water for 12 hours, then risk "drowning."



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Sahuagin Mutant (con't)

Speak with Sharks (Ex): Telepathy w/ sharks; 150 ft.
Water Dependent (Ex): Survive out of water for 12 hours, then risk "drowning."



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Solar (con't)

Tongues (Su): Perm—as spell. CL 22.
Spell-Like Abilities: At will—*aid, anim obj, commune, cont flame, dim anchor, gr disp mag, holy smite* (DC 21), *imprison* (DC 26), *invis* (self only), *l restor* (DC 19), *pmorph* (self only) *pow word stun, rem curse* (DC 20), *rem dis* (DC 20), *rem fear* (DC 18), *resist energy, summ mon VII, spk dead* (DC 20), *wave fatigue; 3/day—blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *m charm mon* (DC 25), *perm, resurrect, wave exhaust; 1/day—gr restor* (DC 24), *pow word blind, pow word kill, pow word stun, prism spray* (DC 24), *wish*. CL 20.
Cleric Spells Prepared (save DC 17 + spell level): 0—*cr water, det mag, guid* (2), *resist* (2); 1st—*bles* (2), *cause fear, div favor* (2), *ent shld, obs mist**, *shld faith*; 2nd—*align wpn, b's endurance* (2), *b's strength* (2), *consecrate, e's splendor, spirit wpn**; 3rd—*daylight, invis purge, mag circ evil, mag vest**, *prayer* (2), *prot energy, wind wall*; 4th—*death ward* (2), *dismis* (2), *div power**, *neut poison* (2); 5th—*break ench, ctrl winds**, *disp evil, plane shift, right might* (2), *ymb pain*; 6th—*banish, chain lgt**, *hs' feast, m cure mod, und/death, word recall*; 7th—*ctrl weather**, *destruct, dictum, ethereal jaunt, holy word, regen*; 8th—*fire storm, holy aura, m cure crit* (2), *whirlwind**; 9th—*ethereal, elem swarm (air)*, m heal, miracle, storm veng*. *Domain spell. Domains: Air and War. CL 20.



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Trumpet Archon (con't)

Spell-Like Abilities: At will—*det evil, cont flame, msg*. CL 12.
Teleport (Su): At will—as *gr tport* (self +50 lbs only); CL 14.
Spell-Like Abilities: At will—*aid, cont flame, det evil, msg*. CL 6.
Tongues (Su): Perm—*tongues*. CL 14.
Cleric Spells Prepared (DC 13 + spell level): 0—*det magic, lgt, pur food/drink, r mag, resist* (2); 1st—*bles* (2), *div favor* (2), *prot chaos**, *sanct, shld faith*; 2nd—*aid**, *b's strength* (2), *consecrate, l restor, o's wisdom* (2); 3rd—*daylight, invis purge, mag circ chaos**, *mag vest, prot energy* (2); 4th—*dismis, div pow, holy smite**, *neut poison, spell imm*; 5th—*disp evil**, *m cure lt, plane shift, raise dead*; 6th—*blade barrier**, *banish, heal, und/death*; 7th—*dictum**, *holy word, m cure ser*. *Domain spell. Domains: Good and Law. CL 14.





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INITIATIVE CARDS
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DELAY or READY	NAME _____		ALIGN/RACE _____		INIT _____	
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DELAY or READY	NAME _____		ALIGN/RACE _____		INIT _____	
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DELAY or READY	NAME _____		ALIGN/RACE _____		INIT _____	
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DELAY or READY	NAME _____		ALIGN/RACE _____		INIT _____	
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INITIATIVE CARDS
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 CHARACTER
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DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
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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				
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DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
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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"/>
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DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
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DELAY or READY	NAME _____		ALIGN/RACE _____	INIT _____
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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"/>
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