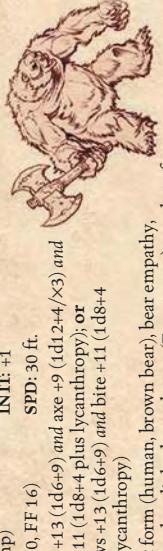


DIVINE CRUSADER OF CORLEON: CG M Humanoid (Ef) Ftr7/Drc5*

HD: 12 (77 hp)	INIT: +4	INT: +1	
AC: 21 (T 14, FF 17)	SPD: 30 ft., F 60 ft. (G)	AC: 17 (T 10, FF 16)	SPD: 30 ft.
ATK: Sword +15/+10 (1d8+6/17–20, magic); or bow +16/+11 rg (1d8+6/17–20, magic); or SA [SQ: Elf traits, low-light, resist elec 5]	ATK: Claw +13 (1d6+9) and axe +9 (1d12+4×3) and bite +11 (1d8+4 plus lycanthropy); or 2 claws +13 (1d6+9) and bite +11 (1d8+4 plus lycanthropy)		
SW: Fort +10, Ref +7, Will +7	SA [SQ: Alt form (human, brown bear), bear empathy, DR 10/silver, low-light, lycanthropy (Fort 15 neg), reach 10 ft., scent SW: Fort +12, Ref +6, Will +4]		
AB: S 29, D 13, Cr 20, I 10, W 11, Ch 8	SK/F: H Animal +3 (+7 bears), Lis +4, Spot +5, Swim +9; Endur, Pow Atk, Run, Track		
SPILLS: (CL 5th) 1st—mag wpn (4); 2nd—spirit wpn (3); 3rd—mag vest (2); 4th—div power. Domain: War	POSS: +1 mithral chainmail, buckler, +1 longsword, +1 comp longbow (+3 Str bonus w/ 20 arrows, dagger, am health +2, cloak Cha +2, winged boots, 15 pp, 27 gp)		
CR: 5	ECL: 10		

*Complete Divine Doc—divine crusader prestige class

D&D ROLEPLAYING STATS**ILLUS.** Des Hanley**WEREBEAR (HYBRID FORM)**: IG L Humanoid (Human, Shapeshifter) Wart

HD: 7 (62 hp)	INIT: +1	INT: +1	
AC: 17 (T 10, FF 16)	SPD: 30 ft.	AC: 17 (T 13, FF 24)	SPD: 40 ft., F 90 ft. (G)
ATK: Claw +13 (1d6+9) and axe +9 (1d12+4×3) and bite +11 (1d8+4 plus lycanthropy); or 2 claws +13 (1d6+9) and bite +11 (1d8+4 plus lycanthropy)	SA [SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC) saves until subject hits archon or 24 hrs, Will 21 neg), DR 10/evil, darkvision 60 ft., immn elec and perfif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4+3, Fort 10 neg)	ATK: Sword +21/+16 (2d6+11/2d6+11/19–20, good, lawful, magic)	INT: +7
SW: Fort +14, Ref +11, Will +11	SV: Fort +14, Ref +11, Will +11	SA [SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC) saves until subject hits archon or 24 hrs, Will 21 neg), DR 10/evil, darkvision 60 ft., immn elec and perfif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4+3, Fort 10 neg)	
AB: S 20, D 17, Cr 23, I 16, W 16, Ch 16	SK/F: Cone +21, Dipl +20, Esc +18, H Animal +18, Lis +18, M Sll +18, Ride +20, S Mot +18, Spot +18; B-Fight, Cleave, Clt Reflex, Pow Atk	AB: S 20, D 17, Cr 23, I 16, W 16, Ch 8	
Run, Track	SPELLS: As Clr-14; 2 of Air, Destruction, Good, Law, War, plus deity domains (Spell-Like Abilities; CL 12th) At will—det evil, cont flame, msg		
POSS: M greataxe	POSS: Trumpet (+4 greatsword)		
CR: 5	ECL: 20		

D&D ROLEPLAYING STATS**ILLUS.** Jim Nelson**TRUMPET ARCHION**: IG M Outsider (Archon, Extraplanar, Good, Lawful)

HD: 12 (126 hp)	INIT: +7	INT: +7	
AC: 27 (T 13, FF 24)	SPD: 40 ft.	AC: 27 (T 13, FF 24)	SPD: 40 ft., F 90 ft. (G)
ATK: Sword +21/+16 (2d6+11/2d6+11/19–20, good, lawful, magic)	SA [SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC) saves until subject hits archon or 24 hrs, Will 21 neg), DR 10/evil, darkvision 60 ft., immn elec and perfif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4+3, Fort 10 neg)	ATK: +21/+16 (1d6+11/1d6+11/19–20, good, lawful, magic)	
SA [SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC) saves until subject hits archon or 24 hrs, Will 21 neg), DR 10/evil, darkvision 60 ft., immn elec and perfif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4+3, Fort 10 neg)	SV: Fort +14, Ref +11, Will +11	SA [SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC) saves until subject hits archon or 24 hrs, Will 21 neg), DR 10/evil, darkvision 60 ft., immn elec and perfif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4+3, Fort 10 neg)	
AB: S 20, D 17, Cr 23, I 16, W 16, Ch 16	SK/F: Cone +21, Dipl +20, Esc +18, H Animal +18, Lis +18, M Sll +18, Ride +20, S Mot +18, Spot +18; B-Fight, Cleave, Clt Reflex, Pow Atk	AB: S 20, D 17, Cr 23, I 16, W 16, Ch 8	
Run, Track	SPELLS: As Clr-14; 2 of Air, Destruction, Good, Law, War, plus deity domains (Spell-Like Abilities; CL 12th) At will—det evil, cont flame, msg		
POSS: M greataxe	POSS: Trumpet (+4 greatsword)		
CR: 14	ECL: 20		

D&D ROLEPLAYING STATS**ILLUS.** Jim Nelson**ULMO LIGHTBRINGER**: IG S Humanoid (Halfling) Rog10/Mnk5

HD: 15 (72 hp)	INIT: +7	INT: +7	
AC: 24 (T 24, FF 24)	SPD: 40 ft.	AC: 24 (T 24, FF 24)	SPD: 40 ft.
ATK: Kama +19/+14 or +18/+18/+13 (1d4+1, magic); or bow +19/+14 rg (1d4+1/×3, magic)	SA [SQ: Evasion, imm disease, imp uncan dodge, opportunist (1/d), AoO against foes damaged by uncly), slow fall 20 ft., sneak attack +5d6, still mind (+2 saves each), trapfinding 3, trap sense +3	ATK: Kama +19/+14 or +18/+18/+13 (1d4+1, magic); or bow +19/+14 rg (1d4+1/×3, magic)	
SA [SQ: Evasion, imm disease, imp uncan dodge, opportunist (1/d), AoO against foes damaged by uncly), slow fall 20 ft., sneak attack +5d6, still mind (+2 saves each), trapfinding 3, trap sense +3	SV: Fort +11, Ref +21, Will +13	ATK: Kama +19/+14 or +18/+18/+13 (1d4+1, magic); or bow +19/+14 rg (1d4+1/×3, magic)	
SV: Fort +11, Ref +21, Will +13	AB: S 10, D 24, Cr 13, I 10, W 16, Ch 8	AB: S 10, D 24, Cr 13, I 10, W 16, Ch 8	
AB: S 10, D 24, Cr 13, I 10, W 16, Ch 8	SK/F: Bluff +7, Climb +10, D Dev +13, Esc +17, Hide +11, Jump +13, Lis +18, M Sll +12, Open L +12, Srch +10, SI Hnd +13, Spot +16, Tmb +14, Use Mag Dev +12; Cbt Expert, Defl Arrows, Dodge, Imp Feint, Mobil, Stun Fist (7/day, Will 20 neg)	SK/F: Bluff +7, Climb +10, D Dev +13, Esc +17, Hide +11, Jump +13, Lis +18, M Sll +12, Open L +12, Srch +10, SI Hnd +13, Spot +16, Tmb +14, Use Mag Dev +12; Cbt Expert, Defl Arrows, Dodge, Imp Feint, Mobil, Stun Fist (7/day, Will 20 neg)	
Run, Track	SPELLS: Ring prot +2/+1 kama, +1 shortbow w/ 50 nwk arrows, dckr resist +2, gloves Dex +4/periapt Wis +2, wund gr invis (24 charges), wund mag armor (46 charges), boots str/spr CR: 15	SPELLS: Ring prot +2/+1 kama, +1 shortbow w/ 50 nwk arrows, dckr resist +2, gloves Dex +4/periapt Wis +2, wund gr invis (24 charges), wund mag armor (46 charges), boots str/spr CR: 15	
POSS: am health +2, +2 quartersstaff, robe of eyes (all-around vision, can't avoid gaze, darkvision 120 ft., see invis/ether 120 ft.)	CR: 16	POSS: am health +2, +2 quartersstaff, robe of eyes (all-around vision, can't avoid gaze, darkvision 120 ft., see invis/ether 120 ft.)	
CR: 5	ECL: 13	CR: 15	

D&D ROLEPLAYING STATS**ILLUS.** Arnie Swekel**CELESTIAL PEGASUS**: CG L Magical Beast (Extraplanar)

HD: 8 (76 hp)*	INIT: +3	INT: +3	
AC: 15 (T 12, FF 12)	SPD: 60 ft., F 120 ft. (Av)	AC: 15 (T 9, FF 15)	SPD: 20 ft.
ATK: 2 hooves +11 (1d6+4, magic) and bite +6 (1d3+2, magic)	SA [SQ: Turn undead 3/day (+0, 2d6+3, 4th)	ATK: Mace +3 (1d6+1)	
SA [SQ: DR 5/magic, darkvision 60 ft., low-light, resist acid 10, cold 10, and elec 10, scnt, smite evl 1/day (+8 dmg), SR 13	SV: Fort +5, Ref +0, Will +5	SA [SQ: Turn undead 3/day (+0, 2d6+3, 4th)	
SV: Fort +5, Ref +7, Will +4	AB: S 12, D 8, Cr 14, I 13, W 15, Ch 10	AB: S 12, D 8, Cr 14, I 13, W 15, Ch 10	
AB: S 18, D 16, Cr 15, I 14, W 13, Ch 13	SK/F: Cone +8, Dipl +8, Heal +8, S Mot +4, Spell +7	SK/F: Cone +8, Dipl +8, Heal +8, S Mot +4, Spell +7	
SPILLS: (SpL 1st Abilities; CL 20th) At will—cr wtr, det mag, guid, mend; 1st—bless, div favor, mag wtr, prot evl; 2nd—aid, hold person (DC 14), 1 restor.	Domains: Good, Law	Domains: Good, Law	
Wind walk; 1/day—gas form (up to 1 hour)	POSS: Leather, +1 rapier, headband int +2	POSS: Leather, +1 rapier, headband int +2	
CR: 6	ECL: 12	CR: 7	

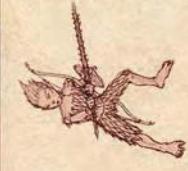
D&D ROLEPLAYING STATS**ILLUS.** Raven Mimura**VILLAGE PRIEST**: IG M Humanoid (Human) Clr3

HD: 3 (26 hp)	INIT: -1	INT: -1	
AC: 15 (T 9, FF 15)	SPD: 20 ft.	AC: 15 (T 9, FF 15)	SPD: 20 ft.
ATK: Mace +3 (1d6+1)	SA [SQ: Turn undead 3/day (+0, 2d6+3, 4th)	ATK: Mace +3 (1d6+1)	
SA [SQ: Turn undead 3/day (+0, 2d6+3, 4th)	SV: Fort +5, Ref +0, Will +5	SA [SQ: Turn undead 3/day (+0, 2d6+3, 4th)	
SV: Fort +5, Ref +0, Will +5	AB: S 12, D 8, Cr 14, I 13, W 15, Ch 10	AB: S 12, D 8, Cr 14, I 13, W 15, Ch 10	
AB: S 18, D 16, Cr 15, I 14, W 13, Ch 13	SK/F: Cone +8, Dipl +8, Heal +8, S Mot +4, Spell +7	SK/F: Cone +8, Dipl +8, Heal +8, S Mot +4, Spell +7	
SPILLS: 0—cr wtr, det mag, guid, mend; 1st—bless, div favor, mag wtr, prot evl; 2nd—aid, hold person (DC 14), 1 restor.	Domains: Good, Law	Domains: Good, Law	
Wind walk; 1/day—gas form (up to 1 hour)	POSS: Leather, +1 rapier, headband int +2	POSS: Leather, +1 rapier, headband int +2	
CR: 6	ECL: 12	CR: 7	

D&D ROLEPLAYING STATS**ILLUS.** Dave Dorman**ELF SWASHBUCKLER**: CG M Humanoid (Ef) Swb7*

HD: 7 (43 hp)	INIT: +4	INT: +4	
AC: 16 (T 14, FF 12)	SPD: 35 ft.	AC: 16 (T 12, FF 12)	SPD: 60 ft., F 120 ft. (Av)
ATK: Rapier +13/+8 (1d6+1/18–20, magic)	SA [SQ: Acrobatic charge* (charge in diff terrain, through allies), elf traits, insightful strike* (dmg +3, doesn't affect creatures imm crt or sneak attk), low-light	ATK: 2 hooves +11 (1d6+4, magic) and bite +6 (1d3+2, magic)	
SA [SQ: Acrobatic charge* (charge in diff terrain, through allies), elf traits, insightful strike* (dmg +3, doesn't affect creatures imm crt or sneak attk), low-light	SV: Fort +5, Ref +7, Will +4	SA [SQ: DR 5/magic, darkvision 60 ft., low-light, resist acid 10, cold 10, and elec 10, scnt, smite evl 1/day (+8 dmg), SR 13	
SV: Fort +5, Ref +7, Will +4	AB: S 10, D 18, Cr 10, I 16, W 8, Ch 13	SV: Fort +5, Ref +9, Will +5	
AB: S 10, D 18, Cr 10, I 16, W 8, Ch 13	SK/F: Dipl +3, Lis +12, S Mot +9, Spot +12; El by Atk	AB: S 18, D 16, Cr 11, Dipl +5, El by Atk	
SPILLS: (SpL 1st Abilities; CL 5th) At will—det evl/good (60-ft. radius)	SR 14, S Mot +5, Spot +2, Tmb +16, Use Rope +9; Dodge +2)	SPILLS: (SpL 1st Abilities; CL 5th) At will—det evl/good (60-ft. radius)	
CR: 6	ECL: 12	CR: 7	

D&D ROLEPLAYING STATS**ILLUS.** Dave Dorman***Advanced Warrior: Swb = swashbuckler class**

THORN[†]: NG S Fsy**LONGSTRIDER RANGER (SHIFTER):** CG M Hum (Shapeshifter) Rgr4/Bbln/El13*

HD: 6 (33 hp)	INIT: +6	INT: +3	SPD: 20 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 25 (T 11, FF 24)	SPD: 50 ft., F 150 ft. (Pr)
ATK: Sword +8 (1d6+3/19-20); or bow +6 (1d6×3 plus sleep)				ATK: Sword +10/+5 (1d8+4/19-20; magic); or axe +10 (1d6+2/X3, magic); or sword +12/+7 (1d8+4/19-20; magic)		ATK: Sword +21/+16 (2d6+14/19-20; chaotic, god, magic); or 2 light rays +11 rg touch (2d12, ignore DR)	
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2				SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2		SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2	
SW: Fort +4, Ref +7, Will +5				SW: Fort +4, Ref +7, Will +3		SW: Fort +4, Ref +8, Will +10	
AB: S 16, D 15, Cn 15, I 10, W 10, Ch 13				AB: S 16, D 16, Ch 14, I 8, W 12, Ch 6		AB: S 25, D 12, Ch 15/116, W 17, Ch 16	
SK/F: Hide +17, Lis +9, M Sil +13, Strch +9, S Mot +9, Spot +9				SK/F: Cone +15, Lis +16, S Mot +4; Spot +16; Cbt Expert, Imp Disarm, Imp Trip		SK/F: Cone +15, Lis +16, S Mot +4; Spot +16; Cbt Expert, Imp Disarm, Imp Trip	
POSS: Leaf leather, buckler, thorn longsword, longbow w/ 20 sleep arrows				SK/F: Bal +5, Climb +5, Hide +11, Jump +9, Lis +8, M Sil +11, Spot +9, Surv +9; Endur, Healing Factor* (heal 8 hp after shifting), Track		SK/F: Bal +5, Climb +5, Hide +11, Jump +9, Lis +8, M Sil +11, Spot +9, Surv +9; Endur, Healing Factor* (heal 8 hp after shifting), Track	
CR: 4				SPILLS: 1st—longstr		SPILLS: 1st—longstr	
ECL: 8				POSS: +2 studded leather, +1 handaxe, +1 longsword		POSS: +4 holy greatsword CR: 13	
*Monster Manual III				*EBERRON [®] Campaign Setting: Elt = Eideen ranger prestige class			
D&D ROLEPLAYING STATS				Illus. Steve Prescott		Illus. Des Hanley	

THORN[†]: NG S Fsy
HD: 6 (33 hp)
AC: 19 (T 13, FF 17)
ATK: Sword +8 (1d6+3/19-20); or bow +6 (1d6×3 plus sleep)
SA/SQ: DR 5 cold iron, low-light, sleep arrow* (as sleep, no HD limit, Fort 16 neg, sneak attack +2d6 SW: Fort +4, Ref +7, Will +5 AB: S 16, D 15, Cn 15, I 10, W 10, Ch 13 SK/F: Hide +17, Lis +9, M Sil +13, Strch +9, S Mot +9, Spot +9 POSS: Leaf leather, buckler, thorn longsword, longbow w/ 20 sleep arrows CR: 4 ECL: 8

*Monster Manual III

D&D ROLEPLAYING STATS

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

HD: 8 (79 hp)	INIT: +4	INT: +3	SPD: 50 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 20 (T 16, FF 13)	SPD: F 100 ft. (Pr)
ATK: Falchion +10/+5 (2d4+3/18-20 plus 1d6 fire)				ATK: Falchion +10/+5 (2d4+3/18-20 plus 1d6 fire)		ATK: 2 slams +12 (2d6+2)	
SA/SQ: Darkvision 60 ft., death throes* (20-ft. radius, Ret 15 half), healing fire* (heals 1 per 3 fire dmg) heat (foes that hit with natural weapons take 1d6 fire dmg), imm fire, disease, and poison, SR 18, vuln cold				SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)		SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)	
SW: Fort +6, Ref +8, Will +6				SW: Fort +6, Ref +8, Will +6		SW: Fort +5, Ref +13, Will +2	
AB: S 14, D 17, Ch 15, I 10, W 12, Ch 17				AB: S 14, D 17, Ch 15, I 10, W 12, Ch 17		AB: S 14, D 25, Ch 16, I 6, W 11, Ch 11	
SK/F: Conc +7, Lis +8, Spot +8; Emp Spell-Like Ability (scorching ray), Quick D				SK/F: Conc +7, Lis +8, Spot +8; Emp Spell-Like Ability (scorching ray), Quick D		SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk CR: 5	
SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)				SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)		SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)	
POSS: Mwk bastard sword, 2 mwk short swords				POSS: Studded leather, mwk falchion CR: 6		POSS: Studded leather, mwk falchion CR: 6	
*Expanded Psionics Handbook				*Monster Manual III		D&D ROLEPLAYING STATS	
D&D ROLEPLAYING STATS				Illus. Jim Nelson		Illus. Des Hanley	

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

HD: 8 (79 hp)	INIT: +4	INT: +3	SPD: 50 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 20 (T 16, FF 13)	SPD: F 100 ft. (Pr)
ATK: Sword +13/+8 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)				ATK: Sword +10/+5 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)		ATK: 2 slams +12 (2d6+2)	
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2				SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2		SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)	
SW: Fort +6, Ref +11, Will +6				SW: Fort +6, Ref +11, Will +6		SW: Fort +5, Ref +13, Will +2	
AB: S 18, D 18, Ch 16, I 16, W 14, Ch 6				AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17		AB: S 14, D 25, Ch 16, I 6, W 11, Ch 11	
SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track				SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track		SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk CR: 6	
SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)				SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)		SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)	
POSS: Mwk bastard sword, 2 mwk short swords				POSS: Mwk bastard sword, 2 mwk short swords CR: 7		POSS: Mwk bastard sword, 2 mwk short swords CR: 7	
*Expanded Psionics Handbook				*Monster Manual III		D&D ROLEPLAYING STATS	
D&D ROLEPLAYING STATS				Illus. Jim Nelson		Illus. Des Hanley	

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

HD: 8 (79 hp)	INIT: +4	INT: +3	SPD: 50 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 20 (T 16, FF 13)	SPD: F 100 ft. (Pr)
ATK: Sword +13/+8 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)				ATK: Sword +10/+5 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)		ATK: 2 slams +12 (2d6+2)	
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2				SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2		SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)	
SW: Fort +6, Ref +11, Will +6				SW: Fort +6, Ref +11, Will +6		SW: Fort +5, Ref +13, Will +2	
AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17				AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17		AB: S 14, D 25, Ch 16, I 6, W 11, Ch 11	
SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track				SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track		SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk CR: 6	
SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)				SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)		SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)	
POSS: Mwk bastard sword, 2 mwk short swords				POSS: Mwk bastard sword, 2 mwk short swords CR: 7		POSS: Mwk bastard sword, 2 mwk short swords CR: 7	
*Expanded Psionics Handbook				*Monster Manual III		D&D ROLEPLAYING STATS	
D&D ROLEPLAYING STATS				Illus. Jim Nelson		Illus. Des Hanley	

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

HD: 8 (79 hp)	INIT: +4	INT: +3	SPD: 50 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 20 (T 16, FF 13)	SPD: F 100 ft. (Pr)
ATK: Sword +13/+8 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)				ATK: Sword +10/+5 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)		ATK: 2 slams +12 (2d6+2)	
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2				SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2		SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)	
SW: Fort +6, Ref +11, Will +6				SW: Fort +6, Ref +11, Will +6		SW: Fort +5, Ref +13, Will +2	
AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17				AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17		AB: S 14, D 25, Ch 16, I 6, W 11, Ch 11	
SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track				SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track		SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk CR: 6	
SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)				SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)		SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)	
POSS: Mwk bastard sword, 2 mwk short swords				POSS: Mwk bastard sword, 2 mwk short swords CR: 7		POSS: Mwk bastard sword, 2 mwk short swords CR: 7	
*Expanded Psionics Handbook				*Monster Manual III		D&D ROLEPLAYING STATS	
D&D ROLEPLAYING STATS				Illus. Jim Nelson		Illus. Des Hanley	

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

HD: 8 (79 hp)	INIT: +4	INT: +3	SPD: 50 ft.	AC: 18 (T 13, FF 15)	SPD: 30 ft.	AC: 20 (T 16, FF 13)	SPD: F 100 ft. (Pr)
ATK: Sword +13/+8 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)				ATK: Sword +10/+5 (1d10+4/19-20) and bite +7 (1d4+2); or sword +11/+6 (1d10+4/19-20) and 2 swords +11 (1d6+2/19-20) and bite +7 (1d4+2)		ATK: 2 slams +12 (2d6+2)	
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2				SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*) double dig to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2		SA/SQ: Air mastery (airborne foes -1 atk/dmg), DR 5/-, darkvision 60 ft., elemental traits, reach 10 ft., whirwind 1/10 min. (4 rds, 10-40 ft tall), can't talk or threaten, 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)	
SW: Fort +6, Ref +11, Will +6				SW: Fort +6, Ref +11, Will +6		SW: Fort +5, Ref +13, Will +2	
AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17				AB: S 18, D 17, Ch 15, I 10, W 12, Ch 17		AB: S 14, D 25, Ch 16, I 6, W 11, Ch 11	
SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track				SK/F: Hide +10 (+14 desert), JUMP +45, Lis +6, Spot +2; Dfl Arrows, Dodge, Track		SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk CR: 6	
SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)				SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)		SPELLS: (Psi-Like Abilities ML 4th)*: 3/day—chameleon (10 ft. hide), know dir/loc; 1/day—gr cone, amorphia (self, 50% miss chance), meta claw (bite +1 ark, +1 dmg)	
POSS: Mwk bastard sword, 2 mwk short swords				POSS: Mwk bastard sword, 2 mwk short swords CR: 7		POSS: Mwk bastard sword, 2 mwk short swords CR: 7	
*Expanded Psionics Handbook				*Monster Manual III		D&D ROLEPLAYING STATS	
D&D ROLEPLAYING STATS				Illus. Jim Nelson		Illus. Des Hanley	

THRI-KREEN[®] BARBARIAN: CN M Monstrous Humanoid (Psionic[†]) Rgr4/Bbln4

IMP: LE T Outsider (Evil, Extraterran, Lawful)	
HD: 3 (13 hp)	INIT: +3
AC: 20 (T 15, FF 17)	SPD: 20 ft., F 50 ft. (P)
ATK: Sting +8 (1d4, evil, lawful plus poison)	SA/SQ: Alt form (1 or 2 up to M), DR 5/good or silver, darkvision 60 ft., fast heal 2, imm poison, poison (Fort 13, 1d4 Dex/2d4 Dex), reach 0 ft., resist fire 5
SV: Fort +3, Ref +6, Will +4	
AB: S 10, D 17, Cn 10, I 10, W 12, Ch 14	
SK/F: Dipl +8, Hide +17, Lie +7, M Sl +9, Sich +6, Spell +6, Spot +7; Dodge	
SPELLS: (Spell-Like Abilities: CL 6th) At will—det good, det mag, misus (self only); 1/day—suggest (DC 15); 1/wk—commune (6 questions, CL 12th)	
CR: 2	

FLAMEBROTHER SALAMANDER: LE OUTSIDER (Extraplanar, Fire)	
HD: 4 (26 hp)	INIT: +1
AC: 19 (T 12, FF 8)	SPD: 20 ft.
ATK: Spear +6 (1d6+1×3 plus 1d6 fire) and tail +4 (1d4 plus 1d6 fire)	SA/SQ: Constrict 1d4+1d6 fire (up to M), darkvision 60 ft., imm fire, imp grab (grp +1, constrict), vuln cold
SV/Fort +6, Ref +5, Will +6	AB: S 12, D 13, Cn 14, I 14, W 15, Ch 13
SK/E: Hide +12, Lis +11, M Sl +6, Spot +11	POSS: Spear
CR: 3	ECL: 8

CHRAAL* : NEL Elemental (Cold)		Illus. Dave Allsop		
HD: 9 (85 hp) AC: 21 (T 13, FF 21)	INIT: +0 SPD: 40 ft. ATK: 2 claws +10 (1d8+5 plus 1d6 cold) and bite +8 (2d6+2 plus 1d6 cold)	SA/SQ: Breath wpn* 3/day (cone, 60 ft., 6d6 cold, Ref 19 half), DR 5/—, darkvision 60 ft., death throes* (30 ft., 10 cold + 10 pierc., Ref 19 half), elemental traits, immn cold, reach 10 ft., vuln fire	SV: Fort +11, Ref +3, Will +5 AB: S 21, D 14, Cn 20, I 9, W 10, Ch 14 SK/F: Lis +4, Strch +3, Spot +4	CR: 6
*Monster Manual III D&D ROLEPLAYING STATS				

Kobold Soldier: LE SHumanoid (Reptilian) Ftr2	
HD: 2 (15 hp) AC: 19 (T 14, FF 16) ATK: Spear +5 (1d+4, magic) SA/SQ: Darkvision 60 ft, light sensitivity SV: Fort +3, Ref +3, Will +1 AB: S 10, D 17, Cn 11, L 10, W 12, Ch 8 SK/F: Climb +2, Hide +4, Jump -4, Lis +1, Strch +2, Spot +1; Dodge POSS: Mwk scale mail, +1 shortspear	INIT: +7 SPD: 20 ft. CR: 2

DIRE GUARD*: LE M Undead	
HD: 6 (39 hp)	INIT: +0
AC: 16 (T 13, FF 16)	SPD: 30 ft.
ATK: 2 claws +7 (1d4+4), or sword +8 (1d8+4/+19-20) and claw +2 (1d4+2)	
SA/SQ: Blink 1/10 min (CL 6th), DR 5/bludge, darkvision 60 ft., imm cold, mag missile 1/3 rds (CL 6th), seeinvis, undead traits	
SV: Fort +2, Ref +2, Will +6	
AB: S 18, D 14, Cn —, 111, W 12, Ch 13	
SK/E: Conc +0 (+4 cast def), Hide +7, Lis +8, M Sl +7, Strch +8, Spot +8; B-Fight, Pow Attk	
POSS: Mwk longsword	ECL: 9
CR: 3	

*Lost Empires of Faerûn
D&D ROLEPLAYING STATS



 <p>FALCHION OUTSIDER</p> <p>EXTRAPLANAR, FIRE</p> <p>HD: 10 (65 hp)</p> <p>AC: 18 (T 12, FF 15)</p> <p>SPD: 20 ft., F 40 ft. (Pf)</p> <p>ATK: Falchion +16/+11 (2d6+9/18-20 plus 1d6 fire); or 2 slams +15 (1d8+6 plus 1d6 fire)</p> <p>SA/SQ: Change size 2/day (as enl/red per, Fort 13 neg), darkvision 60 ft., immn fire, pl shift, reach 10 ft., telepathy, vuln cold</p> <p>SV: Fort +9, Ref +10, Will +9</p> <p>AB: S 23, D 17, Cn 14, I 12, W 15, Ch 15</p> <p>SK/F: Bluff +15, Conc +15 (+19 cast def), Intim +17, Lis +15, M Sl +16, S Mot +15, Spell +14, Spot +15; Cbt Reflex, Dodge, Quicken Spell-Like Ability (scorch ray)</p> <p>SPELLS: (Spell-Like Abilities: CL 12th) At will—<i>det mag pr flame, pyro DC 14, scorch ray</i> (1 ray, +12 rg touch); 3/day—<i>invis, wall fire</i> (DC 16); 1/day—<i>wish</i> (up to 3, nongenies only), <i>gas form, prism image</i> (DC 18), <i>pmorph</i> (self only)</p> <p>POSS: Mwk falction</p> <p>CR: 8</p> <p>D&D ROLEPLAYING STATS</p>	<p>illus. Dave Dorman</p>
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BUGBEAR CHAMPION OF ERYTHRINUL: CE M Humanoid (Goblinoid) Fvs^{2*}**VARGOUILLE:** LE S Outsider (Evil, Extraplanar)

HD: 5 (41 hp)	INIT: +2	INT: 5 (37 hp)	INIT: +4
AC: 20 (T 12, FF 18)	SPD: 30 ft.	AC: 18 (T 9, FF 18)	SPD: 40 ft., F 40 ft. (G)
ATK: Morningstar +8 (1d8+4, magic)	ATK: Bite +3 (1d4, evil plus poison)	ATK: Sword +7 (3d6+7/19-20)	
SA/SQ: Darkvision 60 ft., scent	SA/SQ: Darkvision 60 ft., kiss (+3 touch, become vargouille's bite dmg), shriek (60 ft., paralysis 2d4 rds, Fort 12 neg)	SA/SQ: Darkvision 20 ft., low-light, reach 10 ft., regen 5 (normal/dmg acid, fire), SR 19	
SW: Fort +6, Ref +8, Will +5	SW: Fort +5, Ref +3, Will +3	SW: Fort +7, Ref +1, Will +3	
AB: S 16, D 14, Con 14, I 8, W 13, Ch 14	SK/F: Conc +4, Lis +1, M Sil +3, Spot +7	AB: S 21, D 10, Con 17, I 14, W 14, Ch 17	
AB: S 10, D 13, Con 12, I 5, W 12, Ch 8	SK/F: Hide +9, Intim +3, Lis +5, M Sil +5, Spot +5	SK/F: Conc +11, Lis +10, Spell +10, Spot +10; Cbt Expert (DC 14), cone cold (DC 18), gas form, pmorph, sleep (DC 14)	
POSS: Known (6/5): 0—cure min, det mag, guid, read mag, resist, 1st—cure lit, frighten** (as cause fear but up to 30 ft regardless of HD; DC 12), mag wpn	POSS: Chain shirt, buckler, +1 spiked club (morningstar)	POSS: Chain shirt, greatsword	
CR: 3	ECL: 6	CR: 8	

*Complete Divine: Fvs = favored soul class; **New cleric spell

D&D ROLEPLAYING STATS

Illus. Steve Prescott

FERAL MINOTAUR: CE L Monstrous Humanoid

HD: 6 (51 hp)	INIT: -1	HD: 1 (6 hp)	INIT: +5
AC: 14 (T 8, FF 14)	SPD: 40 ft.	AC: 13 (T 11, FF 12)	SPD: 30 ft.
ATK: 2 claws +11 (2d6+6) and gore +6 (1d8+3)	ATK: Sword +1 (1d6+1/19-20); or bow +1 rg (1d6×3)	ATK: Maul +16/ +11 (1d10+9) ×3, magic)	ATK: Maul +16/ +11 (1d10+9) ×3, magic)
SA/SQ: Darkvision 60 ft., fast heal 3, imp grab (grt +6), natural cunning (can't be lost or flat-footed, imm maze), pounce (full attk when charging), powerful charge 4d6+9 (gore +11 attk), reach 10 ft., scent	SA/SQ: DR 5/bludge, darkvision 60 ft., imm cold, undead traits	SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5	SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5
SW: Fort +7, Ref +4, Will +6	SW: Fort +9, Ref +2, Will +3	SW: Fort +9, Ref +1, Will +2	SW: Fort +9, Ref +1, Will +2
AB: S 23, D 8, Con 17, I 3, W 12, Ch 8	AB: S 13, D 13, Ch —, I —, W 10, Ch 1	AB: S 19, D 8, Con 16, I 12, W 6, Ch 15	AB: S 19, D 8, Con 16, I 12, W 6, Ch 15
SK/F: Intim +2, Lis +8, Strch +0, Spot +8; Pow Atk, Track CR: 6	POSS: Short sword, shortbow w/ 20 arrows	POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)	POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)
ECL: 6	CR: 1/3	CR: 11	CR: 11

*Savage Species

D&D ROLEPLAYING STATS

Illus. Jim Nelson

ABYSSAL SKUKLER: CE S Outsider (Chaotic, Evil)

HD: 2 (11 hp)	INIT: +2	HD: 12 (102 hp)	INIT: +9
AC: 15 (T 13, FF 13)	SPD: 40 ft.	AC: 30 (T 14, FF 25)	SPD: 50 ft.
ATK: 2 claws +5 (1d2, chaotic, evil)	ATK: 2 claws +5 (1d2, chaotic, evil)	ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)	ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)
SA/SQ: Darkvision 60 ft.	SA/SQ: Darkvision 60 ft.	SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)	SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)
SW: Fort +4, Ref +5, Will +5	SW: Fort +4, Ref +5, Will +5	SW: Fort +12, Ref +13, Will +11	SW: Fort +12, Ref +13, Will +11
AB: S 10, D 15, Con 12, I 13, W 14, Ch 9	AB: S 10, D 15, Con 12, I 13, W 14, Ch 9	AB: S 25, D 21, Con 19, I 10, W 16, Ch 12	AB: S 25, D 21, Con 19, I 10, W 16, Ch 12
SK/F: Bluff +4, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7	SK/F: Bluff +4, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7	SK/F: Bluff +4, Hide +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 2	SK/F: Bluff +4, Hide +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 13

*Monster Manual 11

**Frand Edra

Ogre Mage: LE L Giant

HD: 5 (37 hp)	INIT: +4	HD: 5 (37 hp)	INIT: +4
AC: 18 (T 9, FF 18)	SPD: 40 ft., F 40 ft. (G)	AC: 18 (T 9, FF 18)	SPD: 40 ft., F 40 ft. (G)
ATK: Bite +3 (1d4, evil plus poison)	ATK: Sword +7 (3d6+7/19-20)	ATK: Sword +7 (3d6+7/19-20)	ATK: Sword +7 (3d6+7/19-20)
SA/SQ: Darkvision 20 ft., low-light, reach 10 ft., regen 5 (normal/dmg acid, fire), SR 19	SA/SQ: Darkvision 20 ft., low-light, reach 10 ft., regen 5 (normal/dmg acid, fire), SR 19	SA/SQ: Darkvision 20 ft., low-light, reach 10 ft., regen 5 (normal/dmg acid, fire), SR 19	SA/SQ: Darkvision 20 ft., low-light, reach 10 ft., regen 5 (normal/dmg acid, fire), SR 19
SW: Fort +7, Ref +1, Will +3	SW: Fort +7, Ref +1, Will +3	SW: Fort +7, Ref +1, Will +3	SW: Fort +7, Ref +1, Will +3
AB: S 21, D 10, Con 17, I 14, W 14, Ch 17	SK/F: Conc +11, Lis +10, Spell +10, Spot +10; Cbt Expert (DC 14), cone cold (DC 18), gas form, pmorph, sleep (DC 14)	AB: S 21, D 10, Con 17, I 14, W 14, Ch 17	SK/F: Conc +11, Lis +10, Spell +10, Spot +10; Cbt Expert (DC 14), cone cold (DC 18), gas form, pmorph, sleep (DC 14)
POSS: Chain shirt, greatsword	POSS: Chain shirt, greatsword	POSS: Chain shirt, greatsword	POSS: Chain shirt, greatsword
CR: 8	ECL: 12	CR: 8	ECL: 12

D&D ROLEPLAYING STATS

Illus. Des Hanley

Orog Warlord: LE M Humanoid (Orc) Err9

HD: 9 (81 hp)	INIT: -1	HD: 9 (81 hp)	INIT: -1
AC: 22 (T 10, FF 22)	SPD: 20 ft.	AC: 22 (T 10, FF 22)	SPD: 20 ft.
ATK: Maul +16/ +11 (1d10+9) ×3, magic)			
SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5	SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5	SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5	SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5
SW: Fort +9, Ref +2, Will +3			
AB: S 19, D 8, Con 16, I 12, W 6, Ch 15	AB: S 19, D 8, Con 16, I 12, W 6, Ch 15	AB: S 19, D 8, Con 16, I 12, W 6, Ch 15	AB: S 19, D 8, Con 16, I 12, W 6, Ch 15
SK/F: Climb +5, Intim +4, Jump -1, Lis +1, Spot +1; Cleave, Gr Cleave, Leadership 11, Pow Atk	SK/F: Climb +5, Intim +4, Jump -1, Lis +1, Spot +1; Cleave, Gr Cleave, Leadership 11, Pow Atk	SK/F: Climb +5, Intim +4, Jump -1, Lis +1, Spot +1; Cleave, Gr Cleave, Leadership 11, Pow Atk	SK/F: Climb +5, Intim +4, Jump -1, Lis +1, Spot +1; Cleave, Gr Cleave, Leadership 11, Pow Atk
POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)	POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)	POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)	POSS: +2 full plate, ring prot +1, +1 maul**, pot stdl faith (+1)
CR: 11	ECL: 11	CR: 11	ECL: 11

*Races of Faerûn; **Forgotten Realms® Campaign Setting

D&D ROLEPLAYING STATS

Illus. Steve Prescott

Steel Predator: N L Outsider

HD: 12 (102 hp)	INIT: +9	HD: 12 (102 hp)	INIT: +9
AC: 30 (T 14, FF 25)	SPD: 50 ft.	AC: 30 (T 14, FF 25)	SPD: 50 ft.
ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)	ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)	ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)	ATK: Bite +18/2d6+7/19-20, magic) and 2 claws +16 (2d4+3, magic)
SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)	SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)	SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)	SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grt +25, rate), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full attk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds/cone, 30 ft., 12d6 sonic + deafen 1d4 rds, Fort 20 half dmg, neg deafen), scent, Sundering bite* (as Imp Sunder, double dmg)
SW: Fort +12, Ref +13, Will +11			
AB: S 25, D 21, Con 19, I 10, W 16, Ch 12	AB: S 25, D 21, Con 19, I 10, W 16, Ch 12	AB: S 25, D 21, Con 19, I 10, W 16, Ch 12	AB: S 25, D 21, Con 19, I 10, W 16, Ch 12
SK/F: Bal +24, Climb +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 13	SK/F: Bal +24, Climb +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 13	SK/F: Bal +24, Climb +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 13	SK/F: Bal +24, Climb +22, Hide +20, Jump +30, Lis +18, M Sil +24, Strch +15, Spot +18; Pow Atk CR: 13

*Frand Edra

Fierbeast Champion of Erythrinul: CE L Magical Beast (Asgardian, Extraplanar)

HD: 5 (45 hp)	INIT: +3	HD: 2 (11 hp)	INIT: +2
AC: 16 (T 12, FF 13)	SPD: 30 ft., C 10 ft.	AC: 15 (T 13, FF 13)	SPD: 40 ft.
ATK: 2 claws +8 (1d6+6, magic) and bite +3 (1d8+3, magic)	ATK: 2 claws +5 (1d2, chaotic, evil)	ATK: 2 claws +5 (1d2, chaotic, evil)	ATK: 2 claws +5 (1d2, chaotic, evil)
SA/SQ: DR 5/magic, darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10
SW: Fort +8, Ref +7, Will +5	SW: Fort +8, Ref +7, Will +5	SW: Fort +8, Ref +7, Will +5	SW: Fort +8, Ref +7, Will +5
AB: S 22, D 17, Con 19, I 13, W 12, Ch 10	AB: S 22, D 17, Con 19, I 13, W 12, Ch 10	AB: S 22, D 17, Con 19, I 13, W 12, Ch 10	AB: S 22, D 17, Con 19, I 13, W 12, Ch 10
SK/F: Climb +14, Lis +7, Spot +7, Track CR: 5	SK/F: Climb +14, Lis +7, Spot +7, Track CR: 5	SK/F: Climb +14, Lis +7, Spot +7, Track CR: 5	SK/F: Climb +14, Lis +7, Spot +7, Track CR: 5

D&D ROLEPLAYING STATS

Illus. Jim Nelson

Abyssal Skukler: CE S Outsider (Chaotic, Evil)

HD: 2 (11 hp)	INIT: +2	HD: 2 (11 hp)	INIT: +2
AC: 15 (T 13, FF 13)	SPD: 40 ft.	AC: 15 (T 13, FF 13)	SPD: 40 ft.
ATK: 2 claws +5 (1d2, chaotic, evil)			
SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10	SA/SQ: Darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, -2 AC, can't end voluntarily), resist cold 5 and fire 5; scent, smite good 1/day (+5 dmg), STR 10
SW: Fort +5, Ref +5, Will +5			
AB: S 10, D 15, Con 12, I 13, W 14, Ch 9	AB: S 10, D 15, Con 12, I 13, W 14, Ch 9	AB: S 10, D 15, Con 12, I 13, W 14, Ch 9	AB: S 10, D 15, Con 12, I 13, W 14, Ch 9
SK/F: Bluff +4, Hide +5, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7	SK/F: Bluff +4, Hide +5, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7	SK/F: Bluff +4, Hide +5, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7	SK/F: Bluff +4, Hide +5, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7

*Savage Species

D&D ROLEPLAYING STATS

Illus. Thomas M. Baxa

**Frand Edra

7

IMP: LE T Outsider (Evil, Extraplanar, Lawful)

HD: 3 (13 hp) **INIT:** +3
AC: 20 (T 15, FF 17) **SPD:** 20 ft., F 50 ft. (Pf)
ATK: Sting +8 (1d4, evil, lawful, plus poison)
SA/SQ: Alt form (1 or 2 up to M), DR 5/good or silver, darkvision 60 ft., fast heal 2, imm poison, poison (Fort 13, 1d4 Dex/2d4 Dex), reach 0 ft., resist fire 5
SW: Fort +3, Ref +6, Will +4
AB: S 10, D 17, Cn 10, I 10, W 12, Ch 14
SK/F: Dipl +8, Hide +17, Lis +7, M Sil +9, Strch +6, Spell +6, Spot +7; Dodge 1/day—suggest (DC 15); 1/wk—commune (6 questions, CL 12th); CR: 2

D&D ROLEPLAYING STATS

Illus. Jim Nelson

FLAMEBROTHER SALAMANDER: LE S Outsider (Extraplanar, Fire)

HD: 4 (26 hp) **INIT:** +1
AC: 19 (T 12, FF 18) **SPD:** 20 ft.
ATK: Spear +6 (1d6+1/x3 plus 1d6 fire) and tail +4 (1d4 plus 1d6 fire)
SA/SQ: Constrict id 4 +1d6 fire (up to M), darkvision 60 ft., imm fire, imp grab grp +1, constrict, vuln cold
SW: Fort +6, Ref +5, Will +6
AB: S 12, D 13, Cn 14, I 14, W 15, Ch 13
SK/F: Hide +12, Lis +11, M Sil +6, Spot +11
POSS: Spear
CR: 3 **ECL:** 8

D&D ROLEPLAYING STATS

Illus. Des Hanley

CHRAAL: NE L Elemental (Cold)

HD: 9 (85 hp) **INIT:** +0
AC: 21 (T 13, FF 21) **SPD:** 40 ft.
ATK: 2 claws +10 (1d8+5 plus 1d6 cold) and bite +8 (2d6+2 plus 1d6 cold)
SA/SQ: Breath wpn³/day (cone 60 ft., 6d6 cold, Ref 19 half), DR 5/-, darkvision 60 ft., death throes* (30 ft., 10 cold +10 pierc., Ref 19 half), elemental traits, imm cold, reach 10 ft., vuln fire
SW: Fort +11, Ref +3, Will +5
AB: S 24, D 14, Cn 20, I 9, W 10, Ch 14
SK/F: Lis +4, Strch +3, Spot +4
CR: 6

*Monster Manual III

D&D ROLEPLAYING STATS

Illus. Dave Allsop

KOBOLD SOLDIER: LE S Humanoid (Reptilian) Err2

HD: 2 (15 hp) **INIT:** +7
AC: 19 (T 14, FF 16) **SPD:** 20 ft.
ATK: Spear +5 (1d4+1, magic)
SA/SQ: Darkvision 60 ft., light sensitivity
SW: Fort +3, Ref +3, Will +4
AB: S 10, D 17, Cn 11, I 10, W 12, Ch 8
SK/F: Climb +2, Hide +4, Jump +4, Lis +1, Strch +2, Spot +4; Dodge
POSS: Mwk scale mail, +1 shortspear
CR: 2

D&D ROLEPLAYING STATS

Illus. Dave Dorman

GHOSTLY CONSORT: LE M Undead [Human] Art5, Incorporeal

HD: 5 (32 hp) **INIT:** +0
AC: 14 (T 14, FF 14) **SPD:** F 30 ft. (Pf)
ATK: Incorporeal touch +3 (1d4 ability drain)
SA/SQ: +4 turn resist, corrupting gaze (30 ft., 2d10 + 1d4 Cha, Fort 16 neg), darkvision 60 ft., draining touch (1d4, 10th, no AoO, Fort 19 neg), malevolence as magjor, CL 1d20+5, DC 16), undead traits
SW: Fort +4, Ref +4, Will +6
AB: S —, D 10, Cn —, I 12, W 11, Ch 18
SK/F: Bluff +14, Dipl +20, Hide +8, Intim +16, Lis +8, Strch +9, SMot +10, Spot +8
CR: 6 **ECL:** 9

*Lost Empires of Faerûn

D&D ROLEPLAYING STATS

Illus. Thomas M. Baxa

DIREGUARD: LE M Undead

HD: 6 (39 hp) **INIT:** +0
AC: 16 (T 13, FF 16) **SPD:** 30 ft.
ATK: 2 claws +7 (1d4+4); or sword +8 (1d8+4/19-20) and claw +2 (1d4+2)
SA/SQ: Blink 1/10 min (CL 6th), DR 5/bludge, darkvision 60 ft., imm cold, mug missile 1/3 rds (CL 6th), see invis, undead traits
SW: Fort +4, Ref +2, Will +6
AB: S 18, D 14, Cn —, I 11, W 12, Ch 13
SK/F: Conc +10 (-4 cast def), Hide +7, Lis +8, M Sil +7,
 Sch +8, Spot +8; B-Fight, Pow Atk
POSS: Mwk longsword
CR: 3 **ECL:** 9

*Lost Empires of Faerûn

D&D ROLEPLAYING STATS

Illus. Dave Allsop

HOBGOBLIN IMPALER: LE M Humanoid (Goblinoid) Rogt/Frtt2

HD: 2 (15 hp) **INIT:** +2
AC: 21 (T 14, FF 20) **SPD:** 20 ft.
ATK: Pick +4 (1d6+2/x4)
SA/SQ: Darkvision 60 ft., sneak attack +1d6, trapfinding
SW: Fort +4, Ref +4, Will +0
AB: S 15, D 15, Cn 14, I 14, W 10, Ch 8
SK/F: Bal +0, Climb +0, Hide +0, Lis +4, M Sil +4, Open L +6, Strch +6, SMot +4, Spot +4, Tmbl +0, Use Rope +6; Dodge, Mobil
POSS: Mwk full plate, mwk hvy steel shield, mwk heavy pick, oil/mag wpn, pot innis
CR: 2 **ECL:** 3

D&D ROLEPLAYING STATS

Illus. Raven Mimura

MINA, DARK CLERIC: LE M Humanoid (Human) Clr17/Rz2*

HD: 20 (142 hp) **INIT:** +2
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Mace +19/4-14/+9 (1d8+5, evil, magic, ghost touch, +2d6 to good, wounding, kiss of death)
SA/SQ: Oration³/day, kiss of death (death kn, animal/del below 0 hp, Will 20 neg) +5 save 1/day, reb and 1/2 day (+7, 2d6+22, 18th), +1 saves enc SW: Fort +14, Ref +8, Will +18
AB: S 10, D 14, Cn 16, I 17, W 20, Ch 21
SK/F: Conc +13, Heal +15, Lis +8, SMot +13, Spell +15, Gr Spell Pen, Lead 25
SPELLS: (DC 16 +1 [lv 1-2 necro 1st—bane, bless, c/fear, cmd, cure bl, dia, fator, prot good, shld faith]; 2nd—ang, calm emot, death kn, desecr, enthrall, hold per, res energy, zone truth, 3rd—anim dead, b/cuse (3), curse, pray, spk dead; 4th—castigat² (2), cure crit, disc lies, divin, div power, neut poison; 5th—alone, birk encl, fl strike, gr end, raise d, symph, 6th—cr undead, gr disp mag, heal (2), symb fear, symb persua², th—blasph (2), mpr wnd blind, regen; 8th—cr gr undead, disc loc (2); 9th—gate, wall karsch. Domains: Death, War
POSS: +5 mod for half-plate, Mina's Kiss
CR: 20

D&D ROLEPLAYING STATS

Illus. Dave Dorman

SIMRIL, DIVINE CHAMPION: LE M Humanoid (Human) Chm17/Rz2*

HD: 20 (142 hp) **INIT:** +2
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Mace +19/4-14/+9 (1d8+5, evil, magic, ghost touch, +2d6 to good, wounding, kiss of death)
SA/SQ: Oration³/day, kiss of death (death kn, animal/del below 0 hp, Will 20 neg) +5 save 1/day, reb and 1/2 day (+7, 2d6+22, 18th), +1 saves enc SW: Fort +14, Ref +8, Will +18
AB: S 10, D 14, Cn 16, I 17, W 20, Ch 21
SK/F: Conc +13, Heal +15, Lis +8, SMot +13, Spell +15, Gr Spell Pen, Lead 25
SPELLS: (DC 16 +1 [lv 1-2 necro 1st—bane, bless, c/fear, cmd, cure bl, dia, fator, prot good, shld faith]; 2nd—ang, calm emot, death kn, desecr, enthrall, hold per, res energy, zone truth, 3rd—anim dead, b/cuse (3), curse, pray, spk dead; 4th—castigat² (2), cure crit, disc lies, divin, div power, neut poison; 5th—alone, birk encl, fl strike, gr end, raise d, symph, 6th—cr undead, gr disp mag, heal (2), symb fear, symb persua², th—blasph (2), mpr wnd blind, regen; 8th—cr gr undead, disc loc (2); 9th—gate, wall karsch. Domains: Death, War
POSS: +5 mod for half-plate, Mina's Kiss
CR: 20

D&D ROLEPLAYING STATS

Illus. Jim Nelson

EFREETHI: LE L Outsider (Extraplanar, Fire)

HD: 10 (65 hp) **INIT:** +7
AC: 18 (T 12, FF 15) **SPD:** 20 ft., F 40 ft. (Pf)
ATK: Falchion +16/+11 (2d6+9/18-20 plus 1d6 fire); or 2 slams +15 (1d8+6 plus 1d6 fire)
SA/SQ: Change size 2/day (as elm/red per Fort 13 neg), darkvision 60 ft., imm fire, pl shft, reach 10 ft., telepathy, vuln cold
SW: Fort +9, Ref +10, Will +9
AB: S 23, D 17, Cn 14, I 12, W 15, Ch 15
SK/F: Bluff +15, Conc +15/+19 cast (lef). Intim +17, Lis +15, M Sil +16, SMot +15, Spell +14, Spot +15; Cbt Reflex, Dodge, Quicken Spell-Like Ability (search ray) 2 slams +15 (1d8+6 plus 1d6 fire)
SPELLS: (Spell-Like Abilities: CL 12th) Ar/will—det mag, pr flame, pyro (DC 14), scorch ray (1 ray, +12 rg touch); 3/day—invis, wall fire (DC 16); 1/day—wish (up to 3, nonogenies only), gas form, perm image (DC 18), phorph (self only)
POSS: Mwk falchion
CR: 8

*Dragonlance® Campaign Setting Rz2 = righteous zealot class; **Complete Divine

D&D ROLEPLAYING STATS

Illus. Dave Dorman

CHRISTIANA: LE L Humanoid (Human) Chm17/Rz2*

HD: 20 (142 hp) **INIT:** +2
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Mace +19/4-14/+9 (1d8+5, evil, magic, ghost touch, +2d6 to good, wounding, kiss of death)
SA/SQ: Oration³/day, kiss of death (death kn, animal/del below 0 hp, Will 20 neg) +5 save 1/day, reb and 1/2 day (+7, 2d6+22, 18th), +1 saves enc SW: Fort +14, Ref +8, Will +18
AB: S 10, D 14, Cn 16, I 17, W 20, Ch 21
SK/F: Bal +0, Climb +0, Hide +0, Lis +4, M Sil +4, Open L +6, Strch +6, SMot +4, Spot +4, Tmbl +0, Use Rope +6; Dodge, Mobil
POSS: Mwk full plate, mwk hvy steel shield, mwk heavy pick, oil/mag wpn, pot innis
CR: 2 **ECL:** 3

D&D ROLEPLAYING STATS

Illus. Jim Nelson