

<p>DARK TRAVELER: CC M Humanoid (Human) Psw8*</p> <p>HD: 8 (3 hp) INIT: +2 AC: 20 (T 11, FF 19) SPD: 30 ft. ATK: Sword +12/+7 (1d10+5/19–20, magic) SW: Fort +8, Ref +4, Will +3</p> <p>AB: S 14, D 14, Cn 14, I 8, W 13, Ch 12 SK/F: Autoborg* +11, Conc +10, Jump +3, Lis +1, Spot +1; Leadership 9 (Gr Psionic Weapon* (+4d6 dmg next attk)) SPELLS: Psionics* (2/ pp)—astral traveler (1 pp, touch, join astral caravan), body purify (8 pp, personal, restore 7 ability pts), burst (1 pp, +1 ft., 1 rd), psychic energy adapt (3 pp, resist 10, 80 min.), exhal black dragon (7 pp, 45 ft., +8 rg touch, 4d6 acid), hammer (8 pp, +9 touch, 1d8 dmg, 8 rds), vampiric blade (5 pp, heal 1/2 dmgt dealt, 8 rds), vigor (8 pp, +40 hp, 8 min.) POSS: +1 banded mail, mwk hvy crystal shield, +2 crystal bastard sword, boots str/spr CR: 8</p>	<p>CELESTIAL DIRE BADGERING M Magical Beast (Aug Animal, Extraplanar)</p> <p>HD: 3 (28 hp) INIT: +3 AC: 16 (T 13, FF 13) SPD: 30 ft, B 10 ft. ATK: 2 claws +4 (1d6+2) and bite +1 (1d6+1)</p> <p>SA/SQ: Darkvision 60 ft, low-light, rage (once damaged, +4 Str, +4 Con, +2 Will, -2 AC, can't end voluntarily), resist acid 5, cold 5, and electricity 5, sent, smite evil 1/day (+3 dmgt), SR 8 SW: Fort +7, Ref +6, Will +4 AB: S 14, D 17, Cn 19, I 3, W 12, Ch 10 SK/F: Lis +6, Spot +6; Track CR: 2</p> <p>*Expanded Psionics Handbook; Psw = psychic warrior class</p> <p>D&D ROLEPLAYING STATS</p>	 <p>VALOROUS PRINCE: LG M Humanoid (Human) Art1/Pal5</p> <p>HD: 6 (55 hp) INIT: +1 AC: 21 (T 14, FF 20) SPD: 30 ft. ATK: Sword +9 (1d10+3/19–20, magic, ghost touch)</p> <p>SA/SQ: Aura of courage (allies within 10 ft, +4 saves against fear, det evil, div health (imm disease), lay on hands 10, snare evl +2/day(+2 atk, +5 dmgt), SR 13, turn undead 5/day (+4, 2d6+4, 2nd)) SW: Fort +13, Ref +8, Will +10 AB: S 14, D 12, Cn 16, I 13, W 12, Ch 15 SK/F: Dipl +15, Intim +6, Lis +2, Ride +10, S Mot +9, Spot +5; Clr Expert, Leadership 8 SPELLS: 1st—cure lt (DC 12) POSS: +1 chain shirt, +1 buckler of SR 13, ring prof +3, +1 ghost touch bastard sword, am health +2, belt of one mighty blow*, mighty blow 1/day, sword +2d6, swift), bolts of charging* (powerful charge +1d8), doth resist +4, scepter CR: 5</p> <p>*Minotaurs Handbook</p> <p>D&D ROLEPLAYING STATS</p> <p>ILLUS. Raven Mimura</p>
<p>DRAGONBLADE NINJA: CG M Humanoid (Human) Nin6*</p> <p>HD: 6 (29 hp) INIT: +7 AC: 16 (T 16, FF 13) SPD: 40 ft. ATK: Sword +7 (1d6+2/19–20, magic plus poison); or shuriken +7 (rg 1d12+1 plus poison)</p> <p>SA/SQ: Ghost step* (1 ki use, swift, invis 1 rd), great leap (long jump as running, +4 jump), ki dodge* (1 ki use, swift, conceal 1 rd), ki power 5/day, poison (Fort 14, 1d6 Dex/1d6 Dex), poison use, sudden strike +3d6* (as sneak attk except when flanking), trapfinding</p> <p>SW: Fort +2, Ref +8, Will +6</p> <p>AB: S 13, D 16, Cn 1, I 12, W 14, Ch 8 SK/F: Bal +14, Climb +12, Esc +7, Hide +12, Jump +12, Lis +11, M Sli +12, Strch +6, Spot +11, Tmb +16, Dodge</p> <p>POSS: +1 short sword, 5 shuriken, sandals str/spr, 5 doses giant wasp poison CR: 6</p> <p>*Complete Adventurer: Nin = ninja class</p> <p>D&D ROLEPLAYING STATS</p>	<p>CATFOLK* WILDER: CG M Humanoid (Catfolk) Rgr2/Wld6*</p> <p>HD: 8 (57 hp) INIT: +4 AC: 18 (T 18, FF 14) SPD: 40 ft. ATK: Rapier +9/+4 (1d6+2/18–20, magic) and sword +9 (1d6+2/18–20, magic)</p> <p>SA/SQ: Fav enemy (animals +2), lowlight, psy energy** (after wild surge, 10% dazed 1 rd, -6 pp), surg euphoria** (after wild surge, +1 attk, dmg, saves 2 rds), volatile mind** (+1 pp to affect wildred), wild emp +6, wild surge +2** (free, +2 man lv)</p> <p>SW: Fort +7, Ref +9, Will +5</p> <p>AB: S 13, D 18, Cn 14, I 10, W 10, Ch 18 SK/F: Autoheal (+1**), Bal +9, Conc +11, Hide +7, Jump +10, Lis +10, M Sli +6, Spot +10, Tmb +15; Dodge, Track</p> <p>SPELLS: Psionics** (47 pp)—body adjust (7 pp, heal 3d12), decel (5 pp, 65 ft, 1/2 spd, 8 min; DC 15), mind thrust (6 pp, 8d10; DC 18 neg), spe energy adapt (3 pp, resist 10, 1 hr.) POSS: +1 leather, +1 rapier, mwk short sword, am health +2, boots of landing** (-2d6 ECL: 9</p> <p>*Minotaurs Handbook; **Expanded Psionics Handbook; Wild = wilder class</p> <p>D&D ROLEPLAYING STATS</p>	 <p>WARRFORGED* WIZARD: NG M Construct (Living Construct)* Wiz1</p> <p>HD: 1 (6 hp) INIT: +2 AC: 14 (T 12, FF 12) SPD: 30 ft. ATK: Staff +0 (1d4); or slam +0 (1d4); or crossbow +2 rg (1d8/19–20)</p> <p>SA/SQ: AP 3%, darkvision 60 ft, If fortification, summon familiar, warforged traits*</p> <p>SW: Fort +2, Ref +2, Will +2</p> <p>AB: S 10, D 14, Cn 15, I 15, W 10, Ch 6 SK/F: Conc +6 (+10 cast def), D Script +6, Know (arcana) +6, Spell +6 (5% failure) 0—det mag, flare (DC 12), ray frost (+2 rg touch), trh fatigue (+0 touch; DC 12); 1st—mag missile, shock gp (+0 touch)</p> <p>SPELLS: 0—Quarterstaff, It crossbow, case w/ 10 bolts, 2 sunrods CR: 1</p> <p>Approved for use with the RPGA® Mark of Heroes campaign.</p> <p>*EBERRON® Campaign Setting</p> <p>D&D ROLEPLAYING STATS</p> <p>ILLUS. Jim Nelson</p>
<p>DRAGONBLADE NINJA: CG M Humanoid (Human) Nin6*</p> <p>HD: 6 (29 hp) INIT: +7 AC: 16 (T 16, FF 13) SPD: 40 ft. ATK: Sword +7 (1d6+2/19–20, magic plus poison); or shuriken +7 (rg 1d12+1 plus poison)</p> <p>SA/SQ: Ghost step* (1 ki use, swift, invis 1 rd), great leap (long jump as running, +4 jump), ki dodge* (1 ki use, swift, conceal 1 rd), ki power 5/day, poison (Fort 14, 1d6 Dex/1d6 Dex), poison use, sudden strike +3d6* (as sneak attk except when flanking), trapfinding</p> <p>SW: Fort +2, Ref +8, Will +6</p> <p>AB: S 13, D 16, Cn 1, I 12, W 14, Ch 8 SK/F: Bal +14, Climb +12, Esc +7, Hide +12, Jump +12, Lis +11, M Sli +12, Strch +6, Spot +11, Tmb +16, Dodge</p> <p>POSS: +1 short sword, 5 shuriken, sandals str/spr, 5 doses giant wasp poison CR: 6</p> <p>*Complete Adventurer: Nin = ninja class</p> <p>D&D ROLEPLAYING STATS</p>	<p>CENTAUR HERO: NG L Monstrous Humanoid Ftr5</p> <p>HD: 9 (94 hp) INIT: +4 AC: 18 (T 13, FF 14) SPD: 40 ft. ATK: Sword +4/+6 (1d6+10/19–20, magic) and 2 hooves +9 (1d6+3); or bow +1/0 rg (2d6+8)×3, magic)</p> <p>SA/SQ: Darkvision 60 ft.</p> <p>SW: Fort +9, Ref +9, Will +7</p> <p>AB: S 23, D 18, Cn 18, I 10, W 11, Ch 10 SK/F: Intim +8, Jump +16, Lis +7, Spot +7; Pt Blk Shot, Prec Shot</p> <p>POSS: Leather +1 greatsword, +2 comp longbow (+6 Str bonus), quiver w/ 20 arrows CR: 8</p> <p>ECL: 11</p> <p>ILLUS. Des Hanley</p>	 <p>WHIRLING STEEL MONK: LG M Humanoid (Human) Ftr4/Mnk6</p> <p>HD: 7 (44 hp) INIT: +4 AC: 18 (T 17, FF 14) SPD: 50 ft. ATK: Sword +8/+8 (1d8+4/19–20, magic); or sword +9 (1d8+4/19–20, magic); or unarmed strike +7/+7 (1d8+3, magic); or unarmed strike +8 (1d8+3, magic)</p> <p>SA/SQ: Evasion, purity of body (imm disease), slow fall 30 ft, still mind, stunning fist 6/day (DC 15)</p> <p>SW: Fort +8, Ref +9, Will +7</p> <p>AB: S 14, D 18, Cn 12, I 12, W 14, Ch 12 SK/F: Bal +13, Esc +9, Intim +5, Jump +49, Lis +10, Spot +10, Tmb +15; Cbt Reflex, Defl Arrows, Dodge, Imp Disarm, Stand Still* (AoO, stop foe on hit instead of dmgt, DC 10 + dmgt roll)</p> <p>POSS: Armlet hat armor +1, +1 longsword, gloves Dex +2 CR: 7</p> <p>*Expanded Psionics Handbook</p> <p>D&D ROLEPLAYING STATS</p> <p>ILLUS. Steve Prescott</p>

*Races of Stone

D&D ROLEPLAYING STATS

ILLUS. Steve Prescott

ILLUS. Des Hanley

ILLUS. Steve Prescott

Voice of Battle: CG M Humanoid (Human) Brd1

HD: 1 (6 hp)	INIT: +2	
AC: 16 (T 12, FF 14)	SPD: 30 ft.	
ATK: Sword +1 (1d8+1/19-20)		
SA/SQ: AP 3*, bard know +0, bard music 5/day—countersong (30 ft., perf check, counter song 1d3+/+13/+8/2d4+10, magic); or spiked chain +15/+10 (2d4+10, magic)		
SK/F: Darkvision 60 ft., rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, -2 AC), reach 10 ft. (spiked chain), trip attack* (+10, no AoO), uncanny dodge		
SW: Fort +4, Ref +4, Will +3		
AB: S 13, D 14, Cn 10, I 8, W 12, Ch 15		
SK/F: Bluff +6, Persuade +4, Dipl +6, Gather Inf +6, Perf (string) +9, TmbL +4		
SPELLS: Known (2): 0— <i>daze</i> (DC 12), <i>det magick</i> , <i>hull</i> (DC 12), <i>summon</i> instr		
POSS: Chain shirt, longsword, lute, 6 gp		
CR: 1		

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D&D ROLEPLAYING STATS

Illustration: Jim Nelson

DIRE BEAR: N L Animal

HD: 12 (105 hp)	INIT: +1	
AC: 17 (T 10, FF 16)	SPD: 40 ft.	
ATK: 2 claws +19 (2d4+10) and bite +13 (2d8+5)		
SA/SQ: Imp grab (grp +23), low-light, scent		
SW: Fort +12, Ref +9, Will +9		
AB: S 13, D 14, Cn 10, I 2, W 12, Ch 10		
SK/F: Lis +10, Spot +10, Swim +13; Endur, Run CR: 7		

*Complete Arcane: Wilk = warlock class

D&D ROLEPLAYING STATS

Illustration: Jim Nelson

RASK, HALF-ORC CHAINFIGHTER: CG M Humanoid (Orc) Brdn2/Ftr4/Ewmn2*

HD: 8 (67 hp)	INIT: +1	
AC: 16 (T 11, FF 16)	SPD: 40 ft.	
ATK: Spiked chain +13/+13/+8/2d4+10, magic); or spiked chain +15/+10 (2d4+10, magic)		
SA/SQ: Darkvision 60 ft., rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, -2 AC), reach 10 ft. (spiked chain), trip attack* (+10, no AoO), uncanny dodge		
SW: Fort +4, Ref +4, Will +1		
AB: S 18, D 13, Cn 12, I 13, W 10, Ch 6		
SK/F: Intim +8, Jump +11, Lis +9, Spot +0, Surv +4, Swim +11; Cbt Expert, Imp. Trip		
POSS: +1 chain shirt, +2 spiked chain		
CR: 8		

*Complete Warrior: Ewmn = exotic weapon master class

D&D ROLEPLAYING STATS

Illustration: Des Hanley

RENEGADE WARLOCK: CN M Humanoid (Human) Wilk6*

HD: 6 (47 hp)	INIT: +3	
AC: 17 (T 13, FF 14)	SPD: 30 ft.	
ATK: Spear +5 (1d8+1/X3); or		
rg touch +7 (spell-like abilities)		
SA/SQ: Deceive item* (take 10) Use Mag Dev, rushed or threatened, detecting, detecting, DR 1/cold iron		
SW: Fort +5, Ref +7, Will +7		
AB: S 12, D 16, Cn 16, I 5, W 13, Ch 8		
SK/F: Conc +7, Intim +4, Lis +0, Spell +4, Spot +0, Use Mag Dev +4; Dodge		
POSS: Chain shirt, spear, am health +2, 3 pot cure mod		
CR: 6		

*Complete Arcane: Wilk = warlock class

D&D ROLEPLAYING STATS

Illustration: Des Hanley

GREENFANG DRUID: CN M Humanoid (Human) Drd10

HD: 10 (68 hp)	INIT: +4	
AC: 21 (T 10, FF 21)	SPD: 20 ft.	
ATK: Scimitar +10/+5 (1d6+3/18-20, magic plus 2d6 disruption/1d6 to wielder)		
SA/SQ: Resist nature's lure, trackless step, venom immunity, wild emp +9, wild shape 4/day (S to L animal), woodland stride		
SW: Fort +8, Ref +3, Will +11		
AB: S 14, D 10, Cn 13, I 12, W 19, Ch 8		
SK/F: Heal +17, Spot +17, Spell +14, Surv +19; Cheetah's Speed* (1 wild shape, 50 ft. charge 10 x spd 1 /hr, 1 hr.), Lion's Pounce* (1 wild shape, free full attack on charge), Track SPELLS: 1st— <i>cure lt. longest</i> , <i>prod. flame</i> , <i>spk. animals</i> (2); 2nd— <i>bark</i> , <i>res energy</i> (2), summ 5th— <i>gr. rugo</i> * (2) (touch, fast heal 4, 20 rds)		
POSS: +1 ironwood half-plate, +1 hwy wooden shield, +1 vicious scimitar, <i>peripet</i> Wis +2, scroll ctrl wtr, pot cureft CR: 10		

*Complete Divine

D&D ROLEPLAYING STATS

Illustration: Des Hanley

GRIFFON: N L Magical Beast

HD: 7 (59 hp)	INIT: +2	
AC: 17 (T 11, FF 15)	SPD: 30 ft., F 80 ft. (Av)	
ATK: Bite +11 (2d4+4) and 2 claws +8 (1d4+2)		
SA/SQ: Darkvision 60 ft., low-light, pounce (can rake), rake 1d6+2 (18), scent SV: Fort +8, Ref +7, Will +5		
AB: S 18, D 15, Cn 16, I 5, W 13, Ch 8		
SK/F: Jump +8, Lis +6, Spot +10 CR: 4		

Illustration: Jim Nelson

IBIXIAN (GOATFOLK)*: NM Monstrous Humanoid

HD: 3 (16 hp)	INIT: +0	
AC: 15 (T 10, FF 15)	SPD: 30 ft.	
ATK: Axe +6 (1d12+3/X3), or head butt +5 (1d6+2); or axe +6 (1d12+3/X3) and head butt +0 (1d6+1)		
SA/SQ: Darkvision 60 ft., pack favor* (within 30 ft. of another ibixian, +1 atk, +1 dmg, +4 saves against fear)		
SW: Fort +2, Ref +3, Will +2		
AB: S 15, D 11, Cn 13, I 8, W 8, Ch 10		
SK/F: Intim +4, Lis +4, Spot +4		
POSS: Studded leather, greataxe CR: 2		

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D&D ROLEPLAYING STATS

Illustration: Jim Nelson

TIMBER WOLF: NM Animal

HD: 3 (19 hp)	INIT: +2	
AC: 14 (T 12, FF 12)	SPD: 50 ft.	
ATK: Bite +4 (1d6+1)		
SA/SQ: Low-light, scent, trip (bite, +1, no AoO)		
SW: Fort +5, Ref +5, Will +2		
AB: S 13, D 15, Cn 15, I 2, W 12, Ch 6		
SK/F: Hide +3, Lis +5, M Sl +3, Spot +5, Surv +1 (5 tracking by scene); Track CR: 1		

D&D ROLEPLAYING STATS

Illustration: Jim Nelson

UNDYING SOLDIER*: NG M Deathless*

HD: 4 (27 hp)	INIT: +0	
AC: 17 (T 10, FF 17)	SPD: 20 ft.	
ATK: Spear +5 (1d6+2); or spear +3 (1d6+2)		
SA/SQ: Darkvision 60 ft., deathless trait* (as undead, but helped by pos energy, harmed by neg. good clerics rebuke/cmd, evil clerics turn/destroy), DR 5/target*, smite evil 1/day (+1 atk, +4 dmg)		
SW: Fort +4, Ref +4, Will +5		
AB: S 14, D 10, Cn —, I 11, W 13, Ch 13		
SK/F: Climb +5, Jump -1, Lis +8, Spot +8; B-Fight, Cleave, Pow Atk POSS: Mwk breastplate, mwk lvy steel shield, mwk shortspear CR: 2		

D&D ROLEPLAYING STATS

Illustration: Hugh Jamieson

D&D ROLEPLAYING STATS

Illustration: Steve Prescott

Goblin Adept : NE S Humanoid (Goblinoid) Adp+4	ASPECT OF NERULL : NE L Outsider (Evil, Extraphysical)	Giant Frog : NM Animal
HD: 4 (14 hp) AC: 13 (T 12, FF 12) ATK: Spear +2 (1d4+1); or spear +4 rg (1d4+1) SA/SQ: Darkvision 60 ft. SV: Fort +0, Ref +2, Will +6 AB: S 8, D 13, Cn 9, I 12, W 14, Ch 6 SK/F: Conc +6, Hide +5, Lis +4, M Sil +5, Ride +5, Spell +8, Spot +6; Dodge SPELLS: 0—det mag, ghosts (DC 12), rmag 1st—b hands (2; DC 13), sleep (DC 13); 2nd—cure mad (DC 14) POSS: Am not armor +1, shortspear CR: 3	HD: 16 (126 hp) AC: 22 (T 14, FF 17) ATK: Scythe +20/+15/+10/+5 (2d6+5)×4, evil, magic) SA/SQ: Darkvision 60 ft., DR 5/epic, reach 10 ft. SV: Fort +13, Ref +15, Will +18 AB: S 17, D 20, Cn 17, I 24, W 26, Ch 21 SK/F: Bluff +24, Intim +26, Lis +27, Stch +26, SMot +27, Spot +27; Chat Reflex, Dodge SPELLS: (SpellLike Abilities) At will—inflict crit (+18 touch, DC 22; CL 16th) POSS: +4 scythe CR: 12	INT: +9 SPD: 40 ft. ATK: Bite +6 (2d6+6); or tongue +2 rg (grapple) SA/SQ: Imp grab (tongue grp +6, swallow), low-light swallow whole (S or smaller, 2d6+6 plus 6 acid; AC 12, 10 hp) SV: Fort +7, Ref +3, Will +0 AB: S 18, D 11, Cn 18, I 22, W 9, Ch 6 SK/F: Hide +4, Jump +8, Lis +1, Spot +1, Swim +12 CR: 3
*Return to the Temple of Elemental Evil		INT: +0 SPD: 20 ft., S 20 ft. ATK: Bite +6 (2d6+6); or tongue +2 rg (grapple) SA/SQ: Imp grab (tongue grp +6, swallow), low-light swallow whole (S or smaller, 2d6+6 plus 6 acid; AC 12, 10 hp) SV: Fort +7, Ref +3, Will +0 AB: S 18, D 11, Cn 18, I 22, W 9, Ch 6 SK/F: Hide +4, Jump +8, Lis +1, Spot +1, Swim +12 CR: 3
*Minatures Handbook		D&D ROLEPLAYING STATS
GRELL *: NE M Aberration	BENHOLDER : LE L Aberration	Wood Woad : NM Plant
HD: 5 (32 hp) AC: 16 (T 12, FF 14) ATK: 10 tentacles +4 (1d4+1 plus paralysis) and bite +1 (2d4)	HD: 11 (93 hp) AC: 26 (T 11, FF 24) ATK: Eye rays +9 rg touch and bite +2 (2d4)	HD: 8 (60 hp) AC: 17 (T 11, FF 16) ATK: Club +9/+4 (1d6+3); or club +7 rg (1d6+3)
SA/SQ: Blindsense 60 ft., imm electricity and paralysis, imp grab (grp +20, tentacles can be sundered when grappling, 10 hp, 5 hp to grill, regrow 1 day), paralysis (4 rds; Fort 14 neg), reach 10 ft. (tentacle) SV: Fort +3, Ref +3, Will +4 AB: S 12, D 15, Cn 14, I 10, W 11, Ch 9 SK/F: Hide +10, Lis +4, M Sil +10, Spot +4; Flyby Atk CR: 3 EL: 9	SA/SQ: All-around vision (can't be flanked), antingic cone (150 ft., as antimagic field; CL 13th), darkvision 60 ft., eye rays (3/d per target, 150 ft., DC 17, CL 13th; as charmmons, charm per, disint, farc/fng death, flesh/ stone, inflict mod, sleep [L creature], slow [L creature], hkenisis [up to 325 lb.]) SV: Fort +9, Ref +5, Will +11 AB: S 14, Cn 18, I 17, W 15, Ch 15 SK/F: Hide +12, Lis +18, Stch +21, Spot +22; Flyby Atk CR: 13 EL: 11	SA/SQ: Lowlight, plant traits, treewall* (free, spt brown trees within 60 ft.), vuln fire, warp wood (at will, DC 13, CL 8th) SV: Fort +9, Ref +5, Will +3 AB: S 17, D 12, Cn 16, I 7, W 12, Ch 8 SK/F: Bal +5, Climb +9, Hide +7 (+11 woods), Lis +3, M Sil +4, Spot +4, Surv +4; Track CR: 4 EL: 11
*Monster Manual II		D&D ROLEPLAYING STATS
GRIM NECROMANCER : LE M Humanoid (Human) Wiz25	DEATH KNIGHT *: LE M Undead (Aug Hum [Human]) Frt7/Bk3	Ambush Drake *: NE M Dragon
HD: 5 (22 hp) AC: 11 (T 11, FF 10) ATK: Dagger +1 (1d4+1/19-20)	HD: 10 (65 hp) AC: 26 (T 11, FF 25) ATK: Sword +19/+14 (2d6+12/+19-20, magic); or touch +15 (1d8 plus 1 Con, magic; DC 15 half, neg Con)	HD: 7 (73 hp) AC: 18 (T 12, FF 16) ATK: Bite +10 (1d8+3 plus poison) and 2 claws +8 (1d6+1)
SA/SQ: 1st—summon undead 1 st (M skeleton or M zombie); 2nd—end und (DC 15), scare (DC 15). Summon undead 1 st (L skeleton or L zombie); 3rd—summon undead 1 st (2 ghouls, H skeleton, or L zombie), vamp ich (+1 touch)	SA/SQ: Abyssal blast 1/day* (800 ft., 20-ft. radius, 5d6 fire + 5d6 divine; Ref 15 half), aura of despair* (10 ft., -2 saves), darkvision 60 ft., det good, DR 10/magic, fear aura* (15 ft., 5 HD and below, farc); Will 15 neg, CL 10th), imm cold, electricity, pmorph, and turning, smite good 1/day (+3 dmg), SR 20, undead traits	SA/SQ: Break wpn 1/1(d4 rds (cone, 30 ft.; slow 7 rds; Will 17 neg) darkvision 60 ft., imm ambush drake breath, paralysis, and sleep, low-light, poison (Fort 17, 1d6 Dex/1d6 Dex), scent, SR 16, telepathic link 30 ft.* (not flanked or flat-footed unless all are)
SV: Fort +2, Ref +2, Will +4 AB: S 8, D 13, Cn 12, I 11, W 10, Ch 14 SK/F: Conc +9, SpL +6, Spot +13, Spot +6; Bolster Resistance* (created undead get +4 run resist), Corpsecrier* (created undead get +4 Str, +2 hp), Craft Wand	SV: Fort +8, Ref +4, Will +5 AB: S 24, D 13, Cn —, I 10, W 14, Ch 10 SK/F: Climb +3, Dipl +5, H Animal +3, Hide +1, Intim +4, Jump +2, Lis +2, Ride +6, Spot +2; Cleave, Dodge, Gr Cleave, Imp Sunder, Mobil, Pow Atk	SV: Fort +9, Ref +7, Will +5 AB: S 16, D 15, Cn 18, I 7, W 10, Ch 9 SK/F: Hide +16, Lis +12, M Sil +12, Spot +12 CR: 5
*Libris Mortis; **Minatures Handbook		D&D ROLEPLAYING STATS

SPELLSTITCHED* Hobgoblin Zombie: LE M Undead

HD: 2 (21 hp)	INIT: +1	INT: +7	MINIATURES HANDBOOK
AC: 14 (T 11, FF 13)	SPD: 30 ft. (can't run)		
ATK: Slam +4 (1d6+4)			
SA/SQ: Darkvision 60 ft., single actions only, SR 10, undead traits, +2 turn resist			
SW: Fort +0, Ref +3, Will +2			
AB: S 15, D 16, Chn —, I —, W 10, Ch 1			
SK/F: Lis +0, Spot +0			
POSS: Breastplate, hvy steel shield, dwarven waraxe CR: 1/3			
3/day — chill touch (+4 touch; DC 11); 1/day—obs mist CR: 1			

D&D ROLEPLAYING STATS	ILLUS: Thomas M. Baxa
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THASROR*: LE L Outsider (Extraplanar)

HD: 13 (123 hp)	INIT: +0	INT: +0	MINIATURES HANDBOOK
AC: 28 (T 9, FF 28)	SPD: 40 ft.		
ATK: Slam +22 (2d8+45)			
SA/SQ: Darkvision 60 ft., DR 5/—, imm poison, reach 10 ft., resist acid 10, cold 10, electricity 10, and fire 10, SR 18, trumpeting blast 1/1d4 rds (free, cone, 10 ft.; stun 1 rd; DC 21)			
SW: Fort +13, Ref +10, Will +11			
AB: S 31, D 10, Chn 21, I 12, W 13, Ch 16			
SK/F: Bluff +19, Con +21, Dipl +23, Intim +21, Lis +17, Spot +17, Surv +17; Cleave, Imp Sunder, Pow Atk, Powerful Charge* (+2d6 CR: 9			

D&D ROLEPLAYING STATS	ILLUS: Thomas M. Baxa
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KRUTHIK HATCHLING*: LE S Magical Beast

HD: 2 (21 hp)	INIT: +1	INT: +6	MINIATURES HANDBOOK
AC: 22 (T 13, FF 19)	SPD: 15 ft.		
ATK: Axe +2 (1d10+2/x3)			
SA/SQ: DR 5/bludge, darkvision 60 ft., keen scent (180 ft), low-light			
SW: Fort +5, Ref +10, Will +2			
AB: S 13, D 22, Chn 13, I 4, W 13, Ch 10			
SK/F: Hide +17 (+25 vegetation), Jump +17, Lis +4, M: Sil +13, Spot +3			
CR: 2			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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SKELETAL DWARF: NE M Undead

HD: 1 (6 hp)	INIT: +7	INT: +6	MINIATURES HANDBOOK
AC: 22 (T 13, FF 19)	SPD: 15 ft.		
ATK: Axe +2 (1d10+2/x3)			
SA/SQ: DR 5/bludge, darkvision 60 ft., imm cold, undead traits			
undead traits, +2 turn resist			
SW: Fort +0, Ref +3, Will +2			
AB: S 15, D 16, Chn —, I —, W 10, Ch 1			
SK/F: Lis +0, Spot +0			
POSS: Breastplate, hvy steel shield, dwarven waraxe			
CR: 1/3			
3/day — chill touch (+4 touch; DC 11); 1/day—obs mist CR: 1			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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BLUE DRAGON (Young): LE M Dragon (Earth)

HD: 12 (102 hp)	INIT: +0	INT: +0	MINIATURES HANDBOOK
AC: 21 (T 10, FF 21)	SPD: 30 ft, B 30 ft, F 170 ft. (Pr)		
ATK: Bite +15 (1d8+3) and 2 claws +13 (1d6+1) and 2 wings +13 (1d4+1)			
SA/SQ: Blindsight 60 ft., breath wpn 1/d4 rds (line, 60 ft; 6d8 electricity, Ref 18 half), cr/dest water 3/day (DC 17; CL 3rd), darkvision 120 ft., imm electricity, paralysis, and sleep, low-light			
SV: Fort +10, Ref +8, Will +9			
AB: S 17, D 10, Chn 15, I 12, W 13, Ch 12			
SK/F: Bluff +7, Dipl +18, Intim +16, Lis +16, Spot +16; Flyby Atk, Hover, Power Climb* (move full spd while gaining altitude, straight line only) CR: 6			
EL: 17			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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SKULLCRUSHER OGRE*: NE L Giant Ftr3

HD: 8 (60 hp)	INIT: +0	INT: +0	MINIATURES HANDBOOK
AC: 20 (T 9, FF 20)	SPD: 30 ft.		
ATK: Morningstar +12/+7 (2d6+7); or morningstar +8/+3 (2d6+7) and shield bash +8 (1d8+3); or rock +6 rg (2d6+7)			
SA/SQ: Darkvision 60 ft., low-light, reach 10 ft.			
SW: Fort +9, Ref +2, Will +2			
AB: S 25, D 11, Chn 17, I 10, W 10, Ch 9			
SK/F: H Animal +4, Intim +4, Lis +0, Ride +7, Spot +0; Imp Grp, Mount Cht, Pow Atk			
POSS: Spiked half-plate, spiked hvy shield, morningstar CR: 5			
EL: 11			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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MUMMY LORD*: LE M Undead Clr10

HD: 18 (97 hp)	INIT: +5	INT: +5	MINIATURES HANDBOOK
AC: 27 (T 10 11, FF 26)	SPD: 25 ft.		
ATK: Slam +20 (1d6+12/19–20 plus mummy rot)			
SA/SQ: Darkvision 60 ft., DR 5/—, despair (sight, paralysis 1d4 rd/s, rebuke undead 6/day (+5, 2d6+13), undead traits, vuln fire			
SV: Fort +13, Ref +8, Will +20			
AB: S 26, D 12, Chn —, I 8, W 20, Ch 17			
SK/F: Cone +8 (+1d2 cast left), Lis +18, M: Sil +5, Spot +18; Spells: 1st—bane (DC 16), cmd (DC 16), deathly blow, doom (DC 16), shd faith; 2nd—curse of ill fortune* (200 ft., -3 checks, 10 min.); 3rd—despair (sight, paralysis 1d4 rd/s, rebuke undead 6/day (+5, 2d6+13), undead traits, vuln fire			
(DC 17), res energy silence (DC 17); spirit wpn; 3rd—anim dead, disp mag, steer lgf (+12 rd); 4th—wrack* (275 ft., humanoid, shaken 3d10 min., DC 18); 4th—air walk, dismiss (DC 19), dir pup, g vermin, spell imm; 5th—ins plague, stay living (+19 touch; DC 20), spell resist, symb pain (DC 20). Domains: Death, Protection			
POSS: Breastplate, sandals str/spr, scarab resist +2 CR: 11			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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WARPRIEST OF HEXTOR: LE M Humanoid (Human) Clr7/WTp2*

HD: 7 (45 hp)	INIT: +7	INT: +7	MINIATURES HANDBOOK
AC: 15 (T 15, FF 13)	SPD: 40 ft, F 80 ft. (Pr)		
ATK: Touch +6 (1d8 plus energy drain)			
SA/SQ: Create spawn (specie, from humanoid, 1d4 rds), datavision 60 ft., energy drain (2 neg levels, +10 hp; Fort 15 removes), incorporeal traits, sunlight powerlessness (can't attack single actions only), undead traits, unnatural aura (panic animals, 30 ft.), +2 turn resist			
SV: Fort +2, Ref +5, Will +7			
AB: S —, D 16, Chn —, I 14, W 14, Ch 15			
SK/F: Hide +13, Intim +12, Lis +14, Strch +12, Spot +14; B-Fight CR: 7			
POSS: 1d4 half-plate, mwk hvy steel shield, +1 flail, lg of holding II, cloak of elemental protection*** (swift, resist 10), 2 pot of cure ser CR: 9			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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WARRIOR:

HD: 10 (40 hp)	INIT: +3	INT: +3	MINIATURES HANDBOOK
AC: 19 (T 19, FF 19)	SPD: 20 ft.		
ATK: Flail +11/+6 (1d8+3, magic)			
SA/SQ: Inflame +2 (full rd, +2 saves; charm and fear, 7 min), rally (4d6+11, 9th)			
SV: Fort +8, Ref +3, Will +8			
AB: S 14, D 8, Chn 10, I 12, W 16, Ch 14			
SK/F: Cone +12 (+16 cast def), Dipl +12, Intim +6, Lis +3, S Mot +8, Spell +11, Spot +3; Cbt Reflex, Leadership 11			
SPELLS: 1st—heal (2; DC 15), end (DC 15), cure lt (2), dir. favor, 2nd—b strength, 3rd—wave of grief (2; cone, 45 ft., -3 atk, saves, chts, 8 rds; DC 16); 3rd—curse ser, disp mag, suggest (DC 17), wrack* (2; 45 ft., dir. dam per (DC 18), dir pup, energy vortex* (DC 18), radius 8 ft., shaken 3d10 min., DC 16); 4th—shaken 3d10 min., DC 18); 4th—air walk, dismiss (DC 19), dir pup, g vermin, spell imm; 5th—ins plague, stay living (+19 touch; DC 20), spell resist, symb pain (DC 20). Domains: War, War			
POSS: +1 half-plate, mwk hvy steel shield, +1 flail, lg of holding II, cloak of elemental protection*** (swift, resist 10), 2 pot of cure ser CR: 9			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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WYRMPIRE:

HD: 12 (48 hp)	INIT: +3	INT: +3	MINIATURES HANDBOOK
AC: 19 (T 19, FF 19)	SPD: 20 ft.		
ATK: Flail +11/+6 (1d8+3, magic)			
SA/SQ: Create spawn (specie, from humanoid, 1d4 rds), datavision 60 ft., energy drain (2 neg levels, +10 hp; Fort 15 removes), incorporeal traits, sunlight powerlessness (can't attack single actions only), undead traits, unnatural aura (panic animals, 30 ft.), +2 turn resist			
SV: Fort +8, Ref +3, Will +8			
AB: S 14, D 8, Chn 10, I 12, W 16, Ch 14			
SK/F: Cone +12 (+16 cast def), Dipl +12, Intim +6, Lis +3, S Mot +8, Spell +11, Spot +3; Cbt Reflex, Leadership 11			
SPELLS: 1st—heal (2; DC 15), end (DC 15), cure lt (2), dir. favor, 2nd—b strength, 3rd—wave of grief (2; cone, 45 ft., -3 atk, saves, chts, 8 rds; DC 16); 3rd—curse ser, disp mag, suggest (DC 17), wrack* (2; 45 ft., dir. dam per (DC 18), dir pup, energy vortex* (DC 18), radius 8 ft., shaken 3d10 min., DC 16); 4th—shaken 3d10 min., DC 18); 4th—air walk, dismiss (DC 19), dir pup, g vermin, spell imm; 5th—ins plague, stay living (+19 touch; DC 20), spell resist, symb pain (DC 20). Domains: War, War			
POSS: +1 half-plate, mwk hvy steel shield, +1 flail, lg of holding II, cloak of elemental protection*** (swift, resist 10), 2 pot of cure ser CR: 9			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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WYRMPIRE:

HD: 12 (48 hp)	INIT: +3	INT: +3	MINIATURES HANDBOOK
AC: 19 (T 19, FF 19)	SPD: 20 ft.		
ATK: Flail +11/+6 (1d8+3, magic)			
SA/SQ: Create spawn (specie, from humanoid, 1d4 rds), datavision 60 ft., energy drain (2 neg levels, +10 hp; Fort 15 removes), incorporeal traits, sunlight powerlessness (can't attack single actions only), undead traits, unnatural aura (panic animals, 30 ft.), +2 turn resist			
SV: Fort +8, Ref +3, Will +8			
AB: S 14, D 8, Chn 10, I 12, W 16, Ch 14			
SK/F: Cone +12 (+16 cast def), Dipl +12, Intim +6, Lis +3, S Mot +8, Spell +11, Spot +3; Cbt Reflex, Leadership 11			
SPELLS: 1st—heal (2; DC 15), end (DC 15), cure lt (2), dir. favor, 2nd—b strength, 3rd—wave of grief (2; cone, 45 ft., -3 atk, saves, chts, 8 rds; DC 16); 3rd—curse ser, disp mag, suggest (DC 17), wrack* (2; 45 ft., dir. dam per (DC 18), dir pup, energy vortex* (DC 18), radius 8 ft., shaken 3d10 min., DC 16); 4th—shaken 3d10 min., DC 18); 4th—air walk, dismiss (DC 19), dir pup, g vermin, spell imm; 5th—ins plague, stay living (+19 touch; DC 20), spell resist, symb pain (DC 20). Domains: War, War			
POSS: +1 half-plate, mwk hvy steel shield, +1 flail, lg of holding II, cloak of elemental protection*** (swift, resist 10), 2 pot of cure ser CR: 9			

D&D ROLEPLAYING STATS	ILLUS: Des Hanley
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WYRMPIRE:

HD: 12 (48 hp)	INIT: +3	INT: +3	MINIATURES HANDBOOK
AC: 19 (T 19, FF 19)	SPD: 20 ft.		
ATK: Flail +11/+6 (1d8+3, magic)			
SA/SQ: Create spawn (specie, from humanoid, 1d4 rds), datavision 60 ft., energy drain (2 neg levels, +10 hp; Fort 15 removes), incorporeal traits, sunlight powerlessness (can't attack single actions only), undead traits, unnatural aura (panic animals, 30 ft.), +2 turn resist			
SV: Fort +8, Ref +3, Will +8			
AB: S 14, D 8, Chn 10, I 12, W 16, Ch 14			
SK/F: Cone +12 (+16 cast def), Dipl +12, Intim +6, Lis +3, S Mot +8, Spell +11, Spot +3; Cbt Reflex, Leadership 11			
SPELLS: 1st—heal (2; DC 15), end (DC 15), cure lt (2), dir. favor, 2nd—b strength, 3rd—wave of grief (2; cone, 45 ft., -3 atk, saves, chts, 8 rds; DC 16); 3rd—curse ser, disp mag			

EFTIN SKIRMISHER: CE LGiant

HD: 10 (65 hp)	INIT: +3	INT: +2	
AC: 15 (T 8, FF 15)	SPD: 40 ft.	SPD: 30 ft.	
ATK: 2 morningstars +7/+2 (2d6+11)*			
SA/SQ: Low-light, reach 10 ft.; *pow atk -5/+5			
SW: Fort +9, Ref +2, Will +5			
AB: S 23, D 8, Cn 15, I 6, W 10, Ch 11			
SK/F: Lis +10, Strch +4, Spot +10; Pow Atk			
POSS: 2 morningstars			
CR: 6			
EL: 15			

D&D ROLEPLAYING STATS

Illustration by Raven Mimura

Return to the Temple of Elemental Evil

D&D ROLEPLAYING STATS

BURNING SKELETON: CE M Undead

HD: 5 (32 hp)	INIT: +2	INT: +0	
AC: 16 (T 12, FF 14)	SPD: 30 ft.	SPD: 20 ft.	
ATK: Slam +4 (1d6+1 plus 1d6 fire)			
SA/SQ: Burn (foes that hit with natural wps take 1d6 fire dmg), darkvision 60 ft., DR 5/bludg, imm cold and fire, undead traits			
SW: Fort +4, Ref +2, Will +5			
AB: S 12, D 14, Cn —, I 10, W 13, Ch 10			
SK/F: Hide +9, Lis +9, M Str +10, Strch +5, Spot +9			
CR: 3			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

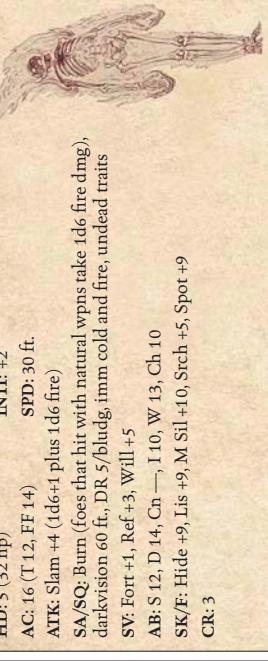


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

BLOODHULK FIGHTER: NE M Undead

HD: 8 (99 hp)	INIT: +0	INT: +0	
AC: 12 (T 10, FF 12)	SPD: 20 ft.	SPD: 20 ft.	
ATK: Slam +10 (2d6+9)			
SA/SQ: Darkvision 60 ft., fragile (takes +1d6 dmg whenever damaged), undead traits			
SW: Fort +4, Ref +2, Will +6			
AB: S 23, D 11, Cn —, I —, W 10, Ch 1			
SK/F: Lis +0, Spot +0			
CR: 4			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

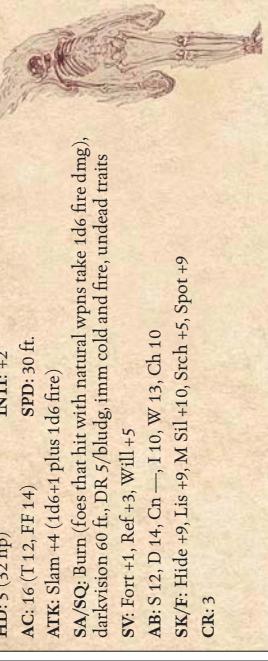


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

BONECLAW: CE L Undead

HD: 10 (105 hp)	INIT: +8	INT: +8	
AC: 16 (T 13, FF 12)	SPD: 40 ft.	SPD: 40 ft.	
ATK: 2 piercing claws +7 (2d6+7)**			
SA/SQ: Darkvision 60 ft., DR 5/bludg, imm cold, reach 20 ft., undead traits, +2 turn resist; ** pow atk -2/+2			
SW: Fort +4, Ref +7, Will +9			
AB: S 21, D 18, Cn —, I 14, W 14, Ch 19			
SK/F: Hide +13, Intim +17, Lis +15, M Str +17, Strch +15, Spot +15, Ctr Reflex, Pow Atk			
CR: 5			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

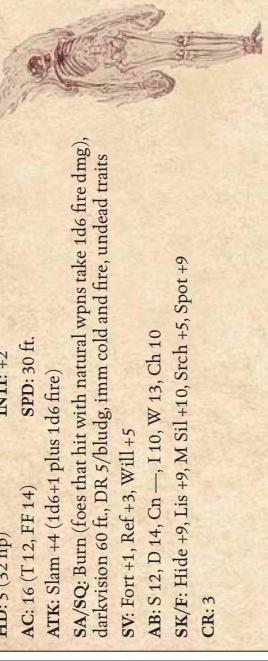


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

DEATHLOCK: NE M Undead

HD: 3 (19 hp)	INIT: +6	INT: +6	
AC: 13 (T 12, FF 11)	SPD: 30 ft.	SPD: 30 ft.	
ATK: Bite +1 (1d4)			
SA/SQ: Darkvision 90 ft., undead traits, +2 turn resist			
SW: Fort +4, Ref +3, Will +4			
AB: S 11, D 15, Cn —, I 14, W 13, Ch 14			
SK/F: Conc +6, Hide +8, Lis +9, Spell +10, Spot +9			
SPELLS: (Spell-like abilities: CL 3rd) At will—det mag, inflict min (+1 touch; DC 12), r mag; 3/day—cause fear (DC 13), mag missile, summmons 1/2/day—death kn (DC 14), ghoul glyph* (1 min., paralysis 1d4+2 rods, up to L creature entering square of glyph plus stench, 10-ft. radius; DC 14)			
CR: 3			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

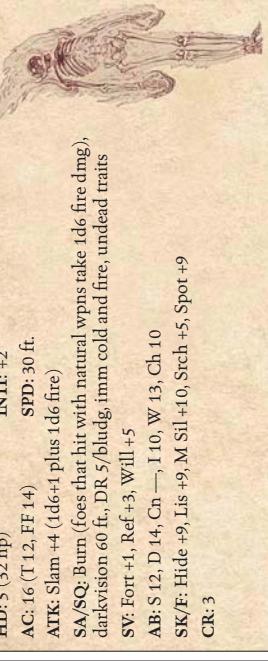


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

FIENDISH MONSTROUS SCORPION: CE L Magical Beast (Aug Vermin, Extraplanar)

HD: 5 (32 hp)	INIT: +0	INT: +0	
AC: 16 (T 9, FF 16)	SPD: 50 ft.	SPD: 50 ft.	
ATK: 2 claws +6 (1d6+4, magic) and sting +4 (1d6+2, magic plus poison)			
SA/SQ: Constrict 1d6+4, darkvision 60 ft., DR 5/magic, imp grab (claw, gp +11, constrict), poison (Fort 16, 1d4 Con/1d4 Con), resist cold 5 and fire 5, smite good 1/day (+5 dmg), SR 10, tremorsense 60 ft.			
SW: Fort +6, Ref +4, Will +1			
AB: S 19, D 10, Cn 14, I 3, W 10, Ch 2			
SK/F: Climb +8, Hide +4, Spot +8			
CR: 4			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

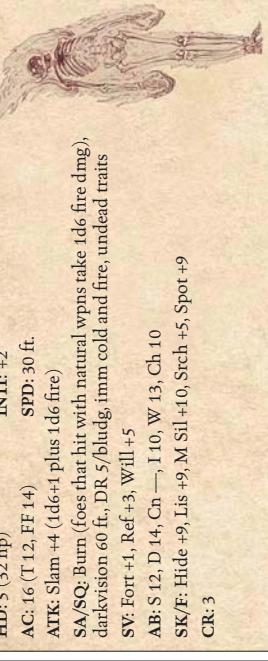


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

DOLGRIM: CE S Aberration War1

HD: 1 (8 hp)	INIT: +1	INT: +1	
AC: 15 (T 12, FF 14)	SPD: 20 ft.	SPD: 20 ft.	
ATK: Morningstar +4 (1d6+2) and crossbow +3 rg (1d6/19–20); or morningstar +4 (1d6+2) and spear +4 (1d6+1)/x3			
SA/SQ: Darkvision 60 ft., DR 5/byeshk*, grp +3			
SW: Fort +4, Ref +4, Will +3			
AB: S 15, D 13, Cn 1, I 8, W 9, Ch 6			
SK/F: Climb +5, Hide +4, Lis +4, Spot +4			
POSS: Leather, lt wooden shield, morningstar; spear, lt crossbow, case w/ 10 bolts per riapt Wts +2			
CR: 1			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

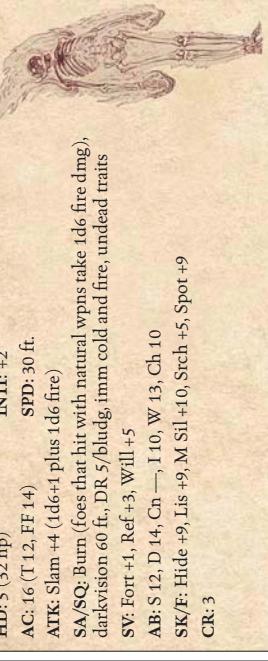


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

FLIND* CAPTAIN: NE M Humanoid (Gnoll) Furs

HD: 7 (68 hp)	INIT: +1	INT: +1	
AC: 19 (T 11, FF 18)	SPD: 30 ft.	SPD: 30 ft.	
ATK: Flindbar* +14/+9 (2d4+9/19–20, magic)			
SA/SQ: Darkvision 60 ft.			
SW: Fort +4, Ref +2, Will +3			
AB: S 22, D 12, Cn 16, I 13, W 10, Ch 14			
SK/F: Climb +9, Intim +11 (+13 gnolls), Jump +9, Lis +5, Spot +5; Imp Disarm, Leadership 9 (11 gnolls)			
POSS: Mwk studded leather, +1 heavy steel shield, +1 flindbar*			
perriapt Wts +2			
CR: 7			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

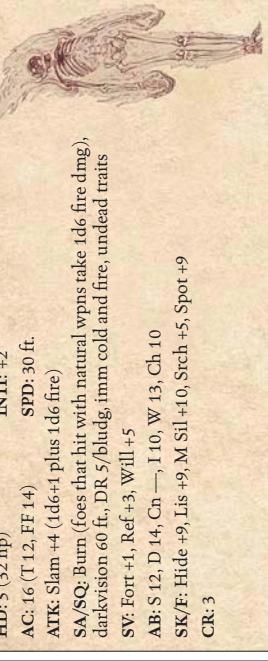


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

BULLYWUG* THUG: CE M Humanoid (Aquatic) War2

HD: 2 (17 hp)	INIT: +0	INT: +0	
AC: 15 (T 10, FF 15)	SPD: 20 ft.	SPD: 20 ft.	
ATK: Spear +3 (1d6+1); or spear +2 rg (1d6+1)			
SA/SQ: Marsh move (not slowed)			
SW: Fort +7, Ref +6, Will +1			
AB: S 13, D 11, Cn 18, I 6, W 5, Ch 4			
SK/F: Hide +0 (+6 marsh), Jump +4, Lis -2, Spot +2			
POSS: Leather, lt wooden shield, morningstar; spear, lt crossbow, case w/ 10 bolts			
EL: 2			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

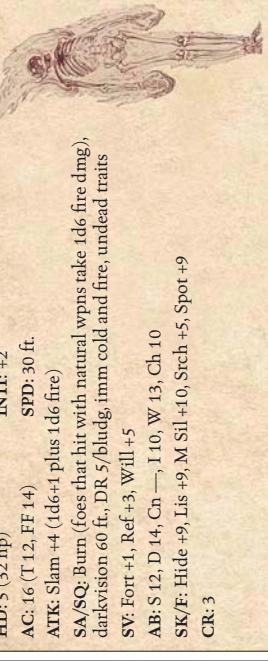


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

DOLGRIM: CE S Aberration War1

HD: 1 (8 hp)	INIT: +1	INT: +1	
AC: 15 (T 12, FF 14)	SPD: 20 ft.	SPD: 20 ft.	
ATK: Morningstar +4 (1d6+2) and crossbow +3 rg (1d6/19–20); or morningstar +4 (1d6+2) and spear +4 (1d6+1)/x3			
SA/SQ: Darkvision 60 ft., DR 5/byeshk*, grp +3			
SW: Fort +4, Ref +4, Will +3			
AB: S 15, D 13, Cn 1, I 8, W 9, Ch 6			
SK/F: Climb +5, Hide +4, Lis +4, Spot +4			
POSS: Leather, lt wooden shield, morningstar; spear, lt crossbow, case w/ 10 bolts			
EL: 2			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

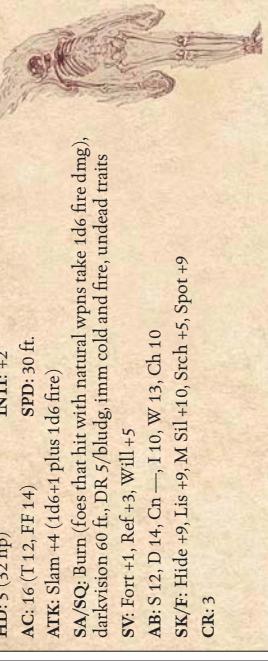


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

FLIND BARBARIAN: CE M Humanoid (Gnoll) Furs

HD: 10 (90 hp)	INIT: +1	INT: +1	
AC: 19 (T 11, FF 18)	SPD: 30 ft.	SPD: 30 ft.	
ATK: Flindbar* +14/+9 (2d4+9/19–20, magic)			
SA/SQ: Darkvision 60 ft.			
SW: Fort +4, Ref +4, Will +3			
AB: S 22, D 12, Cn 16, I 13, W 10, Ch 14			
SK/F: Climb +9, Intim +11 (+13 gnolls), Jump +9, Lis +5, Spot +5; Imp Disarm, Leadership 9 (11 gnolls)			
POSS: Mwk studded leather, +1 heavy steel shield, +1 flindbar*			
perriapt Wts +2			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

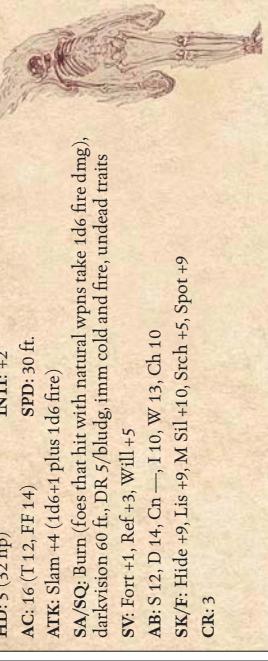


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D&D ROLEPLAYING STATS

FLIND BARBARIAN: CE M Humanoid (Gnoll) Furs

HD: 10 (90 hp)	INIT: +1	INT: +1	
AC: 19 (T 11, FF 18)	SPD: 30 ft.	SPD: 30 ft.	
ATK: Flindbar* +14/+9 (2d4+9/19–20, magic)			
SA/SQ: Darkvision 60 ft.			
SW: Fort +4, Ref +4, Will +3			
AB: S 22, D 12, Cn 16, I 13, W 10, Ch 14			
SK/F: Climb +9, Intim +11 (+13 gnolls), Jump +9, Lis +5, Spot +5; Imp Disarm, Leadership 9 (11 gnolls)			
POSS: Mwk studded leather, +1 heavy steel shield, +1 flindbar*			
perriapt Wts +2			

D&D ROLEPLAYING STATS

Illustration by Steve Prescott

D&D ROLEPLAYING STATS

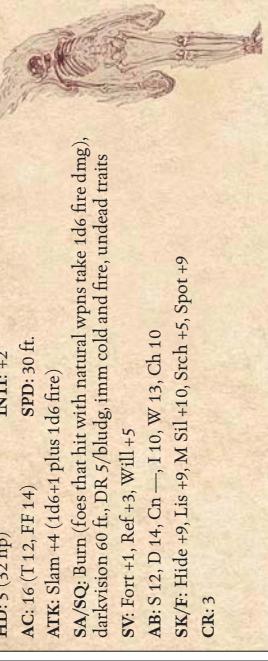
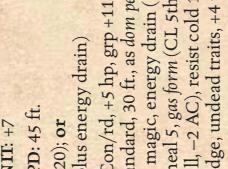


Illustration by Thomas M. Baxa

D&D ROLEPLAYING STATS

FLIND BARBARIAN: CE M Humanoid (Gnoll) Furs

HD: 10 (90 hp)	INIT: +1	INT: +1	
AC: 19 (T 11, FF 18)	SPD: 30 ft.	SPD: 30 ft.	
ATK: Flindbar* +14/+9 (2d4+9/19–20, magic)			</

RAVENOUS VAMPIRE: CE M Undead (Aug [Hum][Human]) Bbns	<p>HD: 5 (38 hp) INIT: +7 AC: 22 (T 13, FF 22) SPD: 45 ft. ATK: Scimitar +12 (1d6+9/18–20); or slam +11 (1d6+6, magic plus energy drain) SA/SQ: Blood drain (pin, 1d4 Con/rd, +5 hp, grp +1), darkvision 60 ft, dominate (standard, 30 ft, as dom per, CL 12th, Will 15 neg), DR 10/silver and magic, energy drain (2 neg levels, +10 hp; Fort 15 removes), fast heal 5, gas form (CL 5th), rage 2/day (3 rds, +4 Str, +2 Will, –2 AC), resist cold 10 and electricity 10, imp uncanny dodge, undead traits, +4 turn resist SW: Fort +6, Ref +8, Will +4 AB: S 22, D 17, Cn —, I 10, W 12, Ch 16 SK/F: Bluff +11, Climb +14, Hide +11, Intim +11, Jump +18, Lis +19, M Sil +11, Sich +8, S Mot +9, Spot +15; Cbt Reflex, Dodge, Pow Atk POSS: Mwk studded leather, scimitar, cloak resist +2 CR: 7</p> <p>D&D ROLEPLAYING STATS</p> <p>EL: 13</p> <p>ILLUSTRATION: Thomas M. Baxa</p>	 <p>FOREST TROLL*: CE M Giant</p> <p>HD: 5 (47 hp) INIT: +7 AC: 18 (T 13, FF 15) SPD: 30 ft. ATK: 2 claws +6 (1d4+3 plus poison) and bite +1 (1d4+1); or javelin +6 (rg (1d6+3 plus poison)) SA/SQ: Darkvision 60 ft, fast heal 5, low-light, poison (Fort 17, 1d6 Con/1d6 Con), scent SW: Fort +9, Ref +4, Will +1 AB: S 17, D 16, Cn 21, I 11, W 11, Ch 6 SK/F: Climb +11, Hide +6 (+8 jungle/forest), Lis +5, Spot +5, Surv +5; Track Poss: 3 javelins CR: 4</p> <p>ELE: 10</p> <p>D&D ROLEPLAYING STATS</p> <p><small>*Monster Manual III</small></p> <p>ILLUSTRATION: Dave Allsop</p>
<p>VAMPIRE SPAWN: CE M Undead</p> <p>HD: 4 (29 hp) INIT: +6 AC: 15 (T 12, FF 13) SPD: 30 ft. ATK: Slam +5 (1d6+4 plus energy drain) SA/SQ: Blood drain (pin, 1d4 Con/rd, +5 hp, grp +5), domination (standard, 30 ft, as dom per, CL 5th, Will 14 neg), DR 5/silver, energy drain [(1 neg level, +5 hp; Fort 14 removes), fast heal 2, gas form (CL 6th), resist cold 10 and electricity 10, undead traits, +2 turn resist SW: Fort +4, Ref +5, Will +5 AB: S 16, D 14, Cn —, I 13, W 13, Ch 14 SK/F: Bluff +6, Climb +8, Hide +10, Jump +8, Lis +11, M Sil +10, Sich +8, S Mot +11, Spot +11 CR: 4</p> <p>D&D ROLEPLAYING STATS</p> <p>ILLUSTRATION: Thomas M. Baxa</p>	 <p>KENKU SNEAK*: NE M Humanoid (Kenku) Rog1</p> <p>HD: 1 (5 hp) INIT: +7 AC: 16 (T 13, FF 13) SPD: 30 ft. ATK: Sword +1 (1d6–1/19–20); or 2 claws –1 (1d3–1); or shortbow +3 rg (1d6×3) SA/SQ: Greatally +3 aid another and +4 flank, low-light mimicry* (imitate sounds/voices, Bluff), sneak attack +1d6, trapfinding SW: Fort +1, Ref +5, Will +1 AB: S 8, D 17, Cn 8, I 12, W 13, Ch 14 SK/F: Bluff +6, D Dev +5, Disc +6, Hide +6, Lis +3, M Sil +6, Open L +7, Sich +3, Sigr Hand +5, Spot +3, Thabl +5 POSS: Leather, buckler, short sword, sap, shortbow, quiver w/ 20 arrows CR: 1</p> <p>D&D ROLEPLAYING STATS</p> <p><small>*Monster Manual III</small></p> <p>ILLUSTRATION: Dave Allsop</p>	
<p>ZOMBIE WHITE DRAGON* (YOUNG ADULT): N/L Undead</p> <p>HD: 15 (130 hp) INIT: +4 AC: 15 (T 8, FF 15) SPD: 60 ft, B 30 ft, F 200 ft, (Cl), S 60 ft. ATK: Bite +18 (2d6+4, magic) SA/SQ: Blindsight 60 ft, breath wpn 1/1d4 rds (cone, 40 ft; 2d6 cold; Ref 14 half), DR 5/magic, DR 5/slash, darkvision 120 ft, icewalking, imm cold, low-light, reach 10 ft, (bite), single actions only, SR 16, undead traits SW: Fort +9, Ref +8, Will +9 AB: S 19, D 8, Cn —, I —, W 10, Ch 4 SK/F: Swim +12 CR: 5</p> <p>D&D ROLEPLAYING STATS</p> <p>ILLUSTRATION: Thomas M. Baxa</p>	 <p>ORC SAVAGE: CE M Humanoid (Orc) Bbn2</p> <p>HD: 2 (22 hp) INIT: +2 AC: 12 (T 12, FF 12) SPD: 40 ft. ATK: Club +5 (1d10+4) SA/SQ: Darkvision 60 ft, light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge SW: Fort +5, Ref +2, Will +0 AB: S 17, D 15, Cn 14, I 8, W 10, Ch 6 SK/F: Intim +3, Jump +9, Lis +4, Spot +0, Surv +4; Endur POSS: Greatclub (stone axe) CR: 2</p> <p>D&D ROLEPLAYING STATS</p> <p><small>*Dragonomicon</small></p> <p>ILLUSTRATION: Dave Hanley</p>	