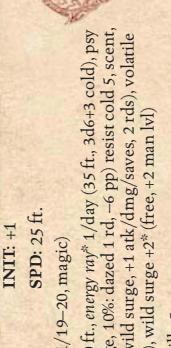
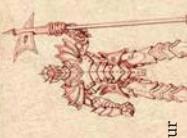
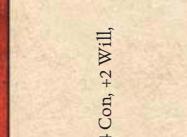
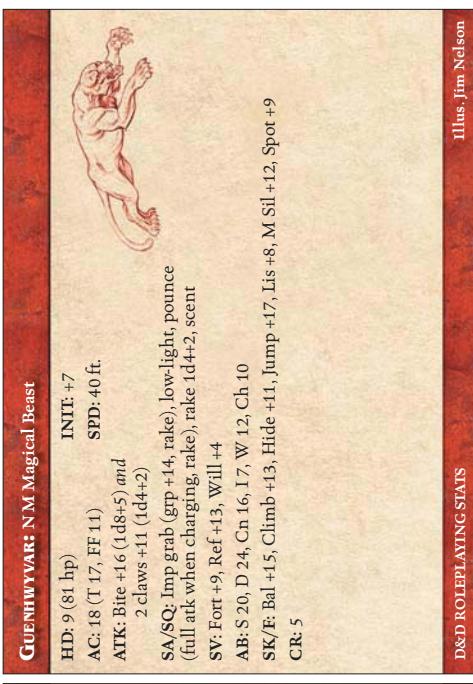
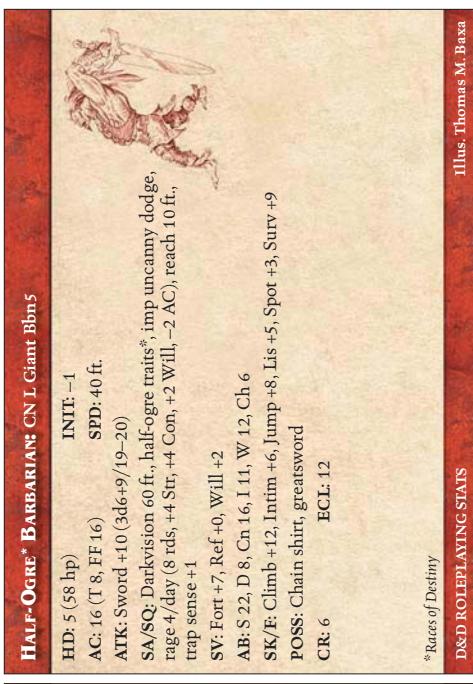


DROMITE[®] WILDER: CG, S Monstrous Humanoid (Psiionic [®]) Wild [®]	 HD: 6 (40 hp) INIT: +1 AC: 20 (T 16, FF 19) SPD: 25 ft. ATK: Sword +6 (d4+1/19–20, magic) SA/SQ: Darkvision 60 ft., energy ray [*] 1/day (35 ft., 3d6+3 cold), psyc energy (after wild surge, 10% dazed 1 rd., –6 pp resist cold 5 sec, surg euphoria [*] (after wild surge, +1 artik /dmg/saves, 2rd/s), volatile mind [*] (+1 pp to affect), wild surge +2 [*] (free, +2 man lv)) SW: Fort +5, Ref +4, Will +5 AB: S 10, D 13, Cn 14, 18, W 8, Ch 18 SK/F: Conc +14, Hide +4, Lis +8, M Sil +0, Spot +10, B-Fight, Power Pen [*] SPELLS: Psiionic [*] (48 pp)—demoralize (1–5 pp, 3d6+45 ft. range 1 and radius 8 min., DC 19–20), energy burst (5–6 pp, 40-ft. burst, 5–8d6 electricity, DC 19–20, conc amorphia (3 pp), 20% miss chance, 8 min.), skele (1 pp, +15 ft. speed, 8 min.) POSS: Mwk studded leather, mwk heavy steel shield, +1 short sword, cloak resist +1, power stone artifact [*] (~10 ft. falling dmg) CR: 6 ECL: 7 *Expanded Psionics Handbook: Wild = wilder class Illus. Jim Nelson D&D ROLEPLAYING STATS
ELF STALKER: CG, M Humanoid (Elf) Rgr4	 HD: 4 (26 hp) INIT: +4 AC: 18 (T 14, FF 14) SPD: 30 ft. ATK: Sword +6 (d8+1/19–20, or bow +9 rg (d8+1/3); or bow +7/rg (d8+1/18)) SA/SQ: AP 4 [®] ; animal companion, elf traits, fav enemy (aberrations +2), low-light, wild emp +4 (+0 magical beasts) SW: Fort +6, Ref +9, Will +3 AB: S 13, D 18, Cn 12, 18, W 12, Ch 10 SK/F: Hide +14, Heal +4, Lis +10, Strch +5, Spot +10, Surv +8; Endur, Pt Blk Shot, Prec Shot, Track SPELLS: 1st—longest arrows, 10 silvered arrows, and 10 cold iron arrows, 86 ep, 5 sp Approved for use with the RUCA [®] Mark of Heroes campaign. CR: 4 Illus. Steve Prescott D&D ROLEPLAYING STATS
ELMINSTER OF SHADOWDALE: CG, M Hum (Hum) Ftr1/Rog2/Clr3/Wiz24/Acm5 [*]	 HD: 35 (347 hp) INIT: +10 AC: 31 (T 19, FF 27) SPD: 30 ft. ATK: Sword +24/+19/+14 (1d8+6/19–20, magic plus thund), or +22 rg touch (spells) SA/SQ: Arcane fire [*] (rg touch, 5d6 + 1d6/spell lvl), arcane reach [*] (touch 30 ft.), Chosen immunities ^{**} (def mag (LoS), evasion, mastery [®] (counterspelling, elements), sneak attk +1d6, turn undead 6/day (+5, 2d6+6, 3rd), silver fire ^{**} , SR 21) SW: Fort +27, Ref +23, Will +31 AB: S 13, D 18, Cn 24, 1, 27, W 18, Ch 17 SK/F: Conc +36, Lis +42, S Mot +9, Spell +45, Spot +14, Cbt Expert, Delay Spell [†] , Enhance Spell [†] , Hgt Spell, Imp. Metamagic [†] , Max Spell, Spell Pen, Twin Spell [†] SPELLS: As Clr3 (4/4/3; DC = 14 + spell lvl, +1 evoc, enc). Domains: Magic, Spell ^{**} As Wiz24 (4/6/6/5/3/3/3; DC = 14 + spell lvl, +1 evoc, enc) (Spell-Like Abilities: CL 29th) 1/day—isp mag, ironward ^{**} , see invis, shapech, <i>Sinful's Synodswoman</i> ^{**} , sp climb, sp climb, tp rot w/o error, thunderlance ^{**} , tr see POSS: Arm nat +5, bracers +7, ring prot +5, +5 shield, longsword, Esversmoking mwk [†] , mantle of SR (5 saves), ring reg, ring spell slot, ring shield (freefall) (type VII) CR: 39 *Acm = archmage prestige class; ^{**} Forgotten Realms [®] Campaign Setting; [†] Complete Arcane; FF Epic Level Handbook Illus. Steve Prescott D&D ROLEPLAYING STATS
BATTLE PLATE MARSHAL: LG, M Humanoid (Dwarf) Ftr3/Msh4*	 HD: 7 (62 hp) INIT: +1 AC: 22 (T 12, FF 21) SPD: 20 ft. ATK: Axe +10/+5 (1d12+4/x3, magic); or axe +12/+7 (1d12+6/x3, magic plus 2d6) against orcs SA/SQ: Darkness 60 ft., dwarf traits, grant move action [*] 1/day (aliens within 30 ft.), major aura [*] (swift, allies within 60 ft., motivate factor (+1 dmg)), minor aura [*] (swift, allies within 60 ft.; accurate strike [+2 to confirm crit] or master of tactics [+2 dmg flanking]), racial sub level (fighter 1) [*] SV: Fort +10, Ref +3, Will +5 AB: S 15, D 13, Cn 16, 1, 12, W 10, Ch 14 SK/E: Dipl +14, Intim +8, Lis +4, Perf (oratory) +9, S Mot +6, Spot +3; Cleave, Leadership 9, Pow Atk POSS: +1 battle plate ^{**} , ring prot +4, +1 orc bone greataxe CR: 7 *Minatures Handbook: Msh = marshal class **Races of Stone Illus. Steve Prescott D&D ROLEPLAYING STATS

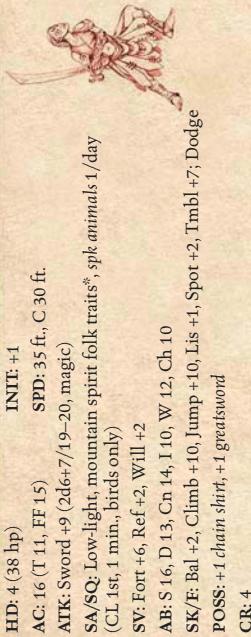
SLAYER OF DOMIEL: LG, M Humanoid (Human) Rog5/Sld6*	 HD: 11 (63 hp) INIT: +3 AC: 20 (T 14, FF 20) SPD: 30 ft. ATK: Sword +9/+4 (1d8+3/19–20, good, magic plus 2d6 against evil) and dagger +9 (d4+2/19–20, magic); or sword +11/+6 (1d8+3/19–20, good, magic plus 2d6 against evil) SA/SQ: Death torch 2/day [*] (+9 touch; roll 6d6, kill target with that many hp), det evul, imp evasion, sneak attk +6d6, trap sense +1, trapfinding, uncanny dodge SW: Fort +9, Ref +6, Will +9 AB: S 14, D 16, Cn 14, 1, 12, W 14, Ch 15 SK/F: Bluff +16, Esc +11, Hide +17, Jump +4, Lis +4, M Sil +7, Strch +10, S Mot +16, Spot +15, Imbl +15; Sanctify, Martial Strike [*] (longsword, +1d4 dmng against evil outsiders and foes), Servant of the Heavens [*] (1/day, +1 to 1 roll) SPILLS: 1st—in favor, spider cl; 2nd—dark, pass w/o trace POSS: +1 studded leather, ring prot +1, +1 holy longsword, +1 dagger, cloak resist +2 CR: 11 *Book of Exalted Deeds: Sld = slayer of Domiel prestige class Illus. Steve Prescott D&D ROLEPLAYING STATS
ASPECT OF KORD: CG, L Outsider (Chaotic, Extraplanar, Good)	 HD: 14 (133 hp) INIT: +8 AC: 21 (T 13, FF 17) SPD: 50 ft. ATK: Sword +23/+18/+13 (3d6+12/19–20, chaotic, good, magic) SA/SQ: DR 5/epic, darkvision 60 ft., rage 1/day (10 rds, +4 Str, +2 Will, –2 AC), reach 10 ft. SW: Fort +14, Ref +13, Will +12 AB: S 27, D 18, Ch 21, 1, 17, W 16, Ch 18 SK/F: Bal +23, Climb +25, Intim +21, Jump +35, Lis +20, Strch +20, S Mot +20, Spot +20, Swim +25, Surv +20, Tmbk +23, B-Fight, Cleave, Pow Atk POSS: +1 greatsword CR: 11 *Minatures Handbook D&D ROLEPLAYING STATS
ASPECT OF KORD: CG, L Outsider (Chaotic, Extraplanar, Good)	 HD: 10 (85 hp) INIT: +0 AC: 19 (T 10, FF 19) SPD: 40 ft., F 150 ft. (Pr) ATK: Bite +13 (1d8+2) and 2 claws +10 (1d6+1) and 2 wings +10 (1d4+1) SA/SQ: Alt form 3/day (M animal or humanoid), blindsense 60 ft., breath wpn 1, 1d4 rds (cone, 30 ft., 4d8 cold, Ref 17 half or cone, 30 ft., paralysis 1d6–2 rds, Fort 17 neg), cloudwalking, darkvision 120 ft., imm acid, cold, paralysis, and sleep, low-light, voln fire SW: Fort +9, Ref +7, Will +9 AB: S 15, D 10, Ch 15, 1, 14, W 15, Ch 14 SK/F: Bluff +7, Dipl +11, Disg +15, Intim +6, Jump +12, Lis +15, Strch +15, S Mot +15, Spell +8, Spot +15, Surv +5; Flyby Atk, Pow Atk CR: 5 ECL: 14 Illus. Des Hanley D&D ROLEPLAYING STATS
Royal Guard: LG, M Humanoid (Human) Ftr3	 HD: 3 (24 hp) INIT: +4 AC: 18 (T 10, FF 18) SPD: 20 ft. ATK: Glaive +6 (1d10+3/x3) SA/SQ: Reach 10 ft. only (glaive) SW: Fort +4, Ref +4, Will +5 AB: S 15, D 10, Ch 13, 1, 12, W 14, Ch 8 SK/F: Climb +3, Intim +5, Jump +3, Ride +6, Lis +4, Spot +4; Endur POSS: Mwk full plate, glaive CR: 3 Illus. Des Hanley D&D ROLEPLAYING STATS

RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	HALFLING SNEAK: CN S Humanoid (Halfling) Rog1	RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	HALFLING SNEAK: CN S Humanoid (Halfling) Rog1
HD: 12 (142 hp) AC: 21 (T 15, FF 21) ATK: Sword+2/+3/+8/+13 (2d6+13/19–20, magic) SA/SQ: +4 saves; poison, DR 2/—, DR 10/magic, darkvision 60 ft., gr. rage 4/day (10 rds, evil 1/day (+12 dmg)), SR 22, trap sense +4, imp. uncanny dodge SW: Fort +3, Ref +6, Will +0 AB: S 14, D 17, Cn 14, I 12, W 8, Ch 10 SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Sch +5, Spot +3, Tmb +7 POSS: Leather, +1 dagger, dagger CR: 15 ECL: 16	INIT: +3 SPD: 40 ft., F 80 ft. (G) AC: 16 (T 14, FF 13) ATK: Dagger +2 (1d3+1/19–20, magic); or dagger +5 (1d3/19–20) SA/SQ: Sneak attack +1d6, trapfinding SW: Fort +3, Ref +6, Will +0 AB: S 24, D 16, Cn 18, I 14, W 16, Ch 17 SK/F: H. Animal +4, Intim +4, Jump +26, Lis +48, Ride +12, Sch +9, Spot +10, Surv +18, Cleave, Dodge, Pow Attk SPELLS: (Spell)like Abilities: CL 12th At will—daylight; 3/day—prot. evil; 1/day—aid, bless, care, detect evil, holy smite (DC 17), holy word (DC 20), neut. poison, rem. disease, disp. evil (+19 touch; DC 18) POSS: +1 studded leather, am. nat armor +2, ring prot +2, +3 greatsword, handguard Str +2 CR: 15 ECL: 16	INIT: +3 SPD: 25 ft. AC: 16 (T 14, FF 13) ATK: Dagger +2 (1d3+1/19–20, magic); or dagger +5 (1d3/19–20) SA/SQ: Sneak attack +1d6, trapfinding SW: Fort +3, Ref +6, Will +0 AB: S 14, D 17, Cn 14, I 12, W 8, Ch 10 SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Sch +5, Spot +3, Tmb +7 POSS: Leather, +1 dagger, dagger CR: 15	INIT: +3 SPD: 25 ft. AC: 16 (T 14, FF 13) ATK: Dagger +2 (1d3+1/19–20, magic); or dagger +5 (1d3/19–20) SA/SQ: Sneak attack +1d6, trapfinding SW: Fort +3, Ref +6, Will +0 AB: S 14, D 17, Cn 14, I 12, W 8, Ch 10 SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Sch +5, Spot +3, Tmb +7 POSS: Leather, +1 dagger, dagger CR: 15
D&D ROLEPLAYING STATS	16/60 *	D&D ROLEPLAYING STATS	16/60 *
RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	GUENHWYVAR: NM Magical Beast	RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	GUENHWYVAR: NM Magical Beast
HD: 5 (67 hp) AC: 26 (T 8, FF 26) ATK: Axe +11 (3d6+10/×3, magic) SA/SQ: DR 10/adamantine, darkvision 60 ft., low-light, reach 10 ft. SW: Fort +13, Ref +3, Will +5 AB: S 22, D 8, Cn 28, I 8, W 13, Ch 14 SK/F: Climb +14, Intim +10, Jump +8, Lis +9, Spot +9; Cleave, Pow Attk POSS: +1 greataxe CR: 5	DWARF ANCESTOR: LG L Outsider (Native)	HD: 5 (67 hp) AC: 26 (T 8, FF 26) ATK: Axe +11 (3d6+10/×3, magic) SA/SQ: DR 10/adamantine, darkvision 60 ft., low-light, reach 10 ft. SW: Fort +13, Ref +3, Will +5 AB: S 22, D 8, Cn 28, I 8, W 13, Ch 14 SK/F: Climb +14, Intim +10, Jump +8, Lis +9, Spot +9; Cleave, Pow Attk POSS: +1 greataxe CR: 5	INIT: +7 AC: 18 (T 17, FF 11) ATK: Bite +16 (1d8+5) and 2 claws +11 (1d4+2) SA/SQ: Imp grab (grp +14, rake), low-light, pounce (full attk when charging, rake), take 1d4+2, scent SW: Fort +19, Ref +13, Will +4 AB: S 20, D 24, Cn 16, I 7, W 12, Ch 10 SK/F: Bal +15, Climb +13, Hide +14, Jump +17, Lis +8, M Sil +12, Spot +9 CR: 5
D&D ROLEPLAYING STATS	Illus. Jim Nelson	D&D ROLEPLAYING STATS	Illus. Jim Nelson
SATYR: CN M Fey	NETHYAR HUNTER (VOLODIN)*: CG M Plant Rog5/Nnt3*	SATYR: CN M Fey	HALF-Ogre* BARBARIAN CN L Giant Bhr5
HD: 5 (22 hp) AC: 15 (T 11, FF 14) ATK: Head butt +2 (1d6) and dagger +3 (1d4/19–20); or bow +3 (rg 1d6/×3)	INIT: +3 SPD: 40 ft. AC: 17 (T 13, FF 14) ATK: Bow +9/+9/+4 (rg 1d8+1/19–20, magic +1d6 cold); or bow +11/+6 (rg 1d8+1/19–20, magic +1d6 cold); or sword +9/+4 (1d4/1d4/19–20) SA/SQ: DR 5/cold, fav. enemy (rcrs +4, giants +2), low-light, plant traits, resist cold 5, swift tracker (track at full spd, no penalty), volodin traits*, wild emp +5 (+1 magical beasts), woodland stride	INIT: +3 SPD: 40 ft. AC: 16 (T 8, FF 16) ATK: Sword +10 (3d6+9/19–20) SA/SQ: Darkvision 60 ft., half-gre traits*, imp. uncanny dodge, range +4 (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., trap sense +1 SW: Fort +7, Ref +0, Will +2 AB: S 22, D 8, Cn 16, I 14, W 12, Ch 6 SK/F: Climb +12, Infiltr +6, Jump +8, Lis +5, Spot +3, Surv +9 CR: 6	INIT: –1 SPD: 40 ft. AC: 16 (T 8, FF 16) ATK: Sword +10 (3d6+9/19–20) SA/SQ: Darkvision 60 ft., half-gre traits*, imp. uncanny dodge, range +4 (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., trap sense +1 SW: Fort +7, Ref +0, Will +2 AB: S 22, D 8, Cn 16, I 14, W 12, Ch 6 SK/F: Climb +12, Infiltr +6, Jump +8, Lis +5, Spot +3, Surv +9 CR: 6
D&D ROLEPLAYING STATS	2/60 *	D&D ROLEPLAYING STATS	D&D ROLEPLAYING STATS
RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	NETHYAR HUNTER (VOLODIN)*: CG M Plant Rog5/Nnt3*	RIRKA, ANGELIC AVENGER: CG M Outsider (Aug Hum [Human], Native) Bhn12	HALF-Ogre* BARBARIAN CN L Giant Bhr5
HD: 5 (67 hp) AC: 26 (T 8, FF 26) ATK: Axe +11 (3d6+10/×3, magic) SA/SQ: DR 10/adamantine, darkvision 60 ft., low-light, reach 10 ft. SW: Fort +13, Ref +3, Will +5 AB: S 22, D 8, Cn 28, I 8, W 13, Ch 14 SK/F: Climb +14, Intim +10, Jump +8, Lis +9, Spot +9; Cleave, Pow Attk POSS: +1 greataxe CR: 5	SATYR: CN M Fey	HD: 8 (68 hp) AC: 17 (T 13, FF 14) ATK: Bow +9/+9/+4 (rg 1d8+1/19–20, magic +1d6 cold); or bow +11/+6 (rg 1d8+1/19–20, magic +1d6 cold); or sword +9/+4 (1d4/1d4/19–20) SA/SQ: DR 5/cold, fav. enemy (rcrs +4, giants +2), low-light, plant traits, resist cold 5, swift tracker (track at full spd, no penalty), volodin traits*, wild emp +5 (+1 magical beasts), woodland stride	HD: 5 (58 hp) AC: 16 (T 8, FF 16) ATK: Sword +10 (3d6+9/19–20) SA/SQ: Darkvision 60 ft., half-gre traits*, imp. uncanny dodge, range +4 (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., trap sense +1 SW: Fort +7, Ref +0, Will +2 AB: S 22, D 8, Cn 16, I 14, W 12, Ch 6 SK/F: Chain shirt, greataxe POSS: Chain shirt, greataxe CR: 6
D&D ROLEPLAYING STATS	2/60 *	D&D ROLEPLAYING STATS	D&D ROLEPLAYING STATS

*Races of Destiny
 *Unapproachable East Nnt = Nentyar hunter prestige class

ELMINSTER OF SHADOWDALE: CG M Hum (Hum) Frrt / Rogz / Clr3 / Wiz2 / Acm5*	HALFLING SNEAK: CN S Humanoid (Halfling) Rog1	GUENHWYVAR: NM Magical Beast	HALF-Ogre* BARBARIAN CN L Giant Bhr5
			
INIT: +3 SPD: 40 ft., F 80 ft. (G) AC: 16 (T 14, FF 13) ATK: Dagger +2 (1d3+1/19–20, magic); or dagger +5 (1d3/19–20) SA/SQ: Sneak attack +1d6, trapfinding SW: Fort +3, Ref +6, Will +0 AB: S 14, D 17, Cn 14, I 12, W 8, Ch 10 SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Sch +5, Spot +3, Tmb +7 POSS: Leather, +1 dagger, dagger CR: 15	INIT: +3 SPD: 25 ft. AC: 16 (T 14, FF 13) ATK: Dagger +2 (1d3+1/19–20, magic); or dagger +5 (1d3/19–20) SA/SQ: Sneak attack +1d6, trapfinding SW: Fort +3, Ref +6, Will +0 AB: S 14, D 17, Cn 14, I 12, W 8, Ch 10 SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Sch +5, Spot +3, Tmb +7 POSS: Leather, +1 dagger, dagger CR: 15	INIT: +7 AC: 18 (T 17, FF 11) ATK: Bite +16 (1d8+5) and 2 claws +11 (1d4+2) SA/SQ: Imp grab (grp +14, rake), low-light, pounce (full attk when charging, rake), take 1d4+2, scent SW: Fort +19, Ref +13, Will +4 AB: S 20, D 24, Cn 16, I 7, W 12, Ch 10 SK/F: Bal +15, Climb +13, Hide +14, Jump +17, Lis +8, M Sil +12, Spot +9 CR: 5	INIT: –1 SPD: 40 ft. AC: 16 (T 8, FF 16) ATK: Sword +10 (3d6+9/19–20) SA/SQ: Darkvision 60 ft., half-gre traits*, imp. uncanny dodge, range +4 (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., trap sense +1 SW: Fort +7, Ref +0, Will +2 AB: S 22, D 8, Cn 16, I 14, W 12, Ch 6 SK/F: Chain shirt, greataxe POSS: Chain shirt, greataxe CR: 6
16/60 *	Illus. Des Hanley	16/60 *	Illus. Jim Nelson

SPIRIT FOLK* FIGHTER: NG/M Humanoid (Spirit) Frtr

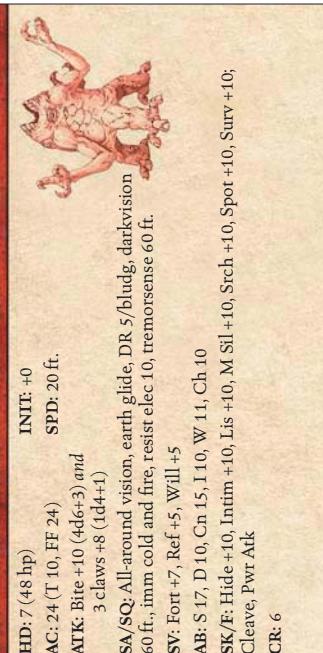
IRON GOLEM N L Construct	
HD: 4 (42 hp) AC: 19 (T 11, FF 18) atk: Sword +8 (1d8+5/19–20, magic) Sw: Fort +7, Ref +2, Will +3 Ab: S 14, D 13, Cn 16, I 10, W 10, Ch 12 SK/F: Climb +4, Intim +7, Jump –2, Lis +0, Spot +0; Dodge POSS: Breastplate, +1 heavy steel shield, +1 longsword CR: 4	INIT: +5 SPD: 20 ft. ATK: Sword +9 (2d6+7/19–20, magic) SA/SQ: Low-light, mountain spirit folk traits*, spk animals 1/day (CL 1st, 1 min., birds only) SV: Fort +6, Ref +2, Will +2 Ab: S 16, D 13, Cn 14, I 10, W 12, Ch 10 SK/F: Bal +2, Climb +10, Jump +10, Lis +1, Spot +2, Tmbl +7, Dodge POSS: +1 chain shirt, +1 greatsword CR: 4

D&D ROLEPLAYING STATS

25/60 *

Illus. Steve Prescott

XORN (AVERAGE): N Outsider (Earth, Extraplanar)

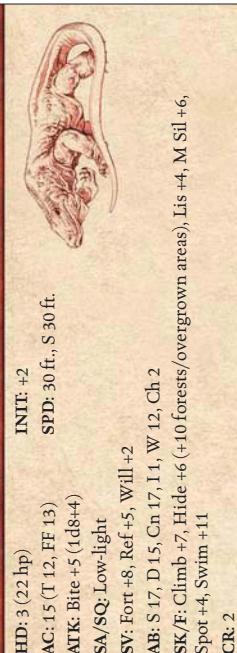
MERCENARY SERGEANT : LN/M Humanoid (Human) Frtr	
HD: 7 (48 hp) AC: 24 (T 10, FF 24) atk: Bite +10 (4d6+3) and 3 claws +8 (1d8+1) SA/SQ: All-around vision, earth glide, DR 5/bldng, darkvision 60 ft., imm cold and fire, resist elec 10, tremorsense 60 ft. Sw: Fort +7, Ref +5, Will +5 Ab: S 17, D 10, Cn 15, I 10, W 11, Ch 10 SK/F: Hide +10, Intim +10, Lis +10, Spot +10, Surv +10; Cleave, Pwr Atk CR: 6	INIT: +0 SPD: 20 ft. ATK: Bite +23/+18/+13/+8 (3d6+8/17–20, magic, lawful) SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24 Sw: Fort +12, Ref +13, Will +16 Ab: S 21, D 17, Ch 14, I 13, W 18, Ch 12 SK/F: Conc +10, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen SPELLS: (Spell-Like Abilities: CL 10th): At will—bless, det chaos, 3/day—bane, smite man II, web (DC 16). Restricted: Illus, Necro. POSS: Ring prof +4, quarterstaff, mwklt crossbow w/ 10 bolts, pearl power (1st), scroll clr spray (DC 14), scroll summ mon I, backpack, ink, 2 paper, scroll case, 70 gp, Spellbook: as above plus 0—all except illus and necro, 1st—end elements, mount, tr strike, 2nd—t's grace, prof arrows, scorch ray CR: 13

D&D ROLEPLAYING STATS

*Monster Manual III

Illus. Jim Nelson

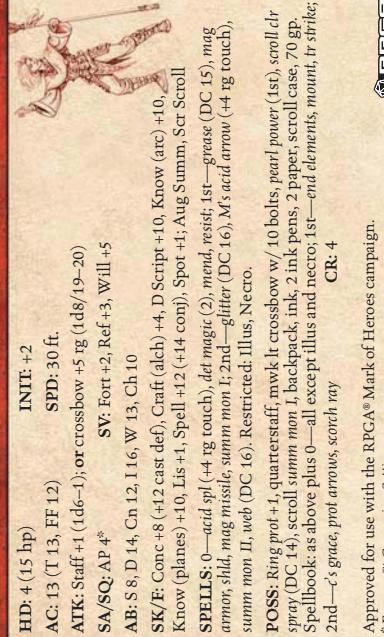
MONITOR LIZARD: NM Animal

SPIRIT FOLK* FIGHTER: NG/M Humanoid (Spirit) Frtr	
HD: 3 (22 hp) AC: 15 (T 12, FF 13) atk: Bite +5 (1d8+4) SA/SQ: Low-light Sw: Fort +8, Ref +5, Will +2 Ab: S 17, D 15, Cn 17, I 11, W 12, Ch 2 SK/F: Climb +7, Hide +6 (+10 Forests/overgrown areas), Lis +4, M Sil +6, Spot +4, Swim +11 CR: 2	INIT: +2 SPD: 30 ft., S 30 ft. ATK: Bite +5 (1d8+4) SA/SQ: Breath wpn 1/1d4+1 rds (free action, 10-ft. cube: poison, Fort 19, 1d4 Con/3d4 Con), construct traits: DR 15/adamantine, darkvision 60 ft., imm magic (rust affects normally, elec slows 3 rds, fire ends slow and heals 1 per 3 dmg), low-light, reach 10 ft. SV: Fort +6, Ref +5, Will +6 Ab: S 33, D 9, Cn +7, I →, W 11, Ch 1 SK/F: Lis +0, Spot +0 CR: 2

D&D ROLEPLAYING STATS

Illus. Jim Nelson

WIZARD TACTICIAN: CG/M Humanoid (Human) Wiz

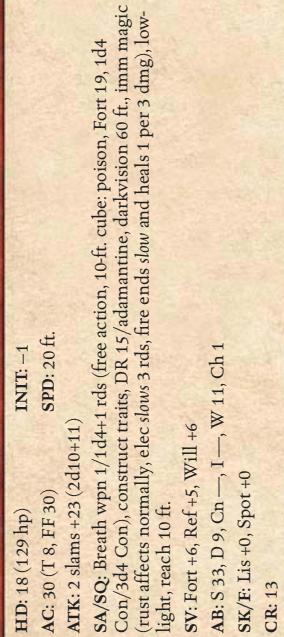
IRON GOLEM N L Construct	
HD: 4 (38 hp) AC: 16 (T 11, FF 15) atk: Sword +9 (2d6+7/19–20, magic) SA/SQ: Low-light, mountain spirit folk traits*, spk animals 1/day (CL 1st, 1 min., birds only) SV: Fort +6, Ref +2, Will +2 Ab: S 16, D 13, Cn 14, I 10, W 12, Ch 10 SK/F: Bal +2, Climb +10, Jump +10, Lis +1, Spot +2, Tmbl +7, Dodge POSS: +1 chain shirt, +1 greatsword CR: 4	INIT: +1 SPD: 35 ft., C 30 ft. ATK: Sword +9 (2d6+7/19–20, magic) SA/SQ: Low-light, mountain spirit folk traits*, spk animals 1/day (CL 1st, 1 min., birds only) SV: Fort +6, Ref +2, Will +2 Ab: S 14, D 13, Cn 16, I 10, W 10, Ch 12 SK/F: Climb +4, Intim +7, Jump –2, Lis +0, Spot +0; Dodge POSS: Breastplate, +1 heavy steel shield, +1 longsword CR: 4

*Unapproachable East

D&D ROLEPLAYING STATS

Illus. Jim Nelson

IRON GOLEM N L Construct

WIZARD TACTICIAN : CG/M Humanoid (Human) Wiz	
HD: 4 (15 hp) AC: 13 (T 13, FF 12) atk: Staff +1 (1d6–1); or crossbow +5 rg (1d8/19–20) SA/SQ: AP 4 ⁸ SV: Fort +2, Ref +3, Will +5 Ab: S 8, D 14, Cn 12, I 16, W 13, Ch 10 SK/F: Conc +8 (+12 cast def), Craft (alch) +4, D Script +10, Know (arc) +10, Know (planes) +10, Lis +1, Spell +12 (+14 con), Spot +4; Aug Summ, Scr Scroll SPELLS: 0—acid sp! (+4 rg touch), det magic (2), mend, resist 1st—graze (DC 15), mug armor, shield, mug missile, summ mon I; 2nd—glitter (DC 16), M's acid arrow (+4 rg touch), summ mon II, web (DC 16). Restricted: Illus, Necro. POSS: Ring prof +4, quarterstaff, mwklt crossbow w/ 10 bolts, pearl power (1st), scroll clr spray (DC 14), scroll summ mon I, backpack, ink, 2 paper, scroll case, 70 gp, Spellbook: as above plus 0—all except illus and necro, 1st—end elements, mount, tr strike, 2nd—t's grace, prof arrows, scorch ray CR: 4	INIT: +2 SPD: 30 ft. ATK: Staff +1 (1d6–1); or crossbow +5 rg (1d8/19–20) SA/SQ: Low-light, mountain spirit folk traits*, spk animals 1/day (CL 1st, 1 min., birds only) SV: Fort +6, Ref +2, Will +2 Ab: S 16, D 13, Cn 14, I 10, W 12, Ch 10 SK/F: Bal +2, Climb +10, Jump +10, Lis +1, Spot +2, Tmbl +7, Dodge POSS: +1 chain shirt, +1 greatsword CR: 4

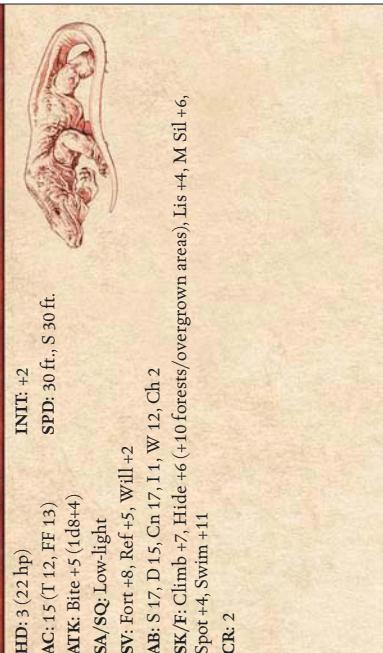
Approved for use with the RPGA® Mark of Heroes campaign.

*EERCON™ Campaign Setting

D&D ROLEPLAYING STATS

Illus. Jim Nelson

IRON GOLEM N L Construct

JUSTICATOR : LN/L Outsider (Lawful)	
HD: 17 (110 hp) AC: 26 (T 12, FF 23) atk: Sword +23/+18/+13/+8 (3d6+8/17–20, magic, lawful) SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24 SV: Fort +12, Ref +13, Will +16 Ab: S 21, D 17, Ch 14, I 13, W 18, Ch 12 SK/F: Conc +12, Intim +21, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen SPELLS: (Spell-Like Abilities: CL 10th): At will—bles, det chaos, 3/day—une ser, dim anchor, invis purge, silence (DC 13); 1/day—disp chaos (DC 16), gr end (DC 16), pl shift (DC 18). POSS: +1 mithral full plate, +1 greatsword CR: 13	INIT: +7 SPD: 30 ft. ATK: Sword +23/+18/+13/+8 (3d6+8/17–20, magic, lawful) SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24 SV: Fort +12, Ref +13, Will +16 Ab: S 21, D 17, Ch 14, I 13, W 18, Ch 12 SK/F: Conc +12, Intim +21, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen SPELLS: (Spell-Like Abilities: CL 10th): At will—bles, det chaos, 3/day—une ser, dim anchor, invis purge, silence (DC 13); 1/day—disp chaos (DC 16), gr end (DC 16), pl shift (DC 18). POSS: +1 mithral full plate, +1 greatsword CR: 13

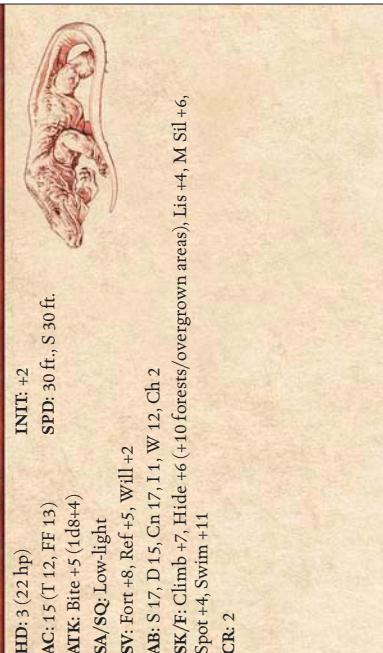
Approved for use with the RPGA® Mark of Heroes campaign.

*EERCON™ Campaign Setting

D&D ROLEPLAYING STATS

Illus. Jim Nelson

JUSTICATOR: LN/L Outsider (Lawful)

JUSTICATOR : LN/L Outsider (Lawful)	
HD: 17 (110 hp) AC: 26 (T 12, FF 23) atk: Sword +23/+18/+13/+8 (3d6+8/17–20, magic, lawful) SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24 SV: Fort +12, Ref +13, Will +16 Ab: S 21, D 17, Ch 14, I 13, W 18, Ch 12 SK/F: Conc +12, Intim +21, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen SPELLS: (Spell-Like Abilities: CL 10th): At will—bles, det chaos, 3/day—une ser, dim anchor, invis purge, silence (DC 13); 1/day—disp chaos (DC 16), gr end (DC 16), pl shift (DC 18). POSS: +1 mithral full plate, +1 greatsword CR: 13	INIT: +7 SPD: 30 ft. ATK: Sword +23/+18/+13/+8 (3d6+8/17–20, magic, lawful) SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24 SV: Fort +12, Ref +13, Will +16 Ab: S 21, D 17, Ch 14, I 13, W 18, Ch 12 SK/F: Conc +12, Intim +21, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen SPELLS: (Spell-Like Abilities: CL 10th): At will—bles, det chaos, 3/day—une ser, dim anchor, invis purge, silence (DC 13); 1/day—disp chaos (DC 16), gr end (DC 16), pl shift (DC 18). POSS: +1 mithral full plate, +1 greatsword CR: 13

D&D ROLEPLAYING STATS

Illus. Jim Nelson

DOLGAUNT™ MONK: LE M Aberration Mnk4

HD: 6 (37 hp) INT: +3

AC: 18 (T 15, FF 15) SPD: 40 ft.

ATK: 2 tentacles +6 (1d3+2, magic); or unarmed strike +4/+4 or +6 (1d8+2, magic)

SA/SQ: Blindsight 360 ft., DR 5/bystk* or magic, evasion, reach 10 ft. (tentacle), slow fall 20 ft., still mind, vitality drain* (hold, 1 Con dmg, do lag 2 hp; grp +10)

SW: Fort +5, Ref+7, Will +9

AB: S 14, D 17, Ch 12, L 13, W 15, Ch 11

SK/F: Bal +9, Climb +8, Hide +8, Jump +7, Lis +9, M Sl +8, Spot +9, Tmb +8; Cbt Reflex, Defl Trip, Imp Grp, Imp Trip, Snatch Arrows

CR: 6 ECL: 9

*FORGOTTEN REALMS® Campaign Setting

D&D ROLEPLAYING STATS

Complete Divine: Shg = shugenja class

Illus. Steve Prescott

ARTEMIS ENTRERI: LE M Humanoid (Human) Rog4/Rgr1/Ftr12/Asn1

HD: 18 (121 hp) INT: +9

AC: 22 (T 18, FF 22) SPD: 30 ft.

ATK: Sword +20/+4/5/+10/+5 (1d8+7/17-20, magic plus wounding) and dagger +21/+16 (1d4+7/17-20, magic); or sword +22/+17/+12 (1d8+7/17-20, magic plus wounding); or

dagger +26 (g) (1d8+8/17-20, magic)

SA/SQ: Death attack (Fort 14 neg), evasion, fav enemy (humans +2), poison use, sneak attack +6d6, trap sense +4, trapfinding, uncanny dodge, wild emp +2 (-2 magical beasts)

SW: Fort +13, Ref+17, Will +8

AB: S 14, D 20, Ch 15, L 16, W 16, Ch 13

SK/F: Bal +14, Bluff +6, Climb +12, Esc +7, Hide +13, Intim +10, Jump +12, Sl Hnd +13, Spot +8, Surv +9, Tmb +9, Use Mag +13; Open L +10, Sch +8, S Mot +11, Sl Hnd +13

Dev +9, Use Rope +12; B-Fight, Cbt Expert, Cbt Reflex, Dodge, Mobil, Spring Atk, Track

SPELLS: 1st—det poison

POSS: Cloak armor +4, ring prot +3, +3 wounding longsword, +4 defending dagger, cloak arachnid, periapt health, disguise kit, mwk thieves' tools

CR: 5 CR: 18

Complete Divine: Shg = shugenja class

D&D ROLEPLAYING STATS

Illus. Steve Prescott

DUERGAR CHAMPION: LE M Humanoid (Dwarf) Ftr8

HD: 8 (63 hp) INT: +2

AC: 19 (T 12, FF 17) SPD: 30 ft.

ATK: Maul +15/+10 (1d10+9/x3, magic)

SA/SQ: +2 saves spells, darkvision 120 ft., dwarf traits, imm paralysis, phantasms, and poison, light sensitivity

SW: Fort +8, Ref+4, Will +5

AB: S 18, D 15, Ch 15, L 10, W 12, Ch 4

SK/F: Intim +7, Jump +6, Lis +5, M Sl +3, Spot +5; Cleave, Dodge, Gr Cleave, Pow Atk

SPELLS: (Spell-Like Abilities, CL 16th) 1/day—enl per, invis (both self + items)

POSS: +2 breastplate, +1 mau%, bracers ogre power, boots str +8

CR: 9 ECL: 9

Complete Realms® Campaign Setting

D&D ROLEPLAYING STATS

Illus. Jim Nelson

**HALF-ORC EXECUTIONER:** LE M Humanoid (Orc) Bhn1/Rog5

HD: 6 (41 hp) INT: +2

AC: 15 (T 12, FF 15) SPD: 40 ft.

ATK: Axe +10 (1d20/+7/19-20/x3, magic)

SA/SQ: Darkvision 60 ft., evasion, rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, -2 AC), sneak attack +3d6, trapfinding, trap sense +1, uncanny dodge

SW: Fort +4, Ref+6, Will +4

AB: S 18, D 14, Ch 13, L 10, W 10, Ch 6

SK/F: Climb +8, Hide +10, Intim +10, Jump +14, Lis +12, M Sl +10, S Mot +8

Spot +8, Tmb +4; Dodge

POSS: Padded armor, arm nat armor +2, +1 keen greataxe

CR: 6 ECL: 9

Complete Realms® Campaign Setting

D&D ROLEPLAYING STATS

Illus. Jim Nelson

**DARK NAGA:** LE L Aberration

HD: 9 (58 hp) INT: +2

AC: 14 (T 14, FF 12) SPD: 40 ft.

ATK: Sting +7 (2d4+2 plus poison) and bite +2 (1d4+1)

SA/SQ: +2 saves charm, darkvision 60 ft., detect poisons (CL 9th; DC 15), guarded thoughts (imm mind reading), imm poison, poison (Fort 16, sleep 2d4 min.)

SW: Fort +5, Ref+7, Will +8

AB: S 14, D 15, Ch 14, L 16, W 15, Ch 17

SK/F: Bluff +11, Conc +14 (+8 cast def), Dipl +9, Intim +7, Lis +11, S Mot +8, Spell +15, Spot +11; Dodge

SPELLS: Known (6/7/7/5; CL 7th) 0—daze (DC 13), det mag, light, mng hand, op/d, ray frost (+7 rg touch), r mag, 1st—exp retreat, mng missile, my enjebel (+7 rg touch), shield, sil image, 2nd—Bigby's shaping hand (2; target provokes immediate AoO); Conc DC 20 neg), invis, scorch ray (+7 rg touch); 3rd—displace, lg bolt (DC 16)

CR: 8 ECL: 9

Minatures Handbook

D&D ROLEPLAYING STATS

Illus. Hugh Jamieson

**XEN'DRIK CHAMPION (DROW):** NEM Humanoid (Elf) Set9*

HD: 9 (44 hp) INT: +7

AC: 19 (T 16, FF 19) SPD: 40 ft.

ATK: Drow long knife +13/+8 (1d6+3/x3, magic); or bow +13/+8 (rg (1d6+1/x3, magic)); or sword +8 (1d8+2/19-20)

SA/SQ: Camouflage (hide in any terrain), darkvision 120 ft., draw traits, flawless strike* (full spd in diff terrain), skirmish* +3d6 dmrg/g +2 AC (must move 10 ft.), SR 20, trackless step, trapfinding, uncanny dodge

SW: Fort +4, Ref+12, Will +5

AB: S 14, D 22, Ch 10, L 12, W 14, Ch 12

SK/F: Bal +20, Climb +14, Hide +18, Jump +20, Lis +16, M Sl +18, Strch +15, Spot +16, Trmb +20; Dodge, Mobil, Pr Blk Shot, Prec Shot

POSS: +1 chitin armor*, +1 drow long knifeg*, +1 shortbow w/ 20 arrows, longsword, gloves Dev +4

CR: 10 ECL: 11

Complete Adventure: Sct = scout class; * Races of Eberron

Illus. Steve Prescott

Illus. Steve Prescott

BALOR: CE L Outsider (Chaotic, Evil, Extraphlanar, Tanar'ri)



4/60 *

Illus. Des Hanley

GITHZERAI MONK: LN M Humanoid (Extraplanar, Psionic^o, Erratic, Mnkr)



HD: 9 (56 hp)
AC: 25 (T 25, FF 20)
ATK: Unarmed +10/+5 or +9/+4/2d6+2, magic
SA/SQ: Darkvision 60 ft., evasion, pow resist 1d8^o, imm disease, slow fall 30 ft., still mind, stun fist 8/day (DC 18), wholeness of body 14
SW: Fort +9, Ref +10, Will +9
AB: S 14, D 20, Ch 12, I 8, W 18, Ch 8
SK/F: Autohypnosis^o+17, Bal+7, Conc +6 (+10 man def), jump +16, Lis +4, Spot +4, Tmb+15; Cbt Reflex, Imp Disarm, Greater Psi Fist^o (+4d6 dmg), Unavodable Strike^o (touch atk)
SPELLS: (Psi-Like Abilities: ML 4th)*: 3/day—*adifall* (-4d6 falling dmg), *concussion blast* (140 ft., 1d6 force dmg), *inertial armor*^o (+4 AC), *psi daze* (DC 9)
POSS: Monk's belt, ring self-sufficiency^o
CR: 10
ECL: 11
** Already manifested

Illus. Des Hanley

D&D ROLEPLAYING STATS

HELPED HORROR: NM Construct



HD: 13 (94 hp)
AC: 26 (T 15, FF 24)
ATK: Sword +16/+11 (2d6+7/17-20 plus 1d6 fire); or crossbow +11 (rg (1d10/19-20))
SA/SQ: Air walk (CL 13th), construct traits, darkvision 60 ft., imm fireball, lg bolt, mg missile, and rusting grasp, rapid repair 1hp/hr^o, see invis
SV: Fort +6, Ref +6, Will +7
AB: S 20, D 15, Ch —, I 13, W 16, Ch 16
SK/F: Lis +15, Sch +13, S Mot +15, Spot +15
POSS: +3 full plate, mwk greatsword, hvy crossbow w/ 10 bolts
CR: 8
ECL: 16

*Lost Empires of Faerûn

D&D ROLEPLAYING STATS

ILLUS. Steve Prescott

DARK CREEPER*: CN S Humanoid (Dark One) War†



HD: 4 (6 hp)
AC: 17 (T 14, FF 14)
ATK: Dagger +4 (1d3+2/19-20); or dagger +5 rg (1d3+2/19-20)
SA/SQ: Blindsight 60 ft., evasion, light sensitivity, shadow cloak^o 3/day (total concealment in darkness, concealment in light), sneak attack +2d6
SW: Fort +4, Ref +5, Will +1
AB: S 15, D 17, Ch 14, I 10, W 13, Ch 8
SK/F: Hide +7 (+15 dark), Lis +3, M Sll +4 (+8 dark), Sl Hand +4, Spot +3, Tmb +5
POSS: Leather armor, 6 daggers
CR: 3
ECL: 5

*Friend Folio

D&D ROLEPLAYING STATS

ILLUS. Jim Nelson

TROGLODYTE CAPTAIN: LE M Humanoid (Reptilian) Err†



HD: 7 (65 hp)
AC: 22 (T 8, FF 22)
SPD: 30 ft.
ATK: Club +11/+6 (1d10+6); or club +11/+6 (1d10+6) and bite +7 (1d4+1); or 2 claws +9 (1d4+3) and bite +7 (1d4+1)
SA/SQ: Darkvision 90 ft., stench (30 ft., sicken nonrogodyste living creatures 10 rds, Fort 15 neg)
SW: Fort +13, Ref +3, Will +3
AB: S 16, D 6, Ch 18, I 10, W 10, Ch 13
SK/F: Hide +2 (+6 rocky or underground), Intim +9, Jump +7, Lis +5, Spot +4; B-Fight, Leadership 8
POSS: Mwk full plate, mwk greatclub, cloak resist +2, boots str/spr CR: 6
ECL: 9

D&D ROLEPLAYING STATS

ILLUS. Des Hanley

KOBOLD MINER: LE S Humanoid (Reptilian) Exp†



HD: 1 (2 hp)
AC: 14 (T 13, FF 12)
SPD: 30 ft.
ATK: Pick +0 (1d3-1/×4)
SA/SQ: Darkvision 60 ft., light sensitivity SV: Fort -1, Ref +2, Will +1
AB: S 9, D 14, Ch 9, I 10, W 9, Ch 8
SK/F: Lis -1, Spot +3, Strch +6, Surv +3
POSS: Padded armor, lr pick CR: 1/4

D&D ROLEPLAYING STATS

ILLUS. Steve Prescott

SKELETAL EQUICEPH*: NE L Undead



HD: 4 (26 hp)
AC: 17 (T 9, FF 17)
SPD: 30 ft.
ATK: Axe +5 (3d6-6/×3)
SA/SQ: DR 5/bludge, darkvision 60 ft., imm cold, reach 10 ft., undead traits
SV: Fort +1, Ref +2, Will +4
AB: S 18, D 13, Ch —, I —, W 10, Ch 1
POSS: Splint mail, greataxe CR: 2

D&D ROLEPLAYING STATS

ILLUS. Hugh Jamieson

BALOR: CE L Outsider (Chaotic, Evil, Extraphlanar, Tanar'ri)



HD: 20 (290 hp)
AC: 35 (T 16, FF 28)
SPD: 40 ft., F 90 ft. (G)
ATK: Sword +31/+26/+21/+16 (2d6+8/19-20, chaotic, evil, magic plus decapitate on crit) and whp +30/+25 (1d14+, chaotic, evil, magic plus 1d6 fire plus entangle)
SA/SQ: DR 15/cold iron and good, darkvision 60 ft., death throes (100 ft. radius 100 dmg), Ref 30 half), entangle (opp Str checks, flaming body), flaming body (grp +36, 6d6 fire), imm elec, fire, and poison, reach 10 ft., resist acid 10 and cold 10, SR 28, summ tanar'ri 1/day (CL 9th), tr see (CL 20th)
SW: Fort +22, Ref +19, Will +19
AB: S 35, D 25, Ch 31, I 24, W 24, Ch 26
SK/F: Bluff +31, Conc +33, Dipl +35, Hide +26, Intim +33, Lis +38, M Sll +30, Sch +30, S Mot +30, Spell +30, Spot +38, Use Mag Dev +31; Cleave, Pow Atk
SPELLS: (Spell-Like Abilities: CL 15th) At will—anim objects, dh hammer (DC 18), deep dark, let mag, disp law (+20 touch, DC 19), fear (DC 18), find death (DC 21), fireball (DC 17), fly, ident, invis, mag crit (law, see invis, shatter (DC 16), 3/day—arc death (DC 20), elekte chaos (DC 22), word chaos (DC 21); 1/day—implos (DC 23), pow word blind CR: 13

D&D ROLEPLAYING STATS

ILLUS. Hugh Jamieson

DEATH SLAADD: CE M Outsider (Chaotic, Extraphlanar)



HD: 15 (142 hp)
AC: 28 (T 16, FF 22)
SPD: 30 ft., F 60 ft. (G)
ATK: Sword +4/+13/+8 (1d8/8/19-20, chaotic, magic) and bite +18 (2d10+2, chaotic); or 2 claws +20 (3d6+5, chaotic plus stun) and bite +18 (2d10+2, chaotic)
SA/SQ: Change shape (humanoid), DR 10/lawful, darkvision 60 ft., fast heal 5, imm sonic, resist acid 5, cold 5, elec 5, and fire 5, stun 3/day (1 rd, Fort 21 neg), summon shaad 2/day (1–2 red or blue, 60% or 1–2 green, 40%)
SW: Fort +14, Ref +15, Will +13
AB: S 21, D 23, Ch 21, I 18, W 18, Ch 18
SK/F: Climb +23, Conc +15, Esc +24, Hide +24, Intim +22, Jump +23, Lis +22, M Sll +24, Sch +22, Spot +22, Surv +12; Cleave, Gr Cleave, Imp Sunder, Pow Atk
SPELLS: (Spell-Like Abilities: CL 15th) At will—anim objects, dh hammer (DC 18), deep dark, let mag, disp law (+20 touch, DC 19), fear (DC 18), find death (DC 21), fireball (DC 17), fly, ident, invis, mag crit (law, see invis, shatter (DC 16), 3/day—arc death (DC 20), elekte chaos (DC 22), word chaos (DC 21); 1/day—implos (DC 23), pow word blind CR: 13

D&D ROLEPLAYING STATS

ILLUS. Jim Nelson

EQUICEPH: NE L Undead



HD: 4 (26 hp)
AC: 17 (T 9, FF 17)
SPD: 30 ft.
ATK: Axe +5 (3d6-6/×3)
SA/SQ: DR 5/bludge, darkvision 60 ft., imm cold, reach 10 ft., undead traits
SV: Fort +1, Ref +2, Will +4
AB: S 18, D 13, Ch —, I —, W 10, Ch 1
POSS: Splint mail, greataxe CR: 2

D&D ROLEPLAYING STATS

ILLUS. Hugh Jamieson

ILLUS. Hugh Jamieson

*Equiceph from *Minatures Handbook*

D&D ROLEPLAYING STATS

ILLUS. Jim Nelson

D&D ROLEPLAYING STATS

6

GRIMLOCK BARBARIAN: NE M Monstrous Humanoid Bltn4

HD: 6 (59 hp)	INIT: +1
AC: 15 (T 11, FF 15)	SPD: 40 ft.
ATK: Axe +12/+7 (1d12+8/x1d6, magic)	
SA/SQ: Blindsight +40 ft, imm visual effects, rage sense +1, uncanny dodge	
SW: Fort +7, Ref +5, Will +4	
AB: S 20, D 12, Cn 16, I 8, W 11, Ch 8	
SK/F: Climb +7, Hide +3 (+13 underground), Lis +9, Spot +3, Surv +5;	
Pow Atk, Track	
POSS: *1 maiming* greataxe	
CR: 5	ECL: 8

*Minatures Handbook

D&D ROLEPLAYING STATS

GOLD DWARF* SOLDIER: LG M Humanoid (Dwarf) Ftr4

HD: 4 (42 hp)	INIT: +0
AC: 21 (T 11, FF 20)	SPD: 20 ft.
ATK: Warhammer +10 (1d8+7/x3, magic)	
SA/SQ: Darkvision 60 ft, gold dwarf traits*	
SW: Fort +7, Ref +2, Will +2	
AB: S 16, D 13, Cn 16, I 10, W 12, Ch 8	
SK/F: Climb +2, Intim +6, Lis +1, Spot +1, Cleave, Pow Atk	
POSS: Full plate, hvy steel shield, +2 warhammer	
CR: 4	

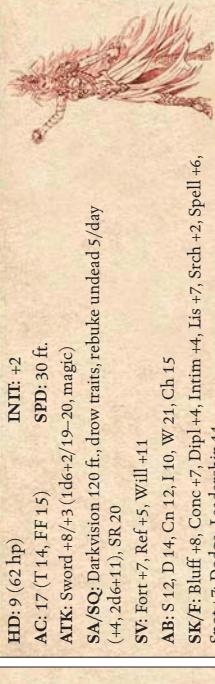
*FORGOTTEN REALMS® Campaign Setting

D&D ROLEPLAYING STATS

HALF-FIEND OGRE: CE L Outsider (Aug Giant, Native) Bbn1

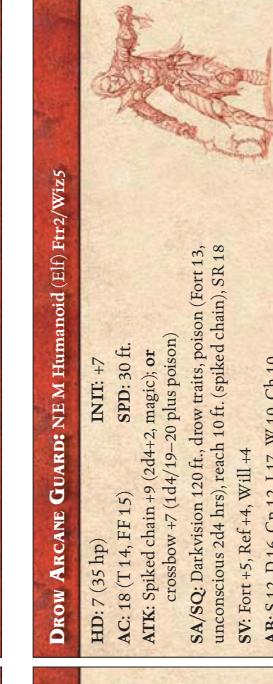
HD: 5 (55 hp)	INIT: +0
AC: 18 (I 9, FF 18)	SPD: 50 ft, fly 50 ft. (Av)
ATK: Falchion +15 (2d6+15) and bite +8 (1d8+7, magic)	
SA/SQ: DR 5/magic, darkvision 60 ft, imm poison, low-light, rage 1/day (10 rds, +4 Str, +4 Con, +2 Will, -2 AC), reach 10 ft., resist acid 10, cold 10, elec 10, and fire 10, smite good 1/day (+5 dmg), SR 15	
SW: Fort +11, Ref +1, Will +0	
AB: S 30, D 14, Cn 20, I 10, W 8, Ch 10	
SK/F: Climb +17, Intim +6, Jump +24, Lis +7, Spot +7, Surv +3; Pow Atk	
SPELLS: (Spell-Like Abilities; CL 6th) 4/day—dark	
POSS: Metal plates (studded leather), mwk falchion	
CR: 6	ECL: 11

D&D ROLEPLAYING STATS

DROW ARACHNOMANCER: NE M Humanoid (Elf) Clr9INIT: +2
AC: 17 (T 14, FF 15)
SPD: 30 ft.
ATK: Sword +8/+3 (1d6+2/19–20, magic)
SA/SQ: Darkvision 120 ft, drow traits, rebuke undead 5/day
(+4, 2d6+11), SR 20SW: Fort +7, Ref +5, Will +11
AB: S 12, D 14, Cn 12, I 10, W 21, Ch 15
SK/F: Buff +8, Cone +7, Dipl +4, Intim +4, Lis +7, Strch +2, Spell +1,
Spot +7; Dodge, Leadership 11SPELLS: 0—*detect magic* (2), *mag* (2), *resist* (2); 1st—*bless* (2), *curse* (2), *disc self sanct* (DC 16), *shld* (faith); 2nd—*aid*, *dark*, *mis* (2), *sound bst* (2); 3rd—*ring of blades** (personal),
10d—9 to adjacent creatures, 9 min., *disp mag*, *mag are good*, *slashing darkness** (2,+7 rg
touch, 190 ft, 4d8 dmg); 4th—*neut poison*, *poison* (2,+8 touch, DC 19);
5th—*mass cure* (t), *disp good* (+8 touch, DC 20), sum mon V. Domains: Evil, TrickeryPOSS: Bracers armor +3, ring prof +1, am nat armor +1, +1 short sword, periapt Wis +2
CR: 10

D&D ROLEPLAYING STATS

DROW ARCANE GUARD: NE M Humanoid (Elf) Ftr2/Wiz5

INIT: +7
AC: 18 (T 14, FF 15)
SPD: 30 ft.
ATK: Spiked chain +9 (2d4+2, magic) or
crossbow +7 (d4/19–20 plus poison)SA/SQ: Darkvision 120 ft, drow traits, unconscious 2d4 (hrs), reach 10 ft. (spiked chain), SR 18
SW: Fort +5, Ref +4, Will +4

AB: S 12, D 16, Cn 12, I 17, W 10, Ch 10

SK/F: Climb +7, Conc +8, Intim +3, Jump +6, Lis +4, Strch +5, Spell +10, Spot +6

SPELLS: (CL 5th, 10% failure) 0—*det mag*, *disr* and (+7 rg touch), *rmg*, *resist*; 1st—*fall*, 1
*orb of collis** (2), *tr strike*; 2nd—*mis*, *levitate*, see *invis*; 3rd—*fly*, *emp burning hands* (DC 14)
POSS: Mithral shirt, ring prof +1, +1 spiked chain, hand crossbow w/ 10 bolts, pthaste, pol
cs grace, 2 doses drow sleep poison
CR: 8

ECL: 9

*Complete Arcane

D&D ROLEPLAYING STATS

DURE BAT: N/L Animal

INIT: +6
AC: 20 (T 15, FF 14)
SPD: 20 ft, F 40 ft. (G)ATK: Bite +5 (1d8+4)
SA/SQ: Blindsight 40 ft.SV: Fort +7, Ref +10, Will +6
AB: S 17, D 12, Cn 17, I 2, W 14, Ch 6
SK/F: Hide +4, Lis +12, M Sil +11, Spot +8
CR: 2

D&D ROLEPLAYING STATS

DRAEGLOTH*: CE L Outsider (Chaotic, Evil, Native) Bbn2

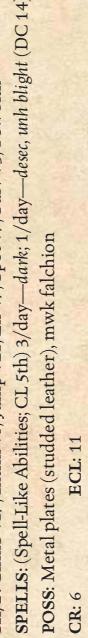
INIT: +3
AC: 19 (I 13, FF 19)
SPD: 40 ft.ATK: 2 claws +16 (1d6+9, chaotic, evil) and
bite +11 (1d8+4, chaotic, evil)
SA/SQ: 2 saves enchant, darkvision 60 ft, imm poison and
sleep, rage 1/day (9 rds, +4 Str, +4 Con, +2 Will, -2 AC), reach 10 ft.,
resist acid 10, cold 10, elec 10, fire 10, uncanny dodge
SV: Fort +12, Ref +8, Will +6
AB: S 28, D 16, Ch 19, I 10, W 13, Ch 10
SK/F: Climb +16, Hide +10, Jump +20, Lis +9, M Sil +10, Strch +10, Spot +9, Surv +11;
B-Fight, Pow AtkSPELLS: (Spell-Like Abilities; CL 6th) 4/day—dark
light (DC 14)
POSS: Bracers armor +2

CR: 7

ECL: 11

*Monsters of Faerûn

D&D ROLEPLAYING STATS

INIT: +0
AC: 19 (I 9, FF 19)
SPD: 30 ft.ATK: Bite +15 (2d6+6) and
2 claws +10 (1d6+3)SA/SQ: Darkvision 60 ft, imp grab (grap +20, rend),
low-light, rage 1/day (10 rds, +4 Str, +4 Con, +2 Will,
-2 AC), reach 10 ft., rend 2d6+9 (bite), scentSW: Fort +14, Ref +7, Will +4
AB: S 23, D 10, Cn 24, I 3, W 12, Ch 8
SK/F: Hide +2, Is +1, Spot +10, Surv +3; Cleave, Imp Bull Rush, Pow Atk, Track

CR: 8

D&D ROLEPLAYING STATS

ILLUS. DES HANLEY

DEATH SLAADS: CE M Outsider (Chaotic, Extrapolanar)

ILLUS. HUGH JAMIESON

ILLUS. DES HANLEY

SPIDER OF LOUTH: NM Vermin**MOUNTED DROW PATROL:** NE M Humanoid (Elf) Ftr7

HD: 3 (25 hp)	INIT: +3	INT: +3	
AC: 14 (T 13, FF 14)	SPD: 30 ft., C 20 ft.	SPD: 40 ft., C 40 ft. (mounted); 30 ft. (foot)	
ATK: Bite +5 (1d6+4 plus poison)		ATK: Spear +10/+5 (1d8+4×3, magic plus 1d6 cold)	
SA/SQ: Darkvision 60 ft., immute, poison (bite), SR 18		SA/SQ: Darkvision 120 ft., drow traits, reach 10 ft. only (spear), SR 18	
SW: Fort +6, Ref +7, Will +3		SW: Fort +7, Ref +7, Will +3	
AB: S 13, D 17, Ch 12, W 12, Ch 11		AB: S 17, D 17, Ch 11, Ride +18, Strch +3, Spot +8	
SK/F: H Animal +10, Lis +11, Ride +18, Strch +3, Spot +8		SK/F: Climb +11, Hide +11, Jump +13, Lis +0, Spot +8	
POSS: Mwk chain shirt, +1 frost longspur, riding lizard* (bite +6 [1d4+4] and 2 claws +1 [1d3+2])		POSS: Mwk chain shirt, +1 frost longspur, riding lizard* (bite +6 [1d4+4] and 2 claws +1 [1d3+2])	
CR: 8	ECL: 9	CR: 8	ECL: 9

*New template: Looth-touched

D&D ROLEPLAYING STATS

ILLUS. HUGH JAMIESON

SWARM OF SPIDERS: ND Vermin (Swarm)

HD: 2 (9 hp)	INIT: +3	INT: +3	
AC: 17 (T 17, FF 14)	SPD: 20 ft., C 20 ft.	SPD: 30 ft.	
ATK: Swarm (1d6 plus poison)		ATK: Falchion +3 (2d4+4/18-20)	
SA/SQ: Darkvision 60 ft., distraction (nauseated 1 rd), living creatures in swarm's space, Fort 11 neg, imm wpn dmg, poison (Fort 11, 1d3 Str/1d3 Str), swarm attack (enter space, no atk roll), reach 0 ft., tremorsense 30 ft., vermin traits		SA/SQ: DR 5/bludge, darkvision 60 ft., imm cold, undead traits	
SW: Fort +3, Ref +3, Will +0		SW: Fort +0, Ref +1, Will +2	
AB: S 1, D 17, Ch 10, I —, W 10, Ch 2		AB: S 17, D 13, Ch —, I —, W 10, Ch 1	
SK/F: Climb +11, Hide +15, Spot +4		POSS: Armor straps, falchion	
CR: 1		CR: 1/3	

D&D ROLEPLAYING STATS

ILLUS. HUGH JAMIESON

HUNCHED GIANT (MAUR): N L Giant (Earth)

HD: 12 (114 hp)	INIT: +0		
AC: 18 (T 9, FF 18)	SPD: 40 ft., B 5 ft.		
ATK: Warhammer +15/+10 (2d8+10×3)			
SA/SQ: Darkvision 60 ft., lowlight, reach 10 ft., tunnel scream* 1/day (in stone enclosure, cone, 60 ft., 10d6 sonic, stun 1 rd, deaf 4d6 rods; Fort 21 half dmg, neg others), unfurled might* (standard action: 10 rods, +6 Str, +6 Con, +4 AC, +4 saves, additional spell-like abilities)			
SW: Fort +13, Ref +4, Will +7		SW: Fort +13, Ref +4, Will +7	
AB: S 25, D 10, Ch 20, I 16, W 17, Ch 17		AB: S 25, D 10, Ch 20, I 16, W 17, Ch 17	
SK/F: Climb +22, Esc +15, Hide +11, Lis +18, Spot +18, Awesome Blow, Cleave, Clot Reflex, Imp Bull Rush, Pow Ark		SK/F: Climb +22, Esc +15, Hide +11, Lis +18, Spot +18, Awesome Blow, Cleave, Clot Reflex, Imp Bull Rush, Pow Ark	
SPELLS: (Spell-like Abilities: CL 15th) 2/day—mild stone, move earth, sp climb 1/day (unfurled only)—call lg (DC 16), chain lg (DC 19)		SPELLS: (Spell-like Abilities: CL 15th) 2/day—mild stone, move earth, sp climb 1/day (unfurled only)—call lg (DC 16), chain lg (DC 19)	
POSS: Huge warhammer		POSS: Huge warhammer	
CR: 11	ECL: 17	CR: 11	ECL: 17

*Underdark

D&D ROLEPLAYING STATS

ILLUS. STEVE PRESCOTT

LARGE DEEP DRAGON* (YOUNG ADULT): CE L Dragon (Earth)

HD: 18 (174 hp)	INIT: +0	
AC: 26 (T 9, FF 26)	SPD: 40 ft., B 20 ft., F 150 ft. (Pr), S 30 ft.	
ATK: Bite +21 (2d6+4, magic) and 2 claws +17 (1d8+2, magic) and 2 wings +16 (1d6+2, magic) and tail +16 (1d8+6, magic)		ATK: Bite +21 (2d6+4, magic) and 2 claws +17 (1d8+2, magic) and 2 wings +16 (1d6+2, magic) and tail +16 (1d8+6, magic)
SA/SQ: Blindsight 60 ft., breath wpn 1/d4 rds (cone, 10 ft., 10d8 flesh-corrosive, Fort 22 half), det mag, DR 5/magic, darkvision 120 ft., frightful presence (150 ft. radius, HD 17 or fewer, Will 22 neg), imm charm, paralysis, and sleep, lowlight, reach 10 ft. (bite), resist cold 10 and fire 10, SR 21		SA/SQ: Blindsight 60 ft., breath wpn 1/d4 rds (cone, 10 ft., 10d8 flesh-corrosive, Fort 22 half), det mag, DR 5/magic, darkvision 120 ft., frightful presence (150 ft. radius, HD 17 or fewer, Will 22 neg), imm charm, paralysis, and sleep, lowlight, reach 10 ft. (bite), resist cold 10 and fire 10, SR 21
SW: Fort +14, Ref +13, Will +14		SW: Fort +14, Ref +13, Will +14
AB: S 19, D 10, Ch 17, I 18, W 17, Ch 16		AB: S 19, D 10, Ch 17, I 18, W 17, Ch 16
SK/F: Con +24, Hide +16, Intim +24, Lis +26, M Shl +21, Strch +25, S Mot +24, Spell +17, Spot +26, Use Mag Dev +24; Cleave, Gr Cleave, Pow Ark		SK/F: Con +24, Hide +16, Intim +24, Lis +26, M Shl +21, Strch +25, S Mot +24, Spell +17, Spot +26, Use Mag Dev +24; Cleave, Gr Cleave, Pow Ark
SPELLS: Known (6/6; CL 3rd): 0—daze (DC 13), det mag, ghost s (DC 13), r mag fatig (DC 13); 1st—cure lt, disp self, ray enfeeble (+17 rg touch) CR: 12		SPELLS: Known (6/6; CL 3rd): 0—daze (DC 13), det mag, ghost s (DC 13), r mag fatig (DC 13); 1st—cure lt, disp self, ray enfeeble (+17 rg touch) CR: 12

*Monsters of Eærún

D&D ROLEPLAYING STATS

ILLUS. JIM NELSON

LOUTH'S STRING (DRAW): NE M Humanoid (Elf) Nin4*

HD: 4 (19 hp)	INIT: +3	
AC: 17 (T 15, FF 14)	SPD: 35 ft.	
ATK: Rapier +7 (1d6+1/18-20 plus poison)		ATK: Rapier +7 (1d6+1/18-20 plus poison)
SA/SQ: Darkvision 120 ft., drow traits, ghost step* (1 kt. use, swift; invis 1 rd), great leap (long jump as running, +4 jump), power 4/day, poison (Fort 13, unconscious 2d4 hrs), poison use, SR 15, sudden strike +2d6* (as sneak att except when flanking), trapfinding		SA/SQ: Darkvision 120 ft., drow traits, ghost step* (1 kt. use, swift; invis 1 rd), great leap (long jump as running, +4 jump), power 4/day, poison (Fort 13, unconscious 2d4 hrs), poison use, SR 15, sudden strike +2d6* (as sneak att except when flanking), trapfinding
SW: Fort +2, Ref +2, Will +5		SW: Fort +2, Ref +2, Will +5
AB: S 13, D 17, Ch 12, I 12, W 14, Ch 10		AB: S 13, D 17, Ch 12, I 12, W 14, Ch 10
SK/F: Bluff +7, Hide +10, Lis +11, M Shl +10, Strch +3, S Mot +9, Spot +11, Tmbld +10		SK/F: Bluff +7, Hide +10, Lis +11, M Shl +10, Strch +3, S Mot +9, Spot +11, Tmbld +10
POSS: Leather, mwk rapier, am health +2, 3 doses drew sleep poison CR: 5		POSS: Leather, mwk rapier, am health +2, 3 doses drew sleep poison CR: 5

*Complete Adventure: Nin = ninja class

D&D ROLEPLAYING STATS

ILLUS. JIM NELSON

TROGLODYTE BARBARIAN: CE M Humanoid (Reptilian) Bbn2

HD: 4 (25 hp)	INIT: +0	
AC: 16 (T 10, FF 16)	SPD: 40 ft.	
ATK: Spiked gauntlet +8 (1d4+4, magic) and claw +6 (1d4+3) and bite +4 (1d4+1)		ATK: Spiked gauntlet +8 (1d4+4, magic) and claw +6 (1d4+3) and bite +4 (1d4+1)
SA/SQ: Darkvision 90 ft., rage 1/day (13 rds, +4 Str, +4 Con, +2 Will, -2 AC), stench (30 ft., sicken nonrog/bödye living creatures 10 rds, Fort 15 neg), uncanny dodge		SA/SQ: Darkvision 90 ft., drag (hit w/ strand, pull for 10 ft./rd close; Esc DC 23 or Str DC 19 escapes), imm elec, low-light, reach 10 ft. (50 ft. strands), resist cold 10, SR 30, strands (10 hp each, cut with stunner, roper has -4 on roll if strand attached), ruin fire, weakness (2d8 Str, Fort 18 neg)
SW: Fort +9, Ref +9, Will +0		SW: Fort +10, Ref +8, Will +8
AB: S 16, D 11, Ch 18, I 8, W 10, Ch 8		AB: S 19, D 13, Ch 17, I 12, W 16, Ch 12
SK/F: Hide +4 (+8 underground), jump +10, Intim +4, Lis +5, Spot +2		SK/F: Climb +12, Hide +10 (+18 stone/ice), Lis +14, Spot +14
POSS: +1 spiked gauntlet CR: 3		POSS: +1 spiked gauntlet CR: 3

D&D ROLEPLAYING STATS

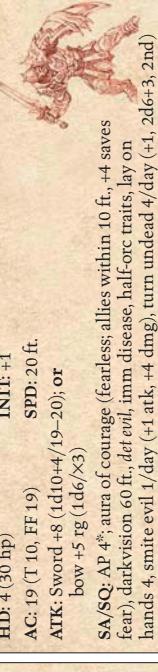
ILLUS. JIM NELSON

Loyal Earth Elemental: N/L Elemental (Earth, Extraplanar)

HD: 8 (68 hp)
AC: 18 (T 8, FF 18)
ATK: 2 slams +12 (2d6+7)
SA/SQ: DR 5/—, darkvision 60 ft., earth glide, earth mastery (+1 atk and dmg if it and opponent touch ground, -4 otherwise), elemental traits, push (bulrush, no AoO), reach 10 ft.
SW: Fort +10, Ref +1, Will +2
AB: S 25, D 8, Ch 19, I 6, W 11, Ch 11
SK/F: Lis +6, Spot +5; Cleave, Gr Cleave, Pow Atk
CR: 5

D&D ROLEPLAYING STATS

Illus. Jim Nelson

Half-Orc Paladin: LG/M Humanoid (Orc) Pa14

HD: 4 (30 hp)
INT: +1
AC: 19 (T 10, FF 19)
ATK: Sword +8 (1d10+4/19–20); or bow +5 rg (1d6/×3)
SA/SQ: AP 4%, aura of courage fearless; allies within 10 ft., +4 saves (fear), darkvision 60 ft., det evil, imm disease, half-orc traits, lay on hands 4, smite evil 1/day (+1 atk, +4 dmg), turn undead 4/day (+1, 2d6+3, 2nd)
SW: Fort +6, Ref +3, Will +1
AB: S 17, D 12, Ch 13, I 8, W 9, Ch 12
SK/F: Heal +6, Lis –1, Spot –1; Pow Atk
POSS: Half-plate, lvy steel shield, +1 bastard sword, shortbow w/ 20 arrows, 10 silvered arrows, and 10 cold iron arrows, 2 pot cure lt, flask of holy water, adventurer's standard pack, 48 gp, 5 sp
CR: 4

Approved for use with the RPGA® Mark of Heroes campaign.
*EERCON™ Campaign Setting**D&D ROLEPLAYING STATS**

Illus. Steve Prescott

Marut: LN/L Construct (Extraplanar, Lawful)

HD: 15 (112 hp)
INT: +4
AC: 34 (T 10, FF 33)
SPD: 30 ft.
ATK: 2 slams +22 (2d6+12, lawful plus 3d6 sonic or elec)
SA/SQ: Construct traits, DR 15/chaotic, darkvision 60 ft., fast heal 10 (normal chaotic), fists of thunder and lightning (-3d6 sonic, deafen 2d6 rds or +3d6 elec, blind 2d6 rds, Fort 31 neg.), low-light, reach 10 ft., SR 25
SW: Fort +7, Ref +6, Will +8
AB: S 35, D 13, Ch n —, I 12, W 17, Ch 18
SK/F: Cone +13 (+17 cast def), Lis +16, Strch +10, SMot +12, Spot +16; Awesome Blow, Imp Bull Rush, Pow Atk
SPELLS: (Spell-Like Abilities: Cl 14th) At will—air walk, gr end, dim dor, gr disp mag, fear (DC 19), mass inflict (DC 19), loc creature, tr see; 1/day—chain lg (DC 20), circ death (DC 20), mark/ just, wall force; 1/wk—earthquake (DC 22), gas/quest, pl shift (DC 21)
POSS: Full plate
CR: 15

D&D ROLEPLAYING STATS

Illus. Jim Nelson

Winter Wolf: NE/L Magical Beast (Cold)

HD: 6 (51 hp)
INT: +5
AC: 15 (T 10, FF 14)
SPD: 30 ft.
ATK: Bite +9 (1d8+6 plus 1d6 cold)
SA/SQ: Breath wrpn 1/1d4 rds cone, 15 ft.; 4d6 cold, trp (bite, +8, no AoO), vuln fire
SW: Fort +8, Ref +6, Will +3
AB: S 18, D 13, Ch 16, I 9, W 13, Ch 10
SK/F: Hide +1 (-4 snow, ice), Lis +6, M Sh +7, Spot +6, Surv +1 (+5 tracking by scent); Track CR: 5
EL: 9

D&D ROLEPLAYING STATS

Illus. Jim Nelson

Lantern Bearer: LG/M Humanoid (Human) War4

HD: 4 (29 hp)
INT: +2
AC: 18 (T 12, FF 16)
ATK: Sword +4 (1d8/19–20)
SW: Fort +5, Ref +3, Will +1
AB: S 14, D 14, Ch 12, I 8, W 10, Ch 9
SK/F: Climb +2, Intim +4, Lis +4, Spot +4; Dodge
POSS: +1 breastplate, longsword, hooded lantern
CR: 3

D&D ROLEPLAYING STATS

Illus. Jim Nelson