

**ELEMENTAL WALL\***: LN L Elemental (Earth, Extraplanar)

HD: 10 (125 hp)	INIT: -1
AC: 17 (T 8, FF 17)	SPD: 30 ft.
ATK: Slam +15 (4d8+12)	
SA/SQ: Darkvision 60 ft., elemental traits, reach 10 ft., stony defense* (full-round: +10 AC until it takes another action)	
SW: Fort +15, Ref +4, Will +6	
AB: S 27, D 8, Cn 26, I 13, W 13, Ch 10	
SK/F: Lis +13, Spot +13, Surv +13; Pow Atk CR: 6	

\*Walking wall from *Minatures Handbook*, advanced to 10 HD

## D&amp;D ROLEPLAYING STATS

**ASPECT OF MORADIN\***: LG L Outsider (Extraplanar, Good, Lawful)

HD: 15 (142 hp)	INIT: +0
AC: 23 (T 9, FF 23)	SPD: 40 ft., F 150 ft. (Pr), S 60 ft.
ATK: Bite +18 (2d6+4) and 2 claws +17 (1d8+2) and 2 wings +16 (1d6+2) and tail +16 (1d8+6)	
SA/SQ: Breath wpn 1/1d4 rds (line, 80 ft., 8d6 elec, Fort 20 half or cone, 40 ft., repulsion [move away 1d6+4 rds], Will 20 neg), darkvision 120 ft., immn elec paralysis, and sleep, low-light, reach 10 ft. (bite), spk animals at will (CL 4th), wrt breath	
SW: Fort +12, Ref +9, Will +13	
AB: S 19, D 10, Cn 17, I 18, W 19, Ch 18	
SK/F: Bluff +9, Cone +20, Dipl +25, Hide +5, Intim +11, Lis +21, Strch +21, SMot +21, Spell +23, Spot +21, Surv +9, Swim +12; Flyby Atk, Hover, Wingover	
SPELLS: Known (6/6; CL 3rd) 0—danc lg, det mag, mag hand, ray frost (+14 tg touch), rm mag, 1st—mag missile, ray enfeeble (+14 tg touch), shield	
CR: 9	

## D&amp;D ROLEPLAYING STATS

## ILLUS. JIM NELSON

**LARGE BRONZE DRAGON (JUVENILE)**: LG L Dragon (Water)

HD: 15 (142 hp)	INIT: +4
AC: 23 (T 10, FF 18)	SPD: 20 ft.
ATK: Axe +8 (1d12+6/x3, magic)	
SW: Fort +7, Ref +4, Will +2	
AB: S 14, D 13, Cn 12, I 10, W 14, Ch 8	
SK/F: Climb +2, Jump +3, Lis +4, Spot +4; Cleave, Dodge, Pow Atk	
POSS: +1 half-plate, +1 greataxe	
CR: 4	

## ILLUS. SCOTT ROLLER

**AXE SOLDIER**: LG M Humanoid (Human) Frtr4

HD: 4 (38 hp)	INIT: +6
AC: 17 (T 12, FF 15)	SPD: 20 ft.
ATK: Club +8 (1d6+6, magic)	
SW: Fort +5, Ref +3, Will +5	
AB: S 15, D 14, Cn 12, I 10, W 14, Ch 8	
SK/F: Intim +6, Jump +2, Lis +3, Spot +5; Dodge, POSS: Mwk chainmail, +1 club, 2 pot cure mod	
CR: 4	

## ILLUS. STEVE PRESCOTT

**ARCANIX GUARD**: LG M Humanoid (Human) Frtr4

HD: 4 (34 hp)	INIT: +2
AC: 17 (T 12, FF 15)	SPD: 20 ft.
ATK: Club +8 (1d6+6, magic)	
SW: Fort +5, Ref +3, Will +5	
AB: S 15, D 14, Cn 12, I 10, W 14, Ch 8	
SK/F: Intim +6, Jump +2, Lis +3, Spot +5; Dodge, POSS: Mwk chainmail, +1 club, 2 pot cure mod	
CR: 4	

## ILLUS. RON SPENCER

**ASPECT OF MORADIN\***: LG L Outsider (Extraplanar, Good, Lawful)

HD: 14 (230 hp)	INIT: +2
AC: 28 (T 10, FF 27)	SPD: 30 ft.
ATK: Warhammer +25/+20/+15 (2d6+11/x3, magic, good, lawful); or warhammer +17 tg (2d6+11/x3, magic, good, lawful)	
SA/SQ: DR 5/epic, Will +14	
SW: Fort +17, Ref +11, Will +14	
AB: S 34, D 14, Cn 35, I 17, W 20, Ch 20	
SK/F: Bluff +22, Dipl +9, Intim +24, Lis +22, SMot +22; Spot +22; B-Fight, Cleave, Pow Atk	
POSS: +1 full plate, +1 hoy steel shield, +1 throwing returning warhammer	
CR: 11	

## ILLUS. VINDRAM



D&amp;D

ROLEPLAYING STATS

\*New creature

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

\*\*\*EARRON® Campaign Setting/Complete Divine

\*\*\*\*Book of Exalted Deeds; \*\*\*\*\*AC 12 (T 12, FF 11) when manifested

ILLUS. MICHAEL DUBISCH

**SACRED WATCHER**: LG M Deathless (Aug Hum [Human]) Frtr5, Incorporeal

HD: 7 (43 hp)	INIT: +0
AC: 19 (I 11, FF 18)	SPD: 20 ft.
ATK: Morningstar +4 (1d18, magic)	
SA/SQ: AP 5%, field healer* (Heal, move action, take 10), healing kicker*	
SW: Fort +5, Ref +4, Will +8	
AB: S 8, D 10, Cn 13, I 12, W 18, Ch 14	
SK/F: Cone +11 (+47 cast off), Dipl +12, Heal +14, Know (relig) +11, Lis +6, Spot +8; Dodge, Sacred Healing* (1 turning attempt: grant fast heal 3 within 60 ft., 3 rds)	
SPELLS: (CL 7th; CL 8th coni, good) 0—cr water, det poison (2), mend, resist; 1st—bless, deathw. end elements, ent shld, l vngift (heal 1 hprd, 15 rds), obs mist, 2nd—aid, b's endurance, del poison, hold per (DC 16), 3rd—disp mag, mag arcil (DC 17), prayer, rem disease, 4th—death ward, fire shield, free move, Domains: Good, Sun	
POSS: +1 breastplate, hyr shield, +1 morningstar, perapt Wts +2, wand/cure lt (30) pearl power (2nd), 2 pot/cure mod, healer's kit, standard backpack, 71 gp	
CR: 7	

## ILLUS. MICHAEL DUBISCH

## D&amp;D ROLEPLAYING STATS

## ILLUS. JIM NELSON

**COMBAT MEDIC**: LG M Humanoid (Human) Clrs5/Med2\*

HD: 7 (43 hp)	INIT: +0
AC: 19 (I 11, FF 18)	SPD: 20 ft.
ATK: Morningstar +4 (1d18, magic)	
SA/SQ: AP 5%, field healer* (Heal, move action, take 10), healing kicker*	
SW: Fort +5, Ref +4, Will +8	
AB: S 8, D 10, Cn 13, I 12, W 18, Ch 14	
SK/F: Cone +11 (+47 cast off), Dipl +12, Heal +14, Know (relig) +11, Lis +6, Spot +8; Dodge, Sacred Healing* (1 turning attempt: grant fast heal 3 within 60 ft., 3 rds)	
SPELLS: (CL 7th; CL 8th coni, good) 0—cr water, det poison (2), mend, resist; 1st—bless, deathw. end elements, ent shld, l vngift (heal 1 hprd, 15 rds), obs mist, 2nd—aid, b's endurance, del poison, hold per (DC 16), 3rd—disp mag, mag arcil (DC 17), prayer, rem disease, 4th—death ward, fire shield, free move, Domains: Good, Sun	
POSS: +1 breastplate, hyr shield, +1 morningstar, perapt Wts +2, wand/cure lt (30) pearl power (2nd), 2 pot/cure mod, healer's kit, standard backpack, 71 gp	
CR: 7	

## ILLUS. SCOTT ROLLER

## D&amp;D

## ROLEPLAYING STATS

\*New creature

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

\*\*\*EARRON® Campaign Setting/Complete Divine

\*\*\*\*Book of Exalted Deeds; \*\*\*\*\*AC 12 (T 12, FF 11) when manifested

ILLUS. MICHAEL DUBISCH

### BRASS SAMURAI: CG M Humanoid (Human) Sam<sup>s</sup>/Dsm<sup>4\*</sup>



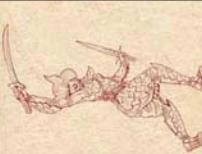
**WARFORGED<sup>\*</sup> CAPTAIN:** LG M Construct (Living Construct) Ftr2  
 HD: 9 (72 hp) INIT: +0  
 AC: 19 (I 11, FF 18) SPD: 30 ft.  
 ATK: Sword+12/+7 (1d10+5/19–20, magic) and sword+12/+9 (1d10+7/19–20, magic); or sword+12/+9 (1d10+7/19–20, magic) and SA/SQ: Cannot heal, DR 2/adamantine. If fortification, warforged traits<sup>\*</sup>  
 SW: Fort +6, Ref +2, Will +3 AB: S 18, D 12, Cn 12, I 12, W 12, Ch 13 SK/F: Brass dragon friend (+4 Cha checks), breath wpn 1/day (line, 60 ft, 4d8 fire, Ref 15 half), imm brass dragon fear, kai smite 1/day (free +3 atk/dmg), resist fire 5  
 SW: Fort +9, Ref +3, Will +3 AB: S 18, D 12, Cn 12, I 14, W 7, Ch 16 SK/F: Conc +7, Dipl +13, Intim +13, Jump +10, Lis +1, S Mot +10, Spot +1; Cht Expert, Cbt Reflex  
 SPELLS: 1st—longstr POSS: +2 ashigaru armor†, +1 katana<sup>\*</sup>, +1 wakizashi<sup>\*</sup> CR: 6

\*Complete Warrior: Sam = samurai class; <sup>\*\*</sup>Minatures Handbook: Dsm = dragon samurai prestige class; <sup>\*\*\*</sup>Oriental Adventures

D&D ROLEPLAYING STATS

Illus. Ken Hickey

### WARRIOR TOTEM HERO: CG M Humanoid (Human) Bbn1



**WARFORGED SCOUT<sup>\*</sup>:** LG S Construct (Living Construct) Rgr5  
 HD: 5 (36 hp) INIT: +3  
 AC: 16 (I 14, FF 13) SPD: 30 ft.  
 ATK: Sword +6 (1d6+1/19–20, and sword +8 (1d6+1/19–20)) SA/SQ: Cannot heal, fav enemy (goblinoids +4, humans +2). If fortification, warforged traits<sup>\*</sup>  
 SW: Fort +7, Ref +8, Will +1 AB: S 12, D 17, Cn 14, I 10, W 10, Ch 6 SK/F: Hide +15, Jump +6, Lis +10, M Sil +11, Strch +8, Spot +10, Surv +8 (+10 following tracks); Dodge, Endur, Track CR: 5

\*EBERRON<sup>™</sup> Campaign Setting; <sup>\*\*</sup>Draconomicon

D&D ROLEPLAYING STATS

Illus. Steve Prescott

### SAND GIANT: LN L Giant (Earth, Fire)

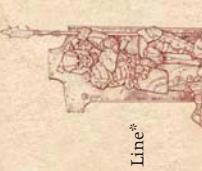


**HD: 15 (142 hp) INIT: +5  
 AC: 28 (I 14, FF 23) SPD: 40 ft, B 10 ft.  
 ATK: Scimitar +9/+14/+19 (1d8+8/15–20), or sand blaster (see text)  
 SA/SQ: Heat shimmer<sup>\*</sup> (free; as blur, CL 15th), imm fire, low-light, reach 10 ft, sand blaster<sup>\*</sup> (cone, 10 ft, 1d8 dmg, -2 atk, -4 AC, 3 rds; Ref +22 half-dmg, neg others; reload full round), vuln cold SV: Fort +14, Ref +12, Will +10 AB: S 27, D 21, Cn 21, I 10, W 16, Ch 12 SK/F: Hide +1 (+9 deserts), Lis +12, Spot +12, Surv +12 (+20 deserts); Cleave, Pow Aik  
 SPELLS: (Spell-Like Abilities; CL 15th) 1/day—meld stone, statue POSS: Mwk studied leather, scimitar, sand blaster w/ 25 lb. sand CR: 10 ECL: 19**

D&D ROLEPLAYING STATS

Illus. Virend Rams

### SHIELDWALL SOLDIER: LG M Humanoid (Human) Wart/Ftr2



**HD: 3 (22 hp) INIT: +2  
 AC: 23 (I 11, FF 22) SPD: 20 ft.  
 ATK: Spear +5 (1d6+2)  
 SW: Fort +6, Ref +2, Will +2 AB: S 14, D 14, Cn 12, I 10, W 10, Ch 8 SK/F: Intim +5, Lis +3, Spot +3; Cbt Reflex, Dodge, Hold the Line<sup>\*</sup> (AO against charging foe), Phalanx Fighting<sup>\*</sup> (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting)  
 POSS: Full plate, tower shield, shortspear, 2 ptt curv mod CR: 2**

\*Monster Manual III

D&D ROLEPLAYING STATS

Illus. Virend Rams

### WARRIOR TOTEM HERO: CG M Humanoid (Human) Bbn1



**WARFORGED SCOUT<sup>\*</sup>:** LG S Construct (Living Construct) Rgr5  
 HD: 5 (36 hp) INIT: +3  
 AC: 16 (I 14, FF 13) SPD: 30 ft.  
 ATK: Sword +6 (1d6+1/19–20, and sword +8 (1d6+1/19–20)) SA/SQ: Cannot heal, fav enemy (goblinoids +4, humans +2). If fortification, warforged traits<sup>\*</sup>  
 SW: Fort +7, Ref +8, Will +1 AB: S 12, D 17, Cn 14, I 10, W 10, Ch 6 SK/F: Hide +15, Jump +6, Lis +10, M Sil +11, Strch +8, Spot +10, Surv +8 (+10 following tracks); Dodge, Endur, Track CR: 5

D&D ROLEPLAYING STATS

Illus. Steve Prescott

### WARRIOR TOTEM HERO: CG M Humanoid (Human) Bbn1



**WARFORGED BODYGUARD<sup>\*</sup>:** LG M Construct (Living Construct) Ftr7  
 HD: 7 (67 hp) INIT: +5  
 AC: 24 (I 11, FF 23) SPD: 20 ft.  
 ATK: Warhammer +13/+18 (1d8+7/×3, magic) SA/SQ: AP 5<sup>\*</sup>; cannot heal, DR 2/adamantine, imm sneakatk/crit, warforged traits<sup>\*</sup>  
 SW: Fort +8, Ref +5, Will +2 AB: S 18, D 13, Cn 16, I 8, W 10, Ch 8 SK/F: Jump +2, Lis +0, Spot +0; Imp Fortification<sup>\*</sup> (imm sneek ark/crit), Pow Atk +2 (hy steel shield, +1 adamantine warhammer, gauntlets/sgre pwn, 5 oil repair l<sup>§</sup>, oil rep mod<sup>\*</sup>, 8 gp CR: 7

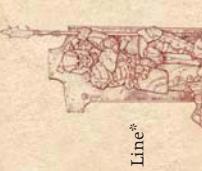
\*Approved for use with the RPGA® Mark of Heroes campaign.

<sup>\*\*</sup>EERRON<sup>™</sup> Campaign Setting; <sup>\*\*\*</sup>Complete Warrior; <sup>\*\*\*\*</sup>Warpriest class; <sup>\*\*\*\*\*</sup>Complete Minatures Handbook

D&D ROLEPLAYING STATS

Illus. Michael Dubisch

### DRAGON HERO: CG M Humanoid (Dragon) Dr7/Wrp1\*



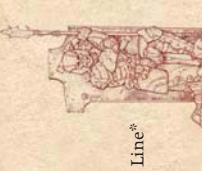
**HD: 11 (99 hp) INIT: +1  
 AC: 17 (I 11, FF 17) SPD: 40 ft.  
 ATK: Sword +16/+11/+6 (1d8+4/19–20, magic)  
 SA/SQ: DR 2<sup>†</sup>, DR 5/acid, DR 5/fire, gr rage 3/day (12 rds, +6 Str, +6 Con, +3 Will, -2 AC), imp uncanny dodge, trap sense +3**

SV: Fort +9, Ref +4, Will +4 AB: S 17, D 13, Cn 14, I 10, W 12, Ch 12 SK/F: Climb +12, Intim +15, Jump +8, Lis +11, Spot +8, Surv +11, Swim +11; Dragon Rage<sup>\*</sup> (+2 AC, resist fire 15), Pow Aik  
 POSS: +1 studded leather, dragoncraft<sup>\*\*</sup> hvy shield (green), +1 longsword CR: 11

D&D ROLEPLAYING STATS

Illus. Steve Prescott

### DRAGON TOTEM HERO: CG M Humanoid (Dragon) Dr7/Wrp1



**HD: 8 (56 hp) INIT: +0  
 AC: 19 (I 10, FF 19) SPD: 20 ft.  
 ATK: Maul +10/+5 (1d10+4/×3, magic); or maul +7/r (1d10+4/×3, magic)  
 SA/SQ: Darkvision 60 ft, dwarf traits, rally<sup>\*</sup> (60 ft, other allies reroll fear save at +1), turn undead 4/day (+5, 3d6+9, 8th)**

SV: Fort +9, Ref +2, Will +9 AB: S 15, D 10, Cn 14, I 15, W 18, Ch 12 SK/F: Conc +13 (+17 cast def), Dipl +12, Lis +4, Spell +13, Spot +4; Leadership 9  
 POSS: (CL 7th) 0—det mag (2), r mag, resist (2), virtue; 1st—bless (2), disr und (+6 rg touch), prof evil, shld fath (2); 2nd—aid (2), def/vengeance<sup>\*</sup> (2); 1st foe, 55 ft., 3d6/7d6 to undead; DC 16, divine protection<sup>\*</sup> (allies within 170 ft., +1 AC, saves 7 min.); 3rd—lose wound<sup>\*</sup> (2, immediate: 1 creature, 55 ft, heal 12d4 dmrg, sar lgf (2); 4th—neut poison, holy smile (DC 18), wpn of the deity<sup>\*</sup> (wpn is +1 throwing, 7 rds); Domains: Glory<sup>\*</sup>; Good, CR: 8

D&D ROLEPLAYING STATS

Illus. Virend Rams

**DRAGONNE: N L Magical Beast**

HD: 7 (49 hp) INT: +1  
AC: 17 (T 11, FF 16) SPD: 50 ft.  
ATK: Spear +8 (1d8+4/+3, magic)  
SA/SQ: Elf traits, lion's courage\* (immn fear, +4 Will mind-affecting), low-light, nature sense, resist nature's lure, trackless step, wild shape 2/day (S or M animal), wild emp +6 (+2 magical beasts), woodland stride  
SV: Fort +8, Ref +3, Will +10 AB: S 14, D 13, Ch 12, I 8, W 17, Ch 10 SK/F: Conc +8, H Animal +5, Lis +3, Spell +6, Spot +3, Surv +7; Leadership +7 SPELLS: (CL 7th) 0—*det mag, flare* (DC 13), *guid* (2), light; 1st—*entangle gallery* (2), *longstrg*\*; *mag famg*; 2nd—*bark\**, *c grace* (2), *res energy*; 3rd—*call gt* (DC 16), *curse* (2); 4th—*fl. strike* (DC 17)

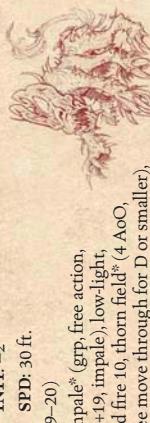
POSS: +1 leather, +1 spear, *peripht* Wis +2, *boots str/spr*

CR: 7

\*Book of Exalted Deeds: Lta = lion of Talsid prestige class; \*\*already cast

D&amp;D ROLEPLAYING STATS

Illus. Dennis Crabapple McClain

**WARBOUND IMPALER: NL Plant**

HD: 12 (126 hp) INT: -2  
AC: 19 (T 7, FF 19) SPD: 30 ft.  
ATK: 2 slams +14 (1d8+6/19-20)  
SA/SQ: Darkvision 60 ft., impale\* (grp, free action, immobilize), imp grab (grp +19, impale), low-light, plant traits, resist nature's lure, trackless step, wild shape 2/day (S or M animal), wild emp +6 (+2 magical beasts), woodland stride  
SV: Fort +4, Ref +2, Will +4 AB: S 23, D 6, Ch 22, I 5, W 10, Ch 7 SK/F: Hide +9 (+17 aboveground); Cleave, Imp Bull Rush, Pow Atk CR: 7

\*Monster Manual III

D&amp;D ROLEPLAYING STATS

Illus. Dennis Crabapple McClain

**WARFORGED\* BARBARIAN: CG M Construct (Living Construct) Bbn7**

HD: 7 (27 hp) INT: +1  
AC: 19 (T 11, FF 19) SPD: 30 ft.  
ATK: Sword +4/+9 (2d6+8/19-20, magic); or slam +11/+6 (1d4+4)  
SA/SQ: Cannot heal, DR 1/-, DR 2/adamantine, imp uncanny dodge, It fortification, rage 2/day (8 rds, +4 Str, +4 Con, +2 Will, -2 AC), trap sense +2, warforged traits\*  
SV: Fort +8, Ref +3, Will +2 AB: S 18, D 13, Ch 16, I 10, W 10, Ch 6 SK/F: Intim +8, Jump +9, Lis +10, Spot +5; Dodge  
POSS: +2 greatsword, gauntlets, greave, pow CR: 7

\*EBERRON™ Campaign Setting

D&amp;D ROLEPLAYING STATS

©RPGA

Illustr. Ken Huey

**WEVIC\* BARBARIAN: NL Monstrous Humanoid Bbn3**

HD: 8 (72 hp) INT: +7  
AC: 18 (I 12, FF 18) SPD: 50 ft.  
ATK: Halberd +4/+9 (2d8+10/+3); or 2 claws +4 (1d6+7)  
SA/SQ: Darkvision 60 ft., rage 1/day (13 rds, +4 Str, +4 Con, +2 Will, -2 AC), trap sense +1, uncanny dodge  
SV: Fort +7, Ref +8, Will +5 AB: S 14, D 15, Ch 14, I 12, W 12, Ch 10 SK/F: Climb +6, Jump +5, Lis +3, Spot +5; Coordinated Shot\* (ignore cover from allies on ranged attk), Pr Blk Shot, Prec Shot  
POSS: Leather chain, +1 comp longbow (+2 Str bonus) w/ 50 arrows, mwk greatsword CR: 6

\*Races of Faerûn

D&amp;D ROLEPLAYING STATS

Illustr. Steve Prescott

**LION OF TALISID: NG M Humanoid (Elf) DDr6/Lta1\***

HD: 7 (49 hp) INT: +1  
AC: 17 (T 11, FF 16) SPD: 50 ft.  
ATK: Spear +8 (1d8+4/+3, magic)  
SA/SQ: Elf traits, lion's courage\* (immn fear, +4 Will mind-affecting), low-light, nature sense, resist nature's lure, trackless step, wild shape 2/day (S or M animal), wild emp +6 (+2 magical beasts), woodland stride  
SV: Fort +9, Ref +8, Will +4 AB: S 19, D 15, Ch 17, I 6, W 12, Ch 12 SK/F: Lis +11, Spot +11; B-Fight, Cbt Reflex Track CR: 7 ECL: 13

\*Book of Exalted Deeds: Lta = lion of Talsid prestige class; \*\*already cast

D&amp;D ROLEPLAYING STATS

Illustr. Jim Nelson

**HALFLING SLINGER: CG S Humanoid (Halfling) Rog7**

HD: 7 (30 hp) INT: +4  
AC: 19 (T 15, FF 19) SPD: 20 ft.  
ATK: Sword +12 (1d4/19-20); or sling +12 rg (1d3+1, magic plus 1d6 cold)  
SA/SQ: AP 5%; evasion, halfling traits, sneak attk +4d6, trap sense +2, trapfinding, uncanny dodge  
SV: Fort +4, Ref +11, Will +3 AB: S 10, D 18, Ch 10, I 14, W 8, Ch 13 SK/F: Conc +11, Hide +7, Lis +2, M Sl +5, Spell +6, Spot +2; Dodge SPELLS: (KN 6/7 6/4) 0—*danc gt, daze* (DC 13), *det mag, flare* (DC 13), *r mag*, resist, touch fatigue (+7 touch, DC 13); 1st—*b hands* (DC 14), *lorb of acid*\*\* (+7 rg touch), *lorb of fire*\*\* (+7 rg touch), *shld 2nd*—*prot arrows, torch ray* (+7 rg touch); 3rd—*fireball* (DC 16)  
POSS: Leather ring prot +1, +1 rapier, arm health +2, 2 scrolls fly CR: 7 ECL: 8

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

\*EBERRON™ Campaign Setting

D&amp;D ROLEPLAYING STATS

©RPGA

Illustr. Ken Huey

**HUNTING COUGAR\*: NM Animal**

HD: 3 (19 hp) INT: +4  
AC: 15 (I 14, FF 11) SPD: 40 ft., C 20 ft.  
ATK: Bite +7 (1d6+3) and 2 claws +2 (1d3+1)  
SA/SQ: Imp grab (grp +6, rake), low-light, pounce (full attk when charging), take 1d3+1, scent  
SV: Fort +5, Ref +7, Will +2 AB: S 16, D 19, Ch 15, I 12, W 12, Ch 6 SK/F: Bal +12, Climb +11, Hide +8, Jump +15, Lis +6, M Sl +8 Spot +2

\*As leopard, advanced to 5 HD on skirmish side

D&amp;D ROLEPLAYING STATS

Illustr. Dennis Crabapple McClain

<b>Goblin Underboss:</b> LE S Humanoid (Goblinoid) Ftr5/Rog1 	<p><b>ASPECT OF HEXTOR*:</b> LE L Outsider (Evil, Extraplanar, Lawful)</p> <p><b>HD:</b> 6 (41 hp)     <b>INIT:</b> +3  <b>AC:</b> 19 (T 14, FF 16)     <b>SPD:</b> 30 ft.  <b>ATK:</b> Scimitar +10 (1d4+5/18–20, magic plus phantom threat); or crossbow +9 (1d8/19–20)  <b>SA/SQ:</b> Darkvision 60 ft, sneak atk +1d6, trapfinding  <b>SW:</b> Fort +5, Ref +6, Will +4  <b>AB:</b> S 14, D 16, Ch 13, I 12, W 10, Ch 10  <b>SK/F:</b> Intim +9, Jmp +6, Lis +0, M Sl +4, Ride +10, Spot +4  <b>TmbL</b> +7; Cleave, Dodge, Paw Attk  <b>POSS:</b> Chain shirt, It steel shield, +1 phantom threat scimitar*<sup>**</sup>              (struck target is considered flanked; Will 19 neg), hvy crossbow w/ 10 bolts  <b>CR:</b> 6</p> <p>*New magic item</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Card Frank</p>
<p><b>HOBGOBLIN ARCHER:</b> LE M Humanoid (Goblinoid) Ftr3</p> <p></p> <p><b>HD:</b> 3 (24 hp)     <b>INIT:</b> +2  <b>AC:</b> 17 (T 12, FF 15)     <b>SPD:</b> 20 ft.  <b>ATK:</b> Axe +6 (1d6+2/×3); or bow +7 rg (1d6+1/×3, magic)  <b>SA/SQ:</b> Darkvision 60 ft.  <b>SW:</b> Fort +4, Ref +3, Will +1  <b>AB:</b> S 14, D 14, Ch 12, I 10, W 10, Ch 10  <b>SK/F:</b> Jmp –2, Lis +1, M Sl +2, Spot +2; Pr Blk Shot, Prec Shot  <b>POSS:</b> Breastplate, handaxe, +1 shortbow w/ 50 arrows  <b>CR:</b> 3     <b>ECL:</b> 4</p> <p>*Lost Empires of Faerûn</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Anne Stokes</p>	<p><b>Goblin Blackblade:</b> LE S Humanoid (Goblinoid) Rog4</p> <p></p> <p><b>HD:</b> 4 (24 hp)     <b>INIT:</b> +4  <b>AC:</b> 9 (T 15, FF 19)     <b>SPD:</b> 30 ft.  <b>ATK:</b> Sword +9 (1d4+1/19–20, magic)  <b>SA/SQ:</b> Darkvision 60 ft, evasion, sneak atk +2d6, trap sense +1, trapfinding, uncanny dodge  <b>SW:</b> Fort +3, Ref +8, Will +1  <b>AB:</b> S 10, D 18, Ch 14, I 13, W 10, Ch 6  <b>SK/F:</b> Bal +6, Hide +15, Jmp +9, Lis +7, M Sl +15, Ride +8, Stryk +8, Sltg Hand +13; Dodge  <b>POSS:</b> +1 studded leather, +1 short sword  <b>CR:</b> 4</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Steve Ellis</p>
<p><b>Wood Elf Ranger:</b> CG M Humanoid (Elf) Rgr5</p> <p></p> <p><b>HD:</b> 5 (36 hp)     <b>INIT:</b> +2  <b>AC:</b> 16 (T 14, FF 16)     <b>SPD:</b> 30 ft.  <b>ATK:</b> Sword +9 (1d8+5/19–20, magic) and sword +8 (1d6+3/19–20, magic); or sword +11 (1d8+5/19–20, magic)  <b>SA/SQ:</b> Elf traits, fav enemy (orc +4, aberrations +2), low-light, wild emp +4 (+0 magical beasts)  <b>SW:</b> Fort +5, Ref +8, Will +2  <b>AB:</b> S 18, D 18, Ch 12, I 8, W 12, Ch 8  <b>SK/F:</b> Hide +12, Lis +7, M Sl +12, Strch +1, Spot +11, Surv +9; Endur, Track  <b>SPELLS:</b> 1st—det poison  <b>POSS:</b> Mwk leather, +1 longsword, +1 short sword  <b>CR:</b> 5</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Jim Nelson</p>	<p><b>Gulgari*</b>: N LM Monstrous Humanoid (Earth)</p> <p></p> <p><b>HD:</b> 10 (75 hp)     <b>INIT:</b> –2  <b>AC:</b> 22 (T 7, FF 22)     <b>SPD:</b> 20 ft.  <b>ATK:</b> Warhammer +14/+9 (2d6+5/×3) and gore +9 (2d6+2, adamantine); or 2 slams +14 (1d6+5, adamantine) and gore +9 (2d6+2, adamantine); or bow +7/+2 rg (2d6+5/×3)  <b>SA/SQ:</b> DR 10/adamantine, darkvision 60 ft, imm sonic, reach 10 ft, sonic pulse* 1/d4 rds (cone 30 ft, 3d6 sonic and deafen 1 hr, Fort 18 neg deafen), stability* (+4 against bull rush/trip while standing on ground), tremorsense 30 ft.  <b>SW:</b> Fort +6, Ref +5, Will +8  <b>AB:</b> S 20, D 7, Ch 17, I 10, W 12, Ch 13  <b>SK/F:</b> H Animal +7, Intim +6, Lis +10, Ride +0/3, Spot +3; Imp Overturn, Imp Sunder, Pow Attk, Powerful Charge* (+2d6 dmg)  <b>POSS:</b> Breastplate, hvy steel shield, warhammer, comp longbow (+5 Str bonus) w/ 20 arrows  <b>CR:</b> 9     <b>ECL:</b> 15                       *Monster Manual III</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Dave Dorman</p>
<p><b>Inspired Lieutenant:</b> LE M Humanoid (Human, Psiionic*) Psw7**</p> <p></p> <p><b>HD:</b> 7 (56 hp)     <b>INIT:</b> +1  <b>AC:</b> 20 (T 13, FF 19)     <b>SPD:</b> 30 ft.  <b>ATK:</b> Double scimitar +9 (1d6+6/18–20, magic) / +9 (1d6+5/20, magic); or double scimitar +11 (1d6/7/18–20, magic)  <b>SA/SQ:</b> Dual mind* (reroll saves, mind-affecting), resist exorcism* (as 13 HD spirit)  <b>SW:</b> Fort +9, Ref +7, Will +8     <b>AB:</b> S 15, D 13, Ch 14, I 17, W 18, Ch 21  <b>SK/F:</b> Autohyp* +23, Bluff +14, Climb +12, Con +19, Dipl +11, Intim +16, Jmp +12, Lis +9, M Sl +8, Peircraft* +12, Sch +20, SMot +11, Gr Psi Wpn<sup>*</sup> (+4d6)  <b>SPELLS:</b> Psiionic* (36 pp) det hostile intent (3 pp), hostile emp transfer (5 pp), +7 touch, DC 17, inert arm† (7 pp), off preog† (4 pp), off presc† (4 pp), (Psi-Like Abilities: ML 6th), 3/day—body equal†, far hand, inert arm, psi scent; 1/day—body adj, id insin† (DC 18), mindlink (DC 16 unwilling), psi charm (DC 18), recall agony (DC 18)  <b>POSS:</b> +1/+1 Valarian double scimitar*, boot's landing**, 2 pow stone body purif*     <b>CR:</b> 8</p> <p>*EBERRON™ Campaign Setting, **Expanded Psionics Handbook; Psw = psychic warrior class; †Already manifested</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Ralph Horsley</p>	<p><b>Aspect of Hextor*:</b> LE L Outsider (Evil, Extraplanar, Lawful)</p> <p></p> <p><b>HD:</b> 12 (114 hp)     <b>INIT:</b> +3  <b>AC:</b> 22 (T 12, FF 19)     <b>SPD:</b> 40 ft.  <b>ATK:</b> Flail +14/+9 (4/4 (2d6+7, magic, evil, lawful) and sword +4/4 (2d6+4/×3, magic, evil, lawful)) and mace +14 (2d6+4/×3, magic, evil, lawful) and scimitar +14 (1d8+4/×4, magic, evil, lawful) and pick +14 (1d8+4/×8–20, magic, evil, lawful)  <b>SA/SQ:</b> DR 5/epic, darkvision 60 ft., reach 10 ft.  <b>SW:</b> Fort +13, Ref +11, Will +11  <b>AB:</b> S 22, D 17, Ch 20, I 17, W 17, Ch 18  <b>SK/F:</b> Climb +18, Jump +22, Lis +18, S Mot +18, Spot +18; B-Fight, Cleave, Ctr Reflex, Pow Attk  <b>POSS:</b> +1 scale mail, +1 flail, +1 longsword, +1 battleaxe, +1 hvy mace, +1 hvy pick, +1 scimitar  <b>CR:</b> 11     <b>ECL:</b> 11                       *Minatures Handbook</p> <p>D&amp;D ROLEPLAYING STATS    Illus. Ralph Horsley</p>

**SKELETAL LEGIONNAIRE:** NE M Undead

**HD:** 1 (6 hp)      **INIT:** +5  
**AC:** 20 (T 11, FF 19)      **SPD:** 20 ft.  
**ATK:** Scimitar +4 (1d6+1/18-20); or  
 claw +1 (1d4+1)  
**SA/SQ:** DR 10/cold iron and magic, darkvision 60 ft., undead traits  
 (demon fever, bite; Fort 18, incub 1 day, id6 Con; extra 1 Con drain on second failed Fort 18 save), dream haunting (drain 1 Con on awakening), imm charm, cold, fear, fire, and sleep, SR 25  
**SW:** Fort +4, Ref +4, Will +3  
**AB:** S 13, D 13, Cn —, I —, W 10, Ch 1  
**SK/F:** Lis +0, Spot +0  
**POSS:** Chainmail, hvy steel shield, scimitar  
 CR: 1/3

## D&amp;D ROLEPLAYING STATS

Illus. Jim Nelson

**NIGHT HAG:** NE M Outsider (Evil, Extraplanar)

**HD:** 8 (68 hp)      **INIT:** +1  
**AC:** 22 (T 11, FF 21)      **SPD:** 20 ft.  
**ATK:** Bite +12 (2d6+6, evil, mag; plus disease)  
**SA/SQ:** DR 10/cold iron and magic, darkvision 60 ft., undead traits  
 (demon fever, bite; Fort 18, incub 1 day, id6 Con; extra 1 Con drain on second failed Fort 18 save), dream haunting (drain 1 Con on awakening), imm charm, cold, fear, fire, and sleep, SR 25  
**SW:** Fort +4, Ref +4, Will +3  
**AB:** S 15, D 11, Cn —, I 11, W 10, Ch 1  
**SK/F:** Climb +2, Jump +8, Lis +6, Strch +4, Spot +6  
**POSS:** Half-plate, lt steel shield, mwk longsword  
 CR: 3

## \*BERRDN™ Campaign Setting

Illus. Scott Roller

**KARRVATHI ZOMBIE\***: LE M Undead

**HD:** 3 (22 hp)      **INIT:** +0  
**AC:** 22 (T 10, FF 22)      **SPD:** 20 ft. (can't run)  
**ATK:** Sword +5 (id8+2/19-20)  
**SA/SQ:** DR 5/slash, darkvision 60 ft., undead traits  
 (SV: Fort +1, Ref +1, Will +3)  
**AB:** S 15, D 11, Cn —, I 11, W 10, Ch 1  
**SK/F:** Climb +2, Jump +8, Lis +6, Strch +4, Spot +6  
**POSS:** Half-plate, lt steel shield, mwk longsword  
 CR: 3

## D&amp;D ROLEPLAYING STATS

Illus. Thomas M. Baxa

**KHUMAT:** NE L Outsider (Extraplanar)

**HD:** 11 (93 hp)      **INIT:** +5  
**AC:** 26 (T 10, FF 25)      **SPD:** 30 ft., S 45 ft.  
**ATK:** Bite +18 (2d12+12, magic); or  
 tail +18 (1d12+12, magic)  
**SA/SQ:** DR 10/magic, darkvision 60 ft., imm poison, imp grab (bite, gp +23), reach 10 ft., resist acid 10, cold 10, elec 10, and fire 10, SR 15  
**SW:** Fort +11, Ref +8, Will +10  
**AB:** S 26, D 13, Cn 19, I 18, W 13, Ch 8  
**SK/F:** Hide +11, Lis +15, M Sil +15, Strch +13, Spot +15, Swim +30; Imp Sunder, Pow Ark  
 CR: 8      ECL: 17

## \*Minatures Handbook

Illus. Tomas Giorello

**LARGE DURGAR:** LE L Humanoid (Dwarf) Ftr4

**HD:** 4 (46 hp)      **INIT:** -1  
**AC:** 16 (T 8, FF 16)      **SPD:** 20 ft.  
**ATK:** Warhammer +8 (2d6+5/x3)  
**SA/SQ:** +2 saves spells, darkvision 120 ft., dwarf traits, imm paralysis, phantasms, and poison, light sensitivity, reach 10 ft.  
**SW:** Fort +6, Ref +2, Will +2  
**AB:** S 16, D 8, Cr 18, I 8, W 13, Ch 8  
**SK/F:** Intim +6, Lis +2, M Sil -1, Spot +2; Pow Ark  
**SPELLS:** (Spell-Like Abilities; CL 8th) 1/day—on pet<sup>8</sup>, *invis*; self only  
**POSS:** +1 chainmail, hvy steel shield, mwk warhammer  
 CR: 4      ECL: 5

\*Advanced to 6 HD

## D&amp;D ROLEPLAYING STATS

Illus. Dave Dorman

**SHULUTH, ARCHVILLAIN (MIND FLAYER):** LE M Aberration (Psionic<sup>9</sup>) Psw12\*

**HD:** 20 (163 hp)      **INIT:** +8  
**AC:** 22 (T 17, FF 18)      **SPD:** 30 ft.  
**ATK:** Sword +19/+14 (1d8+3/19-20, magic plus mindcrusher<sup>8</sup>); or  
 4 tentacles +19 (1d4+1)  
**SA/SQ:** Darkvision 60 ft., extract (all tentacles, kill), imp grab (tentacles, grp +16, up to L, extract), mind blast (cone, 50 ft.; stun 3d4 rds; Will DC 19 neg), PR 25  
**SW:** Fort +14, Ref +10, Will +12  
**AB:** S 12, D 18, Cn 14, I 25, W 14, Ch 20  
**SK/F:** Autohypnosis<sup>8</sup> +20, Bluff +16, Conc +25 (+29 man def), Dipl +20, Hide +15, Intim +21, Jump +16, Lis +15, M Sil +15, Psicraft<sup>8</sup> +20, Strch +22, S Mor +13, Spot +15; Gr Psi Wpn<sup>8</sup> (+4d6 dmg), Pow Pen<sup>8</sup> (+4 ML against PR), Psycrystal Containment<sup>8</sup>  
**SPELLS:** Psionics<sup>8</sup> (As Tel, 103 pp; ML 9th)  
 (Psw, 55 pp; ML 12th); conceal figs (1 pp), esc def (5 pp), evade burst (9 pp, immed), force screen (9 pp), grip of iron (9 pp), painful strike (9 pp, swift), psi freedom (7 pp), psi shld (6 pp), ubiquitous vision (7 pp), vamp blade (5 pp)  
**POSS:** Bracers +2, ring +3, +2 mindcrush<sup>8</sup> longsword, psycrystal  
 \*Expanded Psionics Handbook: Psw = psychic warrior class, Tel = telepath subclass (psion)  
 CR: 20      ECL: 27

## D&amp;D ROLEPLAYING STATS

Illus. Dennis Crabapple McClain

**TERROR WIGHT\***: LE M Undead

**HD:** 6 (39 hp)      **INIT:** +1  
**AC:** 15 (T 11, FF 14)      **SPD:** 30 ft.  
**ATK:** Slam +6 (1d4+4 plus energy drain)  
**SA/SQ:** Create spawn (humanoid, 1d4 rds, weight), darkvision 60 ft., energy drain (1 neg level, +5 hp; Fort 16 removes), undead traits  
**SW:** Fort +2, Ref +3, Will +7  
**AB:** S 17, D 12, Cn —, I 8, W 15, Ch 16  
**SK/F:** Hide +10, Lis +12, M Sil +9, Spot +12; B-Fight, Pow Ark  
 CR: 4

## D&amp;D ROLEPLAYING STATS

Illus. Scott Roller



\*Already cast

## D&amp;D ROLEPLAYING STATS

Illus. Ralph Horsley

### FENDISH GIRALLON: NE L Magical Beast (Extraplanar)



HD: 7 (58 hp) INIT: +3  
AC: 16 (T 12, FF 15) SPD: 40 ft., C 40 ft.  
ATK: 4 claws +12 (1d4+6, magic) and bite +7 (1d8+3, magic)  
SA/SQ: DR 5/magic, darkvision 60 ft., low-light, reach 10 ft., rend 2d4+9 (hit 2 claws), resist cold 5 and fire 5, scent, smite good 1/day (+7 dmg), SR 12  
SW: Fort +7, Ref +5, Will +2  
AB: S 22, D 17, Ch 14, I 3, W 12, Ch 7  
SK/F: Climb +4, Lis +1, M Sil +8, Spot +6  
POSS: Hide armor, battleaxe, 2 pot cure mod, pot resist energy  
CR: 4 ECL: 6

#### D&D ROLEPLAYING STATS

Illus. Anne Stokes

### BLOOD GHOST BERSERKER(BUGBEAR): NE M Humanoid (Goblinoid) Bbn2

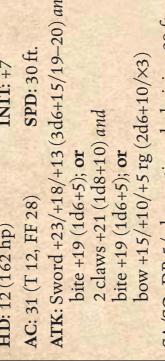


HD: 5 (47 hp) INIT: +2  
AC: 18 (T 12, FF 18) SPD: 20 ft., F 40 ft. (G)  
ATK: Axe +11 (1d12+7/x3, magic); or axe +6 rg (1d6+5/x3)  
SA/SQ: DR 5/magic, darkvision 60 ft., rage 1/day (10 rds., +4 Str, +4 Con, +2 Will, -2 AC), scent, uncanny dodge  
SW: Fort +8, Ref +5, Will +2  
AB: S 20, D 14, Ch 16, I 8, W 13, Ch 8  
SK/F: Climb +8, Lis +4, M Sil +6, Spot +4, Surv +4; Pow Atk POSS: Mwk studded leather, +1 greataxe, throwing axe, pot cure mod  
CR: 4 ECL: 6

#### D&D ROLEPLAYING STATS

Illus. Dennis Cribapple McClain

### WAR TROLL\*: LE L Monstrous Humanoid



SA/SQ: DR 5/adamantine, darkvision 90 ft., dazing blow\* (melee hit: daze 1 rd, Fort +5 neg), low-light, reach 10 ft., regen 9 (normal/dmg acid), scent, SR 20

SW: Fort +8, Ref +5, Will +2  
AB: S 31, D 16, Ch 29, I 8, W 15, Ch 10  
SK/F: Lis +11, Spot +12  
POSS: Breastplate, mwk greatsword, mwk comp longbow (+10 Str bonus) w/ 50 arrows  
CR: 12 ECL: 18

\*Monster Manual III

#### D&D ROLEPLAYING STATS

Illus. Carl Frank

### FROST DWARF\*: CE L Humanoid (Dwarf, Extraplanar) Ftr3



HD: 3 (39 hp) INIT: +0  
AC: 13 (T 10, FF 13) SPD: 20 ft.  
ATK: Axe +7 (1d8+4/x3)  
SA/SQ: Darkvision 120 ft., frost dwarf traits\*, light sensitivity, imm paralysis, phantasms, and poison, resist cold 10 SW: Fort +8, Ref +3, Will +2  
AB: S 16, D 10, Ch 20, I 10, W 9, Ch 4  
SK/F: Lis +1, M Sil +1, Spot +1  
SPELLS: (Spell-Like Abilities; CL 3rd) 1/day—chill touch (–6 touch, DC 11), obs miss  
POSS: Hide armor, battleaxe, 2 pot cure mod, pot resist energy CR: 4 ECL: 4

\*Planar Handbook

#### D&D ROLEPLAYING STATS

Illus. Ron Spencer

### ZAKYA RAKSHASA\*: LE M Outsider (Native)



HD: 7 (66 hp) INIT: +2  
AC: 27 (T 12, FF 25) SPD: 40 ft.  
ATK: Sword +4/+9 (1d10+8/19–20, magic) and bite +7 (1d6+2); or claw +12 (1d4+5) and bite +7 (1d6+2)  
SA/SQ: Change shape (humanoid, loses bite/claw attacks), DR 15/good and pierc, darkvision 60 ft., det thgs (continuous as spell), CL 18th, DC 12, SR 22 SW: Fort +10, Ref +7, Will +6  
SK/F: Bluff +14 (+18 det thgs), Climb +9, Cone +15, Disg +14 (+18 det thgs), Change shape, Intim +12, Jump +13, Lis +11, S Mot +11, Spot +11; B-Fight, Cleave, Clif Reflex, Pow Att  
SPELLS: (Spell-Like Abilities; CL 7th) 3/day—dhill lanch (+12 touch, DC 11), ir strike, vamp lanch (+42 touch, DC 13)  
POSS: Scale mail, hvy steel shield, +1 bastard sword

CR: 8 ECL: 14  
\*EBERRON® Campaign Setting

#### D&D ROLEPLAYING STATS

Illus. Jim Nelson

### CHIMERA: CE L Magical Beast



HD: 9 (76 hp) INIT: +1  
AC: 19 (T 10, FF 18) SPD: 30 ft. (Pr)  
ATK: Bite +12 (2d6+4) and bite +12 (1d8+4) and gore +12 (1d8+4) and 2 claws +10 (1d6+2)  
SA/SQ: Breath wpn 1/1d4 rds (line, 40 ft., 3d8 acid, Ref 17 half), darkvision 60 ft., low-light, scent SW: Fort +9, Ref +7, Will +6  
AB: S 19, D 13, Ch 17, I 4, W 13, Ch 10  
SK/F: Hide +1 (+5 scrub/brush), Lis +9, Spot +9; Hover SPELLS: (Spell-Like Abilities; CL 6th) 4/day—dark; 1/day—danc gif, deser, ffine, unh blight (DC 14)  
CR: 7 ECL: 11

#### D&D ROLEPLAYING STATS

Illus. Carl Frank

### DERRO: CE S Monstrous Humanoid



HD: 3 (16 hp) INIT: +6  
AC: 19 (T 13, FF 17) SPD: 20 ft.  
ATK: Sword +4 (1d4/19–20); or crossbow +6 rg (1d6/19–20 plus poison)  
SA/SQ: Darkvision 60 ft., madness (imm corflis, insan) poison use, poison (greenblood oil; Fort 13, 1 Con/1d12 Con), sneak att +1d6, SR 15, vul sunlight (1 Con/hr of exposure)  
SW: Fort +2, Ref +5, Will +6  
AB: S 11, D 14, Ch 13, I 10, W 5, Ch 16  
SK/F: Bluff +5, Hide +10, Lis +1, M Sil +8; B-Fight Imp Bull Rush, Pow Atk, Imp Sunder  
SPELLS: (Spell-Like Abilities; CL 3rd) At will—dark, ghost s (DC 12); 1/day—daze (DC 13), sound bst (DC 15)  
POSS: Studded leather, buckler, short sword, repeating lt crossbow w/ 10 bolts, 5 doses greenblood oil CR: 3 ECL: 18

#### D&D ROLEPLAYING STATS

Illus. Ralph Horsley

### HILL GIANT BARBARIAN: CE L Giant Bbn2



HD: 14 (156 hp) INIT: +0  
AC: 19 (T 9, FF 19) SPD: 50 ft.  
ATK: Greatclub +20/+15/+10 (2d8+13); or rock +10 rg (2d6+9)  
SA/SQ: Low-light, rage 1/day (11 rds., +4 Str, +4 Con, +2 Will, -2 AC), reach 10 ft., rock catching, uncanny dodge SW: Fort +17, Ref +4, Will +5  
AB: S 29, D 14, Ch 22, I 6, W 12, Ch 4  
SK/F: Climb +9, Intim +4, Jump +17, Lis +4, Spot +5; Cleave Imp Bull Rush, Pow Atk, Imp Sunder  
SPELLS: (Cheat as padded), greatclub, bag w/ 3 rocks CR: 9 ECL: 18

CR: 8 ECL: 14  
\*EBERRON® Campaign Setting

#### D&D ROLEPLAYING STATS

Illus. Thomas M. Baxa

<b>Orc Wardrummer:</b> CE M Humanoid (Orc) Brd2/Msh3*
<p>HD: 5 (33 hp) AC: 13 (T 11, FF 12) ATK: Club +5 (1d6+2) SA/SQ: Bard know +0, bard music 2/day (countersong, fascinate, within 60 ft., continuous until dismissed, 1 min +1 maj; min Will +2 or Cha +2; maj +1 saves) SW: Fort +8, Ref +8, Will +4 AB: S 14, D 13, Cn 14, I 16, W 10, Ch 14 SK/F: Bluff +7, Conc +7, Dipl +7, Intim +7, Lis +3, Perf (percussion) +10, Spot +4; Dodge SPELLS: Known (4/1) 0—det mag, mend, op/close, r mag, resist; 1st—cause fear (DC 15), cure lt (DC 14) POSS: Leather, 2 clubs, 2 mwk drums, 3 pot cure mod</p> <p>CR: 9</p>

<b>King O'Rouald Many-Arrows:</b> CE M Humanoid (Orc) Bbn5/Ftr4
<p>HD: 9 (87 hp) INT: +5 AC: 17 (T 11, FF 17) SPD: 30 ft. ATK: Sword +45/+10 (2d6+9)/17–20, magic plus 1d6 fire); or bow +10/+5 rg (1d6/×3) SA/SQ: Darkvision 60 ft., rage 2/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +4, imp uncanny dodge SW: Fort +10, Ref +3, Will +3 AB: S 18, D 12, Cn 14, I 13, W 12, Ch 10 SK/F: Bluff +2, Climb +8, Dipl +2, Intim +2, Jump +9, Lis +3, Spot +3; Swim +3, Surv +4; Cleave, Pow Atk POSS: +1 breastplate, +1 flaming greatsword, shortbow w/ 20 arrows, boots winterlands, necklace fireballs (4, 3d6)</p> <p>CR: 10 ECL: 19</p>

\*Forgotten Realms® Campaign Setting

D&D ROLEPLAYING STATS

Illus. Chad Sergeant

<b>Quagggoth* Slave:</b> NE M Monstrous Humanoid Bbn1
<p>HD: 4 (41 hp) INT: +5 AC: 15 (T 11, FF 14) SPD: 40 ft., C 30 ft. ATK: Greatclub +8 (1d10+6) SA/SQ: Darkvision 60 ft., immn fear, rage 1/day (9 rds, +4 Str, +4 Con, +2 Will, –2 AC), rage 50% once damaged; +4 Str, +4 Con, +2 Will, –2 AC; can't end voluntarily), scent SW: Fort +7, Ref +6, Will +6 AB: S 18, D 13, Cn 19, I 19, W 16, Ch 8 SK/F: Climb +12, Hide +3, Lis +7, Strch +7, Spot +5, Surv +8 POSS: Stone greatclub CR: 4 ECL: 6</p>

\*Monsters of Faerûn

D&D ROLEPLAYING STATS

Illus. Chad Sergeant

<b>Quagggoth* Slave:</b> NE M Monstrous Humanoid Bbn2
<p>HD: 8 (73 hp) INT: +2 AC: 20 (T 11, FF 20) SPD: 50 ft. ATK: Flail +15 (2d8+15/19–20) SA/SQ: Darkvision 60 ft., low-light, great swing* (full round: 1 atk roll against all creatures in 3 adjacent threatened squares), reach 10 ft., uncanny dodge SW: Fort +12, Ref +3, Will +2 AB: S 30, D 14, Cn 14, I 15, W 13, Ch 10 SK/F: Climb +11, Intim +4, Lis +1, Spot +1; Cleave, Pow Atk POSS: Chain shirt, mwk heavy flail CR: 7 ECL: 10</p>

\*Minatures Handbook: Hlk = war hulk prestige class

D&D ROLEPLAYING STATS

Illus. Ralph Horsley

<b>Hill Giant Chieftain:</b> CE L Giant Bbn5/Ftr3
<p>HD: 15 (135 hp) INT: +3 AC: 19 (T 8, FF 19) SPD: 40 ft. ATK: Mace +22/+17/+12 (2d6+10); or rock +11 rg (2d6+10) SA/SQ: Low-light, reach 10 ft., rock catching SW: Fort +15, Ref +4, Will +8 AB: S 30, D 9, Cn 18, I 13, W 12, Ch 10 SK/F: Climb +19, Intim +13, Jump +19, Lis +11, Spot +11; Cleave, Ctr Reflex, Leadership +5, Pow Atk POSS: Leather, mace, bag w/ 3 rocks CR: 10 ECL: 19</p>

D&D ROLEPLAYING STATS

Illus. Steve Prescott

<b>Horde Zombie:</b> NE M Undead
<p>HD: 2 (16 hp) INT: +0 AC: 14 (T 10, FF 14) SPD: 30 ft. (can't run) ATK: Axe +6 (1d8+5/×3); or slam +6 (1d6+5) SA/SQ: DR5 /slashing, darkvision 60 ft., single actions only, undead traits SW: Fort +0, Ref +0, Will +3 AB: S 24, D 14, Cn —, I —, W 10, Ch 1 POSS: Leather, battleaxe CR: 1/2</p>

D&D ROLEPLAYING STATS

Illus. Steve Prescott

<b>Ogre War Hulk:</b> CE L Giant Bbn2/Hlk2*
<p>HD: 8 (73 hp) INT: +2 AC: 20 (T 11, FF 20) SPD: 50 ft. ATK: Flail +15 (2d8+15/19–20) SA/SQ: Darkvision 60 ft., low-light, great swing* (full round: 1 atk roll against all creatures in 3 adjacent threatened squares), reach 10 ft., uncanny dodge SW: Fort +12, Ref +3, Will +2 AB: S 30, D 14, Cn 14, I 15, W 13, Ch 10 SK/F: Climb +11, Intim +4, Lis +1, Spot +1; Cleave, Pow Atk POSS: Chain shirt, mwk heavy flail CR: 7 ECL: 10</p>

D&D ROLEPLAYING STATS

Illus. Steve Ellis

<b>Howling Orc:</b> CE M Humanoid (Orc) Bhn3
<p>HD: 3 (31 hp) INT: +2 AC: 16 (T 12, FF 16) SPD: 40 ft. ATK: Axe +6 (1d12+4/×3) SA/SQ: Darkvision 60 ft., light sensitivity +4 Str, +4 Con, +2 Will, –2 AC; trap sense +1, uncanny dodge SW: Fort +5, Ref +3, Will +0 AB: S 16, D 14, Cn 15, I 10, W 8, Ch 6 SK/F: Intim +4, Jump +8, Lis +2, Spot +2, Surv +5; Cleave, Pow Atk POSS: Chain shirt, greataxe CR: 3</p>

D&D ROLEPLAYING STATS

Illus. Scott Roller

<b>Orc Mauler:</b> CE M Humanoid (Orc) Ftr4/Bhn2
<p>HD: 6 (54 hp) INT: +1 AC: 18 (T 11, FF 18) SPD: 30 ft. ATK: Morningstar +12/+7 (1d8+7) SA/SQ: Darkvision 60 ft., light sensitivity SW: Fort +9, Ref +4, Will +2 AB: S 18, D 12, Cn 15, I 8, W 12, Ch 6 SK/F: Intim +10, Lis +3, Spot +2; Pow Atk POSS: Chainmail, +1 lt steel shield, +1 morningstar, 3 pot cure ser CR: 6</p>

D&D ROLEPLAYING STATS

Illus. Steve Prescott

<b>Tiefling Blademaster:</b> CE M Outsider (Native) Swbs2*
<p>HD: 5 (42 hp) INT: +4 AC: 17 (T 14, FF 13) SPD: 30 ft. ATK: Rapier +8 (1d6/18–20) and dagger +8 (1d4/19–20); or rapier +10 (1d6/18–20) SA/SQ: Dark 1/day (CL 5th), darkvision 60 ft., dodge bonus +4, insightful strike* (dmg +2, doesn't affect creatures imm crit or sneak att), resist cold 5, elec 5, and fire 5, tiefling traits SW: Fort +6, Ref +7, Will +1 AB: S 10, D 18, Cn 13, I 14, W 8, Ch 12 SK/F: Bal +10, Bluff +8, Climb +8, Dipl +11, Hide +6, Jump +10, Lis +0, S Mot +4, Spot +0, Imbl +14 POSS: Mwk studded leather, mwk rapier, mwk dagger, cloak resist +1, 2 pot's grace, 2 pot cure mod CR: 5 EL: 6</p>

\*Complete Warrior: Swb = swashbuckler class

D&D ROLEPLAYING STATS

Illus. Steve Prescott

<b>D&amp;D ROLEPLAYING STATS</b>
D&D ROLEPLAYING STATS

Illus. Chad Sergeant

Illus. Scott Roller

**TROGLODYTE THUG:** CE M. Humanoid (Reptilian) Ftr1

**HD:** 3 (3d4 hp)      **INIT:** +4  
**AC:** 18 (T 10, FF 18)      **SPD:** 30 ft.  
**ATK:** Greatclub +5 (1d10+3) and  
bite +2 (1d4+1); or  
2 claws +4 (1d4+2) and  
bite +2 (1d4+1)  
**SA/SQ:** Darkvision 90 ft., stench (30 ft., sicken nonrogolyte)  
Living creatures 10 rds, Fort 15 neg)  
**SW:** Fort +9, Ref +0, Will +1  
**AB:** S 14, D 10, Cn 19, I 8, W 13, Ch 8  
**SK/F:** Hide +4 (+8 underground), Lis +3, Spot +3  
**POSS:** Leather, greatclub  
**CR:** 2      **EL:** 5

## D&amp;D ROLEPLAYING STATS

Illus. Scott Roller

**WARDUKE:** CE M. Humanoid (Human) Ftr18

**HD:** 18 (3d18 hp)      **INIT:** +3  
**AC:** 32 (T 14, FF 31)      **SPD:** 30 ft.  
**ATK:** Sword +32/+27/+22/+17 (1d10+18)/17-20, magic, chaotic + 1d6 fire + 2d6  
against lawful; or  
+34/+29/+24/+19 (1d10+20)/17-20, magic, chaotic +2d6 + 1d6 fire + 2d6  
against lawful) against humans and  
shield +32 (1d8+6, magic)  
**SA/SQ:** DR 3 / — fear gaze\* (30 ft., Paralysis 1d4 rds, Will 16 neg), death knell at will,  
imm charm, lowlight, see invis (CL 20th), SR 28, word recall 1/day  
**SW:** Fort +20, Ref +9, Will +8  
**AB:** S 32, D 16, Cn 28, I 13, W 15, Ch 20  
**SK/F:** Climb +26, Intim +35, Jump +26, Surv +7, Swim +4; Cbt Expert, Dodge, Gr  
Cleave, Mobil, Pow Atk, Spring Atk, Track, Whirl Atk  
**POSS:** +3 mod for adamantine ceremonial\* spiked half-plate, +5 bashling hvy steel shield,  
ring prot +3, +3 amrathic flaming burst human banebastard sword, dagger of venom,  
Warduke's helm\*, am health +6, gauntlets giant str +6, boots spd, fearsome eye, fiendish graft\*  
**CR:** 20      \*Dungeons® 105, p. 70

## D&amp;D ROLEPLAYING STATS

**WARDUKE:** CE M. Humanoid (Human) Ftr18