

Cleric of Lathander: LG M Humanoid (HUMAN) Clr5

HD: 5 (31 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Mace +6 (1d8+1)
SA/SQ: Greater turning 1/day (destroy), inspire allies 1/day (2 rds, +2 atk, dmg, saves, checks), turn undead 9/day (+4)
SV: Fort +5, Ref +1, Will +7
AB: S 13, D 10, Cn 12, I 8, W 16, Ch 14
SK/F: Conc +4, Lis +3, Spot +3; Divine Vengeance*
SPELLS: 0—*cr wtr, det mag* (2), *det poison, mend*; 1st—*bles, div favor, mag wpn* (3); 2nd—*l restor* (3), *enthral* (DC 15); 3rd—*sear lgt* (3). Domains: Nobility, Sun
POSS: Chainmail, hvy steel shield, mwk mace, *circlet of persuasion*
CR: 5



Illus. Des Hanley

*Complete Warrior
D&D QUICK REFERENCE

Gold Dwarf Fighter: LG M Humanoid (DWARF) Ftr6

HD: 6 (49 hp) **INIT:** +2
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: Dwarven urgrosh +8/+3 (1d8+5/×3, magic)/+8 (1d6+3/×3); or +10/+5 (1d8+7/×3 plus 2d6, magic) against aberrations/+8 (1d6+3/×3); or +10 (1d8+5/×3, magic); or +12 (1d8+7/×3 plus 2d6, magic) against aberrations
SA/SQ: Darkvision 60 ft., gold dwarf traits*
SV: Fort +7, Ref +4, Will +3
AB: S 14, D 15, Cn 15, I 10, W 12, Ch 8
SK/F: Climb +5, Lis +1, Spot +5; Cleave, Dodge, Pow Atk
POSS: Full plate, +1 aberration bane/mwk dwarven urgrosh
CR: 6



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*FORGOTTEN REALMS Campaign Setting
D&D QUICK REFERENCE

Large Silver Dragon (JUVENILE): LG L Dragon (COLD)

HD: 16 (152 hp) **INIT:** +6
AC: 24 (T 9, FF 24) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +19 (2d6+4) and 2 claws +14 (1d8+2) and 2 wings +14 (1d6+2) and tail slap +14 (1d8+6)
SA/SQ: Blindsight 60 ft., breath wpn 1/1d4 rds (cone; 40 ft.; 8d8 cold, Ref DC 21 half or paralysis 1d6+4 rds, Fort DC 21 negates), darkvision 120 ft., imm acid, cold, paralysis, and sleep, low-light, reach (bite 10 ft.), vuln fire
SV: Fort +13, Ref +10, Will +14
AB: S 19, D 10, Cn 17, I 18, W 19, Ch 18
SK/F: Conc +15 (+19 cast def), Jump +27, Lis +25, M Sil +4, Spot +25; Flyby Atk, Pow Atk, Wingover
SPELLS: Known (6/6): 0—*det mag, det poison, disr und, mend, prest*; 1st—*b hands* (DC 15), *cure lf* (DC 15), *mag missile*
CR: 10



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D&D QUICK REFERENCE

Paladin of Torm: LG M Humanoid (HUMAN) Pal7

HD: 7 (36 hp) **INIT:** +1
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: Sword +11/+6 (2d6+4/19–20, good, magic, plus 2d6 against evil creatures)
SA/SQ: Aura of courage (fearless, allies within 10 ft. get +4 save against fear), *det evil*, div health, lay on hands 21, *rem disease* 1/week, smite evil 2/day (+3 atk, +7 dmg), turn undead 6/day (+3, as Clr4)
SV: Fort +7, Ref +6, Will +6
AB: S 14, D 13, Cn 8, I 10, W 12, Ch 16
SK/F: Dipl +15, H Animal +8, Lis +1, Ride +13, Spot +1; Divine Vigor*, Dodge
SPELLS: 1st—*div favor, l restor*
POSS: +1 full plate, +1 holy greatsword
CR: 7



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*Complete Warrior
D&D QUICK REFERENCE

Dalelands Militia: LG M Humanoid (HUMAN) Expl/War1

HD: 2 (13 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 30 ft.
ATK: Spear +2 (1d8/×3); or bow +3 rg (1d8/×3)
SV: Fort +4, Ref +1, Will +3
AB: S 11, D 12, Cn 13, I 9, W 10, Ch 8
SK/F: Climb +5, H Animal +4, Spot +4; Strong Soul*
POSS: Leather, mwk comp longbow, 20 arrows, mwk spear
CR: 1



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*FORGOTTEN REALMS Campaign Setting
D&D QUICK REFERENCE

Human Dragonslayer: LG M Humanoid (HUMAN) Ftr5/Drg2*

HD: 7 (57 hp) **INIT:** +6
AC: 19 (T 12, FF 17) **SPD:** 20 ft.
ATK: Sword +12/+7 (2d6+5/19–20, magic)
SA/SQ: Aura of courage (fearless, allies within 10 ft. get +4 save against fear), +2 dmg against dragons
SV: Fort +8, Ref +5, Will +6
AB: S 14, D 15, Cn 15, I 10, W 12, Ch 8
SK/F: Climb +2, Jump –3, Lis +3, Ride +3, Srch +5, Spot +4, Swim +3, Tmbl +4; Cbt Expert, Dodge
POSS: +2 chainmail, +1 greatsword, *potion of shld faith* +4
CR: 7

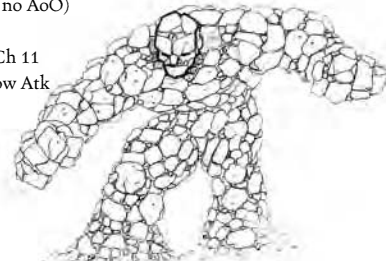


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*Draconomicon; Drg = dragonslayer class
D&D QUICK REFERENCE

Medium Earth Elemental: LG M Elemental (EARTH, EXTRAPLANAR)

HD: 4 (30 hp) **INIT:** –1
AC: 18 (T 9, FF 18) **SPD:** 20 ft.
ATK: Slam +8 (1d8+7)
SA/SQ: Darkvision 60 ft., earth glide, earth mastery (+1 atk and dmg if it and opponent touch ground, –4 otherwise), elemental traits, push (bull rush, no AoO)
SV: Fort +7, Ref +0, Will +1
AB: S 21, D 8, Cn 17, I 4, W 11, Ch 11
SK/F: Lis +4, Spot +3; Cleave, Pow Atk
CR: 3



Illus. Greg Staples

D&D QUICK REFERENCE

Soldier of Cormyr: LG M Humanoid (HUMAN) Ftr3

HD: 3 (27 hp) **INIT:** +1
AC: 22 (T 11, FF 21) **SPD:** 20 ft.
ATK: Sword +6 (1d8+2/19–20)
SV: Fort +7, Ref +4, Will +4
AB: S 14, D 13, Cn 15, I 10, W 12, Ch 8
SK/F: Climb +0, H Animal +2, Jump –7, Lis +2, Ride +5, Spot +2; Dodge
POSS: Full plate, +1 hvy steel shield, longsword
CR: 3



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D&D QUICK REFERENCE

Healer: NG M Humanoid (HUMAN) Hlr3*

HD: 3 (20 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 30 ft.
ATK: Spear +1 (1d8-1/×3)
SA/SQ: Cleanse paralysis 1/day, healing hands (add +2 hp with *cure* spells)
SV: Fort +6, Ref +4, Will +7
AB: S 8, D 13, Cn 12, I 10, W 15, Ch 14
SK/F: Conc +2, Dipl +7, H Animal +8, Heal +11, Lis +2, Ride +3, S Mot +7, Spot +2, Surv +3
SPELLS: 0—*cure min* (5; DC 12); 1st—*cure lt* (2; DC 13), *gdberry*, *sanct*, *spk animals*; 2nd—*cure mod* (3; DC 14), *del poison*
POSS: +1 *leather*, mwk spear, *potion of shld faith* +5, healer's kit
CR: 3

**Miniatures Handbook*; Hlr = healer class

D&D QUICK REFERENCE

Illus. Stephen Tappin

**Mialee, Elf Wizard: N M Humanoid (ELF) Wiz1**

HD: 1 (7 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Spear +0 (1d6)
SA/SQ: Elf traits
SV: Fort +0, Ref +3, Will +3
AB: S 10, D 16, Cn 10, I 15, W 13, Ch 8
SK/F: Conc +4, Srch +6, Lis +5, Spell +6, Spot +5
SPELLS: 0—*det mag*, *light*, *r mag*; 1st—*mag missile*, *mag wpn*
POSS: Short spear
CR: 1

D&D QUICK REFERENCE

Illus. Stephen Tappin

**Catfolk*: CN M Humanoid (CATFOLK) War1**

HD: 1 (5 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 40 ft.
ATK: Rapier +3 (1d6+1/18-20); **or** bow +3 rg (1d8/×3)
SA/SQ: Low-light
SV: Fort +3, Ref +2, Will -1
AB: S 13, D 15, Cn 12, I 10, W 9, Ch 10
SK/F: Lis +3, Jump +5, M Sil +6
POSS: Leather, rapier, longbow, 20 arrows
CR: 1/2

**Miniatures Handbook*

D&D QUICK REFERENCE

Illus. Stephen Tappin

**Champion of Eilistraee (DROW): CG M Humanoid (ELF) Clr3/Ftr4/Dcr1***

HD: 8 (44 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 30 ft.
ATK: +10/+5 (1d10+6/19-20, magic)
SA/SQ: Darkvision 120 ft., drow traits, low-light, SR 19, sword song 1 rd/day, turn lycanthrope 3/day (+0), turn undead 3/day (+2)
SV: Fort +7, Ref +9, Will +6
AB: S 14, D 16, Cn 10, I 13, W 16, Ch 10
SK/F: Dipl +5, Jump +7, Lis +7, Perf (dance) +8, Srch +3, Spot +5, Swim +7, Tmpl +6; Cbt Expert, Dodge
SPELLS: 0—*cr wtr*, *det mag*, *light*, *mend*, *r mag*; 1st—*cloak of dark power***, *conviction*†, *div favor*, *ent shld*, *shld faith*; 2nd—*align wpn*, *b's endurance*, *b's strength*, *moonbeam*** (DC 15). Domains: Drow**, Moon**
POSS: +2 *mithral shirt*, +1 *bastard sword*, *ring of counterspells* (*disp mag*), *scroll of invis purge*, *scroll of l restor*, *scroll of longstr*
CR: 9

Faiths and Avatars*, Swd = sword dancer; *FORGOTTEN REALMS Campaign Setting*; †*Miniatures Handbook*

D&D QUICK REFERENCE

Illus. Stephen Tappin

**Cleric of Kord (HALF-ORC): CG M Humanoid (ORC) Bbn1/Clr3**

HD: 4 (29 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 40 ft.
ATK: Sword +9 (2d6+7/19-20, magic)
SA/SQ: Darkvision 60 ft., feat of strength 1/day (1 rd, +3 Str), good fortune 1/day (reroll), rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, -2 AC), turn undead 2/day (-1)
SV: Fort +6, Ref +4, Will +5
AB: S 18, D 13, Cn 12, I 6, W 14, Ch 8
SK/F: Jump +8, Lis +6, Spot +2, Swim +8
SPELLS: 0—*guid*, *pur fd/drk*, *resist*, *virtue*; 1st—*cause fear* (2; DC 13), *det undead*, *ent shld*; 2nd—*b's endurance*, *b's strength*, *hold per* (DC 14). Domains: Luck, Strength
POSS: +1 *studded leather*, +1 *greatsword*
CR: 4

D&D QUICK REFERENCE

Illus. Stephen Tappin

**Drizzt, Drow Ranger: CG M Humanoid (ELF) Ftr10/Bbn1/Rgr5**

HD: 16 (124 hp) **INIT:** +9
AC: 24 (T 16, FF 21) **SPD:** 40 ft.
ATK: Scimitar +22/+17/+12/+7 (1d6+10/18-20, magic plus 1d6 cold) and scimitar +22/+17 (1d6+7/18-20, magic); **or** scimitar +24 (1d6+10/18-20, magic plus 1d6 cold)
SA/SQ: Darkvision 120 ft., drow traits, fav enemy (goblinoids +4, magical beasts +2), rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), SR 27, wild empathy
SV: Fort +15, Ref +12, Will +7
AB: S 20, D 20, Cn 15, I 17, W 17, Ch 14
SK/F: Hide +17, Jump +15, Lis +20, M Sil +19, Spot +12, Surv +8; B-Fight, Cbt Reflex, Dodge, Endur, Mobil, Quick D, Rap Shot, Track, Twin Sword Style*
SPELLS: 1st—*longstr*
POSS: +4 *elven chain* (+4 Str), *Icingdeath*, *Twinkle*, *figurine of wondrous power*: *onyx panther*
CR: 17 **FORGOTTEN REALMS Campaign Setting*

D&D QUICK REFERENCE

Illus. Des Hanley

**Evermeet Wizard (SUN ELF): CG M Humanoid (ELF) Wiz5**

HD: 5 (22 hp) **INIT:** +1
AC: 12 (T 12, FF 11) **SPD:** 35 ft.
ATK: Wand +1 touch (3d6 electricity, magic), +4 touch against metal
SA/SQ: Sun elf traits*
SV: Fort +2, Ref +2, Will +4
AB: S 8, D 13, Cn 12, I 18, W 10, Ch 12
SK/F: Conc +9, Lis +6, Srch +6, Spell +14, Spot +8; Dodge, Sudden Silent**
SPELLS: 0—*acid spl* (5); 1st—*benign transposition*** (2), *grease* (DC 15), *mag armor*, *obs mist*; 2nd—*glitter* (DC 16), *M's acid arrow* (3); 3rd—*stink cld* (DC 17), *summ mon III* (2)
POSS: *Ring of protection* +1, *wand of shock grp* (3rd), *scroll of exp retreat*, *scroll of obs mist*
CR: 5

FORGOTTEN REALMS Campaign Setting*; *Miniatures Handbook*

D&D QUICK REFERENCE

Illus. Des Hanley

**Graycloak Ranger: CG M Humanoid (ELF) Rgr4**

HD: 4 (25 hp) **INIT:** +4
AC: 17 (T 14, FF 13) **SPD:** 30 ft.
ATK: Bow +8/+8 rg (1d8/×3); **or** bow +10 rg (1d8/×3); **or** sword +5 (1d8/19-20)
SA/SQ: Elf traits, fav enemy (giants +2), wild empathy
SV: Fort +5, Ref +8, Will +2
AB: S 10, D 18, Cn 12, I 12, W 13, Ch 8
SK/F: Climb +2, Hide +16, Lis +10, M Sil +11, Srch +8, Spot +10, Surv +8, Swim +2; Endur, Pt Blk Shot, Rap Shot, Track
SPELLS: 1st—*mag fang*
POSS: Mwk studded leather, mwk longbow, 20 arrows, mwk longsword, *cloak of elvenkind*
CR: 4

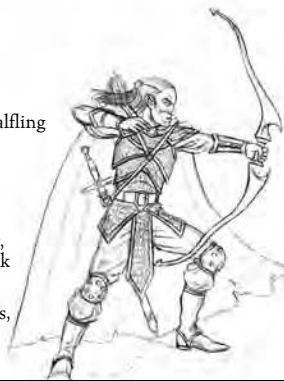
D&D QUICK REFERENCE

Illus. Des Hanley



Halfling Ranger: CG S Humanoid (HALFLING) Rgr6

HD: 6 (48 hp) **INIT:** +3
AC: 19 (T 14, FF 16) **SPD:** 20 ft.
ATK: Bow +10/+10 rg (1d6/×3, magic); or
bow +12 rg (1d6/×3, magic); or
sword +8/+3 (1d6/19–20)
SA/SQ: Fav enemy (giants +2, undead +4), halfling
traits, wild empathy
SV: Fort +10, Ref +10, Will +5
AB: S 10, D 16, Cn 16, I 10, W 13, Ch 8
SK/F: Climb +2, Hide +16, Jump –4, Lis +11,
M Sil +14, Srch +5, Spot +10, Surv +10; Endur,
MShot, Pt Blk Shot, Prec Shot, Rap Shot, Track
SPELLS: 1st—*entang* (DC 12), *longstr*
POSS: +1 mithral shirt, +1 longbow, 20 arrows,
mwk longsword, *cloak of resistance* +1
CR: 6



Illus. Des Hanley

D&D QUICK REFERENCE

Ialdabode, Human Psion: CG M Humanoid (HUMAN) Tel2*

HD: 2 (8 hp) **INIT:** +2
AC: 12 (T 12, FF 10) **SPD:** 30 ft.
ATK: Staff +3 (1d6+1); or
crossbow +4 rg (1d8/19–20)
SV: Fort +1, Ref +2, Will +2
AB: S 12, D 14, Cn 13, I 15, W 10, Ch 8
SK/F: Bluff +4, Conc +6, Dipl +3, Intim +1, Lis +0,
Psicraft +9*, S Mot +5, Spot +0; Dodge
SPELLS: Psionics* (9 pp)—*float* (1 pp; swim +10 ft.),
inertial armor (1 pp; +4 AC), *mind link* (1 pp; telepathic
bond), *mind thrust* (2 pp; 10 damage; DC 13 negates),
psionic daze (1 pp; daze; DC 13)
POSS: Mwk light crossbow, 10 bolts, mwk quarterstaff
CR: 2

*Psionics Handbook; Tel = telepath subclass



Illus. Greg Staples

D&D QUICK REFERENCE

Ragnara, Psychic Warrior: CG M Humanoid (MAENAD*) Psw3*

HD: 3 (20 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 30 ft.
ATK: Sword +5 (1d8+2/19–20)
SA/SQ: Mindscream 1/day (*energy ray**,
up to 3d6–1 sonic), outburst 1/day (4 rds,
+2 Str, –2 Int, –2 Wis)
SV: Fort +4, Ref +2, Will +4
AB: S 15, D 14, Cn 12, I 10, W 13, Ch 8
SK/F: Conc +8, Autohypnosis* +8; Dodge,
Psionic Weapon*
SPELLS: Psionics* (6 pp)—*burst* (1 pp; +2 speed,
swift), *catfall* (1 pp; –1d6 falling dmg), *offensive
precognition* (1 pp; +1 atk)
POSS: Scale mail, mwk hvy mundane crystal shield,
mwk mundane crystal longsword **CR:** 3

*Psionics Handbook; Psw = psychic warrior class



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D&D QUICK REFERENCE

Githzerai: N M Humanoid (EXTRAPLANAR) War1

HD: 1 (5 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Sword +5 (1d6+1/19–20)
SA/SQ: Darkvision 60 ft., SR 6
SV: Fort +3, Ref +3, Will +0
AB: S 13, D 17, Cn 12, I 8, W 11, Ch 8
SK/F: Conc +1, Spot +2
SPELLS: (Psionics) 3/day—*daze* (DC 9),
ffall, *shatter* (DC 11)
POSS: Mwk short sword
CR: 1



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D&D QUICK REFERENCE

Halfling Wizard: CG S Humanoid (HALFLING) Wiz3

HD: 3 (15 hp) **INIT:** +2
AC: 13 (T 13, FF 11) **SPD:** 20 ft.
ATK: Dagger +1 (1d3–2/19–20)
SA/SQ: Halfling traits
SV: Fort +5, Ref +5, Will +6
AB: S 6, D 15, Cn 14, I 15, W 12, Ch 10
SK/F: Climb +0, Conc +8, Hide +6, Jump –6, Lis +6,
M Sil +7, Spell +10, Spot +3; Dodge, Spell Pen
SPELLS: 0—*ray frost* (5); 1st—*mag armor*, *mag missile*,
mag wpn (2); 2nd—*scorch ray* (3)
POSS: *Wand of mag missile* (1st), mwk dagger, *cloak of
resistance* +1, scroll of hold port, scroll of lgt bolt,
scroll of reduce per
CR: 3



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D&D QUICK REFERENCE

Moon Elf Fighter: CG M Humanoid (ELF) Ftr9

HD: 9 (63 hp) **INIT:** +7
AC: 21 (T 13, FF 18) **SPD:** 45 ft.
ATK: Sword +15/+10 (1d10+6/17–20, magic)
SA/SQ: Elf traits
SV: Fort +7, Ref +6, Will +2
AB: S 16, D 16, Cn 12, I 12, W 8, Ch 10
SK/F: Climb +10, Jump +21, Lis +1, Srch +3, Spot +7,
TmbL +3; Dodge, Leadership
POSS: +1 elven chain, mwk hvy steel shield,
+1 bastard sword, boots of striding and springing
CR: 9

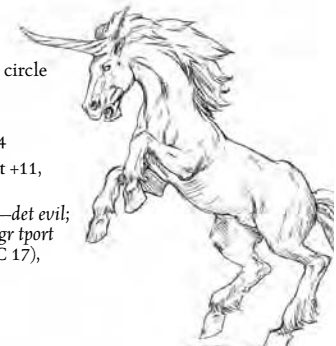


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D&D QUICK REFERENCE

Unicorn: CG L Magical Beast

HD: 4 (42 hp) **INIT:** +3
AC: 18 (T 12, FF 15) **SPD:** 60 ft.
ATK: Horn +11 (1d8+8, magic)
SA/SQ: Darkvision 60 ft., imm charm,
compulsion, and poison, low-light, mag circle
evil, scent, wild empathy
SV: Fort +9, Ref +7, Will +6
AB: S 20, D 17, Cn 21, I 10, W 21, Ch 24
SK/F: Jump +21, Lis +11, M Sil +9, Spot +11,
Surv +8 (+11 home forest)
SPELLS: (Spell-Like Abilities) At will—*det evil*;
3/day—*cure lt* (1d8+5; DC 16); 1/day—*gr tport*
(home forest only), *cure mod* (2d8+5; DC 17),
neut poison
CR: 3



Illus. Stephen Tappin

D&D QUICK REFERENCE

Sage: CG M Humanoid (HUMAN) Exp4

HD: 4 (18 hp) **INIT:** –1
AC: 10 (T 9, FF 10) **SPD:** 30 ft.
ATK: Staff +2 (1d6 –1)
SV: Fort +2, Ref +1, Will +6
AB: S 9, D 8, Cn 10, I 15, W 12, Ch 11
SK/F: D Script +9, Dipl +7, Know (arc) +12,
Know (nature) +14, Prof (scribe) +8, Spell +11,
Surv +8, Use Mag Dev +7
POSS: Padded, quarterstaff, *cloak of resistance* +1
CR: 3



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D&D QUICK REFERENCE

Clay Golem: N L Construct

HD: 11 (90 hp) **INIT:** -1
AC: 22 (T 8, FF 22) **SPD:** 20 ft.
ATK: 2 slams +14 (2d10+7 plus cursed wound)
SA/SQ: Berserk (1%/rd), cursed wound (no heal, *cure* spells DC 26 level check), construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste 1/day (self), imm magic, low-light, reach 10 ft.
SV: Fort +3, Ref +2, Will +3
AB: S 25, D 9, Cn —, I —, W 11, Ch 1
CR: 10



D&D QUICK REFERENCE

Illus. Stephen Tappin

Wereboar (HYBRID FORM): CE M Humanoid (HUMAN, SHAPECHANGER)

HD: 4 (34 hp) **INIT:** +0
AC: 18 (T 10, FF 18) **SPD:** 30 ft.
ATK: Axe +6 (1d8+4/×3) and gore +1 (1d6+1); or 2 claws +6 (1d4+3) and gore +1 (1d6+1)
SA/SQ: Alt form (human or boar), boar empathy, DR 10/silver, ferocity (fight below 0 hp), low-light, lycanthropy, scent
SV: Fort +9, Ref +3, Will +3
AB: S 17, D 11, Cn 18, I 10, W 11, Ch 8
SK/F: H Animal +3, Intim +3, Lis +5, Spot +4; Imp Bull Rush, Pow Atk
POSS: Battleaxe
CR: 4



D&D QUICK REFERENCE

Illus. Stephen Tappin

Bone Devil: LE L Outsider (BAATEZU, EVIL, EXTRAPLANAR, LAWFUL)

HD: 10 (95 hp) **INIT:** +9
AC: 25 (T 14, FF 20) **SPD:** 40 ft.
ATK: Bite +14 (1d8+5, evil, lawful) and 2 claws +12 (1d4+2, evil, lawful) and sting +12 (3d4+2, evil, lawful, plus poison)
SA/SQ: DR 10/good, fear aura (5-ft. radius, Will DC 17 negates), imm fire and poison, poison (Fort DC 20, 1d6 Str/2d6 Str), reach 10 ft., resist acid 10 and cold 10, *summon baatezu* (1 bone devil, 35%), see in darkness, SR 21
SV: Fort +12, Ref +12, Will +11
AB: S 21, D 21, Cn 21, I 14, W 14, Ch 14
SK/F: Conc +18, Hide +14, Lis +17, M Sil +18, Spot +17
SPELLS: At will—*dim anchor*, *fly*, *gr iport* (self + 50 lb. objects), *invis* (self), *maj image* (DC 15), *wall of ice*
CR: 9



D&D QUICK REFERENCE

Illus. Stephen Tappin

Dread Guard*: N M Construct

HD: 5 (47 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Sword +6 (1d8+3/19-20)
SA/SQ: Construct traits, resist cold 10 and fire 10
SV: Fort +1, Ref +1, Will +2
AB: S 17, D 11, Cn —, I 6, W 13, Ch 2
POSS: Mwk banded mail, mwk lt steel shield, longsword
CR: 3



*Monster Manual II

D&D QUICK REFERENCE

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Half-Orc Barbarian: CN M Humanoid (ORC) Bbn2

HD: 2 (22 hp) **INIT:** +2
AC: 16 (T 12, FF 16) **SPD:** 40 ft.
ATK: Sword +5 (2d6+3/19-20)
SA/SQ: Darkvision 60 ft., rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC), uncanny dodge
SV: Fort +5, Ref +2, Will +0
AB: S 15, D 15, Cn 14, I 10, W 10, Ch 6
SK/F: Climb +5, Jump +10, Lis +5, Surv +5
POSS: Studded leather, *amulet of natural armor* +1, greatsword
CR: 2

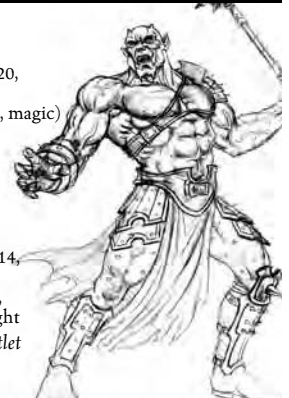


D&D QUICK REFERENCE

Illus. Stephen Tappin

Aspect of Bane: LE L Outsider (EVIL, EXTRAPLANAR, LAWFUL)

HD: 14 (119 hp) **INIT:** +3
AC: 22 (T 12, FF 19) **SPD:** 30 ft.
ATK: Morningstar +21/+16/+11 (2d6+10/19-20, evil, lawful, magic); or gauntlet +19/+14/+9 (1d4+6, evil, lawful, magic)
SA/SQ: DR 5/epic, darkvision 60 ft., fear aura (10-ft. radius, Will DC 27 negates), reach 10 ft.
SV: Fort +13, Ref +12, Will +12
AB: S 21, D 17, Cn 18, I 19, W 17, Ch 30
SK/F: Bluff +27, Climb +10, Conc +21, Dipl +14, Disg +19, H Animal +18, Hide +4, Intim +29, Jump +11, Lis +12, M Sil +8, Ride +5, Srch +13, S Mot +12, Spell +21, Spot +12, Swim +7; B-Fight
POSS: +1 *scale mail*, +1 *morningstar*, +1 *gauntlet*
CR: 11



D&D QUICK REFERENCE

Illus. Des Hanley

Dark Moon Monk: LE M Humanoid (HUMAN) Mnk3/Sor2

HD: 5 (30 hp) **INIT:** +2
AC: 15 (T 13, FF 13) **SPD:** 40 ft.
ATK: Sai +6 (1d4+2); or sai +5/+5 (1d4+2); or shuriken +5 rg (1d2+2)
SA/SQ: Evasion, still mind
SV: Fort +4, Ref +5, Will +7
AB: S 14, D 14, Cn 12, I 10, W 12, Ch 15
SK/F: Bal +8, Bluff +7, Dipl +4, Hide +8, Intim +4, Lis +7, M Sil +8, Spot +7; Defl Arrows, Dodge, Mobil, Stun Fist
SPELLS: Known (6/5): 0—*acid spl*, *det mag*, *disr und*, *mag hand*, *ray frost*; 1st—*mag wpn*, *tr strike*
POSS: *Bracers of armor* +2, 2 mwk sais, 10 shuriken
CR: 5



D&D QUICK REFERENCE

Illus. Greg Staples

Duergar Warrior: LE M Humanoid (DWARF) War1

HD: 1 (9 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Warhammer +2 (1d8+1/×3)
SA/SQ: Darkvision 60 ft., duergar traits
SV: Fort +4, Ref +0, Will -1
AB: S 13, D 11, Cn 14, I 10, W 9, Ch 4
SK/F: Lis +3, M Sil -4, Spot +2
SPELLS: (Spell-Like Abilities) 1/day—*enlarge per*, *invis*; self only
POSS: Chainmail, hvy steel shield, warhammer
CR: 1



D&D QUICK REFERENCE

Illus. Greg Staples

Erinyes: LE M Outsider (BAATEZU, EVIL, EXTRAPLANAR, LAWFUL)

HD: 9 (85 hp) **INIT:** +5
AC: 23 (T 15, FF 18) **SPD:** 30 ft., F 50 ft. (G)
ATK: Sword +14/+9 (1d8+5/19–20, evil, lawful); **or**
dagger +15 rg (1d4+5/19–20)
SA/SQ: DR 5/good, imm fire and poison, resist acid 10
and cold 10, see in darkness, SR 20, *summon baatezu*
1/day (1d4 bearded devils, 50%), true seeing
SV: Fort +11, Ref +11, Will +10
AB: S 21, D 21, Cn 21, I 14, W 18, Ch 20
SK/F: Conc +17, Esc +17, Hide +17, Lis +16,
M Sil +17, Spot +16; Dodge, Mobil, Pt Blk Shot,
Prec Shot, Rap Shot, Shot/Run
SPELLS: At will—*charm mon* (DC 19), *gr tport* (self +
50 lb. objects), *min image* (DC 17), *unh blight* (DC 19)
POSS: Longsword, 3 mwk daggers
CR: 8

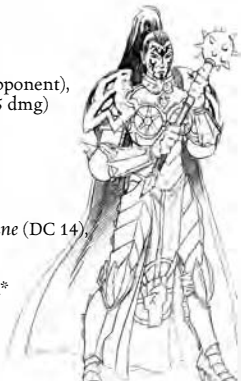


D&D QUICK REFERENCE

Illus. Des Hanley

Human Cleric of Bane: LE M Humanoid (HUMAN) Clr5

HD: 5 (31 hp) **INIT:** +1
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: Morningstar +7 (1d8+4, magic)
SA/SQ: Hate 1/day (+2 atk, save, AC against 1 opponent),
rebuke undead 2/day (+1), smite 1/day (+4 atk, +5 dmg)
SV: Fort +5, Ref +4, Will +7
AB: S 14, D 12, Cn 13, I 10, W 16, Ch 8
SK/F: Conc +9 (+13 casting defensively),
Lis +4, Spot +7
SPELLS: 0—*cr wtr*, *cure min* (4; DC 13); 1st—*bane* (DC 14),
doom (DC 14), *mag wpn* (3); 2nd—*scare* (DC 15),
sound bst (3; DC 15); 3rd—*contag* (DC 16),
summ mon III (2). Domains: Destruction, Hatred*
POSS: +1 full plate, +1 morningstar
CR: 5



*FORGOTTEN REALMS Campaign Setting

D&D QUICK REFERENCE

Illus. Greg Staples

Red Wizard: LE M Humanoid (HUMAN) Wiz5/Red1*

HD: 6 (31 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 30 ft.
ATK: Staff +2 (1d6)
SA/SQ: +1 saves against evocation spells
SV: Fort +4, Ref +3, Will +8
AB: S 10, D 13, Cn 14, I 16, W 12, Ch 8
SK/F: Conc +11, Lis +1, Spell +14, Spot +7, Tmbl +2;
Sudden Empower**, Sudden Silent**, Tattoo Focus**
SPELLS: 0—*ray frost* (5); 1st—*exp retreat*, *mag armor*,
mag missile (3); 2nd—*scorch ray* (5); 3rd—*fireball*
(2; DC 17), *lgt bolt* (2; DC 17)
POSS: Bracers of armor +2, quarterstaff, robe of
resistance +1, scroll of comp lang, scroll of mount,
scroll of obs mist, scroll of reduce per
CR: 6



*FORGOTTEN REALMS Campaign Setting; **Miniatures Handbook

D&D QUICK REFERENCE

Illus. Greg Staples

Kill: LE M Outsider (EXTRAPLANAR)

HD: 5 (32 hp) **INIT:** +7
AC: 20 (T 13, FF 17) **SPD:** 40 ft.
ATK: Sword +5/+5 (1d6+2/19–20, 1d6+1/19–20) **and**
2 claws +5 (1d4+1); **or**
4 claws +7 (1d4+2); **or**
sword +7 (1d6+2/19–20)
SA/SQ: Darkvision 60 ft., implant, imp grab (grp +7,
can bite), paralysis (bite, 1d4 hr., Fort DC 14 negates),
planewalk, SR 21
SV: Fort +6, Ref +7, Will +5
AB: S 15, D 16, Cn 15, I 12, W 12, Ch 11
SK/F: Bal +13, Climb +10, Esc +11, Intim +8,
Lis +9, M Sil +11, S Mot +8, Spot +9, Tmbl +11
POSS: 2 short swords
CR: 6



D&D QUICK REFERENCE

Illus. Greg Staples

Gauth: LE M Aberration

HD: 6 (45 hp) **INIT:** +6
AC: 19 (T 12, FF 17) **SPD:** 5 ft., F 20 ft. (G)
ATK: 2 eye rays +6 rg touch (special) **and**
bite –2 (1d6–1)
SA/SQ: All-around vision, darkvision 60 ft.,
eye rays (*dispel mag*, *inflict mod*, paralysis,
ray exhaust, *scorch ray*, *sleep*; DC 14), stunning gaze
(1 rd, 30 ft., Will DC 14 negates)
SV: Fort +5, Ref +4, Will +9
AB: S 8, D 14, Cn 16, I 15, W 15, Ch 13
SK/F: Hide +11, List +4, Srch +15,
Spot +17; Flyby Attack
CR: 6



D&D QUICK REFERENCE

Illus. Stephen Tappin

Nothic*: LE M Aberration

HD: 5 (42 hp) **INIT:** +5
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: 2 claws +7 (1d4+4)
SA/SQ: Darkvision 120 ft., flesh-rotting gaze
(30 ft., dmg 1d6, Will DC 16 negates), see invis
SV: Fort +5, Ref +2, Will +7
AB: S 18, D 12, Cn 19, I 9, W 13, Ch 8
SK/F: Spot +13
CR: 3

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Stephen Tappin

Snig the Axe (GOBLIN: LE S Humanoid (GOBLINOID) Ftr3

HD: 3 (27 hp) **INIT:** +2
AC: 17 (T 13, FF 15) **SPD:** 30 ft.
ATK: Axe +7 (1d10+2/×3, magic); **or**
javelin +7 rg (1d4+1)
SA/SQ: Darkvision 60 ft.
SV: Fort +5, Ref +3, Will +1
AB: S 13, D 15, Cn 14, I 12, W 10, Ch 6
SK/F: Hide +5, Lis +5, M Sil +5, Ride +8,
Spot +5; Dodge
POSS: Chain shirt, +1 greataxe, 3 javelins,
potion of cure lt
CR: 3



D&D QUICK REFERENCE

Illus. Stephen Tappin

Zhentarim Fighter: LE M Humanoid (HUMAN) Ftr2

HD: 2 (24 hp) **INIT:** +1
AC: 20 (T 11, FF 20) **SPD:** 20 ft.
ATK: Sword +6 (1d6+2/19–20)
SV: Fort +5, Ref +1, Will +1
AB: S 15, D 13, Cn 14, I 8, W 12, Ch 10
SK/F: Intim +4, Lis +1, Srch +0, Spot +3;
Phalanx Fighting*
POSS: Half-plate, hvy steel shield, mwk short sword,
oil of mag wpn, potion of blur, potion of cure lt (2),
potion of cure mod, potion of prot arrows (10/magic)
CR: 2

*Complete Warrior



D&D QUICK REFERENCE

Illus. Stephen Tappin

Gravehound*: NE M Undead

HD: 4 (26 hp) **INIT:** +6
AC: 15 (T 12, FF 13) **SPD:** 40 ft.
ATK: Bite +6 (1d6+4 plus stunning strike)
SA/SQ: Stunning strike (stun 1 rd; Fort DC 16 negates), darkvision 60 ft., scent, +2 turn resistance, undead traits
SV: Fort +0, Ref +3, Will +7
AB: S 17, D 14, Cn —, I 4, W 17, Ch 19
SK/F: Lis +10
CR: 3

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Stephen Tappin

Warrior Skeleton: NE M Undead (AUG HUM (HUMAN))

HD: 1 (6 hp) **INIT:** +5
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Scimitar +1 (1d6+1/18–20)
SA/SQ: DR 5/bludgeoning, darkvision 60 ft., imm cold, undead traits
SV: Fort +0, Ref +1, Will +2
AB: S 13, D 13, Cn —, I —, W 10, Ch 1
POSS: Hvy steel shield, scimitar
CR: 1/3



D&D QUICK REFERENCE

Illus. Stephen Tappin

Ochre Jelly: N L Ooze

HD: 6 (69 hp) **INIT:** –5
AC: 4 (T 4, FF 4) **SPD:** 10 ft., C 10 ft.
ATK: Slam +5 (2d4+3 plus 1d4 acid)
SA/SQ: Blindsight 60 ft., constrict 2d4+3 plus 1d4 acid, imp grab (grp +10), ooze traits, split
SV: Fort +8, Ref –3, Will –3
AB: S 15, D 1, Cn 22, I —, W 1, Ch 1
SK/F: Climb +10
CR: 5



D&D QUICK REFERENCE

Illus. Des Hanley

Abyssal Eviscerator*: CE M Outsider (CHAOTIC, EVIL, EXTRAPLANAR)

HD: 4 (38 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 30 ft.
ATK: 2 claws +10 (1d6+5, chaotic, evil)
SA/SQ: Darkvision 60 ft., imm poison, rake 1d6+5 (grp +9), resist acid 10, cold 10, electricity 10, and fire 10, scent
SV: Fort +9, Ref +4, Will +5
AB: S 20, D 11, Cn 20, I 9, W 12, Ch 11
SK/F: Bal +7, Climb +12, Intim +7, Jump +12, Lis +8, Spot +8, Swim +12; Blind-Fight
CR: 4

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Stephen Tappin

Aspect of Demogorgon*: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

HD: 11 (104 hp) **INIT:** +7
AC: 23 (T 12, FF 20) **SPD:** 35 ft.
ATK: 2 tentacles +14 (1d6+4, chaotic, evil)
SA/SQ: DR 5/epic, darkvision 60 ft., dual actions, imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, see invisibility
SV: Fort +12, Ref +10, Will +12
AB: S 19, D 16, Cn 21, I 20, W 21, Ch 20
SK/F: Conc +19, Jump +18, Lis +21, Spot +21, Cbt Reflex, Dodge
CR: 9

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Des Hanley

Aspect of Lolth: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR)

HD: 14 (105 hp) **INIT:** +4
AC: 21 (T 13, FF 17) **SPD:** 40 ft., C 20 ft.
ATK: Whip +18/+13/+8 (1d6+6/19–20, chaotic, evil, magic, plus 2d6 against good and lawful creatures)
SA/SQ: DR 5/epic, darkvision 60 ft., reach 10 ft. (whip, up to 15 ft.), SR 25
SV: Fort +12, Ref +13, Will +17
AB: S 16, D 18, Cn 17, I 27, W 26, Ch 23
SK/F: Bal +21, Bluff +23, Climb +28, Dipl +10, Disg +23, Esc +21, Intim +25, Jump +24, Lis +25, Srch +25, S Mot +25, Spot +25; Blind-Fight
POSS: +1 anarchic ghost touch unholy whip
CR: 11



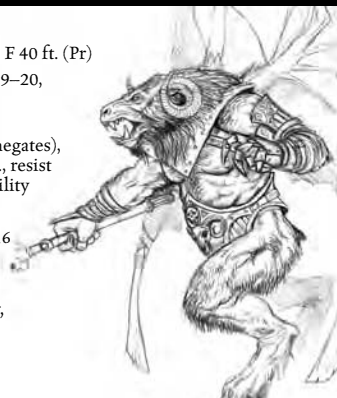
D&D QUICK REFERENCE

Illus. Des Hanley

Aspect of Orcus*: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

HD: 9 (103 hp) **INIT:** +3
AC: 21 (T 12, FF 18) **SPD:** 20 ft., F 40 ft. (Pr)
ATK: Morningstar +16/+11 (2d6+10/19–20, chaotic, evil, magic)
SA/SQ: DR 5/epic, darkvision 60 ft., death strike 1/day (death, Fort DC 17 negates), imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, see invisibility
SV: Fort +13, Ref +9, Will +9
AB: S 23, D 16, Cn 25, I 20, W 17, Ch 16
SK/F: Conc +19, Esc +15, Lis +15, Spot +15; Cleave, Pow Atk
POSS: Wand of Orcus (+1 morningstar, death strike 1/day)
CR: 9

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Des Hanley

Cultist of the Dragon: CE M Humanoid (HUMAN) Sor4

HD: 4 (18 hp) **INIT:** +6
AC: 12 (T 12, FF 10) **SPD:** 30 ft.
ATK: Dagger +3 (1d4+1/19–20, magic); or staff +2 (1d6)
SV: Fort +3, Ref +4, Will +6
AB: S 10, D 14, Cn 12, I 11, W 13, Ch 16
SK/F: Bluff +6, Conc +8, Lis +1, Spell +6, Spot +3; Dodge, Sudden Silent*
SPELLS: Known (6/7/4) 0—acid spl, det poison, det mag, r mag, light, mag hand; 1st—lesser fire orb* (4; +6 rg touch, 3d8 fire), Mordenkainen's buzzing bee*, shld; 2nd—summ mon II
POSS: Cloak of resistance +1, +1 dagger, quarterstaff
CR: 4

*Miniatures Handbook



D&D QUICK REFERENCE

Illus. Stephen Tappin

Cursed Spirit*: CE M Undead (INCORPOREAL)

HD: 3 (22 hp) **INIT:** +2
AC: 13 (T 13, FF 11) **SPD:** Fly 30 ft. (perfect)
ATK: Incorporeal touch +3 (1d8+1)
SA/SQ: Curse aura (adjacent opponents, -2 all saves), darkvision 60 ft., incorporeal traits, undead traits
SV: Fort +1, Ref +3, Will +2
AB: S —, D 14, Cn —, I 9, W 8, Ch 13
SK/F: Intim +7, Lis +5, Spot +5
CR: 3

*Miniatures Handbook



Illus. Des Hanley

D&D QUICK REFERENCE

Githyanki Fighter: CE M Humanoid (EXTRAPLANAR) Ftr6/Wiz1

HD: 7 (50 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Sword +12/+7 (2d6+8/19-20, magic)
SA/SQ: Darkvision 60 ft., SR 12
SV: Fort +8, Ref +6, Will +4
AB: S 16, D 16, Cn 15, I 12, W 8, Ch 8
SK/F: Intim +8, Lis -1, Spot +6; Dodge, Mobil, Pow Atk, Spring Atk
SPELLS: 0—*ray frost* (4); 1st—*mag armor*, *mag missile* (2) (Psionics) 3/day—*blur*, *daze* (DC 9), *dim door*, *mag hand*
POSS: +2 *greatsword*, *cloak of resistance* +1, scroll of *exp retreat*, scroll of *shield*
CR: 8



Illus. Des Hanley

D&D QUICK REFERENCE

Hill Giant: CE L Giant

HD: 12 (102 hp) **INIT:** -1
AC: 20 (T 8, FF 20) **SPD:** 30 ft.
ATK: Club +16/+11 (2d8+10); **or**
2 slams +15 (1d4+7); **or**
rock +8 rg (2d6+7)
SA/SQ: Low-light, rock catching 1/rd, rock throwing, reach 10 ft.
SV: Fort +12, Ref +3, Will +4
AB: S 25, D 8, Cn 19, I 6, W 10, Ch 7
SK/F: Climb +7, Jump +7, Lis +3, Spot +6; Cleave, Imp Bull Rush, Pow Atk, Imp Sunder
POSS: Hide, greatclub, bag of rocks
CR: 7



Illus. Stephen Tappin

D&D QUICK REFERENCE

Orc Champion: CE M Humanoid (ORC) Bbn1/Ftr6

HD: 7 (66 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 45 ft.
ATK: Halberd +14/+10 (1d10+10/×3, magic)
SA/SQ: Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, -2 AC)
SV: Fort +9, Ref +3, Will +2
AB: S 20, D 13, Cn 14, I 8, W 10, Ch 6
SK/F: Climb +6, Jump +15, Lis +4, Spot +0, Surv +4, Swim +6, Tmpl +4; Cleave, Dodge, Pow Atk
POSS: +2 *studded leather*, +1 *halberd*, *potion of bark* +3, *potion of cure lt*, *potion of end elements*
CR: 7



Illus. Des Hanley

D&D QUICK REFERENCE

Drow Sergeant: CE M Humanoid (ELF) Ftr2

HD: 2 (17 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 35 ft.
ATK: Rapier +6 (1d6+2/18-20 plus poison)
SA/SQ: Darkvision 120 ft., drow traits, poison (Fort DC 13, unconscious 2d4 hours), SR 13
SV: Fort +4, Ref +2, Will +1
AB: S 15, D 15, Cn 12, I 10, W 12, Ch 12
SK/F: Hide +2, Lis +3, Srch +4, Spot +5; Dodge
POSS: +1 *chain shirt*, *mwk rapier*, *lt steel shield*, *oil of mag wpn*, *potion of cure lt*, *potion of pass w/o trace*, *potion of gas form*
CR: 3



Illus. Des Hanley

D&D QUICK REFERENCE

Gnoll Archer: CE M Humanoid (GNOLL)

HD: 2 (11 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 30 ft.
ATK: Axe +3 (1d8+3/×3); **or**
bow +1 rg (1d6+2/×3)
SA/SQ: Darkvision 60 ft.
SV: Fort +4, Ref +0, Will +0
AB: S 15, D 10, Cn 13, I 8, W 11, Ch 8
SK/F: Lis +2, Spot +3; Pow Atk
POSS: *Leather*, *battleaxe*, *comp shortbow* (+2 Str bonus), 10 arrows
CR: 1



Illus. Stephen Tappin

D&D QUICK REFERENCE

Medium Fire Elemental: CE M Elemental (EXTRAPLANAR, FIRE)

HD: 4 (26 hp) **INIT:** +7
AC: 16 (T 13, FF 13) **SPD:** 50 ft.
ATK: Slam +6 (1d6+1 plus 1d6 fire)
SA/SQ: Burn, darkvision 60 ft., elemental traits, imm fire, vuln cold
SV: Fort +3, Ref +7, Will +1
AB: S 12, D 17, Cn 14, I 4, W 11, Ch 11
SK/F: Lis +3, Spot +4; Dodge, Mobil
CR: 3



Illus. Stephen Tappin

D&D QUICK REFERENCE

Orc Raider: CE M Humanoid (ORC) Rog2/Bbn1

HD: 3 (19 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 45 ft.
ATK: Scimitar +8 (1d6+4/18-20); **or**
scimitar +4 (1d6+4/18-20) and shield bash +0 (1d4+3)
SA/SQ: Darkvision 60 ft., evasion, light sensitivity, rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, -2 AC), sneak attack +1d6, trapfinding
SV: Fort +3, Ref +5, Will -1
AB: S 19, D 14, Cn 13, I 10, W 8, Ch 6
SK/F: Bal +9, Climb +9, Hide +6, Jump +15, Lis +5, M Sil +7, Spot +4, Surv +3, Tmpl +9
POSS: +1 *leather*, +1 *spiked lt steel shield*, *mwk scimitar*
CR: 3

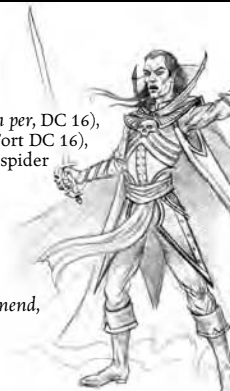


Illus. Des Hanley

D&D QUICK REFERENCE

Vampire Aristocrat: CE M Undead (AUG HUM (HUMAN)) Ari5/Sor2

HD: 7 (54 hp) **INIT:** +8
AC: 20 (T 14, FF 16) **SPD:** 35 ft.
ATK: Rapier +12 (1d6+7/18–20, magic)
SA/SQ: Alt form (dire bat or dire wolf), blood drain (1d4 Con/rd, grp +9), create spawn, dominate (as *dom per*, DC 16), DR 10/silver and magic, energy drain (2 neg levels, Fort DC 16), fast heal 5, gas form, resist cold 10 and electricity 10, spider climb, +4 turn resistance
SV: Fort +2, Ref +8, Will +9
AB: S 20, D 18, Cn —, I 17, W 12, Ch 16
SK/F: Hide +12, Lis +22, M Sil +12, Spot +19; Cbt Reflex, Dodge, Mobil
SPELLS: Known (6/5): 0—*resist, det mag, disr und, mend, arc mark*; 1st—*exp retreat, mag missile*
POSS: +2 rapier, cloak of resistance +1
CR: 8

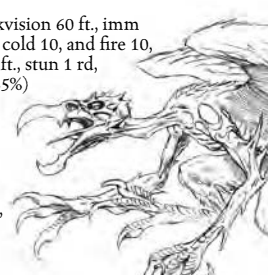


D&D QUICK REFERENCE

Illus. Des Hanley

Vrock: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

HD: 10 (115 hp) **INIT:** +2
AC: 22 (T 11, FF 20) **SPD:** 30 ft., F 50 ft. (Av)
ATK: 2 claws +15 (2d6+6, chaotic, evil) and bite +13 (1d8+3, chaotic, evil) and 2 talons +13 (1d6+3, chaotic, evil)
SA/SQ: DR 10/good, dance of ruin 1/3 rds, darkvision 60 ft., imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, SR 17, spores 1/3 rds, stunning screech 1/hr (30 ft., stun 1 rd, Fort DC 22 negates), *summon tanar'ri* (1 vrock, 35%)
SV: Fort +14, Ref +9, Will +10
AB: S 23, D 15, Cn 25, I 14, W 16, Ch 16
SK/F: Conc +20, Hide +11, Lis +24, M Sil +15, Spot +24; Cleave, Cbt Reflex, Pow Atk
SPELLS: At will—*gr tport* (self + 50 lb. objects), *mirror image, tkinesis* (DC 18); 1/day—*heroism*
CR: 9



D&D QUICK REFERENCE

Illus. Stephen Tappin

Young Minotaur: CE M Monstrous Humanoid

HD: 3 (28 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Sword +8 (2d6+7/19–20)
SA/SQ: Darkvision 60 ft., natural cunning (never lost, track enemies), powerful charge 2d8+7, scent 10 ft.
SV: Fort +7, Ref +5, Will +3
AB: S 21, D 15, Cn 18, I 8, W 10, Ch 6
SK/F: Lis +5, Srch +1, Spot +5; Pow Atk
POSS: Greatsword
CR: 3



D&D QUICK REFERENCE

Illus. Stephen Tappin

Yuan-Ti Pureblood: CE M Monstrous Humanoid

HD: 4 (18 hp) **INIT:** +5
AC: 17 (T 11, FF 16) **SPD:** 30 ft.
ATK: Scimitar +5 (1d6/18–20)
SA/SQ: Alt form (T to L viper), darkvision 60 ft., det poison, SR 14
SV: Fort +1, Ref +5, Will +4
AB: S 11, D 13, Cn 11, I 12, W 10, Ch 12
SK/F: Conc +7, Disg +4 (+9 human), Hide +3, Lis +4, Spot +4; Blind-Fight, Dodge
SPELLS: (Spell-Like Abilities) 1/day—*ani trance* (DC 13), *cause fear* (DC 12), *charm per* (DC 12), *dark, entang* (DC 12)
POSS: Mwk studded leather, mwk heavy shield, mwk scimitar
CR: 3



D&D QUICK REFERENCE

Illus. Des Hanley