

MONSTER QUICK STATISTICS

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Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4 tentacles +12 (1d6+9 and transformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19
Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. Wis); babble, madness; undead, incorporeal, +2 turn resistance
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Med.	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Garg.	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Col.	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankheg	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Athach	20	14d8+70	133	+1	2 huge clubs +12/+12 (2d6+4), bite +14 (2d8+4 &p), or 2 rocks +5/+5 (2d6); poison (DC22, 1d6/2d6 Str)
Azer	19	2d8+2	11	+1	warhammer +3 (1d8+1 and 1 fire), halfspear +3 (1d6+1 and 1 fire); heat; SR 13, fire subtype
Barghest	18	6d8+6	33	+6	bite +9 (1d6+3), 2 claws +4 (1d4+1); spell-like abilities, feed; damage reduction 15/+1, scent, alternate form
Barghest, Greater	20	9d8+18	58	+6	bite +12 (1d8+4), 2 claws +7 (1d6+2); spell-like abilities, feed; damage reduction 15/+1, scent, alternate form
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Behir	16	9d10+45	94	+1	bite +15 (2d4+8), 6 claws +10 (1d4+4); breath (70 ft., DC19, 7d6), improved grab, swallow whole, constrict 2d8+8; electricity immunity, scent, can't be tripped
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Belker	22	7d8+7	38	+5	2 wings +9 (1d6+2), bite +4 (1d4+1), 2 claws +4 (1d3+1); smoke claws; smoke form
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bodak	15	9d12	58	+6	slam +6 (1d8+1); death gaze; DR 15/silver, fire and acid resistance 20, electricity immunity, sunlight vul., flashback
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvisn. 60 ft.
Bulette	22	9d10+45	94	+2	bite +12 (2d8+8), 2 claws +7 (2d6+4); leap; scent, tremors.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Cel., Lantern Arch.	15	1d8	4	+4	2 light rays +2 (1d6); spell abilities; DR 20/+1, cel. qualities
Cel., Hound Arch.	19	6d8+6	33	+4	bite +8 (1d8+2), 2 slams +3 (1d4+1); spell-like abilities; DR 10/+1, SR 16, celestial qualities, scent, alternate form
Cel., Avoral	21	7d8+7	38	+7	2 claws +9 (2d6+2), 2 wings +9 (2d8+2); spell-like abilities, fear aura; DR 10/+1, SR 25, celestial qualities, lay on hands, animal telepathy, true seeing
Cel., Ghaele	25	10d8+20	65	+5	+4 greatsword +21/+16 (2d6+14 & positive energy), 2 light rays +11 (2d12); spell-like abilities, spells, gaze, DR 25/+3, SR 28, celestial qualities, alternate form
Cel., Trumpet Arch	27	12d8+12	66	+7	+4 greatsword +21/+16/+11 (2d6+11); spell-like abilities, spells, trumpet; DR 10/+1, SR 29, celestial qualities

Monster	AC	HD	hp	Init	Attacks and Qualities
Cel., Astral Deva	29	12d8+48	102	+8	+3 heavy mace of disruption +21/+16/+11 (1d8+12 & stun); stun, spell-like abilities; DR 10/+1, SR 30, celestial qualities, uncanny dodge
Cel., Planetar	32	14d8+70	133	+8	+3 greatsword +23/+18/+13 (2d6+13); spell-like abilities, spells; DR 30/+3, SR 30, celestial qualities, fast healing 10
Cel., Solar	35	22d8+110	209	+9	+5 dancing vorpal grtsword +35/+30/+25/+20/15 (2d6+18), +2 mty comp. l-bow +28/+23/+18/+13/+8 (1d8+7 & slaying); spell-like abilities, spells; DR 35/+4, SR 32, celestial qualities, fast healing 15
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chaos Beast	16	8d8+8	44	+5	2 claws +10 (1d3+2 & corporeal instability); SR 15, immune to transformation, immune to critical hits
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Choker	16	3d8+3	16	+4	2 tentacles +6 (1d3+3); haste, imp. grab, constrict 1d3+3
Chuul	22	11d8+44	93	+7	2 claws +12 (2d6+5); improved grab, squeeze, paralysis (DC19); paralysis and poison immunity
Cloaker	19	6d8+18	45	+7	tail +8 (1d6+5), bite +3 (1d4+2); moan, engulf, shadow shift
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Couatl	15	9d8+18	58	+7	bite +12 (1d3+6 &p); poison (DC16, 2d4/4d4 Str), spells, psionics, constrict 2d8+6; telepathy, ethereal jaunt
Darkmantle	17	1d10+1	6	+4	slam +5 (1d4+4); drknss, imp. grab, constrict 1d4+4; blindst
Delver	14	15d8+75	142	+5	2 slams +17 (1d6+8 and 2d6 acid); acid immunity, corrosive slime, tremorsense, stone shape
Demon, Dretch	16	2d8	9	0	2 claws +3 (1d4), bite +1 (1d4); spell-like abilities, summon demon; DR 5/silver, SR 5, demon qualities
Demon, Quasit	18	3d8	13	+3	2 claws +8 (1d3-1 &p), bite +3 (1d4-1); poison (DC13, 1d4/ 2d4 Dex), spell-like abilities, DR 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regen. 2
Demon, Succubus	20	6d8+6	33	+1	2 claws +7 (1d3+1); spell-like abilities, energy drain (kiss, remove DC18), summon demon; DR 20/+2, SR 12, demon qualities, alternate form, tongues
Demon, Bebilith	25	12d8+48	102	+5	bite +19 (2d6+9 &p), 2 claws +14 (2d4+4 & armor damage); poison (DC20, 1d6/2d6 Con), web; DR 30/+3, protective aura, plane shift, scent, telepathy
Demon, Retriever	22	10d10	55	+1	4 claws +12 (2d6+7), bite +7 (1d6); eye rays +6 ranged touch, improved grab, find target; construct, fast heal. 5
Demon, Vrock	25	8d8+24	60	+2	2 claws +11 (1d8+4), bite +9 (1d6+2), 2 rakes +9 (1d4+2); spell-like abilities, spores, screech, dance of ruin, summon demon; DR 20/+2, SR 22, demon qualities
Demon, Hezrou	26	9d8+27	67	0	bite +13 (4d4+5), 2 claws +8 (1d6+2); spell-like abilities, stench (10 ft., DC17, nausea), improved grab, summon demon; DR 20/+2, SR 23, demon qualities, half damage
Demon, Glabrezu	27	10d8+40	85	0	2 pincers +15 (2d6+7), 2 claws +13 (1d3+3), bite +13 (1d4+3); spell abilities, imp. grab, summon demon; DR 20/+2, SR 21, demon qualities, detect magic, true seeing
Demon, Nalfeshne	28	11d8+44	93	+1	bite +15 (2d4+6), 2 claws +13 (1d4+3); spell-like abilities, smite, summon demon; DR 20/+2, SR 24, demon qualities, know alignment, see invisibility
Demon, Marilith	29	9d8+45	85	+2	weapon +13/+8 (1d8+5), 5 weapons +13 (1d8+2), tail slam +11 (4d6+2); spell-like abilities, imp. grab, constrict 4d6+7, summon demon; DR 20/+2, SR 25, demon qualities
Demon, Balor	30	13d8+52	110	+5	+1 vorpal greatsword +18/+13/+8 (2d6+8), whip +17 (1d4+3 & entangle), 2 slams +19 (1d6+7 & fear); spell-like abilities, fear, entangle, body flames, summon demon; DR 30/+3, SR 28, demon qualities, death throes

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Destrachan	16	8d8+24	60	+5	2 claws +9 (1d6+4); destructive harmonics, reverberating harmonics; blindsight, protection from sonics
Devil, Lemure	13	2d8	9	0	2 claw +2 (1d3); DR 5/silver, SR 5, devil qualities, mindless
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 &p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Devil, Osyluth	17	5d8+10	32	+4	bite +9 (1d8+5), 2 claw +4 (1d4+2), sting +4 (3d4+2 &p); poison (DC14, 1d6, 2d6 Str), spell-like abilities, fear aura, summon devil; DR 10/+1, SR 22, devil qualities, know alignment
Devil, Kyton	18	8d8+8	44	+4	2 chain rakes +9 (1d8+1); dancing chains, unnerving gaze; DR 20/+2, SR 17, cold immunity, regeneration 2
Devil, Bezekira	14	7d8+21	52	+6	2 claws +12 (1d4+6), bite +7 (2d6+3); pounce, improved grab, rake 1d4+3; scent, invisible in light, SR 16, DR 20/+2, fire resistance 20
Devil, Barbazu	17	6d8+6	33	+4	glaive +8/+3 (1d10+3 & wounding), 2 claws +8 (1d4+2); beard (1d8+2 &d), disease (DC14), battle frenzy, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Erinyes	20	6d8+6	33	+1	longsword +8/+3 (1d8+3), longbow +7/+2 (1d8), rope +7 (entangle); charm person, summon devil; DR 10/+1, SR 12, devil qualities, tongues
Devil, Hamatula	22	9d8+9	49	0	2 claws +12 (2d4+3 & fear); improved grab, impale 3d4+4, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Cornugon	25	11d8+33	82	+1	whip +15/+10/+5 (1d6+5 & stun), 2 claws +15 (1d4+5), bite +9 (1d4+2), tail +9 (1d3+2 and wound); spell-like abilities, fear aura, wound, summon devil; DR 20/+2, SR 24, devil qualities, regeneration 5
Devil, Gelugon	28	12d8+60	114	+1	longspear +17/+12/+7 (1d8+9), 2 claw +17 (1d8+6), bite +12 (2d4+3), tail +12 (3d4+3 & cold); spell-like abils, fear aura, summon devil; DR 20/+2, SR 25, devil qualities, regen. 5
Devil, Pit Fiend	30	13d8+65	123	+5	2 claws +19 (1d6+7), 2 wings +14 (1d4+3), bite +14 (2d6+3 &p &d), tail +14 (2d4+3); poison (DC21, 1d6 Str/death), disease (DC14), spell abil., fear, improved grab, constrict 2d4+10, sum. devil; DR 30/+3, SR 28, devil qual., regen. 5
Devourer	18	12d12	78	+4	2 claws +11 (1d6+5); energy drain (remove DC19), trap essence, spell-lk abilities; undead, spell deflection, SR 21
Digester	17	8d10+24	68	+6	rake +11 (1d8+4); acid spray (20 ft. Cone, 4d8, every 1d4 rounds); scent, acid immunity
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent
Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d); disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Con/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pnce, rake 1d6+3; scent
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pnce, rake 2d4+4; scent
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); imp. grab, swallow whole; keen scent
Displacer Beast	16	6d10+18	51	+2	2 tentacles +9 (1d6+4), bite +4 (1d8 +2); displacement, resistance to ranged attacks
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities

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Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Black, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 2d4); blindst (30 ft.), immunities
Drag., Black, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 4d4); blindst (60 ft.), immunities
Drag., Black, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 6d4); blindst (90 ft.), immunities
Drag., Black, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 8d4), spell-like abilities; blindst (120 ft.), immunities
Drag., Black, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 10d4), spell-like abilities, spells (1st), fright (150 ft., DC19); blindst (150 ft.), DR 5/+1, immunities, SR 17
Drag., Black, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindst (180 ft.), DR 5/+1, immunities, SR 18
Drag., Black, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 14d4), spell-like abilities, spells (5th), fright (210 ft., DC23); blindst (210 ft.), DR 10/+1, immunities, SR 21
Drag., Black, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 16d4), spell-like abilities, spells (7th), fright (240 ft., DC24); blindst (240 ft.), DR 10/+1, immunities, SR 22
Drag., Black, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 18d4), spell-like abilities, spells (9th), fright (270 ft., DC27); blindst (270 ft.), DR 15/+2, immunities, SR 23
Drag., Black, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 20d4), spell-like abilities, spells (11th), fright (300 ft., DC28); blindst (300 ft.), DR 15/+2, immunities, SR 25
Drag., Black, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 22d4), spell-like abilities, spells (13th), fright (330 ft., DC31); blindst (330 ft.), DR 20/+3, immunities, SR 26
Drag., Black, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 24d4), spell-like abilities, spells (15th), charm reptiles, fright (360 ft, DC33); blindst (360 ft.), DR 20/+3, immunities, SR 28
Drag., Blue, Wlg	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (40 ft., DC14, 2d8); blindst (30 ft.), immunities
Drag., Blue, VY	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (60 ft., DC16, 4d8); blindst (60 ft.), immunities
Drag., Blue, Yng	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (60 ft., DC18, 6d8); blindst (90 ft.), immunities
Drag., Blue, Juv	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (80 ft., DC20, 8d8), spells (1st); blindst (120 ft.), immunities
Drag., Blue, YA	26	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d8), spells (3rd), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Blue, Adl	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Blue, MA	31	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d8), spell-like abilities, spells (7th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 22
Drag., Blue, Old	34	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d8), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 24

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Drag., Blue, VO	37	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d8), spell-like abilities, spells (11th), fright (270 ft., DC29); blindst (270 ft.), DR 15/+2, immunities, SR 25
Drag., Blue, Anc	38	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35 (2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d8), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 27
Drag., Blue, Wyr	41	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d8), spell-like abilities, spells (15th), fright (330 ft., DC33); blindst (330 ft.), DR 20/+3, immunities, SR 29
Drag., Blue, GW	44	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43 (2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d8), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 31
Drag., Green, Wlg	15	5d12+5	37	0	bite +7 (1d6+1), 2 claws +2 (1d4); breath (20 ft., DC13, 2d6); blindst (30 ft.), immunities
Drag., Green, VY	17	8d12+16	68	0	bite +10 (1d8+2), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC16, 4d6); blindst (60 ft.), immunities
Drag., Green, Yng	20	11d12+22	93	0	bite +14 (1d8+3), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (30 ft., DC17, 6d6); blindst (90 ft.), immunities
Drag., Green, Juv	22	14d12+42	133	0	bite +17 (2d6+4), 2 claws +12 (1d8+2), 2 wings +12 (1d6+2), tail slap +12 (1d8+6); breath (40 ft., DC20, 8d6), spells (1st); blindst (120 ft.), immunities
Drag., Green, YA	25	17d12+68	178	0	bite +21 (2d6+5), 2 claws +16 (1d8+2), 2 wings +16 (1d6+2), tail slap +16 (1d8+7); breath (40 ft., DC22, 10d6), spells (3rd), fright (150 ft., DC20); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Green, Adl	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Green, MA	30	23d12+115	264	+4	bite +30 (2d8+9), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+13); breath (50 ft., DC26, 14d6), spell-like abilities, spells (7th), fright (210 ft., DC24); blindst (210 ft.), DR 10/+1, immunities, SR 22
Drag., Green, Old	33	26d12+156	325	+4	bite +34 (2d8+10), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+15); breath (50 ft., DC29, 16d6), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 24
Drag., Green, VO	36	29d12+174	362	+4	bite +38 (2d8+11), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+16); breath (50 ft., DC30, 18d6), spell-like abilities, spells (11th), fright (270 ft., DC28); blindst (270 ft.), DR 15/+2, immunities, SR 25
Drag., Green, Anc	37	32d12+224	432	+4	bite +40 (4d6+12), 2 claws +35 (2d8+6), 2 wings +35 (2d6+6), tail slap +35 (2d8+18); breath (60 ft., DC33, 20d6), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 27
Drag., Green, Wyr	40	35d12+280	507	+4	bite +44 (4d6+13), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+19); breath (60 ft., DC35, 22d6), spell-like abilities, spells (15th), fright (330 ft., DC32); blindst (330 ft.), DR 20/+3, immunities, SR 28
Drag., Green, GW	43	38d12+304	551	+4	bite +48 (4d6+14), 2 claws +43 (2d8+7), 2 wings +43 (2d6+7), tail slap +43 (2d8+21); breath (60 ft., DC37, 24d6), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 30
Drag., Red, Wlg	16	7d12+14	59	0	bite +10 (1d8+3), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC15, 2d10); blindst (30 ft.), fire subtype, immunities
Drag., Red, VY	18	10d12+30	95	0	bite +14 (2d6+5), 2 claws +9 (1d8+2), 2 wings +9 (1d6+2), tail slap +9 (1d8+7); breath (40 ft., DC18, 4d10); blindst (60 ft.), fire subtype, immunities
Drag., Red, Yng	21	13d12+39	123	0	bite +19 (2d6+7), 2 claws +14 (1d8+3), 2 wings +14 (1d6+3), tail slap +14 (1d8+10); breath (40 ft., DC19, 6d10), spells (1st); blindst (90 ft.), fire subtype, immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Red, Juv	24	16d12+64	168	0	bite +24 (2d6+9), 2 claws +19 (1d8+4), 2 wings +19 (1d6+4), tail slap +19 (1d8+13); breath (0 ft., DC, d10), spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Red, YA	26	19d12+95	218	0	bite +27 (2d8+10), 2 claws +22 (2d6+5), 2 wings +22 (1d8+5), tail slap +22 (2d6+15); breath (50 ft., DC24, 10d10), spells (5th), fright (150 ft., DC21); blindst (150 ft.), fire subtype, DR 5/+1, immunities, SR 19
Drag., Red, Adl	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindst (180 ft.), fire subtype, DR 5/+1, immunities, SR 21
Drag., Red, MA	32	25d12+150	312	+4	bite +34 (2d8+11), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+16); breath (50 ft., DC28, 14d10), spells (9th), fright (210 ft., DC26); blindst (210 ft.), fire subtype, DR 10/+1, immunities, SR 23
Drag., Red, Old	33	28d12+196	378	+4	bite +36(4d6+12), 2 claws +31(2d8+6), 2 wings +31(2d6+6), tail slap +31 (2d8+18); breath (60 ft., DC31, 16d10), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 24
Drag., Red, VO	36	31d12+248	449	+4	bite +40(4d6+13), 2 claws +35(2d8+6), 2 wings +35(2d6+6), tail slap +35 (2d8+19); breath (60 ft., DC33, 18d10), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 26
Drag., Red, Anc	39	34d12+306	527	+4	bite +44(4d6+14), 2 claws +39(2d8+7), 2 wings +39(2d6+7), tail slap +39 (2d8+21); breath (60 ft., DC36, 20d10), spell-like abilities, spells (15th), fright (300 ft., Will DC 34); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Red, Wyr	42	37d12+370	610	+4	bite +48(4d6+15), 2 claws +43(2d8+7), 2 wings +43(2d6+7), tail slap +43 (2d8+22); breath (60 ft., DC38, 22d10), spell-like abilities, spells (17th), fright (330 ft., DC35); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 30
Drag., Red, GW	41	40d12+400	660	+4	bite +49(4d8+17), 2 claws +44(4d6+8), 2 wings +44(2d8+8), tail slap +44 (4d6+25); breath (70 ft., DC40, 24d10), spell-like abilities, spells (19th), fright (360 ft., DC38); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 32
Drag., White, Wlg	14	3d12+3	22	0	bite +5 (1d4), 2 claws +0 (1d3); breath (15 ft., DC12, 1d6); blindst (30 ft.), cold subtype, immunities
Drag., White, VY	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (20 ft., DC14, 2d6); blindst (60 ft.), cold subtype, immunities
Drag., White, Yng	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 3d6); blindst (90 ft.), cold subtype, immunities
Drag., White, Juv	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (30 ft., DC18, 4d6), spell-like abilities; blindst (120 ft.), cold subtype, immunities
Drag., White, YA	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (40 ft., DC20, 5d6), spell-like abilities, fright (150 ft., DC16); blindst (150 ft.), cold subtype, DR 5/+1, immunities, SR 16
Drag., White, Adl	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindst (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Drag., White, MA	28	21d12+105	241	+4	bite +27 (2d8+8), 2 claws +22 (2d6+4), 2 wings +22 (1d8+4), tail slap +22 (2d6+12); breath (50 ft., DC25, 7d6), spell-like abilities, spells (3rd), fright (210 ft., DC21); blindst (210 ft.), cold subtype, DR 10/+1, immunities, SR 20
Drag., White, Old	31	24d12+120	276	+4	bite +31 (2d8+9), 2 claws +26 (2d6+4), 2 wings +26 (1d8+4), tail slap +26 (2d6+13); breath (50 ft., DC27, 8d6), spell-like abilities, spells (5th), fright (240 ft., DC23); blindst (240 ft.), cold subtype, DR 10/+1, immunities, SR 21

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., White, VO	34	27d12+162	337	+4	bite +35 (2d8+10), 2 claws +30 (2d6+5), 2 wings +30 (1d8+5), tail slap +30 (2d6+15); breath (50 ft., DC29, 9d6), spell-like abilities, spells (7th), fright (270 ft., DC25); blindst (270 ft.), cold subtype, DR 15/+2, immunities, SR 23
Drag., White, Anc	37	30d12+180	375	+4	bite +39 (2d8+11), 2 claws +34 (2d6+5), 2 wings +34 (1d8+5), tail slap +34 (2d6+16); breath (50 ft., DC31, 10d6), spell-like abilities, spells (9th), fright (300 ft., DC27); blindst (300 ft.), cold subtype, DR 15/+2, immunities, SR 24
Drag., White, Wyr	38	33d12+231	445	+4	bite +41 (4d6+12), 2 claws +36 (2d8+6), 2 wings +36 (2d6+6), tail slap +36 (2d8+18); breath (60 ft., DC33, 11d6), spell-like abilities, spells (11th), fright (330 ft., DC28); blindst (330 ft.), cold subtype, DR 20/+3, immunities, SR 25
Drag., White, GW	41	36d12+288	522	+4	bite +45 (4d6+13), 2 claws +40 (2d8+6), 2 wings +40 (2d6+6), tail slap +40 (2d8+19); breath (60 ft., DC36, 12d6), spell-like abilities, spells (13th), fright (360 ft., DC32); blindst (360 ft.), cold subtype, DR 20/+3, immunities, SR 27
Drag., Brass, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 1d6 or 15 ft., sleep 1d6+1), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Brass, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., sleep 1d6+2), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Brass, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 3d6 or 30 ft., sleep 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immun.
Drag., Brass, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 4d6 or 30 ft., sleep 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft), fire subtype, immun.
Drag., Brass, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 5d6 or 40 ft., sleep 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC20); blindst (150 ft), fire s-type, DR 5/+1, immun., SR 18
Drag., Brass, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindst (180 ft), fire s-type, DR 5/+1, immun., SR 20
Drag., Brass, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 7d6 or 50 ft., sleep 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC24); blindst (210 ft), fire subtype, DR 10/+1, immunities, SR 22
Drag., Brass, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 8d6 or 50 ft., sleep 1d6+8), spell-lk abilities, spells (11th), fright (240 ft., DC25); blindst (240 ft), fire subtype, DR 10/+1, immunities, SR 24
Drag., Brass, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 9d6 or 50 ft., sleep 1d6+9), spell-lk abilities, spells (13th), fright (270 ft., DC28); blindst (270 ft), fire subtype, DR 15/+2, immunities, SR 25
Drag., Brass, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 10d6 or 50 ft., sleep 1d6+10), spell-lk abil, spells (15th), fright (300 ft., DC29); blindst (300 ft), fire subtype, DR 15/+2, immunities, SR 27
Drag., Brass, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 11d6 or 60 ft., sleep 1d6+11), spell-lk abil, spells (17th), fright (330 ft., DC32); blindst (330 ft), fire subtype, DR 20/+3, immunities, SR 28

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Brass, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 12d6 or 60 ft., sleep 1d6+12), spell-lk abil, spells (19th), fright (360 ft., DC33); blindst (360 ft), fire subtype, DR 20/+3, immunities, SR 30
Drag., Bronze, Wlg	15	6d12+6	45	0	bite +7 (1d6), 2 claws +2 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., repulsed 1d6+1), spell-like abilities; blindst (30 ft.), immunities
Drag., Bronze, VY	17	9d12+18	76	0	bite +10 (1d8+1), 2 claws +5 (1d6), 2 wings +5 (1d4); breath (60 ft., DC16, 4d6 or 0 ft., repulsed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Bronze, Yng	20	12d12+24	102	0	bite +14 (1d8+2), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (60 ft., DC18, 6d6 or 30 ft., repulsed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Bronze, Juv	22	15d12+45	142	0	bite +17 (2d6+3), 2 claws +12 (1d8+1), 2 wings +12 (1d6+1), tail slap +12 (1d8+4); breath (80 ft., DC20, 8d6 or 40 ft., repulsed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Bronze, YA	25	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d6 or 40 ft., repulsed 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Bronze, Adl	27	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d6 or 50 ft., repulsed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC25); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Bronze, MA	30	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d6 or 50 ft., repulsed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Bronze, Old	33	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d6 or 50 ft., repulsed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft), DR 10/+1, immun., SR 25
Drag., Bronze, VO	36	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33(1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d6 or 50 ft., repulsed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft), DR 15/+2, immun., SR 26
Drag., Bronze, Anc	37	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35(2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d6 or 60 ft., repulsed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC33); blindst (300 ft), DR 15/+2, immun., SR 28
Drag., Bronze, Wyr	40	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39(2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d6 or 60 ft., repulsed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC36); blindst (330 ft), DR 20/+3, immun., SR 29
Drag., Bronze, GW	43	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43(2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d6 or 60 ft., repulsed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC37); blindst (360 ft), DR 20/+3, immun., SR 31
Drag., Copper, Wlg	16	5d12+5	37	0	bite +7 (1d4), 2 claws +2 (1d3); breath (30 ft., DC13, 2d4 or 15 ft., slowed 1d6+1); blindst (30 ft.), immunities
Drag., Copper, VY	18	8d12+8	60	0	bite +10 (1d6+1), 2 claws +5 (1d4); breath (40 ft., DC15, 4d4 or 20 ft., slowed 1d6+2); blindst (60 ft.), immunities
Drag., Copper, Yng	20	11d12+22	93	0	bite +13 (1d8+2), 2 claws +8 (1d6+1), 2 wings +8 (1d4+1); breath (60 ft., DC17, 6d4 or 30 ft., slowed 1d6+3), spells (1st); blindst (90 ft.), immunities
Drag., Copper, Juv	23	14d12+28	119	0	bite +17 (1d8+3), 2 claws +12 (1d6+1), 2 wings +12 (1d4+1); breath (60 ft., DC19, 8d4 or 30 ft., slowed 1d6+4), spells (3rd); blindst (120 ft.), immunities

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Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Copper, YA	25	17d12+51	161	0	bite +20 (2d6+4), 2 claws +15 (1d8+2), 2 wings +15 (1d6+2), tail slap +15 (1d8+6); breath (80 ft., DC21, 10d4 or 40 ft., slowed 1d6+5), spells (5th), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Copper, Adl	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Copper, MA	30	23d12+115	264	+4	bite +29 (2d8+8), 2 claws +24 (2d6+4), 2 wings +24 (1d8+4), tail slap +24 (2d6+12); breath (100 ft., DC26, 14d4 or 50 ft., slowed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Copper, Old	33	26d12+130	299	+4	bite +33 (2d8+9), 2 claws +28 (2d6+4), 2 wings +28 (1d8+4), tail slap +28 (2d6+13); breath (100 ft., DC28, 16d4 or 50 ft., slowed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 25
Drag., Copper, VO	36	29d12+174	362	+4	bite +37 (2d8+10), 2 claws +32 (2d6+5), 2 wings +32(1d8+5), tail slap +32 (2d6+15); breath (100 ft., DC30, 18d4 or 50 ft., slowed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC29); blindst (270 ft.), DR 15/+2, immunities, SR 26
Drag., Copper, Anc	39	32d12+192	400	+4	bite +41 (2d8+11), 2 claws +36 (2d6+5), 2 wings +36(1d8+5), tail slap +36 (2d6+16); breath (100 ft., DC32, 20d4 or 50 ft., slowed 1d6+10), spell-lk abilities, spells (15th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 28
Drag., Copper, Wyr	40	35d12+245	472	+4	bite +43 (4d6+12), 2 claws +38 (2d8+6), 2 wings +38(2d6+6), tail slap +38 (2d8+18); breath (120 ft., DC34, 22d4 or 60 ft., slowed 1d6+11), spell-lk abilities, spells (17th), fright (330 ft., DC33); blindst (330 ft.), DR 20/+3, immunities, SR 29
Drag., Copper, GW	43	38d12+304	551	+4	bite +47 (4d6+13), 2 claws +42 (2d8+6), 2 wings +42(2d6+6), tail slap +42 (2d8+19); breath (120 ft., DC37, 24d4 or 60 ft., slowed 1d6+12), spell-lk abilities, spells (19th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 31
Drag., Gold, Wlg	17	8d12+16	68	0	bite +11 (1d8+3), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 2d10 or 1 Str), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Gold, VY	19	11d12+33	104	0	bite +15 (2d6+5), 2 claws +10 (1d8+2), 2 wings +10 (1d6+2), tail slap +10 (1d8+7); breath (40 ft., DC18, 4d10 or 2 Str), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Gold, Yng	22	14d12+42	133	0	bite +20 (2d6+7), 2 claws +15 (1d8+3), 2 wings +15 (1d6+3), tail slap +15 (1d8+10); breath (40 ft., DC20, 6d10 or 3 Str), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immunities
Drag., Gold, Juv	25	17d12+68	178	0	bite +25 (2d6+9), 2 claws +20 (1d8+4), 2 wings +20 (1d6+4), tail slap +20 (1d8+13); breath (40 ft., DC22, 8d10 or 4 Str), spell-like abilities, spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Gold, YA	27	20d12+100	230	+4	bite +28 (2d8+10), 2 claws +23 (2d6+5), 2 wings +23(1d8+5), tail slap +23 (2d6+15); breath (50 ft., DC25, 10d10 or 5 Str), spell-like abilities, spells (5th), fright (150 ft., DC24); blindst (150 ft.), fire subtype, DR 5/+1, immunities, SR 21
Drag., Gold, Adl	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27(1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindst (180 ft.), fire subtype, DR 5/+1, immunities, SR 23
Drag., Gold, MA	33	26d12+156	325	+4	bite +36 (2d8+12), 2 claws +31 (2d6+6), 2 wings +31(1d8+6), tail slap +31 (2d6+18); breath (50 ft., DC29, 14d10 or 7 Str), spell-lk abilities, spells (9th), fright (210 ft., DC28); blindst (210 ft.), fire subtype, DR 10/+1, immunities, SR 25

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Gold, Old	34	29d12+203	391	+4	bite +39 (4d6+14), 2 claws +34 (2d8+7), 2 wings +34(2d6+7), tail slap +34 (2d8+21); breath (60 ft., DC31, 16d10 or 8 Str), spell-like abilities, spells (11th), fright (240 ft., DC31); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 27
Drag., Gold, VO	37	32d12+256	464	+4	bite +43 (4d6+15), 2 claws +38 (2d8+7), 2 wings +38(2d6+7), tail slap +38 (2d8+22); breath (60 ft., DC34, 18d10 or 9 Str), spell-like abilities, spells (13th), fright (270 ft., DC34); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Gold, Anc	40	35d12+315	542	+4	bite +47 (4d6+16), 2 claws +42 (2d8+8), 2 wings +42(2d6+8), tail slap +42 (2d8+24); breath (60 ft., DC36, 20d10 or 10 Str), spell-like abilities, spells (15th), fright (300 ft., DC36); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 30
Drag., Gold, Wyr	39	38d12+380	627	+4	bite +47 (4d8+17), 2 claws +42 (4d6+8), 2 wings +42(2d8+8), tail slap +42 (4d6+25); breath (70 ft., DC39, 22d10 or 11 Str), spell-like abilities, spells (17th), fright (330 ft., DC39); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 31
Drag., Gold, GW	42	41d12+451	717	+4	bite +51 (4d8+18), 2 claws +46 (4d6+9), 2 wings +46(2d8+9), tail slap +46 (4d6+27); breath (70 ft., DC41, 24d10 or 12 Str), spell-like abilities, spells (19th), fright (360 ft., DC41); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 33
Drag., Silver, Wlg	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (20 ft., DC14, 2d8 or paralyzed 1d6+1), spell-like abils; blindst (30 ft.), immun.
Drag., Silver, VY	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (30 ft., DC17, 4d8 or paralyzed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Silver, Yng	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (30 ft., DC18, 6d8 or paralyzed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Silver, Juv	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (40 ft., DC21, 8d8 or paralyzed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Silver, YA	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (40 ft., DC23, 10d8 or paralyzed 1d6+5), spell-like abils, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Silver, Adl	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Silver, MA	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (50 ft., DC27, 14d8 or paralyzed 1d6+7), spell-lk abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 24
Drag., Silver, Old	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (50 ft., DC30, 16d8 or paralyzed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC30); blindst (240 ft), DR 10/+1, immun., SR 26
Drag., Silver, VO	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (50 ft., DC31, 18d8 or paralyzed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC32); blindst (270 ft), DR 15/+2, immun., SR 27
Drag., Silver, Anc	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37(2d6+6), tail slap +37 (2d8+18); breath (60 ft., DC34, 20d8 or paralyzed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC35); blindst (300 ft), DR 15/+2, immun., SR 29

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Silver, Wyr	42	37d12+333	573	+4	bite +47 (4d6+14), 2 claws +42 (2d8+7), 2 wings +42(2d6+7), tail slap +42 (2d8+21); breath (60 ft., DC37, 22d8 or paralyzed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC37); blindst (330 ft), DR 20/+3, immun., SR 30
Drag., Silver, GW	41	40d12+400	660	+4	bite +48 (4d8+16), 2 claws +43 (4d6+8), 2 wings +43(2d8+8), tail slap +43 (4d6+24); breath (70 ft., DC40, 24d8 or paralyzed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC40); blindst (360 ft), DR 20/+3, immun., SR 32
Dragon Turtle	20	12d12+60	138	0	bite +18 (4d6+8), 2 claws +13 (2d8+4); breath (25x50 ft., DC21, 20d6 fire), snatch, capsize; scent, fire immunity, dragon
Dragonne	18	9d10+27	76	+6	bite +12 (2d6+4), 2 claws +7 (2d4+2); roar; scent
Drider	17	6d8+18	45	+2	2 sh. swords +3 (1d6+2), bite +0 (1d4+1 &p), shortbow +5 (1d6); poison (DC16, 1d6 Str), spells, spell abilities; SR 14
Dryad	12	2d6	7	+6	dagger +1 (1d4); spell-like abilities; symbiosis
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +1 atks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, dkvisn 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, dkvision 90 ft., light sens. (-1 atks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), rep. c-bow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 atks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, drkvis. 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	hvy pick +1 (1d6), lt c-bow +1(1d8); +1 atks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phantasm; spell abilities, dkvis. 120 ft., light sen.
Elem, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental
Elem, Air, Med.	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elem, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elem, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Grtr.	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elem, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elem, Earth, Med.	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elem, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elem, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Grtr.	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elem, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elem, Fire, Med.	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elem, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elem, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Grtr.	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elem, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elem, Water, Med.	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Elem, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elem, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Grtr.	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), l-spear +1 (1d8), net touch +2 (entangle); gills, low-light visn, +2 save vs enchant., immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours uncon.), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abils, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ethereal Filcher	17	5d8	22	+8	bite +3 (1d4); ethereal jaunt, detect magic
Ethereal Marauder	14	2d10	11	+5	bite +4 (1d6+3); ethereal jaunt
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longswords +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Formian, Worker	17	1d8+1	5	+2	bite +3 (1d4+1); hive mind; immunities, resistances, make whole, heal
Formian, Warrior	18	4d8+8	26	+3	sting +7 (2d4+3 &p), 2 claw +5 (1d6+1), bite +5 (1d4+1); poison (DC14, 1d6 Str), hive mind; immunities, resistances, SR 18
Formian, Taskm.	19	6d8+12	39	+7	sting +10 (2d4+4 &p), 2 claw +5 (1d6+2); poison (DC15, 1d6 Str), hive mind, dominate person, dominated creature; immunities, resistances, telepathy, SR 21
Formian, Myrm.	28	12d8+48	102	+8	sting +15 (2d4+4 &p), bite +13 (2d6+2), javelin +15/+10 (1d6+4 &p); poison (DC20, 2d6 Dex), hive mind, spell-like abilities; immunities, resistances, fast healing 2, SR 25
Formian, Queen	23	20d8+100	190	-5	-; hive mind, spells, spell-like abilities; immunities, resistances, fast healing 2, telepathy, SR 30
Frost Worm	18	14d10+70	147	+4	bite +20 (2d6+12 & 1d8 cold); trill, breath weapon (30 ft., DC22, 15d6); cold subtype, death throes
Fungus, Shrieker	13	2d8+2	11	-5	-; shriek; plant
Fungus, Violet	13	2d8+6	15	-1	4 tentacles +3 1d6+2 &p); poison (DC14, 1d4 Str + 1d4 Con); plant
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 &par), 2 claws +1 (1d4 &par); stench (10 ft., DC15, -2 circumstance), paralysis (DC15), create spawn; undead, +2 turn resist.
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype

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Monster	AC	HD	hp	Init	Attacks and Qualities
Giant, Fire	21	15d8+75	142	-1	huge gtswd +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gar mngst +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent
Giant, Storm	27	19d8+114	199	+2	gargan. grtsword +26/+21/+16 (4d6+21), gargan mty comp. l-bow +14/+9/+4 (2d8+14); spell-like abilities; electricity immune, rock catching, freedom of mvmt, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light visn.
Gibbering Mouther	19	4d8+4	22	+1	6 bites +4 (1); gibbering, spittle, imp. grab, blood drain (1 Con/round, max 1d4), engulf, ground manip.; amorphous
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	sh sword +2 (1d6-1), lt c-bow +2 (1d8); spells; low-light vis., +2 save vs illusion, +1 atks vs kobold/gob., +4 AC vs giant
Gnome, Deep	21	1d8	4	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); spells; nondetect., drkvis. 120 ft., +2 save vs illusion, +1 atk vs goblin., DR 12
Gnome, Forest	16	1d8+1	5	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); pass., low-light vis., +2 save vs illusion, +1 atks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft.,p); poison (DC17, 1d4 Con/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Gray Render	19	10d10+70	125	0	bite +12 (2d6+6), 2 claws +7 (1d6+3); improved grab, rend 3d6+9; scent
Grick	16	2d8	9	+2	4 tentacles +3 (1d4+2), bite -2 (1d3+1); scent, DR 15/+1
Griffon	17	7d10+21	59	+2	bite +8 (2d6+4), 2 claw +3 (1d4+2); pnce, rake 1d6+2; scent
Grimlock	15	2d8+2	11	+1	battleaxe +4 (1d8+3); blindsight; immunities, scent
Hag, Sea	13	3d8+3	16	+1	2 claws +6 (1d4+4); horrific appearance, evil eye; SR 14, water breathing
Hag, Annis	20	7d8+14	45	+1	2 claws +13 (1d6+7), bite +8 (1d6+3); improved grab, rend 2d6+14, spell-like abilities; SR 19, steely skin
Hag, Green	22	9d8+9	49	+1	2 claws +13 (1d4+4); spell-like abilities, weakness, mimicry; SR 18, darkvision 90 ft.
Halfling	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scnt, fire sbtp
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.
Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct

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Monster	AC	HD	hp	Init	Attacks and Qualities
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, nat. invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), lt c-bow +2 (1d8); dkvisn. 60, light sens.
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Krenshar	15	2d10	11	+2	bite +2 (1d6), 2 claws +0 (1d4); scare; scent
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent wisdom drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lamasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lillend	17	7d8+14	45	+3	sword +11/+6 (1d8+5), tail slap +6 (2d6+2); improved grab, constrict 2d6+5, spells, spell-like abilities; poison immunity, fire resistance 20
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scnt
Medusa	15	6d8 +6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-lk abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light visn.
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast, psionics, improved grab, extract; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mohrg	15	14d12	91	+5	2 slams +12 (1d6+5), tongue touch +7 (par); improved grab, paralysis (DC14), create spawn; undead
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells; poison immunity, guarded thoughts, charm resistance
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Night Hag	20	8d8+8	44	+1	bite +12 (2d6+6 &d); disease (DC18), spell-like abilities, dream haunting; immunities, SR 25, DR 20/+3
Nightwing	28	17d12	110	+8	bite +15 (2d6+13 and transformation); nightshade abilities, magic drain Fort DC20 (+1); undead, nightshade abilities
Nightwalker	26	21d12	136	+6	2 slams +20 (2d6+12); nightshade abilities, crush item, evil gaze; undead, nightshade abilities
Nightcrawler	28	25d12	162	+4	bite +25 (4d6+17), sting +20 (2d8+8 &p); poison (DC22, 2d6 Str), nightshade abilities, improved grab, swallow whole, energy drain (remove DC24), poison; undead, nightshade abilities, tremorsense
Nightmare	24	6d8+18	45	+6	2 hooves +9 (1d8+4 and 1d4 fire), bite +4 (1d8+2); flaming hooves, smoke; astral projection, etherealness
Nymph	11	3d6	10	+1	dagger +1 (1d4); blind., unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)
Ogre, Merrow	16	4d8+8	26	-1	huge longspear +7 (1d8+7)
Ogre Mage	18	5d8+15	37	+4	huge greatsword +7 (2d8+7), or huge longbow +2 (2d6); spell-like abilities; regeneration 2, SR 18
Ooze, Gray	5	3d10+10	26	-5	slam +3 (1d6+1 and 1d6 acid); improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; blindsight, cold and fire immunity, ooze, camouflage
Ooze, Gel. Cube	3	4d10+36	58	-5	slam +1 (1d6 & 1d6 acid &par); engulf, paralysis (DC16), acid; blindsight, transparent, electricity immunity, ooze
Ooze, Ochre Jelly	4	6d10+27	60	-5	slam +5 (2d4+3 and 1d4 acid); improved grab, acid, constrict 2d4+3 and 1d4 acid; blindsight, split, ooze
Ooze, Black Pud.	3	10d10+60	115	-5	slam +8 (2d6+4 and 2d6 acid); improved grab, acid, constrict 2d6+4 and 2d6 acid; blindsight, split, ooze
Orc	14	1d8	4	0	grtaxe +3 (1d12+3), javln +1 (1d6+2); dkvis. 60 ft., light sen.
Otyugh	17	6d8+6	33	0	2 tentacle rakes +3 (1d6), bite -2 (1d4 &d); improved grab, constrict 1d6, disease (DC12); scent
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phantom Fungus	14	2d8+6	15	0	bite +3 (1d6+3); plant, improved invisibility
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 &p); poison (DC15, 2d6 Con), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Planetch., Aasimr.	16	1d8	4	+4	longsword +1 (1d8), light crossbow +1 (1d8); light; acid, cold, and electricity resistance 5
Planetch., Tiefling	15	1d8	4	+1	rapier +2 (1d6), light crossbow +2 (1d8); darkness; fire, cold, and electricity resistance 5
Pseudodragon	18	2d12+2	15	0	sting +4 (1d3 &p), bite -1 (1); poison (DC12, 1 min./1d3 day sleep); see invisibility, telepathy, immunities, SR 19
Purple Worm	19	16d10+112	200	-2	bite +20 (2d8+12), sting +15 (2d6+6 &p); poison (DC24, 1d6 Str, 2d6 Str), improved grab, swallow whole, poison; tremorsense

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Rast	15	4d8+4	22	+5	4 claws +6 (1d4+2), bite +6 (1d8+3); paralyzing gaze, improved grab, blood drain (1 Con/rnd); fire subtype, flight
Ravid	25	3d8+3	16	0	tail slap +4 (1d6+1 and positive energy), claw +2 (1d4 and positive energy); positive energy lash, animate objects; fire immunity, flight
Remorhaz	20	7d10+35	73	+1	bite +13 (2d8+12); improved grab, swallow whole; heat, tremorsense
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Roper	24	10d10+30	85	+5	6 strands +11 (attach), bite +8 (2d6+2); strands, attach, weakness; electricity immunity, cold resistance 30, fire vulnerability, SR 28
Rust Monster	18	5d8+5	27	+3	antennae touch +3 (rust), bite -2 (1d3); rust; scent
Sahuagin	16	2d8+2	11	+1	trident +3 (1d8+2), 2 rakes +1 (1d4+2), 2 claws +1 (1d2+1), bite +1 (1d4+1), heavy crossbow +2 (1d10); blood frenzy; speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Salaman, Flamebr.	19	3d8+3	16	+1	halfspear +5 (1d6+1 and 1d6 fire), tail slap +3 (1d4 and 1d6 fire); heat, constrict 1d4 and 1d6 fire; fire subtype
Salaman, Average	18	7d8+7	38	+1	longspear +9/+4 (1d8+2 and 1d6 fire), tail slap +7 (2d6+1 and 1d6 fire); heat, constrict 2d6+1 and 1d6 fire; fire subtype, DR 10/+1
Salaman, Noble	18	15d8+45	112	+1	+3 huge longspear +23/+18/+13 (2d6+9 and 1d8 fire), tail slap +18 (2d8+3 and 1d8 fire); heat, constrict 2d8+3 and 1d8 fire, spell-like abilities; fire subtype, DR 20 /+2
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Shadow Mastiff	14	4d8+12	30	+5	bite +7 (1d6+4); bay, trip; shadow blend, scent
Shambling Mound	20	8d8+24	60	0	2 slams +10 (2d6+5); improved grab, constrict 2d6+7; plant, electricity immunity, fire resistance 30
Shield Guardian	24	15d10	82	0	slam +16/+11/+6 (1d8+9); spell storing; construct, fast healing 5, shield other, guard, find master
Shocker Lizard	16	2d10+2	13	+2	bite +3 (1d4); stunning shock, lethal shock; electricity sense, electricity immunity
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargan.	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Skum	13	2d8+2	11	+1	bite +5 (2d6+4), 2 claws +0 (1d4+2), 2 rakes +0 (1d6+2); low-light vision
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant, stunning croak, summon slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 & d); spell-lk abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form
Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Spider Eater	13	4d10+20	42	+1	sting +7 (1d8+5 &p), bite +2 (1d8+2); poison (DC17, none/ 1d8+5 week paralysis), freedom of movement, scent
Sphinx, Andro-	22	12d10+48	114	0	2 claws +18 (2d4+7); pounce, rake 2d4+3, roar, spells
Sphinx, Crio-	20	10d10+30	85	0	butt +15 (2d6+6), 2 claws +10 (1d6+3); pounce, rake 1d6+3
Sphinx, Gyno-	21	8d10+8	52	+5	2 claws +11 (1d6+4); pounce, rake 1d6+2, spell-lk. abilities
Sphinx, Hieraco-	19	9d10+18	67	+2	bite +13 (1d10+5), 2 claws +8 (1d6+2); pounce, rake 1d6+2
Sprite, Grig	18	1/2 d6+1	2	+4	diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, fiddle; SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Stirge	16	1d10	5	+4	touch +6 (1d3-4); attach, blood drain (1d4 Con/rnd, max 4)
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Tendriculos	16	9d8+54	94	-1	bite +13 (2d8+9), 2 tendrils +8 (1d6+4); improved grab, swallow whole, paralysis (DC19); plant, regeneration 10
Thoqqua	18	3d8+3	16	+1	slam +4 (1d6+3 & 2d6 fire); heat, burn; fire subtype, tremorsense
Titan	22	20d8+120	210	+1	gargantuan warhammer +31/+26/+21/+16 (4d6+19), huge javelin +19/+14/+9/+4 (2d6+13); spell-like abilities, spells; DR 15/+1, SR 25
Tojanida, Juvenile	22	3d8+6	19	+1	bite +6 (2d6+2), 2 claws +1 (1d4+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Adult	23	7d8+14	45	+1	bite +10 (2d8+3), 2 claws +5 (1d6+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Elder	24	15d8+60	127	+1	bite +20 (4d6+6), 2 claws +15 (1d8+3); all-around vision, acid and cold immunity, fire and electricity resistance 20
Treant	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), hvy c-bow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Troll, Scrag	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5 (in water), scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resist. 10, gaseous form, spider climb, fast healing 2
Vargouille	12	1d8+1	5	+1	bite +3 (1d4 &p); poison (DC12, can't heal), shriek, kiss
Wight	15	4d12	26	+1	slam +3 (1d4+1 & energy drain); energy drain (remove DC14), create spawn; undead
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; sct, cold stp
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. Con); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Xill	20	5d8+10	32	+7	2 sh. swords +7 (1d6+2), 2 claws +2 (1d4+1), 2 longbows +8 (1d8); improved grab, paralysis (DC14), implant; SR 21, planewalk
Xorn, Minor	23	3d8+6	19	0	bite +6 (2d8+2), 3 claws +4 (1d3+1); burrow; xorn qualities
Xorn, Average	22	7d8+14	45	0	bite +10 (4d6+3), 3 claws +8 (1d4+1); burrow; xorn qualities
Xorn, Elder	22	15d8+60	127	0	bite +21 (4d8+7), 3 claws +19 (1d6+3); burrow; xorn qual.
Yeth Hound	20	3d8+6	19	+6	bite +6 (1d8+4); bay, trip; scent, flight, DR 10/silver
Yrthak	18	12d10+36	102	+6	bite +15 (2d8+5), 2 claws +13 (1d6+2); sonic lance, explosion, snatch; blindsight, sonic vulnerability
Yuan-ti, Pureblood	16	6d8	27	+5	mw scimitar +7/+2 (1d6), mw longbow w/mw arrows +9/+4 (1d8); spell-like abilities, psionics; SR 16
Yuan-ti, Halfblood	16	7d8+7	38	+5	mw scimitar +10/+5 (1d6+2), bite +4 (1d6+1 &p), mw mty comp. l-bow +10/+5 (1d8+2); poison (DC17, 1d6 Con), spell-like abilities, psionics; SR 16
Yuan-ti, Abomina.	20	9d8+27	67	+5	mw falchion +13/+8 (2d4+6), bite +12 (2d6+6 &p), mw mty comp. l-bow +11/+6 (1d8+2); poison (DC17, 1d6 Con), spell abilities, psionics, imp. grab, constrict 1d6+6; SR 16
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargan.	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 1: ANIMALS

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent
Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3 (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Sn., Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Sn., Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Sn., Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Sn., Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Med.	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet
Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); pnce, grab, rake 1d8+3

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 2: VERMIN

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
M Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
M Centipde, Med.	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
M Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
M Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Garg.	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
M Centipde, Col.	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
M Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
M Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin
M Scorpion, Med.	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
M Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
M Scorpion, Huge	16	16d8+32	104	0	2 claws +15 (1d8+5), sting +10 (2d4+2 &p); poison (DC26, 1d8 Str), improved grab, squeeze; vermin
M Scorpion, Garg.	18	32d8+64	208	0	2 claws +27 (2d6+7), sting +22 (2d6+3 &p); poison (DC36, 2d6 Str), improved grab, squeeze; vermin
M Scorpion, Col.	20	64d8+128	416	0	2 claws +49 (2d8+9), sting +44 (2d8+4 &p); poison (DC54, 2d8 Str), improved grab, squeeze; vermin
M Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
M Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
M Spider, Med.	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
M Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
M Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
M Spider, Garg.	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
M Spider, Col.	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

APPENDIX 3: TEMPLATES

Werebear, Com1	17	6d8+24	51	+1	2 claws +11 (1d8+8), bite +9 (2d8+4); improved grab, curse of lycanthropy; bear empathy, scent, DR 15/silver
Wereboar, Com1	18	3d8+9	22	+4	gore +4 (1d8+3); ferocity, curse of lycanthropy; boar empathy, scent, DR 15/silver
Wererat, Com1	17	1d8+1	5	+3	bite +1 (1d4), rapier +3 (1d6); curse of lycanthropy; rat empathy, scent, DR 15/silver
Weretiger, Com1	16	6d8+18	45	+2	2 claw +9 (1d8+6), bite +7 (2d6+3); pounce, imp. grab, rake 1d8+3, curse of lycan.; tiger empathy, scent, DR 15/silver
Werewolf, Com1	16	2d8+4	13	+6	bite +3 (1d6+1); trip, curse of lycanthropy; scent, DR 15/sil.

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