

Aasimar, Medium Humanoid: HD 1; AC 16 (chain and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Lawful (LG); XP 100; Special—Resistance to electricity; Spells—1/day-Daylight.

Aboleth, Huge Abberation: HD 8; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F8 R10 W8; AL Chaotic (CE); XP 2000; Special—Dominate person (3/day), slime, muscus cloud; Spells—At will—hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

Achaierai, Large Outsider: HD 6; AC 19; ATK 2 claws (2d6) and bite (4d6); MV 50; F9 R9 W10; AL Chaotic (CE); XP 600; Special—Toxic cloud, magic resistance 15%.

Aerial Servant, Medium Air Elemental: HD 16; AC 19 [+1]; ATK 2 slams (2d8 + constrict); MV 60 (Fly 60); F7 R4 W8; AL Neutral (N); XP 4000; Special—Natural invisibility, wind blast (2/day).

Allip, Medium Undead: HD 4; AC 15 [silver]; ATK 1 strike (1d4 wisdom drain); MV Fly 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Hypnotic muttering, tortured mind, incorporeal.

Almesith, Medium Magical Beast: HD 7; AC 12; ATK 3 claws (1d8); MV 30; F10 R10 W11; AL Chaotic (CE); XP 700; Special—Anti-magic field.

AMAZON

Blue Amazon, Medium Humanoid: HD 1+1; AC 19 (plate and shield); ATK 1 spear (1d8); MV 30; F15 R13 W15; AL Lawful (LG); XP 100; Special—Magic resistance 10%, immune to surprise.

Green Amazon, Medium Humanoid: HD 1+1; AC 17 (chain and shield); ATK 2 longbow (1d8) or 1 spear (1d8); MV 30; F15 R13 W15; AL Neutral (N); XP 100; Special—Track and survive.

Red Amazon, Medium Humanoid: HD 1+1; AC 17 (chain and shield); ATK 2 longsword (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Immune to fear.

Amphisbaena, Medium Dragon: HD 8; AC 17; ATK 2 bites (1d6 + poison II) and 2 claws (1d6); MV 30; F9 R9 W9; AL Neutral (N); XP 2000; Special—Surprised (1 in 8), spit lightning (3/day, 4d6 + personality switch), immune to electricity and sleep.

Anaxim, Large Construct: HD 16; AC 23 [+2]; ATK 2 blades (2d6 + rend), 2 slams (2d6) or lightning bolt (60'/8d6) or sonic blast (60'/8d6 + deafness); MV 30 (Fly 120); F6 R6 W7; AL Neutral (LN); XP 4000; Special—Telepathy (1000'), immune to mind-affecting effects (charms, illusions, fear), ability damage and drain, poison, sleep, disease, paralysis, polymorph, petrification, all form-altering effects and all death effects, regenerate, magic resistance 50%, resistance to cold and fire; Spells-- Continuous—nondetection, true seeing; At will—dispel magic, displacement, ethereal jaunt, improved invisibility. Four times per day, an anaxim can summon an iron golem.

ANGEL

Astral Deva, Medium Outsider: HD 12; AC 24 [+1]; ATK 1 +2 heavy mace (1d8+7 + stun 1d6 rd) or slam (1d10); MV 50 (Fly 100); F7 R6 W4; AL Lawful; XP 3000; Special— Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 30%; Spells--Continuous—tongues; At will—aid, continual flame, cure disease, detect evil, detect lie, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility (self), plane shift, polymorph self, remove curse, remove fear; 7/day—cure light wounds, detect invisibility; 1/day—blade barrier, heal.

Planetar, Large Outsider: HD 14; AC 25 [+2]; ATK 1 +2 greatsword (2d6+8) or slam (2d8); MV 30 (Fly 90); F6 R6 W3; AL Lawful; XP 3500; Special— Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 35%, regenerate (unholy); Spells--Continuous—detect evil, detect lie, detect snares and pits, detect invisibility, tongues, true seeing; At will—continual flame, cure disease, dispel magic, holy smite, invisibility (self), remove curse, remove fear, restoration, speak with dead; 3/day—blade barrier, flame strike, polymorph (self), power word stun, raise dead, waves of fatigue; 1/day—earthquake.

Solar, Large Outsider: HD 22; AC 26 [+3]; ATK 1 +3 dancing greatsword (2d6+10) or +1 longbow (100'/1d8+1) or slam (2d10); MV 50 (Fly 150); F3 R3 W3; AL Lawful; XP 5500; Special— Immune to acid, cold and petrification, resistance to electricity and fire, aura of protection, magic resistance 75%, regenerate; Spells-- Continuous—detect evil, detect lie, detect snares and pits, detect invisibility, tongues, true seeing; At will—aid, animate objects, commune, continual flame, cure disease, dimensional anchor, dispel magic, holy smite, imprisonment, invisibility (self), polymorph (self), power word stun, remove curse, remove fear, resist energy, restoration, summon monster VII, speak with dead, waves of fatigue; 3/day—blade barrier, earthquake, heal, permanency, resurrection; 1/day—power word blind, power word kill, power word stun, prismatic spray, wish (others).

ANIMATED OBJECT

Animated Object-Small, Small Construct: HD 1; AC 14; ATK 1 slam (1d4); MV 30; F16 R15 W15; AL Neutral (N); XP 50; Special—None.

Animated Object-Medium, Medium Construct: HD 2; AC 14; ATK 1 slam (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 100; Special—None.

Animated Object-Large, Large Construct: HD 4; AC 14; ATK 1 slam (1d8); MV 20; F11 R12 W12; AL Neutral (N); XP 200; Special—None.

Animated Object-Huge, Huge Construct: HD 12; AC 12; ATK 1 slam (2d6); MV 10; F3 R5 W9; AL Neutral (N); XP 600; Special—None.

Ankheg, Large Magical Beast: HD 3; AC 18; ATK 1 bite (2d8 + 1d4 acid); MV 30 (Burrow 20); F11 R12 W17; AL Neutral (N); XP 300; Special—Tremorsense, spit acid (Once per 6 hours, 30'/4d4).

ANT

Giant Worker Ant, Medium Vermin: HD 2; AC 17; ATK 1 bite (1d6); MV 50 (Climb 20); F11 R13 W14; AL Neutral (N); XP 100; Special—None.

Giant Soldier Ant, Medium Vermin: HD 2; AC 17; ATK 1 bite (1d6); MV 50 (Climb 20); F11 R13 W14; AL Neutral (N); XP 100; Special—None.

Giant Worker Ant, Medium Vermin: HD 2; AC 17; ATK 1 bite (1d6); MV 50 (Climb 20); F11 R13 W14; AL Neutral (N); XP 100; Special—None.

ANTIKEYHERE

Bronze Antikythere, Small Construct: HD 2; AC 17; ATK 1 bite (1d6) or chakram (1d4); MV 30 (Burrow 15); F16 R15 W15; AL Neutral (N); XP 200; Special—Earthquake, immune to electricity, magic resistance 10%, paralyzed by dispel magic, vulnerable to sonic energy.

Silver Antikythere, Small Construct: HD 4; AC 16; ATK 1 bite (1d6) or chakram (1d4) or acid arrow; MV 30 (Burrow 15); F15 R14 W17; AL Neutral (N); XP 400; Special—Earthquake, immune to acid and electricity, magic resistance 20%, paralyzed by dispel magic, vulnerable to sonic energy.

Gold Antikythere, Small Construct: HD 6; AC 15; ATK 1 bite (1d6) or chakram (1d4); MV 30 (Burrow 15); F13 R12 W13; AL Neutral (N); XP 600; Special—Earthquake, immune to fire and electricity, magic resistance 30%, paralyzed by dispel magic, vulnerable to sonic energy.

Carnivorous Ape, Large Animal: HD 4; AC 14; ATK 2 claws (1d6) and bite (1d6); MV 30 (Climb 30); F10 R11 W17; AL Neutral (N); XP 400; Special—None.

Giant Ape, Huge Animal: HD 8; AC 15; ATK 2 claws (1d8 + rend) and bite (1d8); MV 30 (Climb 15); F6 R9 W14; AL Neutral (N); XP

800; *Special*—None.

Aranea, Medium Magical Beast: HD 3; AC 13; ATK 1 bite (1d6 + poison) or web; MV 50 (Climb 20); F12 R11 W13; AL Neutral (N); XP 300; *Special*—Change shape.

Archer Tree, Large Plant: HD 7; AC 13; ATK 1d4 needles (100'/1d6 + poison II); MV 5; F9 R15 W15; AL Neutral (N); XP 700; *Special*—None.

Arrowhawk, Medium Magical Beast: HD 7; AC 20; ATK 1 lightning bolt (50'/2d8) or bite (1d8); MV 10 (Fly 60); F10 R9 W12; AL Neutral (N); XP 700; *Special*—Immune to electricity and poison.

ARCHON

Hound Archon, Medium Outsider: HD 6; AC 19 [+1]; ATK 1 bite (1d8) or +1 greatsword (1d10+4) and bite; MV 40; F10 R10 W10, +4 vs. poison; AL Lawful (LG); XP 1500; *Special*—Tongues, righteous aura, smite evil 1/day, immune to electricity and petrification, magic resistance 15%; *Spells*—Continuous—magic circle against evil, tongues; At will—aid, continual flame, detect evil, message, teleport.

Lantern Archon, Small Outsider: HD 1; AC 15 [+1]; ATK 2 light rays (30'/1d6); MV Fly 60; F14 R12 W14, +4 vs. poison; AL Lawful (LG); XP 250; *Special*—Tongues, righteous aura, immune to electricity and petrification; *Spells*—Continuous—magic circle against evil, tongues; At will—aid, detect evil, continual flame.

Trumpet Archon, Medium Outsider: HD 12; AC 23 [+1]; ATK 1 +2 greatsword (1d10+6); MV 40 (Fly 90); F7 R7 W6, +4 vs. poison; AL Lawful (LG); XP 3000; *Special*—Tongues, righteous aura, immune to electricity and petrification, magic resistance 30%; *Spells*—Continuous—magic circle against evil, tongues; At will—detect evil, continual flame, message.

Assassin Vine, Large Plant: HD 4; AC 15; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Neutral (N); XP 400; *Special*—Surprise (4 in 6).

Athach, Huge Giant: HD 14; AC 19; ATK 3 clubs (3d8) and bite (2d8 + poison) or 3 rocks (60'/2d6); MV 50; F3 R7 W9; AL Chaotic (CE); XP 3500; *Special*—Poison (paralyzes for 1d6 rd).

Automaton, Medium Construct: HD 1+1; AC 16; ATK 1 heavy mace (1d6+3) or fists (1d2+2); MV 30; F15 R15 W15; AL Neutral (N); XP 100; *Special*—Immune to disease and poison, resistance to electricity.

Axebeak, Large Animal: HD 3; AC 14; ATK 2 talons (1d6) and bite (2d6); MV 50; F11 R11 W17; AL Neutral (N); XP 150; *Special*—None.

Azer, Medium Outsider (Fire): HD 2; AC 21 (scale and shield); ATK 1 heavy mace (1d6 + 1 fire) or spear (1d8 + 1 fire) or fists (1d4 + 1 fire); MV 30; F12 R12 W12; AL Neutral (LN); XP 200; *Special*—Immune to fire, magic resistance 5%, vulnerable to cold.

Baboon, Medium Animal: HD 1; AC 13; ATK 2 bite (1d6); MV 40 (Climb 30); F13 R13 W18; AL Neutral (N); XP 50; *Special*—None.

Badger, Small Animal: HD 1; AC 15; ATK 2 claws (1d3) and bite (1d4); MV 30 (Burrow 5); F14 R13 W18; AL Neutral (N); XP 100; *Special*—Rage.

Giant Badger, Medium Animal: HD 3; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 30 (Burrow 10); F12 R12 W17; AL Neutral (N); XP 300; *Special*—Rage.

Bafana, Medium Monstrous Humanoid: HD 1; AC 16; ATK 1 spear (1d8) or dagger (1d4 + poison II); MV 40 (Climb 20); F15 R13 W12; AL Neutral (N); XP 100; *Special*—Summon swarm (5% per bafana).

BARGHEST

Barghest, Medium Outsider: HD 6; AC 18 [+1]; ATK 2 claws (1d4) and bite (1d6); MV 30; F10 R10 W9; AL Chaotic (CE); XP 1500; Special—Devour corpse.

Greater Barghest, Large Outsider: HD 9; AC 19 [+1]; ATK 2 claws (1d6) and bite (1d8) or weapon (1d10); MV 40; F9 R9 W8; AL Chaotic (CE); XP 2250; Special—Devour corpse, change shape.

Giant Barracuda, Large Animal: HD 5; AC 16; ATK 1 bite (2d6); MV Swim 60; F10 R10 W16; AL Neutral (N); XP 250; Special—Surprised (1 in 8), surprise (3 in 6), +1 initiative.

Basilisk, Medium Magical Beast: HD 6; AC 16; ATK 1 bite (1d8); MV 20; F10 R10 W15; AL Neutral (N); XP 1500; Special—Surprise (2 in 6, deserts), petrifying gaze.

Giant Bass, Large Animal: HD 2; AC 13; ATK 1 bite (1d6 + swallow whole); MV Swim 40; F11 R12 W18; AL Neutral (N); XP 100; Special—None.

Giant Bat, Small Animal: HD 4; AC 20; ATK 1 bite (1d8); MV 20 (Fly 40); F12 R11 W17; AL Neutral (N); XP 400; Special—Echolocation, vulnerable to sonic damage.

Bat Monster, Large Monstrous Humanoid: HD 8; AC 13; ATK 2 claws (1d6) and bite (2d8); MV 10 (Fly 50); F10 R9 W10; AL Chaotic (CE); XP 800; Special—Echolocation, vulnerable to sonic damage, deafening shriek.

BEAR

Black Bear, Medium Animal: HD 3; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d6); MV 40; F12 R12 W17; AL Neutral (N); XP 300; Special—None.

Brown Bear, Large Animal: HD 6; AC 15; ATK 2 claws (1d8 + constrict) and bite (2d6); MV 40; F9 R10 W15; AL Neutral (N); XP 600; Special—None.

Cave Bear, Large Animal: HD 12; AC 17; ATK 2 claws (2d6 + constrict) and bite (2d8); MV 40; F6 R7 W12; AL Neutral (N); XP 1200; Special—None.

Polar Bear, Large Animal: HD 8; AC 15; ATK 2 claws (1d10 + constrict) and bite (2d6); MV 40; F8 R9 W14; AL Neutral (N); XP 800; Special—None.

Giant Bee, Medium Vermin: HD 3; AC 14; ATK 1 sting (1d4 + poison III); MV 20 (Fly 80); F12 R13 W14; AL Neutral (N); XP 300; Special—None.

BEETLE

Giant Bombardier Beetle, Medium Vermin: HD 2; AC 16; ATK 1 bite (1d4) and acid spray (10' cone/1d6); MV 30; F12 R15 W15; AL Neutral (N); XP 200; Special—None.

Giant Fire Beetle, Small Vermin: HD 1; AC 16; ATK 1 bite (2d4); MV 30; F14 R15 W15; AL Neutral (N); XP 50; Special—None.

Giant Rhinoceros Beetle, Huge Vermin: HD 12; AC 18; ATK 1 bite (2d8) and gore (2d6) or trample (3d6); MV 20; F4 R9 W9; AL Neutral (N); XP 1200; Special—None.

Giant Stag Beetle, Giant Stag Beetle: HD 7; AC 19; ATK 1 bite (4d6); MV 20 (Fly 10); F9 R12 W12; AL Neutral (N); XP 700; Special—None.

Giant Tiger Beetle, Medium Vermin: HD 3; AC 17; ATK 1 bite (2d6); MV 60; F12 R13 W14; AL Neutral (N); XP 150; Special—None.

Beetlor, Large Monstrous Humanoid: HD 8; AC 18; ATK 2 claws (2d6) and bite (1d10); MV 20 (Burrow 10); F10 R9 W9; AL Chaotic

(CE); XP 800; Special—Sickening gaze.

Behir, Huge Magical Beast: HD 9; AC 19; ATK 1 bite (2d4 + swallow whole) or coils (constrict); MV 40 (Climb 15); F6 R9 W12; AL Neutral (N); XP 900; Special—Spit lightning (20/7d6, once every 10 rd), immune to electricity and trip attacks.

Belker, Large Air Elemental: HD 7; AC 20; ATK 2 wings (1d6), 2 claws (1d3) and bite (1d4); MV 30 (Fly 50); F11 R9 W13; AL Chaotic (CE); XP 700; Special—Smoke form, engulf.

BLACK PUDDING

Black Pudding, Huge Ooze: HD 10; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

Brown Pudding, Huge Ooze: HD 11; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1100; Special—Acid, split, immune to mind effects, weapon resistance.

Dun Pudding, Huge Ooze: HD 8; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F8 R11 W11; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

White Pudding, Huge Ooze: HD 9; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F8 R11 W11; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

Blink Dog, Small Magical Beast: HD 4; AC 16; ATK 1 bite (1d6); MV 40; F12 R11 W14; AL Lawful (LG); XP 400; Special—Blink.

Boar, Medium Animal: HD 3; AC 16; ATK 1 gore (1d8); MV 40; F12 R12 W17; AL Neutral (N); XP 300; Special—Ferocity.

Giant Boar, Large Animal: HD 7; AC 15; ATK 1 gore (1d10); MV 40; F9 R10 W15; AL Neutral (N); XP 700; Special—Ferocity.

Bodak, Medium Undead: HD 9; AC 19 [+1]; ATK 1 slam (1d8); MV 20; F11 R11 W10; AL Chaotic (CE); XP 2250; Special—Flee from sunlight, death gaze, spawn, immune to electricity.

Bounder, Large Monstrous Humanoid: HD 6; AC 16; ATK 4 claws (1d4), mandibles (1d6 + poison II); MV 40; F11 R10 W10; AL Neutral (N); XP 600; Special—Leap, deflect missiles (4/rd).

Brain Mole, Tiny Magical Beast: HD 1; AC 14; ATK 1 bite (1d3); MV 15 (Burrow 15); F16 R14 W18; AL Neutral (N); XP 250; Special—Mind leech; Spells—3/day-mind thrust, repulsion.

Brownie, Tiny Fey: HD 0; AC 17; ATK 1 dagger (1d3); MV 20; F19 R13 W12; AL Lawful (LG); XP 50; Special—Surprise (3 in 6), magic resistance 25%; Spells—1/day—confusion, continual flame, dancing lights, dimension door, magic circle against evil, mirror image, ventriloquism.

Bugbear, Medium Humanoid: HD 3; AC 14 (leather and buckler); ATK 1 weapon (1d10); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—Surprise (3 in 6).

Bulette, Huge Magical Beast: HD 9; AC 20; ATK 2 claws (2d6) and bite (2d10); MV 40 (Burrow 10); F6 R9 W14; AL Neutral (N); XP 900; Special—Sense movement, surprise (4 in 6).

Giant Caecilia, Huge Vermin: HD 6; AC 14; ATK 1 bite (1d8 + swallow whole); MV 20 (Burrow 20); F7 R12 W12; AL Neutral (N); XP 600; Special—Blindsight.

Camel, Large Animal: HD 3; AC 13; ATK 1 bite (1d4); MV 50; F11 R11 W17; AL Neutral (N); XP 150; Special—None.

Carcass Scavenger, Large Magical Beast: HD 3; AC 13; ATK 8 stingers (poison II) and bite (1d6); MV 40 (Climb 40); F11 R12 W17; AL Neutral (N); XP 300; Special—Swallow paralyzed creature.

Cat, Tiny Animal: HD 0; AC 14; ATK 1 claws and bite (1); MV 30 (Climb 20); F16 R13 W19; AL Neutral (N); XP 25; Special—None.

Giant Catfish, Large Animal: HD 8; AC 16; ATK 1 bite (2d8) and 2 fins (1d4 + poison); MV Swim 30; F11 R12 W18; AL Neutral (N); XP 800; Special—Poison.*

Catoblepas, Large Magical Beast: HD 6; AC 12; ATK 1 bite (1d6); MV 30; F9 R10 W15; AL Neutral (N); XP 1500; Special—Paralyzing gaze.

Giant Cave Locust, Small Vermin: HD 2; AC 16; ATK 1 bite (1d2) or slam (1d4) or spit (sickened 3d6 rd); MV 20 (Fly 60); F13 R15 W15; AL Neutral (N); XP 100; Special—Shriek, leap (60' horizontal, 30' vertical).

CELESTIAL

Avoral, Large Outsider: HD 16; AC 24 [+2]; ATK 2 claws (2d6) or 2 wings (2d8); MV 40; F4 R5 W4; AL Lawful (NG); XP 4000; Special—Aura of fear 20', lay on hands 20 hp, immune to electricity and petrification, magic resistance 15%; Spell—Continuous—tongues; At will—aid, blur (self), command, detect invisibility, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self), magic missile; 3/day—lightning bolt.

Bralani, Medium Outsider: HD 6; AC 19 [+1]; ATK 1 +1 scimitar (1d8+4) or +1 longbow (1d6+1) or slam (1d6); MV 40 (Fly 100); F10 R9 W9; AL Lawful (CG); XP 1500; Special—Whirlwind form, wind blast (20'/3d6), immune to electricity and petrification, magic resistance 15%; Spell—Continuous—tongues; At will—blur, charm person, gust of wind, mirror image, wind wall; 2/day—lightning bolt, cure serious wounds.

Ghaele, Medium Outsider: HD 10; AC 22 [+2]; ATK 1 +2 greatsword (1d10+5) or 2 light rays (300'/4d6); MV 50 (Fly 150); F8 R7 W7; AL Lawful (CG); XP 2500; Special—Light form, slaying gaze, protective aura 20', immune to electricity and petrification, magic resistance 25%; Spell—Continuous—tongues; At will—aid, change self, charm monster, color spray, comprehend languages, continual flame, cure light wounds, dancing lights, detect evil, detect invisibility, detect thoughts, dispel magic, hold monster, improved invisibility (self), spectral force, teleport without error (self plus 50 pounds); 1/day—chain lightning, prismatic spray, wall of force. Ghaeles in humanoid form can also cast spells as 14th-level clerics.

Leonal, Medium Outsider: HD 12; AC 23 [+1]; ATK 2 claws (1d8) and bite (1d8); MV 60; F7 R6 W6; AL Lawful (NG); XP 1200; Special—Magical aura, roar (60' cone/holy word), immune to electricity and petrification, magic resistance 30%; Spell—Continuous—speak with animals; At will—detect thoughts, fireball, hold monster, wall of force; 3/day—cure critical wounds, cure disease, neutralize poison; 1/day—heal.

Centaur, Large Monstrous Humanoid: HD 4; AC 14; ATK 2 hooves (1d6) and weapon (1d8); MV 50; F13 R10 W12; AL Neutral (N); XP 200; Special—None.

Giant Centipede, Small Vermin: HD 0; AC 14; ATK 1 bite (1d3 + poison II); MV 30 (Climb 30); F14 R16 W16; AL Neutral (N); XP 50; Special—None.

Chaos Beast, Medium Aberration: HD 8; AC 16; ATK 2 claws (1d4 + corporeal instability); MV 20; F11 R11 W9; AL Chaotic (CN); XP 2000; Special—Instability, immune to transformations, magic resistance 20%.

Cheetah, Medium Animal: HD 3; AC 15; ATK 2 claws (1d2) and bite (1d6); MV 50; F12 R11 W17; AL Neutral (N); XP 300; Special—Trip.

Chimera, Large Magical Beast: HD 9; AC 19; ATK 2 bites (2d10), horns (1d6) and 2 claws (1d6); MV 30 (Fly 50); F8 R9 W12; AL Chaotic (CE); XP 900; Special—Breathe cone of fire (30'/3d6) 3/day.

Choker, Small Aberration: HD 3; AC 17; ATK 2 tentacles (1d4 + constrict); MV 40 (Climb 20); F15 R13 W13; AL Chaotic (CE); XP 300; Special—None.

Chuul, Large Aberration: HD 11; AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (Swim 20); F9 R10 W8; AL Chaotic (CE); XP 1100;

Special—Immune to poison.

Cockatrice, Small Magical Beast: HD 5; AC 14; ATK 1 bite (1d4 + petrification); MV 20 (Fly 60); F12 R11 W16; AL Neutral (N); XP 1250; Special—None.

Colossus, Huge Construct: HD 20; AC 20 [+1]; ATK 2 slams (3d6) or thrown object (3d6); MV 40; F3 R5 W8; AL Neutral (N); XP 5000; Special—Cause panic, sickening smell, stomp, immune to magic, negative energy affinity.

Couatl, Large Outsider: HD 9; AC 20; ATK 1 bite (1d4 + poison II) or coils (2d8 + constrict); MV 20 (Fly 60); F8 R8 W8; AL Lawful (LG); XP 2250; Special—Ethereal jaunt, telepathy (90'); Spells—At will—detect evil, detect thoughts, invisibility, plane shift. Couatls can also cast spells as a 9th level sorcerer.

Giant Crab, Medium Animal: HD 3; AC 16; ATK 2 pincers (1d6 + constrict); MV 20 (Swim 10); F12 R12 W17; AL Neutral (N); XP 150; Special—None.

Crabman, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F15 R12 W12; AL Neutral (N); XP 100; Special—None.

Crabnipede, Medium Magical Beast: HD 4; AC 15; ATK 4 pincers (1d4 + constrict) and bite (1d6 + poison II); MV 20 (Swim 60); F11 R11 W14; AL Neutral (N); XP 400; Special—Immune to mind effects, resistance to cold.

Crawling Claw, Tiny Construct: HD 1; AC 15; ATK 1 claw (1d3 + constrict); MV 20; F18 R15 W15; AL Neutral (N); XP 100; Special—Double damage vs. prone opponents.

Crocodile, Medium Animal: HD 3; AC 19; ATK 1 bite (1d8 + constrict) or tail (2d6); MV 20 (Swim 30); F12 R12 W17; AL Neutral (N); XP 300; Special—None.

Giant Crocodile, Large Animal: HD 7; AC 16; ATK 1 bite (2d8 + constrict) or tail (3d6); MV 20 (Swim 30); F9 R10 W15; AL Neutral (N); XP 700; Special—None.

Crysmal, Small Earth Elemental: HD 6; AC 20; ATK 1 sting (1d3); MV 30 (Burrow 20); F11 R12 W13; AL Neutral (N); XP 600; Special—Immune to fire and cold, resistance to electricity and piercing and slashing weapons.

Crystalline, Medium Earth Elemental: HD 3; AC 16; ATK 1 longsword (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Blind foes, exploding body, immune to electricity.

Cyclopean, Medium Monstrous Humanoid: HD 2; AC 15 (chain); ATK 1 weapon (1d10); MV 30; F15 R12 W12; AL Neutral (N); XP 100; Special—Peer into future 1/day.

Cyclops, Huge Giant: HD 13; AC 15; ATK 1 slam (3d10) or boulder (3d6); MV 30; F4 R9 W9; AL Chaotic (CE); XP 1300; Special—Poor depth perception.

Dark Creeper, Small Humanoid: HD 1; AC 18; ATK 1 dagger (1d4 + poison III); MV 30; F14 R15 W15; AL Neutral (CN); XP 100; Special—Darkness 3/day, detect magic, light blindness, death explosion.

Darkmantle, Small Aberration: HD 1; AC 17; ATK 1 slam (1d4 + constrict); MV 20 (Fly 30); F16 R15 W16; AL Neutral (N); XP 100; Special—Surprise (4 in 6), suffocate, darkness.

Giant Deer, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8) and antlers (1d8); MV 50; F10 R10 W16; AL Neutral (N); XP 250; Special—None.

Delver, Huge Aberration: HD 15; AC 21; ATK 2 slams (1d8 + 2d6 acid); MV 30 (Burrow 10); F5 R8 W5; AL Neutral (N); XP 1500; Special—Corrosive slime, immune to acid.

Demilich, Tiny Undead: HD 21; AC 25 [+3]; ATK 1 paralyzing strike (10d6 + permanent paralysis); MV Fly 180; F8 R3 W3; AL

Chaotic (CE); XP 5250; Special—Dreadful aura, trap souls, immune to all magic and supernatural effects, immune to cold and electricity, immune to polymorph and mind-affecting attacks; Spells—At will—astral projection, create greater undead, create undead, death knell, dispel magic, enervation, harm, summon monster I-IX, telekinesis, weird; 2/day—greater planar ally.

DEMONS

Alu-Demon, Medium Outsider: HD 6; AC 15 [+1]; ATK 2 claws (1d3) or weapon (1d8+1); MV 30 (Fly 50); F10 R10 W9; AL Chaotic (CE); XP 1500; Special—Vampiric touch, immune to poison and electricity, magic resistance 15%; Spells—At will—charm person, desecrate, detect thoughts, shapechange (medium humanoids only), suggestion; 1/day—dimension door.

Displacer, Medium Magical Beast: HD 6; AC 16; ATK 2 claws (1d6) and 2 whips (confusion) and bite (1d8); MV 50; F10 R9 W13; AL Neutral (N); XP 600; Special—location displacement.

Marilith, Large Outsider: HD 8; AC 24 [+2]; ATK 6 swords (2d10) and tail (4d6 + constrict); MV 40; F8 R9 W8; AL Chaotic (CE); XP 2000; Special—5% chance per arm of a magic weapon, summon marilith 20%, immune to electricity and poison, magic resistance 40%, spells (at will—blade barrier, detect invisibility, magic weapon, project image, telekinesis, teleport without error (self plus 50 lb.), unholy aura).

DRAGON

Black Dragon, Medium Dragon: HD 7; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); F10 R9 W9; AL Chaotic (CE); XP 1750; Special—Line of acid (60'), speech 45%, resistance to acid, water breathing; Spells (5%): 3/day—darkness (juvenile or older), insect plague (ancient or older); 1/day—plant growth (old or older).

Blue Dragon, Medium Dragon: HD 9; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Burrow 20); F9 R9 W8; AL Chaotic (LE); XP 2250; Special—Lightning bolt (60'), speech 65%, resistance to electricity; Spells (15%): 1/day—hallucinatory terrain (old or older), veil (ancient or older), mirage arcana (great wyrm).

Brass Dragon, Medium Dragon: HD 7; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 150, Burrow 30); F10 R9 W9; AL Lawful (CG); XP 1750; Special—Line of fire (60'), cone of sleep gas (30'), speech 90%, resistance to fire; Spells (25%): At will—speak with animals; 3/day—endure elements (juvenile or older); 1/day—suggestion (adult or older), control winds (old or older), control weather (ancient or older), summon djinni (as summon monster; great wyrm).

Bronze Dragon, Medium Dragon: HD 9; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 60); F9 R9 W8; AL Lawful (LG); XP 2250; Special—Line of lightning (60'), cone of repulsion gas (30'), speech 85%, resistance to electricity; Spells (25%): At will—speak with animals; 3/day—create food & water (adult or older), fog cloud (adult or older), detect thoughts (old or older), control water (ancient or older); 1/day—control weather (great wyrm).

Copper Dragon, Medium Dragon: HD 8; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 100); F9 R9 W8; AL Lawful (CG); XP 2000; Special—Line of acid (60'), cone of slow gas (30'), speech 80%, resistance to acid; Spells (25%): At will—spider climb; 2/day—stone shape (adult or older), 1/day—transmute rock to mud (old or older); wall of stone (ancient or older), move earth (great wyrm).

Force Dragon, Medium Dragon: HD 13; AC 23 [+2]; ATK 2 claws (1d10) and bite (2d6); MV 60 (Fly 300); F7 R6 W4; AL Neutral (N); XP 3250; Special—Cone of force (60'; damage + Fort save or knocked prone), magic resistance 60%, immune to sleep, paralysis and force spells and effects; Spells: At will—blur (juvenile or older); 1/day—displacement (old or older), force cage (old or older), invisibility (great wyrm), maze (ancient or older), resilient sphere (juvenile or older), telekinetic sphere (great wyrm), wall of force (adult or older).

Gold Dragon, Medium Dragon: HD 11; AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 200, Swim 60); F8 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (30'; as ray of enfeeblement), cone of fire (30'), speech 100%, resistance to fire, water breathing; Spells (25%)—3/day—bless (juvenile or older), detect gems (old or older); 1/day—geas (old or older), sunburst (ancient or older), foresight (great wyrm).

Green Dragon, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic

(LE); XP 2000; Special—Cone of corrosive gas (30'), speech 55%, resistance to acid, water breathing; Spells (10%): 3/day-suggestion (adult or older), dominate person (ancient or older); 1/day—plant growth (old or older), command plants (great wyrm).

Prismatic (Rainbow) Dragon, Medium Dragon: HD 12; AC 21 [+2]; ATK 2 claws (1d8) and bite (2d6); MV 60 (Fly 300); F7 R6 W4; AL Neutral (N); XP 3000; Special—Cone of prismatic light (60'; as prismatic spray), immune to light and blindness; Spells: At will—hypnotic pattern, rainbow pattern (juvenile or older); 3/day—prismatic sphere (great wyrm), prismatic wall (ancient or older), sunbeam (adult or older), sunburst (old or older).

Red Dragon, Medium Dragon: HD 10; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cone of fire (30'), speech 75%, resistance to fire; Spells (20%)—3/day-suggestion (old or older); 1/day-discern location (great wyrm), find the path (ancient or older).

Silver Dragon, Medium Dragon: HD 10; AC 19; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Lawful (LG); XP 2500; Special—Cone of cold (30'), cone of paralyzing gas (30'), speech 95%, resistance to cold, tread on clouds and gas as though walking on solid ground; Spells (25%): 3/day—fog cloud (adult or older), control winds (old or older); 2/day—feather fall (juvenile or older); 1/day—control weather (ancient or older), reverse gravity (great wyrm).

White Dragon, Medium Dragon: HD 6; AC 16; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 150); F10 R9 W9; AL Chaotic (CE); XP 1500; Special—Cone of cold (30'), resistance to cold, no penalty to move over ice; Spells (10%): 3/day—fog cloud (juvenile or older), gust of wind (old or older), wall of ice (ancient or older); 1/day—control weather (great wyrm).

Drider, Large Monstrous Humanoid: HD 6; AC 17; ATK 1 bite (1d4 + poison II) and by weapon; MV 30 (Climb 15); F11 R10 W9; AL Chaotic (CE); XP 600; Special—Magic resistance 15%, leaders cast spells as 6th level clerics or magic-users; Spells—1/day—clairaudience/clairvoyance, dancing lights, darkness, detect evil, detect magic, dispel magic, faerie fire, levitate, suggestion.

Dwarf, Small Humanoid: HD 1; AC 16 (scale and shield); ATK 1 short sword (1d6); MV 20; F14 R15 W15; AL Lawful (LG); XP 50; Special—Dwarf abilities.

Giant Eagle, Large Magical Beast: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 80); F10 R10 W14; AL Neutral (N); XP 200; Special—None.

ELEMENTAL

Small Air Elemental, Small Air Elemental: HD 2; AC 17; ATK 1 slam (1d4); MV Fly 100; F16 R9 W16; AL Neutral (N); XP 200; Special—Whirlwind.

Medium Air Elemental, Medium Air Elemental: HD 4; AC 18; ATK 1 slam (1d6); MV Fly 100; F14 R8 W15; AL Neutral (N); XP 400; Special—Whirlwind.

Large Air Elemental, Large Air Elemental: HD 8; AC 20; ATK 1 slam (2d6); MV Fly 100; F10 R6 W12; AL Neutral (N); XP 800; Special—Whirlwind.

Huge Air Elemental, Huge Air Elemental: HD 16; AC 21; ATK 1 slam (3d6); MV Fly 100; F4 R3 W8; AL Neutral (N); XP 1600; Special—Whirlwind.

Small Earth Elemental, Small Earth Elemental: HD 2; AC 17; ATK 1 slam (1d6); MV 20; F13 R15 W16; AL Neutral (N); XP 200; Special—None.

Medium Earth Elemental, Medium Earth Elemental: HD 4; AC 18; ATK 1 slam (1d8); MV 20; F11 R14 W15; AL Neutral (N); XP 400; Special—None.

Large Earth Elemental, Large Earth Elemental: HD 8; AC 18; ATK 1 slam (2d8); MV 20; F8 R11 W12; AL Neutral (N); XP 800; Special—None.

Huge Earth Elemental, Huge Earth Elemental: HD 16; AC 18; ATK 1 slam (3d8); MV 20; F3 R7 W8; AL Neutral (N); XP 1600; Special—None.

Small Fire Elemental, Small Fire Elemental: HD 2; AC 15; ATK 1 slam (2d4); MV 50; F16 R9 W16; AL Neutral (N); XP 200; Special—Fire damage.

Medium Fire Elemental, Medium Fire Elemental: HD 4; AC 16; ATK 1 slam (2d6); MV 50; F14 R8 W15; AL Neutral (N); XP 800; Special—Fire damage.

Large Fire Elemental, Large Fire Elemental: HD 8; AC 18; ATK 1 slam (3d6); MV 50; F10 R6 W12; AL Neutral (N); XP 800; Special—Fire damage.

Huge Fire Elemental, Huge Fire Elemental: HD 16; AC 19; ATK 1 slam (4d6); MV 50; F4 R3 W8; AL Neutral (N); XP 1600; Special—Fire damage.

Small Water Elemental, Small Water Elemental: HD 2; AC 15; ATK 1 slam (1d6); MV 20 (Swim 90); F13 R15 W16; AL Neutral (N); XP 200; Special—Whirlpool.

Medium Water Elemental, Medium Water Elemental: HD 4; AC 16; ATK 1 slam (1d8); MV 20 (Swim 90); F11 R14 W15; AL Neutral (N); XP 800; Special—Whirlpool.

Large Water Elemental, Large Water Elemental: HD 8; AC 18; ATK 1 slam (2d8); MV 20 (Swim 90); F8 R11 W12; AL Neutral (N); XP 800; Special—Whirlpool.

Huge Water Elemental, Huge Water Elemental: HD 16; AC 19; ATK 1 slam (3d8); MV 20 (Swim 90); F3 R7 W8; AL Neutral (N); XP 1600; Special—Whirlpool.

ELF

Elf, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

Aquatic Elf, Medium Humanoid: HD 1; AC 14 (scale); ATK 1 spear (1d8); MV 30 (Swim 40); F15 R13 W15; AL Neutral (N); XP 50; Special—Elf traits.

Gargoyle (Kapoacanth), Medium Monstrous Humanoid: HD 4; AC 16 [+1]; ATK 2 claws (1d4) and bite (1d6) and gore (1d6); MV 40 (Fly 60); F14 R10 W12; AL Chaotic (CE); XP 1000; Special—Freeze (surprise 3 in 6).

Gelatinous Cube, Large Ooze: HD 4; AC 4; ATK 1 slam (1d6 + 1d6 acid + paralysis + engulf); MV 15; F13 R15 W14; AL Neutral (N); XP 400; Special—Transparent, immune to electricity, weapon resistance.

GENIE

Marid, Large Outsider: HD 12; AC 21; ATK 2 slams (2d6) or trident (2d8); MV 20 (Swim 60); F6 R7 W6; AL Neutral (N); XP 1200; Special—Jet of water (60', 1d6 + blind), vortex, immune to cold; Spells—Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shapechange (water elemental, humanoid or giant); 5/day—control water, gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only).

Genius Loci, Huge Ooze: HD 20; AC 0; ATK 10 slams (2d12 + constrict); MV 5 (Burrow 5); F3 R6 W15; AL Chaotic (CE); XP 5000; Special—Enslave thrall, hallucinatory terrain, regenerate.

Ghost, Medium Undead: HD 6; AC 15 [silver]; ATK 1 hurled object (30'/1d4); MV Fly 30; F12 R12 W10; AL Any; XP 1500; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

GIANT

Cloud Giant, Huge Giant: HD 12; AC 17; ATK 1 morningstar (6d6) or boulder (2d12); MV 40; F4 R9 W8; AL Chaotic (CE); XP 1200; Special—Track by scent, surprised (1 in 8); Spells—3/day—levitate (self plus 1 ton), obscuring mist; 1/day—fog cloud.

Fire Giant, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune to fire, vulnerable to cold.

Frost Giant, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1000; Special—Immune to cold, vulnerable to fire.

Hill Giant, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F6 R9 W10; AL Chaotic (CE); XP 400; Special—None.

Stone Giant, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—None.

Storm Giant, Huge Giant: HD 15; AC 18; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

GOLEM

Amber Golem, Medium Construct: HD 10 (50 hp); AC 21; ATK 2 claws (2d6) and bite (2d10); MV 60; F10 R9 W10; AL Neutral (N); XP 2500; Special—Detect invisible, track (95%), magic immunity.

Bone Golem, Medium Construct: HD 8 (40 hp); AC 19; ATK 4 weapons (1d6) or 2 two-handed weapons (1d10); MV 40; F10 R11 W11; AL Neutral (N); XP 2000; Special—Berserk.

Bronze Golem, Large Construct: HD 20 (100 hp); AC 20; ATK 1 fist (3d10 + 1d10 fire); MV 80; F4 R4 W5; AL Neutral (N); XP 5000; Special—Molten interior, berserk.

Clay Golem, Large Construct: HD 11 (55 hp); AC 20; ATK 2 slams (2d10 + cursed wound); MV 20; F9 R10 W10; AL Neutral (N); XP 2750; Special—Haste 1/day, magic immunity.

Flesh Golem, Large Construct: HD 9 (45 hp); AC 18; ATK 2 slams (2d8); MV 30; F10 R11 W11; AL Neutral (N); XP 2250; Special—Berserk, magic immunity.

Iron Golem, Large Construct: HD 18 (80 hp); AC 24; ATK 2 slams (2d12); MV 20; F5 R6 W6; AL Neutral (N); XP 4500; Special—Poisonous gas, magic immunity.

Stone Golem, Large Construct: HD 14 (60 hp); AC 22; ATK 2 slams (2d12); MV 20; F7 R8 W8; AL Neutral (N); XP 3500; Special—Slow every 2 rd, magic immunity.

Gulon, Large Magical Beast: HD 3; AC 16; ATK 1 bite (2d4); MV 40; F11 R12 W17; AL Neutral (N); XP 300; Special—Devour corpse.

HAG

Annis, Large Monstrous Humanoid: HD 7; AC 20; ATK 2 claws (1d8 + rend) and bite (1d6); MV 40; F11 R10 W9; AL Chaotic (CE); XP 700; Special—Magic resistance 20%; Spells—3/day-change self, fog cloud.

Green Hag, Medium Monstrous Humanoid: HD 9; AC 22; ATK 2 claws (1d4) or weakening attack (2d4 strength); MV 30 (Swim 30); F10 R9 W8; AL Chaotic (CE); XP 900; Special—Magic resistance 25%; Spells—At will—audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.

Mountain Hag, Large Monstrous Humanoid: HD 7; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 30 (Climb 20); F11 R10 W10; AL Chaotic (CE); XP 700; Special—Magic resistance 10%.

Sea Hag, Medium Monstrous Humanoid: HD 3; AC 14; ATK 2 claws (1d4); MV 30 (Swim 40); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Revolting (2d6 strength damage), gaze (daze, 3/day), magic resistance 10% .

Harpy, Medium Monstrous Humanoid: HD 7; AC 13; ATK 2 claws (1d3) and club (1d6); MV 20 (Fly 80); F12 R9 W11; AL Chaotic (CE); XP 1750; Special—Captivating song.

HUMAN

Normal Human, Medium Humanoid: HD 0; AC 10; ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—None.

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—Berserk rage (2 attacks per round), immune to fear.

Human Sailor, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Human Warrior, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

HYDRA

Hydra, Huge Magical Beast: HD 7; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F7 R10 W15; AL Neutral (N); XP 700; Special—Regrow heads.

Cryohydra, Huge Magical Beast: HD 7; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F7 R10 W15; AL Neutral (N); XP 700; Special—Regrow heads, immune to cold, breathe frost 3/day (3d6 cold).

Pyrohydra, Huge Magical Beast: HD 7; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F7 R10 W15; AL Neutral (N); XP 700; Special—Regrow heads, immune to fire, breathe fire 3/day (3d6 fire).

Kith-Yin, Medium Monstrous Humanoid: HD 4; AC 16 (breastplate); ATK 1 silver sword (1d6+1); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Spells—3/day—detect thoughts; 2/day—psionic blast; 1/day—crushing despair; 1/week—plane shift (but only in concert with three other kith-yin).

Kobold, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light.

Kraken, Huge Magical Beast: HD 20 AC 19; ATK 8 tentacles (d6 + constrict) and bite (4d6); MV Swim 20; F3 R3 W3; AL Chaotic (NE); XP 2000; Special—Regrow tentacles, ink cloud (80' spread); Spells--1/day—control weather, control winds, dominate animal, resist energy.

Lich, Medium Undead: HD 12; AC 15 [+1]; ATK 1 strike (paralysis); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Cause fear, immune to cold, electricity, polymorph and mind attacks, cast spells as 12th level magic-user.

Lizard, Tiny Animal: HD 0; AC 14; ATK 1 bite (1d3); MV 20 (C20); F16 R13 W19; AL Neutral (N); XP 25; Special—None.

Lizard – Giant Draco, Medium Animal: HD 4; AC 15; ATK 1 bite (1d10); MV 40 (F70); F11 R11 W17; AL Neutral (N); XP 200; Special—Glide.

Lizard – Giant Gecko, Medium Animal: HD 3; AC 15; ATK 1 bite (1d8); MV 40; F12 R12 W17; AL Neutral (N); XP 150; Special—Climb walls.

Lizard – Giant Horned Chameleon, Large Animal: HD 5; AC 18; ATK 1 bite (2d6) or tongue (20'/grapple); MV 40; F10 R11 W16; AL Neutral (N); XP 250; Special—Surprise (4 in 6), drag with tongue (5' per round).

Lizard – Giant Tuatara, Large Animal: HD 6; AC 16; ATK 2 claws (1d4) and bite (2d6); MV 40; F9 R10 W15; AL Neutral (N); XP 300; Special—None.

Lizard – Monitor, Medium Animal: HD 3; AC 15; ATK 1 bite (1d8); MV 30 (S30); F12 R12 W17; AL Neutral (N); XP 150; Special—None.

Lizardman, Medium Humanoid: HD 2; AC 13 (shield); ATK 1 bite (1d6) or weapon (1d8); MV 30 (Swim 20); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

LYCANTHROPE

Werebear, Large Monstrous Humanoid: HD 7; AC 17 [silver]; ATK 2 claws (1d8) and bite (1d8) or bite (1d8) and weapon (1d10); MV 30; F11 R10 W10; AL Lawful (LG); XP 700; Special—Change shape, lycanthropy.

Wereboar, Medium Monstrous Humanoid: HD 4; AC 18 [silver]; ATK 1 gore (1d6) or weapon (1d8); MV 30; F14 R11 W11; AL Neutral (N); XP 400; Special—Change shape, lycanthropy.

Wererat, Medium Monstrous Humanoid: HD 2; AC 16 [silver]; ATK 1 bite (1d6) or weapon (1d8); MV 30; F15 R12 W12; AL Chaotic (CE); XP 200; Special—Change shape, lycanthropy.

Weretiger, Large Monstrous Humanoid: HD 7; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.

Werewolf, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, lycanthropy.

Manta Ray, Large Animal: HD 4; AC 12; ATK 1 ram (1d6); MV Swim 30; F10 R11 W17; AL Chaotic (LE); XP 200; Special—None.

MEPHIT

Air Mephit, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of dust (10'/1d4 and blinded), blur 1/day, gust of wind 1/day, summon mephit 1/day, regenerate.

Dust Mephit, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of particle (10'/1d4 and tactical advantage), blur 1/day, wind wall 1/day, summon mephit 1/day, regenerate.

Earth Mephit, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750;

Special—Breath cone of rock shards (10'/1d8), soften earth and stone 1/day, enlarge person 1/hr, summon mephitis 1/day, regenerate.

Fire Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of fire (10'/1d8), scorching ray 1/hr, heat metal 1/day, summon mephitis 1/day, regenerate.

Ice Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of ice shards (10'/1d4 and tactical advantage), energy missile (cold) 1/hr, chill metal 1/day, summon mephitis 1/day, regenerate.

Magma Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of magma (10'/1d4 and tactical advantage), pyrotechnics 1/day, assume pool of magma 1/hr, summon mephitis 1/day, regenerate.

Ooze Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of caustic liquid (10'/1d4 and tactical advantage), acid arrow 1/hr, stinking cloud 1/day, summon mephitis 1/day, regenerate.

Salt Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of salt crystals (10'/1d4 and tactical advantage), glitterdust 1/hr, withdraw moisture 1/day, summon mephitis 1/day, regenerate.

Steam Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of steam (10'/1d4 and tactical advantage), blur 1/hr, boiling rain (2d6) 1/day, summon mephitis 1/day, regenerate.

Water Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of caustic liquid (10'/1d8), acid arrow 1/hr, stinking cloud 1/day, summon mephitis 1/day, regenerate.

Mermaid, Medium Humanoid: HD 1; AC 13 (leather); ATK 1 weapon (1d8); MV 5 (Swim 50); F15 R13 W15; AL Neutral (N); XP 50; Special—None.

Mugwump, Medium Humanoid: HD 2; AC 13 (buckler); ATK 1 weapon (1d8); MV 20 (Swim 40); F12 R15 W15; AL Chaotic (CE); XP 100; Special—Leap 30', surprise (4 in 6).

Mummy, Medium Undead: HD 8; AC 19; ATK 1 slam (1d8 + mummy rot); MV 20; F11 R11 W10; AL Chaotic (CE); XP 800; Special—Mummy rot, vulnerable fire.

Nymph, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, cast spells as 7th level druid.

Giant Octopus, Large Animal: HD 8; AC 18; ATK 8 arms (1d6 + constrict) and bite (1d8); MV 20 (Swim 30); F8 R9 W14; AL Neutral (N); XP 800; Special—Ink cloud, jet backward.

Ogre, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

Grey Ooze, Medium Ooze: HD 3; AC 5; ATK 1 slam (1d6 + 1d6 acid); MV 10; F14 R15 W14; AL Neutral (N); XP 300; Special—Immune to cold, fire and mind effects, weapon resistance, acid does not dissolve stone.

OPHIDIAN

Lesser Ophidian, Medium Monstrous Humanoid: HD 3; AC 15; ATK 1 weapon (1d8); MV 30; F14 R12 W11; AL Chaotic (CE); XP 150; Special—Immune to poison, magic resistance 15%.

Greater Ophidian, Medium Monstrous Humanoid: HD 7; AC 16; ATK 1 bite (1d3 + reproduction) and weapon (1d8); MV 30; F12 R10 W8; AL Chaotic (CE); XP 700; *Special*—Spawning bite, immune to poison, magic resistance 15%, cast spells as 7th level sorcerer.

Orc, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; *Special*—None.

Pod Jelly, Medium Ooze: HD 2; AC 16; ATK 1 touch (1d4 acid); MV 20; F15 R15 W15; AL Neutral (N); XP 200; *Special*—Resistance to acid, ESP, psychic scream, assume form.

Purple Worm, Huge Magical Beast: HD 16; AC 19; ATK 1 bite (2d10 + swallow whole) and sting (2d6 + poison II); MV 20 (Burrow 20, Swim 10); F3 R5 W10; AL Neutral (N); XP 1600; *Special*—None.

Roc, Huge Animal: HD 18; AC 17; ATK 2 talons (2d8) and bite (2d8); MV 20 (Fly 80); F3 R3 W9; AL Neutral (N); XP 900; *Special*—None.

Sahuagin, Medium Monstrous Humanoid: HD 2; AC 16; ATK 2 talons (1d4 + rend) and bite (2d4) or bite and weapon (1d8); MV 30 (Swim 30); F15 R12 W11; AL Chaotic (CE); XP 100; *Special*—Light sensitivity, murderous frenzy, telepathy with sharks.

Sandman, Medium Earth Elemental: HD 4; AC 15; ATK 1 slam (1d6 + sleep); MV 30 (Burrow 30); F11 R14 W14; AL Chaotic (CE); XP 400; *Special*—Sand form, sleep aura (20'), weapon resistance.

Sea Cat, Large Magical Beast: HD 12; AC 18; ATK 2 claws (1d6 + rend) and bite (1d8); MV 10 (Swim 40); F6 R7 W12; AL Neutral (N); XP 600; *Special*—None.

Sea Serpent, Huge Magical Beast: HD 9; AC 15; ATK 1 bite (2d8 + swallow whole) or tail slap (2d8); MV 10 (Swim 60); F6 R8 W14; AL Neutral (N); XP 900; *Special*—Blur.

SHARK

Medium Shark, Medium Animal: HD 3; AC 15; ATK 1 bite (1d6); MV Swim 60; F12 R11 W17; AL Neutral (N); XP 150; *Special*—Frenzy.

Large Shark, Large Animal: HD 7; AC 15; ATK 1 bite (1d8); MV Swim 60; F9 R9 W15; AL Neutral (N); XP 350; *Special*—Frenzy.

Huge Shark, Huge Animal: HD 10; AC 15; ATK 1 bite (2d8); MV Swim 60; F5 R7 W13; AL Neutral (N); XP 500; *Special*—Frenzy.

Megalodon, Huge Animal: HD 18; AC 17; ATK 1 bite (2d10 + swallow whole); MV Swim 60; F3 R3 W9; AL Neutral (N); XP 1800; *Special*—Frenzy.

Shield Guardian, Large Construct: HD 15; AC 21; ATK 2 slams (1d8); MV 30; F7 R8 W8; AL Neutral (N); XP 3750; *Special*—Amulet, store spell, protect master.

Skeleton, Medium Undead: HD 1; AC 15; ATK 2 claws (1d4) or weapon (1d8); MV 30; F15 R15 W14; AL Neutral (N); XP 50; *Special*—Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons).

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; *Special*—None.

SNAKE

Constrictor, Medium Animal: HD 3; AC 15; ATK 1 bite (1d4 + constrict); MV 20 (Climb 20, Swim 20); F12 R12 W17; AL Neutral (N); XP 300; *Special*—None.

Giant Constrictor, Huge Animal: HD 11; AC 15; ATK 1 bite (1d10 + constrict); MV 20 (Climb 20, Swim 20); F5 R8 W13; AL Neutral

(N); XP 1100; *Special—None.*

Viper, Small Animal: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 100; *Special—None.*

Giant Viper, Large Animal: HD 6; AC 15; ATK 1 bite (1d6 + poison IV); MV 20 (Climb 20, Swim 20); F9 R10 W15; AL Neutral (N); XP 600; *Special—None.*

Spectre, Medium Undead: HD 7; AC 15 [silver]; ATK 1 strike (1d8 + energy drain 2 levels); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; *Special—Spawn, powerless in natural sunlight, incorporeal.*

SPHINX

Androsphinx, Large Magical Beast: HD 12; AC 20; ATK 2 claws (2d6 + rend); MV 50 (Fly 80); F6 R6 W8; AL Lawful (LG); XP 1200; *Special—Mighty roar 3/day.*

Criosphinx, Large Magical Beast: HD 10; AC 19; ATK 2 claws (1d6 + rend) and gore (2d6); MV 50 (Fly 60); F7 R8 W10; AL Neutral (N); XP 1000; *Special—None.*

Gynosphinx, Large Magical Beast: HD 8; AC 20; ATK 2 claws (1d6 + rend); MV 40 (Fly 60); F8 R9 W10; AL Neutral (N); XP 800; *Special—Symbol 1/wk; Spells—3/day—clairaudience/clairvoyance, detect invisibility, detect magic, read magic; 1/day—comprehend languages, dispel magic, locate object, remove curse, legend lore.*

Hieracosphinx, Large Magical Beast: HD 9; AC 19; ATK 2 claws (1d6 + rend) and bite (1d10); MV 30 (Fly 90); F8 R9 W12; AL Chaotic (CE); XP 900; *Special—None.*

Giant Spider, Medium Vermin: HD 2; AC 14; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20); F12 R15 W15; AL Neutral (N); XP 200; *Special—Spin webs.*

SQUID

Squid, Medium Animal: HD 3; AC 16; ATK 1 arms (grapple) and bite (2d8); MV 0 (Swim 60); F12 R11 W17; AL Neutral (N); XP 150; *Special—Ink cloud, jet backwards.*

Giant Squid, Huge Animal: HD 12; AC 17; ATK 10 tentacles (1d8 + constrict) and bite (2d8); MV 0 (Swim 80); F4 R6 W12; AL Neutral (N); XP 1200; *Special—Ink cloud, jet backwards.*

Thoqqua, Medium Outsider (Earth): HD 3; AC 18; ATK 1 slam (1d6 + 2d6 fire); MV 30 (Burrow 20); F12 R12 W13; AL Neutral (N); XP 300; *Special—Immune to fire, vulnerable to cold, creatures hit in combat must save or catch on fire.*

Tiefling, Medium Humanoid: HD 1; AC 15 (studded and shield); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; *Special—Resistance to fire; Spells—1/day—darkness.*

TITAN

Titan, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Lawful (LG); XP 5000; *Special—Magic resistance 50%; Spells—At will—chain lightning, charm monster, cure critical wounds, daylight, dispel magic, fire storm, hold monster, holy smite, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), remove curse; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm, restoration.*

Titan, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Neutral (N); XP 5000; *Special—Magic resistance 50%; Spells—At will—chain lightning, charm monster, cure critical wounds, daylight, dispel magic, fire storm, hold monster, holy smite, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1*

hour), remove curse; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm, restoration.

Titan, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Chaotic (CE); XP 5000; Special—Magic resistance 50%; Spells—At will—bestow curse, chain lightning, charm monster, cure critical wounds, deeper darkness, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

Tojanida, Medium Outsider (Water): HD 7; AC 21; ATK 2 claws (1d6) and bite (3d6); MV 10 (Swim 90); F10 R9 W10; AL Neutral (N); XP 700; Special—Ink cloud, all-around vision, immune to acid and cold.

Triton, Medium Outsider: HD 3; AC 16; ATK 1 trident (1d6+1) or heavy crossbow (1d6+1); MV 5 (Swim 40); F12 R12 W11; AL Lawful (NG); XP 300; Special—None; Spells—1/day—summon nature's ally IV.

TROLL

Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

Scrag, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 20 (Swim 40); F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire; only when immersed in water).

Troglodyte, Medium Humanoid: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d4); MV 30; F12 R15 W16; AL Chaotic (CE); XP 200; Special—Stench.

TURTLE

Giant Sea Turtle, Large Animal: HD 15; AC 16; ATK 1 bite (4d6); MV 10 (Swim 30); F5 R6 W11; AL Neutral (N); XP 1500; Special—Capsize boats.

Giant Snapping Turtle, Large Animal: HD 10; AC 17; ATK 1 bite (4d6); MV 15 (Swim 20); F7 R8 W13; AL Neutral (N); XP 1000; Special—None.

Vampire, Medium Undead: HD 10; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 30; F10 R10 W7; AL Chaotic (CE); XP 2500; Special—Dominate gaze, suck blood, spawn, summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

WHALE

Narwhal, Huge Animal: HD 12; AC 19; ATK 1 tusk (2d6); MV 0 (Swim 60); F4 R6 W12; AL Neutral (N); XP 600; Special—None.

Orca, Huge Animal: HD 9; AC 16; ATK 1 bite (2d8); MV 0 (Swim 50); F6 R8 W14; AL Neutral (N); XP 450; Special—None.

Sperm Whale, Huge Animal: HD 36; AC 22; ATK 1 bite (3d20); MV 0 (Swim 60); F3 R3 W3; AL Neutral (N); XP 3600; Special—Sound blast (stun 1d4 rd).

Wight, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

Wraith, Medium Undead: HD 5; AC 15 [silver]; ATK 1 strike (1d4 + 1d6 Con drain); MV Fly 60; F13 R12 W10; AL Chaotic (CE); XP 1250; Special—Powerless in sunlight, spawn, incorporeal.

Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack,

weapon resistance (blunt weapons).