

1

Alignment
Lawful
Evil

Str: +4
Con: +8
Dex: +10
Int: +3
Wis: +7
Cha: +9

Charm Monster
Minor Image
Unholy Blight (if evil)

See in darkness

SR 20 Telepathy 100'

Dodge, Mobility

Move 30'/ Fly 50

DR: 5/good
Darkvision 60'

Immunity: fire, poison

Resistance:
Acid/10, Cold/10

Favored class: rogue

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Erinyes

ECL
+6Size
M

2

Alignment
Any

Darkvision 60'

Resistance:
Acid, Cold, Elec 5

Daylight once/day

Bonus feat and skill

Favored class: any

Str: +0
Con: +0
Dex: +0
Int: +0
Wis: +2
Cha: +2

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Human

ECL
+1Size
M

3

Alignment
Any
Good

Str: +2
Con: +6
Dex: +2
Int: +0
Wis: +4
Cha: +0

AC: deflection bonus WIS
Ghost touch for natural
and weapon attacks

Favored class: cleric

Darkvision 60'
Immune to electricity,
Petrification, paralysis

Lowlight darkvision 60'

+4 versus necromantic and
enchantment spells or spell
effects, like energy drain

DR/5 evil

+2d6 holy damage versus
undead

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Life Archon

ECL
+3Size
M

4

Alignment
Any

Darkvision 60'

Resistance:
Acid, Cold, Elec 5

Daylight once/day

Bonus feat and skill

Favored class: any

Str: +0
Con: +0
Dex: +0
Int: +0
Wis: +2
Cha: +2

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Human

ECL
+1Size
M

5

Alignment
Any

Darkvision 60'

Resistance:
Acid, Cold, Fire 5

Darkness once/day

Bonus feat and skill

Favored class: any

Str: +0
Con: +0
Dex: +2
Int: +2
Wis: +0
Cha: -2

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Human

ECL
+1Size
M

6

Alignment
Any
Good

AC: insight bonus equal to CHA. Holy Power:
Saint's spell DC's +2. Holy touch: melee attacks
do 1d6 holy damage to evil, 1d8 to evil outsiders.

Str: +0
Con: +2
Dex: +0
Int: +0
Wis: +4
Cha: +6

Darkvision, Lowlight 60'
Tongues, always active.
Resistance: +4 vs poison,
fire 10

Daylight once/day

At will: guidance, resistance, virtue
bless at CL = HD.

DR: (see Exalted deeds p186).

Fast healing: 1/2HD per md

Immune acid, cold, elec., Petrif.

Nimbus of light 60'.

Free action: magic circle,
Lesser globe of invul.

Human feat and skill
bonus.
Favored class: any
Bonus three exalted
Feats

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Human Saint

ECL
+3Size
M

7

Alignment
Any

NOTE: this is not
the Monster Manual
Nymph.

Lowlight 60'

Unearthly grace:
CHA bonus to all
saving throws

Wild empathy (like
druid)

Damage reduction
10/cold iron

Stunning glance:
DC 13 + CHA Fort
or stun 1d2 rounds,
single creature
within 30'

Favored class:
sorceress or druid

Str: +0
Con: +2
Dex: +4
Int: +4
Wis: +4
Cha: +10

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Nymph

ECL
+4Size
M

8

Alignment
Any
Good

AC: insight bonus equal to CHA
Holy Power: Saint's spell DC's +2
Holy touch: melee attacks do 1d6
holy damage to evil, 1d8 to evil
outsiders.
Bonus three exalted feats.

Str: +0
Con: +0
Dex: +2
Int: +0
Wis: +4
Cha: +6

Darkvision, Lowlight 60'
Tongues, always active.
Resistance: +4 vs poison, fire 10.

Daylight once/day

Immune to magic, spell, +2 vs
enchantment spells

Proficient in longsword, rapier,
longbow, shortbow.

+2 listen, spot, search. Free secret
door check.

At will: guidance, resistance, virtue
bless at CL = HD.

DR: (see Exalted deeds p186).

Fast healing: 1/2HD per md

Immune acid, cold, elec., Petrif.

Nimbus of light 60', free action:

magic circle, lesser globe of invul.

Favored class: sorcerer or paladin

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Elf Saint

ECL
+3Size
M

9

Alignment
Chaotic
Good

Incorporeal alternate form. Magic circle against evil.
+4 hide and move (due to size).
At will: dancing lights, detect magic & evil, faerie fire.
3/day: magic missile, spell, CL 4.
Tongues. Immune to elec and petrification
Resist acid 10, cold 10.

-2 to hit
+2 AC

Move:
20'/ Fly 60'

Str: -5
Con: +0
Dex: +13
Int: +0
Wis: +0
Cha: +3

Favored class: rogue

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Coure Eladrin

ECL
+5Size
T

10

Greater invisibility as free action.

Low-light vision
+2 listen, search, spot. +4 hide.

Favored class: sorcerer

-1 to hit
+1 AC

Move:
20'/ Fly 60'

Str: -4
Con: +0
Dex: +8
Int: +6
Wis: +4
Cha: +6

DR 10/ cold iron
SR 15 + class levels

Once per day:
Lesser confusion, dancing lights, detect good, evil, law; dispel magic, entangle, perm. Image*, poly self, entangle

*Visual and auditory elements only on the permanent image.

Alignment: Neutral Good

Size: S

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ECL +5

Pixie

11

Resistance: Acid, Cold, Elec 10

Immune to Disease

+1 natural armor

Move: 30'/ Fly 60'

Spell-like abilities per level (see Monster Manual pg 145)

SR 10 + HD
+4 versus poison

DR 10/Magic

Str: +4
Con: +2
Dex: +4
Int: +2
Wis: +4
Cha: +4

Daylight at will
Smite evil once per day

Darkvision, 60'

Alignment: Any Good

Size: M

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ECL +4

Half-Celestial

12

Favored class: paladin

+1 natural armor

NO WINGS

SR 10 + HD
+4 versus poison

Spell-like abilities per level (see Monster Manual pg 145)

Str: +4
Con: +2
Dex: +4
Int: +2
Wis: +4
Cha: +4

Darkvision, 60'

Resistance: Acid, Cold, Elec 10

Immune to disease

DR 10/Magic

Daylight at will
Smite evil once per day

Alignment: Any Good

Size: M

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ECL +3

Half-Celestial

13

Favored class: paladin

+1 natural armor

Move: 30'/ Fly 60'

Spell-like abilities per level (see Monster Manual pg 145)

SR 10 + HD
+4 versus poison

Str: +4
Con: +2
Dex: +4
Int: +2
Wis: +4
Cha: +4

Daylight at will
Smite evil once per day

Darkvision, 60'

Resistance: Acid, Cold, Elec 10

Immune to disease

DR 10/Magic

Alignment: Any Good

Size: M

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ECL +4

Half-Celestial

14

Daylight at will
Smite evil once per day

Darkvision, 60'

SR 10 + HD
+4 versus poison

+1 natural armor

Move: 30'/ Fly 60'

Spell-like abilities per level (see Monster Manual pg 145)

Str: +4
Con: +2
Dex: +4
Int: +2
Wis: +4
Cha: +4

Resistance: Acid, Cold, Elec 10

Immune to disease

DR 10/Magic

Favored class: paladin

Alignment: Any Good

Size: M

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ECL +4

Half-Celestial

15

HAS WINGS

Move: 30'/ Fly 60'

Spell-like abilities per level (see Monster Manual pg 148)

Resistance: Acid, Cold, Elec, Fire 10

Immune to poison

DR 10/Magic

Natural attack
Counts as magic weapon.
See page 148 for details.

+1 natural armor

SR 10 + HD

Str: +4
Con: +2
Dex: +4
Int: +4
Wis: +0
Cha: +2

Smite good once per day

Darkvision, 60'

Favored class: sorcerer

Alignment: Any Evil

Size: M

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ECL +4

Half-Fiend

16

ECL +5: Move 40'. ECL +6: Move 40' Fly 80'
+8 natural armor

Immune to acid.

Darkvision and lowlight vision 60'

Str: +18
Con: +12
Dex: -2
Int: -2
Wis: 0
Cha: -2

Favored class: barbarian

-2 to hit/ AC due to size
+8 grapple

Bite 2d6, claw 4x 1d8

Once per day breathes 30' cone of corrosive acid (gaseous)
DC 10 + 1/2 character level + Con modifier. 1d8 per character level.

Space/Reach: 10x10/10'

Alignment: Lawful Evil

Size: H

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ECL +5/6

Half Ogre
Half Green Dragon

17

Space/Reach: 5x5/10'
Move: 40'

+11 natural armor

Bite 2d6, slam 1d6 (Good & law aligned)

Lowlight, Darkvision 60'

Aura of menace: DC 15 + Cha

Immune to elec, petrif.
+4 versus poison

DR 10/evil, scent

Favored class: ranger

At will: aid, continual flame, detect evil, message (CL 6)

Str: +12
Con: +4
Dex: +0
Int: +0
Wis: +2
Cha: +2

Alignment: Lawful Good

Size: L

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ECL +5

Hound Archon

18

Str: +6
Con: +2
Dex: +6
Int: +2
Wis: +4
Cha: +4

Resistance: Acid, Cold, Fire, Elec 15

Immune to disease and poison

DR 15/Magic

+3 natural armor

Move: 30'

SR 15 + HD

Darkvision 60

Alignment: Any

Size: M

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ECL +4

Fiendish Celestial

19

Str: +2
Con: +6
Dex: +2
Int: +0
Wis: +4
Cha: +0

Alignment
Any
Good

AC: deflection bonus WIS
Ghost touch for natural
and weapon attacks
Favored class: cleric

Darkvision 60'
Immune to electricity,
Petrification, paralyzation
Lowlight, darkvision 60'
+4 versus necromantic and
enchantment spells or spell
effects, like energy drain
DR/5 evil
+2d6 holy damage versus
undead

ECL
+3

Life Archon

Size
M

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20

Str: +0
Con: +0
Dex: +0
Int: +0
Wis: +2
Cha: +2

Alignment
Any

Daylight once/day
Bonus feat and skill
Favored class: any

Darkvision 60
Resistance:
Acid, Cold, Elec. 5

ECL
+1

Human

Size
M

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