

21

HAS WINGS
Move: 40' / Fly 80'Alignment
Any
EvilSpell-like abilities per level (see
Monster Manual pg 148)
Size/Reach: 10x10/10'Resistance:
Acid, Cold,
Elec, Fire 10
Immune to poison
DR 10/Good
Natural attack counts as
magic weapon. See page 148
for details.AC: +5 natural armor, size -1
SR 10 + HDSmite good once per day
Darkvision, 60'

Favored class: sorcerer

Str: +8
Con: +8
Dex: +4
Int: +2
Wis: +0
Cha: +6

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ECL
+5Half-Giant
Half FiendSize
L

22

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: -2Alignment
Any

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ECL
+1

Human

Size
M

23

Smite good once
per day HAS WINGS
Move: 30' / Fly 60'

Darkvision, 60'

Spell-like abilities per level (see
Monster Manual pg 148)Favored class:
sorcererResistance:
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

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ECL
+4

Half-Fiend

Size
M

24

Alignment
Any

Darkvision 120'

SR II + class level

+2 vs will saves for spells and
spell-like abilitiesOnce per day: dancing lights,
faerie fire, darkness.Light blindness: blind for one
round in bright light, dazzled
thereafter.

Favored class: Cleric

Weapon proficiencies: hand
crossbow, rapier, short sword.Str: +0
Con: -2
Dex: +2
Int: +2
Wis: +0
Cha: +2

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ECL
+2

Drow

Size
M

25

Roar: three times per day, 60' cone, DC 18 (fort) or
stun 1 round, 2d6 sonic damage, DC 18 (reflex) for
half. CHA based.
Lay-on-hands. Daily heal total equal to normal, full
hit points.Space/Reach: 5x5/5'
Move: 40' +8 natural armor
Lowlight, Darkvision 60'. Immune to
elec, petrif. +4 versus poison. Speak
with animals as free action, no sound.Str: +10
Con: +4
Dex: +10
Int: +0
Wis: +0
Cha: +0Favored class:
barbarian.Alignment
Chaotic
Good

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ECL
+5

Aslan Guardinal

Size
M

26

Space/Reach: 2.5x2.5/5'
Move: 40', Fly 100', Swim 40'
AC: +4 natural armor, +1 size
Keen senses: lowlight 120', darkvision 120'.Skill points: (6 + INT) x 9
Feats: three (player's choice)
Hit dice: 6d12 + CONBase saves (excluding stat bonuses):
Fort: +4 Reflex: +4 Will +4Breath: cone of corrosive gas: 2d6 DC 13
(reflex), 20' longFavored class: none
Immunity to acid
Water breathingStr: +2
Con: +4
Dex: +0
Int: +0
Wis: +0
Cha: +0

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ECL
4

Green Dragon

Wymling, 3 years old

Size
S

27

Alignment
Lawful
GoodStr: +6
Con: +6
Dex: +0
Int: +4
Wis: +5
Cha: +4Space/Reach: 5x5/5'
Move: 40', Fly 150',
Swim 60'

AC: +8 natural armor

Lowlight, Darkvision
60'Keen senses: lowlight,
120', darkvision 120'.Skill points:
(6 + INT) x 12
Feats: four (player's
choice)

HD: 9d12 + CON

Base saves:
Fort: +6
Reflex: +6
Will +6Breath: 30' cone of
repulsion gas or
60' line of lightning
4d6 DC 16 (reflex)

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Favored class: none
Immunity to electricity
Water breathing, speak
with animalsECL
7

Bronze Dragon

Very young, 6 years old

Size
M

28

Alignment
Lawful
Evil

Immune to electricity

Darkvision and lowlight
vision 60'

Favored class: fighter

Bite: 1d6, Claw: 2x 1d4

Once per day breathes
60' line of lightning
DC 10 + 1/2 character
level + Con modifier. 1d8
per character level.Space/Reach:
10x10/10'Str: +8
Con: +2
Dex: 0
Int: +2
Wis: 0
Cha: +2Move: 40'
AC: +4 natural armor,
-1 size

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ECL
+3

Half Blue Dragon

Size
L

29

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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ECL
+1

Human

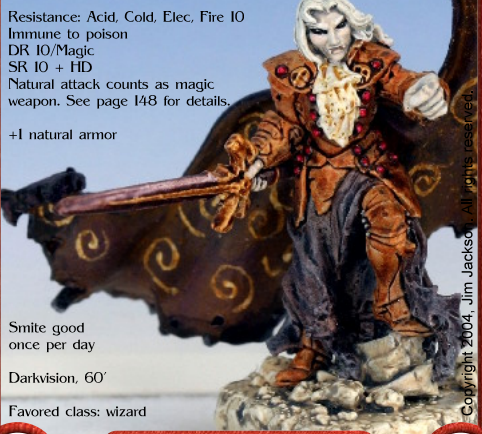
Size
M

30

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

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
SR 10 + HD
Natural attack counts as magic weapon. See page 148 for details.
+1 natural armor
Smite good once per day
Darkvision, 60'
Favored class: wizard

Alignment
Any
Evil

Size
M

Half-Fiend

31

Favored class: cleric
DR 10/magic, SR II + HD
Immune to mind affecting magic.
Command at will (CL=HD)



Move: 30
Space/Reach: 5x5/5'
+4 natural armor
Lowlight, Darkvision 60'
Aura of menace: 20' radius, DC 15 (Will)
Immune to petrification and electricity
+4 versus poison
Magic circle against evil

Str: +4
Con: +2
Dex: +0
Int: +4
Wis: +8
Cha: +0

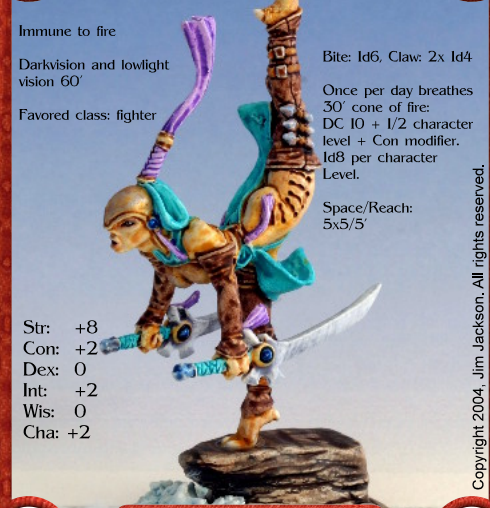
Alignment
Lawful
Good

Size
M

Word Archon

32

Move: 30'
+4 natural armor



Immune to fire
Darkvision and lowlight vision 60'
Favored class: fighter
Bite: 1d6, Claw: 2x 1d4
Once per day breathes 30' cone of fire: DC 10 + 1/2 character level + Con modifier, 1d8 per character level.
Space/Reach: 5x5/5'

Str: +8
Con: +2
Dex: 0
Int: +2
Wis: 0
Cha: +2

Alignment
Lawful
Good

Size
M

Half Gold Dragon

33

Move: 30'
AC: +4 natural armor, -1 size



Immune to electricity
Darkvision and lowlight vision 60'
Favored class: fighter
Bite: 1d6, Claw: 2x 1d4
Once per day breathes 60' line of lightning DC 10 + 1/2 character level + Con modifier, 1d8 per character level.
Space/Reach: 10x10/10'

Str: +8
Con: +2
Dex: +0
Int: +2
Wis: 0
Cha: +2

Alignment
Lawful
Good

Size
L

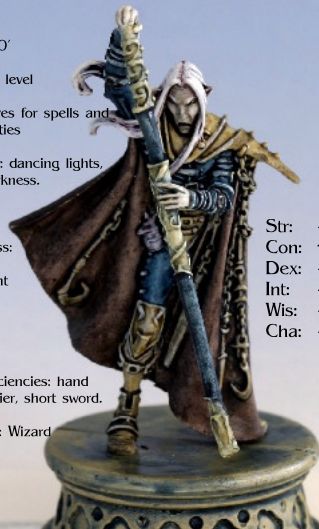
Half Bronze Dragon

34

Darkvision 120'
SR II + class level
+2 vs will saves for spells and spell-like abilities
Once per day: dancing lights, faerie fire, darkness.

Light blindness: blind for one round in bright light, dazzle thereafter.

Weapon proficiencies: hand crossbow, rapier, short sword.
Favored class: Wizard



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

Alignment
Any

Size
M

Drow

35

Move: 40'
Size/Reach: 10x10/10'
Spell-like abilities per level (see Monster Manual)



Resistance: Acid, Cold, Elec 10
Immune to poison, fire
DR 10/Good
Natural attack Counts as magic weapon. See page 148 for details.
AC: +5 natural Armor, -1 size
SR 10 + HD
Smite good once per day
Lowlight 60'
Darkvision 60'
Favored class:
Bite: 1d6, Claw: 2x 1d4
Once per day breathes 30' cone of fire: DC 10 + 1/2 character level + Con modifier, 1d8 per character level.

Str: +12
Con: +4
Dex: +4
Int: +6
Wis: 0
Cha: +4

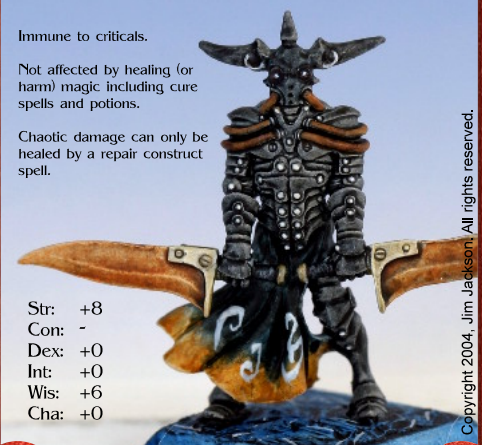
Alignment
Chaotic
Evil

Size
L

Half Red Dragon
Half Fiend

36

Favored class: fighter
+20 hit points, +10 natural armor
Fast healing: 3, except versus chaotic damage



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

Alignment
Lawful
Neutral

Size
M

Slayer
(Construct)