

NAME / TYPE	AC/hp	Hit/PP	ATT 1 / ATT 2	SPECIAL ATTACK	IMMUNITY / OTHER	S	D	C	I	W	Ch	Language / Vision	HD / XP
Animated Armor	18	+4	1d6+2 (5) <i>slam</i> (x2)		I - poison, psychic	+2	+0	+1	-5	-4	-5	none / move 25	6d8+6
M construct	33	6		V - <i>dispel magic</i>	I - all conditions except grapple, restrain, prone							Blindsight 60	(1) 200
Animated Table	15	+6	2d8+4 (13) <i>ram</i>	V - <i>dispel magic</i>	I - poison, psychic	+4	-1	+1	-5	-4	-5	none / move 40	6d10+6
L construct	39	6	Charge- move 20' +2d8dmg & DC15 or prone		I - all conditions except grapple, restrain, prone							Blindsight 60	(2) 450
Brown Bear	11	+5	1d8+4 (8) <i>bite</i>			+4	+0	+3	-4	+1	-2	none	4d10+12
L beast	34	13	2d6+4 (11) <i>claws</i>	ADV Perc. (smell)		Perception +3						move 40 / climb 30	(1) 200
Dire Wolf	14	+6	2d6+3 (10) <i>bite</i> +	Pack Tactics -		+3	+2	+2	-4	+1	-2	none / move 50	5d10+10
L beast	37	13	DC13 STR or prone	ADV if within 5' of ally	ADV Perc hear/smell	Perception +3 / Stealth +4							(1) 200
Duergar	16	+4	1d8+2 (6) <i>war pick</i>	<i>Enlarge</i> (1m) x2 DMG	ADV v poison, spells	+2	+0	+2	+0	+0	-1	Dwarven,Undercomm	4d8+8
M humanoid	26	10	1d6+2 (5) <i>javelin</i>	<i>Invisibility</i> (1 hour)	R - poison, charm, paralyze							Darkvision 120 / move 25	(1) 200
Giant Lizard	12	+4	1d8+2 (6) <i>bite</i>			+2	+1	+1	-4	+0	-3	none / climb 30	3d10+3
L beast	10	10										Darkvision	(1/4) 50
Giant Sub. Lizard	14	+7	2d10+5 (16) <i>bite</i> + grapple DC15 to escape.	grapple victim swallowed	+5	-1	+3	-4	+0	-2		none / swim 50	7d12+21
H beast	66	10	2d6+5 (12) <i>tail</i> + DC15 STR or prone	& 3d6 (10) <i>acid</i> per rnd	Stealth +3								(4) 1100
Gray Ooze	8	+3	1d6+1 (4) <i>slam</i> +	Corrode - nonmagic	I - charm,fear,prone	+1	-2	+3	-5	-2	-4	none / move/climb 10	3d8+9
M Ooze	22	8	2d6 (7) <i>acid</i>	armor -1AC each hit	R - acid, cold, fire	Stealth +2						Blindsight 60	(1/2) 100
Grick	14	+4	2d6+2 (9) <i>tentacle</i> +		+1 weapon to hit	+2	+2	+0	-4	+2	-3	none / climb 30	6d8
M monstrosity	17	12	1d6+2 (5) <i>beak</i>		ADV stealth in rocky	Stealth +2 ADV						Darkvision	(2) 450
Orc	13	+5	1d12+3 (9) <i>greataxe</i>			+3	+1	+3	-2	+0	+0	Common, Orc	2d8+6
M humanoid	15	10	1d6+3 (6) <i>javelin</i>	Bonus - move 30' toward enemy		Intimidation +2						Darkvision	(1/2) 100
Orog	18	+6	1d12+4 (10) <i>greataxe</i> (x2)			+4	+1	+4	+1	+0	+1	Common, Orc	5d8+20
M humanoid	42	10	1d6+4 (7) <i>javelin</i>	Bonus - move 30' toward enemy		Intimidation +5, Survival +2						Darkvision	(2) 450
Roper	20	+7	4d8+4 (22) <i>bite</i>	Tendril (x4) 50' reach	Reel - pull grappled	+4	-1	+3	-2	+3	-2	none / move/climb 10	11d10+33
L monstrosity	93	16	on hit - grapple DC15	on hit - grapple DC15	creature 25' toward it	Perception +6, Stealth +5						Darkvision	(5) 1800
Rug Smothering	12	+5	on hit, grapple DC13	trans. 1/2 dmg to vic.	I - poison, psychic	+3	+2	+0	-5	-4	-5	none	6d10
L construct	33	6	2d6+3 (10) <i>smother</i>	V - <i>dispel magic</i>	I - all conditions except grapple, restrain, prone							Blindsight 60	(2) 450
Skeleton	13	+4	1d6+2 (5) <i>shortsword</i>		I - poison, exhaust.	+0	+2	+2	-2	-1	-3	Common (no speak)	2d8+4
M undead	13	9	1d6+2 (5) <i>shortbow</i>		V - Blunt							Darkvision	(1/4) 50
Skeleton, Ogre	11	+6	2d8+4 (13) <i>greataxe</i>		I - poison, exhaust.	-2	+2	+1	-2	+0	-1	Common (no speak)	7d10+21
L undead	59	8	2d6+4 (11) <i>javelin</i>		V - Blunt							Darkvision	(2) 450
Stirge	14	+5	1d4+3 (5) <i>bite</i> + <i>attach</i>	If attached - auto dmg		-3	+3	+0	-4	-1	-2	None / Darkvision	1d4
T beast	2	9		1d4+3 (5) <i>blood loss</i>								move 10 / fly 40	(1/8) 25
Troglodyte	11	+4	1d4+2 (4) <i>bite</i> +	Stench - within 5'	ADV stealth	+2	+0	+2	-2	+0	-2	Troglodyte	2d8+4
M humanoid	13	10	1d4+2 (4) <i>claw</i> (x2)	DC12 CON or poisoned,	save immune 1hour	Stealth +2						Darkvision	(1/4) 50
Wight	14	+4	1d8+2 (6) <i>sword</i> (x2)	Life Drain - 1d6+2 (5)	+1 weapon to hit	+2	+2	+3	+0	+1	+2	Common, Orc	6d8+18
M undead	45	13	1d8+2 (6) <i>bow</i> (x2)	DC13 CON hit max hp	I - poison / R - necro	Perception +3, Stealth +4						Darkvision	(3) 700

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Arundil (ghost)	11	+5	4d6+3 (17) necro	Horrifying Visage &	+1 weapon to hit	-2	+1	+0	+0	+1	+3	Common, Dwarvish	10d8
M undead	45	11	Ethereal at will	Possession - below	I - all condition,cold,necro,pois. R - all elemental							Darkvision / fly 40	(4) 1100
Horrifying Visage - DC13 WIS of fear (1 min.) poss. Age 1d4x10 years. Possession - (Recharge 6) DC13 CHR or possessed til host hp 0 or ghost exits													
Burgud (Orc)	16	+5	1d6+3 (7) spear +	spellcasting		+3	+1	+3	-1	+1	+1	Common, Orc	6d8+18
Eye of Gruumush	45	11	1d8 (4) Gruumush fury	Bonus - move 30' toward enemy								Darkvision	(2) 450
M humanoid	Spells: DC11, +3 to hit - guidance, resistance, thaumaturgy; (4) 1st - bless, command; (2) 2nd - augury, spiritual weapon (spear)												
Ghared	15	+5	1d6+3 (7) s.sword (x2)	Enlarge (1m) x2 DMG	ADV v poison, spells	+0	+3	+1	+1	+0	+1	Dwarven,Undercommo	6d8+6
(duergar spy)	33	14	1d6+3 (6) crossbow	Invisibility (1 hour)	R - poison, charm, paralyze							Darkvision 120 / move 25	(2) 450
M humanoid	Sneak Attack - extra 2d6 damage if hit with ADV or target within 5' ally / Decept +5, Insight +2, Invest +4, Pers +3, Sleight +5, Stealth +7												
Great Ulfe (ogre)	11	+6	2d12+4 (17) greataxe			+4	-1	+3	-3	-2	-2	Common, Giant	7d10+21
L giant	59	8	2d6+4 (11) javelin									Darkvision	(2) 450
Idalla (succubus)	15	+5	1d6+3 (6) claw	kiss charmed or willing	+1 weapon to hit	-1	+3	+1	+2	+1	+5	Common, All Fiendish	12d8+12
M fiend	66	15	5d10+5 (32) kiss*	DC15 CON 1/2 dmg	R - cold, fire, lightning, poison							Darkvision / Fly 60 / telepathy	(4) 1100
Shapechage / Ethereal / Charm - DC15 WIS or charmed (1 day) reroll on harm or command self harm / Decep +9, Insight +5, Perc +5, Pers +9, Stealth +7													
Kaarghaz	13	+4	1d4+2 (4) bite +	Stench - within 5'	ADV stealth	+2	+0	+2	-2	+0	+2	Troglodyte, Draconic	6d8+12
(troglodyte chief)	39	10	1d4+2 (4) claw (x2)	DC12 CON or poisoned, save immune 1hour	Stealth +2							Darkvision	(2) 450
M humanoid	Spells: DC12, +4 to hit - fire bolt, mage hand, poison spray, ray of frost; (6) 1st - burning hands, shield, sleep; (3) 2nd invisibility, scorching ray												
Nightscale	18	+7	2d10+4 (15) bite +	breath weapon	I - acid	+4	+2	+3	+1	+0	+2	Common, Draconic	15d10+45
(Young Black)	127	16	2d6+4 (11) claw (x2)	breathe air & water	nove 40/fly 80/swim 40							Darkvision120,Blind30	(7) 2900
L dragon	Acid Breath (Recharge 5-6) - 30'x5' line DC14 Dex or 11d8 (49) acid , 1/2 dmg on save // Saves Dex +5, Con +6, Wis +3, Cha +5												
Nimira (duergar)	17	+4	2d6+2 (9) g sword (x2)	Enlarge (1m) x2 DMG	ADV v poison, spells	+2	+0	+2	+0	+0	-1	Dwarven,Undercommo	8d8+16
M humanoid	52	10		Invisibility (1 hour)	R - poison, charm, paralyze							Darkvision 120 / move 25	(3) 700
Snurrevin	16	+4	1d8+2 (6) war pick	Enlarge (1m) x2 DMG	ADV v poison, spells	+2	+0	+2	+2	+0	-1	Dwarven,Undercommo	7d8+14
(duregar wizard)	45	10	1d6+2 (5) javelin	Invisibility (1 hour)	R - poison, charm, paralyze							Darkvision 120 / move 25	(2) 450
M humanoid	Spells: DC12 +4 to hit - fire bolt, mage hand, minor illusion, shocking grasp; (4) 1st - color spray, shield, silent image; (2) 2nd - hold person, shatter												