

Commoner	10	30'	+2 to hit	slam 2 (1d4)		+0	+0	+0	+0	+0	+0
A'tan	4	1A									10
Invisible	14	50'f	+6 to hit	slam 10 (2d6+4)	I-pois. nm	+3	+4	+2	+0	+2	+0
Stalker	104	2A	if both hit, Choke 13 (2d8+4)	DC13 Con ½ / DC13 Dex-escape							2300
Minotaur	14	40'	+6 to hit	g axe 17 (2d12+4)	recklessADV	+4	+0	+3	-2	+3	-1
Zaal	76	2A	+6 to hit	gore 13 (2d8+4)	w charge +9dmg	DC14	prone				700
Troll	15	30'	+7 to hit	bite 7 (1d6+4)	ADV perc	+4	+1	+5	-2	-1	-2
Yraggath	84	3A	+7 to hit	2 claw 11 (2d6+4)	Regen 10 hp/turn	excpt fire/acid					1800
Tlad	15	30'	+2 to hit	staff 3 (1d4+2) +3 poison		-1	+2	+0	+3	+1	+1
Xolbrys	45	1A	spells +6 to hit, Save DC 14								2900
Drow Mage – at will - <i>mage hand</i> , <i>minor illusion</i> , <i>poison spray</i> 13 (2d12), <i>ray of frost</i> 9 (2d8), 1 st lvl (4) - <i>mage armor</i> , <i>magic missile</i> 4 (1d4+1) x3, <i>shield</i> (+5AC x-mm), <i>witch bolt</i> @ 1 min. 7 (1d12) per round, 2 nd lvl (3) - <i>alter self</i> , <i>misty step</i> , <i>web</i> , 3 rd lvl (3) - <i>fly</i> , <i>lightning bolt</i> , (3) <i>Evard's black tentacles</i> @ 20'sq 11 (3d6) +restrain per round. STR/DEX escape, <i>greater invisibility</i> @ 1 min, (1) <i>cloudkill</i> @ 10m. 20'sph 23 (5d8) <i>poison/r</i> CON save ½, <i>move</i> 10'											
Pox/Biff	14	30'	+6 to hit	slam 7 (1d6+4)	I-charm	+0	+4	+2	+0	+1	+2
Doppelganger	52	2A	Surprise att. +10 (3d6) dmg	Shapechange/read minds	Dec	+6					700
4-Armed	17	60'f	+8 to hit	bite 11 (2d6+4)		+4	+0	+5	-2	+4	-1
Gargoyle	147	5A	+8 to hit	4 claw 9 (2d4+4)	I-pois. petr. nm	Perc	+4				5900
Champion	18	30'	+9 to hit	g sword 12 (2d6+5) +7 (2d6)		+5	+2	+2	+0	+2	+1
Lukanu	143	3A	+6 to hit	s bow 5 (1d6+2)	if > ½ hp. b -regain 20 hp (1x)						5000
Stirge	14	40'f	+5 to hit	beak 5 (1d4+3) + attach		+3	+3	+0	-4	-1	-2
	2	1A	when attached auto-hit 5 (1d4+3)	blood loss. Action to detach							25
Dragonbait	17	30'	+8 to hit	tail 20 (3d8+7)	I-disease	+2	+1	+3	+2	+3	+4
Saurial	120	2A	holy avenger 9 (1d8+5) +11 dmg v undead/fiend	Ath +5 Med +6							1800
Zombie	11	40'	+10 to hit	slam 10 (2d6+4)	I-poison	+7	-2	+4	-5	-4	-3
T-Rex	136	2A	bite 33 (4d12+7) +grap (DC17)	b -disgorge zombie / Fortitude							3900
Zombie	8	20'	+3 to hit	slam 4 (1d6+1)	I-poison	+1	-2	+3	-4	-2	-3
Painter	22	1A	if both hit, Choke 13 (2d8+4)	DC13 Con ½ / DC13 Dex-escape							2300