

Shambling	15	30'	+7 to hit	slam 13 (2d8+4)	R-cold, fire	+4	-1	+4	-2	+0	-3
Mound	110	2A	Engulf – DC15 esc. or 10 dmg	I-lightn, regain hp = dmg rolled . 1800							
Tomb	14	30'	+4 to hit	b axe 8 (1d10+2)	I-poison	+2	+2	+3	+0	+1	+2
Dwarf	45	2A	+4 to hit	I cross 7 (1d8+2)	R-necro/nm Perc +3, Stealth +4	700					
<u>Life Drain-dmg 5 to max hp / Sunlight-disADV attack & Perc check</u>											
4-Armed	14	60'f	+8 to hit	claw 11 (2d6+4)		+4	+0	+5	-2	+0	-1
Gargoyle	147	5A	+8 to hit	tail 9 (2d4+4)	I pois. petr. nm	Perc +4	5900				
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				
Crawling	12	20'c	+4 to hit	claw 3 (1d4+1)	I-pois/charm	+1	+2	+0	-3	+0	-3
Claw	2	1A	disarm/grab DC12 DEX or drop weapon/DisADV attack								10
Withers	14	30'	+4 to hit	I sword 7 (1d8+2)	I-poison	+2	+2	+3	+0	+3	+2
(Gorra)	75	2A	Spell +5 DC 13		R-necro/nm Perc +3, Stealth +4	1100					
Amulet-Teleport 100'. Life Drain-dmg 5 to max hp / Sunlight-disADV attack & Perc check											
<i>acid splash (2 target) (7), mage hand, minor illusion (1 min), prestidigitation, (4) detect magic, ex. retreat, feather fall, thunderwave 15' cube CON (9), (3) darkness@ 15'sph, hold person @ CON para 1min, rope trick (3) dispel magic, lightning bolt 100' 28 (8d6), (3) blight 30' 1 target 36 (8d8), wall of fire @ 120' 20'diam, DEX 23 (5d8), (1) telek @ 10 min Spell vs STR move 30' res</i>											
Tlad	15	30'	+2 to hit	staff 3 (1d4+2) +3 poison		-1	+2	+0	+3	+1	+1
Xolbrys	45	1A	spell +6 DC14 <i>mage hand, minor illusion, poison spray</i> 13 (2d12),2900								
<i>Drow Mage ray of frost 9 (2d8), (4) mage armor, magic missile 4 (1d4+1)x3, shield (+5AC x-mm) witch bolt @ 1 min. 7 (1d12) per round, (3) alter self, misty step, web, (3) fly, lightning bolt, (3) Evards black tentacles @ 20'sq 11 (3d6) +restrain per round. STR/DEX escape, greater invisibility @ 1 min, (1) cloudkill @ 10m. 20'sph 23 (5d8) poison/r CON save ½, move 10'</i>											
G'lyh'rul	17	40's	+9 to hit	tentacle 12 (2d6+5) + grapple		+2	+2	+3	+0	+1	+2
Aboleth	150	2A	Grapple DC14 + Consume memory DC16 INT or 10 dmg ½ save		5900						
Dominate (2/day) DC16 WIS or charm / Legend Resist (3) / Mucus 5'r - DC14 CON or curse											

Withers - You mamby-pamby, goody two-shoes make me sick. Why can't you be like good little heroes and just die! You defy all my attempts to plan an amusing death for you. It was those damn riddles that helped you, wasn't it? I told Master that someday some punks would figure them out. No more games, now you die! You may defeat me, but the Sisters will tear you apart.