



New Format Stat Blocks

A Living Greyhawk™ Explanatory Document

Version 1

by Creighton Broadhurst

Use the information in this document to create stat blocks for any Living Greyhawk adventure premiering in or after January 2007.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

DESIGNING STAT BLOCKS

Use these notes to design your stat blocks. Refer to page 5 for a blank stat block template and page 6 for example stat blocks. Feel free to use or modify the example stat blocks for your adventure.

FORMATTING NOTES

Blank Sections: Delete any entries not relevant to the creature. For example, if the creature has no spell-like abilities delete that section.

Colon: The only uses of a colon are at the end of the (CL xx) expression for spells and spell-like abilities.

Semicolon: Use a semicolon between headers of equal weight in the same paragraph—for example, between Init and Senses, hp and DR, Space and Reach. In the Senses line, use a semicolon between any special sensory abilities and the creature's Listen and Spot modifiers. Also, use a semicolon between spell levels in a spellbook listing.

Text Styles

The new stat block uses four styles of text. Do not use or invent any other styles in your stat blocks. The stat block already includes the correct styles in the correct listings.

Stat Block Title: Use this style for the title of the stat block.

Stat Block Text: This is the default style of the stat block.

Stat Block Calculation: Use this style to show your math. Such sections utilize hidden text to split this information out from the normal parts of the stat block. Delete any categories not relevant to the creature. For example, if the creature does not have a synergy bonus for a given skill, delete that section.

To view hidden text in Word click Tools > Options > View tab > Hidden Text. To hide hidden text reverse the procedure.

After inserting hidden text, check to make sure that the stat block's formatting is still correct. Sometimes extra spaces creep in between normal and hidden text which moves commas and such. Bare this in mind when checking your formatting.

To print hidden text click File > Print > Options > Hidden Text.

Stat Block Spell Style: Use this style when listing prepared and memorized spells as well as spell-like abilities.

WHAT GOES WHERE

Use these notes to determine where to list feats from non-core sources. Always mentions feats in a given section before listing any other entries.

Speed: Flyby Attack, Spring Attack, Ride-By Attack, Shot on the Run, Run

AC: Dodge, Mobility, Deflect Arrows, Two-Weapon Defense

Atk Options: Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Far Shot, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Overrun, Improved Precise Shot, Improved Sunder, Improved Trip, metamagic feats (if the creature can cast spells spontaneously), Mounted Combat, Point Blank Shot, Power Attack, Powerful Charge, Precise Shot, Quick Draw, Rapid Reload, Spirited Charge, Stunning Fist, Trample, Whirlwind Attack.

Special Actions: Snatch Arrows

IDENTIFICATION AND ENCOUNTER

The top section identifies the creature and gives the information you need at the start of an encounter.

Name: This word or phrase identifies the creature. If there is more than one of the creature include in brackets how many of the creatures are encountered.

CR: This value is the Challenge Rating of an individual creature of this kind.

Race, Class, and Level: Only provide this information for characters with class levels. Use an asterisk to denote non-core items. On the next line indicate the class or race's source; for example, **Complete Arcane* 6

Alignment: The one- or two-letter abbreviation denotes the creature's alignment.

Size and Type: The creature's size category and its type (and subtype or subtypes, if applicable) are given here. Capitalize the size category of the creature (for example, Large) but not the creature's type or subtype.

Init: This value is the creature's modifier on initiative checks.

Senses: Alphabetically list whether the creature has darkvision, low-light vision, scent, tremorsense, blindsense, blindsight, or some other sensory special quality. This information is followed by the creature's modifiers on Listen and Spot checks (even if the creature has no ranks in those skills).

Aura: Occasionally, a creature has a special ability that takes effect anytime another creature comes within a certain distance of it. Examples include a blackguard's aura of despair or a devil's fear aura. Only list auras that effect combat here; list all others in the SQ section.

Languages: List alphabetically the languages the creature speaks or understands, followed by any special abilities relating to communication (such as telepathy or *tongues*) that it possesses. Capitalize languages.

DEFENSIVE INFORMATION

This section provides the information you need when characters are attacking the creature.

AC: This entry gives the creature's Armor Class against most regular attacks, followed by its touch and flat-footed AC. If the creature has feats or other abilities that modify its Armor Class under specific circumstances

(such as the Mobility feat), they are noted here as well as in the Feats entry.

hp: This entry consists of the creature's full normal hit point total (assuming average rolls on each Hit Die), followed by the creature's Hit Dice in parentheses. If the creature has fast healing, regeneration, damage reduction (DR), or some other ability that affects the amount of damage it takes or the rate at which it regains hit points, that information also appears here.

Immune: List alphabetically any immunities the creature has here. This includes immunity to specific types of energy as well as specific immunities (such as immunity to poison or to *sleep* effects).

Resist and SR: If the creature has resistance to certain kinds of attacks, list that information alphabetically here. Resistance to energy is shown first, as the energy type and the number of points resisted per attack (acid 10, for example). This information is followed by any other resistances the creature has. The creature's spell resistance, if any, appears after the other resistances on the same line.

Fort, Ref, Will: This entry gives the creature's saving throw modifiers. List modifiers applying to any specific attack type after a semi-colon. For example, +2 against enchantment.

Weakness: This entry details (alphabetically) any weaknesses or vulnerabilities the creature has, such as light sensitivity or vulnerability to a type of energy.

OFFENSIVE INFORMATION

Refer to this section when it's the creature's turn to act in combat. All its combat options—from melee attacks to spells to potions it might drink—appear in this section, even if they are not strictly offensive in nature.

Speed: This entry usually begins with the creature's base land speed, in feet and in squares on the battle grid. If the creature is wearing armor that reduces its speed, note that speed first and its base speed is given afterward. Next come speeds for its other modes of movement, if applicable.

Melee/Ranged: Typically, these entries give all the physical attacks the creature can make when taking a full attack action. The first attack described is the creature's preferred form of attack, usually a melee attack of some sort but possibly (as in the example below) a ranged attack. If the creature can make only a single attack (for instance, when it is taking an attack action), use the first indicated attack bonus. Occasionally, a creature has separate options indicated for single attacks and for full attacks. List Manyshot and Rapid Shot here along with the effects they have on the creature's attacks. For example, a halfling ranger with the Manyshot and Rapid Shot feats might have the following entries:

Ranged +1 longbow +8 (2d6+2/[ts]3) with Manyshot or

Ranged +1 longbow +10/+10/+5 (1d6+1/[ts]3) with Rapid Shot or

Melee mwk longsword +8/+3 (1d6/19–20)

Each set of attack routines is prefaced by a boldface word indicating whether the attacks are melee or ranged. Next comes the weapon used for the attack, the modified attack bonus, the amount of damage the attack deals, and information about critical hits. If the weapon has the “default” critical hit characteristics (20/x2), this portion of the entry is omitted.

Space: This entry defines how large a square the creature takes up on the battle grid. Omit this information for any creature that occupies a 5-foot square.

Reach: The Reach entry defines how far the creature's natural reach extends, and it also gives information about any reach weapons it might use. Omit this information for any creature that has a reach of 5 feet.

Base Atk: The Base Atk entry gives the creature's base attack bonus without any modifiers.

Grp: This entry gives the creature's grapple bonus (base attack + size modifier + Str bonus + Improved Grapple [if applicable]).

Atk Options: Special abilities that the creature can employ to modify its normal attacks appear here. Such abilities might include feats such as Power Attack or Combat Expertise, or special abilities such as smite evil or trip. List feats (alphabetically) before any other abilities.

Special Actions: This entry lists alphabetically any special attacks that the creature can use on its turn in place of making its melee and ranged attacks.

Combat Gear: Possessions that the creature can choose to employ on its turn as an action appear here. Such items might include doses of poison (applied poisons, not natural ones), scrolls, potions, wands, staves, rods, or wondrous items. Include the CL of an item if it is not the minimum needed to craft the item. All items that have charges, or that allow saves, should contain the relevant information. List alphabetically.

Spells Prepared: Use this entry for wizards, clerics, and members of other classes who prepare spells. It begins with the character's caster level for spells. If its rolls to overcome spell resistance are based on a number other than its caster level (because the creature has the Spell Penetration feat, for example), its total modifier appears after the expression “spell pen.” List spells from highest level to 0-level. Included a bracketed attack bonus and saving throw DC for appropriate spells. If the character casts some spells at a different caster level than others, include that information with the affected spells.

A cleric's statistics block also includes the name of his deity and the domains to which he has access. Each domain spell he has prepared is marked with a superscript D. The granted powers of his domains might appear as combat options or resistances, or they might not appear at all (if they only modify information presented elsewhere).

List spells alphabetically (ignoring any metamagic feats applied to the spell). Spell names should be italicized and lower case except for an individual's name

(for example, Bigby). Do not italicize the names of any metamagic feats applied to a spell.

Spells Known: Use this entry for spellcasters, such as sorcerers, who do not prepare spells. See “Spells Prepared,” above for more information.

Spell-Like Abilities: Any spell-like abilities the creature possesses appear here. The entry begins with the creature’s caster level for these abilities. As with spells, this entry includes attack bonuses and saving throw DCs where appropriate. List from highest to lowest spell level.

OTHER INFORMATION

Most of the information presented in this section is not relevant during a combat encounter with the important exception of explanatory text detailing special abilities that appear elsewhere in the statistics block.

Abilities: The creature’s ability scores appear here in the customary order (Str, Dex, Con, Int, Wis, Cha).

SQ: Any special qualities not presented earlier in the statistics block appear here.

Feats: List the creature’s feats alphabetically, including those that appear elsewhere in the statistics block. Always capitalize feat names, except any portion of the name appearing in parenthesis. Use the stat block calculation text style to note at which level the creature gained each feat.

Skills: This entry shows all the skill modifiers for skills in which the creature has ranks. Modifiers are also provided for skills to which racial modifiers, bonuses from synergy, or other modifiers apply, whether or not the creature has ranks in those skills. Use the stat block calculation text style to list the bonuses to each skill as laid out in the stat block template.

Possessions: This entry is simply a list of items that the creature is wearing or carrying. The expression “combat gear plus” appears first, when applicable, to remind you of other possessions that are referenced above.

Spellbook: This entry gives the spells in the creature’s spellbook, if it has one. The notation “spells prepared plus” indicates that the spells the creature has prepared are part of this list, but are not reiterated here.

Special Abilities: The final portion of the statistics block consists of paragraphs explaining special abilities noted in the various entries above, in the order in which they appear.

Skills Text that mentions a racial bonus on one or more skill checks and explains any conditional bonuses that might apply. This is the last boldface head in this section of the stat block.

STAT BLOCK TEMPLATE

MONSTER NAME	CR XX	Special Attack/Quality (XX) Skills
---------------------	--------------	--

Gender **race** **class** **level**
 *list non core race or class source

AL **Size** **type** (subtype)
Init +**X**; **Senses** Listen +**X**, Spot +**X**
Aura
Languages Common

AC **XX**, touch **XX**, flat-footed **XX**
 (+/-**X** size, +/-**X** Dex, +**X** class, +**X** armor, +**X** shield, +**X** deflection, +**X** insight, +**X** natural)
Miss Chance
hp **XX** (**XX** HD); regeneration/fast healing; DR
Immune
Resist; SR **XX**
Fort +**X** (+**x** against poison), **Ref** +**X**, **Will** +**X**
Weakness

Speed **xx** ft. in **armor type** (**xx** squares), base movement **xx** ft.,
 other movement mode **XX** ft.
Melee weapon +**X** (damage) **or/and**
Ranged weapon +**X** (damage)
Space **X** ft.; **Reach** **X** ft.
Base Atk +**X**; **Grp** +**X**
Atk Options
Special Actions
Combat Gear
Class **Spells Prepared** (CL **X**th):

9th—
 8th—
 7th—
 6th—
 5th—
 4th—
 3rd—
 2nd—
 1st—
 0—

D: Domain spell. Deity: **XX**. Domains: **Name**, **Name**
 OR
Class **Spells Known** (CL **X**th):

9th (x/day)—
 8th (x/day)—
 7th (x/day)—
 6th (x/day)—
 5th (x/day)—
 4th (x/day)—
 3rd (x/day)—
 2nd (x/day)—
 1st (x/day)—
 0 (x/day)—
 † Already cast

Spell-Like Abilities (CL **X**th):

3rd—
 2nd—
 1st—
 † Already cast

Abilities Str **XX**, Dex **XX**, Con **XX**, Int **XX**, Wis **XX**, Cha **XX**
SQ
Feats Feat, Feat, Feat, Feat, Feat
Skills **Skill** +**#**, **Skill** +**#**, **Skill** +**#**, **Skill** +**#**,
Possessions combat gear plus
Spellbook spells prepared plus 0—

Special Attack/Quality (XX)
Special Attack/Quality (XX)

EXAMPLE STAT BLOCKS

CAPTAIN MAINWAR **CR 5**
Male gnome fighter 5
LN Small humanoid (gnome)
Init +3; **Senses** low-light vision; Listen +1, Spot +4
Languages Common, Goblin, Gnome

AC 17, touch 10, flat-footed 17; +4 against giant type opponents (+1 size, -1 Dex, +6 armor, +1 shield)
hp 42 (5 HD)
Fort +7, **Ref** +0, **Will** +3; +2 against illusions

Speed 15 ft. in chainmail (3 squares), base speed 20 ft.
Melee +1 short sword +10 (1d4+5/x3) or
Melee halberd +8 (1d8+3/x3)
Ranged mwk composite shortbow +6 (1d4+2/x3)
Base Atk +5; **Grp** +3
Atk Options +1 on attack rolls against kobolds and goblinoids
Combat Gear *potion of cure moderate wounds*, *potion of shield of faith* (+2)
Spell-Like Abilities (CL 1st):
1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Abilities Str 14, Dex 8, Con 16, Int 13, Wis 10, Cha 12
SA +1 on attack rolls against kobolds and goblinoids
SQ gnome traits
Feats Blind Fight, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Specialization (short sword)
Skills Climb +2, Intimidate +9, Listen +1, Spot +4, Swim -3
Possessions combat gear plus +1 chainmail, light steel shield, +1 short sword, halberd, masterwork composite shortbow (+2 Str) with 20 arrows

DIRE RAT (6) **CR 1**
N Small animal
Init +3; **Senses** low-light vision, scent; Listen +5, Spot +5

AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)
hp 16 (3 HD)
Fort +4, **Ref** +6, **Will** +4

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +7 (1d4 plus disease)
Base Atk +2; **Grp** -2

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
SA disease
Feats Alertness, Weapon Finesse^B, Weapon Focus (bite)
Skills Climb +11, Hide +8, Listen +5, Move Silently +4, Spot +5, Swim +11

Disease (Ex) Filth fever—bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
Skills Dire rats have a +8 racial bonus on Swim check and a +8 racial bonus on Climb checks (and can always take 10 on Climb checks). They use their Dexterity modifier for Climb and Swim checks.

GNOLL BARBARIAN **CR 2**
Male gnoll barbarian 1
CE Medium humanoid (gnoll)
Init +5; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Gnoll

AC 14, touch 9, flat-footed 13 (+1 Dex, -2 class, +4 armor, +1 natural)
hp 34 (3 HD)
Fort +10, **Ref** +1, **Will** +2

Speed 40 ft. (8 squares)
Melee mwk battleaxe +9 (1d8+9/x3)
Ranged composite longbow +3 (1d8+4/x3)
Base Atk +2; **Grp** +8
Atk Options Power Attack, rage 1/day (8 rounds)
Combat Gear *potion of shield of faith* (+2)

Abilities Str 22, Dex 13, Con 21, Int 10, Wis 10, Cha 6
SQ fast movement, gnoll traits, illiteracy
Feats Improved Initiative, Power Attack
Skills Climb +7, Jump +11, Listen +5, Spot +5
Possessions combat gear plus chain shirt, masterwork battleaxe, daggers (3), composite longbow (+4 Str), 20 arrows, backpack, waterskin, flint & steel, bedroll.

When not raging, the gnoll barbarian has the following changed statistics:
AC 16, touch 11, flat-footed 15
hp 28 (3 HD)
Fort +8, **Will** +0
Melee mwk battleaxe +7 (1d8+6/x3)
Grp +6
Abilities Str 18, Con 17
Skills Climb +5, Jump +9

GNOLL PRIEST **CR 2**
Female gnoll cleric 2
CE Medium humanoid (gnoll)
Init -1; **Senses** Listen +7, Spot +8
Languages Gnoll

AC 16, touch 9, flat-footed 16 (-1 Dex, +4 armor, +2 shield, +1 natural)
hp 30 (4 HD)
Fort +9, **Ref** +1, **Will** +6

Speed 30 ft. in (6 squares)
Melee mwk morningstar +7 (1d8+3)
Ranged shortbow +1 (1d6/x3)
Base Atk +2; **Grp** +5
Special Actions spontaneous casting, rebuke undead 3/day (+0, 2d6+2, 2nd)
Combat Gear *necklace of fireballs* (2x 3d6, 1x 5d6), *scroll of cure light wounds*, *longstrider*, *cure moderate wounds*, and *remove paralysis*
Cleric Spells Prepared (CL 2nd):
1st—*bless*, *command* (DC 14), *magic weapon*, *protection from good*^D
0—*cure minor wounds* (2), *detect magic*, *guidance*
D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 17, Dex 8, Con 16, Int 8, Wis 16, Cha 10
SQ spontaneous casting, rebuke undead 3/day (+0, 2d6+2, 2nd)
Feats Lightning Reflexes, Alertness, Weapon Focus (morningstar)^B
Skills Knowledge (religion) +0, Listen +7, Spot +8, Spellcraft +0
Possessions combat gear plus chain shirt, heavy steel shield, masterwork morningstar, shortbow with 20 arrows, 50 gp

GNOME MERCENARY **CR 1**
Male gnome warrior 2
LN Small humanoid (gnome)
Init +0; **Senses** low-light vision; Listen +1, Spot -1
Languages Common, Gnome

AC 17, touch 10, flat-footed 17; +4 against giant type opponents (+1 size, +5 armor, +1 shield)

hp 13 (2 HD)
Fort +5, **Ref** +0, **Will** -1; +2 against illusions
Speed 15 ft. in chainmail (3 squares), base speed 20 ft.
Melee short sword +3 (1d4/19-20) or
Melee halberd +3 (1d8/x3)
Ranged shortbow +4 (1d4/x3)
Base Atk +2; **Grp** -2
Atk Options +1 on attack rolls against kobolds and goblinoids
Spell-Like Abilities (CL 1st):
 1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*,
speak with animals
Abilities Str 11, Dex 11, Con 14, Int 9, Wis 8, Cha 10
SA +1 on attack rolls against kobolds and goblinoids
SQ gnome traits
Feats Weapon Focus (shortbow)
Skills Hide +1, Jump -8, Listen +1, Spot -1, Ride +2, Swim -4
Possessions combat gear plus chainmail, light metal shield,
 short sword, shortbow with 20 arrows

GNOME MERCENARY SERGEANT CR 3

Male gnome warrior 4
 LN Small humanoid (gnome)
Init +1; **Senses** low-light vision; Listen +2, Spot -1
Languages Common, Gnome
AC 18, touch 11, flat-footed 17; +4 against giant type opponents
 (+1 size, +1 Dex, +5 armor, +1 shield)
hp 26 (2 HD)
Fort +6, **Ref** +1, **Will** +0; +2 against illusions
Speed 15 ft. in chainmail (3 squares), base speed 20 ft.
Melee mwk short sword +6 (1d4/19-20) or
Melee halberd +5 (1d8/x3)
Ranged mwk shortbow +8 (1d4/x3)
Base Atk +4; **Grp** +0
Atk Options +1 on attack rolls against kobolds and goblinoids
Combat Gear 2 *potions of cure light wounds*
Spell-Like Abilities (CL 1st):
 1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*,
speak with animals
Abilities Str 11, Dex 12, Con 14, Int 9, Wis 8, Cha 10
SA +1 on attack rolls against kobolds and goblinoids
SQ gnome traits
Feats Weapon Focus (shortbow)
Skills Hide +1, Jump -8, Listen +2, Spot -1, Ride +2, Swim -4
Possessions combat gear plus chainmail, light metal shield,
 masterwork short sword, masterwork shortbow with 20
 arrows

HOBGOBLIN ELITE WARRIOR CR 3

Male hobgoblin fighter 3
 LE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin
AC 22, touch 10, flat-footed 22; Combat Expertise
 (+0 Dex, +8 armor, +4 shield)
hp 25 (3 HD)
Fort +6, **Ref** +3, **Will** +2
Speed 20 ft. in half-plate (4 squares), base movement 30 ft.
Melee mwk bastard sword +5 (1d10+2/19-20) or
Melee shortspear +3 (1d6+2)
Ranged shortspear +3 (1d6+2)
Base Atk +3; **Grp** +5
Atk Options Combat Expertise
Combat Gear oil of magic weapon, potion of cure moderate
 wounds,

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8
Feats Combat Expertise, Exotic Weapon Proficiency (bastard
 sword), Improved Initiative, Weapon Focus (bastard sword)
Skills Intimidate +5, Listen +1, Ride +6, Spot +1, Swim -6
Possessions combat gear plus masterwork half-plate,
 masterwork tower shield, shortspear

HOBGOBLIN BATTLE MASTER CR 9

Male hobgoblin fighter 1/sorcerer 8
 LE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; Listen +4, Spot +1
Languages Common, Goblin
AC 21, touch 11, flat-footed 20
 (+1 Dex, +8 armor, +1 shield, +1 natural)
hp 52 (9 HD)
Fort +8, **Ref** +7, **Will** +5
Speed 30 ft. (6 squares)
Melee morningstar +6 (1d8+1)
Ranged light crossbow +7 (1d8/19-20)
Base Atk +5; **Grp** +6
Atk Options Still Spell
Special Actions
Combat Gear *brooch of shielding*, *potion of cure moderate wounds*,
lesser metamagic rod of enlarge spell, *scroll of eagle's splendor*,
invisibility sphere, *wand of dispel magic* (10 charges)
Sorcerer Spells Known (CL 8th):
 4th (3/day)—*dimension door*
 3rd (6/day)—*fireball* (DC 16), *fly*
 2nd (7/day)—*false life*, *invisibility*, *scorching ray* (+7 ranged
 touch)
 1st (7/day)—*grease*, *magic missile*, *protection from good*, *ray of*
enfeeblement (+7 ranged touch), *true strike*
 0 (6/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 13),
mage hand, *message*, *prestidigitation*, *touch of fatigue*, *read magic*
Abilities Str 12, Dex 15, Con 16, Int 10, Wis 8, Cha 17
SQ bat familiar, share spells, speak with bats
Feats Alertness^B (if familiar within 5 ft.), Eschew Materials,
 Improved Initiative, Still Spell, Lightning Reflexes, Weapon
 Focus (ray)
Skills Concentration +14, Listen +4, Move Silently +1, Spot +1,
 Spellcraft +11, Ride +4
Possessions combat gear plus *amulet of natural armor* +1, *cloak of*
resistance +1, morningstar, light crossbow with 10 bolts,
 masterwork full plate, masterwork buckler, spell component
 pouch, 50 gp

HOBGOBLIN SOLDIER CR 2

Male hobgoblin warrior 3
 LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Goblin
AC 19, touch 11, flat-footed 18
 (+1 Dex, +6 armor, +2 shield)
hp 19 (3 HD)
Fort +5, **Ref** +2, **Will** +1
Speed 20 ft. in banded mail (4 squares), base movement 30 ft.
Melee mwk longsword +6 (1d8+1/19-20)
Ranged heavy crossbow +4 (1d10/19-20)
Base Atk +3; **Grp** +4
Combat Gear *potion of cure light wounds*
Abilities Str 13, Dex 13, Con 14, Int 9, Wis 10, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Jump -7, Listen +2, Move Silently -4, Spot +2

Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, heavy crossbow with 20 bolts, 10 gp

MONK BODYGUARD

CR 5

Male human monk 5

LN Medium humanoid (human)

Init +7; **Senses** Listen +10, Spot +10

Languages Common

AC 18, touch 17, flat-footed 15

(+3 Dex, +3 class, +1 deflection, +1 natural)

hp 27 (5 HD)

Immune normal diseases

Resist evasion

Fort +5, **Ref** +7, **Will** +6 (+8 against enchantment spells and effects)

Speed 40 ft. (8 squares)

Melee unarmed strike +5 (1d8+1) or

Melee unarmed strike 4/+4 (1d8+1) with flurry of blows

Ranged light crossbow +6 (1d8/19-20)

Base Atk +3; **Grp** +8

Atk Options Stunning Fist 6/day (DC 14), flurry of blows, ki strike (magic)

Combat Gear *potion of cure moderate wounds*

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 14, Cha 8

SA flurry of blows, ki strike (magic), Stunning Fist

SQ slow fall 20 ft.

Feats Deflect Arrows, Improved Grapple, Improved Initiative, Stunning Fist, Weapon Focus (unarmed strike)

Skills: Balance +8, Climb +4, Jump +12, Listen +10, Sense Motive +7, Spot +10, Tumble +13

Possessions combat gear plus *amulet of natural armor* +1, ring of protection +1, light crossbow with 10 bolts

OGRE SHOCK TROOPS

CR 5

Male ogre fighter 2

CE Large giant

Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +3

Languages Common, Giant

AC 22, touch 10, flat-footed 21

(-1 size, +1 Dex, +6 armor, +1 shield, +5 natural)

hp 53 (6 HD)

Fort +11, **Ref** +2, **Will** +1

Speed 30 ft. in banded mail (6 squares), base movement 40 ft.

Melee mwk greatsword +12 (3d6+10)

Ranged javelin +5 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Atk Options Improved Bull Rush (+15), Improved Overrun (+15), Power Attack

Abilities Str 25, Dex 12, Con 18, Int 8, Wis 10, Cha 4

Feats Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (greatsword)

Skills: Climb +2, Listen +2, Spot +3, Swim -3

Possessions combat gear plus masterwork banded mail, buckler, masterwork greatsword, 2 javelins

SHALFEY

CR 12

Human male abjurer 7/loremaster 5

N Medium humanoid (human)

Init +1; **Senses** *arcane sight*, darkvision 60 ft., *see invisibility*; Listen +4, Spot +4

Languages Abyssal, Celestial, Common, Draconic, Flan, Infernal, permanent *comprehend languages*, *read magic*, *tongues*

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 30 (12 HD)

Fort +6, **Ref** +7, **Will** +14

Speed 30 ft.

Melee mwk dagger +6 (1d4-1/19-20)

Base Atk +5; **Grp** +4

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *staff of abjuration* (5 charges), *wand of stonesskin* (5 charges)

Wizard Spells Prepared (CL 12th):

6th—*analyze dweomer* (DC 22), *globe of invulnerability*, *greater dispel magic*, *true seeing*

5th—*break enchantment*, *Mordenkainen's private sanctum*¹, *Rary's telepathic bond*, *teleport*, *wall of stone*

4th—*detect scrying*¹, *dimension door*, *fly*, *scrying* (2), *stonesskin*

3rd—*clairvoyance/clairaudience*, *hold person* (2), *magic circle against evil*, *protection from energy* (2)

2nd—*blur*, *detect thoughts* (DC 18), *invisibility*, *mirror image*, *protection from arrows*, *see invisibility*, *touch of idiocy*

1st—*charm person*, *expeditious retreat*, *mage armor*¹ (2), *obscuring mist*, *shield* (2)

0—*detect poison* (2), *message*, *prestidigitation*, *resistance*

‡ Already cast

Abilities Str 8, Dex 12, Con 10, Int 22, Wis 14, Cha 13

SQ *lore* (+11), *lore of true stamina*, *permanent resistance*, *secret knowledge of avoidance*, *secrets of inner strength*

Feats Brew Potion, Craft Wand, Craft Staff, Craft Wondrous Item, Magical Aptitude, Scribe Scroll, Skill Focus (Knowledge [arcana]),

Skills Concentration +15, Craft (alchemy) +14, Knowledge (arcana) +23, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +11, Knowledge (local) +8, Knowledge (nature) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +21, Listen +4, Profession (astronomer) +17, Spellcraft +25, Spot +4, Use Magic Device +4

Possessions combat gear plus *headband of intellect* +4, spell component pouch, dagger

Spellbook (bared schools evocation and necromancy) Shalfey has access to an extensive library containing all 0-6th-level spells from the PH

TARL

CR 5

Male human evoker 5

NG Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Ancient Suel, Common, Draconic, Flan, Gnome

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 22 (5 HD)

Fort +4, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4/19-20)

Ranged light crossbow +3 (1d8/19-20)

Base Atk +2; **Grp** +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, scroll of *mage armor*, *eagle's splendor*, *silversheen*, *wand of fireball* (10 charges)

Wizard Spells Prepared (CL 5th):

3rd—*daylight*, *dispel magic*, *fireball* (DC 18)

2nd—*flaming sphere* (DC 17), *protection from arrows*, *scorching ray* (+3 ranged touch), *see invisibility*

1st—*burning hands* (DC 16), *hold portal*, *mage armor*¹, *magic missile* (2)

o—detect magic, light, message (2), read magic

‡ Already cast

Abilities Str 9, Dex 13, Con 14, Int 16, Wis 12, Cha 10

SQ share spells, weasel familiar

Feats Alertness^B (if familiar within 5 ft.), Craft Wand, Greater Spell Focus (evocation), Scribe Scroll, Skill Focus (Concentration), Spell Focus (evocation)

Skills Concentration +13, Knowledge (arcana) +13, Knowledge (architecture and engineering) +4, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (history) +8, Knowledge (local) +5, Knowledge (nature) +4, Knowledge (nobility and royalty) +4, Knowledge (religion) +4, Knowledge (the planes) +8, Listen +3, Spellcraft +13, Spot +3

Possessions combat gear plus *cloak of resistance* +1, *Quaal's feather token* (swan boat), dagger, light crossbow with 10 bolts

Spellbook (barred schools: illusion, necromancy) spells prepared plus o—all; 1st—*grease*, *identify*, *shocking grasp*, *unseen servant*, 2nd—*eagle's splendor*, *rope trick*, *spider climb*; 3rd—*blink*, *lightning bolt*

WYVERN SKELETON

CR 5

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 13, touch 10, flat-footed 13

(-2 size, +2 Dex, +3 natural)

hp 65 (10 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +3, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares)

Melee bite +7 (2d8+4) or

Melee bite +7 (2d8+4) and

sting +2 (1d6+4) and

2 wings each +2 (1d8+2) and

2 talons each +2 (2d6+4)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +17

Abilities Str 19, Dex 14, Con -, Int -, Wis 10, Cha 1

Feats Improved Initiative

SQ undead traits

HOBGOBLIN ELITE WARRIOR

CR 3

Male hobgoblin fighter 3

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Goblin

AC 22, touch 10, flat-footed 22; Combat Expertise

(+0 Dex, +8 armor, +4 shield)

hp 25 (3 HD)

Fort +6, **Ref** +3, **Will** +2 **Speed** 20 ft. in half-plate (4 squares), base movement 30 ft.

Melee mwk bastard sword +5 (1d10+2/19-20) or

Melee shortspear +3 (1d6+2)

Ranged shortspear +3 (1d6+2)

Base Atk +3; **Grp** +5

Atk Options Combat Expertise

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Feats Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)

Skills Intimidate +5, Listen +1, Ride +6, Spot +1, Swim -6

Possessions combat gear plus masterwork half-plate, masterwork tower shield, shortspear