



MUMMY

LAWFUL EVIL

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground. Some powerful mummies have free will and gather slaves and undead minions to serve them.

INITIATIVE +0	SPEED 20 FT.	CR 5	XP 1,600	HP 60
SENSES DARKVISION 60 FT.		PERCEPTION +16		



DEFENSE

AC 20, touch 10, flat-footed 20  
FORT +4, REF +2, WILL +8  
DAMAGE REDUCTION 5/—  
IMMUNE paralysis, sleep, stun, anything that requires a Fortitude save; **WEAKNESSES** vulnerability to fire

OFFENSE

**MELEE (standard action)** slam +14 (1d8+10 plus mummy rot)  
**SPECIAL ATTACKS** despair

STATISTICS

STR +7, DEX +0, CON —, INT -2, WIS +2, CHA +2  
FEATS Power Attack (-2 attack, +4 damage)  
SKILLS Perception +16, Stealth +11

ITEMS

**EQUIPMENT** none  
**TREASURE** 3 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

**DAMAGE REDUCTION** Whenever a mummy takes damage from a melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).  
**DESPAIR** Creatures within 30 feet must make a DC 16 Will save or be paralyzed (see page 95) by fear for 1d4 rounds. A creature that saves is immune to that mummy's despair for 24 hours.  
**MUMMY ROT** The target must make a DC 16 Fort save or contract mummy rot. This disease gives a -4 penalty on all CHA skills and Fort saves and deals 10 hp of damage per day. Cure spells require a DC 20 caster level check (1d20 + cleric or wizard level) to work.  
**VULNERABILITY TO FIRE** Whenever a mummy takes fire damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).



OGRE

CHAOTIC EVIL

Ogres are brutal, evil thugs who revel in the misery of others. They've been known to kick their prisoners around like a cruel game, or tear their victims limb from limb. When bored, they beat up members of their own tribe.

INITIATIVE +9	SPEED 30 FT.	CR 3	XP 800	HP 30
SENSES DARKVISION 60 FT., LOW-LIGHT VISION		PERCEPTION +5		



DEFENSE

AC 17, touch 8, flat-footed 17  
FORT +6, REF +0, WILL +3

OFFENSE

**MELEE (standard action)** club +7 (2d8+7)  
**RANGED (standard action)** javelin +1 (1d8+5)  
**SPECIAL ATTACKS** long reach

STATISTICS

STR +5, DEX -1, CON +2, INT -2, WIS +0, CHA -2  
SKILLS Climb +7, Perception +5

ITEMS

**EQUIPMENT** hide armor, club, javelins (4)  
**TREASURE** 4 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

**LARGE** An ogre is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).  
**LONG REACH** An ogre can make its melee attack against creatures 5 feet (1 square) or 10 feet (2 squares) away from it.



ORC

CHAOTIC EVIL

Orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages.

INITIATIVE +0	SPEED 30 FT.	CR 1/3	XP 135	HP 6
SENSES DARKVISION 60 FT.		PERCEPTION -1		



DEFENSE

AC 13, touch 10, flat-footed 13  
FORT +3, REF +0, WILL -1  
**DEFENSIVE ABILITIES** ferocity

OFFENSE

**MELEE (standard action)** battleaxe +5 (1d8+4/x3)  
**RANGED (standard action)** javelin +1 (1d6+3)

STATISTICS

STR +3, DEX +0, CON +1, INT -2, WIS -1, CHA -2  
SKILLS Perception -1

ITEMS

**EQUIPMENT** studded leather armor, battleaxe, javelins (4)  
**TREASURE** 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

**FEROCITY** When an orc's hit points are reduced below 0, it does not fall unconscious or die. On its next turn it can take actions. If it still has fewer than 0 hit points at the end of that turn, it dies.



ORC BOSS

CHAOTIC EVIL

Orc leaders rule by brute force. Many are terrifying berserkers, shrugging off wounds that would kill an ogre. The most powerful chieftains gather dozens of orc warriors under their banners and pillage the countryside.

INITIATIVE +1	SPEED 30 FT.	CR 2	XP 600	HP 37
SENSES DARKVISION 60 FT.		PERCEPTION +6		



DEFENSE

AC 15, touch 9, flat-footed 14  
FORT +7, REF +2, WILL +3; superstition  
**DEFENSIVE ABILITIES** ferocity, uncanny dodge

OFFENSE

**MELEE (standard action)** masterwork battleaxe +9 (1d8+9/x3)  
**RANGED (standard action)** masterwork javelin +5 (1d6+6)  
**RANGED (standard action)** shortbow +4 (1d6/x3)

STATISTICS

STR +6, DEX +1, CON +4, INT -2, WIS +0, CHA -2  
SKILLS Climb +3, Perception +6, Sense Motive +2, Stealth -1  
FEATS Power Attack (+1 attack, +3 damage)

ITEMS

**EQUIPMENT** chainmail, masterwork battleaxe, masterwork javelins (2), shortbow with 20 arrows  
**TREASURE** 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

**FEROCITY** When an orc boss's hit points are reduced below 0, he does not fall unconscious or die. On his next turn, he can take actions. If he still has fewer than 0 hit points at the end of that turn, he dies.  
**SUPERSTITION** When in combat, the orc gains a +2 bonus on saving throws against magic and spells.  
**UNCANNY DODGE** Enemies do not get a flanking bonus against an orc boss, and a flanking rogue can't sneak attack one.



REEFCLAW

CHAOTIC NEUTRAL

These primitive, barely intelligent, coast-dwelling creatures are driven by their immense hunger. In some lands, people eat their crablike claws. They can't speak, but can understand language well enough.

INITIATIVE +5	SPEED 5 FT.	CR 1	XP 400	HP 13
SENSES DARKVISION 60 FT., LOW-LIGHT VISION		PERCEPTION +6		



**DEFENSE**  
AC 14, touch 12, flat-footed 13  
FORT +2, REF +1, WILL +4  
DEFENSIVE ABILITIES death frenzy; RESIST cold 5

**OFFENSE**  
SWIM 40 ft.  
MELEE (standard action) claw +2 (1d4 plus grab)  
MELEE (move and standard action) 2 claws +2 (1d4 plus grab)

**STATISTICS**  
STR +0, DEX +1, CON +2, INT -3, WIS +1, CHA +1  
SKILLS Perception +6, Swim +8

**ITEMS**  
EQUIPMENT none  
TREASURE none

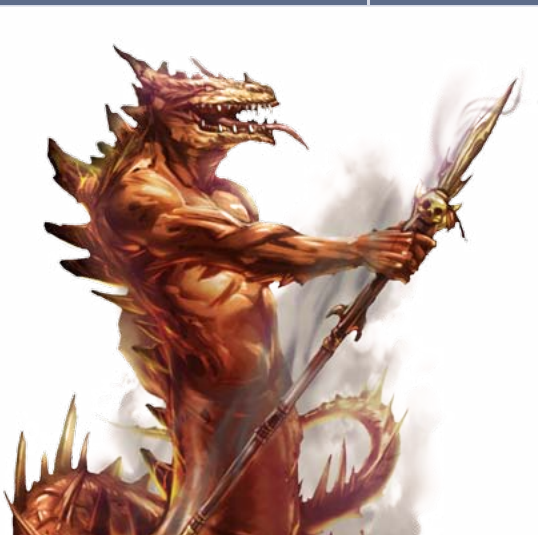
**SPECIAL ABILITIES**  
**DEATH FRENZY** When a reefclaw's hit points are reduced below 0, it immediately makes two claw attacks. These attacks do not have to be made against the creature that dealt damage to the reefclaw.  
**GRAB** The reefclaw's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a -2 penalty on attack rolls.

SALAMANDER

CHAOTIC EVIL

These red-hot, reptilian humanoids are native to the dimension of fire. They lair near hot springs or in volcanoes, for they prefer temperatures of 500° F or higher. They are skilled weaponsmiths and fierce fighters.

INITIATIVE +1	SPEED 20 FT.	CR 6	XP 2,400	HP 76
SENSES DARKVISION 60 FT.		PERCEPTION +16		



**DEFENSE**  
AC 18, touch 11, flat-footed 17  
FORT +10, REF +7, WILL +6  
DAMAGE REDUCTION 10/magic; IMMUNE fire  
WEAKNESSES vulnerability to cold

**OFFENSE**  
MELEE (standard action) spear +11 (1d8+4/x3 plus 1d6 fire)  
MELEE (move and standard action) spear +11 (1d8+4/x3 plus 1d6 fire), spear +6 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

**STATISTICS**  
STR +3, DEX +1, CON +4, INT +2, WIS +2, CHA +1  
FEATS Power Attack (-2 attack, +4 damage)  
SKILLS Acrobatics +12, Bluff +12, Perception +16, Sense Motive +13, Stealth +12

**ITEMS**  
EQUIPMENT spear  
TREASURE 3 Major Random Treasure rolls (page 30)

**SPECIAL ABILITIES**  
**DAMAGE REDUCTION** Whenever a salamander takes damage from a nonmagical melee or ranged weapon, reduce the damage by 10 (to a minimum of 0).  
**GRAB** The salamander's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a -2 penalty on attack rolls.  
**VULNERABILITY TO COLD** Whenever a salamander takes cold damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).

SERPENTFOLK

NEUTRAL EVIL

This ancient race existed before dwarves, elves, and humans. They blame the "younger races" for stealing their magical knowledge, and plot revenge against those who forced them to flee to the remote jungles.

INITIATIVE +9	SPEED 30 FT.	CR 4	XP 1,200	HP 42
SENSES DARKVISION 60 FT., SCENT		PERCEPTION +10		



**DEFENSE**  
AC 18, touch 15, flat-footed 13  
FORT +6, REF +9, WILL +6  
IMMUNE paralysis, poison, anything that doesn't affect mindless creatures; SPELL RESISTANCE 15

**OFFENSE**  
MELEE (standard action) dagger +11 (1d4-1/19-20)  
MELEE (move and standard action) masterwork dagger +11 (1d4-1/19-20), bite +5 (1d6-1 plus poison)  
SPELLS (caster level 5th)  
3rd—displacement, suggestion (DC 16)  
1st—disguise self (at will)

**STATISTICS**  
STR -1, DEX +5, CON +3, INT +4, WIS +2, CHA +3  
SKILLS Acrobatics +10, Knowledge Arcana +9, Perception +10, Sense Motive +7

**ITEMS**  
EQUIPMENT masterwork dagger  
TREASURE 1 Major Random Treasure roll, 3 Minor Random Treasure rolls (page 30)

**SPECIAL ABILITIES**  
**POISON** Whenever a serpentfolk bites a foe, that creature must make a DC 15 Fortitude save or take a -1 penalty on melee attack and damage rolls for 1 day. This penalty increases by 1 each time the creature is bitten and fails its Fort save.  
**SPELL RESISTANCE** When a creature casts a spell on a serpentfolk, it must roll 1d20 + its cleric level or wizard level. If the total is lower than 15, the spell doesn't affect the serpentfolk at all.

SKELETAL CHAMPION

NEUTRAL EVIL

Some skeletons retain their intelligence and cunning, making them formidable warriors. These skeletal champions may lead gangs of skeletons, or serve an evil cleric or other powerful leader.

INITIATIVE +5	SPEED 30 FT.	CR 2	XP 600	HP 17
SENSES DARKVISION 60 FT.		PERCEPTION +6		



**DEFENSE**  
AC 21, touch 12, flat-footed 19  
FORT +3 REF +1 WILL +3; +4 bonus vs. channel energy  
DR 5/bludgeoning; IMMUNE cold, disease, paralysis, poison, sleep, stun, anything that doesn't affect mindless creatures, anything that requires a Fortitude save

**OFFENSE**  
MELEE (standard action) longsword +7 (1d8+3/19-20)

**STATISTICS**  
STR +3, DEX +1, CON —, INT -1, WIS +0, CHA +1  
FEATS Power Attack (-1 attack, +3 damage)  
SKILLS Perception +6, Stealth -1

**ITEMS**  
EQUIPMENT breastplate, heavy steel shield, and longsword  
TREASURE 1 Minor Random Treasure roll (page 30)

**SPECIAL ABILITIES**  
**DAMAGE REDUCTION** Whenever a skeletal champion takes damage from a piercing or slashing melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).