

Barghest, Greater

*lrg*; **init**+6; drkvis60, scent, **perc**+16; **ac**20 (t11, ff18); **hp** 85; **f**+9/**r**+10/**w**+10; **dr**10/mag; **sp**40; **bite** +14/1d8+6, **2 claws** +14/1d6+6; **cmb**/**d**+16/28(32 trip); *Best 27*

**spells** (cl9, conc+8): aw-blink, invisibility sphere, levitate, misdirection; 1/d-charm monster (dc18), crushing despair (dc18), dimension door, mass bull's strength, mass enlarge

**special**: combat ref(+2), change shape (goblin or wolf, as polymorph)

Bruthazmus

**init**+3; drkvis60, scent, **perc**+1; **ac**19 (t13, ff16); **hp** 31; **f**+6/**r**+8/**w**+2; **sp**30; **hvy flail** +7/1d10+6/19 or **mw c.longbow** +8/1d8+4/×3; **cmb**/**d**+7/20; *RotRLAA 52*

**special**: fav enemy (elves+2); point-blank shot; track+1; wld emp +0

**gear**: 4 +1 elf bane arr, pot cure mod wnds, stdd lth, hvy flail, mw c.longbow, 20 arr, 4pp

Bunyip

**init**+3; drkvis60, llvis, keen scent(180), **perc**+8; **ac**15 (t13, ff12); **hp** 32; **f**+5/**r**+7/**w**+1; **sp**10, **sw**40; **bite** +7/1d8+1/19(+bleed(1d6)); **cmb**/**d**+6/19; *Best2 50*

**special**: roar (std act, 100' >=4hd w:dc13 or panicked 2d4r), blood frenzy (when smell bood in water, may rage for 1m: +2con, +2str, -2ac)\*

Firepelt Cougar

**init**+5; llvis, scent, **perc**+5; **ac**19 (t16, ff13); **hp** 26; **f**+6/**r**+9/**w**+2; **sp**50, sprint; **bite** +6/1d6+3(+trip), **2 claws** +6/1d3+3; **cmb**/**d**+6/22(26v trip); *RotRLAA 43*

Giant Geko

**init**+6; llvis **perc**+6; **ac**14 (t12, ff12); **hp** 11; **f**+4/**r**+5/**w**+2; **sp**40, **cl**40; **bite** +2/2d4+1; **cmb**/**d**+2/14(18v trip); *Best3 186*

Giant Geko, Advanced

**init**+8; llvis **perc**+2; **ac**18 (t16, ff16); **hp** 15; **f**+6/**r**+7/**w**+4; **sp**40, **cl**40; **bite** +4/2d4+3; **cmb**/**d**+4/18(22v trip); *Best3 186*

Giant Hermit Crab **init**+3; drkvis60, **perc**+2; **ac**20 (t13, ff17); **hp** 51; **f**+9/**r**+5/**w**+4; **imm** mind-affecting; **sp**30, **cl**10, **sw**20; **2 claws** +10/1d4+6(+grab); **cmb**/**d**+10(+14grp)/23(35v trip); *RotRLAA 63*

**special**: constrict (1d4+6), wtr dep

Goblin

**init**+6; drkvis60, **perc**-1; **ac**16 (t13, ff14); **hp** 6; **f**+3/**r**+2/**w**-1; **sp**30; **dogslicer** +3/1d4+1/19; **sh bow** +4/1d4/×3; **cmb**/**d**+0/12; *Best 156*

Goblin Brute

**init**+3; drkvis60, **perc**+0; **ac**16 (t12, ff13); **hp** 63; **f**+8/**r**+4(+1v traps)/

**w**+3; **sp**45; **bite** +8/1d3+12, mw grtax +10/1d10+12/×3; **cmb/d**+8/19; *Perram's Goblins* 3

**special:** imp uncanny ddg (keep dex + to ac when ff, can't be flanked unless atkr lvl>=9); pwr atk (-2/+4); swap places (trade places w/ally w/this feat during mvmnt)

**gear:** alch fr ×3; mw chn sht, mw grtax, shortspear ×2

Goblin Boomer

**init**+4; drkvis60, **perc**+7; **ac**14 (t14, ff11); **hp** 36; **f**+5/**r**+8/**w**+0; **sp**20; **bomb**(dc15) +9/3d6+3 fire(splash)/×2 or **scrap bmb**(dc15) +9/3d6+3 +3 bleed (ref neagtes)/×2 or **immolation bmb**(dc15) +9/1d6+3 fire for 3rnds (full rnd ref neagtes)/×2; **cmb/d**+2/15; *Perram's Goblins* 4

**special:** mutagen (+2 nat. arm & +4/-2 to str/int, dex/wis, or con/cha for 50m); pt blk sht (+1 atk & dmg within 30'); precise bombs (select 3 squares to not be affected by splash effects); precise shot (no -4 for thrw into melee); ricochet splsh wpn (make atk w/splsh wpn if it misses & lands in an occupied sqr)

**spells** (cl5): 2nd (3/d)—cat's grace, blur, defensive shock; 1st (5/d)—shield, jump, abjuring step, linebreaker, targeted bomb admixture

Goblin Commando

**init**+3; drkvi60 ft, **perc**+5; **ac**17 (t14, ff14); **f**+4/**r**+5/**w**+2; **sp**30; **mw horsechopper** +4/1d8+1; **sh bow** +5/1d4/×3; **cmb/d**+1/14; *RotRLAA* 18

**special:** fav enemy (animals+2); mounted combat

**gear:** pot cure mod wnds, stdd leat, mw horsechopper, sh bow, 20 arr

Goblin Dog

**init**+2; llvis, scent, **perc**+1; **ac**13 (t12, ff11); **hp** 9; **f**+4/**r**+4/**w**+1; **imm** disease; **sp**50; **bite** +2/1d6+3(+allergic reaction); **cmb/d**+2/14; *Best* 157  
**special:** allergic reaction (f:dc12 or -2dex, -2cha for 1d (rm disease or mag. heal. cures instantly))\*

Goblin Dog, Elite

**init**+6; llvis, scent, **perc**+6; **ac**19 (t16, ff13); **hp** 32; **f**+9/**r**+9/**w**+3; **imm** disease; **sp**50; **bite** +9/1d6+10(+allergic reaction); **cmb/d**+9/25; *Perram's Goblins* 5

**special:** allergic reaction (f:dc17 or -2dex, -2cha for 1d (rm disease or mag. heal. cures instantly))\*; swap places (trade places w/ally w/this feat during mvmnt)

Goblin Slicer

**init**+5; drkvis60, **perc**+7; **ac**17 (t14, ff 11); **hp** 31; **f**+2/**r**+9(+1v traps)/**w**+0; **sp**20; **2 mw dagger** +8/1d3+1/19; **cmb/d**+3/16; *Perram's Goblins* 2

**special:** bleeding snk atk (+3d6 +3 bleed); ambush (if can act in sprs rnd, take mv, std & swift acts); evasion (if succeed ref sv for dmg, take none instead); roll with it (if hit & if pass acrobatics chk (dc=5+dmg), mv in desired dir 1'/pt of dmg (rnd up to nearest 5), staggered after attempt); acrobatics +10; swap places (trade places w/ally w/this feat during mvmnt)  
**gear:** caltrops (vicious) ×4, mw std lthr, mw dagger ×2, shortspear ×2

Goblin Warchanter

**init**+4; drkvis60, **perc**5; **ac**18 (t15, ff14); **hp** 9; **f**+1/**r**+6/**w**+3(+4 v fear & charm); **sp**30; **dogslicer** +1/1d4/19, or **whip** +1/1d2(nonlethal), or **sh bow** +6/1d4+1/×3; **cmb/d**-2/12; *RotRLAA* 17

**spells** (cl1, conc+2): 1st(2/d)—cure light wounds, hideous laughter (dc12); 0(aw)—daze (dc11), ghost sound (dc11), mage hand, message

**special:** brd perf 5r/d (countersong, distraction, facinate, insp courage+1), brd know+1

**gear:** pot cure lt wnds, stdd lthr, dogslicer, sh bow, 20 arr, whip, 20 gp

Gogmurt

**init**+3; dkvis60, **perc**+3; **ac**18 (t15, ff14); **hp** 39; **f**+7/**r**+7/**w**+8 (+4v fey & plant-targeted effects); **sp**30; **flame blade** +3/1d8+2(fire) or **spear** +3/1d6-1/×3, or **sling** +7/1d3-1; **cmb/d**+1/15; *RotRLAA* 43

**special:** wld shp 1/d; snk atk +1d6; combat casting; nat bnd (animal companion); nat sns; wld emp+4; trackless stp; trapfinding +1; woodland stride

**spells** (cl4, conc+7): 2nd—animal messenger, flame blade, lssr restoration (already cast); 1st—charm animal (dc14), cure lght wnds, entangle (dc14), speak w/animals; 0(aw)—flare (dc13), guidance, mending, stabilize

**gear:** pot cure lght wnds (×2), wnd produce flame (34chg), wnd tree shape (4chg), +1 lthr armor, sling, spear, clk of resistance +1

Lyrie Akenja

**init**+3; **perc**+2; **ac**18 (t14, ff14); **f**+3/**r**+5/**w**+5; **sp**30; **dagger** +1/1d4-1/19-20; **cmb/d**+1/15; *RotRLAA* 59

**special:** hand of the apprentice (6/d); arcane bond (cat)

**spells** (cl4, conc+7): 2nd—invisibility, mirror image, shatter (dc16); 1st—burning hands (dc15), grease (dc14), mage armor, ray of enfeeblement; 0(aw)—acid splash, detect magic, prestidigitation, ray of frost

**gear:** pot cure lght wnds, scr comprehend lang, scr min image, scr see inv, scr sleep, scr whispering wind, wnd magic missile (38chg), dagger, clk resistance +1, silver comb (25gp), fine silk gown (60gp), everburning torch, small pouch of artifacts (hair, fingernail clipping, used handkerchiefs, and a pearl earring (50gp)), 3pp, 278gp, spellbook (all prep, comprehend languages, detect secret doors, floating disc, identify, locate object, minor image, ob-

scuring mist, see invisibility, sleep, spider climb)

Nualia

**init**+1; drkvis60, **perc**+5; **ac**18 (t11, ff17); **hp** 59; **f**+10/**r**+3/**w**+8(+9v fear); **resist** 5acid/cold/elect; **sp**30; **+1 bast sw** +10/1d10+4/19, **claw** +3/1d6+1; or **mw c.longbow** +7/1d8+3/×3; **cmb/d**+8/21; *RotRLAA* 61

**special**: chnl neg engy 6/d (dc15, 2d6), ferocious strike (+2 dmg, 6/d), fury of the Abyss (as swift, +2 akt, dmg & cmb, -2 ac for 1r; 6/d), Lamashtu's Mark (1/d, 1d4 cha dmg, resist dc16), pwr atk, selective channeling

**spells** (cl6, conc+9): 1/d—daylight; (cl4, conc+7): 2nd—bull's strength, cat's grace, cure mod wnds, shatter (dc15); 1st—divine favor, doom (dc14), obscuring mist, sanctuary (dc14), shield of faith; 0(aw)—bleed (dc13), detect magic, mending, stabilize

**gear**: +1 breastplate, +1 bast sw, mw c.longbow, 20 arr, gold holy symbol (100gp), 7pp, 5gp

Orik Vancaskerkin

**init**+1; **perc**+1; **ac**21 (t11, ff20); **f**+7/**r**+2/**w**+2(+3 v fear); **sp**30; **mw bastard sword** +9/1d10+5/19 or **c.longbow** +5/1d8+3/×3; **cmb/d**+7/18; *RotRLAA* 55

**special**: power atk, blind-fight

**gear**: pot cure mod wnds, +1 banded mail, mw hvy st shld, c.longbow, 20 arw, mw bastard swd, everburning torch, 2 pp, 95 gp

Shadow

**init**+2; drkvis60, **perc**+8; **ac**15 (t15, ff12); **hp** 19; **f**+3/**r**+3/**w**+4; **fl**40(good); **incorporeal touch** +4/1d6 str dmg; **cmb/d**+4/17; *Best* 245

**special**: incorporeal; channel resistance+2; undead traits; create spawn (humanoid killed by str dmg becomes a shadow in 1d4r)

Tentamort

**init**+5; all-arnd vis, blindsense30, drkvis60, **perc**+11; **ac**17 (t11, ff16); **hp** 39; **f**+4/**r**+5/**w**+7; **sp**20, **cl**20; **sting** +6/1d6+2(+poison), **tentacle** +2/1d6+1(+grab); **reach**10; **cmb/d**+6(+10 grap)/17(no trip); *Best2* 261

**special**: constrict (1d6+1), poison (f:dc15, frq 2r, 1d4 con +nausea, cure 1sav)

Tsuto Kaijitsu

**init**+7; llvis, **perc**+11; **ac**17 (tt17, ff13); **hp** 31; **f**+4/**r**+9/**w**+5(+2v echant); **sp**30; **unarm stk** +5/1d6+1 or **fry blws** +4/+4/1d6+1 or **comp sh bow** +5/1d6+1/×3; **cmb/d**+3/20; *RotRLAA* 31

**special**: snk atk (+1d6), stun fist (2/d dc14), dflt arw, evasion

**gear**: pot cur lt wnds, ring prot +1, mw thieves tools, mw flute, silver earrings (25gp), 6 pouches gold dust (50gp each), 8 pouches silver dust (5gp)

each), 10pp

Yeth Hound **init**+6; drkvis60, scent, **perc**+9; **ac**15 (t12, ff13); **hp** 30; **f**+3/**r**+6/**w**+6; **dr**5/slvr; **sp**40, **fl**60(good); **bite**(evil) +7/2d6+4 (+sinister bite & trip); **cmb/d**+7/19(23 trip); *Best* 286

**special:** bay (300' w:dc12 or panicked 2d4r); sinister bite (good targets w:dc14 or shaken for 1r)

Warchief Ripnugget

**init**+2; drkvis60, **perc**-1; **ac** 21 (t13, ff19); **hp** 42; **f**+6/**r**+3/**w**+2 (+1v fear); **sp**30; +1 **sh swd** +10/1d4+5/19; **cmb/d**+5/17; *RotRLAA* 49

**special:** mntd cmbt (1/r if mnt hit, ride chk negates (dc=atk roll)), rd-by atk (cont chrg line aft atk), sprtd chrg (×2 dmg on chrg (×3 if lance)), ride +12

**gear:** pot brkskn +2, pot cure mod wnds, mw brstplt, +1 sh swd, dented crown (20gp), keyring for all lock in C11-24 & D1-3