

# Complete Monster Cards Preview

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*Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.*

All of the monster statistics and rules on pages 2 to 7 are considered Open Game Content.

Any product and company names are considered Product Identity.

In this document (comonstprev.pdf) you'll find a total of 27 filled-out monster cards. The first nine (pages 2 and 3) are Summoned Nature's Allies, then nine Summoned Monsters (page 4 and 5), and nine creatures from the miscellaneous monsters (page 6 and 7).

If you need any advice on how to handle these Monster Cards, take a look at the blank cards, available for free at [www.theothergamecompany.com/stuff.htm](http://www.theothergamecompany.com/stuff.htm).

The retail version of the *Complete Monster Cards* will include one PDF for each of the following kinds of creatures: Miscellaneous creatures (the main document with all creatu-

res not part of any other category), animals, vermins, dragons, summoned monsters, summoned nature's allies and hydras. Each of these PDFs features the complete creatures (hence the name) of that kind from the SRD (System Reference Document).

Additionally, there will be an introductory PDF with all advice necessary to put those Monster Cards to good use.

If they may become necessary, free updates for anyone who has purchased the Complete Monster Cards will be made available as soon as possible. These updates won't just include any errata, but also new content.



<http://www.theothergamecompany.com>

**Complete Monster Cards product page:**

<http://www.theothergamecompany.com/projects/monstercards.htm>



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TOGC Monster Card	<h2 style="margin: 0;">Dire Rat</h2>	
	Small Animal	CR: 1/3
	Hit Dice: 1d8+1 (5 hp)	Initiative: +3
	Speed: 40 ft. (8 squares), climb 20 ft.	Hit Points/Notes
	Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12	
	Base Attack/Grapple: +0/-4	
	Attack: Bite +4 melee (1d4 plus disease)	
	Full Attack: Bite +4 melee (1d4 plus disease)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +3, Ref +5, Will +3
	Special Attacks: Disease	
Special Qualities: Low-light vision, scent		
Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4		
Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11		
Feats: Alertness, Weapon Finesse <sup>a</sup>		

TOGC Monster Card	<h2 style="margin: 0;">Eagle</h2>	
	Small Animal	CR: 1/2
	Hit Dice: 1d8+1 (5 hp)	Initiative: +2
	Speed: 10 ft. (2 squares), fly 80 ft. (average)	Hit Points/Notes
	Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	
	Base Attack/Grapple: +0/-4	
	Attack: Talons +3 melee (1d4)	
	Full Attack: 2 talons +3 melee (1d4) and bite -2 melee (1d4)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +3, Ref +4, Will +2
	Special Attacks: -	
Special Qualities: Low-light vision		
Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6		
Skills: Listen +2, Spot +14		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Monkey</h2>	
	Tiny Animal	CR: 1/6
	Hit Dice: 1d8 (4 hp)	Initiative: +2
	Speed: 30 ft. (6 squares), climb 30 ft.	Hit Points/Notes
	Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12	
	Base Attack/Grapple: +0/-12	
	Attack: Bite +4 melee (1d3-4)	
	Full Attack: Bite +4 melee (1d3-4)	
	Space/Reach: 2-1/2 ft./0 ft.	Saves: Fort +2, Ref +4, Will +1
	Special Attacks: -	
Special Qualities: Low-light vision		
Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5		
Skills: Balance +10, Climb +10, Hide +10, Listen +3, Spot +3		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Octopus</h2>	
	Small Animal (Aquatic)	CR: 1
	Hit Dice: 2d8 (9 hp)	Initiative: +3
	Speed: 20 ft. (4 squares), swim 30 ft.	Hit Points/Notes
	Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13	
	Base Attack/Grapple: +1/+2	
	Attack: Arms +5 melee (0)	
	Full Attack: Arms +5 melee (0) and bite +0 melee (1d3)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +3, Ref +6, Will +1
	Special Attacks: Improved grab	
Special Qualities: Ink cloud, jet, low-light vision		
Abilities: Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3		
Skills: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Owl</h2>	
	Tiny Animal	CR: 1/4
	Hit Dice: 1d8 (4 hp)	Initiative: +3
	Speed: 10 ft. (2 squares), fly 40 ft. (average)	Hit Points/Notes
	Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14	
	Base Attack/Grapple: +0/-11	
	Attack: Talons +5 melee (1d4-3)	
	Full Attack: Talons +5 melee (1d4-3)	
	Space/Reach: 2-1/2 ft./0 ft.	Saves: Fort +2, Ref +5, Will +2
	Special Attacks: -	
Special Qualities: Low-light vision		
Abilities: Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4		
Skills: Listen +14, Move Silently +17, Spot +6*		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Porpoise</h2>	
	Medium Animal	CR: 1/2
	Hit Dice: 2d8+2 (11 hp)	Initiative: +3
	Speed: Swim 80 ft. (16 squares)	Hit Points/Notes
	Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12	
	Base Attack/Grapple: +1/+1	
	Attack: Slam +4 melee (2d4)	
	Full Attack: Slam +4 melee (2d4)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +4, Ref +6, Will +1
	Special Attacks: -	
Special Qualities: Blindsight 120 ft., hold breath, low-light vision		
Abilities: Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6		
Skills: Listen +8*, Spot +7*, Swim +8		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Snake, Small Viper</h2>	
	Small Animal	CR: 1/2
	Hit Dice: 1d8 (4 hp)	Initiative: +3
	Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.	Hit Points/Notes
	Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	
	Base Attack/Grapple: +0/-6	
	Attack: Bite +4 melee (1d2-2 plus poison)	
	Full Attack: Bite +4 melee (1d2-2 plus poison)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +2, Ref +5, Will +1
	Special Attacks: Poison	
Special Qualities: Scent		
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2		
Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6		
Feats: Weapon Finesse		

TOGC Monster Card	<h2 style="margin: 0;">Wolf</h2>	
	Medium Animal	CR: 1
	Hit Dice: 2d8+4 (13 hp)	Initiative: +2
	Speed: 50 ft. (10 squares)	Hit Points/Notes
	Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12	
	Base Attack/Grapple: +1/+2	
	Attack: Bite +3 melee (1d6+1)	
	Full Attack: Bite +3 melee (1d6+1)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +5, Ref +5, Will +1
	Special Attacks: Trip	
Special Qualities: Low-light vision, scent		
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6		
Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*		
Feats: Track <sup>a</sup> , Weapon Focus (bite)		

TOGC Monster Card	<h2 style="margin: 0;">Black Bear</h2>	
	Medium Animal	CR: 2
	Hit Dice: 3d8+6 (19 hp)	Initiative: +1
	Speed: 40 ft. (8 squares)	Hit Points/Notes
	Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12	
	Base Attack/Grapple: +2/+6	
	Attack: Claw +6 melee (1d4+4)	
	Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)	
	Space/Reach: 5 ft./5 ft.	Saves: Fort +5, Ref +4, Will +2
	Special Attacks: -	
Special Qualities: Low-light vision, scent		
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6		
Skills: Climb +4, Listen +4, Spot +4, Swim +8		
Feats: Endurance, Run		

## Monkey

Environment: Warm forests  
Organization: Troop (10-40)  
Challenge Rating: 1/6  
Treasure: None

Alignment: Always neutral  
Advancement: 2-3 HD (Small)  
Level Adjustment: -

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.  
**Skills:** Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.  
[Summon Nature's Ally I]



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## Eagle

Environment: Temperate mountains  
Organization: Solitary or pair  
Challenge Rating: 1/2  
Treasure: None

Alignment: Always neutral  
Advancement: 2-3 HD (Medium)  
Level Adjustment: -

Eagles dive at prey, raking with their powerful talons.  
**Skills:** Eagles have a +8 racial bonus on Spot checks.  
[Summon Nature's Ally I]



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## Dire Rat

Environment: Any  
Organization: Solitary or pack (11-20)  
Challenge Rating: 1/3  
Treasure: None

Alignment: Always neutral  
Advancement: 2-3 HD (Small); 4-6 HD (Medium)  
Level Adjustment: -

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.  
**Disease (Ex):** Filth fever-bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.  
**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.  
[Summon Nature's Ally I]



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## Porpoise

Environment: Temperate aquatic  
Organization: Solitary, pair, or school (3-20)  
Challenge Rating: 1/2  
Treasure: None

Alignment: Always neutral  
Advancement: 3-4 HD (Medium); 5-6 HD (Large)  
Level Adjustment: -

**Blindsight (Ex):** Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

**Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

**Skills:** A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.  
[Summon Nature's Ally I. May be summoned only into an aquatic or watery environment.]



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## Owl

Environment: Temperate forests  
Organization: Solitary  
Challenge Rating: 1/4  
Treasure: None

Alignment: Always neutral  
Advancement: 2 HD (Small)  
Level Adjustment: -

Owls swoop quietly down onto prey, attacking with their powerful talons.

**Skills:** Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. \*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.  
[Summon Nature's Ally I]



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## Octopus

Environment: Warm aquatic  
Organization: Solitary  
Challenge Rating: 1  
Treasure: None

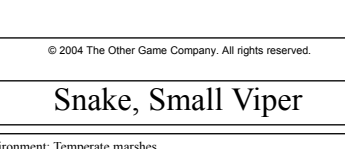
Alignment: Always neutral  
Advancement: 3-6 HD (Medium)  
Level Adjustment: -

**Improved Grab (Ex):** To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

**Ink Cloud (Ex):** An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.  
[Summon Nature's Ally I. May be summoned only into an aquatic or watery environment.]



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## Black Bear

Environment: Temperate forests  
Organization: Solitary or pair  
Challenge Rating: 2  
Advancement: 4-5 HD (Medium)

Treasure: None  
Alignment: Always neutral  
Level Adjustment: -

Black bears rip prey with their claws and teeth.  
**Skills:** A black bear has a +4 racial bonus on Swim checks.  
[Summon Nature's Ally II]



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## Wolf

Environment: Temperate forests  
Organization: Solitary, pair, or pack (7-16)  
Challenge Rating: 1  
Treasure: None

Alignment: Always neutral  
Advancement: 3 HD (Medium); 4-6 HD (Large)  
Level Adjustment: -

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.  
**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Skills:** \*Wolves have a +4 racial bonus on Survival checks when tracking by scent.  
[Summon Nature's Ally I]



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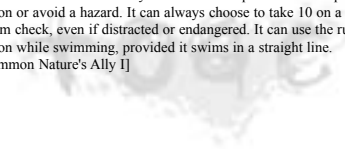
## Snake, Small Viper

Environment: Temperate marshes  
Organization: Solitary  
Challenge Rating: 1/2  
Treasure: None

Alignment: Always neutral  
Advancement: -  
Level Adjustment: -

Viper snakes rely on their venomous bite to kill prey and defend themselves.  
**Poison (Ex):** A small viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (DC 10). The save DCs are Constitution-based.

**Skills:** Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.  
[Summon Nature's Ally I]



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+OC Monster Card	<b>Fiendish Monstrous Scorpion, Small</b>	
	Small Magical Beast (Augmented Vermin, Extraplanar) <b>CR: 1/2</b>	
	<b>Hit Dice:</b> 1d8+2 (6 hp)	<b>Initiative:</b> +0
	<b>Speed:</b> 30 ft. (6 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 15 (+1 size, +4 natural), touch 11, flat-footed 15	
	<b>Base Attack/Grapple:</b> +0/-4	
	<b>Attack:</b> Claw +1 melee (1d3-1)	
	<b>Full Attack:</b> 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +4, Ref +0, Will +0
	<b>Special Attacks:</b> Constrict 1d3-1, improved grab, poison, smite good	
<b>Special Qualities:</b> Darkvision 60 ft., tremorsense 60 ft., resistance to cold and fire 5, spell resistance 6		
<b>Abilities:</b> Str 9, Dex 10, Con 14, Int 3, Wis 10, Cha 2		
<b>Skills:</b> Climb +5, Hide +9, Spot +4 <b>Feats:</b> Weapon Finesse <sup>®</sup> , Improved Natural Armor		

+OC Monster Card	<b>Fiendish Hawk</b>	
	Tiny Magical Beast (Augmented Animal, Extraplanar) <b>CR: 1/3</b>	
	<b>Hit Dice:</b> 1d8 (4 hp)	<b>Initiative:</b> +3
	<b>Speed:</b> 10 ft. (2 squares), fly 60 ft. (average)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14	
	<b>Base Attack/Grapple:</b> +0/-10	
	<b>Attack:</b> Talons +5 melee (1d4-2)	
	<b>Full Attack:</b> Talons +5 melee (1d4-2)	
	<b>Space/Reach:</b> 2-1/2 ft./0 ft.	<b>Saves:</b> Fort +2, Ref +5, Will +2
	<b>Special Attacks:</b> smite good	
<b>Special Qualities:</b> Low-light vision, darkvision 60 ft., resistance to cold and fire 5, spell resistance 6		
<b>Abilities:</b> Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6		
<b>Skills:</b> Listen +2, Spot +14 <b>Feats:</b> Weapon Finesse		

+OC Monster Card	<b>Fiendish Monstrous Spider, Small</b>	
	Small Magical Beast (Augmented Vermin, Extraplanar) <b>CR: 1/2</b>	
	<b>Hit Dice:</b> 1d8+3 (7 hp)	<b>Initiative:</b> +3
	<b>Speed:</b> 30 ft. (6 squares), climb 20 ft.	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 14 (+1 size, +3 Dex), touch 14, flat-footed 11	
	<b>Base Attack/Grapple:</b> +0/-6	
	<b>Attack:</b> Bite +4 melee (1d4-2 plus poison)	
	<b>Full Attack:</b> Bite +4 melee (1d4-2 plus poison)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +2, Ref +3, Will +0
	<b>Special Attacks:</b> Poison, web, smite good	
<b>Special Qualities:</b> Darkvision 60 ft., tremorsense 60 ft., resistance to cold and fire 5, spell resistance 6		
<b>Abilities:</b> Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2		
<b>Skills:</b> Climb +12, Hide +12*, Jump +0*, Spot +4* <b>Feats:</b> Weapon Finesse <sup>®</sup> , Toughness		

+OC Monster Card	<b>Fiendish Octopus</b>	
	Small Magical Beast (Aquatic, Augmented Animal, Extraplanar) <b>CR: 1</b>	
	<b>Hit Dice:</b> 2d8 (9 hp)	<b>Initiative:</b> +3
	<b>Speed:</b> 20 ft. (4 squares), swim 30 ft.	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13	
	<b>Base Attack/Grapple:</b> +1/+2	
	<b>Attack:</b> Arms +5 melee (0)	
	<b>Full Attack:</b> Arms +5 melee (0) and bite +0 melee (1d3)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +3, Ref +6, Will +1
	<b>Special Attacks:</b> Improved grab, smite good	
<b>Special Qualities:</b> Ink cloud, jet, low-light vision, darkvision 60 ft., resistance to cold and fire 5, spell resistance 7		
<b>Abilities:</b> Str 12, Dex 17, Con 11, Int 3, Wis 12, Cha 3		
<b>Skills:</b> Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9 <b>Feats:</b> Weapon Finesse		

+OC Monster Card	<b>Fiendish Snake, Small Viper</b>	
	Small Magical Beast (Augmented Animal, Extraplanar) <b>CR: 1/2</b>	
	<b>Hit Dice:</b> 1d8 (4 hp)	<b>Initiative:</b> +3
	<b>Speed:</b> 20 ft. (4 squares), climb 20 ft., swim 20 ft.	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	
	<b>Base Attack/Grapple:</b> +0/-6	
	<b>Attack:</b> Bite +4 melee (1d2-2 plus poison)	
	<b>Full Attack:</b> Bite +4 melee (1d2-2 plus poison)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +2, Ref +5, Will +1
	<b>Special Attacks:</b> Poison	
<b>Special Qualities:</b> Scent, darkvision 60 ft., resistance to cold and fire 5, spell resistance 6		
<b>Abilities:</b> Str 6, Dex 17, Con 11, Int 3, Wis 12, Cha 2		
<b>Skills:</b> Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6 <b>Feats:</b> Weapon Finesse		

+OC Monster Card	<b>Celestial Giant Bee</b>	
	Medium Magical Beast (Augmented Vermin, Extraplanar) <b>CR: 1</b>	
	<b>Hit Dice:</b> 3d8 (13 hp)	<b>Initiative:</b> +2
	<b>Speed:</b> 20 ft. (4 squares), fly 80 ft. (good)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 14 (+2 Dex, +2 natural), touch 12, flat-footed 12	
	<b>Base Attack/Grapple:</b> +2/+2	
	<b>Attack:</b> Sting +4 melee (1d4 plus poison)	
	<b>Full Attack:</b> Sting +4 melee (1d4 plus poison)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +3, Ref +3, Will +2
	<b>Special Attacks:</b> Poison, smite evil	
<b>Special Qualities:</b> Darkvision 60 ft., resistance to acid, cold, and electricity 5, spell resistance 8		
<b>Abilities:</b> Str 11, Dex 14, Con 11, Int 3, Wis 12, Cha 9		
<b>Skills:</b> Spot +8, Survival +5* <b>Feats:</b> Toughness, Weapon Finesse		

+OC Monster Card	<b>Celestial Giant Bombardier Beetle</b>	
	Medium Magical Beast (Augmented Vermin, Extraplanar) <b>CR: 2</b>	
	<b>Hit Dice:</b> 2d8+4 (13 hp)	<b>Initiative:</b> +0
	<b>Speed:</b> 30 ft. (6 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 17 (+7 natural), touch 10, flat-footed 17	
	<b>Base Attack/Grapple:</b> +1/+2	
	<b>Attack:</b> Bite +2 melee (1d4+1)	
	<b>Full Attack:</b> Bite +2 melee (1d4+1)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +5, Ref +0, Will +0
	<b>Special Attacks:</b> Acid spray, smite evil	
<b>Special Qualities:</b> Darkvision 60 ft., resistance to acid, cold, and electricity 5, spell resistance 7		
<b>Abilities:</b> Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 9		
<b>Skills:</b> Hide +4, Jump +2 <b>Feats:</b> Improved Natural Armor		

+OC Monster Card	<b>Celestial Riding Dog</b>	
	Medium Magical Beast (Augmented Animal, Extraplanar) <b>CR: 1</b>	
	<b>Hit Dice:</b> 2d8+4 (13 hp)	<b>Initiative:</b> +2
	<b>Speed:</b> 40 ft. (8 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 16 (+2 Dex, +4 natural), touch 12, flat-footed 14	
	<b>Base Attack/Grapple:</b> +1/+3	
	<b>Attack:</b> Bite +3 melee (1d6+3)	
	<b>Full Attack:</b> Bite +3 melee (1d6+3)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +5, Ref +5, Will +1
	<b>Special Attacks:</b> smite evil	
<b>Special Qualities:</b> Low-light vision, scent, darkvision 60 ft., resistance to acid, cold, and electricity 5, spell resistance 7		
<b>Abilities:</b> Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6		
<b>Skills:</b> Jump +8, Listen +5, Spot +5, Swim +3, Survival +1* <b>Feats:</b> Alertness, Track <sup>®</sup>		

+OC Monster Card	<b>Celestial Eagle</b>	
	Small Magical Beast (Augmented Animal, Extraplanar) <b>CR: 1/2</b>	
	<b>Hit Dice:</b> 1d8+1 (5 hp)	<b>Initiative:</b> +2
	<b>Speed:</b> 10 ft. (2 squares), fly 80 ft. (average)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	
	<b>Base Attack/Grapple:</b> +0/-4	
	<b>Attack:</b> Talons +3 melee (1d4)	
	<b>Full Attack:</b> 2 talons +3 melee (1d4) and bite -2 melee (1d4)	
	<b>Space/Reach:</b> 5 ft./5 ft.	<b>Saves:</b> Fort +3, Ref +4, Will +2
	<b>Special Attacks:</b> smite evil	
<b>Special Qualities:</b> Low-light vision, darkvision 60 ft., resistance to acid, cold, and electricity 5, spell resistance 6		
<b>Abilities:</b> Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6		
<b>Skills:</b> Listen +2, Spot +14 <b>Feats:</b> Weapon Finesse		

## Fiendish Monstrous Spider, Small

Environment: Any evil-aligned plane  
 Organization: Colony (2-5) or swarm (6-11)  
 Challenge Rating: 1/2

Treasure: None  
 Alignment: Always evil (any)  
 Advancement: -  
 Level Adjustment: +2

Fiendish creatures encountered on the Material Plane have the extraplanar subtype.  
 Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.  
**Poison (Ex):** A small monstrous spider has a poisonous bite (Fort DC 10, 1d3 Str damage). The save DCs are Constitution-based. The indicated damage is initial and secondary damage.  
**Web (Ex):** Both types of small monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to medium size. An entangled creature can escape with a successful Escape Artist check (DC 10) or burst it with a Strength check (DC 14). The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.  
 Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 4 hit points, and sheet webs have damage reduction 5/-.  
 A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.  
**Tremorsense (Ex):** A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.  
**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 1 extra damage (equal to its HD total, maximum of +20) against a good foe.  
**Skills:** Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. \*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.  
 [Summon Monster I, CE]

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## Fiendish Hawk

Environment: Any evil-aligned plane  
 Organization: Solitary or pair  
 Challenge Rating: 1/3

Treasure: None  
 Alignment: Always evil (any)  
 Advancement: -  
 Level Adjustment: +2

Fiendish creatures encountered on the Material Plane have the extraplanar subtype.  
 Hawks combine both talons into a single attack.  
**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.  
**Skills:** Hawks have a +8 racial bonus on Spot checks.  
 [Summon Monster I, CE]



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## Fiendish Monstrous Scorpion, Small

Environment: Any evil-aligned plane  
 Organization: Colony (2-5) or swarm (6-11)  
 Challenge Rating: 1/2

Treasure: None  
 Alignment: Always evil (any)  
 Advancement: -  
 Level Adjustment: +2

Fiendish creatures encountered on the Material Plane have the extraplanar subtype.  
**Constrict (Ex):** A monstrous scorpion deals automatic claw damage on a successful grapple check.  
**Improved Grab (Ex):** To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.  
**Poison (Ex):** A small monstrous scorpion has a poisonous sting (Fort DC 12, 1d2 Con damage). The save DC is Constitution-based. The indicated damage is initial and secondary damage.  
**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 1 extra damage (equal to its HD total, maximum of +20) against a good foe.  
**Skills:** A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.  
 [Summon Monster I, NE]

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## Celestial Giant Bee

Environment: Any good-aligned plane  
 Organization: Solitary, buzz (2-5), or hive (11-20)  
 Challenge Rating: 1  
 Treasure: No coins; 1/4 goods (honey)

only; no items  
 Alignment: Always good (any)  
 Advancement: +6 HD (Medium); 7-9 HD (Large)  
 Level Adjustment: +2

Celestial creatures encountered on the Material Plane have the extraplanar subtype.  
 Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.  
**Poison (Ex):** Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.  
**Smite Evil (Su):** Once per day a celestial giant bee can make a normal melee attack to deal 3 extra damage (equal to its HD, maximum of +20) against an evil foe.  
**Skills:** Giant bees have a +4 racial bonus on Spot checks. \*They also have a +4 racial bonus on Survival checks to orient themselves.  
 [Summon Monster II, LG]

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## Fiendish Snake, Small Viper

Environment: Any evil-aligned plane  
 Organization: Solitary  
 Challenge Rating: 1/2

Treasure: None  
 Alignment: Always evil (any)  
 Advancement: -  
 Level Adjustment: +2

Fiendish creatures encountered on the Material Plane have the extraplanar subtype.  
 Viper snakes rely on their venomous bite to kill prey and defend themselves.  
**Poison (Ex):** A small viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (DC 10). The save DCs are Constitution-based.  
**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 1 extra damage (equal to its HD total, maximum of +20) against a good foe.  
**Skills:** Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.  
 [Summon Monster I, CE]

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## Fiendish Octopus

Environment: Any evil-aligned plane  
 Organization: Solitary  
 Challenge Rating: 1

Treasure: None  
 Alignment: Always evil (any)  
 Advancement: 3-6 HD (Medium)  
 Level Adjustment: +2

Fiendish creatures encountered on the Material Plane have the extraplanar subtype.  
**Improved Grab (Ex):** To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.  
**Ink Cloud (Ex):** An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.  
**Jet (Ex):** An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.  
**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 2 extra damage (equal to its HD total, maximum of +20) against a good foe.  
**Skills:** An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.  
 [Summon Monster I, CE. May be summoned only into an aquatic or watery environment.]

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## Celestial Eagle

Environment: Any good-aligned plane  
 Organization: Solitary or pair  
 Challenge Rating: 1/2

Treasure: None  
 Alignment: Always good (any)  
 Advancement: 2-3 HD (Medium)  
 Level Adjustment: +2

Celestial creatures encountered on the Material Plane have the extraplanar subtype.  
 Eagles dive at prey, raking with their powerful talons.  
**Smite Evil (Su):** Once per day a celestial eagle can make a normal melee attack to deal 1 extra damage (equal to its HD, maximum of +20) against an evil foe.  
**Skills:** Eagles have a +8 racial bonus on Spot checks.  
 [Summon Monster II, CG]

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## Celestial Riding Dog

Environment: Any good-aligned plane  
 Organization: Solitary or pack (5-12)  
 Challenge Rating: 1

Treasure: None  
 Alignment: Always good (any).  
 Advancement: -  
 Level Adjustment: +2

Celestial creatures encountered on the Material Plane have the extraplanar subtype.  
 If trained for war, these animals can make trip attacks just as wolves do. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.  
**Smite Evil (Su):** Once per day a celestial riding dog can make a normal melee attack to deal 2 extra damage (equal to its HD, maximum of +20) against an evil foe.  
**Skills:** Riding dogs have a +4 racial bonus on Jump checks.  
 \*Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.  
**Carrying Capacity:** A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.  
 [Summon Monster II, NG]

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## Celestial Giant Bombardier Beetle

Environment: Any good-aligned plane  
 Organization: Cluster (2-5) or click (6-11)  
 Challenge Rating: 2  
 Treasure: None

Alignment: Always good (any)  
 Advancement: 3-4 HD (Medium); 5-6 HD (Large)  
 Level Adjustment: +2

Celestial creatures encountered on the Material Plane have the extraplanar subtype.  
**Acid Spray (Ex):** When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.  
**Smite Evil (Su):** Once per day a celestial giant bombardier beetle can make a normal melee attack to deal 2 extra damage (equal to its HD, maximum of +20) against an evil foe.  
 [Summon Monster II, NG]

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TOEC Monster Card	<h2 style="margin: 0;">Juvenile Arrowhawk</h2>	
	Small Outsider (Air, Extraplanar)	<b>CR:</b> 3
	<b>Hit Dice:</b> 3d8+3 (16 hp)	<b>Initiative:</b> +5
	<b>Speed:</b> Fly 60 ft. (perfect) (12 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15	
	<b>Base Attack/Grapple:</b> +3/+0	
<b>Attack:</b> Electr. ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)		
<b>Full Attack:</b> Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)		
<b>Space/Reach:</b> 5 ft./5 ft. <b>Saves:</b> Fort +4, Ref +8, Will +4		
<b>Special Attacks:</b> Electricity ray		
<b>Special Qualities:</b> Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10		
<b>Abilities:</b> Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13		
<b>Skills:</b> Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)		
<b>Feats:</b> Dodge, Weapon Finesse		

TOEC Monster Card	<h2 style="margin: 0;">Adult Arrowhawk</h2>	
	Medium Outsider (Air, Extraplanar)	<b>CR:</b> 5
	<b>Hit Dice:</b> 7d8+7 (38 hp)	<b>Initiative:</b> +5
	<b>Speed:</b> Fly 60 ft. (perfect) (12 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 21 (+5 Dex, +6 natural), touch 15, flat-footed 16	
	<b>Base Attack/Grapple:</b> +7/+9	
<b>Attack:</b> Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)		
<b>Full Attack:</b> Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)		
<b>Space/Reach:</b> 5 ft./5 ft. <b>Saves:</b> Fort +6, Ref +10, Will +6		
<b>Special Attacks:</b> Electricity ray		
<b>Special Qualities:</b> Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10		
<b>Abilities:</b> Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13		
<b>Skills:</b> Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)		
<b>Feats:</b> Dodge, Flyby Attack, Weapon Finesse		

TOEC Monster Card	<h2 style="margin: 0;">Elder Arrowhawk</h2>	
	Large Outsider (Air, Extraplanar)	<b>CR:</b> 8
	<b>Hit Dice:</b> 15d8+45 (112 hp)	<b>Initiative:</b> +5
	<b>Speed:</b> Fly 60 ft. (perfect) (12 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17	
	<b>Base Attack/Grapple:</b> +15/+25	
<b>Attack:</b> Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)		
<b>Full Attack:</b> Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)		
<b>Space/Reach:</b> 10 ft./5 ft. <b>Saves:</b> Fort +12, Ref +14, Will +10		
<b>Special Attacks:</b> Electricity ray		
<b>Special Qualities:</b> Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10		
<b>Abilities:</b> Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13		
<b>Skills:</b> Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)		
<b>Feats:</b> Alertness, Bludgeon-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)		

TOEC Monster Card	<h2 style="margin: 0;">Assassin Vine</h2>	
	Large Plant	<b>CR:</b> 3
	<b>Hit Dice:</b> 4d8+12 (30 hp)	<b>Initiative:</b> +0
	<b>Speed:</b> 5 ft. (1 square)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 15 (-1 size, +6 natural), touch 9, flat-footed 15	
	<b>Base Attack/Grapple:</b> +3/+12	
<b>Attack:</b> Slam +7 melee (1d6+7)		
<b>Full Attack:</b> Slam +7 melee (1d6+7)		
<b>Space/Reach:</b> 10 ft./10 ft. (20 ft. with vine) <b>Saves:</b> Fort +7, Ref +1, Will +2		
<b>Special Attacks:</b> Constrict 1d6+7, entangle, improved grab		
<b>Special Qualities:</b> Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10		
<b>Abilities:</b> Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9		

TOEC Monster Card	<h2 style="margin: 0;">Athach</h2>	
	Huge Aberration	<b>CR:</b> 8
	<b>Hit Dice:</b> 14d8+70 (133 hp)	<b>Initiative:</b> +1
	<b>Speed:</b> 35 ft. in hide armor, base speed 50 ft.	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 20 (-2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19	
	<b>Base Attack/Grapple:</b> +10/+26	
<b>Attack:</b> Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)		
<b>Full Attack:</b> Morningstar +12/+7 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (3d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)		
<b>Space/Reach:</b> 15 ft./15 ft. <b>Saves:</b> Fort +9, Ref +5, Will +10		
<b>Special Attacks:</b> Poison		
<b>Special Qualities:</b> Darkvision 60 ft.		
<b>Abilities:</b> Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6		
<b>Skills:</b> Climb +9, Jump +18, Listen +7, Spot +7		
<b>Feats:</b> Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)		

TOEC Monster Card	<h2 style="margin: 0;">Avoral</h2>	
	Medium Outsider (Extraplanar, Good)	<b>CR:</b> 9
	<b>Hit Dice:</b> 7d8+35 (66 hp)	<b>Initiative:</b> +6
	<b>Speed:</b> 40 ft. (8 squares), fly 90 ft. (good)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 24 (+6 Dex, +8 natural), touch 16, flat-footed 18	
	<b>Base Attack/Grapple:</b> +7/+9	
<b>Attack:</b> Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)		
<b>Full Attack:</b> 2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)		
<b>Space/Reach:</b> 5 ft./5 ft. <b>Saves:</b> Fort +10 (+14 vs. poison), Ref +11, Will +8		
<b>Special Attacks:</b> Spell-like abilities, fear aura		
<b>Special Qualities:</b> Damage reduction 10/electricity or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing		
<b>Abilities:</b> Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16		
<b>Skills:</b> Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21		
<b>Feats:</b> Empower Spell-Like Ability (magic missile), Flyby Attack, Weapon Finesse		

TOEC Monster Card	<h2 style="margin: 0;">Azer</h2>	
	Medium Outsider (Extraplanar, Fire)	<b>CR:</b> 2
	<b>Hit Dice:</b> 2d8+2 (11 hp)	<b>Initiative:</b> +1
	<b>Speed:</b> 20 ft. in scale mail, base speed 30 ft.	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22	
	<b>Base Attack/Grapple:</b> +2/+3	
<b>Attack:</b> Warhammer +3 msl (1d8+1/x3 plus 1 fire) or spear +3 rang. (1d6+1 plus 1 fire)		
<b>Full Attack:</b> Warhammer +3 melee (1d8+1/x3 plus 1 fire) or short-spear +3 ranged (1d6+1 plus 1 fire)		
<b>Space/Reach:</b> 5 ft./5 ft. <b>Saves:</b> Fort +4, Ref +4, Will +4		
<b>Special Attacks:</b> Heat		
<b>Special Qualities:</b> Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold		
<b>Abilities:</b> Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9		
<b>Skills:</b> Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump +6, Listen +6, Search +6, Spot +6		
<b>Feats:</b> Power Attack		

TOEC Monster Card	<h2 style="margin: 0;">Barghest</h2>	
	Medium Outsider	<b>CR:</b> 4
	<b>Hit Dice:</b> 6d8+6 (33 hp)	<b>Initiative:</b> +6
	<b>Speed:</b> 30 ft. (6 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 18 (+2 Dex, +6 natural), touch 12, flat-footed 16	
	<b>Base Attack/Grapple:</b> +6/+9	
<b>Attack:</b> Bite +9 melee (1d6+3)		
<b>Full Attack:</b> Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)		
<b>Space/Reach:</b> 5 ft./5 ft. <b>Saves:</b> Fort +6, Ref +7, Will +7		
<b>Special Attacks:</b> Spell-like abilities, feed		
<b>Special Qualities:</b> Change shape, damage reduction 5/magic, darkvision 60 ft., scent		
<b>Abilities:</b> Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14		
<b>Skills:</b> Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)		
<b>Feats:</b> Combat Reflexes, Improved Initiative, Track		

TOEC Monster Card	<h2 style="margin: 0;">Greater Barghest</h2>	
	Large Outsider	<b>CR:</b> 5
	<b>Hit Dice:</b> 9d8+27 (67 hp)	<b>Initiative:</b> +6
	<b>Speed:</b> 40 ft. (8 squares)	<i>Hit Points/Notes</i>
	<b>Armor Class:</b> 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18	
	<b>Base Attack/Grapple:</b> +9/+18	
<b>Attack:</b> Bite +13 melee (1d8+5)		
<b>Full Attack:</b> Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)		
<b>Space/Reach:</b> 10 ft./5 ft. <b>Saves:</b> Fort +9, Ref +8, Will +10		
<b>Special Attacks:</b> Spell-like abilities, feed		
<b>Special Qualities:</b> Change shape, damage reduction 10/magic, darkvision 60 ft., scent		
<b>Abilities:</b> Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18		
<b>Skills:</b> Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16		
<b>Feats:</b> Combat Casting, Combat Reflexes, Improved Initiative, Track		

## Elder Arrowhawk

Environment Elemental Plane of Air  
Organization: Solitary or clutch (2-4)  
Challenge Rating: 8  
Treasure: None

Alignment: Always neutral  
Advancement: 16-24 HD (Large);  
25-32 HD (Gargantuan)  
Level Adjustment: -

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

**Electricity Ray (Su):** An arrowhawk can fire this ray once per round, with a range of 50 feet.



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## Adult Arrowhawk

Environment Elemental Plane of Air  
Organization: Solitary or clutch (2-4)  
Challenge Rating: 5

Treasure: None  
Alignment: Always neutral  
Advancement: 8-14 HD (Medium)  
Level Adjustment: -

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

**Electricity Ray (Su):** An arrowhawk can fire this ray once per round, with a range of 50 feet.



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## Juvenile Arrowhawk

Environment Elemental Plane of Air  
Organization: Solitary or clutch (2-4)  
Challenge Rating: 3

Treasure: None  
Alignment: Always neutral  
Advancement: 4-6 HD (Small)  
Level Adjustment: -

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

**Electricity Ray (Su):** An arrowhawk can fire this ray once per round, with a range of 50 feet.



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## Avoral

Environment: A good-aligned plane.  
Organization: Solitary, pair, or squad (3-5)  
Challenge Rating: 9  
Treasure: No coins; double goods; standard items

Alignment: Always neutral good  
Advancement: 8-14 HD (Medium); 15-21 HD (Large)  
Level Adjustment: -

**Spell-Like Abilities:** At will-aid, blur (self only), command (DC 14), detect magic, dimension door, dispel magic, gust of wind (DC 15), hold person (DC 16), light, magic circle against evil (self only), magic missile, see invisibility; 3/day-lightning bolt (DC 16). Caster level 8th. The save DCs are Charisma-based.

**Fear Aura (Su):** Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with fear from an 8th-level caster (save DC 17). The save DC is Charisma-based.

**Lay on Hands (Su):** As the paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

**Speak with Animals (Su):** This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

**True Seeing (Su):** This ability is identical with true seeing (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it. Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

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## Atach

Environment: Temperate hills  
Organization: Solitary, gang (2-4), or tribe (7-12)  
Challenge Rating: 8

Treasure: 1/2 coins; double goods; standard items  
Alignment: Often chaotic evil  
Advancement: 15-28 HD (Huge)  
Level Adjustment: +5

Atachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an atach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

**Poison (Ex):** Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.



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## Assassin Vine

Environment: Temperate forests  
Organization: Solitary or patch (2-4)  
Challenge Rating: 3  
Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral  
Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)  
Level Adjustment: -

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

**Improved Grab (Ex):** To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.

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## Greater Barghest

Environment An evil-aligned plane  
Organization: Solitary or pack (3-6)  
Challenge Rating: 5

Treasure: Double standard  
Alignment: Always lawful evil  
Advancement: Special (see below)  
Level Adjustment: -

**Spell-Like Abilities:** At will-blink, levitate, misdirection (DC 14), rage (DC 15); invisibility sphere; 1/day-charm monster (DC 16), crushing despair (DC 16), dimension door; mass bull's strength, mass enrage. Caster level equals the greater barghest's HD.

The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A greater barghest can assume the shape of a goblinlike creature of Large size or a dire wolf as a standard action. In goblinlike form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a barghest loses its claw attacks but retains its bite attack.

**Pass Without Trace (Ex):** A barghest in wolf form can use pass without trace (as the spell) as a free action.

**Skills:** \*A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

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## Barghest

Environment An evil-aligned plane  
Organization: Solitary or pack (3-6)  
Challenge Rating: 4

Treasure: Double standard  
Alignment: Always lawful evil  
Advancement: Special (see below)  
Level Adjustment: -

**Spell-Like Abilities:** At will-blink, levitate, misdirection (DC 14), rage (DC 15); 1/day-charm monster (DC 16), crushing despair (DC 16), dimension door. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Pass Without Trace (Ex):** A barghest in wolf form can use pass without trace (as the spell) as a free action.

**Skills:** \*A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

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## Azer

Environment: Elemental Plane of Fire.  
Organization: Solitary, pair, team (3-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd/4th level), or clan (50-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5

5th-level lieutenants, and 3 7th-level captains).  
CR 2. Treasure: Standard coins; double goods (nonflammables only); standard items (nonflammables only). Alignment: Always lawful neutral.  
Advancement: By character class. LA: +4

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

**Heat (Ex):** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.



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