

MANITOU SHAMAN



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Death is not an end. It is a transition.

In many cases the departed will move on to join their Gods or dwell on the Outer Planes. Just as often, creatures will remain to dwell within familiar surroundings. They have moved to a new phase of existence, one no longer in sync with the physical world. Abiding without flesh, they still retain both will and power. These ethereal spirits are the focus of a shaman's art.

A manitou shaman is adept at both drawing allies from the spirits around him as well as confronting the darker shades from the ethereal plane.

MANITOU SHAMAN

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature and religion) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis) and Spellcraft (Int)

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

For the purposes of Favored Class, a Manitou Shaman is considered to be a druid.

Level	BAB	Fort Save	Ref Save	Will Save	Special	# of Spells per Day										
						0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	
1 st	+0	+2	+0	+2	Spectral Resistance, Spiritual Summoning	5	3	—	—	—	—	—	—	—	—	—
2 nd	+1	+3	+0	+3	Spiritual Affinity	6	4	—	—	—	—	—	—	—	—	—
3 rd	+2	+3	+1	+3		6	5	—	—	—	—	—	—	—	—	—
4 th	+3	+4	+1	+4	Bonus Feat	6	6	3	—	—	—	—	—	—	—	—
5 th	+3	+4	+1	+4	Spiritual Companion	6	6	4	—	—	—	—	—	—	—	—
6 th	+4	+5	+2	+5		6	6	5	3	—	—	—	—	—	—	—
7 th	+5	+5	+2	+5	Spiritual Affinity	6	6	6	4	—	—	—	—	—	—	—
8 th	+6	+6	+2	+6	Bonus Feat	6	6	6	5	3	—	—	—	—	—	—
9 th	+6	+6	+3	+6	Ghost Gear	6	6	6	6	4	—	—	—	—	—	—
10 th	+7	+7	+3	+7	Spiritual Affinity	6	6	6	6	5	3	—	—	—	—	—
11 th	+8	+7	+3	+7		6	6	6	6	6	4	—	—	—	—	—
12 th	+9	+8	+4	+8	Bonus Feat	6	6	6	6	6	5	3	—	—	—	—
13 th	+9	+8	+4	+8	Spiritual Anchor	6	6	6	6	6	6	4	—	—	—	—
14 th	+10	+9	+4	+9	Spiritual Affinity	6	6	6	6	6	6	5	3	—	—	—
15 th	+11	+9	+5	+9		6	6	6	6	6	6	6	4	—	—	—
16 th	+12	+10	+5	+10	Bonus Feat	6	6	6	6	6	6	6	5	3	—	—
17 th	+12	+10	+5	+10	Untouchable Soul	6	6	6	6	6	6	6	6	4	—	—
18 th	+13	+11	+6	+11		6	6	6	6	6	6	6	6	5	3	—
19 th	+14	+11	+6	+11	Spiritual Affinity	6	6	6	6	6	6	6	6	6	4	—
20 th	+15	+12	+6	+12	Bonus Feat	6	6	6	6	6	6	6	6	6	6	6

Level	# of Spells Known									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	3	2	—	—	—	—	—	—	—	—
2 nd	4	3	—	—	—	—	—	—	—	—
3 rd	5	4	2	—	—	—	—	—	—	—
4 th	6	5	3	—	—	—	—	—	—	—
5 th	6	6	4	2	—	—	—	—	—	—
6 th	6	6	5	3	—	—	—	—	—	—
7 th	6	6	6	4	2	—	—	—	—	—
8 th	6	6	6	5	3	—	—	—	—	—
9 th	6	6	6	6	4	2	—	—	—	—
10 th	6	6	6	6	5	3	—	—	—	—

Level	# of Spells Known									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
11 th	6	6	6	6	6	4	2	—	—	—
12 th	6	6	6	6	6	5	3	—	—	—
13 th	6	6	6	6	6	6	4	2	—	—
14 th	6	6	6	6	6	6	5	3	—	—
15 th	6	6	6	6	6	6	6	4	2	—
16 th	6	6	6	6	6	6	6	5	3	—
17 th	6	6	6	6	6	6	6	6	4	2
18 th	6	6	6	6	6	6	6	6	5	3
19 th	6	6	6	6	6	6	6	6	6	4
20 th	6	6	6	6	6	6	6	6	6	5

* Manitou is a Native American term meaning animus or spirit. To the Algonquians, it encompassed both human and natural spirits, as well as the balances between them.

Weapon and Armor Proficiency: Shamans are proficient with simple and martial axes, clubs, flails, hammers, picks and spears. They use either slings or thrown weapons for ranged attacks. They can wear light, medium or heavy armor but like a druid, cannot cast spells if the armor is constructed from metal. Shields cannot be metallic either. Shamans are not proficient with tower shields.

Spells: A shaman casts divine spells drawn from the Clerical spell list but like a Sorcerer only knows a limited number of spells and does not need to prepare his spells in advance. Charisma is the primary attribute for determining DC of a shaman's spells as well as any bonus spells.

Spectral Resistance: At first level a shaman gains +4 to saves vs ability or level drains and damage as well as fear attacks.

Spiritual Summoning: In addition to individual spells known by the caster, all shamans know the spells Summon Spirits I - IX.

"*Spirit*" is an acquired template that can be added to a "base creature". A spirit uses all the base creature's statistics and special abilities except as noted on the follow page.

Summon Spirit I

Conjuration (Summoning)

Level: Shaman 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Summoned creature(s)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a spirit from the ethereal plane. It appears where you designate in either a manifested or ethereal state. It acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned spirit cannot summon or otherwise conjure another creature, nor can only use teleportation or planar travel abilities to the ethereal plane. Spirits cannot be summoned into an area in which no spirit of that that type would exist. For instance, a fire mephit spirit could not be summoned in an aquatic environment. Your DM may rule that

the spirits you are trying to call are inappropriate for a specific location.

This spell conjures a spirit of a base creature with a CR of less than 1. The spirit must be one in balance with world's spirit. At least one axis of its alignment has to be Neutral and its plane of origin is either the Material or Elemental Plane. The base creatures must also possess a spirit so it will never summon creatures with the construct or undead type. Spirits think and so must also have at least an Intelligence of 1. Oozes, vermin and most plants are unsummonable as spirits.

Summon Spirit II - Level: Shaman 2

Effect: One or more spirits, no two of which can be more than 30 ft. apart

This spell functions like summon spirit I, except that you can summon spirits with a base creature rated CR 1 or 1d3 spirit of the same kind with a CR under 1.

Summon Spirit III -Level: Shaman 3

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 2 or 1d3 spirit of the same kind with a CR of 1 or 1d4+1 like spirits with a CR under 1.

Summon Spirit IV -Level: Shaman 4

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 3 or 1d3 spirit of the same kind with a CR of 2 or 1d4+1 like spirits with a CR of 1 or less.

Summon Spirit V - Level: Shaman 5

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 4 or 5 or 1d3 spirit of the same kind with a CR of 3 or 1d4+1 like spirits with a CR of 2 or less.

Summon Spirit VI - Level: Shaman 6

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 6 or 7 or 1d3 spirit of the same kind with a CR of 4 or 5 or 1d4+1 like spirits with a CR of 3 or less.

Summon Spirit VII - Level: Shaman 7

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 8 or 9 or 1d3 spirit of the same kind with a CR of 6 or 7 or 1d4+1 like spirits with a CR of 5 or less.

Summon Spirit VIII - Level: Shaman 8

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 10 or 11 or 1d3 spirit of the same kind with a CR of 8 or 9 or 1d4+1 like spirits with a CR of 7 or less.

Summon Spirit IX - Level: Shaman 9

This spell functions like summon spirit II, except that you can summon spirits with a base creature rated CR 12 or 13 or 1d3 spirit of the same kind with a CR of 10 or 11 or 1d4+1 like spirits with a CR of 9 or less.

SPIRITS

Size and Type: Spirits become

incorporeal outsiders with the same size, base attack bonus, saves, and skill points as the base creature.

Abilities: Free from the confines of the body, a spirit's sense of self is enriched. They gain +4 to their wisdom and charisma scores. All spirits are self-aware. Therefore the base creature must of have an Int of at least 1 to create a spirit. A manifested spirit has a strength score of "—" for attacks and actions against creatures or objects on the material plane

Hit Dice: d6's.

Speed: Spirits fly at 30' with perfect maneuverability, unless the base creature has a higher fly speed..

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters. When a spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its wisdom modifier (minimum +1).

Attack: A spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal unless the spirit manifests. When manifested, a spirit gains incorporeal touch attacks identical to its normal attacks. These are touch attacks, not melee attacks. A manifested spirit adds its dexterity mod to its attack rolls. A spirit's attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Damage: Against ethereal creatures, a spirit uses the base creature's damage. Against non-ethereal creatures, a manifested spirit's attacks use the base creature's damage, but all damage dealt is nonlethal with no strength modifier is applied.

Special Attacks: A spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. All spirits gain the manifestation and one random special attack from the list on the right. All spirits of a spell get the same special attack. The save DC against a special attack is equal to 10 + 1/2 spirit's HD + spirit's Cha modifier unless otherwise noted. Humanoids and monstrous humanoid spirits gain either *Arms of the Past* or *Ancient Magic*. The shaman has a 50% +5 per shaman level of influencing whether martial or magical spirits are called.

Manifestation (SU):

A spirit dwells on the ethereal plane. As an ethereal creature, it cannot affect or be affected by mundane items from the material world. When a spirit manifests, it partly enters the material plane and becomes visible but remains incorporeal. A manifested spirit can be attacked by opponents on either the material plane or the ethereal plane.

1) Touch of the Void (SU): This special attack drains 103 points of con from it is target. Each successful attack heals the spirit 5 hps.

2) Dazing Domination: The spirit forces itself into its target cause him to be dazed for 1 round. If successful the spirit dissipates at the end of the round regardless of how much time remains on the spell's duration.

3) Frightful Moan (SU): A spirit can emit a dreadful groan every 103 rounds as a standard action. All living creatures within a 30' must succeed on a Will save or become panicked for 104 rounds. A creature that successfully saves against the moan cannot be affected by the same spirit's moan for 24 hours

Arms of the Past (SU): A spirit can form a weapon it is familiar with. The spirit's touch attacks use the weapon's damage and are considered to have the ghost touch effect. To generate a random weapon use the tables on pages 222 and 233 of the DMG.

Ancient Magic: The spirit remembers a number of spells it knew in life equal to the level of the spell that summoned it. One spell will be either an attack spell or a cure spell. Use the random generation tables on pages 238-243 of the DMG to determine the rest. Reroll any spell that the spirit is incapable of casting.

Incorporeal Traits: A spirit is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against it. An incorporeal creature always moves silently and cannot be heard with listen checks if it doesn't wish to be. A spirit has two home planes, the material plane and the ethereal plane. It is not considered extraplanar on either of these planes.

Spell Level	CR
1	Less than 1
2	1
3	2
4	3
5	4 - 5
6	6 - 7
7	8 - 9
8	10 - 11
9	12 - 13
9+	14 - 15

Spiritual Affinity: at 2nd level a manitou shaman begins to develop a connection with specific spirits. Calling these spirits and maintaining their connection to the material plane becomes increasingly easier.

There are three affinity levels (Lesser, Advanced and Greater). A shaman can develop a Lesser rapport with the same number of spirit types as has spirit affinities. Alternately he could also spend additional affinities to move a Lesser

connection to either Advanced with one more affinity or Greater with two more.

Elementals / Elemental Outsiders have different Greater affinities depending on their nature. Lesser and Advanced affinities apply to the entire group not just the subtypes.

Lesser: Spirits summoned of chosen type will remain for an additional 1d4 rounds.

Advanced: Twice as many spirits respond to the shaman's call per spell casting once this level of affinity is reached.

Greater: So strong is the bond between them that the shaman gains some of the traits of the spirits he calls. The table below details the power the shaman acquires.

Additionally spirits of this type can either be summoned with a +4 Competence bonus to Dex and Con or a single creature can be summoned at plus one spell level.

Bonus Feat: At 4th level and every four levels afterwards (8th, 12th, 16th and 20th), a shaman gains a bonus feat.

Spirit Type	Greater Affinity
Aberration	Immune to polymorph effects
Animal	Speak with Animals at will & select one of the following feats; Improved Grapple, Improved Trip or Pounce
Dragon	Gains Frightful Presence
Elemental / Outsider	—
Air	Can invoke as an immediate action per day equal to the shaman's charisma bonus one of the following spells: <ul style="list-style-type: none"> ▪ Air Walk (PH pg 196) ▪ Gust of Wind (PH pg 238) ▪ Downdraft (SPC pg 72) ▪ Wind Wall (PH pg 302)
Earth	Gains Damage reduction 5/—
Fire	Any weapon wielded gains the Flaming enhancement (+1d6 fire damage) and can invoke Fire Shield (PH pg 230) as an immediate action for a number of times per day equal to the shaman's charisma bonus.
Water	Water Breathing (Ex): Can breathe underwater indefinitely and can freely use spells and other abilities in or under water (always active)
Fey	Gains Damage reduction 5/Cold Iron & +4 bonus on saving throws against mind-affecting effects.
Giant	+2 Inherent bonus to Strength and Constitution.
Humanoid	+8 to Knowledge (Local), Speak spirit's Language while spirit is active and 20 + 5% per shaman level to summon a spirit with knowledge of a specific spell or event (If the knowledge of the event is very limited, the DM may impose a penalty on the roll)
Magical beast	+4 Natural Armor bonus
Monstrous humanoid	Gain either Darkvision 60' or Scent
Outsider (Chaotic, Evil, Good or Lawful)	Gains Spell Resistance 19
Plant	Photoregeneration (SU): As long as the shaman has been exposed to sunlight (including the Daylight spell) for at least 30 minutes within the last 24 hours, he gains Regeneration 5, vulnerable to fire and acid

Spiritual Companion: At 5th level the shaman can develop a deeper bond with a specific spirit. In almost every way the spirit functions like an animal companion (see page 36 of the Player's Handbook) with the following exceptions.

- ☞ Spiritual Companions gains Dex & Cha instead or Dex & Str as they go up levels.
- ☞ This spirit need not be an animal but should be an appropriate CR to an Animal Companion available to the character's level. (CR 1 at 5th, 2 at 8th, 3 at 11th, 4-5 at 14th, 6-7 at 17th and 8-9 at 20th)
- ☞ Spiritual Companions only know half as many tricks as Animal Companions, rounded up.
- ☞ Instead of the ability to share spells like an animal companion, a spiritual companion shares senses. If within 5' of the each other the shaman and companion can see, hear, smell and otherwise sense what the other is experiencing. If these shared perceptions are what is allowing one of the pair to target opponents, attacks, reflex saves and AC have a -2 circumstance penalty for that being, since they are witnessing events from a slightly shifted perspective.
- ☞ Spiritual companions do not gain Devotion. When the shaman reaches 11th level the companion gains Possession applicable to the shaman only. If the shaman fails to save against a mind-affecting affect, the companion on a subsequent round can make a standard action attempt to try and free the shaman. The spirit must be in contact with the shaman. This gives the shaman another saving throw. It can only be attempted once per spell and requires the companion to recover for one full round afterwards. Also if shaman's intellect is ever dropped to 2 or less, the spirit can possess their partner and direct them if necessary.

Ghost Gear: Once the shaman attains 9th level any weapon or shield he is wielding is imbued with the ghost touch special ability (DMG pg. 219 & 223).

Spiritual Anchor: By the time the shaman reaches 13th level he fully aware of the ties between his body and his spirit. On his death he can resist the pull of the afterlife if he wishes to and remain with his body. By maintaining this connection he does not suffer the loss of experience one would normally incur for being raised or resurrected. He can also channel the magic of a reincarnation spell to return him to life in his original body.

Untouchable Soul: Once the shaman attains 17th level he has mastered the spiritual control needed to face even the most horrific ghosts. His sense of self is so complete he immune to level drains. He can still loose experience voluntarily if he wishes but it cannot be taken from him. The shaman also cannot be slain by ability drains or damage. No ability score can ever be dropped below 1 except by a wish spell or an act of a God. Even if either of these occurs, the shaman will never rise as a shadow, wraith ghost, etc. unless he chooses to. If killed through ability damage the shaman can will his soul into the afterlife waiting for him leaving only his flesh behind. The body could still be animated by necromancy but not the spirit. Lastly the shaman becomes immune to fear effects.



BONUS MATERIALS

Manitou Shaman Feats

ADDITIONAL AFFINITY

You can reach a deeper understanding with the spirits around you.

Prerequisite: Spiritual Affinity.

Benefit: Gain an additional spiritual affinity. This feat can be taken multiple times.

ALLIED POSSESSION

Your spiritual companion can enter the minds of your allies to help them throw off metal attacks.

Prerequisite: Spiritual Companion

Benefit: If an ally willingly allows your spiritual companion to possess them at one point, the spirit can do so again if the ally has been affected by a mind effecting attack or has had their Int dropped to 2 or less. The initial possession requires 10 minutes of uninterrupted mediation on the ally's part. The spirit can form links with a number allies equal to the shaman's charisma bonus.



EXTENDED SENSES

You form a special magical link with your spiritual companion, allowing you to share senses with it over a greater distance and with greater acuity.

Prerequisite: Spiritual Companion, BAB +6

Benefit: You and your companion's can share senses out to a range of 30 feet, rather than the standard 5 feet.

The ability to discern the world through another's eyes (or nose, ears, etc) has sharpened to the point where there is no longer a -2 penalty for target opponents with a shared sense.

NESTED SPIRIT

You have the means to bind a spirit into your weapon for a time.

Prerequisite: Summon Spirits

Benefit: You can summon a spirit with the ability to cast any one spell you know. This requires an appropriate Summon Spirit spell to be cast (the spirit must be of sufficient level to cast the spell you desire). The spell one other than a *Summon Spirit* spell. The spirit will dwell within any non-metallic melee weapon for 1 day for every three shaman levels. The spirit will be released when the weapon strikes an object forcefully. The spirit will cast the spell immediately and then depart back to the ethereal plane. The weapon strike can either be part of an attack or an immediate action against a nearby object or surface. One spirit can be nested for each time this feat is taken but only one spirit can be nested per weapon.

POTENT SUMMONING

Those you summon have time and luck on their side.

Prerequisite: Ability to cast spells with the summoning descriptor, Spell Focus(Conjuration),

Benefit: The duration of your summoning spells is doubled. Creatures summoned by those spells receive a +3 luck bonus on their attack rolls.

QUICKENED SUMMONING

You can swiftly summon spirits.

Prerequisite: Summon Spirits

Benefit: You can cast your *Summon Spirit* spells as standard actions rather than full round actions.

SENSORY WEB

You can include allies to share senses with you and your spiritual companion.

Prerequisite: Spiritual Companion, Extended Senses

Benefit: A number of allies equal to your charisma bonus can share senses with you and your spiritual companion. No ally can be farther than 30 feet from the being whose senses they are sharing. If allies are relying on these senses to target opponents then they receive -2 circumstance penalty to hit, reflex saves and AC against those opponents they need the shared senses to discern.

In addition, once per day, your companion can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points. This ability applies only to attacks or effects that deal hit point damage.

SPIRITUAL BOND

Your bond with your spiritual companion is exceptionally strong.

Prerequisite: Spiritual companion.

Benefit: Add three to your effective shaman level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your spiritual companion. This bonus can never make your effective shaman level exceed your character level.



SHARED PAIN

Your connection to your spiritual companion allows the two of you to shield one another.

Prerequisite: Spiritual Companion.

Benefit: As long as your spiritual companion is within 30 feet of you, the two of you can share the damage from a single deadly attack. Once per day, if an attack would drop your companion to 0 or fewer hit points, you can instead choose to accept that damage. In

SUMMONING FOCUS

You are particularly adept at casting summoning spells.
Prerequisite: Ability to cast spells with the summoning descriptor

Benefit: You cast spells with the summoning descriptor at +1 to your effective caster level. This feat counts as Spell Focus(Conjuration) for meeting feat prerequisites.

Creatures by Spell Level and Type

The following lists are of creatures which are appropriate for the Summon Spirit spells. They all have a Neutral Alignment component, an Int \geq 1, originate from Material or Elemental Plane & are not an Undead or Construct.

To generate a random spirit, roll d100 and compare the result to the first column. If you roll over the highest number, result is an appropriate level humanoid Use the table on page 20 to determine humanoid races.

Spell Level 1								
R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	<1	Baboon	Med	Animal	N	Warm Plains	Material	MM1 268
2	<1	Badger	Sml	Animal	N	Temperate Forests	Material	MM1 268
3	<1	Bat	Dim	Animal	N	Temperate Deserts	Material	MM1 268
4	<1	Carcass Eater	Sml	Animal	N	Temperate Forests	Material	LMO 91
5	<1	Cat	Tiny	Animal	N	Temperate Plains	Material	MM1 270
6	<1	Dire Rat	Sml	Animal	N	Any	Material	MM1
7	<1	Dog	Sml	Animal	N	Temperate Plains	Material	MM1 271
8	<1	Donkey	Med	Animal	N	Temperate Deserts	Material	MM1 272
9	<1	Eagle	Sml	Animal	N	Temperate Mountains	Material	MM1 272
10	<1	Hawk	Tiny	Animal	N	Temperate Forests	Material	MM1 273
11	<1	Lizard	Tiny	Animal	N	Warm Forests	Material	MM1 274
12	<1	Monkey	Tiny	Animal	N	Warm Forests	Material	MM1 276
13	<1	Owl	Tiny	Animal	N	Temperate Forests	Material	MM1 277
14	<1	Pony	Med	Animal	N	Temperate Plains	Material	MM1 277
15	<1	Pony, War	Med	Animal	N	Temperate Plains	Material	MM1 277
16	<1	Porpoise	Med	Animal	N	Temperate Aquatic	Material	MM1 278
17	<1	Rat	Tiny	Animal	N	Any	Material	MM1 278
18	<1	Raven	Tiny	Animal	N	Temperate Forests	Material	MM1 278
19	<1	Snake, Viper, Small	Sml	Animal	N	Temperate Marshes	Material	MM1
20	<1	Snake, Viper, Tiny	Tiny	Animal	N	Temperate Marshes	Material	MM1
21	<1	Toad	Dim	Animal	N	Temperate Marshes	Material	MM1 282
22	<1	Weasel	Tiny	Animal	N	Temperate Hills	Material	MM1 282
23	<1	Elemental, Air	Tiny	Elemental	N	Any	Elmt - Air	WotC site
24	<1	Elemental, Earth	Tiny	Elemental	N	Any	Elmt - Earth	WotC site
25	<1	Elemental, Fire	Tiny	Elemental	N	Any	Elmt - Fire	WotC site
26	<1	Elemental, Water	Tiny	Elemental	N	Any	Elmt - Water	WotC site
27	<1	Paraelemental, Ice	Tiny	Elemental	N	Any	Elemental	WotC site
28	<1	Paraelemental, Magma	Tiny	Elemental	N	Any	Elemental	WotC site
29	<1	Paraelemental, Ooze	Tiny	Elemental	N	Any	Elemental	WotC site
30	<1	Paraelemental, Smoke	Tiny	Elemental	N	Any	Elemental	WotC site
31	<1	Jermlaine	Tiny	Fey	NE	Any Underground	Material	MM2 131
32	<1	Locathah	Med	Humanoid	N	Warm Aquatic	Material	MM 169
33	<1	Mongrelfolk	Med	Humanoid	LN	Any Land / Underground	Material	FF 125
34	<1	Blood Hawk	Sml	Mg Beast	N	Any except Underground	Material	FF 22
35	<1	Corollax	Tiny	Mg Beast	N	Warm Forests	Material	MM2 50
36	<1	Moonrat	Tiny	Mg Beast	E	Any Land / Underground	Material	MM2 151
37	<1	Stirge	Tiny	Mg Beast	N	Warm Marshes	Material	MM1 236
38	<1	Tirbana Eyewing	Tiny	Mg Beast	LN	Any	Material	MM5 172
39	<1	Planetouched: Mechantrix	Med	Outsider	LN	Any Land / Underground	Material	FF 137
40	<1	Planetouched: Wispling	Sml	Outsider	E	Any	Material	FF 139
41	<1	Myconid Jr Worker	Tiny	Plant	LN	Any Underground	Material	MM2 155

Spell Level 2

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	1	Kython Broodling	Sml	Aberration	NE	Any Land / Underground	Material	BVD 179
2	1	Camel	Lrg	Animal	N	Warm Deserts	Material	MM1 270
3	1	Dinosaur, Swindlespitter	Sml	Animal	N	Warm Forests	Material	MM3 41
4	1	Dog, Riding	Med	Animal	N	Temperate Plains	Material	MM1 272
5	1	Horse, Heavy	Lrg	Animal	N	Temperate Plains	Material	MM1 273
6	1	Horse, Light	Lrg	Animal	N	Temperate Plains	Material	MM1 273
7	1	Hyena	Med	Animal	N	Warm Deserts	Material	MM1 274
8	1	Manta Ray	Lrg	Animal	N	Warm Aquatic	Material	MM1 275
9	1	Mule	Lrg	Animal	N	Warm Plains	Material	MM1 276
10	1	Octopus	Sml	Animal	N	Warm Aquatic	Material	MM1 276
11	1	Shark, Medium	Med	Animal	N	Cold Aquatic	Material	MM1 279
12	1	Snake, Viper, Medium	Med	Animal	N	Temperate Marshes	Material	MM1
13	1	Squid	Med	Animal	N	Temperate Aquatic	Material	MM1 281
14	1	Warhorse, Light	Lrg	Animal	N	Temperate Plains	Material	MM1 274
15	1	Wolf	Med	Animal	N	Temperate Forests	Material	MM1 283
16	1	Felldrake, Crested	Sml	Dragon	NG	Any Land / Underground	Material	MM2 98
17	1	Pseudodragon	Tiny	Dragon	NG	Temperate Forests	Material	MM1 210
18	1	Elemental, Air	Sml	Elemental	N	Any	Elmt - Air	MM1 95
19	1	Elemental, Earth	Sml	Elemental	N	Any	Elmt - Earth	MM1 98
20	1	Elemental, Fire	Sml	Elemental	N	Any	Elmt - Fire	MM1 98
21	1	Elemental, Water	Sml	Elemental	N	Any	Elmt - Water	MM1 98
22	1	Paraelemental, Ice	Sml	Elemental	N	Any	Elemental	MP 181
23	1	Paraelement, Magma	Sml	Elemental	N	Any	Elemental	MP 183
24	1	Paraelemental, Ooze	Sml	Elemental	N	Any	Elemental	MP 183
25	1	Paraelemental, Smoke	Sml	Elemental	N	Any	Elemental	MP 184
26	1	Petal	Tiny	Fey	NG	Temperate Forests	Material	MM3 120
27	1	Sprite: Grig	Tiny	Fey	NG	Temperate Forests	Material	MM1
28	1	Sprite: Nixie	Sml	Fey	N	Temperate Aquatic	Material	MM1
29	1	Gnome, Fire	Sml	Humanoid	NG	Any	Elmt - Fire	PIH 125
30	1	Lizardfolk	Med	Humanoid	N	Temperate Marshes	Material	MM1 169
31	1	Selkie	Med	Humanoid	N	Cold Aquatic	Material	FF 148
32	1	Darkmantle	Sml	Mg Beast	N	Any Underground	Material	MM1 38
33	1	Flame Snake, Minor	Sml	Mg Beast	E	Any Land / Underground	Material	FF 73
34	1	Krenshar	Med	Mg Beast	N	Temperate Forests	Material	MM1 163
35	1	Shadow Asp	Tiny	Mg Beast	N	Any Underground	Material	FF 152
36	1	Grimlock	Med	Mn Hmnd	NE	Any Underground	Material	MM1 140
37	1	Lashemoui	Med	Mn Hmnd	NE	Any Forest	Material	MM5 186
38	1	Thri-kreen	Med	Mn Hmnd	CN	Temperate / Warm Deserts	Material	MM2 195
39	1	Yurian	Med	Mn Hmnd	N	Temperate / Warm Aquatic	Material	FF 198
40	1	Bladeling	Med	Outsider	LN, LE	Any Land	Material	MM2 31
41	1	Chaond	Med	Outsider	C	Any Land / Underground	Material	MM2 169
42	1	Planetouched: Shyft	Med	Outsider	N	Any Land / Underground	Material	FF 138
43	1	Zenythri	Med	Outsider	L	Any Land / Underground	Material	MM2 169
44	1	Myconid Average Worker	Sml	Plant	LN	Any Underground	Material	MM2 155

* This list does not include character levels or templates. Nor does it have creatures from the Forgotten Realms or Ebberon settings. There also may be creatures missed from some of the base 3.5 books.

Spell Level 3

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	2	Wolf, Corrupted	Med	Aberration	NE	Any Forests / Hills / Mountains / Plains	Material	BVD 186
2	2	Ape	Lrg	Animal	N	Warm Forests	Material	MM1 268
3	2	Bear, Black	Med	Animal	N	Temperate Forests	Material	MM1 269
4	2	Bison	Lrg	Animal	N	Temperate Plains	Material	MM1 269
5	2	Boar	Med	Animal	N	Temperate Forests	Material	MM1 270
6	2	Cheetah	Med	Animal	N	Warm Plains	Material	MM1 271
7	2	Crocodile	Med	Animal	N	Warm Marshes	Material	MM1 271
8	2	Dinosaur, Fleshraker	Med	Animal	N	Temperate Forests	Material	MM3 40
9	2	Dire Badger	Med	Animal	N	Temperate Forests	Material	MM1
10	2	Dire Bat	Lrg	Animal	N	Temperate Deserts	Material	MM1
11	2	Dire Hawk	Med	Animal	N	Any Aquatic / Forests / Hills / Plains / Underground	Material	MM2 76
12	2	Dire Weasel	Med	Animal	N	Temperate Hills	Material	MM1
13	2	Leopard	Med	Animal	N	Warm Forests	Material	MM1 274
14	2	Lizard, Monitor	Med	Animal	N	Warm Forests	Material	MM1 275
15	2	Sail Snake	Med	Animal	N	Warm Land	Material	MM4 124
16	2	Shark, Large	Lrg	Animal	N	Cold Aquatic	Material	MM1 279
17	2	Snake, Constrictor	Med	Animal	N	Warm Forests	Material	MM1
18	2	Snake, Large Viper	Lrg	Animal	N	Temperate Marshes	Material	MM1
19	2	Warhorse, Heavy	Lrg	Animal	N	Temperate Plains	Material	MM1 273
20	2	Wolverine	Med	Animal	N	Cold Forests	Material	MM1 283
21	2	Fang Dragon, Wyrmling	Tiny	Dragon	CN	Temperate Mountains	Material	Dcn 159
22	2	Felldrake, Spitting	Med	Dragon	NG	Temperate Forests / Hills / Plains / Underground	Material	MM2 98
23	2	Elemental, Storm, Small	Sml	Elemental	N	Any	Elmt - Air	MM3 49
24	2	Stone Spike	Med	Elemental	N	Any Land / Underground	Material	MM2 191
25	2	Thoqqua	Med	Elemental	N	Any	Elmt - Fire	MM1 242
26	2	Satyr (without pipes)	Med	Fey	CN	Temperate Forests	Material	MM1
27	2	Splinterwaif	Med	Fey	NE	Temperate Hills	Material	MM3 165
28	2	Gnoll, Flind	Med	Humanoid	NE	Warm Plains	Material	MM3 62
29	2	Lizardfolk: Dark Talon Soldier	Med	Humanoid	NE	Temperate Marshes	Material	MM4 83
30	2	Lizardfolk: Dark Talon Wasp Rider	Med	Humanoid	NE	Temperate Marshes	Material	MM4 84
31	2	Bloodsilk Spider	Sml	Mg Beast	N	Temperate / Warm Forests / Marshes	Material	MM4 24
32	2	Cloaked Ape	Med	Mg Beast	N	Warm Forests	Material	MM2 46
33	2	Death Dog	Med	Mg Beast	NE	Any Deserts / Hills / Mountains / Plains / Underground	Material	FF 41
34	2	Gem Scarab	Sml	Mg Beast	N	Warm Deserts	Material	MM5 62
35	2	Greenspawm Leaper (Spawn of Tiamat)	Med	Mg Beast	NE	Temperate / Warm Forests	Material	MM4 144
36	2	Grimalkin	Med	Mg Beast	N	Temperate Plains	Material	MM2 122
37	2	Hippogriff	Lrg	Mg Beast	N	Temperate Hills	Material	MM1 152
38	2	Phase Wasp	Tiny	Mg Beast	N	Temperate / Warm Land	Material	MM2 168
39	2	Shocker Lizard	Sml	Mg Beast	N	Warm Marshes	Material	MM1 224
40	2	Tirbana Drowser	Sml	Mg Beast	LN	Any	Material	MM5 173

Spell Level 3 (Cont.)

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
41	2	Worg	Med	Mg Beast	NE	Temperate Plains	Material	MM1 256
42	2	Goatfolk (ibixian)	Med	Mn Hmnd	N	Temperate Plains	Material	MM3 63
43	2	Kuo-Toa	Med	Mn Hmnd	NE	Any Aquatic / Underground	Material	MM 163
44	2	Loxo	Lrg	Mn Hmnd	N	Warm Plains	Material	MM2 144
45	2	Nycter	Sml	Mn Hmnd	N	Temperate Forests	Material	MM3 113
46	2	Ophidian	Med	Mn Hmnd	CN	Warm Forests / Underground	Material	FF 133
47	2	Azer	Med	Outsider	LN	Any	Elmt - Fire	MM1 21
48	2	Hippogriff, Pseudonatural	Lrg	Outsider	N	Any Land / Underground	Material	LoM 161
49	2	Triton	Med	Outsider	NG	Temperate Aquatic	Material	MM1 245
50	2	Myconid Elder Worker	Med	Plant	LN	Any Underground	Material	MM2 155
51	2	Needlefolk	Med	Plant	N	Any Forests	Material	MM2 158
52	2	Wizened Elder	Med	Plant	CN	Cold Plains	Material	MM4 180

Spell Level 4

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	3	Ethereal Filcher	Med	Aberration	N	Any Underground	Material	MM1 104
2	3	Ettercap	Med	Aberration	NE	Warm Forests	Material	MM1 106
3	3	Grell	Med	Aberration	NE	Any Land / Underground	Material	MM2 121
4	3	Grick	Med	Aberration	N	Any Underground	Material	MM1 139
5	3	Kython, Juvenile	Med	Aberration	NE	Any Land / Underground	Material	BVD 179
6	3	Runehound	Med	Aberration	NE	Temperate Marshes	Material	MM3 145
7	3	Rust Monster	Med	Aberration	N	Any Underground	Material	MM1 216
8	3	Saltor (Illithidae)	Sml	Aberration	NE	Any Underground	Material	LoM 156
9	3	Ankheg	Lrg	Animal	N	Temperate / Warm Forests / Plains / Underground	Material	MM 14
10	3	Desmodu Bat, Guard	Lrg	Animal	N	Any Underground	Material	MM2 66
11	3	Desmodu Bat, Hunting	Med	Animal	N	Any Underground	Material	MM2 66
12	3	Dinosaur, Deinonychus	Med	Animal	N	Warm Forests	Material	MM1 60
13	3	Dinosaur: Cryptoclidus	Lrg	Animal	N	Warm Aquatic	Material	MM2 70
14	3	Dire Ape	Lrg	Animal	N	Warm Forests	Material	MM1
15	3	Dire Toad	Med	Animal	N	Temperate / Warm Aquatic / Land / Underground	Material	MM2 76
16	3	Dire Wolf	Lrg	Animal	N	Temperate Forests	Material	MM1
17	3	Lion	Lrg	Animal	N	Warm Plains	Material	MM1 274
18	3	Snake, Huge Viper	Huge	Animal	N	Temperate Marshes	Material	MM1
19	3	Dracotaur	Lrg	Dragon	NE	Temperate Marshes	Material	MM3 43
20	3	Fang Dragon, Very Young	Sml	Dragon	CN	Temperate Mountains	Material	Dcn 159
21	3	Felldrake, Horned	Med	Dragon	NG	Any Land / Underground	Material	MM2 98
22	3	Elemental, Air	Med	Elemental	N	Any	Elmt - Air	MM1 95
23	3	Elemental, Medium	Med	Elemental	N	Any	Elmt - Earth	MM1 98
24	3	Elemental, Fire,	Med	Elemental	N	Any	Elmt - Fire	MM1 98
25	3	Elemental, Water	Med	Elemental	N	Any	Elmt - Water	MM1 98
26	3	Fire Bat	Sml	Elemental	NE	Any	Elmt - Fire	MM2 102

Spell Level 4 (Cont.)

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
27	3	Magmin	Sml	Elemental	CN	Any	Elmt - Fire	MM1
28	3	Paraelemental, Ice	Med	Elemental	N	Any	Elemental	MP 181
29	3	Paraelement, Magma	Med	Elemental	N	Any	Elemental	MP 183
30	3	Paraelemental, Ooze	Med	Elemental	N	Any	Elemental	MP 183
31	3	Paraelemental, Smoke	Med	Elemental	N	Any	Elemental	MP 184
32	3	Spriggan	Sml	Fey	C	Any Forests	Material	FF 162
33	3	Dark Creeper	Sml	Humanoid	CN	Any Underground	Material	FF 38
34	3	Half-Orc Infiltrator	Med	Humanoid	NE	Any Land	Material	MM4 117
35	3	Ankheg	Lrg	Mg Beast	N	Warm Plains	Material	MM1 14
36	3	Cockatrice	Sml	Mg Beast	N	Temperate Plains	Material	MM1 37
37	3	Eagle, Giant	Lrg	Mg Beast	NG	Temperate Mountains	Material	MM1 93
38	3	Owl, Giant	Lrg	Mg Beast	NG	Temperate Forests	Material	MM1 205
39	3	Rylkar Madclaw	Sml	Mg Beast	NE	Any Underground	Material	MM5 137
40	3	Boggle	Sml	Mn Hmnd	CN	Any Land / Underground	Material	MM2 33
41	3	Centaur	Lrg	Mn Hmnd	NG	Temperate Forests	Material	MM1 32
42	3	Crazed Kuo-Toa	Med	Mn Hmnd	CE	Any Aquatic	Material	MM5 94
43	3	Doppelganger	Med	Mn Hmnd	N	Any	Material	MM1
44	3	Lizardfolk, Blackscale	Lrg	Mn Hmnd	N	Temperate Forests	Material	MM3 95
45	3	Arrowhawk, Juvenile	Sml	Outsider	N	Any	Elmt - Air	MM1 19
46	3	Mephit, Air	Sml	Outsider	N	Any	Elmt - Air	MM1 181
47	3	Mephit, Dust	Sml	Outsider	N	Any	Elmt - Air	MM1 181
48	3	Mephit, Earth	Sml	Outsider	N	Any	Elmt - Earth	MM1 182
49	3	Mephit, Fire	Sml	Outsider	N	Any	Elmt - Fire	MM1 182
50	3	Mephit, Ice	Sml	Outsider	N	Any	Elmt - Air	MM1 182
51	3	Mephit, Magma	Sml	Outsider	N	Any	Elmt - Fire	MM1 183
52	3	Mephit, Ooze	Sml	Outsider	N	Any	Elmt - Water	MM1 183
53	3	Mephit, Salt	Sml	Outsider	N	Any	Elmt - Earth	MM1 184
54	3	Mephit, Steam	Sml	Outsider	N	Any	Elmt - Fire	MM1 184
55	3	Mephit, Water	Sml	Outsider	N	Any	Elmt - Water	MM1 185
56	3	Salamander, Flamebrother	Sml	Outsider	E	Any	Elmt - Fire	MM1 219
57	3	Tojanida, Juvenile	Sml	Outsider	N	Any	Elmt - Water	MM1 244
58	3	Xorn, Minor	Sml	Outsider	N	Any	Elmt - Earth	MM1 261
59	3	Wortling	Sml	Plant	N	Temperate / Warm Hills / Marshes / Plains	Material	MM2 165

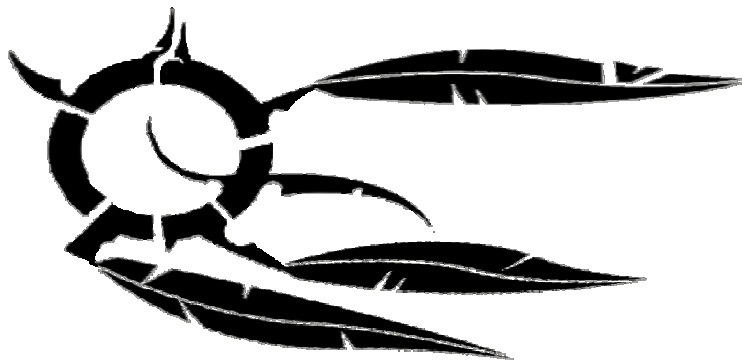


Spell Level 5

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	4	Carrion Crawler	Lrg	Aberration	N	Any Underground	Material	MM 29
2	5	Cloaker	Lrg	Aberration	CN	Any Underground	Material	MM1 36
3	5	Gibbering Moulder	Med	Aberration	N	Any Underground	Material	MM1 150
4	4	Half-Illithid Lizardfolk	Med	Aberration	NE	Any Underground	Material	FF 90
5	5	Kigrid (Illithidae)	Med	Aberration	N	Any Underground	Material	LoM 155
6	5	Kython, Adult	Med	Aberration	NE	Any Land / Underground	Material	BVD 179
7	4	Mimic	Lrg	Aberration	N	Any Underground	Material	MM1 186
8	4	Otyugh	Lrg	Aberration	N	Any Underground	Material	MM1 204
9	5	Psurlon, Average	Med	Aberration	NE	Warm Deserts	Material	LoM 163
10	5	Quaraphon	Lrg	Aberration	CN	Temperate Plains	Material	MM3 129
11	5	Wyste	Huge	Aberration	N	Any Underground	Material	MM2 200
12	4	Bear, Brown	Lrg	Animal	N	Cold Forests	Material	MM1 269
13	4	Bear, Polar	Lrg	Animal	N	Cold Plains	Material	MM1 269
14	4	Crocodile, Giant	Huge	Animal	N	Warm Marshes	Material	MM1 271
15	5	Desmodu Bat, War	Huge	Animal	N	Any Underground	Material	MM2 66
16	4	Dire Boar	Lrg	Animal	N	Temperate Forests	Material	MM1
17	4	Dire Horse	Lrg	Animal	N	Any Land	Material	MM2 75
18	5	Dire Lion	Lrg	Animal	N	Warm Plains	Material	MM1
19	5	Dire Snake	Huge	Animal	N	Temperate / Warm Aquatic / Land / Underground	Material	MM2 76
20	4	Dire Wolverine	Lrg	Animal	N	Cold Forests	Material	MM1
21	4	Rhinoceros	Lrg	Animal	N	Warm Plains	Material	MM1 278
22	4	Shark, Huge	Huge	Animal	N	Cold Aquatic	Material	MM1 279
23	5	Snake, Constrictor, Giant	Huge	Animal	N	Warm Forests	Material	MM1
24	4	Terror Bird	Lrg	Animal	N	Any Forests / Hills / Plains	Material	FF 175
25	4	Tiger	Lrg	Animal	N	Warm Forests	Material	MM1 281
26	5	Whale, Orca	Huge	Animal	N	Cold Aquatic	Material	MM1
27	4	Fang Dragon, Young	Med	Dragon	CN	Temperate Mountains	Material	Dcn 159
28	5	Elemental, Air	Lrg	Elemental	N	Any	Elmt - Air	MM1 95
29	5	Elemental, Earth	Lrg	Elemental	N	Any	Elmt - Earth	MM1 98
30	5	Elemental, Fire	Lrg	Elemental	N	Any	Elmt - Fire	MM1 98
31	4	Elemental, Storm	Med	Elemental	N	Any	Elmt - Air	MM3 49
32	5	Elemental, Water	Lrg	Elemental	N	Any	Elmt - Water	MM1 98
33	5	Paraelemental, Ice	Lrg	Elemental	N	Any	Elemental	MP 181
34	5	Paraelemental, Magma	Lrg	Elemental	N	Any	Elemental	MP 183
35	5	Paraelemental, Ooze	Lrg	Elemental	N	Any	Elemental	MP 183
36	5	Paraelemental, Smoke	Lrg	Elemental	N	Any	Elemental	MP 184
37	5	Fossergrim	Med	Fey	N	Any Land	Material	FF 79
38	4	Half-Fey Centaur	Lrg	Fey	C	Temperate Forests	Material	FF 89
39	5	Joystealer	Med	Fey	NE	Any City	Material	MM4 78
40	5	Ogre Scout	Lrg	Fey	NE	Temperate Hills / Underground	Material	MM4 109
41	5	Ogre, Skullcrusher	Lrg	Fey	NE	Warm Hills	Material	MM3 117
42	4	Satyr (with pipes)	Med	Fey	CN	Temperate Forests	Material	MM1
43	5	Sirine	Med	Fey	CN	Temperate / Warm Aquatic	Material	MM2 185
44	5	Sprite: Pixie	Sml	Fey	NG	Temperate Forests	Material	MM1
45	4	Thorn	Sml	Fey	NG	Temperate Forests	Material	MM3 172

Spell Level 5 (Cont.)

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
46	4	Dark Stalker	Med	Humanoid	CN	Any Underground	Material	FF 38
47	4	Lizardfolk: Dark Talon Champion	Med	Humanoid	NE	Temperate Marshes	Material	MM4 83
48	4	Wereboar (Lycanthrope)	Med	Humanoid	N	Temperate Forests	Material	MM1 171
49	5	Weretiger (Lycanthrope)	Med	Humanoid	N	Warm Forests	Material	MM1 172
50	4	Aranea	Med	Mg Beast	N	Temperate Forests	Material	MM1 15
51	4	Asperi	Lrg	Mg Beast	NG	Any Mountains	Material	MM2 25
52	5	Avalancher	Lrg	Mg Beast	N	Cold Mountains	Material	MM3 13
53	5	Basilisk	Med	Mg Beast	N	Warm Deserts	Material	MM1 23
54	5	Gambol	Lrg	Mg Beast	CN	Warm Forests	Material	MM2 108
55	4	Griffon	Lrg	Mg Beast	N	Temperate Hills	Material	MM1 139
56	4	Hydra, 5-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
57	5	Hydra, 6-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
58	4	Owlbear	Lrg	Mg Beast	N	Temperate Forests	Material	MM1 206
59	5	Phase Spider	Lrg	Mg Beast	N	Warm Hills	Material	MM1
60	4	Sea Cat	Lrg	Mg Beast	N	Temperate Aquatic	Material	MM1
61	5	Spider Eater	Lrg	Mg Beast	N	Temperate Forests	Material	MM1 234
62	4	Tirbana Slayer	Med	Mg Beast	LN	Any	Material	MM5 173
63	4	Tirbana Spawner	Med	Mg Beast	LN	Any	Material	MM5 174
64	5	Winter Wolf	Lrg	Mg Beast	NE	Cold Forests	Material	MM1 256
65	4	Arkamoi	Med	Mn Hmnd	NE	Any Forest	Material	MM5 184
66	5	Hadrimoi	Med	Mn Hmnd	NE	Any Forest	Material	MM5 185
67	4	Kuo-Toa Harpooner	Med	Mn Hmnd	CE	Any Aquatic	Material	MM5 96
68	4	Lhosk	Lrg	Mn Hmnd	CN	Warm Forests	Material	MM3 90
69	4	Witchknife	Med	Mn Hmnd	N	Warm Deserts	Material	MM3 195
70	4	Yak Folk	Lrg	Mn Hmnd	NE	Any Mountains	Material	MM2 200
71	4	Zern Blade Thrall	Lrg	Mn Hmnd	NE	Any Land	Material	MM4 198
72	5	Arrowhawk, Adult	Med	Outsider	N	Any	Elmt - Air	MM1 19
73	4	Genie, Janni	Med	Outsider	N	Warm Deserts	Material	MM1
74	5	Rast	Med	Outsider	N	Any	Elmt - Fire	MM1 231
75	5	Sylph	Sml	Outsider	N	Temperate / Warm Mountains	Material	MM2 192
76	5	Tojanida, Adult	Med	Outsider	N	Any	Elmt - Water	MM1 244
77	4	Vaath	Lrg	Outsider	NE	Any Land / Underground	Material	BVD 182
78	4	Myconid Guard	Med	Plant	LN	Any Underground	Material	MM2 156
79	5	Verdant Reaver	Lrg	Plant	N	Temperate Forest	Material	MM5 196
80	4	Vine Horror	Med	Plant	NE	Any Aquatic / Marshes	Material	FF 185
81	4	Wood Woad	Med	Plant	N	Temperate Forests	Material	MM3 196



Spell Level 6

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	6	Catoblepas	Huge	Aberration	N	Any Marshes	Material	MM2 41
2	7	Cildabrin	Lrg	Aberration	NE	Any Underground	Material	LoM 141
3	7	Embrac (Illithidae)	Lrg	Aberration	N	Any Underground	Material	LoM 154
4	6	Hook Horror	Lrg	Aberration	N	Any Underground	Material	MM2 126
5	7	Naga: Water Naga	Lrg	Aberration	N	Temperate Aquatic	Material	MM1
6	7	Phasm	Med	Aberration	CN	Any Underground	Material	MM1 208
7	6	Rot Reaver	Med	Aberration	NE	Any	Material	MM3 142
8	7	Seryulin	Lrg	Aberration	N	Any Underground	Material	MM3 149
9	7	Stonesinger	Lrg	Aberration	NE	Any Underground	Material	MM3 168
10	7	Susurrus	Lrg	Aberration	N	Any Underground	Material	MM3 170
11	6	Dinosaur, Bloodstriker	Lrg	Animal	N	Temperate Deserts	Material	MM3 39
12	7	Dinosaur, Elasmosaurus	Huge	Animal	N	Warm Aquatic	Material	MM1 60
13	6	Dinosaur, Megaraptor	Lrg	Animal	N	Warm Forests	Material	MM1 60
14	7	Dinosaur: Allosaurus	Huge	Animal	N	Warm Forests / Hills / Marshes / Plains	Material	MM2 70
15	7	Dinosaur: Ankylosaurus	Huge	Animal	N	Warm Forests / Hills / Marshes / Plains	Material	MM2 70
16	7	Dire Bear	Lrg	Animal	N	Cold Forests	Material	MM1
17	7	Dire Elk	Huge	Animal	N	Cold / Temperate Forests / Hills / Mountains	Material	MM2 75
18	7	Elephant	Huge	Animal	N	Warm Plains	Material	MM1 272
19	7	Legendary Ape	Med	Animal	N	Warm Forests / Mountains / Underground	Material	MM2 137
20	6	Legendary Eagle	Sml	Animal	N	Any Forests / Hills / Mountains / Plains	Material	MM2 137
21	7	Legendary Wolf	Med	Animal	N	Any Forests / Hills / Mountains / Plains / Underground	Material	MM2 137
22	7	Sacred Watcher	Med	Animal	G	Any	Material	BoE 182
23	6	Sea Tiger	Huge	Animal	N	Any Aquatic	Material	MM3 147
24	6	Whale, Baleen	Garg	Animal	N	Warm Aquatic	Material	MM1
25	7	Whale, Cachalot	Garg	Animal	N	Temperate Aquatic	Material	MM1
26	6	Fang Dragon, Juvenile	Lrg	Dragon	CN	Temperate Mountains	Material	Dcn 159
27	6	Wyvern	Lrg	Dragon	N	Warm Hills	Material	MM1 259
28	6	Belker	Lrg	Elemental	NE	Any	Elmt - Air	MM1 27
29	6	Chraal	Lrg	Elemental	NE	Any	Elmt - Water	MM3 29
30	7	Elemental, Air	Huge	Elemental	N	Any	Elmt - Air	MM1 95
31	7	Elemental, Earth	Huge	Elemental	N	Any	Elmt - Earth	MM1 98
32	7	Elemental, Fire	Huge	Elemental	N	Any	Elmt - Fire	MM1 98
33	6	Elemental, Storm	Lrg	Elemental	N	Any	Elmt - Air	MM3 49
34	7	Elemental, Water	Huge	Elemental	N	Any	Elmt - Water	MM1 98
35	7	Invisible Stalker	Lrg	Elemental	N	Any	Elmt - Air	MM1 160
36	7	Paraelemental, Ice	Huge	Elemental	N	Any	Elemental	MP 181
37	7	Paraelemental, Magma	Huge	Elemental	N	Any	Elemental	MP 183
38	7	Paraelemental, Ooze	Huge	Elemental	N	Any	Elemental	MP 183
39	7	Paraelemental, Smoke	Huge	Elemental	N	Any	Elemental	MP 184
40	6	Giant, Bog	Lrg	Fey	N	Any Aquatic / Land / Underground	Material	FF 81

Spell Level 6 (Cont.)

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
41	6	Glaistig	Med	Fey	CN	Temperate Forests	Material	MM3 61
42	6	Ogre Guard Thrall	Lrg	Fey	N	Temperate Hills / Underground	Material	MM4 110
43	7	Oread	Med	Fey	LN	Any Mountains	Material	FF 134
44	6	Splinterwaif Knave	Med	Fey	NE	Temperate Plains	Material	MM3 165
45	7	Troll, Crystalline	Lrg	Fey	CN	Temperate Mountains	Material	MM3 178
46	6	Lizardfolk: Dark Talon Shaman	Med	Humanoid	NE	Temperate Marshes	Material	MM4 84
47	7	Bearhound	Lrg	Mg Beast	NG	Temperate Forests	Material	MM3 16
48	6	Blood Ape	Lrg	Mg Beast	N	Warm Forests / Mountains	Material	MM2 32
49	7	Bulette	Huge	Mg Beast	N	Temperate Hills	Material	MM1 30
50	7	Criosphinx	Lrg	Mg Beast	N	Warm Deserts	Material	MM1 233
51	6	Digester	Med	Mg Beast	N	Warm Forests	Material	MM1 59
52	7	Dragonne	Lrg	Mg Beast	N	Temperate Deserts	Material	MM1 89
53	7	Flame Snake, Lesser	Med	Mg Beast	E	Any Land / Underground	Material	FF 74
54	6	Girallon	Lrg	Mg Beast	N	Warm Forests	Material	MM1 126
55	6	Hydra, 7-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
56	7	Hydra, 8-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
57	6	Hydra, cryo/pyro, 5-headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
58	7	Hydra, cryo/pyro, 6-headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
59	7	Mudmaw	Lrg	Mg Beast	N	Warm Marshes	Material	MM2 153
60	6	Quanlos	Sml	Mg Beast	N	Temperate / Warm Forests / Marshes	Material	MM4 122
61	7	Remorhaz	Huge	Mg Beast	N	Cold Deserts	Material	MM1 214
62	6	Rylkar Tormentor	Med	Mg Beast	NE	Any Underground	Material	MM5 138
63	7	Swamplight Lynx	Lrg	Mg Beast	N	Any Marshes	Material	MM2 191
64	6	Tomb Spider	Lrg	Mg Beast	NE	Temperate Forests / Underground	Material	MM4 164
65	7	Kuo-Toa Exalted Whip	Med	Mn Hmnd	CE	Any Aquatic	Material	MM5 95
66	6	Kuo-Toa Monitor	Med	Mn Hmnd	CE	Any Aquatic	Material	MM5 97
67	6	Ormyrr	Huge	Mn Hmnd	LN	Temperate / Warm Aquatic	Material	MM2 167
68	6	Zern	Med	Mn Hmnd	NE	Any Land	Material	MM4 195
69	7	Orc Plague Speaker	Med	Outsider	NE	Any Land	Material	MM4 116
70	6	Salamander, Average	Med	Outsider	E	Any	Elmt - Fire	MM1 219
71	6	Xorn, Average	Med	Outsider	N	Any	Elmt - Earth	MM1 261
72	6	Briarvex	Lrg	Plant	NE	Any Forests	Material	MM4 26
73	6	Myconid Circle Leader	Lrg	Plant	LN	Any Underground	Material	MM2 156
74	7	Myconid Sovereign	Lrg	Plant	LN	Any Underground	Material	MM2 156
75	6	Shambling Mound	Lrg	Plant	N	Temperate Marshes	Material	MM1 222
76	6	Tendriculos	Huge	Plant	N	Temperate Forests	Material	MM1 241
77	7	Vinespawn	Lrg	Plant	N	Temperate / Warm Forests	Material	MM5 199
78	7	Warbound Impaler (Lesser Battlebriar)	Lrg	Plant	N	Temperate Forests	Material	MM3 15

Spell Level 7

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	9	Chwidencha	Lrg	Aberration	N	Any Underground	Material	FF 34
2	9	Delver	Huge	Aberration	N	Any Underground	Material	MM1 39
3	8	Destrachan	Lrg	Aberration	NE	Any Underground	Material	MM1 49
4	9	Hound Of The Gloom	Lrg	Aberration	NE	Any Underground	Material	LoM 153
5	8	Kython Impaler	Med	Aberration	NE	Any Land / Underground	Material	BVD 180
6	9	Lodestone Marauder	Lrg	Aberration	N	Any City / Mountains / Underground	Material	MM4 90
7	8	Otyugh, Lifeleech	Lrg	Aberration	NE	Any Underground	Material	MM3 119
8	8	Psurlon, Elder	Med	Aberration	NE	Warm Deserts	Material	LoM 164
9	9	Roper, Prismatic	Lrg	Aberration	N	Any Underground	Material	MM3 141
10	9	Rukanyr	Lrg	Aberration	NE	Any Land / Underground	Material	FF 144
11	8	Shadow Flayer	Med	Aberration	NE	Any Underground	Material	MM5107
12	9	Dinosaur, Triceratops	Huge	Animal	N	Temperate Plains	Material	MM1 61
13	8	Dinosaur, Tyrannosaurus	Huge	Animal	N	Warm Plains	Material	MM1 61
14	8	Dinosaur: Quetzalcoatlus	Huge	Animal	N	Warm Forests / Hills / Mountains	Material	MM2 72
15	9	Dire Rhinoceros	Huge	Animal	N	Cold / Temperate Plains	Material	FF 61
16	9	Dire Shark	Huge	Animal	N	Cold Aquatic	Material	MM1
17	8	Dire Tiger	Lrg	Animal	N	Warm Forests	Material	MM1
18	9	Indricothere	Huge	Animal	N	Any Forests / Hills / Plains	Material	FF 100
19	9	Legendary Bear	Lrg	Animal	N	Any Forests / Hills / Mountains / Plains / Underground	Material	MM2 138
20	8	Legendary Horse	Lrg	Animal	N	Any Land	Material	MM2 138
21	8	Legendary Snake	Lrg	Animal	N	Temperate / Warm Aquatic / Land / Underground	Material	MM2 138
22	9	Mastodon	Huge	Animal	N	Temperate Forests	Material	MM3 101
23	8	Megatherium	Huge	Animal	N	Any Forests / Hills / Plains	Material	FF 124
24	8	Octopus, Giant	Lrg	Animal	N	Warm Aquatic	Material	MM1 276
25	9	Roc	Garg	Animal	N	Warm Mountains	Material	MM1 215
26	9	Squid, Giant	Huge	Animal	N	Temperate Aquatic	Material	MM1 281
27	9	Dragon Turtle	Huge	Dragon	N	Temperate Aquatic	Material	MM1 88
28	8	Fang Dragon, Young Adult	Lrg	Dragon	CN	Temperate Mountains	Material	Dcn 159
29	9	Elemental, Air, Greater	Huge	Elemental	N	Any	Elmt - Air	MM1 95
30	9	Elemental, Earth, Greater	Huge	Elemental	N	Any	Elmt - Earth	MM1 98
31	9	Elemental, Fire, Greater	Huge	Elemental	N	Any	Elmt - Fire	MM1 98
32	8	Elemental, StormHuge	Huge	Elemental	N	Any	Elmt - Air	MM3 49
33	9	Elemental, Water, Greater	Huge	Elemental	N	Any	Elmt - Water	MM1 98
34	9	Galeb Duhr	Med	Elemental	N	Any Mountains	Material	MM2 107
35	9	Immoth	Lrg	Elemental	N	Cold Any	Elmt - Air / Water	MM2 127
36	8	Inferno Spider	Lrg	Elemental	N	Warm Land	Elmt - Fire	MM4 76
79	9	Paraelemental, Ice, Greater	Huge	Elemental	N	Any	Elemental	MP 181
80	9	Paraelemental, Magma, Greater	Huge	Elemental	N	Any	Elemental	MP 183

Spell Level 7 (Cont.)

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
81	79	Paraelemental, Ooze, Greater	Huge	Elemental	N	Any	Elemental	MP 183
82	9	Paraelemental, Smoke, Greater	Huge	Elemental	N	Any	Elemental	MP 184
37	8	Giant, Stone	Lrg	Fey	N	Temperate Mountains	Material	MM1 124
38	9	Giant, Stone, Elder	Lrg	Fey	N	Temperate Mountains	Material	MM1
39	8	Ken-Kuni	Lrg	Fey	NE	Any Hills / Mountains	Material	MM5 48
40	8	Behir	Huge	Mg Beast	N	Warm Hills	Material	MM1 25
41	8	Gorgon	Lrg	Mg Beast	N	Temperate Plains	Material	MM1 137
42	8	Gravorg	Lrg	Mg Beast	N	Any Underground	Material	MM2 119
43	8	Gray Render	Lrg	Mg Beast	N	Temperate Marshes	Material	MM1 138
44	8	Gynosphinx	Lrg	Mg Beast	N	Warm Deserts	Material	MM1 233
45	9	Hydra, 10-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
46	8	Hydra, 9-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
47	8	Hydra, cryo/pyro, 7-headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
48	9	Hydra, cryo/pyro, 8-headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
49	9	Ironclad Mauler	Lrg	Mg Beast	NE	Any	Material	MM3 84
50	9	Mockery Drone	Med	Mg Beast	NE	Any Warm	Material	MM5129
51	8	Nethersight Mastiff	Lrg	Mg Beast	N	Cold / Temperate Land	Material	MM2 160
52	9	Rylkar Harridan	Huge	Mg Beast	NE	Any Underground Warm / Temperate	Material	MM5 136
53	8	Tusk Terror	Med	Mg Beast	CN	Forests / Hills / Mountains	Material	MM5 182
54	9	Yrthak	Huge	Mg Beast	N	Temperate Mountains	Material	MM1 262
55	9	Braxat	Lrg	Mn Hmnd	NE	Any Deserts / Mountains	Material	MM2 37
56	9	Desmodu	Lrg	Mn Hmnd	NG	Any Underground	Material	MM2 62
57	9	Gulgar	Lrg	Mn Hmnd	N	Temperate Mountains	Material	MM3 77
58	8	Turlemoi	Lrg	Mn Hmnd	NE	Any Forest	Material	MM5 187
59	8	Arrowhawk, Elder	Lrg	Outsider	N	Any	Elmt - Air	MM1 19
60	9	Dune Stalker	Med	Outsider	NE	Any Deserts / Underground	Material	MM2 88
61	9	Tojanida, Elder	Lrg	Outsider	N	Any	Elmt - Water	MM1 244
62	9	Vaporighu	Med	Outsider	NE	Any Land / Underground	Material	MM2 197
63	8	Xorn, Elder	Lrg	Outsider	N	Any Temperate / Warm	Elmt - Earth	MM1 261
64	8	Burrow Root	Lrg	Plant	N	Forests / Hills / Marshes / Plains	Material	MM5 14
65	9	Kelp Angler	Lrg	Plant	N	Any Aquatic	Material	FF 113
66	8	Treant	Huge	Plant	NG	Temperate Forests	Material	MM1



Spell Level 8

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	10	Avolakia	Lrg	Aberration	NE	Any Underground	Material	MM2 28
2	10	Balhannoth	Lrg	Aberration	CN	Any Underground	Material	MM4 15
3	11	Kython Slaymaster	Lrg	Aberration	NE	Any Land / Underground	Material	BVD 180
4	10	Madcrafter of Thoon	Huge	Aberration	NE	Any Underground	Material	MM5114
5	11	Psurlon, Giant	Lrg	Aberration	NE	Warm Deserts	Material	LoM 165
6	10	Seryulin, Greater	Huge	Aberration	N	Any Underground	Material	MM3 149
7	10	Thoon Disciple	Med	Aberration	NE	Any Underground	Material	MM5104
8	10	Dire Elephant	Garg	Animal	N	Warm Forests / Plains	Material	MM2 75
9	11	Forest Sloth	Lrg	Animal	N	Warm Forests	Material	MM2 106
10	10	Legendary Shark	Huge	Animal	N	Any Aquatic	Material	MM2 138
11	10	Legendary Tiger	Lrg	Animal	N	Any	Material	MM2 138
12	11	Megalodon	Garg	Animal	N	Any Aquatic	Material	MM2 147
13	11	Dragon Eel	Lrg	Dragon	NE	Temperate Aquatic	Material	MM3 44
14	10	Fang Dragon, Adult	Lrg	Dragon	CN	Temperate Mountains	Material	Dcn 159
15	11	Elemental, Air, Elder	Huge	Elemental	N	Any	Elmt - Air	MM1
16	11	Elemental, Earth, Elder	Huge	Elemental	N	Any	Elmt - Earth	MM1
17	11	Elemental, Fire, Elder	Huge	Elemental	N	Any	Elmt - Fire	MM1
18	10	Elemental, Storm, Grtr	Huge	Elemental	N	Any	Elmt - Air	MM3 49
19	11	Elemental, Water, Elder	Huge	Elemental	N	Any	Elmt - Water	MM1
83	11	Para, Ice, Elder	Huge	Elemental	N	Any	Elemental	MP 181
84	11	Para, Magma, Elder	Huge	Elemental	N	Any	Elemental	MP 183
85	11	Para, Ooze, Elder	Huge	Elemental	N	Any	Elemental	MP 183
86	11	Para, Smoke, Elder	Huge	Elemental	N	Any	Elemental	MP 184
20	10	Ruin Elemental	Lrg	Elemental	N	Any	Material	MM5 134
21	11	Fomorian	Huge	Fey	NE	Any Mountain/Undergnd	Material	MM2 105
22	11	Giant, Cloud	Huge	Giant	NG NE	Temperate Mountains	Material	MM1 120
23	10	Giant, Craa'ghoran	Huge	Giant	NE	Any Mountains	Material	MM4 52
24	11	Giant, Forest	Huge	Giant	N	Any Forests	Material	MM2 110
25	10	Giant, Sand	Lrg	Giant	LN	Warm Deserts	Material	MM3 59
26	11	Hill Giant Dire Wereboar	Lrg	Giant	N	Temperate Hills	Material	MM1
27	11	Verdant Prince	Med	Giant	NE	Temperate Forests	Material	MM4 172
28	11	Lizardfolk: Yarshag, Dark Talon King	Med	Humanoid	NE	Temperate Marshes	Material	MM4 85
29	10	Hydra, 11-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
30	11	Hydra, 12-headed	Huge	Mg Beast	N	Temperate Marshes	Material	MM1
31	10/ 11	Hydra, cryo/pyro, 9/10- headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
32	10	Mooncalf	Lrg	Mg Beast	NE	Any Hills / Mountains	Material	MM2 150
33	10	Razor Boar	Lrg	Mg Beast	N	Temperate / Warm Forests / Mountains	Material	MM1
34	11	Spirit of the Air	Lrg	Mg Beast	N	Any Land	Material	FF 160
35	10	Thrym Hound	Huge	Mg Beast	NE	Cold Any	Material	MM5 170
	11	Skindancer	Lrg	Mn Hmnd	NE	Any Underground	Material	MM3 158
36	10	Spell Weaver	Med	Mn Hmnd	N	Any Land	Material	MM2 187
37	10	Yuan-Ti, Pureblood Slayer	Med	Mn Hmnd	NE	Warm Forests / Underground	Material	MM4 184
38	10	Salamander, Noble	Lrg	Outsider	E	Any	Elmt - Fire	MM1 219
39	10	Greenvise	Huge	Plant	N	Temperate / Warm Hills / Marshes / Plains	Material	MM2 120
40	10	Sporebat	Med	Plant	N	Temperate Hills / Plains	Material	FF 161

Spell Level 9

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	12	Julajimus	Huge	Aberration	NE	Temperate Forests	Material	MM2 133
2	13	Kython Slaughterking	Lrg	Aberration	NE	Any Land / Underground	Material	BVD 180
3	12	Necrothane RotReaver	Med	Aberration	NE	Any	Material	MM3 143
4	12	Skybleeder	Huge	Aberration	NE	Any Hills / Mountains	Material	FF 155
5	12	Zeugalak	Huge	Aberration	CN	Warm Mountains	Material	LoM 171
6	12	Dinosaur Seismosaurus	Col	Animal	N	Warm Forests / Hills /	Material	MM2 72
7	13	Dinosaur: Spinosaurus	Garg	Animal	N	Marshes / Plains	Material	MM2 72
8	13	Grizzly Mastodon	Huge	Animal	N	Cold / Temperate Forests / Hills	Material	MM2 123
9	12	Fang Dragon, Mature Adult	Huge	Dragon	CN	Temperate Mountains	Material	Dcn 159
10	12	Elemental, Storm, Elder	Huge	Elemental	N	Any	Elmt - Air	MM3 49
11	12	Weird, Air	Lrg	Elemental	N	Any Land / Underground	Elmt - Air	MM2 91
12	12	Weird, Earth	Lrg	Elemental	N	Any Land / Underground	Elmt - Earth	MM2 91
13	12	Weird, Fire	Lrg	Elemental	N	Any Land / Underground	Elmt - Fire	MM2 91
14	12	Weird, Water	Lrg	Elemental	N	Any Land / Underground	Elmt - Water	MM2 91
15	12	Firbolg	Lrg	Fey	N	Temperate Forests/Hills	Material	MM2 101
16	12	Giant, Sun	Huge	Fey	N	Temperate / Warm Deserts	Material	MM2 110
17	12	Frost Worm	Huge	Mg Beast	N	Cold Plains	Material	MM1 111
18	13	Guulvorg	Huge	Mg Beast	NE	Temperate Forests	Material	MM5 76
19	12/1 3	Hydra, cryo/pyro, 11-headed /12-headed	Huge	Mg Beast	N	Cold / Warm Marshes	Material	MM1
20	12	Kraken	Garg	Mg Beast	NE	Temperate Aquatic	Material	MM1 162
21	12	Purple Worm	Garg	Mg Beast	N	Any Underground	Material	MM1 211
22	12	Shadow Spider	Huge	Mg Beast	N	Any Underground	Material	MM2 184
23	12	Spellgaunt	Lrg	Mg Beast	N	Any Forests / Mountains / Underground	Material	MM2 188
24	12	Protean Scourge	Med	Mn Hmnd	NE	Temperate Plains	Material	MM3 127
25	12	Night Twist	Lrg	Plant	NE	Temperate Marshes	Material	MM3 110
26	12	Oaken Defender	Huge	Plant	NG	Temperate Forests	Material	MM4 106
27	12	Octopus Tree	Huge	Plant	NE	Temperate Aquatic	Material	FF 130
28	13	Red Sundew	Huge	Plant	N	TemperateWarm Forests	Material	MM2 179

Spell Level 9+

R#	CR	Name	Size	Type	AI	Environment	Plane	Books
1	15	Psurlon, Giant	Lrg	Aberration	NE	Any Underground	Material	MM2 172
2	15	Tunnel Terror	Huge	Aberration	NE	Any Underground	Material	FF 179
3	14	Dire Hippopotamus	Huge	Animal	N	Warm Plains, Forests	Material	Snd 149
4	15	Fang Dragon, Old	Huge	Dragon	CN	Temperate Mountains	Material	Dcn 159
5	15	Sea Drake	Garg	Dragon	N	Any Aquatic	Material	FF 147
6	15	Cyclonic Ravager (Lrg	Elemental	NE	Any	Elmt - Air	MM4 10
7	15	Holocaust Disciple	Lrg	Elemental	NE	Any	Elmt - Fire	MM4 11
8	15	Omnimental	Garg	Elemental	N	Any	Elmt - Fire	MM3 118
9	15	Waterveiled Assassin	Lrg	Elemental	NE	Any	Elmt - Water	MM4 13
10	14	Ragewalker	Lrg	Fey	NE	Temperate Plains	Material	MM3 132
11	14	Ruin Chanters	Med	Fey	CN	Any	Material	MM5 132
12	15	Giant, Eldritch	Huge	Giant	NE	Temperate Mountains	Material	MM3 57
13	15	Battlebriar	Huge	Plant	N	Temperate Forests	Material	MM3 14

To generate a humanoid roll a d100 and divide by 2. Reroll for unsuitable environments.

R#	Base CR	Name	Size	Subtype	Books
1	<1	Locathah	Medium	Aquatic	MM 169
2	<1	Merfolk	Medium	Aquatic	MM 185
3	1	Selkie	Medium	Aquatic, Shapechanger	FF 145
4	1	Dwarf	Medium	Dwarf	MM 91
5	1	Dwarf, Deep	Medium	Dwarf	MM 92
6	1	Dwarf, Duergar	Medium	Dwarf	MM 92
7	1	Dwarf, Frost	Medium	Dwarf	PIH 113
8	1	Dwarf, Glacier	Medium	Dwarf	Fr 122
9	1	Dwarf, Mountain	Medium	Dwarf	MM 93
10	8	Arcane Guard	Medium	Elf	MM4 56
11	7	Dark Sniper	Medium	Elf	MM4 56
12	1	Elf	Medium	Elf	MM 101
13	1	Elf, Aquatic	Medium	Elf	MM 103
14	1	Elf, Drow	Medium	Elf	MM 103
15	1	Elf, Drow- Lolth's Sting	Medium	Elf	MM 103
16	1	Elf, Gray	Medium	Elf	MM 104
17	1	Elf, Wild	Medium	Elf	MM 104
18	1	Elf, Wood	Medium	Elf	MM 104
19	1	Half-Elf	Medium	Elf	MM 102
20	<1	Elf, Aquatic	Medium	Elf, Aquatic	Sto 148
21	1	Gnoll	Medium	Gnoll	MM 130
22	2	Gnoll, Flind	Medium	Gnoll	MM3 62
23	1	Gnome	Small	Gnome	MM 131
24	1	Gnome, Fire	Small	Gnome	PIH 125
25	1	Gnome, Forest	Small	Gnome	MM 132
26	1	Gnome, Svirfneblim	Small	Gnome	MM 132
27	2	Bugbear	Medium	Goblinoid	MM 29
28	<1	Goblin	Small	Goblinoid	MM 133
29	1	Goblin, Forestkith	Small	Goblinoid	MM3 64
30	<1	Goblin, Snow	Small	Goblinoid	Fr 136
31	<1	Hobgoblin	Medium	Goblinoid	MM 153
32	3	Hobgoblin Duskblade	Medium	Goblinoid	MM5 84
33	1	Varag	Medium	Goblinoid	MM4 168
34	1	Halfling	Small	Halfling	MM 149
35	<1	Halfling, Deep	Small	Halfling	MM 150
36	1	Halfling, Tallfellow	Small	Halfling	MM 149
37	<1	Neanderthal	Medium	Human	Fr 145
38	<1	Aventi	Medium	Human, Aquatic	Sto 138
39	3	Aventi Sergeant	Medium	Human, Aquatic	Sto 138
40	2-5	Lycanthrope		Human, Shapechanger	MM 170
41	1	Half-Orc	Medium	Orc	MM 204
42	3	Half-Orc Infiltrator	Medium	Orc	MM4 117
43	<1	Orc	Medium	Orc	MM 203
44	2	Orc, Snow Shaman	Medium	Orc	Fr 146
45	1	Lizardfolk	Medium	Reptilian	MM 169
46	1	Troglodyte	Medium	Reptilian	MM 246
47	2	Dark Talon	Medium	Reptilian	MM4 83
48	<1	Kobold	Small	Reptilian	MM 161
49	1	Lizardfolk, Poison Dusk	Small	Reptilian	MM3 96
50	11	Yarshag	Medium	Reptilian	MM4 85

Tiny Elementals

	Tiny Air Elemental	Tiny Earth Elemental	Tiny Fire Elemental	Tiny Water Elemental
	Tiny Elemental (Air)	Tiny Elemental (Earth)	Tiny Elemental (Fire)	Tiny Elemental (Water)
Hit Dice:	1d8 (4 hp)	1d8+1 (5 hp)	1d8 (4 hp)	1d8+1 (5 hp)
Initiative:	+6	1	+5	+0
Speed:	Fly 100 ft. (perfect)	20 ft.	50 ft.	20 ft., swim 90 ft.
AC:	16 (+2 size, +2 Dex, +2 natural)	16 (+2 size, -1 Dex, +5 natural)	15 (+2 size, +1 Dex, +2 natural)	16 (+2 size, +4 natural)
Attacks:	Slam +4 melee	Slam +4 melee	Slam +3 melee	Slam +3 melee
Damage:	Slam 1d3-1	Slam 1d3+3	Slam 1d3-1 and 1d3 fire	Slam 1d3+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Whirlwind	Push	Burn	Water mastery, drench, vortex
Special Qualities:	Air mastery, elemental traits	Earth mastery, elemental traits	Elemental traits, fire subtype	Elemental traits
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref -1, Will +0	Fort +0, Ref +3, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 15, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 8, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Hide +10, Listen +4, Spot +4	Hide +7, Listen +4, Spot +4	Hide, +9, Listen +4, Spot +4	Hide +8, Listen +4, Spot +4
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Power Attack	Improved Initiative, Weapon Finesse (slam)	Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1/2	1/2	1/2
Treasure:	None	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral	Usually neutral

A Tiny air elemental is 2 feet tall and weighs 1/4 pound. A Tiny earth elemental is 2 feet tall and weighs 20 pounds. A Tiny fire elemental is 2 feet tall and weighs 1/4 pound. A Tiny water elemental is 2 feet tall and weighs 8 pounds.

Elemental Traits: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking; darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

The special attacks of Tiny elementals conform to the information given for elementals of their subtype in the *Monster Manual*, except as specified. The save DC against the Tiny air elemental's whirlwind is 9, the damage is 1d3, and the whirlwind's height is 10 feet. The save DC against the Tiny fire elemental's burn is 10. The save DC against the Tiny water elemental's vortex is 11, the damage is 1d3, and the vortex's height is 10 feet.

Source: Wizards of the Coast website - Dungeons & Dragons - Spellbook - Elemental Familiar.
<http://www.wizards.com/dnd/article.asp?x=dnd/sb/sb20011109a>

	Tiny Ice Paraelemental Tiny Paraelemental (Ice)	Tiny Magma Paraelemental Tiny Paraelemental (Magma)	Tiny Ooze Paraelemental Tiny Paraelemental (Ooze)	Tiny Smoke Paraelemental Tiny Paraelemental (Smoke)
Hit Dice:	1d8 (4 hp)	1d8+1 (5 hp)	1d8+1 (5 hp)	1d8 (4 hp)
Initiative:	+0	-1	+0	+6
Speed:	30 ft.	30 ft.	20 ft., swim 50 ft.	Fly 90 ft. (Good)
AC:	16 (+2 size, +1 Dex, +3 natural)	15 (+2 size, -1 Dex, +4 natural)	16 (+2 size, +4 natural)	16 (+2 size, +2 Dex, +2 natural)
Attacks:	Icicle +4 melee	Slam +4 melee	Slam +3 melee	Claws +4 melee
Damage:	Icicle 1d3-1 and 1d3 cold	Slam 1d3+3	Slam 1d3+1 and 1d3 acid	Slam 1d3-1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Chill Metal	Burn	Acid	Smoke Claws
Special Qualities:	Cold subtype, elemental traits	Elemental traits, fire subtype	Elemental traits	Elemental traits
Saves:	Fort +0, Ref +3, Will +0	Fort +3, Ref -1, Will +0	Fort +3, Ref +0, Will +0	Fort +0, Ref +4, Will +0
Abilities:	Str 8, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 15, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11
Skills:	Hide +8, Listen +4, Spot +4	Hide +7, Listen +4, Spot +4	Hide +8, Listen +4, Spot +4	Hide +10, Listen +4, Spot +4
Feats:	Combat Reflexes, Weapon Finesse (icicle)	Power Attack	Power Attack	Improved Initiative, Weapon Finesse (Claw)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1/2	1/2	1/2
Treasure:	None	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral	Usually neutral

A Tiny ice elemental is 2 feet tall and weighs 8 pounds. A Tiny magma elemental is 2 feet tall and weighs 20 pounds. A Tiny ooze elemental is 2 feet tall and weighs 8 pounds. A Tiny smoke elemental is 2 feet tall and weighs 1/4 pound.

Elemental Traits: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking; darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

The special attacks of Tiny elementals conform to the information given for elementals of their subtype in the *Manual of Planes*, except as specified. The save DC against the Tiny ice elemental's chill touch is 9, the damage is 0, 1d3, 2d3, 1d3, & 0 over 5 rounds and the radius is 2 1/2 feet. The save DC against the Tiny magma elemental's burn is 9. the save DC against the Tiny ooze elemental's acid is 8, the damage is 30 points to metal or wood, the save DC against the Tiny smoke elemental's claws is 9, the damage is 1d3.

Extrapolated from the Wizards of the Coast website, the elementals listed in the Monster Manual and the paraelementals listed in the Manual of the Planes

Pre-generated Humanoids Cards
