Com	bat Planner											Flat																			Silent	
Battle	Character / Creature		Total Hit Points					Save	es Mail	Move Speed			Touch AC	Melee At			2nd 4nd	Eth	Damage	Crit	Ranged . Weapon				Eth	Damage	Crit	Range Incr.	Listen	Hide	Aove:	Creatures Special
Oldel		1d8	4	vvourius			/ +3			5 ft	, 10	9	9	Pierce	+2	2110	311u 411u	301	1d6	19 x2	Weapon	151	2110 3	110 4110	501	Damage	CIII	IIICI.	+8	+19		Drop attack, Must climb again to attack Soft
	Piercer	1d8	4		-3	Tiny	/ +3	-3	+0	5 ft	. 16	9	9	Pierce	+2				1d6	19 x2									+8	+15		orop attack, Must climb again to attack Soft
	Piercer	1d8	4		-3	Tiny	/ +3	-3	+0	5 ft	. 16	9	9	Pierce	+2				1d6	19 x2									+8	+15		underbelly, acid damage 1d6 Drop attack, Must climb again to attack Soft
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	Piercer	1d8	4		-3	Tiny	/ +3	-3	+0	5 ft	. 16	9	9	Pierce	+2			-	1d6	19 x2									+8	+15		onderbelly, acid damage 1d6 Orop attack, Must climb again to attack Soft
	Zombie	2d12+3	16		-1	med	d +0	-1	+3	30 ft	. 11	11	9	Slam	+2				1d6+1	20 x2												Inderbelly, acid damage 1d6 Undead, Partial actions only
	Zombie	2d12+3	16		-1	med	d +0	-1	+3	30 ft	. 11	11	9	Slam	+2				1d6+1	20 x2										Н		Jndead, Partial actions only
	Zombie	2d12+3	16		-1	med	d +0	-1	+3	30 ft	. 11	11	9	Slam	+2			-	1d6+1	20 x2									+	+	l	Jndead, Partial actions only
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	Zombie	2d12+3	16		-1	med	d +0	-1	+3	30 ft	. 11	11	9	Slam	+2				1d6+1	20 x2									+		H	Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2			+	1d6+1	20 x2					-					+	H	Jndead, Partial actions only
	Zombie	2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2										Н	l	Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2										H		Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2										\vdash		Jndead, Partial actions only
		1d12	6		+5					30 ft		12	11	Claw / Claw	+0				1d4	20 x2											ш	Cold Immunity, 1/2 Damage from Piercing / Slashin
		1d12	6		+5	med				30 ft		12	11	Claw / Claw	+0				1d4	20 x2											v	veapons Cold Immunity, 1/2 Damage from Piercing / Slashin
		1d12	6		+5					30 ft		12	11	Claw / Claw	+0				1d4	20 x2										\blacksquare	v	veapons Cold Immunity, 1/2 Damage from Piercing / Slashi
		1d12	6		+5					30 ft		12	11	Claw / Claw	+0				1d4	20 x2									_	Ш	V	veapons Cold Immunity, 1/2 Damage from Piercing / Slashi Cold Immunity, 1/2 Damage from Piercing / Slashi
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		1d12	0		+5					30 ft		12		Claw / Claw	+0				1d4	20 x2									_	Ш	v	veapons Cold Immunity, 1/2 Damage from Piercing / Slashi Cold Immunity, 1/2 Damage from Piercing / Slashi
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		1d12	6		+5					30 ft		12	11		+0				1d4	20 x2											v	veapons Cold Immunity, 1/2 Damage from Piercing / Slashi Cold Immunity, 1/2 Damage from Piercing / Slashi
			ь		+5					30 ft		12	11	Claw / Claw	+0														_	Ш	v	veapons
		1d12	6		+5					30 ft		12	11	Claw / Claw	+0				1d4	20 x2				\perp					\perp	Ш	v	Cold Immunity, 1/2 Damage from Piercing / Slashi weapons
		1d12	6		+5					30 ft		12	11	Claw / Claw	+0				1d4	20 x2											v	Cold Immunity, 1/2 Damage from Piercing / Slashi weapons
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2												Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2				\perp					\perp	Ш	ш	Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2												Jndead, Partial actions only
		2d12+3	16		-1	med	0+ b	-1		30 ft		11	9	Slam	+2				1d6+1	20 x2												Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2										Ш	ш	Jndead, Partial actions only
		2d12+3	16		-1	med				30 ft		11	9	Slam	+2				1d6+1	20 x2												Jndead, Partial actions only
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	Zombie	2d12+3	16		-1	med	0+ b	-1	+3	30 ft	. 11	11	9	Slam	+2				1d6+1	20 x2												Indead, Partial actions only
		2d12+3	16		-1	med	0+ b	-1	+3	30 ft		11	9	Slam	+2				1d6+1	20 x2											_ '	Indead, Partial actions only
	Zombie	2d12+3	16		-1	med	0+ b	-1	+3	30 ft	. 11	11	9	Slam	+2				1d6+1	20 x2									T		П	Indead, Partial actions only
	Skeleton	1d12	6		+5	med	0+ b	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2									1			Cold Immunity, 1/2 Damage from Piercing / Slashi veapons
	Skeleton	1d12	6		+5	med	0+ b	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2												Cold Immunity, 1/2 Damage from Piercing / Slashi veapons
	Skeleton	1d12	6		+5	med	0+ b	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2									T	П		Cold Immunity, 1/2 Damage from Piercing / Slashi veapons
	Skeleton	1d12	6		+5	med	d +0	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2			Ħ		1				1	Ħ	(Veapons Cold Immunity, 1/2 Damage from Piercing / Slashi veapons
	Skeleton	1d12	6		+5	med	d +0	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2												veapons Cold Immunity, 1/2 Damage from Piercing / Slashi veapons
	Skeleton	1d12	6		+5	med	d +0	+1	+2	30 ft	. 13	12	11	Claw / Claw	+0				1d4	20 x2									T	П		Cold Immunity, 1/2 Damage from Piercing / Slashi
	Skeleton	1d12	6		+5	med	d +0	+1	+2	30 ft	. 13			Claw / Claw	+0			+	1d4	20 x2			\exists	\dashv	1				十	П	(veapons Cold Immunity, 1/2 Damage from Piercing / Slashi
	Ghoul	2d12	13		+2	med	d +0	+2	+5	30 ft	. 14	12	12	claw /claw/ bite	+2	+0	+0		1d3, 1d3,	20 x2									+7 +	7 +7	+7 5	veapons Skills: Climb +6, Escape Artist +7, Intuit Direction
	Ghoul	2d12	13		+2	med	d +0	+2	+5	30 ft	. 14	12	12	claw /claw/ bite	+2	+0	+0		1d6+1 1d3, 1d3,	20 x2									+7 +	7 +7	+7	-3, Jump +6, Search +6, Skills: Climb +6, Escape Artist +7, Intuit Direction
			I		+2	med	d +0	+2	+5	30 ft	. 14	12	12	claw /claw/ bite	+2	+0	+0	+-	1d6+1 1d3, 1d3,	20 x2	 	-	+		+	1	 	1	+7 +	7 +7		-3, Jump +6, Search +6, Skills: Climb +6, Escape Artist +7, Intuit Direction

Cor	nbat Planner											Flot																				ilently	
Battle	Character / Creature Name		Total Hit Points	Current			Fort	Saves Ref	MAGII	Move	Base AC	Footed AC	Touch AC	Melee Att	acks	S 2nd	2nd	4nd I	Eth	Damage	Crit	Ranged A	Atta	cks	d And I	Eth Dr	amage C	rit I	Range	isten	lide	Aove S	Creatures Special
Older	Ghoul	2d12	13			med				30 ft.		12		claw /claw/ bite	+2	_		4110			20 x2	weapon	ist zi	10 311	4110	301 5	anage C		IIICI.	+7 +1		7 +7	Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6, Multiattack, Weapon Finesse (bite), Paralysis DC14 Fort, create spawn
	Ghoul	2d12	13		+2	med	+0	+2	+5	30 ft.	14	12	12	claw /claw/ bite	+2	+0	+0			1d3, 1d3, 1d6+1 paralysis	20 x2									+7 +	7 +7		Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6, Multiattack, Weapon Finesse (bite), Paralysis DC14 Fort, create spawn
	Gray Ooze	3d10+10	26		-5	med	+1	-4	-4	10 ft.	5	5	5	Slam	+3					1d6+1 1d6 acid	20 x2												Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid Blindsight, cold and fire immunity, ooze, camouflage DC15 to spot
	Dretch	2d8	3		+0	small	+3	+3	+3	20 ft.	16	16	11	claw / claw / bite	+3	+3	+1			1d4, 1d4, 1d4	20 x2												Spell-Like Abilities: At will-darkness, scare, and telekinesis; 1/day-stinking cloud. These abilities are as the spells cast by a 2nd-level sorcerer (save DC 10 + spell level). Summon Tanan'ri (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal. Damage reduction 5/silver, SR 5, Immunities (Ex): Tanar'ri are immune to poison and electricity. Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.
	Dretch	2d8	8		+0	small	+3	+3	+3	20 ft.	16	16	11	claw / claw / bite	+3	+3	+1			1d4, 1d4, 1d4	20 x2												Spell-Like Abilities: At will-darkness, scare, and telekinesis; 1/day-stinking cloud. These abilities are as the spells cast by a 2nd-level sorcerer (save DC 10 + spell level). Summon Tanar'ri (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssia. Damage reduction 5/silver, SR 5, Immunities (Ex): Tanar'ri are immune to poison and electricity. Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.
	Kurjan Sawtooth	6d8+12 Cleric 6	45		+0	med	+9	+4	+9	20 ft.	18	18	10	Shocking Spear of Returning +1	+8					1d6+4 + 1d6 Shock	20 x2	Shocking Spear of Returning +1	+5			+1	l6+4 2i d6 ectrical	0 x 2	30 ft.	+3 +	3 +0		Touch AC 10; Flat Footed 18; Spells, Wand MM: Concen +12; Spellcraft +9; Death Touch 1/day 6d6 Spells Prepared (5/5/5/3): 0: cure minor wounds, inflict minor wounds(2), read magic, resistance; 1st: cause fear*, bane, command, deathwatch (2); 2nd: death knell, death knell, cure moderate wounds, desecrate, hold person; 3rd: animate dead*, bestow curse, speak with dead, summon monster III; Extra Turning (+4 attempts per Day)
	Grumdak	5d12+16 Barb 5	56 (46)			med	+7	+3	+1	40 ft.	16	16	12	shortsword +1/ shortsword +1	+8	8 (5)					19 x2, 15 x2									+8			Rage 2/ day, uncanny dodge (Dex); Magic swords, Can parry death blow once then drop attacks to +7. Will use piercer's power on the second round of combat to hit Touch AC's Save bonus of +3 once (3 small gems) and can deflect one missile per round DC 20 REF Save. Will Rage as free action first Round . AC -2, STR +4, CON +4