

Into the Green 3.5 Conversions

By Darrin Drader

Monster: Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment (LA); Notes.

Arboreal Nemesis (P.10): Plant; 10 ft./15 ft.; -; Bluff +14, Intimidate +14, Hide +12, Knowledge (nature) +14, listen +15, Sense Motive +15, Spot +15, Survival +15; Cleave, Great Fortitude, Iron Will, Power Attack; -

Dark Woodsman (P.12): Outsider (Chaotic, Extraplanar, Evil); 5/magic (slashing and piecing weapons only); 5 ft./ 5 ft.; Balance +4, Climb +6, Disguise +4, Hide +14, Jump +6, Move Silently +14, Search +4, Survival +6; Track; +2

The Flood, Brute (P.13): Plant; 5 ft./ 10 ft.; 10/ magic, Listen +5, Move Silently +6, Hide +5, Spot +10; Cleave, Improved Bullrush, Improved Overrun, Power Attack, -

Greenfeeder (P.14): Aberration; 5 ft./ 10 ft.; -; Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2; Dodge, Track; +3

Grovenger (P.15): Plant; 10 ft./ 15 ft.; 10/ magic; Handle Animal +6, Hide +5, Knowledge (nature) +2, Listen +7, Move Silently +5, Survival +4; Cleave, Dodge, Iron Will. Power Attack; -

Horned Man (P.16): Fey; 5 ft./ 10 ft.; 10/ magic; Hide +14, Intimidate +15, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16; Improved Bull Rush, Power Attack, Track, Weapon Focus (shortspear); +5

Makeash (P.17): Humanoid (Makeash); 5 ft./ 5 ft.; -; Climb +3, Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2; Survival +2; Alertness +1

Shadow Stalker (P.18): Magical Beast; 5 ft./ 10 ft.; -; Climb +8, Listen +10, Move Silently +5, Hide +5, Spot +4; Combat Reflexes, Improved Initiative, Weapon Focus (claw); -

Ubi (P.19): Fey; 5 ft./ 5 ft.; Bluff +7, Craft (any one skill focus) +8, Craft (Any additional one) +8, Disable Device +8, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Lock +8, Search +9, Sense Motive +6, Spot +4, Use Magical Device +5; Exotic Weapon Proficiency; +2

Bayowulf (P.29): Magical Beast; 10 ft./ 5 ft.; -; Climb +5, Hide +6, Jump +6, Listen +6, Move Silently +9, Spot +4, Swim +11, Survival +1; Blind Fight, Stealthy, Weapon Focus (bite); -

Bloodfrog (P.30): Animal; 5 ft./ 5 ft.; -; Jump +8, Listen +3, Move Silently +7, Hide +17, Spot +3; Weapon Finesse (bite); -

Gloomfrog (P.32): Plant; 10 ft./ 15 ft.; -; Hide +20, Intimidate +7, Knowledge +8, Listen +10, Sense Motive +9, Spot +10, Survival +9; Alertness, Improved Initiative, -

Maakantu (P.33): Dragon; 20 ft./ 10 ft.; -; Balance +13, Climb +15, Knowledge (nature) +19, Listen +15, Move Silently +17, Hide +13, Spellcraft +18, Spot +17, Swim +15, Survival +20; Alertness, Improved Initiative, Power Attack, Improved Sunder, Multiattack, -; Bite attacks are now at a +19 attack bonus due to multiattack.

Spindleshank (P. 34): Humanoid; 5 ft./ 5 ft.; -; Jump +10, Spot +6, Survival +6; Improved Initiative, Power Attack; +2

Thornclaw (P.35): Fey; 5 ft./ 5 ft.; -; Alchemy +3, Bluff +5, Disable Device +3, Escape Artist +7, Listen +8, Move Silently +7, Spot +8, Survival +6; Weapon Finesse (claws); +0

Trell (P.36): Plant; 10 ft./ 15 ft.; -; Bluff +12, Disguise +12, Hide +12, Listen +13, Move Silently +12, Sense Motive +13, Spot +13, Survival +13; Alertness, Iron Will, Power Attack

Verdant Guardian (P. 37): Outsider; 5 ft/ 5 ft.; -; Climb +12, Disguise +11, Handle Animal +11, Hide +6, Jump +12, Knowledge (nature) +11, Listen +13, Move Silently +11, Spot+9, Survival +10; Improved Initiative, Point Blank Shot, Power Attack; +3

Arborgeist (P.46): Undead; 10 ft./ 15 ft.; -; Climb +23, Hide +24, Intimidate +25, Knowledge (geography) +30, Listen +27, Search +26, Sense Motive +27, Spot +27, Survival +27; Alertness, Blind Fight, Great Fortitude, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Track, Weapon Focus (incorporeal touch); -

Autumnal Mourners (P. 48): Undead (incorporeal); 5 ft./ 5 ft.; -; Hide +2, Listen +4, Knowledge (religion) +4, Move Silently +4, Perform (dirge) +4, Spot +5; Alertness; +3

Bedwen (P.48): Fey (incorporeal); 5 ft./ 5 ft.; -; Balance +9, Knowledge (arcana) +3, Listen +14, Move Silently +9, Sense Motive +7, Spellcraft +7; Flyby Attack; +4

Bracken Corpse (P. 49): Undead; 5 ft./ 5 ft.; -; -; Power Attack, Toughness; +2

Elderwitch (P.51): Fey; 10 FT./ 15 FT.; -; Concentration +13, Hide +11, Intimidate +14, Knowledge (arcana) +12, Listen +12, Spellcraft +12, Spot +12; Improved Initiative, Lightning Reflexes, Toughness, -

Fierling (P.51): Fey; 10 ft./ 15 ft.; -; Balance +17, Hide +17, Intimidate +13, Listen +16, Move Silently +17, Spot +16; Dodge, Improved Initiative, Power Attack, Run; -

Lostling (P. 52): Undead (incorporeal); 5 ft./ 5 ft.; -; Bluff +20, Disguise +24, Escape Artist +21, Listen +24, Move Silently +22, Search +23; Spot +22; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility; -

Magpine (P.53): Monstrous Humanoid (shapechanger); 5 ft./ 10 ft.; -; Bluff +7, Hide +7, Knowledge (local) +5, Listen +7, Spot +7; Improved Initiative, Weapon Focus (rapier); -

Onnen (P. 54): Fey; 5 ft./ 5 ft.; -; Heal +6, Hide +16, Listen +4, Move Silently +8, Spot +6; Weapon Finesse (claws); -

Unfamiliar (P. 55): Outsider (evil); 5 ft./ 5 ft.; -; Balance +14, Escape Artist +11, Heal +9, Hide +14, Intimidate +4, Jump +11, Knowledge (arcana) +12, Knowledge (nature) +12, Listen +13, Move Silently +14, Sleight of Hand +14, Spellcraft +12, Spot +13, Swim +11, Use Magic Device +11; Dodge, Multiattack, Track; -

Uragh Dhu (P.56): Undead; 5 ft./ 10 ft.; -; Knowledge (undead) +12, Listen +12, Move Silently +12, Hide +16, Spot +12; Expertise, Improved Trip, Power Attack; -

Blightsover (P.66): Undead; 5 ft./ 5 ft.; -; Bluff +6, Concentration +4, Hide +8, Intimidate +7, Knowledge (nature) +10, Listen +6, Profession (farmer) +9, Search +6, Spot +6, Survival +8; Combat Reflexes, Power Attack, Toughness; -

Grass Cloaker (P. 68): Aberration; 5 ft./ 10 ft.; -; Hide +20, Listen +10, Move Silently +12, Spot +14; Alertness, Improved Initiative; -

Grimdeath Vulture (P. 69): Magical Beast; 5 ft./ 5 ft.; -; Hide +11, Listen +5, Spot +4, Survival +9; -

Liger (P. 70): Animal; 10 ft/ 5 ft.; -; Balance +9, Climb +9, Hide +9, Listen +3, Move Silently; -; -

Lymir (P. 71): Magical Beast; 5 ft./ 5ft. (10 ft. tail); 10/ magic; Hide +11, Listen +4, Move Silently +9, Spot +8; Cleave, Dodge, Improved Initiative, Power Attack; -

Plain Strider (P. 72): Aberration; 5 ft./ 5 ft.; -; Hide +8, Listen +4, Move Silently +8, Spot +4; Multiattack, Power Attack; -

Rognak Burrower (P. 73): Aberration; 5 ft./ 10 ft.; 5/ magic; Climb +20, Balance +9, Hide +9; Cleave, Dodge, Multiattack, Power Attack; -; The rognak burrower's bite attack becomes +13 melee.

Vermilion Hound (P. 74): Magical Beast; 10 ft./ 10 ft.; -; Listen +6, Spot +8, Sense Motive +3; Improved Initiative, Power Attack; +3

Zephtaur (P. 75): Monstrous Humanoid; 5 ft./ 10 ft.; -; Hide +10, Diplomacy +8, Listen +9, Knowledge (the planes) +14, Move Silently +9, Perform (ballad, chant, flute) +10, Spot +10, Survival +12; Cleave, Flyby Attack, Power Attack;+3