

Wandering Monsters

Supplement for the Basic Fantasy Role-Playing Game

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1st Edition (Release 1)

Dedicated to

Credits:

Proofing:
Artwork:
Playtesters:

Introduction

When running a Basic Fantasy RPG game, the Game Master must often roll up a random group of foes, commonly called **wandering monsters**, to challenge the player characters. It would be nice to prepare all such groups in advance, but it's not always possible.

That's where this supplement comes in. Within, you will find six hundred prepared dungeon encounters, six hundred wilderness encounters,

and numerous parties of NPCs of various types. Most of the creatures listed herein are found in the Basic Fantasy RPG Core Rules, but a respectable number come from the various monster supplements. A few encounters are truly special, with opponents your players may not be expecting.

Dungeon Encounters

Level 1

- 01. 3 Giant Bee** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)
 HP 3 □□□ 1 □
 2 □□
- 02. 8 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 7 □□□□ □□
 9 □□□□ □□□□
 15 □□□□ □□□□ □□□□
 12 □□□□ □□□□ □□
 7 □□□□ □□
 2 □□
 3 □□□
 16 □□□□ □□□□ □□□□ □
- 03. 7 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 5 □□□□□
 7 □□□□ □□
 6 □□□□ □
 6 □□□□ □
 7 □□□□ □□
 5 □□□□
 6 □□□□ □
- 04. 2 Spitting Cobras** (AC 13, HD 1, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7)
 HP 6 □□□□ □
 2 □□
- 05. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□ 3 □□□
 3 □□□
- 06. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 5 □□□□□ 3 □□□
 7 □□□□ □□
- 07. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□
 6 □□□□ □
 7 □□□□ □□
- 08. 5 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 4 □□□□ 6 □□□□ □
 5 □□□□□ 6 □□□□ □
 4 □□□□
- 09. 9 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 6 □□□□ □
 8 □□□□ □□□
 4 □□□□
 8 □□□□ □□□
 4 □□□□
 4 □□□□
 4 □□□□
 4 □□□□
 7 □□□□ □□
- 10. 11 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 9 □□□□ □□□□
 13 □□□□ □□□□ □□□
 11 □□□□ □□□□ □
 10 □□□□ □□□□
 9 □□□□ □□□□
 8 □□□□ □□□
 15 □□□□ □□□□ □□□□
 5 □□□□
 9 □□□□ □□□□
 5 □□□□
 7 □□□□ □□
- 11. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 1 □ 6 □□□□ □
 2 □□
- 12. 3 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 5 □□□□□
 8 □□□□ □□□
 3 □□□
- 13. 3 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 7 □□□□ □□
 5 □□□□□
 11 □□□□ □□□□ □

- 14. 10 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 2 □□
 3 □□□
 7 □□□□□ □□
 7 □□□□□ □□
 7 □□□□□ □□
 1 □
 7 □□□□□ □□
 3 □□□
 2 □□
 6 □□□□□ □
- 15. 2 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 2 □□
 4 □□□□
- 16. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□ 6 □□□□□ □
 1 □
- 17. 8 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)
 HP 1 □ 1 □
 4 □□□□ 3 □□□
 1 □ 1 □
 1 □ 2 □□
- 18. 1 Stirge** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 6 □□□□□ □
- 19. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 12 □□□□□ □□□□□ □□
- 20. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 9 □□□□□ □□□□
- 21. 11 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)
 HP 3 □□□ 1 □
 2 □□ 1 □
 4 □□□□ 1 □
 3 □□□ 2 □□
 3 □□□ 2 □□
 2 □□
- 22. 7 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 8 □□□□□ □□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□
 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
- 23. 2 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 2 □□ 4 □□□□
- 24. 5 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 6 □□□□□ □
 1 □
 5 □□□□□
 1 □
 3 □□□
- 25. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 7 □□□□□ □□
 8 □□□□□ □□□
 8 □□□□□ □□□
 7 □□□□□ □□
 7 □□□□□ □□
 2 □□
 5 □□□□□
- 26. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 2 □□
 8 □□□□□ □□□
 3 □□□
 5 □□□□□
 6 □□□□□ □
 8 □□□□□ □□□
 1 □
- 27. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 7 □□□□□ □□
 4 □□□□
 10 □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
 6 □□□□□ □
 11 □□□□□ □□□□□ □

- 28. 9 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	3	□□□	4	□□□□
	3	□□□	1	□
	4	□□□□	2	□□
	1	□	1	□
	2	□□		

- 29. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)

HP	5	□□□□□
	8	□□□□□ □□□
	6	□□□□□ □
	3	□□□
	7	□□□□□ □□
	2	□□
	3	□□□

- 30. 3 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	1	□	2	□□
	4	□□□□		

- 31. 5 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP	8	□□□□□ □□□
	7	□□□□□ □□
	5	□□□□□
	15	□□□□□ □□□□□ □□□□□
	11	□□□□□ □□□□□ □

- 32. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP	4	□□□□
	8	□□□□□ □□□
	8	□□□□□ □□□
	11	□□□□□ □□□□□ □
	8	□□□□□ □□□
	12	□□□□□ □□□□□ □□

- 33. 14 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	4	□□□□	4	□□□□
	4	□□□□	3	□□□
	1	□	1	□
	1	□	3	□□□
	1	□	4	□□□□
	1	□	1	□
	3	□□□	2	□□

- 34. 7 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	1	□	2	□□
	3	□□□	2	□□
	3	□□□	1	□
	3	□□□		

- 35. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)

HP	6	□□□□□ □
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- 36. 6 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	6	□□□□□ □	5	□□□□□
	4	□□□□	3	□□□
	7	□□□□□ □□	1	□

- 37. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	4	□□□□	1	□
	5	□□□□□		

- 38. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	4	□□□□	4	□□□□
	2	□□	4	□□□□
	2	□□	1	□

- 39. 8 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	2	□□	2	□□
	4	□□□□	3	□□□
	3	□□□	4	□□□□
	2	□□	4	□□□□

- 40. 4 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)

HP	13	□□□□□ □□□□□ □□□
	12	□□□□□ □□□□□ □□
	11	□□□□□ □□□□□ □
	8	□□□□□ □□□

- 41. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	2	□□	1	□
	4	□□□□	3	□□□
	2	□□	2	□□

- 42. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	4	□□□□	1	□
	4	□□□□	3	□□□
	3	□□□	1	□

- 43. 3 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 9 □□□□□ □□□□
- 44. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 12 □□□□□ □□□□□ □□
- 45. 8 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 7 □□□□□ □□ 6 □□□□□ □
 4 □□□□□ 5 □□□□□
 2 □□ 4 □□□□
 5 □□□□□ 3 □□□
- 46. 4 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 14 □□□□□ □□□□□ □□□□
 5 □□□□□
 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
- 47. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 4 □□□□
 14 □□□□□ □□□□□ □□□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 16 □□□□□ □□□□□ □□□□□ □
 8 □□□□□ □□□
- 48. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 13 □□□□□ □□□□□ □□□
- 49. 6 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 1 □ 7 □□□□□ □□
 2 □□ 7 □□□□□ □□
 5 □□□□□ 4 □□□□
50. Bandit Party
 51. Bandit Party
 52. Bandit Party
 53. Bandit Party
 54. Bandit Party
 55. Bandit Party
 56. Adventurer Party
 57. Adventurer Party
 58. Adventurer Party
 59. Adventurer Party
 60. Adventurer Party
 61. Up Level
 62. Up Level
 63. Up Level
 64. Up Level
 65. Up Level
 66. Up Level
 67. Up Level
 68. Up Level
 69. Up Level
 70. Up Level
 71. Supplement
 72. Supplement
 73. Supplement
 74. Supplement
 75. Supplement
 76. Supplement
 77. Supplement
 78. Supplement
 79. Supplement
 80. Supplement
 81. Supplement
 82. Supplement
 83. Supplement
 84. Supplement
 85. Supplement
 86. Supplement
 87. Supplement
 88. Supplement
 89. Supplement
 90. Supplement
 91. Special
 92. Special
 93. Special
 94. Special
 95. Special
 96. Special
 97. Special
 98. Special
 99. Special
 00. Special

Level 2

01. Normal
02. Normal
03. Normal
04. Normal
05. Normal
06. Normal
07. Normal
08. Normal
09. Normal
10. Normal
11. Normal
12. Normal
13. Normal
14. Normal
15. Normal
16. Normal
17. Normal
18. Normal
19. Normal
20. Normal
21. Normal
22. Normal
23. Normal
24. Normal
25. Normal
26. Normal
27. Normal
28. Normal
29. Normal
30. Normal
31. Normal
32. Normal
33. Normal
34. Normal
35. Normal
36. Normal
37. Normal
38. Normal
39. Normal
40. Normal
41. Normal
42. Normal
43. Normal
44. Normal
45. Adventurer Party
46. Adventurer Party
47. Adventurer Party
48. Adventurer Party
49. Adventurer Party
50. Adventurer Party

51. 6 Giant Crab Spiders (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)

HP 11 □□□□□ □□□□□ □
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□

52. 16 Goblins (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP 1 □ 7 □□□□□ □□
 7 □□□□□ □□ 3 □□□
 4 □□□□ 5 □□□□□
 4 □□□□ 1 □
 5 □□□□□ 6 □□□□□ □
 4 □□□□ 3 □□□
 1 □ 3 □□□
 7 □□□□□ □□ 5 □□□□□

53. 13 Kobolds (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP 1 □ 3 □□□
 3 □□□ 2 □□
 4 □□□□ 2 □□
 3 □□□ 2 □□
 3 □□□ 2 □□
 4 □□□□ 2 □□
 3 □□□

54. 12 Wolves (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP 8 □□□□□ □□□
 7 □□□□□ □□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
 6 □□□□□ □
 8 □□□□□ □□□
 6 □□□□□ □
 5 □□□□□
 5 □□□□□
 4 □□□□

- 55. Down Level
- 56. Down Level
- 57. Down Level
- 58. Down Level
- 59. Down Level
- 60. Down Level
- 61. Up Level
- 62. Up Level
- 63. Up Level
- 64. Up Level
- 65. Up Level
- 66. Up Level
- 67. Up Level
- 68. Up Level
- 69. Up Level
- 70. Up Level
- 71. Supplement
- 72. Supplement
- 73. Supplement
- 74. Supplement
- 75. Supplement
- 76. Supplement
- 77. Supplement
- 78. Supplement
- 79. Supplement
- 80. Supplement
- 81. Supplement
- 82. Supplement
- 83. Supplement
- 84. Supplement
- 85. Supplement
- 86. Supplement
- 87. Supplement
- 88. Supplement
- 89. Supplement
- 90. Supplement
- 91. Special
- 92. Special
- 93. Special
- 94. Special
- 95. Special
- 96. Special
- 97. Special
- 98. Special
- 99. Special
- 00. Special

Level 3

- 01. Normal
- 02. Normal
- 03. Normal
- 04. Normal
- 05. Normal
- 06. Normal
- 07. Normal
- 08. Normal
- 09. Normal
- 10. Normal
- 11. Normal
- 12. Normal
- 13. Normal
- 14. Normal
- 15. Normal
- 16. Normal
- 17. Normal
- 18. Normal
- 19. Normal
- 20. Normal
- 21. Normal
- 22. Normal
- 23. Normal
- 24. Normal
- 25. Normal

26. Normal	53. Down Level
27. Normal	54. Down Level
28. Normal	55. Down Level
29. Normal	56. Down Level
30. Normal	57. Down Level
31. Normal	58. Down Level
32. Normal	59. Down Level
33. Normal	60. Down Level
34. Normal	61. Up Level
35. Normal	62. Up Level
36. Normal	63. Up Level
37. Normal	64. Up Level
38. Normal	65. Up Level
39. Normal	66. Up Level
40. Normal	67. Up Level
41. Normal	68. Up Level
42. Normal	69. Up Level
43. Normal	70. Up Level
44. Normal	71. Supplement
45. Adventurer Party	72. Supplement
46. Adventurer Party	73. Supplement
47. Adventurer Party	74. Supplement
48. Adventurer Party	75. Supplement
49. Adventurer Party	76. Supplement
50. Adventurer Party	77. Supplement
51. Down Level	78. Supplement
52. Down Level	79. Supplement
	80. Supplement
	81. Supplement
	82. Supplement
	83. Supplement
	84. Supplement
	85. Supplement
	86. Supplement
	87. Supplement
	88. Supplement
	89. Supplement
	90. Supplement
	91. Special
	92. Special
	93. Special
	94. Special
	95. Special
	96. Special
	97. Special
	98. Special
	99. Special
	00. Special

Level 4-5

01. Normal	51. Down Level
02. Normal	52. Down Level
03. Normal	53. Down Level
04. Normal	54. Down Level
05. Normal	55. Down Level
06. Normal	56. Down Level
07. Normal	57. Down Level
08. Normal	58. Down Level
09. Normal	59. Down Level
10. Normal	60. Down Level
11. Normal	61. Up Level
12. Normal	62. Up Level
13. Normal	63. Up Level
14. Normal	64. Up Level
15. Normal	65. Up Level
16. Normal	66. Up Level
17. Normal	67. Up Level
18. Normal	68. Up Level
19. Normal	69. Up Level
20. Normal	70. Up Level
21. Normal	71. Supplement
22. Normal	72. Supplement
23. Normal	73. Supplement
24. Normal	74. Supplement
25. Normal	75. Supplement
26. Normal	76. Supplement
27. Normal	77. Supplement
28. Normal	78. Supplement
29. Normal	79. Supplement
30. Normal	80. Supplement
31. Normal	81. Supplement
32. Normal	82. Supplement
33. Normal	83. Supplement
34. Normal	84. Supplement
35. Normal	85. Supplement
36. Normal	86. Supplement
37. Normal	87. Supplement
38. Normal	88. Supplement
39. Normal	89. Supplement
40. Normal	90. Supplement
41. Normal	91. Special
42. Normal	92. Special
43. Normal	93. Special
44. Normal	94. Special
45. Adventurer Party	95. Special
46. Adventurer Party	96. Special
47. Adventurer Party	97. Special
48. Adventurer Party	98. Special
49. Adventurer Party	99. Special
50. Adventurer Party	00. Special

Level 6-7

01. Normal	51. Down Level
02. Normal	52. Down Level
03. Normal	53. Down Level
04. Normal	54. Down Level
05. Normal	55. Down Level
06. Normal	56. Down Level
07. Normal	57. Down Level
08. Normal	58. Down Level
09. Normal	59. Down Level
10. Normal	60. Down Level
11. Normal	61. Up Level
12. Normal	62. Up Level
13. Normal	63. Up Level
14. Normal	64. Up Level
15. Normal	65. Up Level
16. Normal	66. Up Level
17. Normal	67. Up Level
18. Normal	68. Up Level
19. Normal	69. Up Level
20. Normal	70. Up Level
21. Normal	71. Supplement
22. Normal	72. Supplement
23. Normal	73. Supplement
24. Normal	74. Supplement
25. Normal	75. Supplement
26. Normal	76. Supplement
27. Normal	77. Supplement
28. Normal	78. Supplement
29. Normal	79. Supplement
30. Normal	80. Supplement
31. Normal	81. Supplement
32. Normal	82. Supplement
33. Normal	83. Supplement
34. Normal	84. Supplement
35. Normal	85. Supplement
36. Normal	86. Supplement
37. Normal	87. Supplement
38. Normal	88. Supplement
39. Normal	89. Supplement
40. Normal	90. Supplement
41. Normal	91. Special
42. Normal	92. Special
43. Normal	93. Special
44. Normal	94. Special
45. Adventurer Party	95. Special
46. Adventurer Party	96. Special
47. Adventurer Party	97. Special
48. Adventurer Party	98. Special
49. Adventurer Party	99. Special
50. Adventurer Party	00. Special

Level 8+

01. Normal	49. Adventurer Party
02. Normal	50. Adventurer Party
03. Normal	51. Down Level
04. Normal	52. Down Level
05. Normal	53. Down Level
06. Normal	54. Down Level
07. Normal	55. Down Level
08. Normal	56. Down Level
09. Normal	57. Down Level
10. Normal	58. Down Level
11. Normal	59. Down Level
12. Normal	60. Down Level
13. Normal	61. Normal
14. Normal	62. Normal
15. Normal	63. Normal
16. Normal	64. Normal
17. Normal	65. Normal
18. Normal	66. Normal
19. Normal	67. Normal
20. Normal	68. Normal
21. Normal	69. Normal
22. Normal	70. Normal
23. Normal	71. Supplement
24. Normal	72. Supplement
25. Normal	73. Supplement
26. Normal	74. Supplement
27. Normal	75. Supplement
28. Normal	76. Supplement
29. Normal	77. Supplement
30. Normal	78. Supplement
31. Normal	79. Supplement
32. Normal	80. Supplement
33. Normal	81. Supplement
34. Normal	82. Supplement
35. Normal	83. Supplement
36. Normal	84. Supplement
37. Normal	85. Supplement
38. Normal	86. Supplement
39. Normal	87. Supplement
40. Normal	88. Supplement
41. Normal	89. Supplement
42. Normal	90. Supplement
43. Normal	91. Special
44. Normal	92. Special
45. Adventurer Party	93. Special
46. Adventurer Party	94. Special
47. Adventurer Party	95. Special
48. Adventurer Party	96. Special
	97. Special
	98. Special

99. Special

00. Special

Adventurer Party

Level 6-7

Bentley

Human Male Fighter 7

Tall, dark, and heavyset; patient and loyal.

AC 19, #At 1, Dam 1d8, Mv 20', MI 9

(STR 15 (+1) DEX 15 (+1) CON 14 (+1) CHR 13 (+1))

Equipment: Plate Mail, Shield, Battle Axe

HP 44 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

April

Human Female Fighter 7

Lithe and trim; valiant but touchy.

AC 20, #At 1, Dam 1d8, Mv 30', MI 9

(STR 13 (+1) INT 14 (+1) DEX 15 (+1) CON 13 (+1))

Equipment: Plate Mail +1, Shield, Longsword, Potion of Control Plant

HP 29 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Rusty

Human Male Magic-User 6

Small and studious-looking; cautious.

AC 11, #At 1, Dam 1d4, Mv 40', MI 9

(INT 16 (+2) WIS 13 (+1))

Spells: Charm Person, Floating Disc, Magic Mouth, Knock, Phantasmal Force, Haste, Hold Person, Polymorph Other

Equipment: Walking Staff

HP 17 □□□□ □□□□ □□□□ □□

Dexter

Human Male Thief 7

Tall and slender, with wild wavy blonde hair; friendly and outgoing.

AC 14, #At 1, Dam 1d8, Mv 30', MI 9

(INT 14 (+1) WIS 8 (-1) DEX 14 (+1) CHR 18 (+3))

Equipment: Leather Armor, Battle Axe

HP 17 □□□□ □□□□ □□□□ □□

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