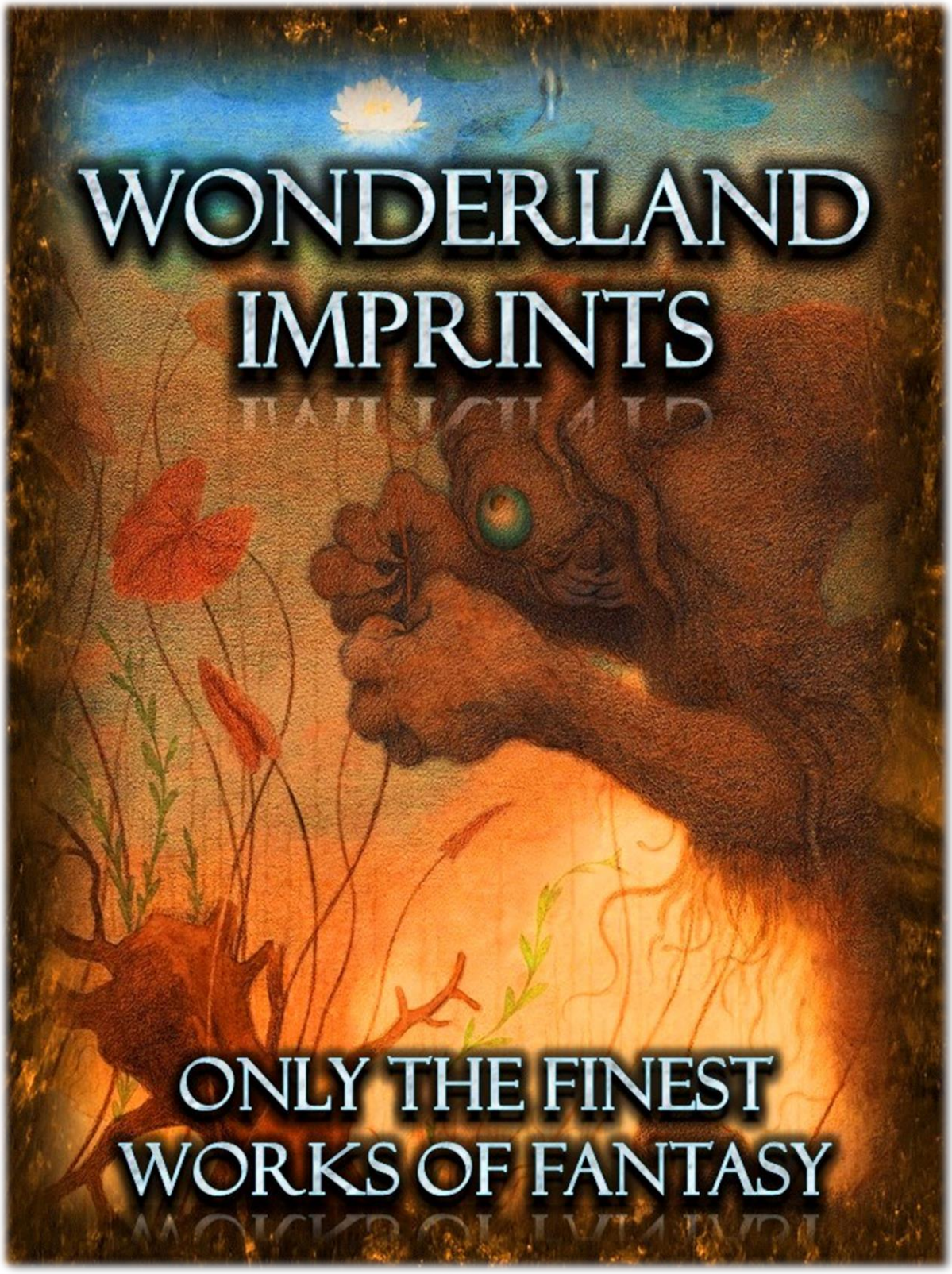
KENT DAVID KELLY
OLDSKULL
DUNGEON BESTIARY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CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT

ODB1

THE

OLDSKULL DUNGEON BESTIARY

BY

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Aurora, Colorado

“Only the Finest Works of Fantasy”

HIC SVNT DRACONES

OR

HERE THERE BE DRAGONS

DEDICATION

This book is dedicated to the creators of dreams and nightmares, the beholders and cultivators of the classic monsters found in Fantasy Role-Playing …

David Lance Arneson,

E. Gary Gygax,

Theron Kuntz,

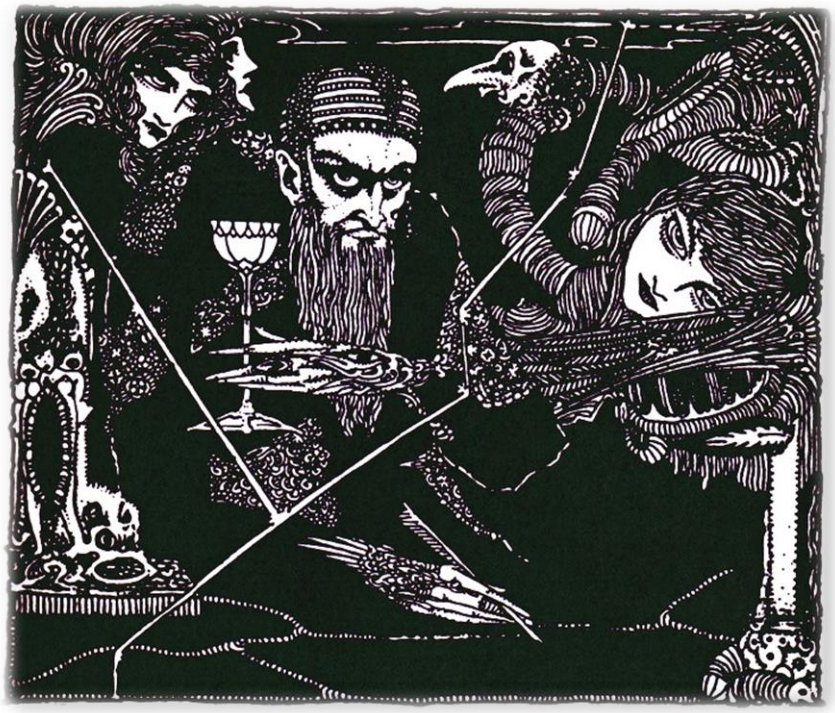
H. P. Lovecraft,

Erol Otus,

David C. Sutherland III,

And all of the unknown dreamers of millennia gone by.

In the spirit of dark imagination and absolute faith in the possibilities of the unknown, the author salutes you.



CHAPTER 1:
INTRODUCTION

1.1
DESCRIPTION

This is the tome of dragons deep,
This is the book of the orcish blade …
Bloodied leer of cavern troll,
Canticle of the underworld.
Graven by the hand of Fate,
Beheld by Balor's crimson eye …
This is the jeweled crown and key,
Death chant of the dungeon beast.

A major companion work to the well-received CLASSIC DUNGEON DESIGN GUIDE series, this epic bestiary is the great compendium of monsters, dragons, devils, and all the eldritch horrors who haunt the netherworld. This massive tome is an ideal work for Game Masters conducting pen-and-paper Fantasy Role-Playing Games. Now, with one huge resource, you can populate your entire mega-dungeon in record time with 79 different random encounter tables, 5,000 different classic encounters!

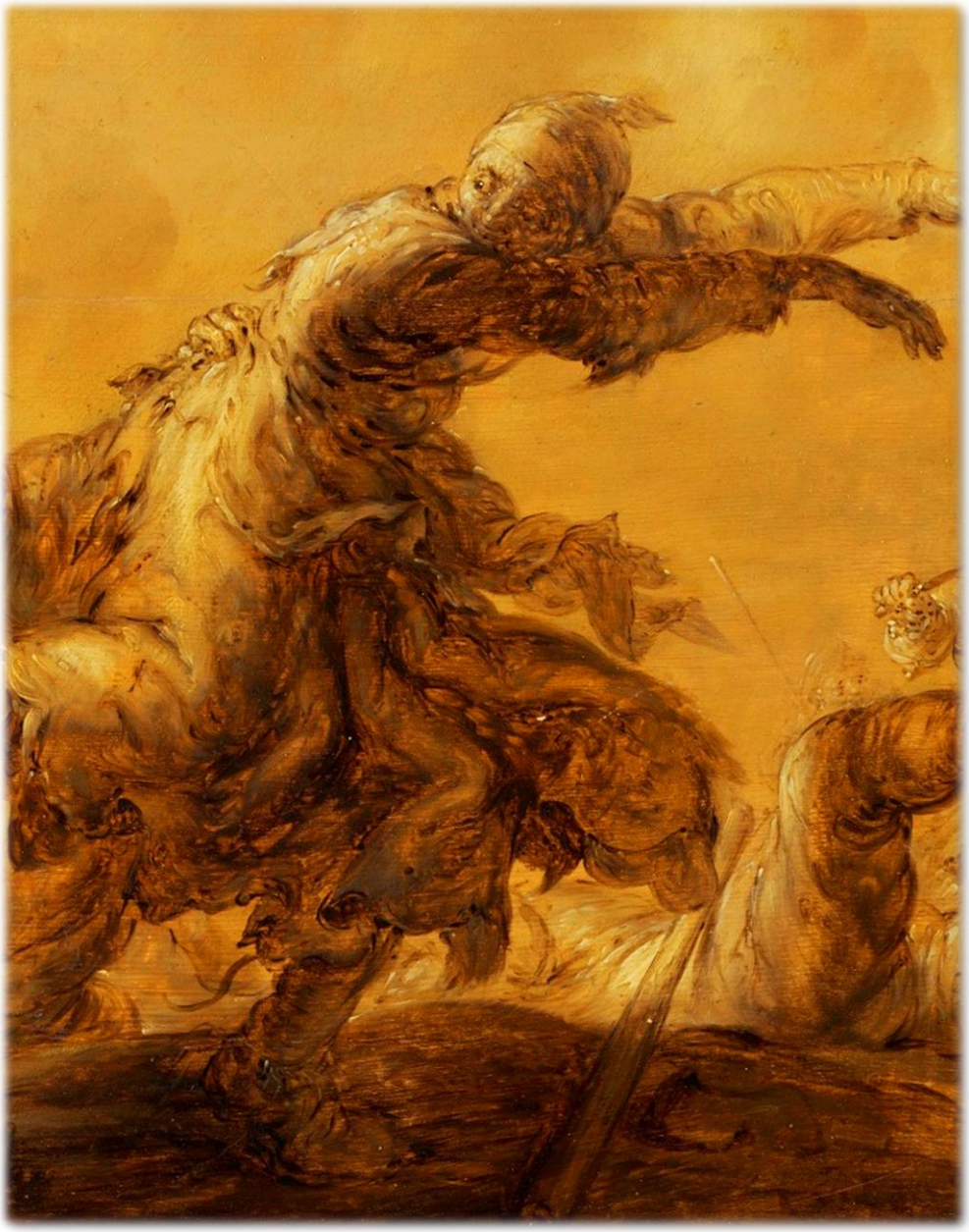
THE OLDSKULL DUNGEON BESTIARY is not only the greatest dungeon encounter generator of all time. This book also includes over 450 monsters and citations for over 1,000 subspecies, all derived from an exhaustive research project which explored the depths of folklore, demonology, occultism and world mythology. This tome includes one of the most detailed analyses of FRPG links to real-world folklore and netherworld grimoires ever published.

At hundreds of pages, THE OLDSKULL DUNGEON BESTIARY is both exhaustively comprehensive and easy to use. Two different random encounter systems are included to meet the harried GM's needs. The first, Oldskull Impious, is designed to give immediate results for improvised encounters on a moment's notice; the second, Oldskull Magnus, is a complex long-form 200-page system with one of the most extensively researched selections of old school dungeon monsters ever offered. Iconic monster pairings for "dual encounters" (such as ghuls and ghasts, evil elves and giant spiders, fire giants and hell hounds, and so forth) are also featured, and balanced for inclusion in any dungeon.

Best of all, the CASTLE OLDSKULL series is also *system-neutral*. No matter which of the many FRPGs you choose to play, from basic skill level to advanced, a first edition or a fifth or anything in between, the lessons you master here will serve you in your gaming for years to come. Learn how to

make the most of your ever-dwindling prep time, so that you can spend those saved hours gaming with your friends!

(A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. 8 chapters, over 120 section topics, 115,000+ words; organized via a fully hyperlinked table of contents. Just one of the proud creations available now from Wonderland Imprints — *Only the Finest Works of Fantasy*.)



1.2

EMPOWERING YOUR IMAGINATION:
WHAT THIS BOOK IS, AND WHAT IT IS NOT

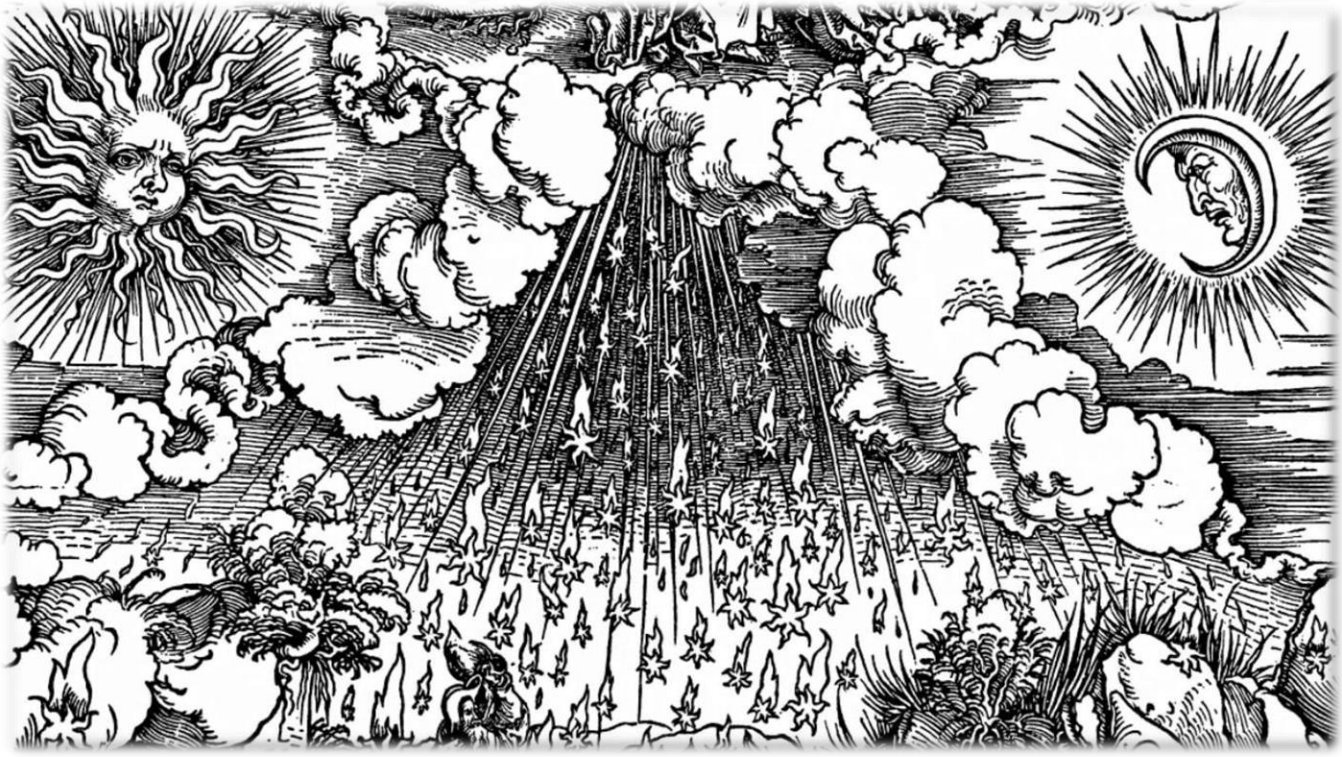
Attention e-reader, video and computer gamers!

This book is not a game in and of itself. If you bought this book thinking it was a video game you could run on your home computer or e-reader, you should probably delete this now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

This is not an automated game. Your dedication and creativity are required.



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CHAPTER 2:
GAME MASTER'S GUIDE TO MONSTERS

2.1

HOW TO USE THIS BOOK

Dungeon creation is one of the most rewarding, unpredictable and visceral of the imaginary arts. The Game Master (GM) plots out mazes, rooms and corridors on graph paper, filling caverns with rushing streams, turgid pools and sinkholes leading down to only-Hades-knows-where. Portculli open upon torture chambers, trap doors chute into monster cages which dump unwilling gladiators into netherworld arenas. The netherworld, a two-dimensional snapshot of the sinister and the impossible, comes alive.

Enthusiasm grows as the imagined vistas of sunless seas, dungeons deep and chambers overflowing with sinister fiends take over, and the underworld labyrinth begins to stir. The rooms are not lifeless, they are lairs. Dragons seethe in forbidden treasure vaults, trolls cackle and crawl through warrens, ghuls gnaw the marrow out of bones in shattered tombs.

And then …

Imagination falters. The envisioned lairs need to be balanced, elaborated, expanded so that the dungeon can actually be played, and adventured in by your friends.

You have made a dungeon map with a hundred rooms per level, ten levels of labyrinth and fungal grotto, a thousand rooms in all. Now how are you going to populate this thing, so the players can actually send their characters in on an underworld adventure? It's a game world, after all, not merely a staid piece of cartography.

So after you fill forty or fifty rooms with your own ideas, how do you make entire the dungeon come alive?

Well, you can populate the rooms with all your favorites. Badgerbears go here, orcs go there, giant wolverines in the corner den, an ogre here and some wererats there and there. Done! Six rooms stocked, only nine hundred and ninety-four more to go …

Or, you can open your old school rulebook and roll on some random encounter tables. Oh look, this table has fifteen different monster types! That should work. Let's start rolling. Goblins, bandits, goblins, rats, goblins, spider, goblins, goblins, rats, goblins …

Hmm. Perhaps a little more variety is required.

Digging a little deeper, we find sage advice from the Game Masters of old. "Remember that monster types will often lair and work together." All right, we know that kobolds like to dwell with giant rats, and goblins like to be protected by bugbears, and hill giants raise dire wolves. But what do dragons ally with? Who sides with a giant boar? Who allies with minotaurs? You can only learn all of the suggested pairings by reading all of the entries in all of the monster books, and then studying every encounter matrix for every classic dungeon module. This is going to take awhile …

The *best* (and laborious, let me tell you) approach is to take a comprehensive look through all the books and synthesize your collected findings by monster type; to balance all encounters in ratio to your Player Characters (PCs) while still leaving some tough surprises; to feature classic monsters in surprising yet iconic pairings which gradually increase in power dependent upon dungeon depth; to inform potential encounters with every possible variable (humanoid weapon selection, NPC levels, alignment variances, and mentioned-but-not-statted foes such as royal elementals); and to provide dozens of new monsters which are established by overwhelming precedent in classic folklore and mythology. Unfortunately, this best approach takes several hundred hours to apply to the entire game from levels 1 to 16 and beyond.

I know, because I've written this book to take all of that work out of the equation, and to share my findings so that you can populate your dungeon in this same manner, using only a couple dice rolls per room. There's even a quick-stock option where you can take advantage of all of that calibrated variety while only rolling *once* per room if you're pressed for time. In short, you can now take the best approach easily because all of the groundwork has been done for you.

Unheard of? Almost. Unprecedented? No, but *yes* to this extent and all-embracing magnitude. Make no mistake, this resource is *huge*. It is intended to overwhelm you. The book you are holding now represents the most detailed, thorough and exhaustive review of classic dungeon monsters for your Fantasy Role-Playing Games (FRPGs) ever created. The primary goal of this work is to feature every reasonable type of dungeon encounter highlighted in FRPGs published from 1974 to 1977, with many additional details drawn from dungeon modules released from 1978 to 1980. A great number of "funhouse" monsters — carnivorous balloons, killer rabbits, rainbow wolves and magma-wallowing caricatures of Alfred E. Neuman — have been ignored, while epic and mythological fiends from centuries past — Cerberan hell hounds, werespiders, living statues, draconian wyrms and the savage and ubiquitous beastmen — have all been included. The result is a coherent, system-neutral mythological bestiary which features over 450 monsters, 1,000 subspecies and 5,000 random encounters spread over 79 calibrated random tables.

Which is *not* to say that everything is done for you. This is only the beginning.

As with other works in the CASTLE OLDSKULL series, this book is designed to save you time. Game Masters often have a love-hate relationship with their favorite game. The fantasy adventures are great because they are so immersive and the time is well-spent with friends, but pen-and-paper RPGs regrettably require a huge amount of prep time. In this age of computers, jobs, mobility, electronic documents and busy lives, individual tasks are faster; but it's hard to find as much time to play as you'd like to. Inevitably, prep time either gets in the way of play time, or the frantic play session becomes an improvised game, with the GM making up random results during the game … which is fun, but impacts the quality of the game and keeps the GM from enjoying himself because he's doing all the work. The point of this Guide is to maximize your prep time, allowing you to stock a dungeon with monsters quickly so that you can spend your time *playing* it instead of merely *designing* it.

After all, what fun is a game that you never have time to play?

2.2

QUICK START

For GMs who wish to use this book immediately to stock their dungeon or to create random encounters:

If you are currently playing and a wandering monster is indicated, or you need to stock a dungeon quickly for tonight's play session, click here.

If you are stocking a huge dungeon level and you have a couple of hours to do it right, with full details and a maximum of options, click here.

And if you simply want to read about the concept of monsters in FRPGs and the full bestiary of hundreds of fascinating beasts, turn the page …

2.3

THE OLDSKULL MONSTER MANIFESTO: THE ULTIMATE GOALS OF THIS GUIDE

For those who are interested in the technical aspects of FRPG game design, Game Mastering, and play theory, the following are the 14 specific goals of this present work:

[1] Perspective. To offer a general background on the meaning, use, power, rarity, habitat and placement of dungeon monsters in FRPGs.

[2] Lethality. To provide guidelines on encounter balance, as well as to stress the importance of occasional imbalanced ("killer") encounters.

[3] Mythology. To define over 450 classic mythological monsters and 1,000 subspecies suitable for use with FRPGs, many appearing for the first time in any game supplement.

[4] Hierarchies. To codify and assign detailed Challenge Levels to monsters — replacing abstract and substandard prior systems — in order to assist the GM in creating a vast array of monster threats and challenges for the players.

[5] Challenge. To define PC group ("party") power as an approximated indicator of adventurer lethality, thereby informing GM decisions (either calculated or improvisational) regarding adjustable encounter balance.

[6] Netherworldly Detail. To give concrete and workable guidelines for "old school" mega-dungeon stocking, based on monster Challenge Levels, party power and dungeon depth.

[7] Ambition. To offer the finest FRPG encounter tables ever created for any game, ergo:

- **[7A] Ease of Use.** To provide a quick-play random encounter system ("Oldskull Impious") which provides basic room encounter statistics ready for further GM development, in 5 seconds or less; and

- **[7B] Complexity.** To provide a second, fully elaborated random encounter system ("Oldskull Magnus") which provides the widest possible range of classic dungeon encounters.

[8] System Neutrality. To specifically avoid overly granular detail in monster statistics, in the interest of providing a supplement usable with virtually all past, present and future FRPGs.

[9] Necessary Detail. To provide unprecedented encounter striation involving "too complex to calculate" monster sub-hierarchies, such as: (a) individual listings for all dragon ages, powers and sizes; (b) individual NPC class and level assignments by ability/power rating; (c) details on humanoid armor and weaponry, etc.

[10] Old School Monsters. To specifically avoid non-mythic pulp fantasy ("funhouse") elements which were introduced to FPRGs between 1981 and 2013 — with the limited exception of certain Lovecraftian motifs — fulfilling the goal of returning the art of dungeon stocking to its 1972-1980 "Twin Cities / Lake Geneva" roots.

[11] Demonology and Hell. To specifically include iconic "controversial" monsters reflecting medieval beliefs, regardless of modern political correctness, featuring demons, devils and other infernal manifestations of evil.

[12] Verisimilitude. To reflect variable monster rarity and pairing with allied species in all encounter tables, striking a balance between monster population verisimilitude and the frequent inclusion of iconic enemies.

[13] Curiosity. To encourage further GM education, specifically involving research into world mythology, folklore, travelogues, fantastic iconography and medieval bestiaries.

[14] Overkill. To overload the GM with far too many monster options, so that this Guide can serve as an inexhaustible resource for decades to come.

2.4

UNIQUE MONSTER ENCOUNTERS:

If dungeon stocking can be regarded as both an art and a science, this volume represents the *science* aspect of monster encounters. It is a vast, mathematically-based set of interlocking sub-systems designed to maximize the potential of classic dungeon monsters for use in your campaign. As this volume already entails nearly 400 pages, subjects related to the *art* of dungeon stocking have been left to your own creativity and discretion.

Therefore, this book is designed for one overriding purpose: to provide you with thousands of dungeon encounters in a succinct and easily-parsed manner. This makes the entries in this book short, but it can also make them staid and boring over time! Be careful not to rely too heavily on random results as a replacement for your imagination. You will want to add your own spice to the mix to keep things interesting. So if you want to create unique encounters — changing those vanilla entries into surprising and individualized experiences — I recommend that you consider the following factors while you generate random monster encounters:

(1) Add special powers (darksight, fear, magic resistance, paralysis, poison, summoning, etc.) to make weak monsters stronger.

(2) Add special weaknesses (vulnerability to an attack form such as cold, fire, holy powers, light, lightning, poison, etc.) to make strong monsters weaker.

(3) Add subspecies variants and descriptors (aquatic with gills, burrowing with iron talons, non-corporeal and undead, small and twisted with lower hit points and higher DEX and AC, etc.) to make “plain” old monsters into “undiscovered” new ones.

(4) Vary the stats to make mixed monster populations of the same species. For example, if you have an encounter with manticores, they do not all need to be the same. You can have three average adults, an alpha beast with maximum hit points, two half-grown young with halved hit points and damage, and two cubs with 5 hit points each, which (if attacked) will enrage the others to cause +2 damage per attack for the duration of the encounter.

(5) Include role-playing hooks to make more interesting monsters. Examples: A highly intelligent and neutral orc exile with information about his former tribe; a wounded dragon who beseeches the adventurers for aid; a tribe of gnoles guarding abducted villagers (whom the adventurers will recognize); a clever bugbear chieftain who wishes to parley for a temporary alliance with the adventurers in order to slay a powerful common foe; and so forth.

(6) Think up some aberrant magical powers and mutations. “Metamorphosed” monsters can be phosphorescent, blind, multi-limbed, flying, climbing, translucent, ethereal, or even radioactive.

(7) Plan to use some populations of organized monsters, who use tactics (e.g., firing arrows through murder holes), equipment (e.g., barrels of oil) and/or the environment (e.g., deep trenches dug into the floors of rooms, crossed by precarious bridges) to make themselves much more dangerous to deal with.

(8) Add in unusual monster treasures (e.g. eggs, valuable young who can be raised as guardian beasts, documents with secret attack orders or alliances with powerful creatures, treasure maps to secret lairs, etc.) that make the adventurers reconsider the monsters as sophisticated foes, each with their own future role-playing potential.

(9) Consider also adding in powerful leader types (e.g., hobgoblins led by an evil cleric, bandits led by a half-orc assassin, evil gnomes led by a Lovecraftian mind-controlling horror, etc.) which will turn those "normal" encounters into deadly traps, once the leader arrives.

And you can do so much more, if you keep creating while you're rolling the encounters. By following Gygaxian examples in classic dungeon modules (and monster descriptions), you can employ dozens of other tricks, which will serve to make each encounter uniquely compelling. Consider: If you were to take the same encounter of "7 to 10 orcs" nine times, and apply each of the parameters above to one of the generic orc encounters, you would have a fully detailed tribal lair where every encounter is predictable, but also unique and totally surprising.

Here is an example of these techniques in active design and dungeon stocking:

Lair Room 1 (using suggestion #1, above): Guard Post. 7 orcs are here, having been given the honor of defending the entire lair. This cave is pitch black. Each orc has been ritually blinded, and as a result each has extremely acute senses of hearing, smell, and vibration detection. These "chosen" orcs will strike invisible opponents without penalty, will gain +1 chance to surprise adventurers, cannot be surprised (even by magically silenced foes, because they can smell them), and they will sense heat sources and will work together to douse and destroy the adventurers' torches and lanterns whenever possible.

Lair Room 2 (using #2): Infirmary. 15 wounded orcs are here, each with only 1 or 2 hit points. They cannot flee, but they can cry out, and all orcs in adjacent chambers will rush to their defense in 1D3 rounds.

Lair Room 3 (using #3): Ancestral Chamber. There are 9 venerated elders of the tribe here, each buried with honors in dark and accursed earth specially tainted as a tribute to the Orc Mother. They are all humanoid skeletons, with 8 hit points each, and they will rise to defend the tribe — digging themselves out in 1D4 rounds — if the shaman (below) commands them to awaken.

Lair Room 4 (using #4): Common Room. There are 7 adult male orcs here (hp 4 each). There are also two den mothers (combatant, hp 7 each), 7 normal females (non-combatant unless attacked, hp 3 each) and 14 whelplings (non-combatant, hp 1 each). The orcs will use improvised weapons and hurled stones to defend themselves.

Lair Room 5 (using #5): The Hole of Punishment. This deep muddy pit has 4 starving orcs in it (hp 2 each), and they are being punished for cowardice in battle. If attacked, they will fight (poorly) to

the death. However, creative and compassionate adventurers might be able to win their trust; if so, the orcs know a great deal of information about the 7 great orc tribes which dwell in the netherworld in a 10-mile radius, and the dark Thing of the horrific deeps, which they worship as the Mother.

Lair Room 6 (using #6): Chamber of the Ascendant Ones. There are 7 female orcs in this room (hp 4 each), and they are sworn devotees of the Orc Mother. Each has a 10% chance to be able to cast one level 1 cleric spell during combat. Additionally, if they are slain or treated with cruelty, the adventurers will suffer the curse of the Orc Mother: a -3 penalty to all saving throws, suffered until the next full moon rises, or until the curse is magically removed.

Lair Room 7 (using #7): The Siege Tunnel. This tunnel is flooded (waist-deep muddy water), and there are spikes in the floor, which cannot be seen. There are unreachable raised walkways above the water line, connecting to several secret corridors, which allow ranged weapons fire from above. At the far end of the tunnel are 8 orc warriors (hp 6 each) armed with throwing axes and light crossbows.

Lair Room 8 (using #8): Tribal Treasury. All of the tribe's treasure is kept in this torchlit circular room. There are 13 secret alcoves toward the ceiling, and each hides a vigilant orc guard (hp 5, garbed in black mantles, armed with scimitars, +1 to hit and damage due to speed and skill). They will leap down and attack (surprise 5 in 6) once intruders are distracted; they will wait until adventurers attempt to gather treasure before springing the ambush. These orcs are ordered to remain here even if the lair is attacked; and if the defense of the lair fails, the remnants of the tribe will fall back here to make their final stand.

Lair Room 9 (using #9): Domain of the Tribal Chieftess. A finely-hewn, ancient hall of fitted stones and torchlit alcoves. There are 7 orcs here: the chieftess (HD 4), the sub-chieftain (HD 3), the shaman (HD 3, level 3 cleric), and 4 bodyguards (HD 2). They will quite intelligently lead the defense of the lair from the rear ranks, and the adventurers will quickly learn that secret tunnels in each lair chamber will allow those orcs in unobserved areas to fall back to the siege tunnel, where the defense will be orchestrated. (Note that this room, and the treasury, can only be reached by traversing the length of the siege tunnel, or by finding a secret door.)

This is just a partially-detailed example for your consideration. Instead of just having "orcs" in each room, the encounters are all different, and they all support one another. Try doing the same when you are stocking your dungeon lairs.

Have fun with the endless possibilities!

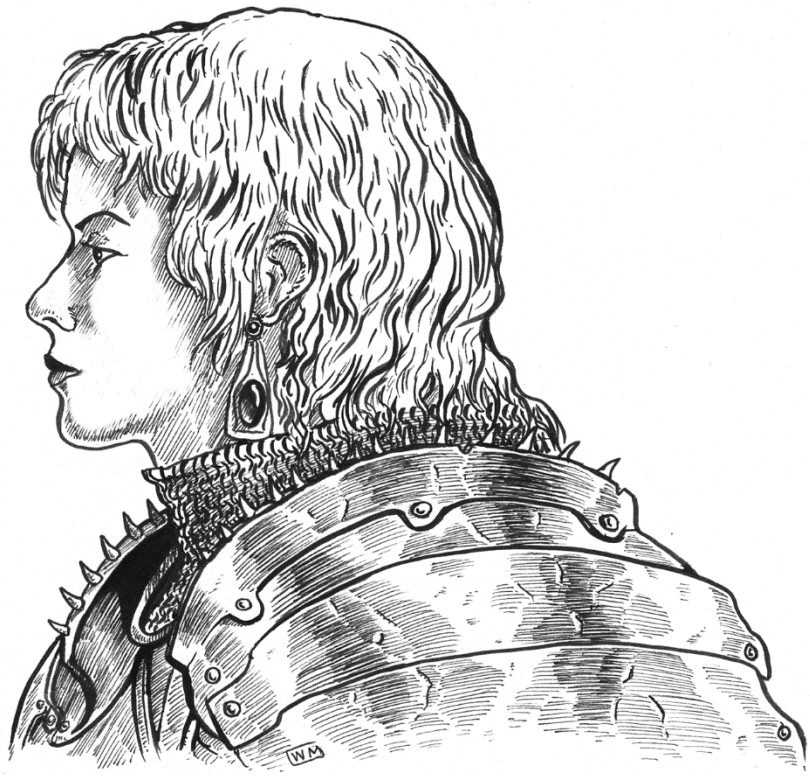
2.5

THE DEFINITION OF "MONSTER"

Traditionally, a monster is an unnatural or supernatural creature which is hideous to behold and inherently evil. Such creatures can indeed be termed "monstrous"; but in gaming, a monster is much more of a cipher, an ambiguous and animated threat.

A monster, in Fantasy Role-Playing Games, is any Non-Player Character (NPC) controlled by the Game Master that is not encountered in a predominantly safe or urban environment. An orc in a dungeon, a dragon in a cave, undead skeletons and zombies in a graveyard, beasts in the forest and even a kindly hermit are all examples of monsters.

This definition is wide open for one simple reason: the adventurers in FRPGs are meant to be forever on their guard. Any potentially dangerous adversary, from the most obvious threat to the most (apparently) trustworthy of souls, is termed a "monster" because it represents uncertainty in a dangerous fantasy world.



2.6

THE PURPOSE OF MONSTERS

Monsters exist in FRPGs for seven reasons: danger, challenge, fear, mystery, the sense of wonder, rivalries, and victorious satisfaction.

Danger: At their simplest, the purpose of monsters in the game is to remind the players that the fantasy world is a deadly place, and that idiocy when surrounded by monsters will quickly result in a fatal mishap. Monsters are an incentive for the adventurers not only to act, but to act intelligently.

Challenge: Similarly, monsters exist to challenge the PCs. Without the difficulty of overcoming a variety of foes, the game is simply one of wandering exploration, personal aggrandizement and undeserved rewards. Monsters make the rest of the game worthwhile because they represent tests for the players' skill.

Fear: Good monsters are scary. Even "good" monsters can be awe-inspiring and imposing. When PCs are afraid, the GM is doing a decent job. But when the *players* are afraid, he is doing an excellent one! Fear keeps the game exciting, and it acts as a disrupting force which may cause careless players to act against their own intelligence during times of duress.

Mystery: Monsters are unknowable, but not incomprehensible. The distinction is slight, but crucial. Players should never feel that they always know how any given monster will act. There are always kind-hearted orcs, exiled from their tribes for their abominable beliefs. There are also evil halflings who will invite adventurers into their homes and then murder them, making certain that the neighbors are none the wiser. Monsters which go against type are rare, but they do exist. All monsters should represent the unknown, but should *usually* act in a way that rewards player knowledge of the way they commonly behave. A good player, for example, will know that most trolls are unspeakably vile, but every once in awhile an intelligent one can be bartered with and can offer surprising information about the dungeon.

A Sense of Wonder: Monsters should make the players curious to learn more about the world. Sometimes, a sense of wonder is simply a matter of unexpected delight. If a netherworld is ruled by gnomes, that is one thing; but if a netherworld is ruled by blind gnomes who have sworn an oath of silence and who sincerely believe the coming of the adventurers represents the fulfillment of their most sacred prophecy … that is quite another experience. Wonder is an emotional reaction which heightens a player's curiosity as a direct result of some unexpected and profound occurrence.

Ongoing Rivalries: The best monsters of all are recurring villains, enemies that the players love to hate. One example is an NPC henchman whom the adventurers trust with their lives. At a crucial moment, this NPC steals the heroes' treasure, mocks them and leaves them to die. But why? Later, the NPC reappears and is stronger, a nemesis surrounded by minions. He captures one of the heroes, explains that the hero's father killed his family, that he has waited years and now his revenge is nigh, and there are only a few more preparations to be made … and then he knocks the hero unconscious, straps him up naked in the city square and leaves. Then he attacks the hero's potential rescuers and badly

wounds them. And so forth. Player hate of recurring villains drives campaigns. An excellent villain does not always need to be an individual; an assassin's guild, secret society, or a once-defeated orc tribe whose chieftain has sworn a blood oath against the party can be interesting as well.

Victorious Satisfaction: And finally, yes, players get a lot of enjoyment when they work through the game's combat scenarios and earn evocative descriptions of the monsters dying beneath their bloodied swords and scorching spell-bolts. That's what monsters are there for, to kill and be killed. Your players' characters want blood. Indulge them.

2.7

WHAT IS DUNGEON STOCKING?

Dungeon stocking is simply the design stage in which you take one or more of your pre-designed* dungeon levels and fill it with an assortment of monsters, preparing it for play.

(* If you need help creating your own dungeon levels, rooms, doors and corridors, see THE CLASSIC DUNGEON DESIGN GUIDE for help, a 350+ page book which is specifically and solely dedicated to this topic.)

You can stock one level at a time, or an entire dungeon at a time. Personally, I recommend stocking one or two levels at a time, and telling the players that if they wander out of bounds they will need to wait until the next session to play. This is generally a good ratio of prep-to-play that keeps the game moving for players who are your understanding friends. Of course, if you don't mind winging it, you can intentionally stock the dungeon on an improvisational note and let the delvers wander where they may; but this is not recommended unless you as the GM thrive on that moment-by-moment process.

By stocking a large dungeon in one- or two-level clusters at a time, you create a coherent atmosphere that is easy to build off in the next design session. If your dungeon level 3 (for example) ends up being filled with snakes and goblins, after playing that level out, you might decide that these themes should be extended into the yet-unstocked dungeon level 4. Then level 4 can become half of your conceived design and 50% random, and a new design element might come up that will inform the monster themes of the next level. You can react to play, to player favorites and "love to hate" enemies and build the most cunning fiends into your design. This iterative process accelerates the dungeon stocking, and makes it more coherent and enjoyable as well.

At the other end of the spectrum, you can deliberately set out to create a funhouse atmosphere, in which the dungeon is the proving ground of a mad god or archmage who summons monsters at random, specifically to see how they interact with each other and the adventurers. The labyrinth then becomes a gladiatorial ant farm, and the delvers are the ants. In this type of dungeon, completely random stocking is not only expected, it is part of the fun, because the players want to have absolutely no idea what awaits beyond the next door.

Whatever approach you take to stocking, this Guide will help you speed up the process and make it easier.

2.8

IMPIOUS AND MAGNUS: TWO RANDOM MONSTER GENERATION SYSTEMS

This guide's random monster tables serve two purposes — quick dungeon stocking, and maximized-option dungeon stocking.

The quick system is designed for GMs who are particularly pressed for time, or who don't like doing huge amounts of design work. It gives worse results, but it gives workable results very quickly. The limitation is that it takes a lot of the choices out of the GM's hands and gives repetitive results if it is used too frequently.

The methodical system is a deep, coherent system that I have developed for my own campaigns over the last 30 years. It gives a vast range of options and surprising yet logical encounters. It also carefully balances "fairness" toward the players (most encounters being challenging, with some easy or lethal) with the inherent "unfairness" of classic gaming. The disadvantages of the long system are that it takes longer, and that it does not make all of the decisions for you. It gives you an encounter template to build your ideas off of.

Both systems, Impious and Magnus, are useful. Impious is for quick play, and Magnus is for long-term campaign and mega-dungeon design. Most GMs will have a marked preference toward one approach or the other, resorting to the less-liked approach as required. This Guide has been written to be as flexible as possible and to accommodate both approaches. The only thing you *absolutely* need, as summarized above, is a clear understanding of how these two methods differ and why.

CHAPTER 3:
MONSTER LORE

3.1
MONSTER POWER HIERARCHIES

Monsters are potential threats, either forthright or implied. Each time something new is encountered, the big question for the GM and the players is the same: just how *big* of a threat is it?

To answer that question, the concept of monster hierarchies must be understood. Given the very broad definition of "monster" (remember, *any* potentially dangerous antagonist facing the PCs), it is difficult to provide a succinct explanation of the power hierarchies which monster societies obey. Generally, the following ten categories of monsters exist, from the weakest to the unconquerable:

Hierarchy I: The Young and the Weak: This category includes non-combatant females, the elderly, animals and monsters too sick or old to move, young and hatchlings, and so forth. These creatures will defend themselves (poorly) if attacked, but they will not willingly engage in combat unless they are trapped in the lair. In some campaigns, these monsters are meant to be exterminated at all costs; in others, the GM may coach the players to leave them be.

Hierarchy II: Monster Thralls: These beasties are the GM's "cannon fodder," the weakest combatants who the adventurers will face. Examples include slave warriors, poorly-equipped men-at-arms, low-morale goblins forced into battle by hobgoblin task masters, and so forth. Most thralls are easily defeated, but they can often exist in swarms. Further, when their morale inevitably breaks, they will flee toward their masters' lair if at all possible.

Hierarchy III: Normal Monsters: Normal monsters are average specimens of their kind. They typically have normal health and survivability levels (hit points) and normal abilities. While they are differentiated by their lair, tactics, behavior and such, they serve as the usual fodder in all wilderness and dungeon adventures. Their strength is in numbers, as well as support from guardian beasts and (possibly) superior leadership from above.

Hierarchy IV: Monster Champions: "Champions" is a general term defining the "toughs" in any small monster population — the alphas, war band leaders, huge (maximum hit point) specimens, and so

forth. Multiples may exist, but their numbers are probably small. Unlike monster leaders, champions are very likely to lead their troops, followers, pack etc. directly into battle from the forefront.

Hierarchy V: The Monster Leaders: Regionally (or dungeon-ally, to coin a term), individual areas / levels / labyrinths / ruins will be ruled by a number of monster leaders. These are strong monsters served by minions, such as NPCs (approximate level 8th to 13th), troll chiefs, dragons, vampires, and similar powers. Any area will typically have several different monster leaders vying for power in an ever-shifting web of skirmishes, plots, intrigue and alliances of mutual interest.

Hierarchy VI: The Evil Overlords: These horrific villains and monsters are the principle antagonists in most FRPG campaigns. They are central to many high-level dungeon adventures, and are often the primary foes, the "powers in the shadows" for low- and mid-level campaigns. These enemies can include powerful NPCs (approximate level 14th to 20th), liches, vampiric clerics or magic-users, greater demons and devils, ancient dragons, giant kings, fallen titans and so forth. Evil overlords can also include small groups of dangerous foes, such as a cabal of slave lords, a coven of evil magic-users, a council of humanoid high chiefs or giant champions, etc.

Hierarchy VII: The Legendaries: These non-divine powers are the strongest monsters and characters of their type that the world has ever known. Examples include: the greatest and most powerful lich; the mightiest warrior; the ancient emperor of giant-kind; the most ancient dragon; the first and eldest of the dwarven kings; and so forth. Many of these figures created the artifacts and relics, the most powerful magical treasures in the world. In most campaigns, legendary figures would be of the 20th to 25th levels of experience (if characters) or of double or even triple normal hit dice (if monsters). A few (*very* few) of these creatures might still be alive in the current game world, but the majority of them would be historical figures. Of course, wishes exist, as does temporal stasis, and sometimes undeath can corrupt even the worthiest of heroes …

Hierarchy VIII: The Demigods and Godlings: These powers are either half-god and half-mortal (such as the Greek heroes of old), or of a very limited divine sphere (for example, a godling of spiders, or a demigoddess of rainbows). The Prime Material avatars of arch-devils, Demon Lords and Demon Queens are typically in this power category as well. In some campaigns, a PC of experience level 20 or higher who completes several epic quests could potentially attain *apotheosis*, which is the ascension of a mortal to immortality. Of course such a state would remove the character from player control (you win the game), but a generous GM could allow that player to then begin characters of a similar lineage (worshippers, chosen ones and descendants, entering play at a starting experience level of 3 or 4).

Hierarchy IX: The Gods and Deities: Gods, in the fantasy multiverse, are anthropomorphic manifestations of eternal power. The fantasy world is pagan and pantheistic. There are not only many gods, there are many pantheons and belief systems. The gods and goddesses do not necessarily serve the Unknowable Powers (below), but they are born of them.

Gods typically reign over a defining sphere of dominance. For example, a lawful good goddess might be the deity of justice, honor, chivalry and paladins; while a chaotic evil god might be the power of horror,

slaughter and madness. Humans have their own pantheons of gods, as do demi-humans and humanoids. As such, there are literally hundreds if not thousands of gods and goddesses in existence.

Deities can occasionally appear in the FRPG campaign. When they do so, it is in the form of an avatar; that is, a mortal and physical manifestation of their form which is decreased in power due to being remote from the home plane. As an example, Zeus is immortal in Olympus, but on the Prime Material Plane his fearsome and nigh-unconquerable avatar *can* theoretically be slain. Such dissolution would cause Zeus himself to be unable to render avatars for years, if not decades, while he slumbered and bolstered his divine power in Olympus once again.

Hierarchy X: The Unknowable Powers and Forces: These are the primal forces which created the multiverse, and which possibly are even older than matter itself. They are not embodied, save as swirling clouds of proto-material and madness. Examples include Law, Chaos, Time, Creation and Entropy. These forces pervade the game environment, but will almost never be encountered by adventurers, simply because their “thrones” (the edges of the multiverse) are almost impossible to reach.

This hierarchy is malleable, but it is very helpful to know it because inevitably the players will ask one another: “Well, we killed the biggest monster in the dungeon. What more challenge to this game could there possibly be?”

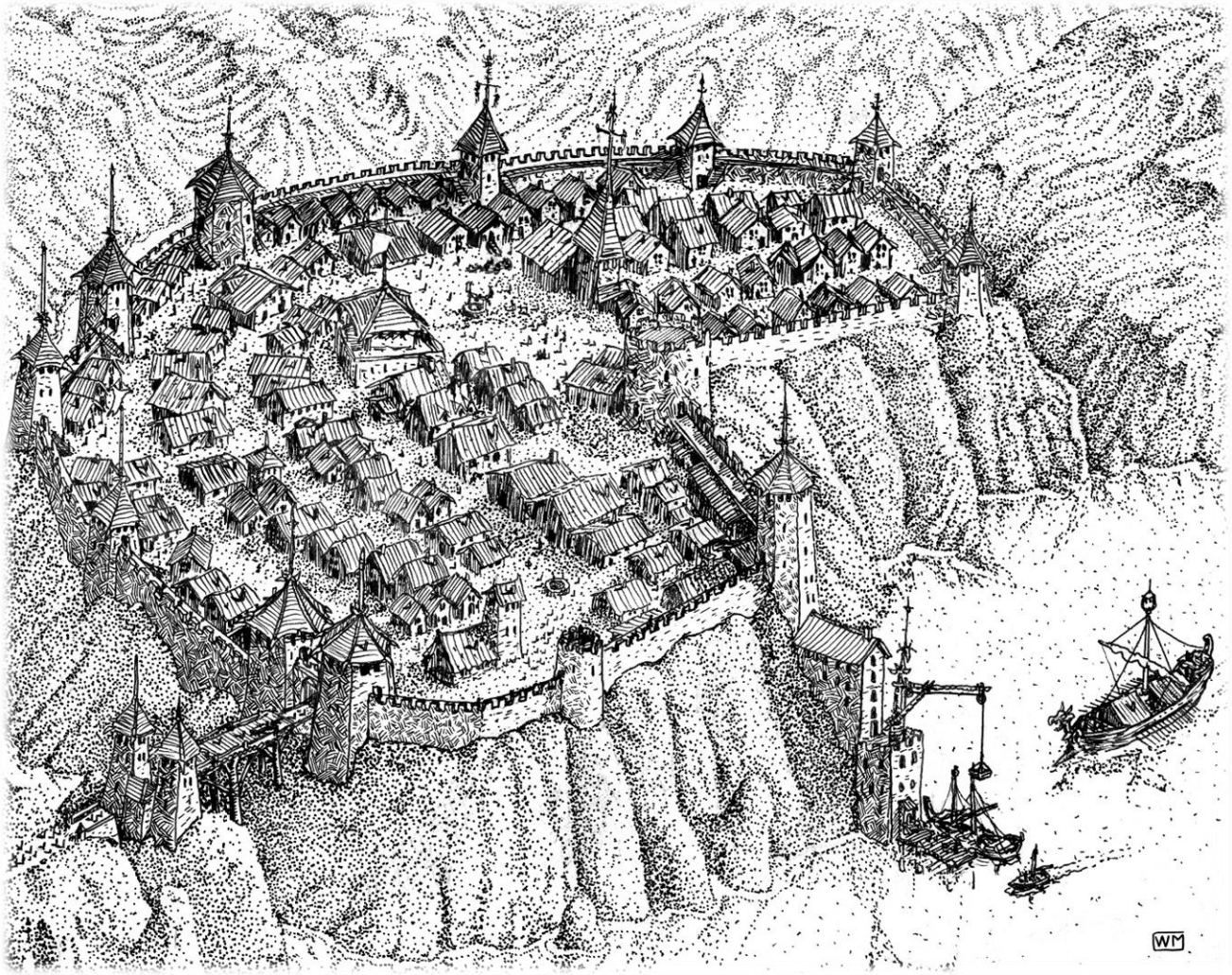
The answer, of course, is that there is always a hidden power behind that just-defeated foe, something that is prowling and waiting in the shadows for vengeance. The campaign only ends when the players tire of playing; otherwise, the hierarchy of monsters and infernal powers shall be never-ending.

3.2

MONSTER HABITATS

Monsters are found throughout the entire fantasy world. However, there are explicit zones of control where humans reign. There are also demi-human strongholds, borderlands, places of eternal contention and the interwoven labyrinths of the netherworld (not to mention the other planes of existence!).

Virtually all campaigns will begin in a relatively safe city, town or village, allowing the neophyte PCs to gain their footing, to equip and to set out for their first ruin or dungeon at a reasonable learning pace. Nevertheless, after the first adventure, the world awaits.



And how can an entire world be populated?

When designing dungeons, wilderness monster lairs and conceptual strongholds of ultimate planar evil, it helps if the GM striates *all* regions of the campaign into eight different types of zones. Monster populations in each zone tend to exist according to similar rules, and understanding these rules can help the GM to create realistic zones of contention so that the players gain a subconscious understanding of the different dangers inherent in dungeon, world and wilderness exploration.

The nine types of monster habitat zones, from most civilized (by humans) to the most wild and untamed, are as follows:

Zone I: Cities: Very basically, humans control the majority of cities. Humans are everywhere. They build their cities on shorelines and adjacent to freshwater wherever it is found (lakes, rivers, canals, etc.). There are a few monsters preying in such places, but they are mostly in disguise, in the sewers or in the undercity, or in fringe areas such as ruins, graveyards and abandoned buildings.

Zone II: The Countryside: The countryside consists of controlled and tamed wilderness, frequently composed of plains or hills, interspersed with towns and villages. Roads typically follow waterways and/or connect cities, and towns are found along the roads between the cities. Villages are found throughout the countryside, particularly where the soil is good. Wild animals exist here in pockets, and hunt at night. Rare monsters (typically subterranean) hunt during the nights as well. Humans *mostly* control the civilized countryside, but patrols may fight raiders on occasion. More commonly, competing human lords skirmish with one another and vie for dominance in a feudal world built on transient and hierarchical power.

Zone III: The Borderlands: Borderlands mark the edges of human civilization. The borderlands have villages and outposts, with the occasional tower or castle maintaining remote power. Castle lords here tend to be seneschals, stewards and majordomos rather than the lords themselves. The borderlands (and the ruins of past civilizations) are where humans and monsters battle for dominance, with humans slightly predominating (otherwise, the borderlands would be abandoned as hostile territory). Within the borderlands, the monsters are either slowly being pushed back or were dormant and are starting to rise again.

Zone IV: The Wilderness: In the wilderness, the monsters rule and they are too powerful for normal humans, even small forces, to push out. Humans who dare to live here are typically self-sufficient bands such as gypsies, bandits, daring and well-guarded caravans, and warrior tribes. Demi-human strongholds (elven enclaves, dwarven fortresses, gnomish holdfasts, halfling shires, etc.) are relatively common here. The wilderness receives a full treatment in Castle Oldskull supplement CWAG1, The Classic Wilderness Adventure Guide.

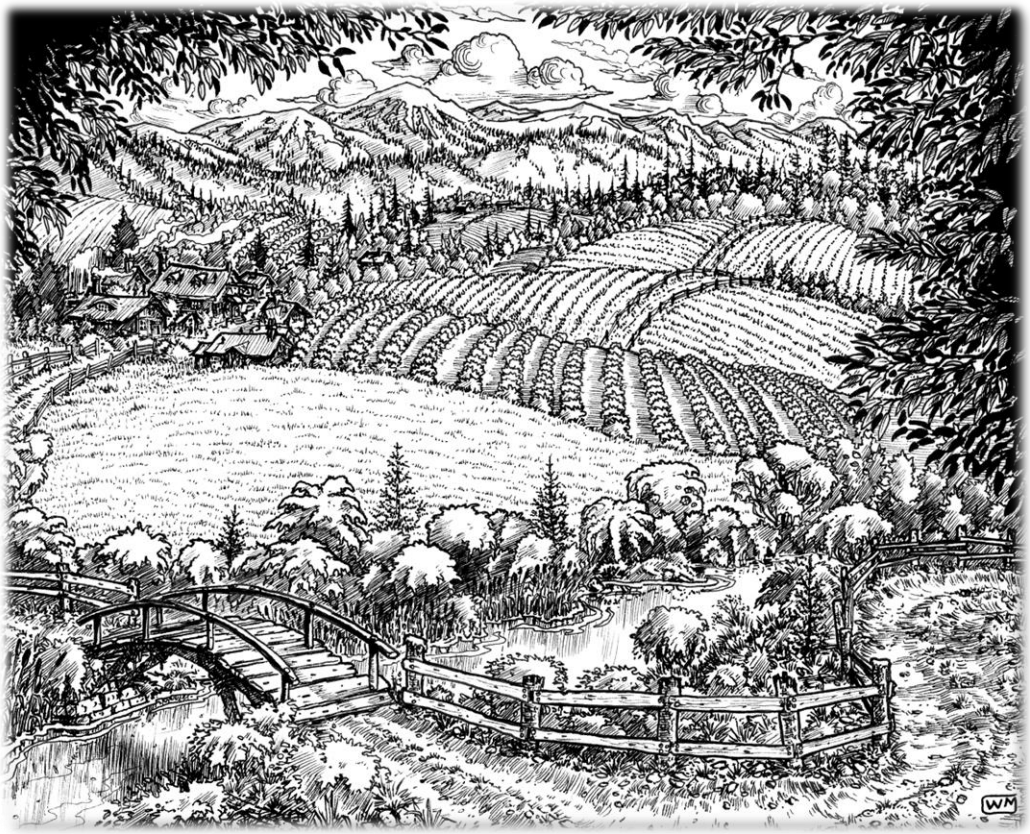
Zone V: The Upper Caves and Dungeons: The ruins and their undercrofts are known as the "shallow" or upper dungeons. In upper dungeons, weak monsters lair and are plentiful. This is not to say that all upper dungeons are filled with swarms of weak creatures, but most of them are. These creatures are either intelligent and hide in the ruins from the more dangerous wilderness monsters, or they are being wiped out and have fled to a hostile environment for survival.

Zone VI: The Deep Caves and Dungeons: In deep dungeons, strong monsters rule over the weak. Deep dungeons are the bridges between the surface and the netherworld, and the netherworld is filled with vile inhuman powers. Because of this, dungeon populations tend to become more powerful and more dangerous the deeper explorers go. Weak monsters in the deeps (unless they are cunning and exist in large numbers) are simply food, and are quickly wiped out if they do not flee toward the surface.

Zone VII: The Netherworld: In the netherworld, strong monsters battle for dominance and entire inhuman civilizations exist. The netherworld is a vast labyrinth under the entire fantasy world, consisting of underground cities, seas, endless caverns and artificial dungeons, all interconnected by magical gates, elemental nodes and never-ending passageways or underground rivers.

Zone VIII: The Alternate Earths: Alternate Prime Material Planes (such as Burroughs's Barsoom, our own Earth, Howard's Hyboria, Dunsany's Pegana, Lovecraft's Dreamlands, other Game Masters' campaigns, etc.) each have their own natural laws, as defined by the GM. Some worlds are ruled by human empires, while in others, monsters or even demons reign and humans are entirely extinct.

Zone IX: The Other Planes: Human civilizations have almost no presence in the infinite higher worlds, outside of a few heroic explorers or champions dedicated to a deity's cause. Planar monsters dwell here in near-infinite numbers, although (from a world-centric adventurer's perspective) the number of monsters that can ever be encountered is limited based on the locales that can be reached.



As a rule of thumb, urban adventures take place in zones I and II, but there is typically a shallow dungeon as the *true* adventure site in (or below) such locations. Low- to mid-level wilderness adventures take place in zone III, where monster populations are lower and the odds of encountering wandering allies (patrols, demi-human bands, caravans, etc.) are considerably higher than in the utter wilds. The classic wilderness is a deadly place where only the strong survive. Refer to CWAG1 and the OLDSKULL ADVENTURE GENERATOR for details.

3.3

MONSTER RARITY

3.3.1

RARITY CLASSIFICATIONS

In FRPGs, monsters are usually classified according to a five tier system of rarity. Monsters are categorized as being either Common (abbreviated C), Uncommon (U), Rare (R), Very Rare (VR), or Unique ("1"). This entire Guide is built on the concept of rarity, with scarce monsters appearing infrequently and common monsters being found in many places.

These gradients are defined for the GM as follows:

Common: These monsters are abundant throughout their entire possible range of terrain. Peasants and normal humans are very familiar with these monsters, and may even encounter them several times a year (depending on where they reside, of course). Classic examples include bandits, beetles, and orcs.

Uncommon: Uncommon monsters are unusual, but not necessarily remarkable. Their numbers are significantly fewer, however. As a general example, if an herbivorous animal type is common, then its primary predator is probably uncommon. Examples include monstrous spiders, shape-shifters, wolves and several sub-species of giant.

Rare: Rare monsters and animals might be sighted by a normal human only once or twice in a lifetime. Their reputations precede them, of course, but most non-adventurers would know more untruths and rumors about the monster than actual facts. Examples include demons, devils and dragons.

Very Rare: Very Rare monsters are almost entirely unknown to a significant part of the populace. They are legendary, and the appearance of something very rare would probably be a once in a generation occurrence for most human families. (If they were encountered all the time, humanity would be extinct.) For adventurers, of course, very rare beasts are relatively widespread and are typically encountered several times during a dungeon adventure. Examples include dinosaurs, polar worms, evil eyes and Thralls of Cthulhu.

Unique: Unique monsters consist of only a solitary example. A quasi-exception exists in the form of gods; an avatar can appear in multiple worlds, but the god manifesting the avatars is still unique and solitary. "There can be only one."

Rarity is proportional to human population, an important concept which needs to be considered in some detail for its ramifications to be fully understood.

3.3.2

RARITY IN TERMS OF POPULATION

For Game Masters who prefer to create their fantasy worlds with approximated population numbers (two million people live here, a million orcs live there, a hundred thousand dwarves endure here, and so forth), the following monster population striations may be of interest:

Common monsters probably have a world population equal to 50% or more the total population of humanity (and possible *much* more). For example, if the game world has 10 million humans dwelling in it, then there are also at least 5 million orcs in the world and the netherworld.

(**Note:** As will be discussed in the City State Design Guide (CSDG1), the population of a fantasy world is a daunting but important topic. Medieval Europe had many millions of inhabitants, but fantasy worlds tend to be more sparsely populated so that there is more room for borderlands and adventure. As a general rule, a fantasy "Europe" (in dimensions and number of kingdoms) might contain 2 or 3 million humans. Refer to CSDG1 for more details.)

Uncommon monsters have a population of 1 individual per 5 to 10 humans.

Rare monsters have a population of 1 individual per 100 to 500 humans.

Very Rare monsters have a population of 1 individual per 1,000 to 5,000 humans. (Again, a reminder: very rare monsters exist largely in the netherworld, where they are more frequently encountered.)

A monster's power (Challenge Level), multiplied by its rarity, gives the GM an idea of the magnitude of that monster's presence. For example, titans are very rare and have little to do with humanity, and are therefore "weak" in a global military sense; while dragons are rare to very rare, but seek out humans and dwarves for their treasure, which makes them "very strong" and extremely dangerous.

3.3.3

THE WORLD OF MONSTERS: REASONABLE DEMI-HUMAN, HUMANOID, AND MONSTER POPULATIONS

Every fantasy world is different, and the GM is free to modify the players' preconceptions to make an amusing and intriguing world for imaginary adventures. As one unexpected example, it is well-known that most power gamers prefer to play elves and half-elves (due to their racial abilities and class options). For a power gaming group, a world where humans are rare and elves rule everywhere can be rather entertaining.

Most worlds, however, are humanocentric. In such places, humans are common. The demi-human races are longer lived, and have lower rates of reproduction. Also, in many worlds the demi-humans are besieged by humanoids and their numbers are slowly fading as they recede "into the west" or into the realms of twilight.

Demi-humans are typically uncommon overall, while humanoids are common. In human cities, humanoid populations are almost nil (with the exceptions of slaves and prisoners, and grudgingly accepted hybrids such as half-orcs and half-ogres).

The rarity of demi-humans in most human cities is as follows: dwarves are common or uncommon; elves are uncommon; gnomes, half-elves, half-orcs and halflings are rare; and half-ogres and exotic hybrids (such as lycanthropes) are very rare. Adjust ratios appropriately for demi-human cities, where the ruling race is common and their allies are typically uncommon, with other races being rare or very rare.

3.3.4

COMMON IS VERY RARE: REASONABLE RARITY, AND CONCERNING MISLEADING GUIDELINES IN PRE-EXISTING RARITY SCHEMES

With all of the above on the topic of rarity being stated, the problem of over-simplified rarity in existing game supplements also needs to be briefly addressed.

One of the limitations of most FRPGs is that each monster is given a single rough estimate of rarity, which can easily lead the GM astray when planning a campaign. When monster books have demons, dragons and dinosaurs listed as common, and many animal types are listed as rare, the GM can easily get a skewed idea of what dungeon (and wilderness) populations should really look like.

Although it is impossible to provide concrete rules, this Guide suggests a system based on a simple principle: the zones of control (I to IX, Cities to Other Planes) can be used to estimate monster populations anywhere in the multiverse. In zone I, as mentioned, humans make up the vast majority of the population and non-humanoid monsters are scarce. In zone IX, humans are almost completely non-existent and monsters are everywhere. The gradients between these two extremes can be broken down to give GMs guidelines for determining how often common and rare monsters should be encountered in every type of area, as follows:

Zones I: The Cities: Rarity is split in cities, as these areas are a special case. In most human cities, 95% of daytime encounters and 85% of nighttime encounters should be with humans and demi-humans, not just monsters. The few monsters encountered are probably 20% Common, 40% Uncommon, 20% Rare and 20% Very Rare. (Note that undercities and sewers are regarded as belonging to zone V, *not* zone I).

Zone II: The Countryside: Here, Common encounters occur approximately 65% of the time; Uncommon 20%, Rare 7%, and Very Rare 3%.

Zone III: The Borderlands: Recommended encounter frequencies for most borderland areas are 40% Common, 30% Uncommon, 20% Rare and 10% Very Rare.

Zone IV: The Wilderness: Recommended frequencies are 35% Common, 25% Uncommon, 25% Rare and 15% Very Rare.

Zone V: Upper Caves and Dungeons: Recommended frequencies are 25% Common, 35% Uncommon, 25% Rare and 15% Very Rare.

Zone VI: Deep Caves and Dungeons: Common monsters can rarely survive here unless they are the servants of a greater power. Recommended frequencies are 20% Common, 40% Uncommon, 20% Rare and 20% Very Rare.

Zone VII: The Netherworld: Recommended frequencies are 10% Common, 30% Uncommon, 35% Rare and 25% Very Rare.

Zone VIII: The Alternate Earths: Highly variable, as decided by the GM. Recommended frequencies for most "default" other worlds with minor differences are 35% Common, 25% Uncommon, 25% Rare and 15% Very Rare.

Zone VIII: The Other Planes: Considering the literally infinite number of co-existing worlds, it is impossible to give guidelines on monster rarity for the planes of existence. It is recommended that most planes should be filled with rare and very creatures. The axis of commonality might well be flipped in such places; for example, in the Hells, devils are common, infernal guardian beasts are uncommon, and human explorers are very rare.

This system is intended to assist the GM with on-the-fly rulings for unexpected travel, as well as considerations for dungeon stocking and world design. The tables in this guide are dungeon-focused, and the probabilities on the tables represent that with an additional eye toward maximizing the number of possible classic encounter options. GMs can modify the probabilities as they see fit for their own campaigns, using these rarity guidelines or their own.

CHAPTER 4:
THE OLDSKULL DUNGEON BESTIARY

4.1

THE MENAGERIE OF MONSTERS:
WHAT IS INCLUDED AND WHAT IS NOT

The following section is a by-no-means-complete list of several thousand monsters found in European legends, Mediterranean folklore and (primarily Occidental) mythology. The mythoi of the Americas, Africa, Asia, Australia and the islands have barely been scratched, but a detailed list is provided of what this author considers the heart of classical FRPG monster selection. This compendium gives a considerable selection derived from Celtic, Egyptian, Greek, Mesopotamian, Norse, Roman and Scandinavian myth, as well as: medieval bestiaries; English, French, German, Irish and Scottish faerie tales; the books of the dead (particularly the Egyptian); Arthurian legends; iconic heraldry; fantastic travelogues and sagas; alchemy, witchcraft and demonology; prehistoric reality; and much more besides.

To keep these FRPG supplements both system neutral and firmly grounded in the classical and medieval realm of fantasy, approximately 95% of the creatures can be attested to in pre-20th century sources. The remainder are either Lovecraftian (as H. P. Lovecraft strongly encouraged adaptations and expansions of his Cthulhu Mythos), provided by the Open Game License, or are inventions of the author from his own FRPG campaign.

Many types of wilderness-specific monsters, such as sea monsters, dinosaurs, satyrs, dryads, forest beasts and valkyries, are not included here. (Refer to CWAG1 for details on such species.) However, several iconic water monsters (such as brine hags, Deep Ones, merfolk, nixies, octopi, etc.) *are* included, as they are representative of the classic dungeon experience.

The notes provided in this compendium of monsters are *not* complete, because this Guide is system neutral and intended for all FRPGs and all editions. The notes given hereafter are intended to provide helpful detail, and to assist you in identifying Castle Oldskull monsters with monsters in your specific game.

4.2

THE THEMATIC MONSTER ARCHETYPES

As mentioned in *The Classic Dungeon Design Guide, Book 1: Forging the Underworld* (CDDG1), it is sometimes beneficial to assign specific types of monsters to different dungeon levels and regions. Doing so provides thematic coherency to the environment while keeping the players (and their characters!) surprised by the specific encounters. The following is a partial listing of monster types, provided for the purpose of generating thematic ideas for dungeon stocking. (Random rolls are provided for as well, should the GM be so inclined.)

Select from the below, or roll 1d100 and consult the following table:

(01-03) Amphibians: Deep Ones, Frogmen, Giant Frogs, Giant Toads, Lizard Men

(04-06) Aquatic Humanoids: Mermen, Nereids, Nixies, Sirens, Tritons

(07-09) Arachnids: Acid Mantises, Giant Scorpions, Giant Spiders, Giant Ticks, Scorpion Men, Spider Maidens, Spider Swarms, Werespiders

(10-12) Avians: Bats, Cockatrices, Giant Bats, Giant Bees, Giant Wasps, Harpies, Stryxes, Harpies, Perytons, Ravens, Razor Birds, Stryxes, Winged Serpents

(13-15) Cave Beasts: Badgers, Carnivorous Apes, Cave Apes, Cave Baboons, Cave Bears, Cave Wolves, Giant Badgers, Hyaenodons, Netherworld Bats, Spotted Lions

(16-18) Characters: Assassins, Clerics, Druids, Fighters, Illusionists, Magic-Users, Monks, Paladins, Rangers, Thieves

(19-21) Demons: Abyssal Imps, Bargeists, Demon Lords, Demon Princes, Greater Demons, Lesser Demons, Sub-Demons, Greater Demons, Night Hags, Nightmares

(22-24) Devils: Arch-Devils, Bargeists, Hell Hounds, Infernal Dukes, Infernal Imps, Least Devils, Lesser Devils, Greater Devils, Night Hags, Nightmares, Pit Fiends

(25-27) Dragons: Dragon-Beasts, Metallic Dragons (Brass, Bronze, Copper, Gold, Silver), Prismatic Dragons (Black, Blue, Green, Red, White), Wyrms, Wyverns

(28-30) Dungeon Horrors: Badgerbears, Basilisks, Behemoths, Catoblepi, Cokatrices, Crocuta, Evil Eyes Giant Netherworld Worms, Gorgonian Bulls, Hags, Hydras, Manticores, Rakshasas, Rusting Beasts, Sphinxes, Tentacle Beasts, Tentacled Centipedes

(31-33) Elementals and Primals: Elementals, Gargoyles, Genies, Nixies, Salamandrae, Wind Spirits

(34-36) Evil Demi-Humans: Dwarves, Elves, Gnomes, Hags; Evil NPCs of the Underworld (Corrupted Dwarf Lords, etc.)

(37-39) Faeries and Spirits: Banshees, Brownies, Centaurs, Changelings, Dwarves, Faeries, Gnomes, Gremlins, Hags, Leprechauns, Satyrs, Shadow Hounds, Sylphs, Will-o'-the-Wisps

(40-42) Freshwater Monsters: Catoblepi, Crocodiles, Fanged Fish, Giant Crabs, Giant Crayfish, Giant Fish, Giant Leeches, Giant Turtles, Giant Water Worms, Hydras, Lampreys, Water Elementals

(43-45) Giants and Giant-Kin: Cyclopes, Cloud Giants, Ettins, Fire Giants, Forest Giants, Frost Giants, Gegenes, Minotaurs, Mountain Giants, Ogres, Ogre Magi, Stone Giants, Titans, Trolls, Twisted Giants

(46-48) Golems and Automatons: Animated Weapons, Animated Suits of Armor, Automatons, Colossi, Gargoyles, Golems, Grotesques, Homunculi, Juggernauts, Living Statues, Scarecrows

(49-51) Good or Neutral Demi-Humans: Dwarves, Elves, Gnomes, Halflings, Netherworld Gnomes, NPC Adventurers or Leaders (Fighters, Clerics, etc.); Multi-Classed NPC Heroes

(52-54) Heraldic and Fabulous Beasts: Basilisks, Chimaeras, Cockatrices, Dragon-Beasts, Eldritch Beasts, Griffons, Manticores, Monstrous Boars, Monstrous Bulls, Monstrous Foxes, Monstrous Wolves, Netherworld Centaurs, Sphinxes, Unicorns, Wyverns

(55-57) Humanoids: Beastmen, Bugbears, Cave Apes, Cave Baboons, Gegenes, Gnoles, Goblins, Gremlins, Headless Ones, Hobgoblins, Kobolds, Lizard Men, Orcs, Troglodytes, Yeti

(58-60) Humans: Bandits, Berserkers, Brigands, Cannibals, Cavemen, Cultists, Mercenaries (Men-at-Arms), NPC Personages (Clerics, Fighters, etc.), Reavers, Savages, Skirmishers, Slave Warriors / Thralls, Tribesmen

(61-63) Insects & Insectoids: Acid Mantises, Amber Behemoths, Ant Swarms, Giant Ants, Giant Bees, Giant Beetles, Giant Locusts, Giant Wasps, Scarab Swarms

(64-66) Lords of the Underworld: Deep Ones, Evil Elves, Great Old Ones, Lovecraftian Horrors (Abominations), Shoggoths, Thralls of Cthulhu

(67-69) Lycanthropes: Jackalweres, Werebears, Wereboars, Werelions, Wererats, Werewolves, Wereboars

(70-72) Plants & Fungi: Creepers, Molds, Shrieking Fungi, Swamp Shamblers, Violet Fungi

(73-75) Predators: Badgers, Boars, Cave Bears, Giant Badgers, Giant Weasels, Giant Wolverines, Great Cats, Guard Dogs, Hyaenodons, Magical Hounds, Spotted Lions, War Dogs, Weasels, Wolves, Wolverines

(76-78) Reptiles: Basilisks, Crocodiles, Giant Lizards, Giant Snakes, Giant Turtles, Lizard Men, Nagas, Ophiotauri, Serpent Folk, Snakes, Troglodytes, Winged Serpents

(79-81) Saltwater Monsters: Eels, Brine Hags, Fanged Fish, Giant Crabs, Krakens, Octopi, Sea Lions, Sea Monsters, Sharks, Sirens, Squid, Water Elementals

(82-84) Slimes: Blobs, Jellies, Molds, Oozes, Shoggoths, Slimes

(85-87) "Surprise" Monsters: Dimensional Shamblers, Doppelgangers, Dungeon Mimics, Huge (Trapdoor) Spiders, Invisible Monsters, Invisible Vampires, Living Stalactites, Lurking Ceilings, Trapping Floors

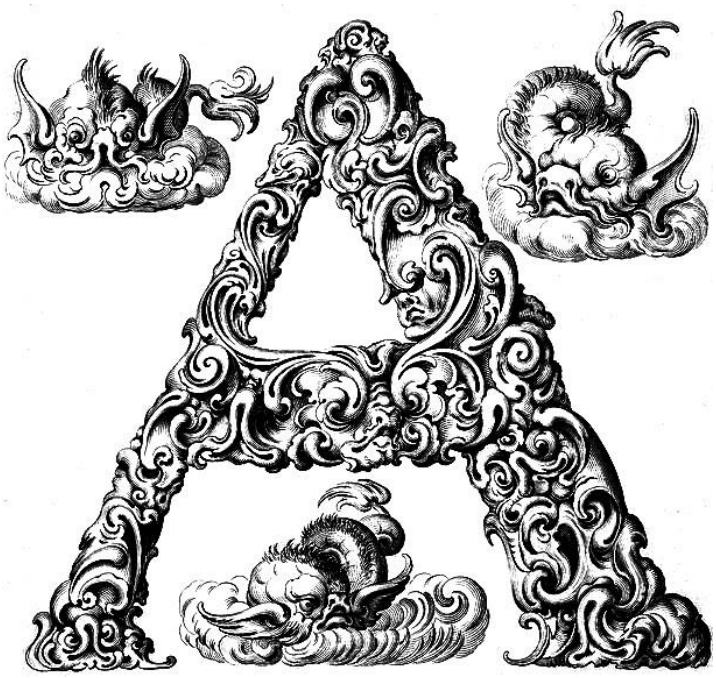
(88-90) Undead: Arcane Zombies, Banshees, Ghasts, Ghosts, Ghuls, Haunts, Liches, Mummies, Poltergeists, Shadows, Skeletons, Specters, Undead Wolves, Vampires, Wights, Wraiths, Zombies

(91-93) Vermin: Centipedes, Flesh Grubs, Giant Rats, Giant Slugs, Giant Worms, Rats, Scorpions, Soul Worms, Stryxes, Tentacled Centipedes, Vermin Swarms

(94-00) Monstrous Alliance (Roll Twice)

4.3

A COMPENDIUM OF MONSTERS
FROM ACID MANTIS TO ZOMBIE



4.3.1

A IS FOR ACID MANTIS

ACID MANTIS

Description: These huge burrowing insects are part centipede, part mantis. When wounded they are capable of spitting digestive acid at their foes. Acid mantises molt and grow larger throughout their lives. They can sense vibrations through earth and stone, and often gain surprise as they burst out of the ground or a dungeon floor.

Notes: Acid Mantises vary in size and lethality. The following distinctions are made in this Guide:

Larval Acid Mantis: Challenge Level 6, Hit Dice 3, Special Attack: Spit Acid (Damage 2-5).

Small Acid Mantis: Challenge Level 7, Hit Dice 4, Special Attack: Spit Acid (Damage 2-7).

Medium-Sized Acid Mantis: Challenge Level 8, Hit Dice 5, Special Attack: Spit Acid (Damage 2-9).

Large Acid Mantis: Challenge Level 9, Hit Dice 6, Special Attack: Spit Acid (Damage 2-12).

Huge Acid Mantis: Challenge Level 11, Hit Dice 7, Special Attack: Spit Acid (Damage 3-14).

Giant Acid Mantis: Challenge Level 12, Hit Dice 8, Special Attack: Spit Acid (Damage 3-18).

Origin: Acid mantises in the Castle Oldskull campaign are further detailed in supplement PM1, THE PEGANA MYTHOS.

AMBER BEHEMOTH

Description: These enormous, hulking insectoids (insect-humanoids) are the remnants of an ancient chthonic race. Netherworld adventurers dabbling in forbidden magic freed these horrors from their amber prisons centuries ago, and now they burrow through the earth, feasting on acid mantises, netherworld worms, shrieking fungi and other delicacies. These cryptic monstrosities possess an alien sentience, and the antediluvian nightmares which they telepathically send through the minds of those they lock eyes with can cause confusion, horror and even insanity.

Notes: Challenge Level 14, Hit Dice 10, Special Attack: Telepathic Horror (save vs. magic or suffer fear (if victim is Hit Dice 6 or level 6 or less) or confusion (victim's Hit Dice 7 or level 7 or higher) for 2d6 rounds. If the save is a critical failure (natural 1 rolled on 1d20), the victim is afflicted with a random form of insanity. Amber Behemoths can also attack with their fearsome claws and mandibles, striking at the victim's head whenever possible.

Origin: Amber Behemoths are partly inspired by Note #221 in the Commonplace Book of H. P. Lovecraft, featuring his undeveloped plot and horror ideas: "Insects or other entities from space attack and penetrate a man's head and cause him to remember alien and exotic things — possible displacement of personality."

ANT, GIANT

Description: These are huge varieties of normal ants, with a dim, communal hive mind intelligence derived from their queen.

Notes: The majority of giant ants encountered in dungeons are workers. Warriors accompany larger groups, threatened groups and groups working near to the central colony. The colony itself contains the queen and all of the remaining workers and warriors which are not out roaming the tunnels.

Giant Worker Ant: Challenge Level 3, Hit Dice 2.

Giant Warrior Ant: Challenge Level 5, Hit Dice 3.

Giant Queen Ant: Challenge Level N/A, Hit Dice 10. Queens are non-combative, but are crucial to the survival of the colony.

Origin: Giant ants are derived primarily from Greek mythology, particularly the accounts written by Aelian, Herodotus and Philostratus.

APE, CARNIVOROUS

Description: Carnivorous apes are fearsome, intelligent apes of the underworld. They feast on humans and wield improvised tools, but weapons are viewed with repugnance. Carnivorous apes are known to ally with hobgoblins (as revered hunting beasts) and hill giants (as guardians).

Notes: Challenge Level 8, Hit Dice 5.

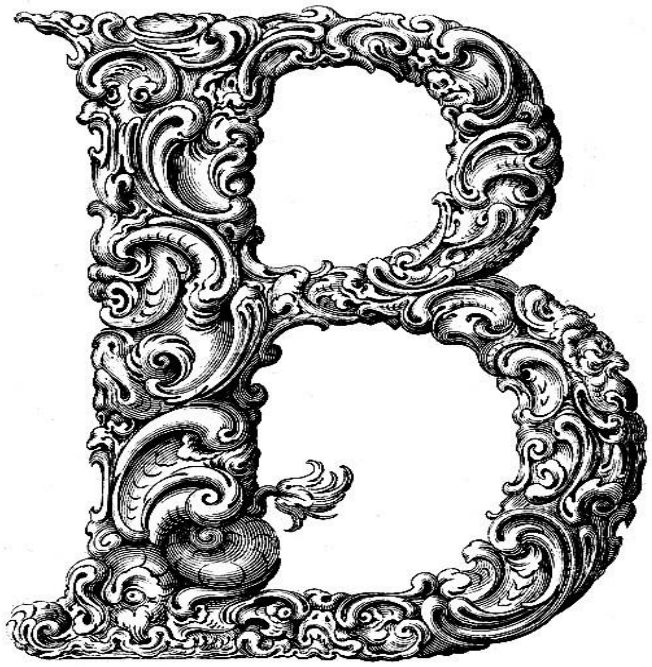
Origin: Myths of carnivorous apes are found in African folklore, and were further developed in pulp fantasies (such as those of Edgar Rice Burroughs). The early 20th century “Killer Ape Theory” informs this monster as well.

APE, CAVE

Description: Cave apes are white-furred, albino apes who dwell in darkness. They prefer to feast on fungi, but will aggressively defend their territory if threatened. Cave apes are enemies of carnivorous apes, whom they fear. They also fear fire and will attack the bearers of torches and lanterns.

Notes: Challenge Level 7, Hit Dice 4.

Origin: Reality, based on the behavior of chimpanzees and the speculated habits of proto-humans in the fossil record.



4.3.2

B IS FOR BASILISK

BABOON, CAVE

Description: Baboons are aggressive and territorial primates. In the realm of fantasy, cave baboons are known for their use of improvised weaponry such as hurl-stones and club-like branches.

Notes: Challenge Level 3, Hit Dice 2.

Origin: Reality, based on the behavior of chimpanzees and the speculated habits of subterranean-dwelling proto-humans in the fossil record.

BADGER

Description: Badgers are powerful, omnivorous burrowing creatures. They are often found in dungeons due to their propensity for seeking out defensible underground lairs, repurposing abandoned chambers into dens. They are also used as tunnelers and guardian beasts by gnomes and clever miners.

Notes: Challenge Level 3, Hit Dice 1.

Origin: Reality.

BADGER, GIANT

Description: Giant badgers are huge, carnivorous and highly territorial. They are fantasy interpretations of prehistoric relatives of the badger species.

Notes: Challenge Level 4, Hit Dice 3.

Origin: *Repenomamus Giganticus* and similar species from the fossil record.

BADGERBEAR

Description: The badgerbear is the creation of Valkos the Thousand-Faced, the insane shape-shifting arch-mage of the elder age. They have thrived in the centuries since his demise, favoring dungeons, caves and haunts in the midst of dense and misted forests. These bipedal monsters are extremely strong and are always ravenously hungry. Due to their alertness and lethal habits, badgerbears are used as guardian beasts by monsters, such as hill giants, ogres and trolls.

Notes: Challenge Level 9, Hit Dice 5.

Origin: Badgerbears are partially inspired by the enfield, a hybrid and predatory monster of medieval heraldry. See also ELDRITCH BEAST.

BANSHEE

Description: Banshees are the hateful, keening spirits of female evil elves and faeries. Their mournful cries can cause terror, insanity and even death. Due to their otherworldly nature they are not considered undead, meaning that mortal clerics and paladins have little power over them.

Notes: Challenge Level 14, Hit Dice 7.

Origin: Banshees appear throughout Celtic mythology. Examples (sub-species, if you will) include the Aine (Celtic), Baobahn Sith (Celtic), Bean Chaointe (Celtic), Bean-Nighe (Gaelic), Bean Si (Irish), Bean Sith (Gaelic), Bean-Tighe (Celtic), Caoineadh (Irish), Caoineag (Scottish), Caointeach (Scottish), Cwn Mamau (Celtic), Cyhyraeth (Welsh), Gwrach y Rhibyn (Celtic), Keener (Celtic, English), and Washer at the Ford (Celtic).

BARGEIST (GOBLIN MAGE)

Description: Huge, bestial and diabolic, bargeists are ancient goblin mages from the infernal planes. Having been nearly eradicated by the dwarven fiend-slayers and the elven hosts during the Illustrious Alliance a thousand years ago, bargeists are now found only when they are summoned by evil magic-

users. As shape-shifters and spell-casters, they guard netherworld gates and lead swarms of goblins, hobgoblins and bugbears into battle.

Notes: Bargeists grow in power through the centuries, and have highly variable statistics as follows:

Lesser Bargeist: Challenge Level 14, Hit Dice 7.

Bargeist: Challenge Level 15, Hit Dice 8.

Greater Bargeist: Challenge Level 16, Hit Dice 10.

Ancient Bargeist: Challenge Level 17, Hit Dice 11.

Primeval Bargeist: Challenge Level 18, Hit Dice 13.

Antediluvian Bargeist: Challenge Level 19, Hit Dice 14.

Eldritch Bargeist: Challenge Level 20, Hit Dice 16.

Origin: Folkloric, as represented by the Barghest (English), Barguest (English), Berg-Geist (German) and Skriker (English).

BASILISK (LESSER, QUADRUPEDAL)

Description: Basilisks are deadly, magical reptiles of venom and corruption. Their bite is poisonous, and their withering gaze can slay virtually anyone who dares to lock eyes with them. In Castle Oldskull, lesser basilisks have four legs and greater basilisks have eight (so that they can be easily distinguished by adventurers).

Notes: Challenge Level 12, Hit Dice 6.

Origin: The basilisk comes from Greek and Roman mythology, and was elaborated upon in medieval bestiaries. Alternate names include the Basiliscus (Latin), Basiliskos (Greek), and Regulus (Latin). The eight-legged form appears in the *Monstrorum Historia* of Ulisse Aldrovandi, published in 1642 AD.

BASILISK, GREATER (OCTOPEDAL)

Description: Greater basilisks are a larger and more intelligent netherworld species.

Notes: Challenge Level 16, Hit Dice 10.

Origin: See BASILISK, above.

BAT

Description: Bats are relatively harmless flying mammals who are omnipresent in caves. They are ideal for buidling suspense in adventures, and their behavior can presage the existence of larger monsters (for example, if a dragon shifts in its sleep, a nearby swarm of bats will probably take flight and swarm over the adventurers' heads).

Notes: Challenge Level 1, Hit Dice 1/4 (1 or 2 Hit points).

Origin: Reality.

BAT, LARGE / HUGE

Description: Large and huge bats in the realm of fantasy are more aggressive and carnivorous than their minor counterparts. They are symbiotic with normal bats and are often found in the same lairs and guano caves. Oversized bats feed on subterranean fungi, giant beetles, giant centipedes and similar prey. They will attack if threatened with violence or bright light.

Notes: Large Bats are Challenge Level 1, Hit Dice 1/2 (1 to 4 Hit points). Huge Bats are Challenge Level 2, Hit Dice 1 (1 to 8 Hit points).

Origin: Reality, including the flying foxes of the suborder *Megachiroptera*.

BAT, NETHERWORLD

Description: Netherworld bats are enormous carnivorous bats with wingspans of up to 20 feet. They have no qualms about attacking man-sized prey if they are hungry.

Notes: There are three different types provided for in this Guide, as follows:

Lesser Netherworld Bat: Challenge Level 7, Hit Dice 4.

Netherworld Bat: Challenge Level 8, Hit Dice 5.

Greater Netherworld Bat: Challenge Level 10, Hit Dice 6.

Origin: Giant cave bats are attested in cryptozoology and mythology. Examples include the Ahool, a reported cryptid of Java with a 10-foot wingspan, and the great bat death god Camazotz of Mayan mythology.

BEAR

Description: Bears are dangerous omnivorous mammals of great strength and size. Besides cave bears, they are rarely found in deep caves. However, monsters prize bears are renowned for their strength and acute senses. Therefore, sometimes an imprisoned (and angry, and perhaps nearly blind) non-cave bear can be found in a dungeon as a guardian beast.

Notes: The Hit Dice of bears are based upon the bipedal height and weight of the known species in reality. Five major types of bears are provided in the Castle Oldskull system, although only brown bears (favored guardian beasts bred and venerated by dwarves) and cave bears appear in the random encounter tables. They are as follows:

Black Bear: Challenge Level 6, Hit Dice 4. Adult males typically weigh between 130 and 600 pounds (representing the full range of possible hit points), averaging 350 pounds.

Grizzly Bear: Challenge Level 9, Hit Dice 5. Adults usually weigh between 330 and 825 pounds, perhaps averaging 550 pounds.

Brown Bear: Challenge Level 10, Hit Dice 6. Adult males weigh between 400 and 1,700 pounds.

Cave Bear: Challenge Level 12, Hit Dice 7. Adult males are estimated to have weighed between 880 and 1,500 pounds, perhaps averaging 1,000 pounds.

Polar Bear: Challenge Level 13, Hit Dice 10. Adult males can weigh 900 to 1,500 pounds, with exceptional records up to 2,200 pounds.

Origin: Reality (cave bears being found in the fossil record).

BEASTMAN

Description: Beastmen are feral outcasts, tusked and shaggy humanoids with strange features. They are variable in appearance but may well share the worst traits of apes, badgers, bears, boars, hyenas, wildcats, wolves and wolverines. Most are partially blind, but they posses exceptional senses of smell, hearing and touch which allow them to "see" in the dark (and ignore invisibility). Normal humanoids despise the neutrally-aligned beastmen, and capture and torture them whenever possible.

Notes: Beastmen vary considerably in size and strength due to their varied lineage, as follows:

Beastman Whelp: Typically badger- and wildcat-featured. Challenge Level 2, Hit Dice 1.

Lesser Beastman: Commonly badger-, hyena- and/or wolf-featured. Challenge Level 4, Hit Dice 2.

Beastman: Ape-, boar- and/or wolverine-featured. Challenge Level 6, Hit Dice 3.

Greater Beastman: Bear- and boar-featured. Challenge Level 7, Hit Dice 4.

Origin: Beastmen are common in mythology. Examples include Babi (Egyptian), the Cercops (Latin), Dossenus (Roman), Hapy (Egyptian), Kashkash (Arabic), Kerkops (Greek), Lahmu (Mesopotamian), Nain (Bretonian), Ovda (Russian), Wildman (European), and Woodwose (European). See also SATYR.

BEE, GIANT

Description: Giant bees are very deadly, building huge hives in violently-protected territories underground. They can be found in ventilation shafts which connect various dungeon chambers, often leading to unexpected encounters and waves of reinforcements. Given the minor size difference between a giant bee and a normal man, they have no fear in swarming intruders and stinging them to death.

Notes: Giant bees are classified as either drones, soldiers or queens, as follows:

Giant Drone Bee: Challenge Level 6, Hit Dice 3. Drones are noncombatants but will intervene between intruders and the queen (in game terms, interposing themselves and forcing them to be killed in melee before the queen can be attacked).

Giant Soldier Bee: Challenge Level 7, Hit Dice 4. Soldiers can sting repeatedly, but inflict 1-6 damage on themselves with every successful sting.

Giant Queen Bee: Challenge Level 12, Hit Dice 9. The Queen can sting repeatedly without harming herself and is extremely dangerous.

Origin: “Giant” bees and wasps (as in, the size of a man’s arm and requiring swordsmanship to defend against) are found in the classic novel *Gulliver’s Travels*, as well as other works of fiction.

BEETLE, GIANT

Description: Giant beetles are common scavengers in the wilderness and in the netherworld. They are quick, industrious and predatory, and they are quite apt to add some (squirming) fresh meat to their diets at the first opportunity.

Notes: The six classic types of giant beetles in FRPGs are as follows:

Giant Fire Beetle: Challenge Level 3, Hit Dice 1.

Giant Bombardier Beetle: Challenge Level 6, Hit Dice 2.

Giant Water Beetle: Challenge Level 6, Hit Dice 4.

Giant Woodboring Beetle: Challenge Level 7, Hit Dice 5. These beetles may cultivate slimes and fungi, and develop a hive mind sensitivity with such primordial creatures.

Giant Stag Beetle: Challenge Level 11, Hit Dice 7.

Giant Rhinoceros Beetle: Challenge Level 15, Hit Dice 12.

Origin: Giant beetles are sometimes featured in islandic folklore, but are most common in Egyptian mythology. Examples include the Apshai (Egyptian), Coleopterids (Lovecraftian) and Khepri (Egyptian). The giant netherworld Apshai Beetle appears in the Egyptian *Book of the Dead* (*Rw Nw Prt M Hrw*).

These are the real-world inspirations for the classic dungeon beetles:

Giant Bombardier Beetle: These acid-pulsing beetles are enormous varieties of the real-life *Brachinus* tribe of order *Coleoptera* and family *Carabidae*.

Giant Fire Beetle: Fire beetles represent giant versions of the real-life species *Pyrophorus Nyctophanus* and *Pyrophorus Noctilucus*.

Giant Rhinoceros Beetle: These well-attested beetles represent enormous versions of the real-life *Dynastinae* sub-family.

Giant Stag Beetle: These beetles represent enormous varieites of the real-life *Lucanidae* family.

Giant Water Beetle: Specifically, giant water beetles in this game represent the true aquatic diving beetles of the *Dytiscidae* family.

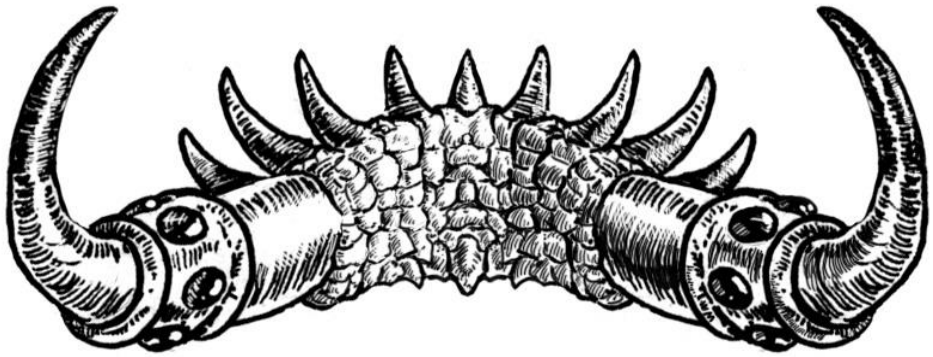
Giant Woodboring Beetle: In Castle Oldskull, these creatures represent enormous and semi-intelligent versions of the real-life *Buprestidae* family.

BEHEMOTH (AKA BURROWING BEHEMOTH, EARTH SHARK)

Description: Behemoth are savage predators who burrow through the earth and devour anything they can. They have very few natural enemies beside dragons, netherworld worms and amber behemoths, and this (in conjunction with their stupidity) makes them virtually fearless. Behemoths discovered in dungeons have usually burrowed into the complex in search of easy meals (in the form of screaming humanoids and adventurers).

Notes: Challenge Level 14, Hit Dice 9.

Origin: Behemoths are found in folklore, and in the Bible. They may allude to encounters with rhinoceri, hippopotami, or the discovery of fossilized prehistoric beasts. Refer also to supplement PM1, THE PEGANA MYTHOS.



BOAR

Description: Boars are tusked, aggressive omnivores found in (and below) forested regions. In FRPGs, they can be found underground due to their close association with kobolds, wereboars and beastmen.

Notes: Three different classifications of boars are provided in the game, based on their size:

Boar: Challenge Level 5, Hit Dice 3.

Huge Boar: Challenge Level 7, Hit Dice 4.

Monstrous Boar: Challenge Level 10, Hit Dice 7.

Origin: Reality and the fossil record. Huge and monstrous boars are common in mythology; examples include Battleswine (Norse), Beigad (Icelandic), the Boar of Ben Bulbain (Irish), the Calydonian

Boar (Greek), Crommyonian Sow (Greek), Erymanthean Boar (Greek), Grugyn (Celtic), Gullinborsti (Norse), Hildisvini (Norse), Saehrimnir (Norse), Slidrugtanni (Norse), Twrch Trwyth (Celtic), etc.

BROWNIE

Description: Brownies are highly magical faerie folk who dwell in forests and netherworld fungal gardens. A domestic variety, which protects favorable home-dwellers, is occasionally encountered. Brownies are mischievous and playful, but they are generally benign. Some may even use their magic to heal or aid worthy adventurers.

Notes: Challenge Level 4, Hit Dice 1/2 (1 to 4 Hit points).

Origin: House spirits are extremely common in folklore. Besides the Brownie (of Scottish origin), similar creatures include the Bodachan Sabhaill (Scottish), Boggart (English), Bogle (Scottish), Bogy (English), Bucca (Cornish), Bwbachod (Welsh), Bwca (Welsh), Bwciod (Welsh), Cluricaune (Irish), Dobby (English), Dobie (English), Domovik (Russian), Domovoi (Slavic), Fenoderee (Welsh), Grogan (Scottish), Grugach (Irish), Heizelmannchen (German), Hob (English), Kankas (Hungarian), Kaukas (Lithuanian), Niagruisar (Scandinavian), Nisse (Scandinavian), Para (Finnish), Puck (English), Pukys (Lithuanian), Pwca (Welsh), Tompte (Scandinavian) and many others.

BUGBEAR

Description: Bugbears are monstrous, furry goblins. Despite their bulk, they are renowned for their stealth and ability to navigate dark and treacherous caverns with ease. They are fearsome and capable of deadly ambushes.

Notes: Challenge Level 6, Hit Dice 3.

Origin: Bugbears come from English folklore. Similar creatures include the Bogeyman (English), Bogie (English), Brucha (Irish), Bugaboo (English), Bugan (Welsh), Bugge (English), Bull-Beggar (English), Busbus (Hungarian), Bwg (Welsh), Mormolux (Greek), and Mumus (Hungarian). Consider also the Italian play *The Buggbear*, published in 1565 AD.

BULL

Description: Normal bulls are found with aurochs, oxen and other wild cattle. Great bulls and monstrous bulls can be found in dungeons with minotaurs, serving as either guardian beasts (if great) or mounts (if monstrous).

Notes: The three classifications of bulls are as follows:

Bull: Challenge Level 7, Hit Dice 4.

Great Bull: Challenge Level 11, Hit Dice 6.

Monstrous Bull: Challenge Level 12, Hit Dice 9.

Origin: Reality. Monstrous bulls are common in mythology. In addition to many Egyptian gods and sacred bulls, examples include the Bull of Heaven (Mesopotamian), Cretan Bull (Greek), Donn of Cualgne (Irish), Gshuurun (Zoroastrian), Gudanna (Mesopotamian), Hadayosh (Zoroastrian), Tarbh Uisge (Gaelic) and Urus (European).

4.3.3

C IS FOR CYCLOPS

CATOBLEPAS

Description: The catoblepas is a magical, eldritch bull-shaped beast of notorious temper. It is immune to poison, and feeds upon poisonous plants (in the world above) or fungi (in the netherworld). Due to its diet and magical nature, it is capable of spewing forth an invisible cloud of venomous breath which will slay anyone unfortunate enough to not cover their face in time.

Notes: Challenge Level 13, Hit Dice 6.

Origin: The catoblepas is found in the ancient natural histories of Aelian and Pliny the Elder, and was also featured in medieval bestiaries. It is alternately known as the Catoblepta (*The Countess of Pembroke's Arcadia*, written by Sir Philip Sidney in the 16th century), Katoblepo (Greek), Katoblepon (Greek), or Katobleps (Greek). The approximated plural "catoblepi" is used in Castle Oldskull.

CENTAUR

Description: Centaurs are magical hybrids with equine bodies and human torsos. They are most often found in forests and highlands, but can rarely (according to Dante Alighieri's *Inferno*) be discovered in the netherworld as well.

Notes: Challenge Level 6, Hit Dice 4.

Origin: Mythological. The most famous Centaurs are Greek, although equine humanoids are found in many other belief systems. Other names include the Apotharnus (Greek), Bucentaur (Roman), Callicantzari (Italian etc.), Centaurus (Roman), Ea-Bani (Mesopotamian), Hippocentaur (Greek), Kentauros (Greek), Onocentaur (Greek), Phere (Greek), and Sagittarius (Zodiacal).

CENTIPEDE, MONSTROUS

Description: Monstrous centipedes are disturbing and aggressive arthropods frequently found in subterranean areas. They are nasty, fast and poisonous. They tend to dwell in rubble and other dank places, such as under treasure chests or in fissures in the dungeon walls.

Notes: Monstrous centipedes are rated according to their size and the toxicity of their poison, as follows:

Large Centipede: Challenge Level 3, Hit Dice 1/8 (1 Hit Point). Non-lethal poison (save vs. poison at +4 or suffer 2-8 damage).

Huge Centipede: Challenge Level 4, Hit Dice 1/8 (1 Hit Point). Virulent but non-lethal poison (save vs. poison at +4 or suffer 4-16 damage).

Giant Centipede: Challenge Level 5, Hit Dice 1/4 (1 or 2 Hit points). Lethal but mild poison (save vs. poison at +4 or die).

Enormous Centipede: Challenge Level 7, Hit Dice 3. Acidic and lethal poison (save vs. poison or die, and even a successful save results in 1-8 damage).

Monstrous Centipede: Challenge Level 14, Hit Dice 9. Acidic and lethal poison (save vs. poison or die, and even a successful save results in 1-8 damage).

Origin: Reality. The primary example of a gargantuan, man-eating centipede in mythology comes from the Japanese tale of Hidesato, Lake Biwa and the magical bag of rice.

CENTIPEDE, TENTACLED

Description: A tentacled centipede is a large, carrion-dwelling horror which lurks in lower dungeon levels. Some sages believe that these monsters are entirely alien, and that they reached the underworld

through a dimensional rift which has now closed. These creatures have eerie, tentacled faces which are vaguely humanoid.

Notes: Challenge Level 10, Hit Dice 3. Tentacled Centipedes are capable of instilling those they touch with paralytic terror. When one or more tentacles make contact with a victim, the victim must make one saving throw vs. magic (regardless of the number of tentacles which hit). If successful, the victim darts away and suffers no damage or ill effects. If failed, the victim is psychically assailed with visions of black icy planets and otherworldly horrors. This deathly shock to the mind will render the victim immobile (mentally paralyzed) for a number of hours equal to 20, minus their endurance/constitution score.

Origin: Tentacled Centipedes were partially inspired by the writings of H. P. Lovecraft. Particularly, this passage in *Dreams in the Witch-House*:

"The organic things struck him variously as groups of bubbles, octopi, centipedes, living Hindoo idols, and intricate Arabesques roused into a kind of ophidian animation."

And the testament of Curtis Whateley in *The Dunwich Horror*:

"It was a octopus, centipede, spider kind o' thing, but they was a haff-shaped man's face on top of it …"

And especially this fragment in *The Challenge from Beyond*:

"It was a gigantic, pale-grey worm or centipede, as large around as a man and twice as long, with a disc-like, apparently eyeless, cilia-fringed head bearing a purple central orifice. It glided on its rear pairs of legs, with its fore part raised vertically …"

CHANGELING

Description: A changeling is a young monster left behind by an adult monster that has stolen a human child for nefarious purposes. In Castle Oldskull, changelings are interpreted as wizened faeries that are meant to replace humans who have been abducted into the Otherworld. Changelings can be regarded as equivalent to brownies for game purposes, but they are chaotic neutral and capriciously dangerous.

Notes: Challenge Level 4, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Changelings are common in folklore, particularly in Ireland and Scotland. Other names include the Bortbytingen (Swedish), Malekin (English), Men-an-Tol (Celtic), Nourice (English), Plentyn Cael (Welsh), and Xanino (Spanish). The most famous allusion to changelings is in Shakespeare's *A Midsummer Night's Dream*.

CHIMAERA

Description: A Chimaera is an infernal hybrid beast, merging the features of a lion, a goat, and a serpent. The creature has a lion's head and a goat's head, and a biting, venomous serpent-headed tail. According to Milton (*Paradise Lost*) and others, they are hellish in nature.

Notes: Challenge Level 14, Hit Dice 9.

Origin: The Chimaera, or Khimaira, comes from Greek and Roman mythology.

COCKATRICE

Description: The winged cockatrice is a corrupt hybrid of a serpent and a rooster. It has the features of a bird and a decaying reptilian wyrm. It is inherently poisonous and dangerous in the extreme.

Notes: Challenge Level 10, Hit Dice 5.

Origin: The cockatrice comes from early bestiaries and folklore. Examples include the Amphisien (Heraldic), Aspis (European), Calcatris (French), Calcatrix (Latin), Cocatris (French), Cockatriz (Spanish), and Skoffin (Icelandic).

COCKROACH, GIANT

Description: Giant cave cockroaches are ubiquitous pests in the netherworld. They are known for their apparent terror of light and fire, and have startled many an adventurer who kicks down a door only to hear the scuttling of legs and to behold the unsightly spectacle of dozens of giant insects crawling away into cracks in the dungeon walls. They are rarely combative, but will of course turn to bite and defend themselves if they are cornered.

Notes: Challenge Level 3, Hit Dice 1.

Origin: Reality.

CRAB, MONSTROUS

Description: Monstrous crabs are deadly predators found in the loose sands near bodies of water. In caves, they are typically found near geysers, sinkholes, pools, lakes or streams.

Notes: There are two major types of monstrous crabs, the giant (normal) and the enormous (exceedingly rare).

Giant Crab: Challenge Level 6, Hit Dice 3.

Enormous Crab: Challenge Level 18, Hit Dice 15.

Origin: The principle appearance of a giant crab in mythology is the myth of Heracles, when he battles the Lernaean Hydra and the Karkinos arises to assist it. Other name variations include Cancerus (Latin), Carcinus (Latin) and Karkinos (Greek), all of course informing the zodiacal Cancer.

CRAYFISH, GIANT

Description: Giant crayfish tend to lair in freshwater pools and streams which connect to underground rivers. Due to their tendency to seek meat delicacies (such as humanoids, humans and minor dungeon monsters), they are known to build temporary lairs in hunting pools. Once discovered and met with significant armed resistance, they will retreat back to the deeps.

Notes: Challenge Level 7, Hit Dice 4.

Origin: Reality.

CROCODILE

Description: Crocodiles are large predatory reptiles who dwell in shallow water and prey primarily on land beasts. A giant crocodile is a primeval, more dangerous version of the normal beast. In the realm of fantasy, albino crocodiles (believed to have been spawned by the Egyptian god Sobek) are found in the perilous waterways of dungeons, pits and caves.

Notes: Crocodiles and giant crocodiles are categorized as follows:

Crocodile: Challenge Level 5, Hit Dice 3.

Giant Crocodile: Challenge Level 11, Hit Dice 7.

Origin: Reality. White, temple and underworld crocodiles come from Egyptian mythology, with perhaps a real-world precedent. Giant crocodiles are represented by Orobon (Arabian), and actual creatures such as Phobosuchus in the fossil record.

CROCUTA

Description: The crocuta is a vicious hybrid monster that is part stag, part lion and part hyena. These cunning beasts imitate human voices and lure travelers (and would-be rescuers) to their doom.

Notes: Challenge Level 11, Hit Dice 6.

Origin: The crocuta is described in the writings of Aelian, Ctesias, Photius and Pliny the Elder. Alternate spellings include Cynolycus (Latin), Leucrocota (Latin), Leucrotta (European), and Leukrokottas (Greek).

CYCLOPS, ELDER

Description: Elder cyclopes are wise and gifted giants of the elder age. They are chaotic and good. They are immune to the effects of fire, and many of them were responsible for forging the magical armor and weaponry of the gods. A cyclops's defining feature is the solitary eye in the middle of its forehead.

Notes: Challenge Level 20, Hit Dice 16.

Origin: The advanced forge-artificer cyclopes come primarily from Greek mythology, where their names are Arges, Brontes and Steropes. The Dev (Armenian) is of interest as well.

CYCLOPS, GREATER

Description: Greater cyclopes are huge, bestial giants that dwell on islands. They are less intelligent and more depraved than their elder ancestors, and are thoroughly carnivorous. Some are even cannibalistic.

Notes: Challenge Level 18, Hit Dice 13.

Origin: Bestial, non-cultured cyclopes are more common than the elder cyclopes in world mythology. Examples include Acamas (Greek), Balor (Irish), Dev (Armenian), the Kuklopes (Greek), Polyphemus (Greek), and Tartaro (Basque).

CYCLOPS, LESSER (CYCLOPS-KITH)

Description: Cyclops-kith are “small” Cyclopes who are hunchbacked and hulking, yet only as large as ogres. They are nearly extinct and highly superstitious, which makes them almost impossible to parley with. However, they are easily impressed by magic, noise or fire.

Notes: Challenge Level 8, Hit Dice 5.

Origin: Small cyclopes are represented by the Arimaspi (Arimaspians) in travelogues and Greek mythology.

4.3.4

D IS FOR DRAGON

DEEP ONE

Description: Deep Ones are ancient frog-like and ichthyoid humanoids who worship Cthulhu. They are a dying race, but are capable of mating with human females to increase their numbers.

Deep Ones are abhorred. Outside of the deepest oceans, they are only found in the netherworld, and even there evil elves, trolls and netherworld gnomes mercilessly wipe them out. They worship the Great Sea Mother (Hydra) and the Great Ocean Father, Dagon.

Notes: Challenge Level 6 and up, Hit Dice 2 and up. There are many different types of Deep Ones. Some of the most common are as follows:

Deep One Warrior: Challenge Level 6, Hit Dice 2.

Deep One Excoriator: Challenge Level 11, Hit Dice 6. Excoriators have assassin abilities.

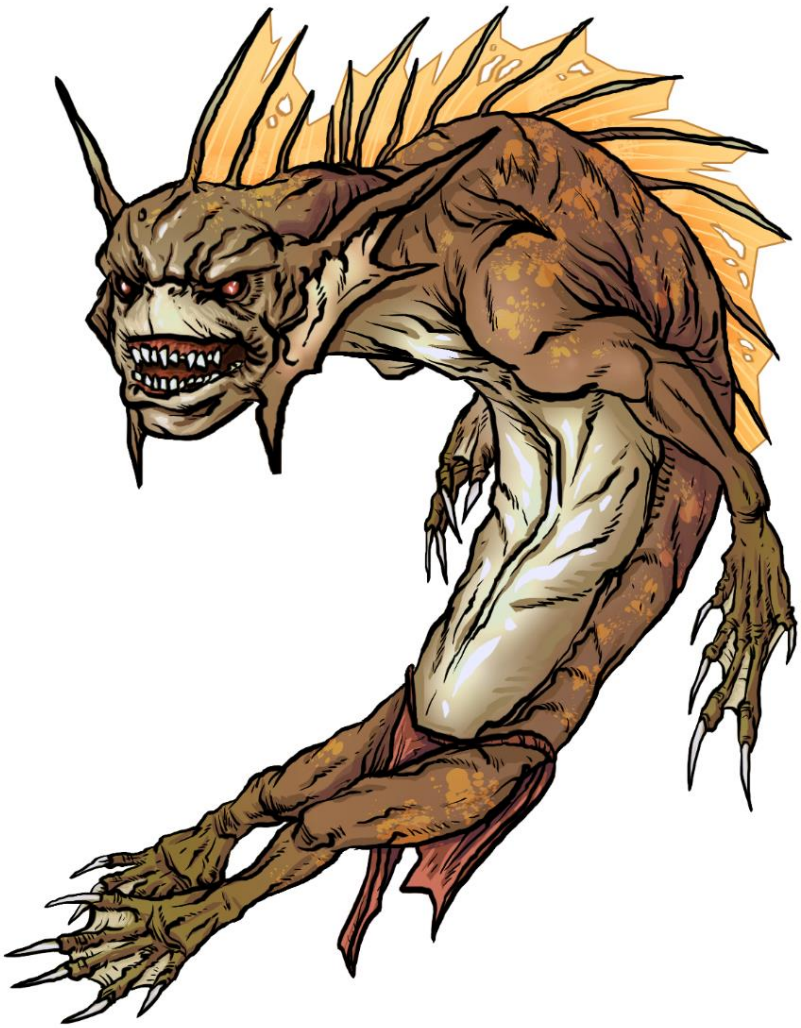
Deep One Swarm-Bringer: Challenge Level 13, Hit Dice 8. Swarm-bringers have either cleric or assassin abilities (depending on caste).

Deep One Dagonai: Challenge Level 14, Hit Dice 10. Dagonai have monk abilities.

Deep One Brood Mother: Challenge Level 15, Hit Dice 10. Brood mothers have cleric and assassin abilities.

Deep One Tidal Lord: Challenge Level 18, Hit Dice 12. Tidal lords have cleric and assassin abilities.

Origin: Horrific Deep Ones were created by H. P. Lovecraft, but directly informed by Phoenician and Mesopotamian mythology. Examples include Dagon (a real-world aquatic deity of the Phoenicians and Lovecraft's titular monstrosity) and the Fuath (Scottish), Kul (Syrian) and Kululu (Sumerian), which is probably where Lovecraft derived the name "Cthulhu." See also FROGMEN.



DEMON

Description: Demons are chaotic evil infernal spirits, cast in reanimated flesh.

Notes: See below for the individual entries concerning specific types of demons.

Origin: Demons are a fairly modern interpretation of an old theme. In mythology, demons are typically evil spirits with a definite visage but a non-corporeal form, such as the Daimon (Greek) and Scucca (Anglo-Saxon). The idea of demons as embodied and carnal fiends is mostly a result of Dark Age and medieval bestiaries.

DEMON, BATRACHIAN

Description: Batrachian, or toad-like, demons are powerful fiends who dwell in fetid waters, geyser cauldrons and dank dungeon lairs. They are vicious, cruel and able to cause terror in those they torment.

Notes: Challenge Level 14, Hit Dice 9.

Origin: Batrachians are rare but are found in demonic iconography; see for example the paintings of Heironymus Bosch, including his work on the Triptych of Haywain (circa 1510 AD). See also DEEP ONES.

DEMON, BESTIAL

Description: Bestial demons have boar-like or ram-like features and glowing “goat” eyes. They often have leonine claws and manes.

Notes: Challenge Level 16, Hit Dice 11.

Origin: Demons with beast-like features are common in mythology and demonology. Examples include the Asag (Mesopotamian), Asakku (Babylonian), Baphomet (especially as depicted by Eliphas Levi), the Labartu (leonine, Babylonian), the Mamitu (Assyrian), Pazuzu (Assyrian, Babylonian), the Ugallu (Babylonian), and many of the fiends illustrated in works such as the *Dictionnaire Infernal*.

DEMON, CENTIPEDE

Description: These unusual demons are shaped like enormous centipedes, with human arms instead of insectile legs. They have human faces, arms and torsos. They sided with the wrong forces during the Titanomachia (the war of the gods and titans) and were hurled into the netherworld, where they grew hateful and corrupt. Endless imprisonment and insanity have turned them to evil.

Notes: Challenge Level 24, Hit Dice 20.

Origin: These unusual, once-good fiends come from Greek mythology, where they are named the Hecatoncheires. The Romans called them Centimanes. Their names were Briareus, Cottus and Gyges.

DEMON, FIRE

Description: Fire demons are wicked, winged infernals of smoke, incineration, torture, fear and charismatic evil. They often lair in the deepest dungeons as overlords, and lead evil armies of goblins, dragons and giants into battle.

Notes: Challenge Level 17, Hit Dice 10.

Origin: Fire Demons are chaotic flame devils, which are found throughout Christian and mystic iconography from the Dark Ages and medieval times. Some are portrayed wielding fire, while others are specifically *of* the fire themselves. A few specific examples include Ahl (Armenian), Cacus (Greek, Roman), Charun (as portrayed by the Etruscans), Empusa (Greek, Roman), Lasi (Etruscan), Lucifer (Christianity and Occultism), and Rubicante (Dante's *Inferno*), as well as full orders of occult demons and many other figures in Asian mythology.

DEMON, FLY

Description: Fly demons are the devourers of carrion. They feast on the dead, and the flesh they regurgitate is used to form lares demons.

Notes: Challenge Level 15, Hit Dice 7.

Origin: Giant fly demons are inspired by Beelzebub (Occultism), an interpretation of Baal-Zebul as the Lord of the Flies. A specific example of this form is the portrayal of Belzebuth as illustrated in the *Dictionnaire Infernal*.

DEMON, HOUND

Description: Hound demons are fierce horrors with clawed armed and lupine faces. They are known for their brutal pincer attacks and great strength.

Notes: Challenge Level 15, Hit Dice 10.

Origin: Demons with hound or wolf features are rarer, but can be found in demonology, as well as in paintings by Heironymus Bosch and other outré artists of the 1500s. The Rabisu (Babylonian) has canine qualities as well. A specific allusion to a hound demon is Cagnazzo in Dante's *Inferno*.

DEMON, LARES

Description: Lares demons are the incarnate souls of the chaotic evil dead. They are formed from animated flesh that has been rendered by fly demons (per the above). They are the accursed chosen, the wicked souls who will be manifested into the lesser demons if they are worthy.

Notes: Challenge Level 3, Hit Dice 1.

Origin: Roman mythology.

DEMON LORD / PRINCE / QUEEN

Description: These unique figures, the greatest demons, are the most powerful demons in existence.

Notes: There are hundreds of different types of demonic rulers, all unique.

Origin: Named and godlike demons are found throughout world mythology. The principle demon lords are primarily Celtic, Egyptian, Greek, Mesopotamian, Norse, occult (medieval Christianity or Biblical, with many Apocryphal) and Roman.

DEMON, SERPENTINE

Description: Serpentine demons are female blade masters with snake-like tails. They are imperious and charismatic, and are known for their cruelty and fury.

Notes: Challenge Level 16, Hit Dice 9.

Origin: Serpentine demons in mythology include Apophis (Egyptian), Campe (Greek), Draghignazzo (in Dante's *Inferno*), Geryon (as depicted by Gustave Dore), Hedamnu (Hittite), and Typhon (Greek). Demons with poisonous, corrupting or pestilential powers are too numerous to mention, but include the Al (Armenian), Asakku (Babylonian) and Namtar (Mesopotamian), as well as entire orders of fiends (for example, as defined by Henry Cornelius Agrippa in *Three Books of Occult Philosophy*).

DEMON, SUCCUBUS

Description: Succubi (and, in their shape-shifted male form, the incubi) are demons of enthrallment, desire and seduction. They endeavor to turn heroes, nobles and rulers to carnal evil, so that these lost and powerful souls can become demons in the afterlife.

Notes: Challenge Level 14, Hit Dice 6.

Origin: The succubus is mostly a fiend found in medieval tales and bestiaries. Other folkloric and mythological creatures of similar nature include the Alp (Lapp), Alu (Mesopotamian), Ardat Lili (Mesopotamian), Lamaashut Mara (Slavic), Lamashtu (Mesopotamian), Lamia (Greek), the Lilim (Mesopotamian), Mare (English), Mora (Hungarian), and Painajainen (Lapp), as well as many others.

DEMON, VULTURE

Description: Vulture demons are carrion eaters who feast upon the dead, however fresh or rotted the remains. They are conniving, merciless and bloodthirsty.

Notes: Challenge Level 15, Hit Dice 8.

Origin: As a carrion bird, the vulture is commonly represented with demonic characteristics but rarely as a formal infernal species. Allusions to vulture demons include Eurynomos (the demon of the vulture skin, Greek), the griffin vulture in the myths of Heracles, Tuchulka the beaked demon (Etruscan), and the death-speaker vultures of Anaxagoras (Greek). Another very similar creature is the demon in the *Temptation of St. Anthony*, as painted by Salvator Rosa in 1646 AD.

DEVIL

Description: Devils are lawful evil infernal spirits in animated flesh, the corrupted descendants of fallen angels.

Notes: There are many different types of devils; the ones most commonly encountered on the Prime Material Plane are listed hereafter.

Origin: Highly variable. See DEMON as well, and the individual entries hereafter.

DEVIL, BARBED

Description: Barbed devils are the guardians, sentries and inquisitors of Hell.

Notes: Challenge Level 15, Hit Dice 8.

Origin: The most specific images of a barbed devil that I have found so far in the medieval iconography include the devil in the painting *Our Lady of Succour* by Niccolo di Liberatore da Foligno (*aka* Niccolo Alunno), and the devouring black devil in *The Last Judgment* by Fra Angelico. See also DEVIL, HORNED.

DEVIL, BONE

Description: Bone devils are the tormentors of most of the evil souls in Hell.

Notes: Challenge Level 17, Hit Dice 9.

Origin: The bone devil is a depiction of the Grim Reaper (Death) as a diabolic entity; in other words, a skeletal devil. Skeletal demons are fairly common, including some depictions of Charon, as well as

Phobos, Deimos, Ker and Limos (as embodied famine) in Greek mythology. Medieval paintings depicting famine corpses appear to be inspirations for the bone devil as well. The conception of the skeletal scorpion-tailed devil, however, appears to be unique to Gygax.

DEVIL, FURY

Description: Furies are the righteous tormentors of Hell who avenge crimes of murder and blasphemy.

Notes: Challenge Level 14, Hit Dice 7.

Origin: The theme of female retributive demons is fairly common in Greek and Roman mythology. Examples include Alecto, Erinys (Greek), the Furies (Roman), Hecate (in part), the Ker and the Keres, Megaera, Melinoe, and Tisiphone.

DEVIL, HORNED

Description: Horned devils are the tormentors of deceivers, liars and corrupt nobles and rulers.

Notes: Challenge Level 14, Hit Dice 6.

Origin: It is impossible to cite all of the examples of horned devils, because this has become the default iconography for Hell's fiends since at least the 15th century. The Malebranche sub-order, specifically, is derived from Cantos XXI, XXII and XXIII of Dante's *Inferno*.

A few lesser-known examples of horned devils include Erehskigal (Sumerian, sometimes described as horned), Eurynome (as depicted in the *Dictionnaire Infernal*), and the Gallu (Mesopotamian). They are very commonly portrayed in medieval paintings and woodcuts, one example being the fiend in *Knight, Death and the Devil* by Albrecht Durer. Consider also *Saint Wolfgang and the Devil*, painted by Michael Pacher circa 1483 AD.

DEVIL, ICE

Description: Ice devils are the tormentors of traitors and the treacherous. They dwell in the infinite ice of Hell's deeper planes.

Notes: Challenge Level 20, Hit Dice 11.

Origin: Dante's *Inferno*. These fiends are inspired by Dante's conception of the Ninth Circle of Hell (of Ice), as well as his portrayal of Lucifer (especially as illustrated by Gustave Dore, locked inside the ice at the center of the world).

DEVIL, LEMUR (DI LEMURES)

Description: Lemures are the incarnate souls of the damned in Hell. They are the souls who have been chosen to inhabit reanimated flesh, and are somewhat shapeless (until they commit evils worthy of metamorphosing them into one of the lesser devils).

Notes: Challenge Level 6, Hit Dice 3.

Origin: Di Lemures (sing. lemur), the spirits of the damned and evil dead, appear in Roman mythology and the writings of Horace and Ovid.

DEVIL, PIT FIEND

Description: Pit fiends are the servants of the Lords of Hell. They are baronial legion commanders, fulfillers of vile tasks, and executioners.

Notes: Challenge Level 21, Hit Dice 13.

Origin: See DEVIL, HORNED.

DOG

Description: Dogs are domesticated wolves, and some of the most loyal guards and companions of humankind. In the realm of fantasy, war dogs are often used as scouts and guardians during dungeon expeditions.

Notes: Dogs in Castle Oldskull are differentiated not by breed, but by size, capabilities and power. Medieval hunting dogs are generally represented by greyhounds and sporting spaniels, guard dogs by the Alaunt (now extinct), and war dogs by mastiffs (or specifically the Dogue de Bordeaux).

Wild Dog: Challenge Level 3, Hit Dice 1. Wild dogs are not found in dungeons, but may be found in ruins.

Hunting Dog / Hound: Challenge Level 3, Hit Dice 1.

Guard Dog: Challenge Level 4, Hit Dice 1.

War Dog: Challenge Level 5, Hit Dice 2.

Origin: Reality.

DOPPELGANGER

Description: Doppelgangers are cunning, symbiotic shapeshifters who infiltrate human, demi-human and humanoid societies. They are not considered lycanthropes because they are of alien and inhuman origin.

Notes: Challenge Level 9, Hit Dice 4.

Origin: Shape-shifters, doubles and clones are never interpreted in quite the same way, but renditions in folklore and mythology include the Brag (English), Co-Walker (English), Doppelganger (German), Fetch (Scottish), Fylgja (Scandinavian), Vardogr (Scandinavian), and Waff (English).

DRACUNCULUS

Description: Dracunculi are mischievous good trickster-dragons. They are small, wise and capricious.

Notes: Challenge Level 7, Hit Dice 2.

Origin: Appearances of small dragons in mythology include the Aitvaras (Lithuanian), Aspis (European), Callionymus (dragonet, Latin), Dracunculus (Roman), Drake (European), Pisuhand (Estonian), and Puuk (Estonian).

DRAGON

Description: Dragons are the legendary serpentine monsters who rule the under-earth. They are renowned for their intelligence, magic, greed, powerful breath weapons (such as acid and fire), and awe-inspiring majesty.

Notes: Dragons are highly differentiated by color (subspecies), size, age and the ability to use magic. See the full random encounter tables for individual statistics on the many varieties. The dragons in Castle Oldskull can be summarized as follows:

Chromatic (aka Mottled Dragon): Evil dragons of earth and the netherworld. The chromatic dragons are black, blue, green, red and white.

Black (aka Acid Dragon): Swamp dragons.

Blue (aka Lightning Dragon): Desert dragons.

Green (aka Venomous Dragon): Forest dragons.

Red (aka Fire-Breathing Dragon, Pyre Dragon): Mountain dragons.

White (aka Frost Drake, Ice Dragon): Ice and snow dragons.

Metallic: Good dragons of the heavens and Otherland. The metallic dragons are brass, bronze, copper, gold and silver.

Brass (aka Brazen Dragon): Desert dragons.

Bronze (aka Orichalcum Dragon): Water and grotto dragons.

Copper (aka Cuprum Dragon): Highland and cliff dragons.

Gold (aka Aurean Dragon, Golden Dragon): Celestial and cloud dragons.

Silver (aka Argent Dragon): Mountain and frost dragons.

Origin: Dragons are perhaps the most common mythological creatures, and details of them are found throughout the world. Just a few examples include the Beithir (Scottish), the Bistern Dragon (English), Draco or Draconis (Latin), Drakon (Greek), Epirotes (Greek), Fafnir (Norse), Ganj (Persian), Gorynich (Russian), Gwiber (Welsh), Hordshryrde (English), Kaukas (Lithuanian), Kur (in some

manifestations, Mesopotamian), Laidley Worm (English), Vipera (Roman), Vishap (Armenian), and Wurm (German, Norse). See also WYRM and WYVERN.

Dragons of all colors are represented in paintings of the medieval age and the Renaissance. A few specific examples of mythological dragons rendered in specific colors or with specific breath weapons include Asdeev (white, Persian), Basiliscus (acid or poison fumes, Greek, Roman), Coca (fire-breathing, Spanish), the Fire-Drake (fire-breathing, European), Gargouille (acid, French), Guita (green, Spanish), Gwiber (white, Arthurian), Hordshyrde (fire-breathing, English), the Linnorm (green, Scandinavian), Nidhoggr (fire-breathing, Norse), O Goncho (white, Japanese), Peluda (acid-breathing, French), Stihl (fire-breathing, Albanian), Svara (yellow or gold, Armenian), Tarasque (green, French), Tatzlwurm (fire-breathing, German), and Y Draig Goch (red, Arthurian, Welsh).

DRAGON-BEAST

Description: The Dragon-Beasts are highly magical hybrid creatures. They have brazen, draconian bodies and lion- or wolf-like heads, with leonine manes.

Notes: Challenge Level 13, Hit Dice 9.

Origin: Mammal-dragon hybrids are common in heraldry and folklore, but not always specified by race or name. A few real-world examples from texts include the Anzu (in some interpretations, Mesopotamian), Chinthe (Burmese), Cynoprosopus (Mediterranean), Dragon-Beast (Heraldic, with many subtypes), Naui (Russian), and Stollenwurm (Swiss).

DREAM EATER

Description: These alien lifeforms resemble withered beasts, with quadrupedal talons and squamous, pallid flesh. No one knows where they came from nor how to reason with them. All that is known is that they are highly cunning, deadly and horrifying, capable of emitting waves of crushing psychic intensity which horrifies and overwhelms their prey. It is said that they can only feed upon feeling of fear experienced by sentient, suffering creatures.

Notes: Challenge Level 14, Hit Dice 7.

Origin: Refer to supplement PM1, THE PEGANA MYTHOS.

DWARF

Description: Dwarves are stout, hardy folk who live in the mountains and the underworld. They are a besieged and proud race, beset on all sides by dragons, humanoids, giants and trolls. They are staunch allies of humans and gnomes, and represent the strongest force of good in the subterranean realm. Not all dwarves are good, however, as some have been corrupted by the evils they must always face.

Notes: Challenge Level 2 and up, Hit Dice 1 and up.

Origin: Dwarves are typically considered Norse or Germanic, but they are common in world folklore. Other names include Abac (Celtic), Arndt (Vendish), Corrigan (Scottish), Dvorgurin (Celtic), Dweorg (English), Fain (Celtic), Guerrionet (Scottish), Hairdmandle (Swiss), Hosegueannet (Scottish), Marchen (Vendish), Nain (Scottish), Oennerbanske (Friesian), Polewiki (Polish), Poulpiquet (Scottish), Tusse (Scandinavian), and Zwerge (German).

Evil and netherworld dwarf species include the Dvergr (Norse), Dverge (Scandinavian), and Jugenderinnerugen (Vendish). The Dero, specifically, is a much more recent creation contrived by Richard Sharpe Shaver in 1943.

4.3.5

E IS FOR ELEMENTAL

EAR WEEVIL

Description: Ear Weevils are vile insects that dwell in rotted wood, such as doors and treasure chests. They crawl up arms and legs and burrow into the ears of unsuspecting mammals so that they can lay their eggs inside a warm food source.

Notes: Challenge Level 4, Hit Dice 1/8 (1 Hit Point).

Origin: Folklore of the earwig.

EEL

Description: Eels are serpentine fish. Eels are rare in dungeons, but due to their propensity to explore small and shallow bodies of water they can possibly be encountered in water-fed caverns and similar areas, as well as in underground streams.

Notes: Most eels are harmless, but two species are rather dangerous when provoked: the electric and the moray.

Electric Eel: Challenge Level 4, Hit Dice 2.

Moray Eel: Challenge Level 7, Hit Dice 5.

Origin: Reality.

ELDRITCH BEAST

Description: Eldritch beasts are wondrous mammals of a highly magical nature. Many of them are aggressive and territorial, and all are coveted as hard-to-conquer trophy animals. They are both ugly and beautiful, with spectacular features, and are therefore the eternal subjects of royal hunts.

Notes: Few of these creatures are found in dungeons, as they are the epitome of wild nature and they die quickly outside of wilderness environs. The sole example of the common eldritch beast in dungeons is the badgerbear, which is treated separately. More information about eldritch beasts will be found in the Classic Wilderness Adventure Guide (CWAG1).

Origin: An eldritch beast, in Castle Oldskull, is simply a bestial hybrid of two or more dangerous animals. All are different and interesting to research. A few of the more quizzical include the Apres (Heraldic), Aptaleon (Babylonian), Arassas (French), the Beast of Leetir Dallan (Irish), Bicorne (European), the Blatant Beast (English), the Bonnachon (Roman and in bestiaries), Brucha (Irish), Busse (European), Calopus (European), Centicore (European), Cepus (Egyptian, Greek), Chichelvache (European), Eale (European), Neades (Greek), the Questing Beast (Arthurian), Rompo (India), Yale (Latin), Yali (Pliny), and Zlatorog (Slovenian).

ELEMENTAL

Description: Elementals are magical embodiments of the four classical elements: earth (solid), water (liquid), air (gas) and fire (energy). Most are mindless, but the more powerful and ancient elementals possess a fearless sentience. As they represent primal manifestations of magical matter, they can often be summoned and controlled by powerful spell-casters.

Notes: In Castle Oldskull, elementals can take many different forms, from three-legged earth elementals to serpentine water elementals. Most are either vaguely humanoid (if summoned from their home plane), or horse-like (if they have been trapped in the Prime Material for decades and have achieved a somewhat terrestrial existence). See hereafter for further details on equine-form elementals.

There are four different types of elementals, air, earth, fire and water. Sizes and powers vary as follows:

Lesser Elemental: Challenge Level 13, Hit Dice 8.

Elemental: Challenge Level 16, Hit Dice 12.

Greater Elemental: Challenge Level 18, Hit Dice 16.

Noble Elemental: Challenge Level 19, Hit Dice 20. Intelligent.

Royal Elemental: Challenge Level 21, Hit Dice 24. Highly intelligent.

Elemental Prince or Princess: Challenge Level 25+, Hit Dice 28. Supra-genius intelligence.

Origin: Elementals originally appeared in classical philosophy and mysticism. Perhaps their most famous treatment is in the alchemical works of Paracelsus. Other examples of elementals and elemental-like creatures include the Acheloid (water, Greek), Carrog (water, Welsh, Irish), Potamos or river spirit (water, Greek), Rarog (air, Polish), and Sughmaire (water, Irish). Dragons and salamandrae are sometimes considered fire elementals, and trolls are often considered earth elementals.

ELEMENTAL HORSE

Description: Elemental Horses are Elementals that have become trapped in the Prime Material Plane, having escaped or killed their summoning masters. They take the form of capricious quadrupeds and are semi-intelligent. All are mischievous and dangerous, but some can be tamed by strong-willed wielders of powerful magic.

Notes: In game terms, elemental horses are lesser elementals of one of the four types (air, earth, fire or water), and have 8 Hit Dice. They are chaotic neutral and of low intelligence, but are otherwise similar to normal elementals.

Origin: Elemental horses are very common in mythology, which is why I felt the necessity to specify them as classic monsters of their own distinction. Origins are as follows:

Air / Wind Steed: Sleipnir (Norse), Svadilfari (Norse), and Xanthos (Greek). See also PEGASUS.

Earth / Stone Steed: The horses of Hades in Greek mythology, as well as Arion and other horses born of Gaia. See also NIGHTMARE.

Fire / Pyre Steed: Actaeon (Greek), Achthon (Roman), Alsvid (Norse), Arvak (Norse), Bronte (Greek), Each Tened (Irish), Eous (Greek), Hippoi Areioi (Greek), Lampon (Greek), Phaethon (Greek), Pyrios (Roman), Sivushko (Russian), Skinfaxi (Norse), etc. See also NIGHTMARE.

Water / Lake Steed: Aonbarr (Irish), Backahast (Scandinavian), Biast Na Srognig (Hebridean), Buckland Shag (English), Cabyll-Uisge (Island of Man), Ceffyl Dwr (Welsh), Cheval Bayard (French), Each Uisge (Irish), Endrop (Romanian), Glashtin (Manx), Haikur (Icelandic), Kelpie (Scottish), Nacken (Swedish), Nakineiu (Finnish), Nakki (Finnish), Neugle (Shetland), Nicker (Scandinavian), Shoopiltie (Shetland), Tangie (Shetland), etc.

ELF

Description: Elves are beings of the elder world, mortals who are touched by the sacred light (or, in the case of evil elves, the sacred darkness). They have a strong affinity with nature, particularly forests, and love magic in all its forms. They are known for their fine features, slender physiques, agility, stealth, and of course their pointed ears.

Notes: Challenge Level 4 and up, Hit Dice 1 and up. Elves are a character race, and can therefore be fighters, magic-users, thieves, and so forth. There are many different power levels for adventurous elves, as attributed in the random monster tables. Notably, many elves in Castle Oldskull are evil and dwell in the netherworld. This makes them one of the most notorious and implacable enemy races that adventurers will face while dungeon delving.

Origin: Elves are extremely common in European folklore. The very definition of an elf is questionable, which makes it difficult to cite specific examples. In Castle Oldskull, an elf is specifically a mortal, man-like demi-human of dim faerie ancestry. Species in this vein include the Aelf (Anglo-Saxon), Alfa or Alfar (Scandinavian), Dames Vertes (forest elves, French), Elen (Danish), Elle-Folk (Danish), Ellyllon (Welsh), Elvor (Swedish), Esprit Follet (Scottish), Fadet (French), Follet (Scottish), Hidfolk (Scandinavian), Hulder (Scandinavian), Huldrafolf (Scandinavian), Huldukona (Scandinavian), Liosalfar (Scandinavian), Lutin (French), Ouph (English), Schrat (German) Vaettir (Scandinavian), and Vattar (Faroese).

Evil elves include the Daimones Epichthonioi (Greek), Dokkalfar (Norse), Henkie (Scottish), Landvaettir (Norse), Svartalfar (Norse), Trow (Scottish), and Tylwyth Teg (Welsh). Some details about the netherworld elves come from the book *Gylfaginning* of the *Prose Edda* by Snorri Sturulson (circa 1220 AD).

(**Note:** For the curious, the complex distinction between netherworld *dwarves* and netherworld *elves* is well elaborated upon in the Wikipedia article “Norse Dwarves.”)

ENTANGLER

Description: An entangler is an amorphous, tentacled fiend that resides in the netherworld, particularly in gemstone, crystal and mineral caverns. They are of unknown origin but may share a distant (primeval?) connection to the Thralls of Cthulhu.

Notes: Entanglers vary in size as follows:

Entangler: Challenge Level 16, Hit Dice 10.

Large Entangler: Challenge Level 17, Hit Dice 11.

Huge Entangler: Challenge Level 17, Hit Dice 12.

Origin: Inspired by Lovecraftian entities. See also TENTACLE BEAST.

ETTIN

Description: Ettins are two- or three-headed giants who are renowned for their stupidity and foul manners. These brutes hate mortal-kind and will torture anyone they can catch for their own amusement.

Notes: Challenge Level 15, Hit Dice 10.

Origin: Giants with two or more heads are occasionally found in diverse mythologies. The term Ettin is Scottish, and is a corruption of Jotun (compare GIANT). Similar species include the Aillen Trechenn (Irish), Cacus (Roman), Dev (Armenian), Janus (in some portrayals gigantic, Roman), Molionid (Greek, Roman), Tenes (Greek), Yetun (Scottish), and Yotun (Northumberland).

EVIL EYE (OF AZATHOTH)

Description: An evil eye is an arcane, ancient and monstrous magical eye of eldritch powers. In Castle Oldskull, the evil eye is an eldritch manifestation of deathly necromantic auras and diablerie. They appear as flickering, partially corporeal spheres of coruscating vapor, surrounded by tentacles of mephitic and glowing fumes. These ten branching tentacles of vapor-flesh are each surmounted by a fanged maw, each maw being capable speaking blasphemous incantations and casting its own sorcerous powers.

Evil eyes abhor living creatures and seek to enslave or annihilate anyone they find. They are some of the most dangerous denizens of the underworld.

A bit of Lovecraftian atmosphere: The sign of the progenitive, and secret branched (not pentacular) Elder Sign is a symbolic representation of an evil eye's vaporous tentacle, and the hand gesture which

mirrors this shape is said to ward off the evil eye for a brief while ... during which a fortunate adventurer can escape. (The truth of this legend is up to the GM.)

Notes: Challenge Level 18 and up, Hit Dice 10 and up. There are seven different classifications of evil eye, based on their size. They are as follows:

Larval Evil Eye: Challenge Level 18, Hit Dice 10, Hit points 43 to 47.

Lesser Evil Eye: Challenge Level 19, Hit Dice 11, Hit points 48 to 52.

Evil Eye: Challenge Level 20, Hit Dice 12, Hit points 53 to 57.

Arcane Evil Eye: Challenge Level 21, Hit Dice 13, Hit points 58 to 62.

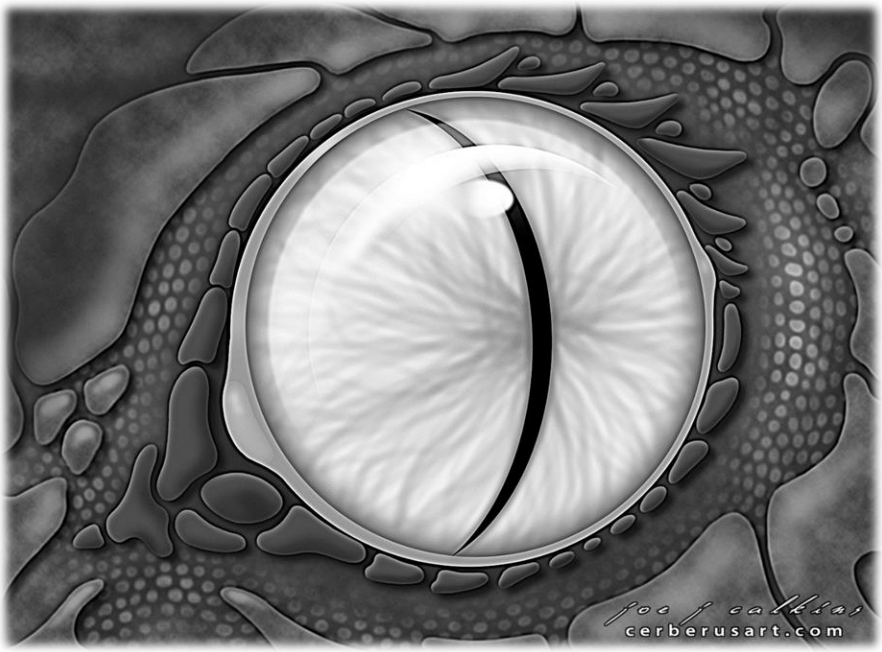
Greater Evil Eye: Challenge Level 22, Hit Dice 14, Hit points 63 to 67.

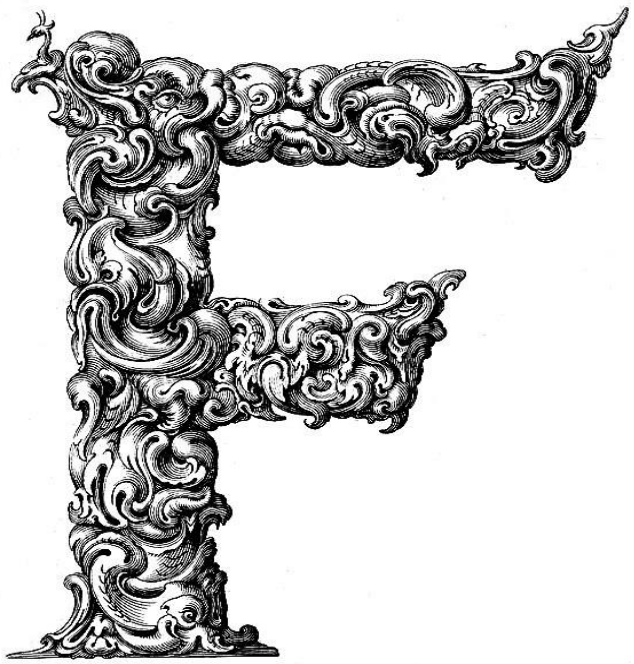
Elder Evil Eye: Challenge Level 23, Hit Dice 15, Hit points 68 to 72.

Ancient Evil Eye: Challenge Level 24, Hit Dice 16, Hit points 73 to 77.

Origin: The evil eye and its physical manifestations, typically in the forms of art, amulets and inscriptions, are universal in European folklore. The most famous illustrated form (outside of Egyptian mythology) may be the Roman period mosaic found in the ruins of Antakya, Turkey as well as in other locales.

Other specific forms and names of the evil eye include the Ayn al-Hasud (Arabian), Ayn Ha-r'a (Jewish), Boser Blick (German), Char Atchk (Armenian), Deochi (Romanian), Drishti Dosha (Sanskrit), Durnoy Glaz (Russian), Gonosz Szem (Hungarian), Jashi (Japanese), Mal de Ojo (Spanish), Malocchio (Italian), Matiasma (Greek), Nazar Boncugu (Turkish), Syni Keq (Albanian), Urokljivo Olo (Serbian), and Vaskania (Greek).





4.3.6

F IS FOR FUNGI

FAERIE

Description: Faeries are the elf-like inhabitants of the Otherworld, the magical twilight realm of illusion and lost dreams. They are mostly chaotic. Many are capricious and good, but others (like nightmares) are dangerous and cruel.

Notes: In Castle Oldskull, all true faeries (as opposed to faerie-kith, such as banshees, brownies, dryads, horned ones, leprechauns, nymphs, satyrs and sylphs) are diminutive winged folk. There are four different types — the faeries of the idyllic sunlit world, and the faeries of the netherworld — with lesser and greater varieties of each.

Lesser Faerie: Challenge Level 4, Hit Dice 1/2 (1 to 4 hit points). Neutral good.

Lesser Netherworld Faerie: Challenge Level 5, Hit Dice 1.

Greater Faerie: Challenge Level 5, Hit Dice 1.

Greater Netherworld Faerie: Challenge Level 7, Hit Dice 2.

Origin: Faeries are found in endless variations in folklore, particularly later writings of the British Isles. More folkloric examples (a few from the many) include the Aloja (Catalan), Bendith y Mamau (Welsh), Bergfolk (Norse), Daoine Maithe (Celtic), Denee Shee (Celtic), Duine Sith (Scottish), Elle-Folk (Danish), Ellen (Danish), Meryon (English), Peri (Persian), Pisky (Cornish), Pixie (Cornish), Pobel Vean

(Cornish), Sheehogue (Celtic), Shingawn (Celtic), Sprite (European), Tylwyth Teg (Welsh), and Wichthln (German). For the curious, the works of Brian Froud provide numerous folkore-informed variants as well.

Mischievous, evil and netherworld faeries include the Bodach (Celtic), Gytrash (English) and Laminak (Basque). Arguably, most faeries (particularly Celtic) can be regarded as *netherworld* faeries, depending on one's interpretation of faerie mounds and the physical location of faerie-land.

FANGED FISH

Description: Fanged fish represent dangerous predatory fishes of all kinds (in both fresh- and saltwater), including the barracuda, piranha and various blind fantastical cave fish (the kinds which are most often found in dungeons).

Notes: Three different sizes of fanged fish are accounted for in Castle Oldskull, as follows:

Small Fanged Fish: Challenge Level 2, Hit Dice 1.

Fanged Fish: Challenge Level 3, Hit Dice 2.

Large Fanged Fish: Challenge Level 5, Hit Dice 3.

Origin: Reality, representative of various species.

FANGED FISH, MONSTROUS

Description: Larger fanged fish, such as pike and gar, are found in deep, cold waters. Due to their size, they are likely to attack swimmers and waders.

Notes: The greater fanged fish are classified as either huge or large.

Huge Fanged Fish: Challenge Level 7, Hit Dice 4.

Giant Fanged Fish: Challenge Level 12, Hit Dice 8.

Origin: "Monstrous" predatory fish are found in the deep seas, as well as the fossil record. In mythology, the Ikhthyes (huge riding fishes) of Aphrodite are of interest as well.

FLESH GRUB

Description: Flesh Grubs are horrific burrowing carnivores that lay their eggs inside living hosts, crawling up under a victim's skin with a ghastly burrowing celerity. Some say they are primordial forms of soul worms, while alchemists believe that they spawn spontaneously in heaps of offal and filth.

Notes: Challenge Level 4, Hit Dice 1/8 (1 Hit Point).

Origin: Likely inspired by the torturing worms and maggots as described in Dante's *Inferno*.

FOX, MONSTROUS

Description: Monstrous foxes are rare but dangerous trickster spirits in animal form.

Notes: Challenge Level 7, Hit Dice 5.

Origin: The most famous monstrous fox in mythology is the Teumessian Vixen (Greek).

FROG, MONSTROUS

Description: Giant frogs are monstrous amphibians. Due to their easily metamorphosed forms and magically sensitive nature, they are the subjects of sinister breeding programs conducted by evil clerics and magic-users. See FROGMAN.

Notes: Unnaturally large frogs are classified by their size (large, huge and giant). The two primary mutant forms are the huge killer frog (a clerical abomination) and the large poisonous frog (an alchemical abomination).

Large Frog: Challenge Level 2, Hit Dice 1.

Large Poisonous Frog: Challenge Level 3, Hit Dice 1.

Huge Frog: Challenge Level 4, Hit Dice 2.

Huge Killer Frog: Challenge Level 5, Hit Dice 2.

Giant Frog: Challenge Level 7, Hit Dice 3.

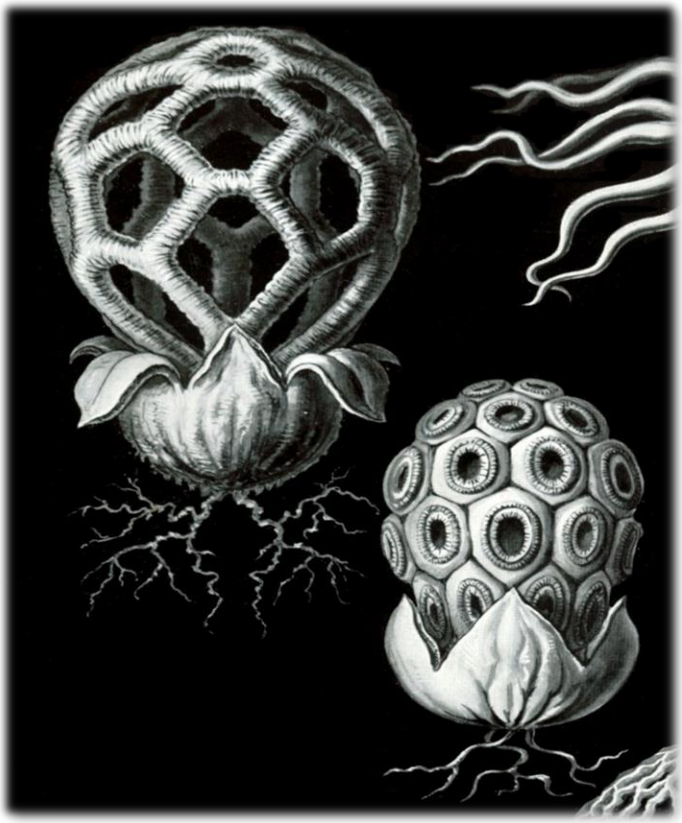
Origin: Reality and the fossil record. A "giant" frog appears in Gulliver's Travels. The killer and poisonous frogs are represented also by the Llamhigyn Y Dwr (Welsh). See also TOAD, GIANT.

FROGMAN

Description: Frogmen are evil amphibious humans. Similar to Deep One hybrids, they are vile and corrupt crossbreeds between mortals and netherworld powers. However, unlike the Deep Ones, the Frogmen have become isolated from the psychic influence of Dagon and Great Cthulhu. As such, they are free-willed minor dungeon horrors who represent a threat more through their swarming numbers than through any individual supremacy.

Notes: Challenge Level 2, Hit Dice 1.

Origin: Frog-humans appear in mythology as the Fuath (Scottish), Heqet (Egyptian), Huh (Egyptian) and other creatures. See also DEEP ONE.



FUNGUS, VIOLET

Description: Violet fungi are highly toxic, animate and deadly growths that live on carrion and thrive in the fungal gardens of the netherworld.

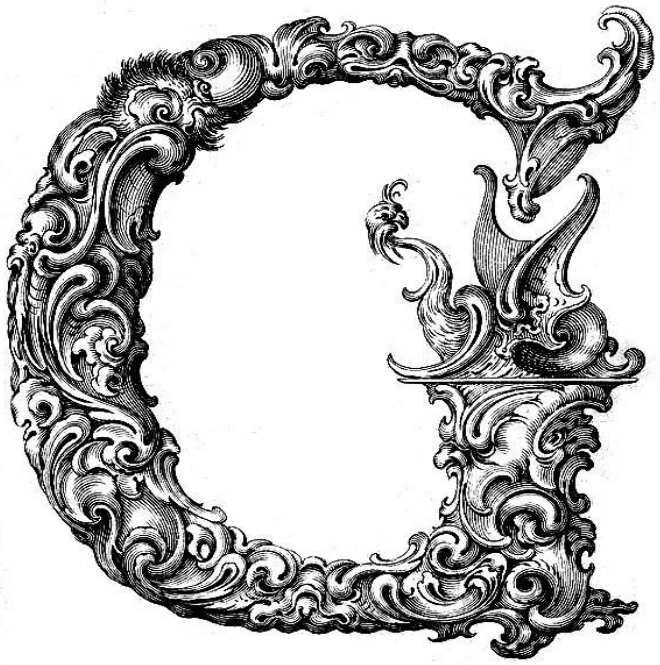
Notes: Challenge Level 5, Hit Dice 3.

Origin: The Violet fungus is a composite of many real-life qualities of fungal lifeforms:

(1) Flesh-eating fungi are all too real. *Apophysomyces* and *Cryptococcus* have been responsible for deaths as recently as 2012, and the order *Mucorales* causes the predatory fungal infection *Mucormycosis*.

(2) Hyphae are branching fungal filaments common to many species. The violet fungus is probably inspired by the violet-branched coral fungus, *Clavulina Amethystina*.

(3) Oversized fungi are not rare. Incredibly, fungi are also believed to be the vastest lifeforms on Earth, with an *Armilaria Ostoyae* discovered in 1998 being thousands of years old and weighing hundreds of tons.



4.3.7

G IS FOR GIANT

GARGOYLE

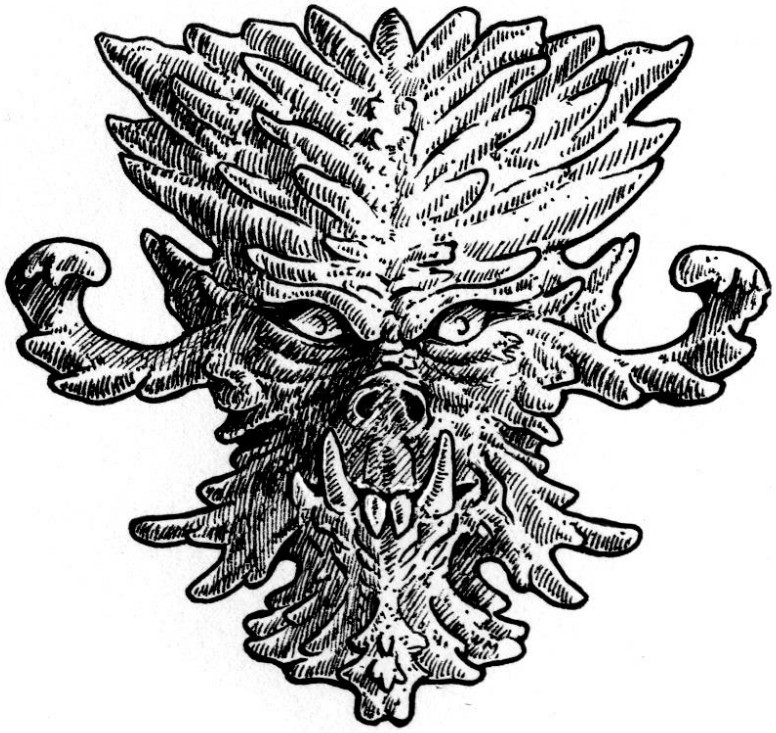
Description: Gargoyles are a form of living statue. They are humanoid, but have been sculpted with monstrous features. (Their rumored origin hearkens back to the evil dwarven master smiths of the Underhalls.) They are endlessly vigilant and are preferred as guards, scouts and sentries by evil lords and spell-casters.

Notes: Gargoyles can be classified as the relatively common “gargoyle,” and the rarer “grotesque.”

Gargoyle: Challenge Level 8, Hit Dice 5. Gargoyles have wings and are capable of magical flight.

Grotesque: Challenge Level 8, Hit Dice 6. Grotesques are larger and wingless, but otherwise identical to Gargoyles.

Origin: Gargoyles are derived from architectural history and cathedral folklore. The most famous examples are found upon Notre Dame Cathedral.



GENIE

Description: A genie is a human-like elemental spirit. They are highly magical and intelligent. Genies appear as muscled giants, with lower bodies made of elemental matter (a cyclone if a jinn, or a pillar of fire if an ifrit). They can temporarily adopt a fully humanesque form when desired.

Notes: There are many different social hierarchies of genies, all the way up to sultans. The ones encountered on the Prime Material Plane, however, are typically the “normal” ifrits and jinns as well as the minor nobles.

Jinn: Challenge Level 15, Hit Dice 8.

Jinn Noble: Challenge Level 17, Hit Dice 10.

Ifrit: Challenge Level 16, Hit Dice 10.

Ifrit Noble: Challenge Level 18, Hit Dice 12.

Origin: The iconography of genies appears to be a result of English and French conceptualization of Arabic sources (especially the *Arabian Nights*). Similar figures however include the Genius (Roman), Genyes (English), Lares (Roman) and Stoichea (Greek).

GHAST

Description: Ghasts are evolved ghuls who have devoured living prey to the extent that they are instilled with the soul essence of those they have eaten. They are leaping carrion feasters, venomous and diseased.

Notes: Challenge Level 9, Hit Dice 4.

Origin: Ghasts, as derived from the word “aghast” and the tradition of the ghul, were created by H. P. Lovecraft and featured in *The Dream-Quest of Unknown Kadath*.

GHOST

Description: A ghost is a restless, non-corporeal spirit that has refused to move on to a higher plane after death. They “live” on through the power of hate and indomitable will. Due to their obsession with their past lives, they often haunt the places of their demise.

Notes: Challenge Level 16, Hit Dice 10.

Origin: Restless spirits are virtually infinite in folklore. A few representative types include the Bhut (Hindu), Gangferd (Scandinavian), Lares (Roman), Maneen (Celtic), Mora (Russian), Nair (Scandinavian), Phasma (Greek, Latin), Revenant (French), Siabrae (Celtic), Taidhbhse (Celtic), Tais (Celtic), and Taraxippus (Greek), as well as the ubiquitous “Spirit.”

GHUL

Description: Ghuls are ravenous undead who feast on corpses and the living.

Notes: Challenge Level 7, Hit Dice 2.

Origin: Ghuls as desert corpse demons come from Arabian mythology. “Ghoul” appears to be of French origin. The conception of ghuls as netherworld fiends is mostly derived from Lovecraft.

GIANT

Description: Giants are enormous, man-like creatures. The majority of them look down on mortals as inferior creatures worthy of death, trickery or enslavement. Due to the Gigantomachia of the elder age — the brutal war in which the gods of men slaughtered the legions of giants who were vying for control of the Overworld — there is undying enmity between many giants and the mortal races.

Notes: The various species of giants are detailed and classified individually below.

Origin: Giants are the most basic of mythological monsters, being in their most simple conception little more than large humans. Major examples of giants in myth include the Athach (Scottish), Ent (English), Fir Bolga (Irish, Scottish), Fomorians (Irish, Scottish), Gargantes or Gigantes (Greek, Roman), Jatte (Swedish), Jotnar or Jotun (Norse), Orchi (Italian) and Stalo (Lapp). See also the individual species entries below.

GIANT, CLOUD

Description: Cloud giants are brilliant artificers and master craftsmen who build magical palaces in the clouds and mountaintops. Half of their clans are enlightened and good, living in harmony with men and magical creatures; but the other half are covetous and unforgiving and seek to destroy mankind.

Notes: Challenge Level 17, Hit Dice 13.

Origin: The Cloud giant is primarily inspired by the English fairy tale *Jack and the Beanstalk*.

GIANT, FIRE

Description: Fire giants are the great descendants of the imprisoned gargantuan gods and titans in the netherworld. They revel in lava, forest fires, geysers and volcanoes. Virtually all are evil.

Notes: Challenge Level 16, Hit Dice 12.

Origin: Fire giants include Cacus (Roman) and Enceldaus (Greek) as well as other Phelgran giants in the Gigantomachia (war between the giants and the Greek gods). The Yemenese desert giant Ghaddar can be regarded as a kind of fire giant as well. However, *most* of the fire giants come from Norse mythology. Named examples include Hyrokkin (a giantess), Logi, Muspellsmegir and Surtr.

GIANT, FROST

Description: Frost giants are the haughty descendants of the giants who were confined to ice prisons following the Gigantomachia. They are warlike, barbarous and bloodthirsty. They live to challenge men to duels and contests of strength, giving grudging respect to those who beat them but slaying the defeated.

Notes: Challenge Level 16, Hit Dice 11.

Origin: Frost giants are represented by the Hyperborean Boreades, the sons of Boreas and Chione in Greek mythology. Outside of this, however, they are almost exclusively Norse: Beli, Bergelmir, Bolthorn, Geirrod, Gilling, Gunnlod (a giantess), the Hrimbursar or Hrimthursar, Hrimgrimnir, Skadi (winter giantess), Suttungr, Thrudgelmir, Vafthrudnir, Vasad (winter giant), and Ymir.

GIANT, HILL

Description: Hill giants are sly, brutish folk who live in great wooden stockades in wet and forested hills.

Notes: Challenge Level 13, Hit Dice 8.

Origin: Hill and highland giants are rather rare, but outside of English folklore the examples of this type include the Blemyah (European), Eggther (Norse), Fanggen (Swiss) and Syrbotae (Greek).

GIANT, MOUNTAIN

Description: Mountain giants are immense, reclusive beings who live in caves and mighty halls bored through the peaks of the highest mountains. They enjoy being served by slaves, armies and magical beasts.

Notes: Challenge Level 16, Hit Dice 12.

Origin: Mountain giants in mythology include Aurboda (Norse), Bergbui (Norse), Bergrisar (Norse), Ciudach (Scottish), and Gryla (giantess, Icelandic).

GIANT, STONE

Description: Stone giants are solemn, retiring creatures who live in caves, wastelands and canyons. They are somewhat respectful of man, provided they are treated fairly; but will often side with their giant brothers in times of war.

Notes: Challenge Level 15, Hit Dice 9.

Origin: Stone and earth giants in mythology include Antaeus (Greek), Ciudach (Scottish), Foawr (Welsh) and Gymir (Norse). The sub-strain of cave giants includes Helreginn, Modguor (netherworld giantess), and Sokkmimir.

GIANT, STORM

Description: Storm giants are the most powerful and most benevolent of giant kind. They are the brethren of titans, and it is said that their kind alone stood aloof from the Gigantomachia. For their wisdom, they were unpunished and remain very near to their glorious magical state from the elder age.

Notes: Challenge Level 19, Hit Dice 16.

Origin: Storm and sea giants include Aegir (Norse), Fankenmannikin (Swiss), the Nine Mothers of Heimdallr (sea giantesses, Norse), Orculli (Lapp), Ubelluri (Hittite), and Vidblindi (Norse). Due to their names of Arges (flashing ray), Steropes (lightning bolt) and Brontes (thunderclap), the elder cyclopes of Greek mythology are sometimes considered storm giants as well.

GIANT, TWISTED

Description: Giants in folklore and mythology are often described as lame, hunchbacked, demonic, bestial or shaggy. In Castle Oldskull, twisted giants represent all of these deformed and cannibalistic monstrosities. Game Masters are encouraged to come up with their own horrific descriptions of these unique creatures ... some may be one-eyed, or walk on crutches, or even drag their lamed legs behind them.

Notes: Challenge Level 17, Hit Dice 14.

Origin: "Corrupted" and similar giants in mythology include Agrius (ursine, Greek), Alabastor (Russian), Fomor (Celtic), Gadhra (Irish), Gargham (Bretonian), Gjalp (diseased giantess, Norse), Greip (diseased giantess, Norse), the Kalevanpojat (Finnish), the Laestrygones of Mormo and Anitphates (Greek), Managarm (wolf-giant, Norse), and Oreios (bestial, Greek).

GIANT-KITH, GEGENES

Description: These fiends are small, six-armed wasteland giants who hurl rocks and maraud against human interlopers.

Notes: Challenge Level 9, Hit Dice 5.

Origin: Greek mythology, particularly *Jason and the Argonauts*.

GNOLE

Description: Gnoles are sly and dangerous canine-headed humanoids.

Notes: Challenge Level 3, Hit Dice 2.

Origin: The name “gnole” comes from Lord Dunsany. More mythical examples of canine and lupine humanoids include the Basadae (Greek), Choromandae (Roman), Cynocephalus (Roman), Koerakoonlased (Lithuanian), and the Kunolephaloi (Greek).

GNOME

Description: Gnomes are capricious craftsmen, explorers, tinkerers and tricksters. They are kin to both dwarves and faeries. They prefer to live in forests, hill-burrows and beautiful isolated mountain valleys.

Notes: Challenge Level 2 and up, Hit Dice 1 and up.

Origin: Gnomes were originally earth elementals, but then were later interpreted as beings of faerie. A few similar examples include the Berg-Monche (German), Genemos (Greek), Genomus (Latin), Gnomus (Paracelsus), Gommes (French), Heinzelmannchen (German), and Husse (Scandinavian). Geb in Egyptian mythology has gnome-like features and disposition. See also NETHERWORLD GNOME.

GNOME, NETHERWORLD

Description: Netherworld gnomes are somber warriors and miners who have mastered the art of shaping elemental stone. They are far more serious, fearless and obstinate than their kin of the sunlit world. Netherworld gnomes are occasional allies of dwarves, but they prefer to remain hidden and divided from other demi-humans.

Notes: Challenge Level 9 and up, Hit Dice 4 and up.

Origin: Besides the influences given for GNOME, above, netherworld gnomes are inspired by the Karzelek (Polish), Svartalfar (dwarven interpretation, Norse) and Victorian fairy tales.

GOBLIN

Description: The goblins are impish humanoids who dwell in caves and associate strongly with wolves. Wolves are the sacred totem beasts of these creatures, due to the quasi-lupine origins of goblins through the infernal and shape-shifting bargeist devils.

Notes: Challenge Level 2, Hit Dice 1.

Origin: Goblins are arguably derived from French folklore. Other examples include the Buggane (Isle of Man), Coblyn (Welsh), Fuath (Scottish), Ghello (Greek), Grugach (Irish), Hobyah (Scottish), Kirkegrimm (Scandinavian), and Tokebi (Korean), as well as the nameless tempter goblin species in *Goblin Market*, by Christina Rossetti.

GOLEM

Description: Golems are giant, man-shaped automatons or living statues. (Beast-shaped golems are rarer, but besides being quadrupedal they are statistically identical to “normal” varieties.) They are instilled with a spark of life by the cleric or magic-user who created them.

Notes: Golems can be made out of virtually inanimate material, but the most common types are as follows:

Earth Golem: Challenge Level 13, Hit Dice 7, 27 to 33 Hit points.

Flesh Golem: Challenge Level 15, Hit Dice 9, 37 to 43 Hit points.

Clay Golem: Challenge Level 17, Hit Dice 11, 47 to 53 Hit points.

Stone Golem: Challenge Level 18, Hit Dice 13, 57 to 63 Hit points.

Bronze Golem: Challenge Level 19, Hit Dice 16, 67 to 73 Hit points.

Iron Golem: Challenge Level 20, Hit Dice 18, 77 to 83 Hit points.

Origin: Animated golems, colossi and living statues in mythology include the Bulls of Caucasus (bestial, bronze, Greek), Frankenstein’s Monster (flesh, Shelley), the Gholem (clay, Jewish), the Hippo Kabeirikoi (bestial, bronze, Greek), the Spartoi (earth, Greek), Stallo (earth, Sami), and Talos (bronze or iron, Greek).

GORGONIAN BULL

Description: Gorgonian bulls are huge, plated bull-like horrors who feast on poisonous plants. They live in caves and wastelands and are feared for their stupid and fearless aggression.

Notes: Challenge Level 13, Hit Dice 8.

Origin: These “Taures” are found in classical travelogues and medieval bestiaries. Other names include Sylvestres (Latin), Tauro Aithiopikos (Greek), and Taurus Aethiopicum (Latin). See also CATOBLEPAS.

GREMLIN

Description: Gremlins are small, impish trickster humanoids. They live to torment “big folk,” stealing, setting traps and tripwires, and leading explorers astray to suffer a horrible death in the jaws of some dungeon beast.

Notes: Challenge Level 3, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Gremlins as such were not imagined until the mid-20th century, but similar faeries and humanoids are found throughout folklore. Some near-identical early relations include the Cercopes (Greek), Coranyeidd (Welsh), Gremian (English), Negret (Catalan), and Pygmaioi (Greek).

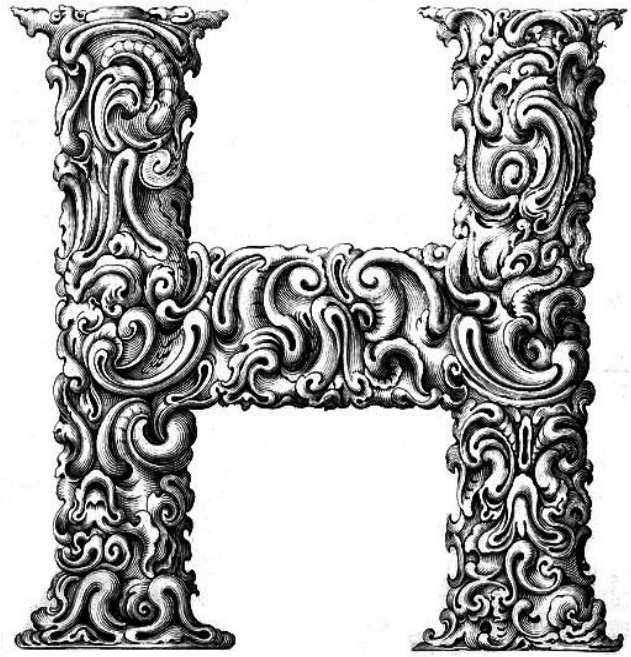
There are also various tales of evil little folk and pixies which are too numerous to identify. See also BROWNIE, GOBLIN, IMP, KOBOLD and LEPRECHAUN.

GRIFFON

Description: Griffons are dangerous leonine beasts with raptorial heads and wings. They are quite intelligent, and have an almost draconian fascination with jewels and gold. Griffons use their iron claws to burrow mines and lairs in the mountaintops and caves.

Notes: Challenge Level 11, Hit Dice 7.

Origin: Griffons come from Greek mythology and were iconically refined by heraldry. Similar monsters are the Adar Llwch Gwin (Celtic), Alphyn (Heraldic), Gryphus (Roman), Gryps (Greek), Heliodromos (vulture, European), Imdugud (leonine, Mesopotamian), Kargas (Turkish), Senmurv (Russian), Tiamat (in some representations, Babylonian) and Zu (Mesopotamian).



4.3.8

H IS FOR HELL HOUND

HAG

Description: Hags are the antithesis of dryads. They are highly magical, human-like embodiments of *corrupted* nature. All are poisonous, hateful, immense, elderly and incredibly strong. It is whispered that evil giants sometimes take hags as their brides.

Notes: There are four major types of hags in Castle Oldskull. Two are associated with water, and two with darkness. Each "element" has a weaker and a stronger hag species associated with it, as follows:

Brine Hag: Challenge Level 8, Hit Dice 3. Lesser Water Hag.

Emerald Hag: Challenge Level 16, Hit Dice 9. Greater Water Hag.

Night Hag: Challenge Level 15, Hit Dice 8. Lesser Hag of Darkness.

Greater Night Hag: Challenge Level 17, Hit Dice 10. Greater Hag of Darkness.

Origin: Hags are universal figures in mythology. Famous ones are as follows:

Brine Hag: Grendel's Mother (Anglo-Saxon), Shellycoat (Scottish) and Topielec (Slavic). There is also considerable overlap with Emerald Hags.

Emerald Hag: Achlys (Greek), Glaistig (Scottish), Grindylow (Yorkshire), Jenny Greenteeth (English), Gwillion (Welsh), Makva (Bulgarian), Peg Powler (English), Shellycoat (Scottish, Wood Hag (Bulgarian).

Greater Night Hag: Black Annis (Scottish), Kutshedra (Albanian).

Night Hag: Baba Yaga (Russian), Bercht (German), Cailleach Bheur (Scottish), Calill Eaca (Celtic), Deino (Greek), Enyo (Greek), Graeae (Greek), Haetes (English), Hexe (German), Krisky (Russian), Maera (English), Nocnitsa (Russian), Pemphredo (Greek), Percht (German), Plaksy (Russian), Zelos (Greek), Zelus (Roman), etc. See also supplement PM1, THE PEGANA MYTHOS.

HALFLING

Description: Halflings are a distant, diminutive sub-strain of humans. They are good-willed and pastoral, and are famous for their quality foods, trade goods and love of creature comforts.

Notes: Challenge Level 2 and up, Hit Dice 1 and up.

Origin: Ignoring all of the near-analogous faeries, the mythical precedent for halflings is found in the lore of Pygmies, as referenced in ancient Egyptian folklore and Greek mythology. Of more recent interest is the discovery of *Homo Floresiensis,* the real Indonesian subspecies of “Halfling” (extinct).

HARPY

Description: Harpies are cursed hybrids in the form of a woman with raptorial wings and claws. They are rumored to be flesh-spirit incarnations of hunger and false enchantment, the daughters of some blasphemous and punished arch-maga of long ago.

Notes: Challenge Level 7, Hit Dice 3.

Origin: Harpies are primarily represented in Greek mythology as the Areyiai, Arpuiai or Harpyiai. Similar monsters include the Alkanost and Sirin (both Russian interpretations).

HEADLESS ONE

Description: Headless Ones are, simply, gibbering humanoids without heads; their fanged maws and beady eyes are in their chests. These grim horrors are rumored to be a twisted sub-strain of greater goblins. Other humanoid species fear them and kill them on sight.

Notes: Challenge Level 7, Hit Dice 3. In statistical terms in Castle Oldskull, headless ones are simply a horrific subspecies of bugbears. Men-at-arms and low-level NPCs might well flee in terror during an ambush by these creatures.

Origin: Some of the representations of headless ones in mythology include the Acephalus (Greek, Roman), Baubo (Asia Minor), Blemyah or Blemmyae (Greek), and Coluinn Gun Cheann (Irish).

HOBGOBLIN

Description: Hobgoblins are a hulking, militant breed of goblins known for their discipline, merciless tactics and love of torture.

Notes: Challenge Level 3, Hit Dice 1.

Origin: There is confusion as to whether hobgoblins are bigger or smaller than goblins; in Castle Oldskull, they are larger and are not of faerie origin but are rather a strain of aggressive goblins who worship the bargeists. Examples of “Hobs” in folkore include the Bwgan (Welsh), Dobby (English), Hobyah (Scottish), Lob (English), and Puki (Celtic).

HOMUNCULUS

Description: A homunculus is a dimunitive artificial being, created by a magic-user or alchemist to serve as a magical familiar.

Notes: Challenge Level 6, Hit Dice 2. As a created being directly tied as a familiar to its maker, the homunculus is almost never encountered alone.

Origin: Medieval alchemy and occultism. Paracelsus named the creature (circa 1537 AD), but he was citing an earlier belief.

HOUND, MAGICAL

Description: Magical hounds are canine-spirits, manifestations of wolves and guardian hounds created by the gods. Most are evil, but they are willing to be tamed by powerful masters. They are faultless trackers, swift pursuers and vigilant sentries.

Notes: The major species of magical hounds in Castle Oldskull include the hell hound (infernal canine spirits), monstrous hound (prehistoric ancestors of war dogs and wolves), shadow hound (spirits

of darkness and the Wild Hunt), three-headed hell hounds (the brood of Cerberus) and two-headed "death" hounds (the brood of Orthrus). These are categorized as follows:

Monstrous Hound: Challenge Level 6, Hit Dice 4.

Shadow Hound: Challenge Level 7, Hit Dice 4.

Two-Headed Hound: Challenge Level 9, Hit Dice 4.

Hell Hound, Small: Challenge Level 8, Hit Dice 4.

Hell Hound: Challenge Level 9, Hit Dice 5.

Hell Hound, Large: Challenge Level 11, Hit Dice 6.

Hell Hound, Huge: Challenge Level 12, Hit Dice 7.

Three-Headed Hell Hound: Challenge Level 14, Hit Dice 9.

Origin: Magical hounds appear throughout world folklore, as detailed hereafter (with much overlap between species):

Hell Hound: Aufhocker (German), Cerberus (Greek, Roman), Cwn Mamau (Welsh), Cwn Wybr (Welsh), Devil's Dandy Dog (English), Garm (Norse).

Monstrous Hound: Fossil record; see also DIRE WOLF. In myth, there are also Arctophonos (Greek), Freki (Norse), Geri (Norse) and Ptoophagos (Greek).

Shadow Hound: Magical shadow or "wild" hounds include the Aufhocker (German), Black Shuck (English), Cwn Annwfn (Welsh), Freybug (English), Gabriel Hound (English), Galley-Trot (Suffolk), Gwyllgi (Welsh), Ki Du (Brittanian), Mauthe Dhoog (Isle of Man), Oschaert (European), Ratchet (English), Shuck (English), Whist Hound (English), Wish Hound (English), Yellhound (English) and Yeth Hound (Devon).

HYAENODON

Description: Hyaenodons are huge prehistoric ancestors of hyenas. Once thought extinct, they have been discovered in recent centuries to be thriving in the underworld. Gnoles and other humanoids revere them for their vicious natures.

Notes: Challenge Level 7, Hit Dice 5.

Origin: Fossil record.

HYDRA

Description: A hydra is a quadrupedal saurian beast with many serpentine heads. They are rumored to be magical hybrids created from dinosaurs or dragons in the elder age.

Notes: The Challenge Level and Hit Dice of hydras vary according to their powers and the number of heads, from Challenge Level 8 and Hit Dice 5 on up. There are three major subspecies: "normal" hydras, fire-breathing hydras and regenerating hydras.

Origin: The original hydra comes from Greek mythology. Similar creatures (including many-headed dragons) include the Azi Dahaka (Zoroastrian), Beast of Lotan (Mesopotamian), Dahak (Zoroastrian), Exedra (Roman), Goryshche (Russian), Herren-Surge (Basque), Illuyanka (Hittite), Musmahhu (Sumerian), and Tannin (Syrian).

Fire-breathing hydras include Bolla (Albanian), Chudo-Yudo (Russian), Kucedre (Albanian), and Kulshedra (Albanian).

The regenerating, or Lernaean hydra, is found in the Greek myth of the Twelve Labors of Heracles.

4.3.9

I IS FOR IMP

IMP

Description: Imps are diminutive demons and devils, created more for their intelligence than for their strength. They are mischievous, cackling things who often ingratiate themselves to evil spell-casters so that they can shepherd the souls of magical humans to the netherworld.

Notes: There are two major strains of imp, the infernal (Hellish) imp and the Abyssal (quasi-, demonic) imp.

Abyssal Imp: Challenge Level 9, Hit Dice 3.

Infernal Imp: Challenge Level 9, Hit Dice 2.

Please note that imps are more dangerous than they appear, because they are often familiars to powerful wizards and they can call upon powerful demons and devils to aid them. In other words, they are rarely alone even if they appear to be so.

Origin: Imps are ubiquitous in medieval iconography because they are simply small devils. Specific examples include Alichino (Harlequin), the Devil in Dante's *Inferno*, and Ukobach from the *Dictionnaire Infernal*, as well as the creature in the painting *The Nightmare* (Fuseli) and many creatures in the works of Hieronymus Bosch.

INVISIBLE MONSTER

Description: Invisible monsters are rare air elementals which are vaguely anthropomorphic. They can be summoned and imprisoned, commanded by mages to conduct tasks in the sunlit world. They are sometimes used as scouts or assassins due to their magical nature.

Notes: Challenge Level 13, Hit Dice 8.

Origin: Specific types of invisible monsters (beyond ghosts) include the Coranyeidd (Welsh), Drekavac (Slavic), and Rabisu (Mesopotamian).

4.3.10

J IS FOR JACKALWERE

JACKAL

Description: Jackals are cowardly, scavenging canines which are rarely found in dungeons (unless they are commanded by a jackalwere). They are far more common in the wilderness.

Notes: Challenge Level 1, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Reality.

JACKALWERE

Description: Jackalweres are highly intelligent magical jackal spirits, capable of taking human form. They are deceitful, tricksy, cunning and depraved. They are not true lycanthropes, because their true form is not human and humans cannot become them.

Notes: Challenge Level 7, Hit Dice 4.

Origin: The jackalwere, or man-jackal comes from Egyptian mythology in the forms of Anubis, Duamutef and Wepwawet.

JUGGERNAUT

Description: A Juggernaut is a brutal animated automaton, similar to a golem. Rather than being humanoid in form, however, juggernauts are shaped like siege engines or wheeled machines.

Notes: Juggernauts vary in power according to their relative size.

Small Juggernaut: Challenge Level 16, Hit Dice 10.

Juggernaut: Challenge Level 17, Hit Dice 11.

Large Juggernaut: Challenge Level 17, Hit Dice 12.

Huge Juggernaut: Challenge Level 18, Hit Dice 13.

Origin: The Juggernaut is inspired by the Jagannath, or the Hindu temple car Ratha Yatra.

4.3.11

K IS FOR KOBOLD

KIRIN

Description: A kirin is a highly magical, benevolent hoofed creature from the celestial realms. They serve as minions of good divinities and seek to assist champions of good in the destruction of evil beings. It is whispered that only one kirin can exist in the world at any one time, which causes one's appearance to be regarded as a fateful miracle.

Notes: Challenge Level 19, Hit Dice 12.

Origin: Chinese mythology (sometimes spelled Ki-Lin).

KOBOLD

Description: Kobolds are nasty, sly and intrepid humanoids who haunt mines and netherworld locations. They are weak when isolated but extremely dangerous in large numbers. To facilitate quick responses to incursion, kobolds are known to "knock" mine and cavern walls with mining picks, weapons

or specially made chime-sticks. This echo language is quite sophisticated and allows kobolds to quickly counter-attack invaders with ambushes and improvised traps.

Notes: Challenge Level 1, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Kobolds are common in German folklore. They are also called Cobalus (Latin), Knocker (Cornish) and Kobalos (Greek). German variants include Alraune, Biersal, Galgenmannchen, and Oarauncle.

4.3.12

L IS FOR LYCANTHROPE

LAMIA

Description: A lamia is a demonic entity spawned from a corrupted maiden who has committed an atrocious act (typically murder, treachery or cannibalism).

Notes: Challenge Level 15, Hit Dice 9.

Origin: Greek mythology. The depiction of the Lamia as a half-bestial monstrosity comes from late bestiaries such as *The History of Four-Footed Beasts*, by Edward Topsell (1607 AD).

LAMMASU

Description: The lammasu is a bestial guardian spirit from the celestial realms. They are shaped like winged bulls with human heads.

Notes: There are two types of lammasus, the “normal” or lesser, and the sacred or holy (capable of speaking magical holy words).

Lammasu: Challenge Level 14, Hit Dice 9.

Sacred Lammasu: Challenge Level 15, Hit Dice 9.

Origin: Lammasus are from Mesopotamian mythology. A similar creature is the Bicha (Spanish).

LEECH, MONSTROUS

Description: Leeches are blood-drinking annelids who dwell in shallow water.

Notes: Leeches vary in power according to size, as follows:

Large Leech: Challenge Level 4, Hit Dice 1.

Huge Leech: Challenge Level 5, Hit Dice 2.

Giant Leech: Challenge Level 6, Hit Dice 3.

Enormous Leech: Challenge Level 8, Hit Dice 4.

Monstrous Leech: Challenge Level 9, Hit Dice 5.

Origin: The inspiration for monstrous leeches may actually come from the near-forgotten 1950s horror movie, *Attack of the Giant Leeches*. See also Burach Bhadi (Scottish folklore).

LEPRECHAUN

Description: A leprechaun is a mischievous, diminutive and gold-loving faerie with a penchant for prismatic magic. Most dwell in idyllic settings and in Faerieland, but a more dangerous sub-strain is known to exist in the fungal gardens of the netherworld.

Notes: Challenge Level 7, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Leprechauns are typical Celtic faeries in the form of “little folk.” Subtypes include Bloody Cap (Scottish), Clurican (Celtic), Dunter (Scottish), Far Darrig (Celtic), Fear Deara (Celtic), Geanncanac (Celtic), Leith Brog (Celtic), Luchorpan (Celtic), Luchryman (Celtic), Lurican (Celtic), Lurikeen (Celtic), Powries (Scottish), Red Cap (Scottish), and Red Combs (Scottish).

LICH

Description: The lich is the most powerful form of undead. They are the animated corpses of arch-mages whose lives were prolonged by the most cryptic secrets of black magic. Their "immortality" results from their soul matter being trapped in a phylactery or similar magical relic.

Notes: Challenge Level 24+, Hit Dice 9+. (The Hit Dice of a lich are typically equal to its magic-user level divided by 2, rounded up.)

Origin: The lich is a representation of Death (Tarot), the Grim Reaper (European), and especially Koschei the Deathless (Russian). A brief mention and description of the Lich appears in the early story *The Death of Halpin Frayser*, by Ambrose Bierce.

LION, SPOTTED

Description: Spotted Lions are prehistoric ancestors of lions, probably *Panthera Leo Atrox*, the cave lion.

Notes: Challenge Level 9, Hit Dice 6.

Origin: Fossil record.

LIVING STALACTITE

Description: Living stalactites are calcite-shelled gastropods that dwell in damp caves. They crawl into positions on cave ceilings and — sensing vibrations, light or noise — drop themselves on passersby. Their shells are sharp, and can easily impale a victim. The victim is then slowly devoured over a period of days.

Notes: Living stalactites move very slowly (Movement Rate 1), scuttling from the floor to reposition themselves in their calcite sockets far above. Due to their extreme vulnerability while detached, they tend to all attack simultaneously and to move in mass migrations.

There are four known sizes of these creatures:

Small Living Stalactite: Challenge Level 2, Hit Dice 1.

Living Stalactite: Challenge Level 4, Hit Dice 2.

Large Living Stalactite: Challenge Level 5, Hit Dice 3.

Huge Living Stalactite: Challenge Level 6, Hit Dice 4.

Origin: Living stalactites, or piercers, were created by Gary Gygax. Hard-shelled earth creatures

LIVING STATUE

Description: A living statue is a man-shaped automaton, a small golem. They are magical creations and are often positioned as sentries. However, they tend to outlive their makers and can be found in tombs, ruins and catacombs many centuries after their own creation.

Notes: The most common types of living statues, based on their material, are as follows:

Living Silver Statuette: Challenge Level 4, Hit Dice 1.

Living Gold Statuette: Challenge Level 6, Hit Dice 2.

Clay Living Statue: Challenge Level 7, Hit Dice 3.

Ivory Living Statue: Challenge Level 8, Hit Dice 4.

Stone Living Statue: Challenge Level 10, Hit Dice 5.

Origin: Living statues from mythology include Galatea (stone, Greek), the Khryseai Keledones (gold, Greek), Kourai Keledones (Greek), Kuones Argyreos (silver, Greek), Kuones Khryseos (gold, Greek), and the Shabti (clay and other materials, Egyptian). See also GOLEM.

LIZARD, GIANT

Description: Giant lizards are saurian (or at least prehistoric) versions of normal lizards.

Notes: Lizards vary in power according to their size and abilities, as follows:

Giant (Swamp / Cave) Lizard: Challenge Level 7, Hit Dice 3.

Subterranean Lizard: Challenge Level 10, Hit Dice 6.

Giant Minotaur Lizard: Challenge Level 14, Hit Dice 8.

Fire Lizard: Challenge Level 15, Hit Dice 10.

Origin: Inspired by dinosaurs and the fossil record, as well as the komodo dragon. The most likely inspirations for the four classic FRPG lizard species are as follows:

Fire Lizard: The Fire-Drake of European mythology. See also WYRM.

Giant Lizard: The carnivorous *Tegu*, and especially whiptails of the genera *Aspidoscelis* and *Cnemidophorus*, as well as the komodo.

Minotaur Lizard: Perhaps a play on the “Monitor” lizard in fantasy form.

Subterranean Lizard: Likely inspired by the Pellucidar series written by Edgar Rice Burroughs.

LIZARD MAN

Description: Lizard Men are intelligent bipedal reptiles of great strength. They distrust mammalian races and will often wage war upon them, demi-human and humanoid alike.

Notes: Lizard men are regarded by men as either savage (eschewing tools, weapons and armor) or tribal (dwelling in huts and using weaponry and shields).

Savage Lizard Man: Challenge Level 4, Hit Dice 2.

Tribal Lizard Man: Challenge Level 5, Hit Dice 2.

Origin: Reptilian humanoids are relatively rare in European mythology, but do include Glycon (a classical hoax), Ningishzida (Mesopotamian), Sobek (Egyptian) and similar representations.

LOCUST, GIANT

Description: Giant locusts are enormous subterranean insects which rest in torpor for many years, and then burst forth from the ground in uncontrollable swarms. When encountered underground, they are typically lethargic but still dangerous due to their hunger and territorial nature.

Notes: Challenge Level 6, Hit Dice 3.

Origin: Reality. Locusts of up to six inches in length existed in the past, and relative modern plagues (such as the 1915 incident in Palestine) lend credence to the tales told of the Holy Land.

LOVECRAFTIAN HORROR (ABOMINATION)

Description: A Lovecraftian Horror, or more appropriately an abomination, is a horrific and indefinable cosmic entity.

Notes: The abominations are an enigma. They do not appear in the random encounter tables, simply because the majority of them are beyond Challenge Level 25 in difficulty. This entry is provided here so that GMs can explore mythological precedents to Lovecraft's work so as to cleanly introduce cosmic themes into a fantasy setting.

Origin: These creatures represent some of the most baffling and enigmatic monsters reported in world mythology. Examples from my research include the Revolving Beast (from *The Voyage of Maelduin*, Irish), which pops its own bones out of sockets and reshapes itself in its skin; the Sahab (Norwegian); Typhon (Greek), and the mysterious quill-tentacled Velue, or Peluda (French).

LYCANTHROPE (SHAPE-SHIFTER)

Description: The term "lycanthrope" pertains to "wolf-shape," or werewolves specifically. In FRPGs, however, the term has come to encompass any human who is afflicted with a magical disease (*lycanthropy*) which causes him to become a shape-shifter with an animal-humanoid form.

Notes: Lycanthropes vary in size and power by species, as follows:

Wererat: Challenge Level 8, Hit Dice 3.

Wereraven: Challenge Level 8, Hit Dice 2.

Werebadger: Challenge Level 9, Hit Dice 3.

Werewolf: Challenge Level 9, Hit Dice 5.

Wereboar: Challenge Level 10, Hit Dice 5.

Werelion: Challenge Level 12, Hit Dice 6.

Weretiger: Challenge Level 12, Hit Dice 6.

Werebear: Challenge Level 14, Hit Dice 8.

Werespider: Challenge Level 15, Hit Dice 6. Werespiders have deadly poison, which they use both in their bites and upon the weapons they wield.

Werefox: Challenge Level 15, Hit Dice 8. Werefoxes have class abilities and considerable powers which make them deadly adversaries.

Origin: Shape-shifters are some of the most common monsters in world mythology. The following are specifically European: Aguane (Austrian), Dunnie (English), Fylgja (Norse), Kludde (Belgian), Padfoot (Yorkshire), and Pooka (Irish). More specific animal hybrids are as follows:

Werebadger: Tanuki (Japanese).

Werebear: Callisto (Greek) and similar legends.

Wereboar: The Boar of En Bulbain (Irish), Cephus (Egyptian, Greek).

Werefox: Reynard (European).

Werelion: Aion (Greek), Aker and the Akeru (Egyptian), Donestre (from the legends of Alexander the Great), La-Tarak (Akkadian), Pakhet (Egyptian), Samas (Mesopotamian), Sekhmet (Egyptian), Selket (Egyptian), Shesmetet (Egyptian), Tefnut (Egyptian), and Uridimmu (Mesopotamian).

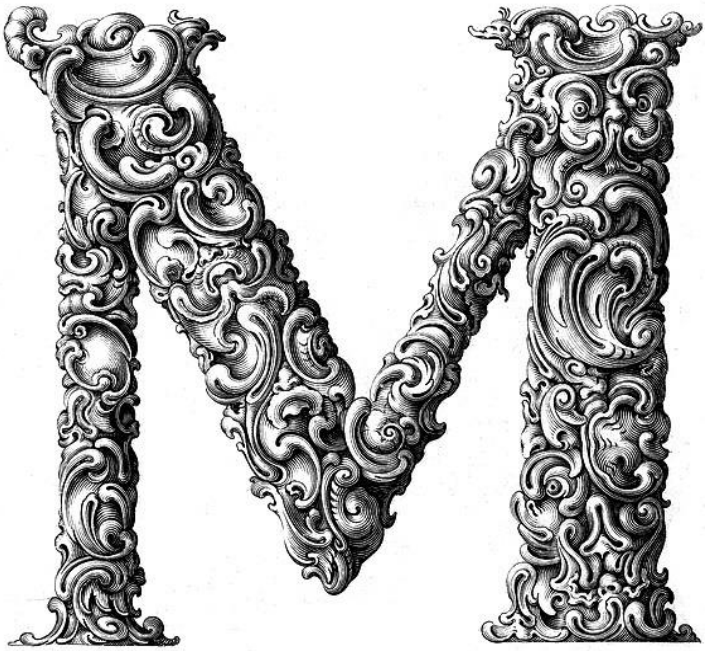
Wererat: The Mouse King (in the tales of E. T. A. Hoffmann) as well as some representations from the Pied Piper folklore.

Wereraven: The Morrigna (Irish).

Werespider: Anansi (African), arguably Arachne (Greek), and Jorogumo (Japanese).

Weretiger: Kirata (India) and others.

Werewolf: Borbolakas (Greek), Kuldottfarkas (Hungarian), Werwolf (Old English), Loup-Garou (French), Ophois (Egyptian, Greek), Prikolics (Romanian), Vuklodlak (Slavic), and Zmag Oghjeni Vuk (Bosnian), among others.



4.3.13

M IS FOR MANTICORE

MAN

Description: In Castle Oldskull, “Man” refers to normal men and women who are not powerful or capable enough to belong to one of the character classes. In other words, they are NPC humans who are “level zero,” without any experience levels.

Notes: The following castes of normal men (as opposed to classed adventurers with experience levels) are frequently encountered in dungeons.

Escaped Slave: Desperate fugitives of wildly disparate alignment, with extremely poor equipment. They are likely to beseech the adventurers to aid them in exchange for information about the monsters in the dungeon. Challenge Level 1, Hit Dice 1.

Slave Warrior: Brainwashed, threatened or partially shackled prisoners who are forced to fight for a cause they do not believe in. They often fight because their families or elders are held under threat of death. If the battle turns against their captors, they may well side with the adventurers to kill their hated masters. Challenge Level 1, Hit Dice 1.

Bandit: A neutral-aligned rogue or petty thief. Challenge Level 1, Hit Dice 1.

Brigand: An evil-aligned murderer, slaver or thief. Challenge Level 1, Hit Dice 1.

Cultist: Insane and evil minions of arch-devils, demon princes, elder abominations or the Great Old Ones. Cultists are fearless and will always fight to the death. Challenge Level 2, Hit Dice 1.

Man-at-Arms: Professional mercenaries who accompany adventurers on dungeon expeditions, or serve as guards for NPCs. Challenge Level 1, Hit Dice 1.

Tribesman: "Savages," cannibals, and similar peoples who dwell in ruins, the utter wilds and the netherworld. They are differentiated from cavemen in that they are technically quite adept without resorting to extensive stonemasonry or metallurgy. Challenge Level 2, Hit Dice 1.

Skirmisher: Men-at-Arms specializing in ranged weaponry, such as bows, crossbows, javelins or slings. Challenge Level 2, Hit Dice 1.

Berserker: Ferocious boar- or bear-worshipping warriors who revel in battle fury and challenges of personal strength. Challenge Level 2, Hit Dice 1.

Caveman: Exceptionally strong humans from lost world civilizations and caverns, who have extremely limited contact with medieval civilizations. Challenge Level 2, Hit Dice 2.

Many other "types" of men who do not venture into the underworld, such as merchants, nomads, and dervishes, are found in the Classic Wilderness Adventure Guide (CWAG1).

Origin: Reality; the fossil record in the case of cavemen. The most questionable "men" of legendry are the berserkers, who are attested as the Berserkr (Norse), Furor (Roman), Ulfhedinn (Scandinavian), Vadember (Hungarian) and Wut (German), as well as various accounts from the Roman wars in the north.

MANTICORE

Description: A manticore is a furious man-lion hybrid. Unlike werelions, they are magical beasts and have no shape-shifting powers.

Notes: Two types of manticore are accounted for in Castle Oldskull, the greater (with a venomous scorpion tail) and the lesser (with a tail full of throwing spikes).

Manticore: Challenge Level 11, Hit Dice 7.

Greater Manticore: Challenge Level 15, Hit Dice 10.

Origin: Greek and Persian mythology. Variants include the Baricos (Greek), Mantichora (Latin), Mantikhoras (Greek), Martichora (Persian) and Satyral (Persian). The spike-tailed variant, which is actually rarer, is derived from illustrations in medieval bestiaries. The winged form appears to be unique to Zelazny's *Chronicles of Amber*.

MEDUSA

Description: A medusa is more correctly known as a gorgon, but due to the precedent of the GORGONIAN BULL, the name medusa is retained here to represent a serpentine female humanoid with snake hair and the power of petrification.

Notes: Challenge Level 12, Hit Dice 6.

Origin: Greek mythology. The names of the other gorgons were Euryale (the Leaping) and Sthenno (the Mighty).

MERFOLK

Description: "Merfolk" is a general term referring to aquatic humanoids with a human torso and a single ichthyoid tail. Males are referred to as mermen, and females as mermaids. In dungeons, merfolk are almost exclusively found in water and shoreline caverns, but may be encountered in underground streams, canals or even wells if they are connected by cistern to a natural body of water. Compare TRITON.

Notes: Challenge Level 3, Hit Dice 1.

Origin: Merfolk are everywhere in mythology. A few regional examples include the Abgal (Sumerian), Ben Varrey or Ben-Varney (Isle of Man, Welsh), Blue Men of the Minch (Scottish), Ceasg (Scottish), Daoine Mara (Scottish), Dinny Mara or Dinny-Merra (Manx, Welsh), Finfolk (Orkney), Glaucus (Greek), Gorgonian Bulla (Greek), Gwenhidwy (Welsh), Hakenmann (German, Scandinavian), Havfine (Norwegian), Havfrue (Danish, German), Havmand (Danish), Havstramba (Greenland), Liban (Irish), Maigndean-Mhara (Scottish), Maigndean na Tuinne (Scottish), Maremind (Scandinavian), Meerfran (German), Meerweiber (German), Merrow (Irish), Morgan (Scottish), and Morgen (Bretonian).

MIMIC (DUNGEON / FLOOR / CEILING)

Description: Mimics are amorphous shapeshifters who attack intelligent humanoids in the underworld. They disguise themselves as inanimate objects and attack by surprise, forming maws and appendages while crushing their prey.

Notes: There are three discernible types of mimics, as follows:

Small Dungeon Mimic: Dungeon mimics are by far the most intelligent subspecies. They are smaller than their kindred, but have learned that humans and humanoids are especially attracted to certain types of inanimate objects (such as altars, reliquaries, statues and treasure chests). They will lie in wait in one of these enticing forms and then strike when the prey is crouched down and vulnerable. Challenge Level 11, Hit Dice 7.

Dungeon Mimic: Challenge Level 13, Hit Dice 8.

Large Dungeon Mimic: Challenge Level 13, Hit Dice 9.

Huge Dungeon Mimic: Challenge Level 14, Hit Dice 10.

Lurking Ceiling: Lurking mimics are said to be capable of moving about as flying manta rays, using a magical gas for inertial levitation. They are semi-intelligent and can be trained to enter a symbiotic relationship with "masters" who provide them with an easy and reliable ongoing food source. They attack by affixing themselves to a ceiling, camouflaging their underbellies and dropping down on unsuspecting prey. Challenge Level 14, Hit Dice 10.

Trapping Floor: Trapping mimics are nearly mindless, but are capable of matching a dungeon floor with uncanny accuracy (much like a mimic octopus perfectly miming a threatening species, sheerly through instinct and adaptation). They are triggered much like Venus flytraps, enveloping anyone who treads across the center of their surface. Challenge Level 16, Hit Dice 12.

Origin: There is apparently reference to a Mimick Dog in European folklore, although I have not yet found detailed information on it. The Brollachan (primordial shape-shifter, Scottish) is probably the nearest verifiable interpretation in folklore. See also supplement PM1, THE PEGANA MYTHOS.

MINOTAUR

Description: Minotaurs are powerful, carnivorous humanoids with bull heads and bestial features. They dwell in labyrinths, mazes and dungeons, where their uncanny tracking skills give them a distinct advantage against fleeing victims.

Notes: Challenge Level 11, Hit Dice 7.

Origin: Most minotaur references hearken back to Asterion or Astraeus, the great minotaur of Greek mythology. Other representations include the Arzshenk (Zoroastrian), Baty (Egyptian), Bicha (Spanish), Minotaurus (Roman), and Monthu (Egyptian).

MOLD

Description: Dungeon molds are large, toxic examples of slime molds that thrive in dank netherworld conditions.

Notes: Most netherworld molds are harmless, as all but the two most prolific and virulent strains have been wiped out over the centuries. Many have adapted to even be seen as advantageous to underworld cultures, being either edible, luminous (phosphorescent), fragrant, medicinal or even exothermic (warmth-giving). The two deadly exceptions, however, are golden mold and umber mold.

Golden Mold: Challenge Level 5, Hit Dice 2 per 10' square patch.

Umber Mold: Challenge Level 12, Hit Dice 2 per 10' square patch.

Origin: Reality, fantasized. All molds give off potentially dangerous spores. The netherworld tales of Merritt, featuring dangerous molds and fungi, were an inspiration to Gygax. The quizzical endothermic mold, however, appears to be from the novel *Sign of the Labrys* by Margaret St. Clair.

MUMMY

Description: Mummies are the wrapped, embalmed and prepared corpses of honored figures who have been preserved so that they can corporeally enter the afterlife and the netherworld. They are protected by powerful curses, which cause them to animate when their tombs are disturbed.

Notes: Challenge Level 13, Hit Dice 7.

Origin: Mummies are fixtures in 20th century horror movies, and hail from Egyptian mythology (where they are sacred and almost never monstrous). Perhaps the earliest rendition of the vengeful undead mummy is featured in the 1827 novel *The Mummy* by Jane C. Loudon.

4.3.14

N IS FOR NAGA

NAGA

Description: Nagas are magical human-headed serpents who defend magical shrines, sacred treasures and the forbidden secrets of the netherworld.

Notes: There are three classic varieties of naga, the water (neutral, found in areas of natural magic), guardian (good, areas of purification) and spirit (evil, areas of corruption). Each has a lesser and greater variety, with the greater being slightly larger and more intelligent.

Water Naga: Challenge Level 13, Hit Dice 7.

Greater Water Naga: Challenge Level 14, Hit Dice 8.

Spirit Naga: Challenge Level 15, Hit Dice 9.

Greater Spirit Naga: Challenge Level 16, Hit Dice 10.

Guardian Naga: Challenge Level 17, Hit Dice 11.

Greater Guardian Naga: Challenge Level 17, Hit Dice 12.

Origin: Primarily Hindu mythology, but also in other regions. The naga is especially represented as Glycon (Persian), the Muchalinda (India), Nagi (Hindu), Nagini (Hindu), Nago (Bengali), Nak (Thai), Neak (Khmer) and Nehebkau (Egyptian).

NEREID

Description: In Castle Oldskull, nereid is a general term for all somewhat benevolent water spirits in human female form. Compare BRINE HAG, EMERALD HAG, MERFOLK, SIREN and TRITON.

Notes: Challenge Level 8, Hit Dice 4.

Origin: See MERFOLK for a large list of preceding (half-fish) forms. More specifically, Nereids (human-form water spirits) are associated with the Acheloid (Greek), Naiad (Greek), Oceanid (Greek), Potameid (Greek), Rusalka (Russian), Undine (Paracelsus), and Vila (Slavic).

NIGHTMARE

Description: A nightmare is an infernal steed, a demon animated in the form of a fiery black horse. They are used as mounts by powerful evil creatures such as hags, liches, succubi, and vampires.

Notes: Challenge Level 11, Hit Dice 7.

Origin: Aufhocker (German), Conopenius (Persian), Horses of Hades (Greek), Hrimfaxi (Norse). The primary association of a black and magical horse with nightmares is found in Henry Fuseli's 1781 painting, *The Nightmare*.

NIXIE

Description: Nixies are perilous aquatic humanoids that are known as ship-wreckers, tricksters and beguilers by mariners and other adventurers. They are a dangerous imp-form of merfolk.

Notes: Challenge Level 3, Hit Dice 1/2 (1 to 4 Hit points).

Origin: World mythology, particularly German, Norse and Swiss. Specific forms include the Dracae (French), Fenetten (French), Fossegrim (Scandinavian), Fuath (Scottish), Hakelmanner (German), Kallraden (Scandinavian), Nacken (Scandinavian), Nakineiu (Estonian), Nakk (Estonian), Nickelmanner (German), Nikkisen (Welsh), Seemannlein (German), Stromkarl (Scandinavian), and Vough (Scottish).

4.3.15

O IS FOR ORC

OCTOPUS

Description: Octopi are shy, intelligent invertebrates that dwell in deep water. In reality, most forms are relatively harmless if left undisturbed; but in the realm of fantasy, they (and particularly the giant variety) are classic nemesis of heroes and adventurers. In dungeons, octopi are found almost exclusively in brackish pools, seaside caverns and underground rivers.

Notes: Octopi in Castle Oldskull are categorized as either normal or giant.

Octopus: Challenge Level 7, Hit Dice 3.

Giant Octopus: Challenge Level 12, Hit Dice 8.

Origin: Reality. The giant octopus is represented in folklore by the Muirselche (Irish).

OGRE

Description: Ogres are great bestial men, akin to giants. A nasty rumor has it that they are actually half-giants (part giant and part human), but this has never been substantiated. They are the mercenaries of the underworld, and are often found as guards and servants for stronger monsters.

Notes: Challenge Level 7, Hit Dice 4.

Origin: Folklore, primarily French (especially through the Bluebeard legend). Other examples include the Iamid (Greek), Malbrou (French), and Yamauba (Japanese). Aquatic ogres are represented by the Green Fisherman (in *The Adventures of Pinocchio*, by Carlo Collodi), Merrow (Irish), Mourand (Celtic), Murduac (Celtic), Skrimst (Scandinavian) and Soetrolde (Celtic). For an example of the ogress (female ogre), refer to the novel *Phantastes* by George Macdonald.

OGRE MAGE

Description: Ogre magi are cruel demonic giants who hail from the Utter East. They are formidable warriors and spell-casters. Being highly intelligent, they often subdue and enslave worthy mortals instead of slaying them outright.

Notes: Challenge Level 12, Hit Dice 5.

Origin: The Oni (Japanese) and similar creatures in Asian mythology.

OPHIOTAURUS

Description: Ophiotauri are rare forms of minotaurs with serpentine bodies and minotaur heads and torsos. They are found only in the most remote and least-known reaches of the underworld.

Notes: Challenge Level 14, Hit Dice 9.

Origin: Inspired by Achelous (Greek) and the Tauros Ophis (Greek) or Taurus Ophis (Latin) of mythology.

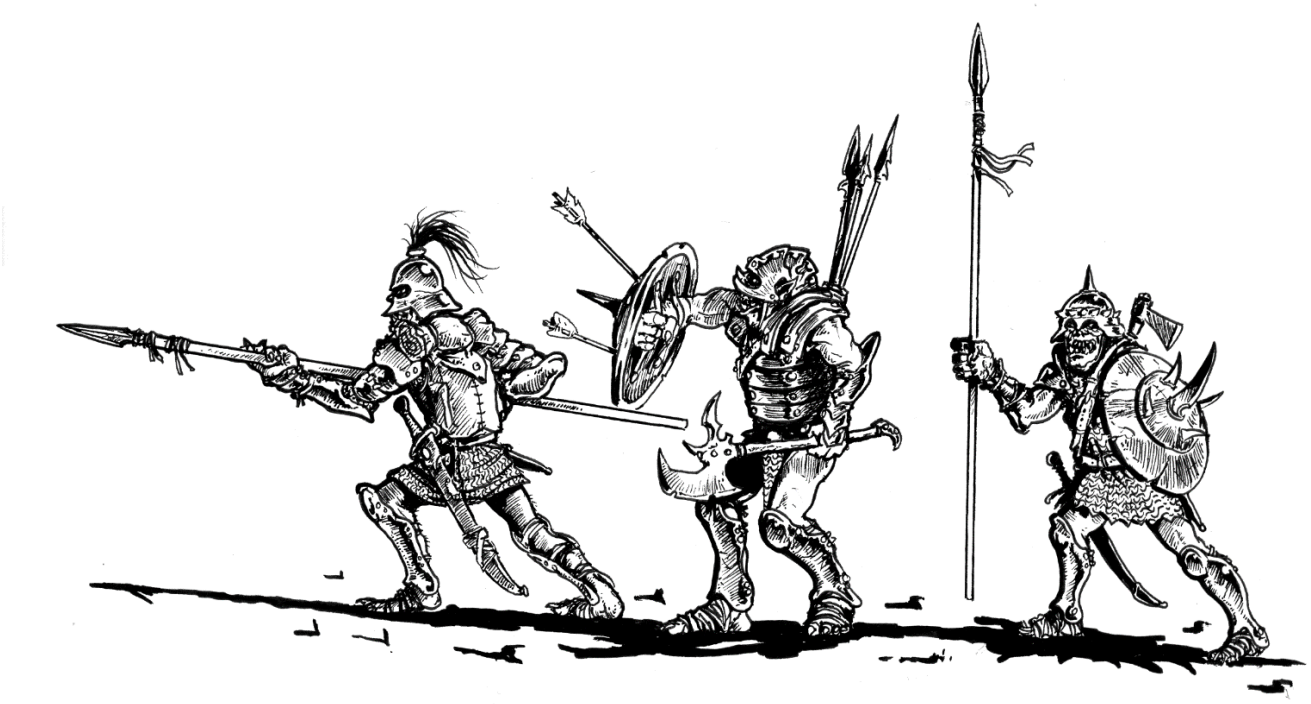
ORC

Description: Orcs are the most notorious, widespread, cowardly and nefarious of humanoids. They are the bane of mortal-kind, and their only redeeming feature is that the forces of elvenkind and dwarfkind are occasionally forced to ally with humans to drive them back into the underworld. (These alliances of necessity would likely never occur if the threat was not momentous.) Besides dragons, they are perhaps

the most popular of dungeon adversaries. In Castle Oldskull, orcs have porcine features. Compare BEASTMAN.

Notes: Challenge Level 2, Hit Dice 1.

Origin: Derived from Orneas (Anglo-Saxon) and the Norke (Swiss), and perhaps from Draugr lore as well.



4.3.16

P IS FOR POLAR WORM

POLAR WORM (REMORA)

Description: Polar worms, or remoras, are many-legged frost wyrms that dwell in icy dungeons and arctic wastes. They are the alpha predators of their domains and will devour anything that dares to cross their path.

Notes: Polar Worms go through several stages of growth, each more dangerous than the last. They are classified as follows:

Larval Polar Worm: Challenge Level 14, Hit Dice 7.

Young Polar Worm: Challenge Level 15, Hit Dice 8.

Small Polar Worm: Challenge Level 16, Hit Dice 9.

Polar Worm: Challenge Level 17, Hit Dice 10.

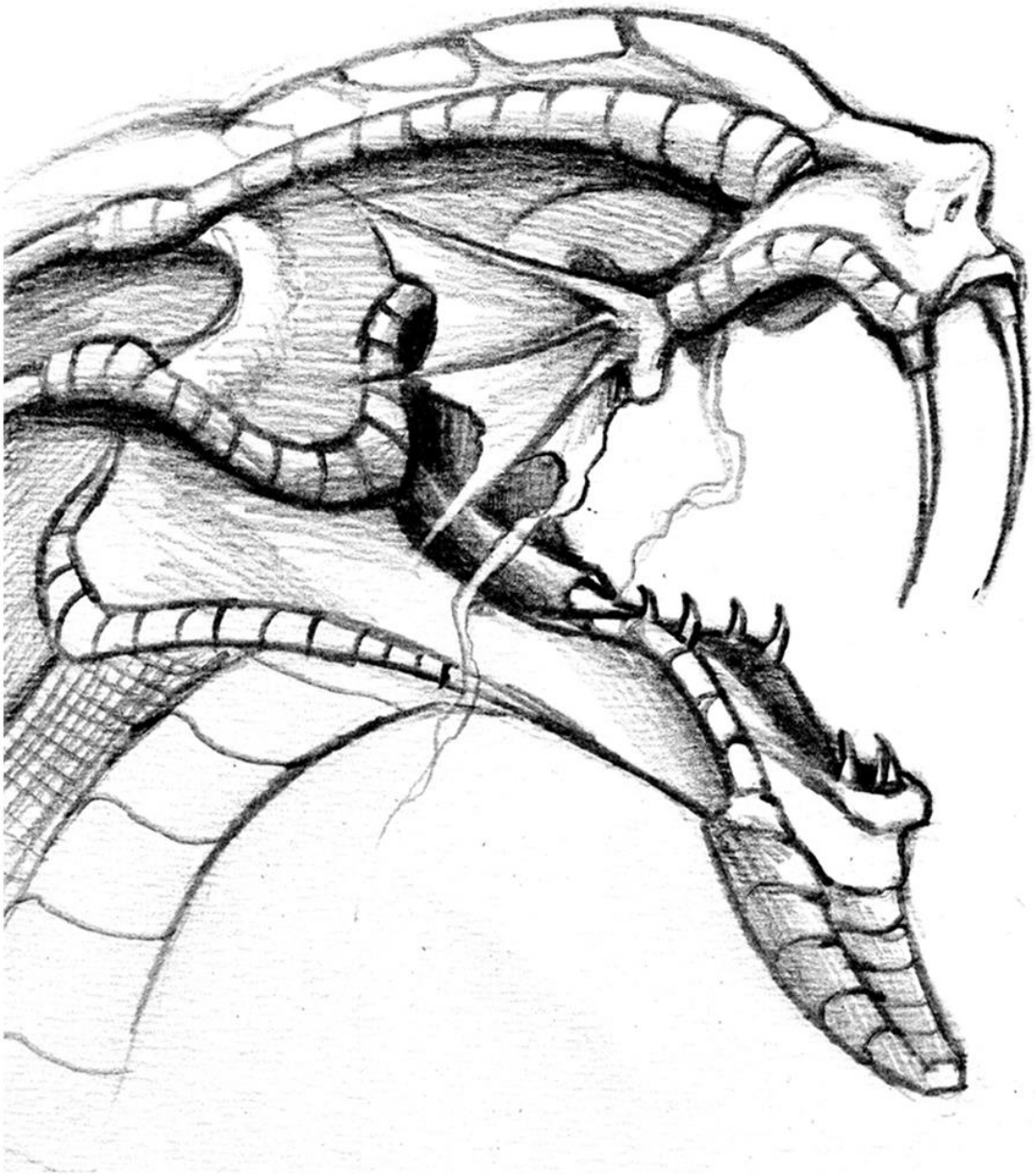
Large Polar Worm: Challenge Level 18, Hit Dice 11.

Huge Polar Worm: Challenge Level 18, Hit Dice 12.

Giant Polar Worm: Challenge Level 19, Hit Dice 13.

Ancient Polar Worm: Challenge Level 19, Hit Dice 14.

Origin: Pulp fantasy. The monster was inspired by the Conan story *The Lair of the Ice Worm* by Lin Carter and L. Sprague de Camp. Their earlier source may have been *Prince Prigio*, and the remora, as featured in fairytale form as related by Andrew Lang.



4.3.17

R IS FOR RAKSHASA

RAKSHASA

Description: A rakshasa is a corrupt spirit which defies the gods of good and purity in the name of individual power. They are bestial shape-shifters and spell-casters, and are specifically separate from the orders of demons and devils because they refuse to worship hierarchical evil.

Notes: Challenge Level 14, Hit Dice 7.

Origin: Hindu and Asian mythology.

RAT, NORMAL / GIANT

Description: Rats are classic dungeon monsters, representing the ubiquitous presence of vermin in real world dungeons and “underworlds” such as sewers, vaults and subterranean venting systems. They are singular cowards, but can be very vicious in packs. Some humanoid races, particularly gremlins, kobolds and wererats, use rats as scouts, guides and hunting companions.

Notes: Rats are Challenge Level 1, Hit Dice 1/4 (1 or 2 Hit points). Giant Rats are Challenge Level 1, Hit Dice 1/2 (1 to 4 Hit points).

Origin: Reality. For giant rats, besides the Sherlock Holmes allusion, precedents include the East Timor Giant Rat (Fossil Record), the Gambian Pouched Rat, and others.

RAVEN, NORMAL / HUGE

Description: Ravens are intelligent birds with many mythological connotations of death, necromancy, prophecy and fate. They appear here as potential allies (croaking passwords, providing warnings or clues etc.) or as fitful adversaries, and to provide atmospheric support to monsters such as wereravens and spell-casters. Some magical ravens serve as familiars.

Notes: Dungeon ravens are classified as either normal or huge. Giant ravens exist as well, but they are generally not encountered in ruins or underground.

Normal Raven: Challenge Level 1, Hit Dice 1/4 (1 or 2 Hit points).

Huge Raven: Challenge Level 2, Hit Dice 1.

Origin: Reality. Giant ravens include Huginn and Muninn (Norse mythology).

RUSTING BEAST (AKA SWORD EATER)

Description: A rusting beast is a vaguely reptilian monstrosity which feeds solely on ferric metals. They are incapable of devouring iron ore or items of iron manufacture, but they possess a magical ability which allows them to rapidly oxidize contacted iron and turn it to piles of rust which are rapidly devoured.

Notes: Challenge Level 9, Hit Dice 5. Note that due to their unique abilities, rusting beasts can serve as valid threats all the way up to Challenge Level 25.

Origin: Rusting Beasts are incarnations of the decay of civilization, the crawling carnal minions of Sish, the Destroyer of Hours. Refer to supplement PM1, The Pegana Mythos for further details.

"[*In the End Time*] shall the Hound, springing,
Tear out the throat of Mung, who,
Making for the last time the sign of Mung,
Shall bring down Death, crashing
Through the shoulders of the Hound,
And in the blood of Time
[*Mung's*] sword shall rust away."

— Lord Dunsany

4.3.18

S IS FOR SPHINX

SALAMANDRA

Description: In Castle Oldskull, the majority of salamandrae ("salamanders") are large, serpentine fiends from the Elemental Plane of Fire. Frost and poison salamandrae exist as well.

Notes: There is confusion in historical works, largely arising from mis-interpretation of Pliny's *Natural History*, as to whether the salamander is a beast of great heat, great cold, and/or lethal venom. Because of this, I have divided the monster into three subspecies for use in FRPGs.

Fire Salamandra: Challenge Level 13, Hit Dice 9.

Frost Salamandra: Challenge Level 13, Hit Dice 9.

Venomous Salamandra: Challenge Level 12, Hit Dice 6.

Origin: Roman mythology, alchemy and occultism, beginning with the writings of Pliny the Elder.

SCORPION, MONSTROUS (LARGE / HUGE / GIANT)

Description: Scorpions are aggressive hunting arachnids common to arid environments. In the fantasy realm, the monstrous varieties have found an ecological niche in the netherworld serving as stealthy predators.

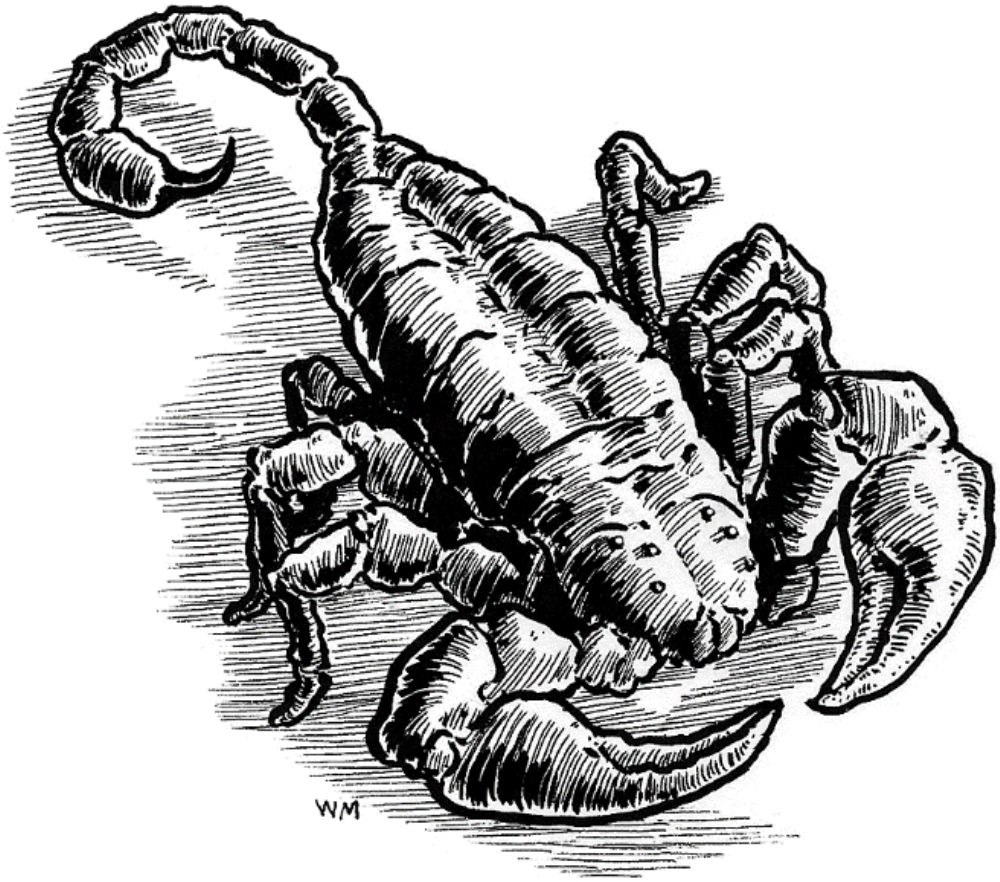
Notes: Monstrous scorpions are classified according to size.

Large Scorpion: Challenge Level 6, Hit Dice 2.

Huge Scorpion: Challenge Level 8, Hit Dice 4.

Giant Scorpion: Challenge Level 10, Hit Dice 6.

Origin: Monstrous scorpions are found in the Egyptian myth of Isis and the escape from Seth, as well as the Greek myth of the death of Orion (Skorpios), which is the precedent for the zodiacal sign Scorpio. The goddess Selket (Egyptian) is of interest as well.



SCORPION MAN

Description: A scorpion man is a monstrous scorpion with a human torso. They have considerable magical powers (equivalent to 6th level magic-users). The race is ancient and virtually unknown to the sunlit world. They are said to be fairly benevolent, but they guard ancient netherworld gateways of unknown power and purpose, and will fight to the death to protect their inviolate sanctuaries.

Notes: Challenge Level 17, Hit Dice 10.

Origin: Scorpion men are described in some versions of the *Epic of Gilgamesh*, as well as other Mesopotamian tales; they are represented in artwork as well. The name of the best-known creature of this sort was Aqrabuamelu and/or Girtablilu (Babylonian).

SERPENT FOLK

Description: Serpent Folk, or serpentines, are a poisonous and corrupt race of human-snake hybrids. They are more chaotic than evil, but they possess a mysterious ancient belief in blood sacrifice which often results in violence against adventurers.

Notes: Serpent Folk are classified as either degenerate, viperous or abominable.

Degenerate Serpent Folk: Challenge Level 6, Hit Dice 3. These “attercroppes” are small snake-fiends with occasional human features, such as faces or limbs.

Viperous Serpent Folk: Challenge Level 12, Hit Dice 7. These “dracaena” are half-and-half hybrids, typically a giant snake with a human head, arms and torso.

Serpent Folk Abomination: Challenge Level 14, Hit Dice 9. Abominations are large and mostly serpentine, but are gifted with the powers of human speech.

Origin: The “Serpent People” as represented here are partially Lovecraftian; see, for example, his 1921 tale *The Nameless City*. However, there is a vast array of mythological precedents as well, including the Aspis (European), Attercroppe (Anglo-Saxon), Cecrops (Greek), Delphyne (Greek), Dracaena (Greek, Roman), Draconopedis (Greek), Dracontides (Greek), Drakos (Greek), Echidna (Greek), Gigantes (serpent-footed giants, Greek), Mutu (Assyrian), Ningishzida (Mesopotamian), Rahu (Hindu), Sciritae (Roman), and Zmei Gorynich (Russian). This is an abbreviated list focusing on European and Mediterranean serpent folk; there are many more examples from around the world.

SERPENT, WINGED

Description: Winged serpents are magical hybrids known to attack prey much larger than themselves. Small winged serpents are neutral in alignment, but mean-tempered; while arcane winged serpents are intelligent, wise and lawful good.

Notes: The two types are defined as follows:

Winged Serpent: Challenge Level 2, Hit Dice 1.

Arcane Winged Serpent: Challenge Level 15, Hit Dice 9. Arcane winged serpents have either clerical or magical powers.

Origin: The winged serpent is a symbol of Egyptian royalty and wisdom, and tales of the lesser sub-species's attacks are told in desert travelogues. Folklore references to these types of creatures include the Agathodaimon (Greek), Amphiptere (Heraldry), Cuelebre (Spanish), Jaculus (Arabian/Roman), Ophis Pterotos (Greek), Ophis Pterotus (Latin), Sirena (Arabian), Uadjet or Wadjet (Egyptian), and Uraeus (Egyptian, Latin).

SHADOW

Description: A shadow is a deadly magical creature which is comprised of elemental twilight. They are a form of ghost, but whether they are actually undead (the forms of lost souls) is a question still open among the sages.

Notes: Challenge Level 8, Hit Dice 4.

Origin: World folklore, including the Surma (Finnish). The classic example of a living, capricious and supernatural shadow, however, is found in *Peter and Wendy* by J. M. Barrie, 1904 (play) and 1911 (novel). The earlier precedents are *The Shadow* by Hans Christian Andersen (1847) and *Phantastes* by George MacDonald.

SHEDU

Description: A shedu is a celestial bull with a human head, a guardian spirit sent to protect and challenge good champions. They are magical hybrids of lions, eagles and bulls.

Notes: Challenge Level 16, Hit Dice 11.

Origin: Mesopotamian architecture and mythology. Also called Gudanna. The Bull of Heaven in the *Epic of Gilgamesh* is probably a shedu. See also LAMMASU.

SHRIEKING FUNGUS

Description: The shrieking fungus is an enormous subterranean mushroom, capable of limited locomotion. It is best known for the eerie wailing sound it makes when its gills (frills) reverberate as it releases invisible spores into the air as a warning to approaching predators (including adventurers). Shrieking fungi are actively cultivated by many netherworld monsters, because they can serve as tireless "guards" when encouraged to grow in a fungal garden outside a lair.

Notes: Challenge Level 2, Hit Dice 3. Due to the tendency of their keening to attract nearby monsters, these fungi can also be considered a threat at much higher Challenge Levels as well.

Origin: Gygaxian, and perhaps influenced by the obscure film *Matango, Attack of the Mushroom People*? No one is quite sure. The primary inspiration may be in *A Journey to the Center of the Earth* by Jules Verne.

SIREN

Description: Sirens are beguiling, horrific spirits of the seas (both sunless and beneath the sun). They are said to be mermaids corrupted by demonic influence. They appear as beautiful mortal women, but a closer scrutiny will reveal that they have claws, fair swan-like down upon their bodies and reptilian feet and underbellies. Sirens are carnivores. They have beautiful voices, which they use to draw mariners (and dungeoneers!) to their doom.

Notes: Challenge Level 10, Hit Dice 5.

Origin: Sirens are from Greek mythology, where there are multiple conflicting accounts of their names (such as Aglaopheme, Leucosia, Ligeia, Peisinoe, and Thelxinoe). The Russian Alkonost is of interest as well, as is the German Lorelei.

SKELETON (ANIMATED)

Description: Skeletons are animated remains, created by evil clerics from the bones of the dead. Simply, a zombie that eventually deteriorates eventually becomes a skeleton. The bones are woven and kept together by dark magic. Animated skeletons are mindless, but will follow "telepathic" commands made by their makers. At times, a slain person who is never buried and blessed will become a skeleton without unholy intervention. Such are particularly common in deadly and magical areas of the netherworld.

Notes: There are three types of skeletons in Castle Oldskull:

Beast Skeleton: Challenge Level 2, Hit Dice 1/2 (1 to 4 Hit points).

Skeleton: Challenge Level 2, Hit Dice 1.

Iron Skeleton: Challenge Level 4, Hit Dice 2. Iron skeletons are a rare type of arcane undead created from bones which were dipped in molten iron and cooled prior to their necromantic animation.

Origin: Animated skeletons are actually rarer in folklore than might be expected, perhaps due to widespread taboos against the depiction of desecrated bones. They are very common in medieval art, particularly relating to the Danse Macabre and the Black Death as well as in apocalyptic works. Perhaps the most famous depiction is *The Dance of Death* by Michael Wolgemut, 1493 AD. The Grim Reaper is of course an inspiration, as is Bloody Bones in English folklore. See also LICH, compare ZOMBIE.

SLIME

Description: Slimes are immense amoebas, amorphous conglomerations of thriving proto-matter. They are the “cleaning crew” of the netherworld, passing aimlessly through caverns, feeding on carrion, trash, vermin, and whatever unfortunate adventurers they can find. Many a dungeon corridor has

ominously “clean” streaks along its floors, walls and ceilings ... a grim indication that a slime has recently passed through. Virtually all dungeons have slimes of some kind.

Notes: There are many known kinds of slimes, with their power varying according to the size, origin and coloration. The most common ones are listed here:

Green Slime: Challenge Level 8, Hit Dice 2.

Gelatinous Slime: Challenge Level 8, Hit Dice 4.

Gray Slime: Challenge Level 9, Hit Dice 4.

Gibbering Slime: Challenge Level 9, Hit Dice 5.

Ochre Slime: Challenge Level 9, Hit Dice 6.

Huge Green Slime: Challenge Level 10, Hit Dice 4.

Black Slime: Challenge Level 15, Hit Dice 10.

Brown Slime: Challenge Level 15, Hit Dice 11.

White Slime: Challenge Level 15, Hit Dice 10.

Enormous Green Slime: Challenge Level 16, Hit Dice 9.

Origin: Slimes mostly come from Lovecraft and stories of protoplasmic creatures such as Shoggoths and the Formless Spawn of Tsathoggua (originated by Clark Ashton Smith). There are a few slime-like monsters in European mythology, including the amorphous Bochan (Scottish), Brollachan (Scottish), and Buratsche-ah-Ilgs (Swiss).

SLIME, SHOGGOTH

Description: Shoggoths are highly intelligent slimes, created as war beasts by the Elder Things during the endless battles with the Star Spawn and the Thralls of Cthulhu. The Elder Things were wiped out by the depredations of time, but in the deeps of the oceans and in the netherworld the dread Shoggoths still remain. They are some of the deadliest monsters an adventurer can ever face.

Notes: Challenge Level 24, Hit Dice 18.

Origin: Lovecraftian.

SLUG, GIANT

Description: Giant slugs are immense carnivorous horrors that seep through the deepest of fungal caverns. They can squeeze themselves into shockingly small apertures, and their immense strength allows them to plow down barred doors, barricades and even crumbling walls.

Notes: Challenge Level 16, Hit Dice 12.

Origin: The giant slug comes from the Conan story fragment *The Hall of the Dead*, by Robert E. Howard, written in the 1930s.

SNAKE

Description: Giant snakes are highly aggressive predators of the underworld.

Notes: Dangerous snakes are either poisonous or constrictive, rated by size and lethality as follows:

Poisonous Snake (non-lethal poison): Challenge Level 5, Hit Dice 2.

Poisonous Snake (lethal poison): Challenge Level 6, Hit Dice 2.

Constrictor Snake: Challenge Level 6, Hit Dice 3.

Giant Constrictor Snake: Challenge Level 9, Hit Dice 6.

Giant Poisonous Snake: Challenge Level 9, Hit Dice 4.

Giant Spitting Snake: Challenge Level 10, Hit Dice 4.

Origin: World mythology, especially Hindu (Naga, Nagi, Nagini, etc.). Other examples are Aiatar (Finnish), Amphisbaina (Greek, Roman), Apophis (Egyptian), Buto (Egytpian), Cerastes (Greek) and the Shah-Mar (Armenian). See also NAGA, SERPENT (WINGED), SERPENT FOLK and WYRM.

SNAKE, AMPHISBAENA (GIANT TWO-HEADED SNAKE)

Description: These magical, venomous giant snakes have two heads. They are extremely aggressive.

Notes: Challenge Level 9, Hit Dice 6.

Origin: Greek and Roman mythology, especially as found in the works of Aelian, Aeschylus, Nonnus and Pliny the Elder.

SOUL WORM

Description: Soul worms are the most degenerate corporeal form of evil souls. After death, the damned are rendered into mutilated flesh, which is fed (by devils, hags and demons) to unknown horrors of the lower planes. This soul-flesh, when regurgitated, is twisted into the shapes of giant maggots. Soul

worms are prized currency in the infernal regions, because their proto-matter is used to create imps and other minor evils. Soul worms are mostly mindless, but they are cursed with the torment of emotions which caused them to fall from the path of grace. As such, they hate the living.

Notes: Challenge Level 2, Hit Dice 1.

Origin: The soul worm is probably inspired by Canto III in Dante's *Inferno*, in which he describes the foul hell-worms and maggots writhing over the feet of the tortured souls in Limbo.

SPECTER

Description: A specter is a ghost that is not tied to the place of their own death, which is known as the "haunt." This free will makes them dangerous wanderers; however, they are somewhat weaker than ghosts as they cannot draw on the unholy strength of their own material convictions which characterize the power of the haunt itself.

Notes: Challenge Level 14, Hit Dice 8.

Origin: English folklore ("spectre" is the British spelling). From the Latin "spectrum," "an image or appearance." The specter is simply a kind of GHOST; refer to that entry.

SPHINX

Description: Sphinxes are sacred creations of the gods of the desert and wastelands. It is said that in ages past those who worshipped the animal-godling avatars of these gods were blessed with exceptional wisdom and great strength, and given leonine forms in honor of the gods. Sphinxes are mighty lion-beasts with wings and savage claws. Androsphinxes and gynosphinxes are still part mortal, but criosphinxes and hieracosphinxes are fully bestial in nature (ram-headed and hawk-headed respectfully).

Notes: There are four major types of sphinxes:

Hieracosphinx: Challenge Level 13, Hit Dice 9.

Criosphinx: Challenge Level 14, Hit Dice 10.

Gynosphinx: Challenge Level 14, Hit Dice 8.

Androsphinx: Challenge Level 16, Hit Dice 12.

Origin: Greek, Mesopotamian, and especially Egyptian mythology and iconography. The androsphinx is the representation of Harmachis (Greek) or Hor-em-Akhen (Egyptian). The criosphinx, named in the *Histories* of Herodotus, is the sphinx of Amun. The gynosphinx is the riddling Phix from Greek mythology. The hieracosphinx is the sphinx of Horus, again named in the *Histories*.

SPIDER, MONSTROUS

Description: Monstrous spiders are immense arachnids that haunt ruins, dungeons, thickets and shadowy caverns. They are swift, merciless and predatory.

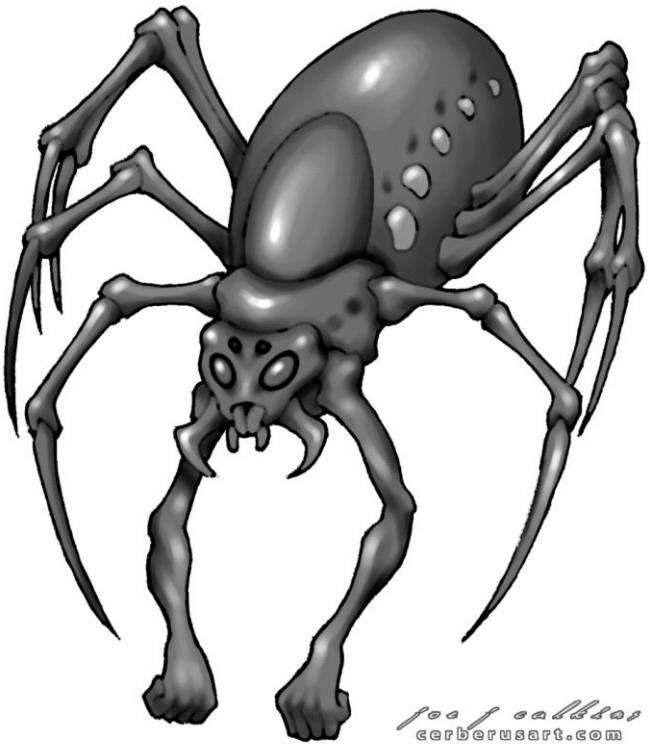
Notes: There are many different kinds of monstrous spider in classic fantasy, detailed as follows:

Large Spider: Challenge Level 6, Hit Dice 1.

Huge Spider: Challenge Level 8, Hit Dice 2. Huge spiders do not build webs. They are often divided into the wolf (leaping) and trapdoor (hidden lair building) varieties.

Giant Water Spider: Challenge Level 9, Hit Dice 4.

Giant Spider: Challenge Level 10, Hit Dice 5.



Lesser Dimensional Spider: Challenge Level 10, Hit Dice 5.

Greater Dimensional Spider: Challenge Level 12, Hit Dice 6.

Giant Black Widow Spider: Challenge Level 11, Hit Dice 6.

Giant Spider Queen: Challenge Level 12, Hit Dice 7.

Origin: Bird spiders in reality are technically similar to large spiders in their actual dimensions. Monstrous spiders are fairly rare in mythology, but are mentioned in the Japanese tales of Ogumo, Tsuchigomo and Yatsukahagi.

Also of note is the giant spider in the Conan tale *The Tower of the Elephant*, by Robert E. Howard, as well as the purple Leng spiders in H. P. Lovecraft's *The Dream-Quest of Unknown Kadath*. The dimensional spider is inspired by Atlach-Nacha, the human-faced spider god in *The Seven Geases* by Clark Ashton Smith. See also SPIDER MAIDEN, LYCANTHROPE (WERESPIDER).

SPIDER MAIDEN

Description: Spider maidens are grim, poisonous fiends who were created by the goddess of wisdom in a rage. They have the bodies of giant spiders and the torsos of women. They can magically reproduce, but all such spawn are inevitably female. Spider maidens are vengeful, blasphemous creatures who loathe their degenerate state and who seek to destroy the "blessed ones" of the world above.

Notes: Challenge Level 14, Hit Dice 7.

Origin: Spider maidens are inspired by Arachne (Dante, Greek), Cacus (spider elements, Roman), and the Spider Woman (Japanese); the definitive illustration of a spider-woman hybrid is Gustave Dore's illustration of Arachne for Dante's *Divine Comedy*.

STRYX

Description: The stryx, or blood owl, is a raptor- and bat-like creature that thrives in the dark. They are parasitic and feed upon large monsters such as dragons, minotaurs, giants and tentacle beasts. However, they are also likely to attack humans who are foolish enough to brave the thickets and ruins or enter the claustrophobic lairs.

Notes: Challenge Level 4, Hit Dice 1.

Origin: Stryxes, or striges, are mentioned in Roman folklore and mythology. The same word is the root for "strega," a witch.

SWAMP SHAMBLER

Description: A swamp shambler is a large, bipedal creature composed entirely of tangled vines, creepers and strips of moss. These plant-humanoids live by engulfing and absorbing living prey.

Notes: Shamblers vary according to size:

Small Swamp Shambler: Challenge Level 14, Hit Dice 8.

Swamp Shambler: Challenge Level 15, Hit Dice 9.

Large Swamp Shambler: Challenge Level 16, Hit Dice 10.

Huge Swamp Shambler: Challenge Level 17, Hit Dice 11.

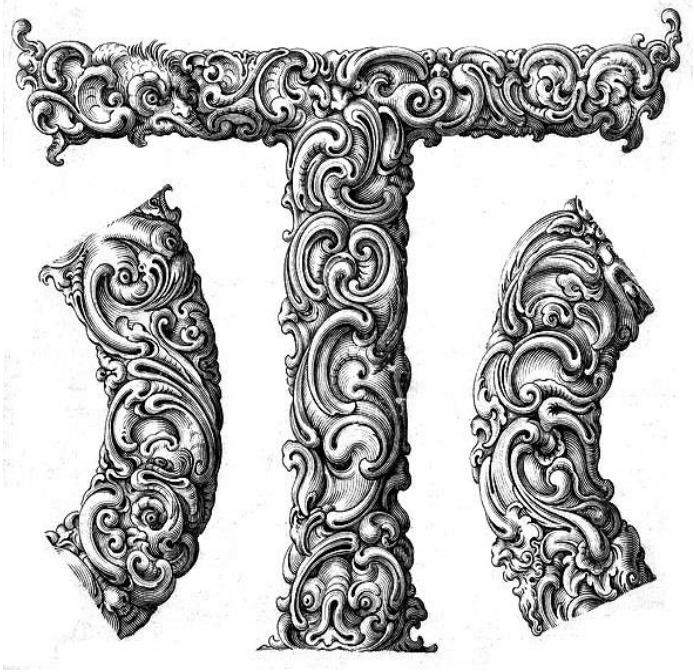
Origin: Swamp shamblers are “plant men,” a type of creature found in world mythology. Examples of similar monsters include the Barometz (European), the Green Man (Celtic), Leshii (Slavic), Mandragora or Mandrake (European) and the Metsanhaltia (Finnish).

SWARM, INSECT / SPIDER / VERMIN

Description: A swarm is a large and aggressive grouping of small creatures fighting in unison. The classic examples are army ants and killer bees, but in the netherworld these horrors can also include blood worms, centipedes, feasting maggots, larvae, locusts, scarabs, spiders or something even worse. They are all noteworthy for being highly resistant to weapon attacks (suffering only 1 point of damage per successful weapon strike, regardless of actual damage rolled). They typically need to be killed with magic or fire.

Notes: Challenge Level 7, Hit Dice 3. All swarms are statistically identical, with the sole exception being whether or not they can fly (as determined by the GM).

Origin: Reality.



4.3.19

T IS FOR TROLL

TENTACLE BEAST

Description: These huge, stumpy creatures wallow in filth and devour virtually any kind of garbage and offal that they can find. Their ecological niche in the fantasy world is that they are completely immune to poison and disease, which makes them capable of eating just about anything. Tentacle beasts are typically symbiotic with other dungeon monsters, because they rarely sleep and make ideal “refuse disposals.”

Notes: Tentacle beasts vary in size, as they continually grow and seem only to die to violence. They can eat virtually everything and threat vectors such as temperature, aridity and disease barely seem to faze them.

Small Tentacle Beast: Challenge Level 11, Hit Dice 6.

Tentacle Beast: Challenge Level 12, Hit Dice 7.

Large Tentacle Beast: Challenge Level 13, Hit Dice 8.

Huge Tentacle Beast: Challenge Level 14, Hit Dice 9.

Giant Tentacle Beast: Challenge Level 15, Hit Dice 10.

Enormous Tentacle Beast: Challenge Level 16, Hit Dice 11.

Ancient Tentacle Beast: Challenge Level 16, Hit Dice 12.

Origin: Tentacle beasts are partially inspired by Lovecraftian horrors, and the Greek monster Scylla.

THRALL OF CTHULHU

Description: A Thrall of Cthulhu is a descendant of the Star Spawn. Before even the elder age, Great Cthulhu came from a dimensional rift and into the endless realms of fantasy. He waged war on the now-extinct (?) Elder Things with his legion of Star Spawn, powerful beings with tentacled faces and gelatinous limbs. Cthulhu and the Star Spawn lie entombed and dreaming deep below the oceanic abyss, but their man-sized minions — the Thralls — live on in the nether deeps. Thralls of Cthulhu feed upon the thoughts of mortal kind, consuming their victims' mental powers and driving them to madness.

For some unknowable reason, there is grave enmity — despite the presumably shared lineage — between Thralls of Cthulhu and Deep Ones.

Notes: Challenge Level 15, Hit Dice 9.

Origin: Thralls of Cthulhu were partly inspired by the classic tales of weird fantasy by H. P. Lovecraft. Consider the following passages:

“That cult would never die till the stars came right again, and the secret priests would take great Cthulhu from His tomb to revive His subjects and resume His rule of earth.” (CoC)

“Another race — a land race of beings shaped like octopi and probably corresponding to the fabulous pre-human spawn of Cthulhu — soon began filtering down from cosmic infinity and precipitated a monstrous war which for a time drove the Old Ones wholly back to the sea.” (AtMoM)

The Thralls particularly represent the same lifeform as the High-Priest in Yellow Silk, from *The Dream-Quest of Unknown Kadath*: “Then the figured silk slipped a trifle from one of the greyish-white paws, and Carter knew what the noisome high-priest was. And in that hideous second stark fear drove him to something his reason would never have dared to attempt …” (TDKoUK)

TICK, MONSTROUS (LARGE / HUGE / GIANT)

Description: Ticks are slow-moving, blood-sucking arachnids that are known for their voracious appetites and many diseases. They are skilled climbers and are notorious for dropping on top of prey in caverns and dungeons.

Large Tick: Challenge Level 5, Hit Dice 2.

Huge Tick: Challenge Level 6, Hit Dice 3.

Giant Tick: Challenge Level 7, Hit Dice 4.

Origin: Reality.

TITAN

Description: In the elder age before the rise of the gods, the titans were the creators of mortal-kind and the rulers of the first civilized realms. They were defeated in the Titanomachia by their godly descendants, and were unjustly imprisoned in the netherworld for eternity. Many of the ancient titans have since devolved and have turned to hatred, madness and evil. Their lesser descendants, however, are mostly chaotic good and are found in the far reaches of the underworld. Titans accompany good giants and occasionally mentor great heroes and champions of mortal-kind.

Notes: There are six different tiers of “minor” titans. The ancient, named titans are unique individuals akin to godlings, and can be researched online (Wikipedia, Theoi, etc.) or at your local library. The minor titans are as follows:

Lesser Titan: Challenge Level 20, Hit Dice 17.

Titan: Challenge Level 20, Hit Dice 18.

Greater Titan: Challenge Level 21, Hit Dice 19.

Arcane Titan: Challenge Level 21, Hit Dice 20.

Elder Titan: Challenge Level 22, Hit Dice 21.

Eldritch Titan: Challenge Level 22, Hit Dice 22.

Origin: Titans are mostly derived from Greeky mythology. There are dozens of named individuals; a few of the most famous are Atlas, Helios, Hyperion and Prometheus.

TOAD, MONSTROUS

Description: Monstrous toads are infamously omnivorous beasts that live in damp and fetid places such as swamps, ruins and water-filled dungeons (especially those with pools or fungal gardens).

Notes: There are three major subspecies of dungeon toad — the giant, the poisonous, and the intelligent “frost” or ice toad.

Giant Toad: Challenge Level 5, Hit Dice 3.

Huge Poisonous Toad: Challenge Level 6, Hit Dice 2.

Ice Toad: Challenge Level 8, Hit Dice 5.

Origin: Reality. Giant frogs and toads exist in the fossil record, such as the amusingly-named *Beelzebufo Ampinga*.

TRITON

Description: In Castle Oldskull, tritons are differentiated from merfolk by being more good and warlike, and by having two “fish legs” instead of a single trunk.

Notes: Challenge Level 5, Hit Dice 3.

Origin: Tritons come from Greek mythology. Another similar creature is the Melusine (European).

TROGLODYTE

Description: Troglodytes are resilient, primitive and evil reptilian humanoids that live in deep caverns. They never stop growing, and elder “trogs” can be immense. The race is highly successful in the netherworld and is known to be allied with bugbears, trolls, evil elves and other powerful races of the under-earth.

Notes: Challenge Level 6, Hit Dice 2.

Origin: Derived from stories about the Troglodytae, or cave-dwelling people from the shores of the Red Sea, as reported by Herodotus, Strabo, Tacitus and others. The conception of them as reptilian probably comes from mentions of them eating snakes and lizards.

TROLL

Description: In Castle Oldskull, trolls are corrupted nature spirits which embody the regenerative power of the untamed wilds. They were once akin to faerie-kind, but were enslaved by a dark lord in the elder age. In this age, trolls are merciless, filthy and depraved predators who dwell in fetid caves beneath the ground.

Notes: Trolls are found in most wilderness areas and in the under-earth. Their powers vary according to their size and domain, as follows:

Cave Troll: Challenge Level 12, Hit Dice 7. Commonly referred to simply as “trolls.”

Forest Troll: Challenge Level 13, Hit Dice 8. Very rarely discovered in dungeons.

Mountain Troll: Challenge Level 15, Hit Dice 10.

Sea Troll: Challenge Level 14, Hit Dice 9. Never encountered in dungeons.

Water Troll: Challenge Level 11, Hit Dice 6.

Origins: Trolls in all their varieties come chiefly from Scandinavian folklore and Norse mythology. Specific examples include the Bjergfolk (mountain troll, Danish), Bjerg-Trolde (mountain troll, Scandinavian), Borbytingarna (Norse), Elfor (Scandinavian), Ellefolk (Scandinavian), Foddenskkmaend (Scandinavian), Fulde (Faroese), Henkies (Orkney), Huldre (Scandinavian), Maanvaki (Finnish), Pysslinger (Scandinavian), Ragnhildur (Scandinavian), Skogsra (Lapp), Skovtrolde (Lapp), Thusser (Scandinavian), Troldfolk (Danish), and Tusser (Norwegian). Water Trolls in mythology include the Phorcids (Greek) and the Vodianoi (Russian).

TURTLE, GIANT (SNAPPING)

Description: Giant turtles are prehistoric creatures which are known for their immense strength, ornery natures and indiscriminate appetites.

Notes: Challenge Level 15, Hit Dice 10. Dungeon turtles are typically giant snapping turtles.

Origin: Giant turtles are found in the fossil record; examples include *Archelon Ischyros* and the newly-discovered *Puentemys Mushaisaensis*. In mythology, the Greek tale of Sciron includes a giant turtle as well.

4.3.20

V IS FOR VAMPIRE

VAMPIRE

Description: A vampire is a corporeal undead fiend, the animated corpse of an evil lord whose will and hatred have caused the body to live on without the soul. They retain the sentience they had in life, and if they were spell-casters they retain their magical powers. Vampires must feast on the blood of the living in order to maintain their highly advanced undead state.

Notes: They are numerous sub-classifications of vampire, based on their abilities. "Normal" vampires are the revenants of normal humans and adventurers, instilled with unholy power by the sire who drained them. Invisible vampires are believed to have originated in the Utter East, but are relatively common in the netherworld. Spell-caster vampires are fallen clerics and magic-users of various alignments who were resurrected by their sire due to their powerful abilities.

Invisible Vampire: Challenge Level 19, Hit Dice 9.

Vampire: Challenge Level 17, Hit Dice 9.

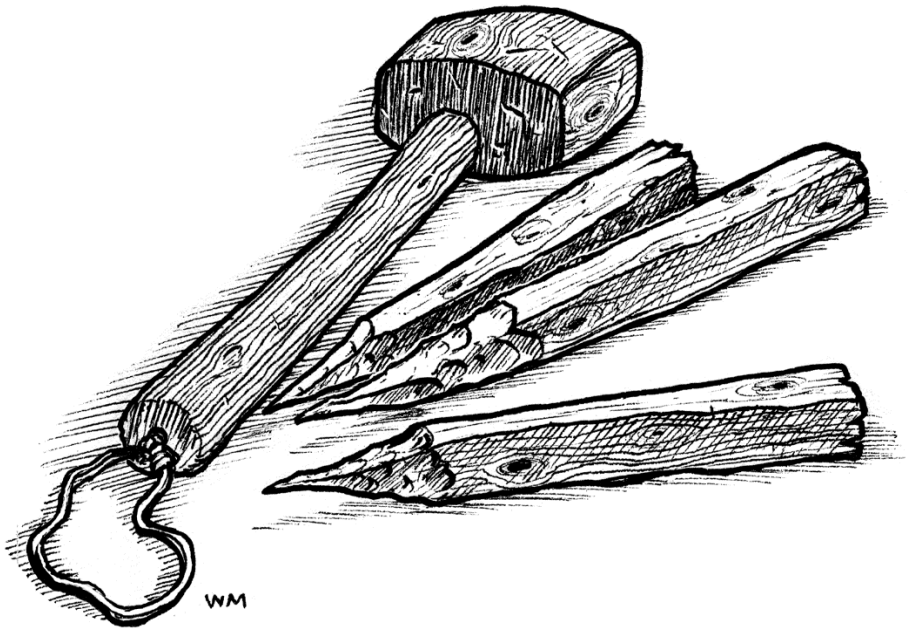
Vampiric Cleric: Challenge Level 18 and up, Hit Dice 9.

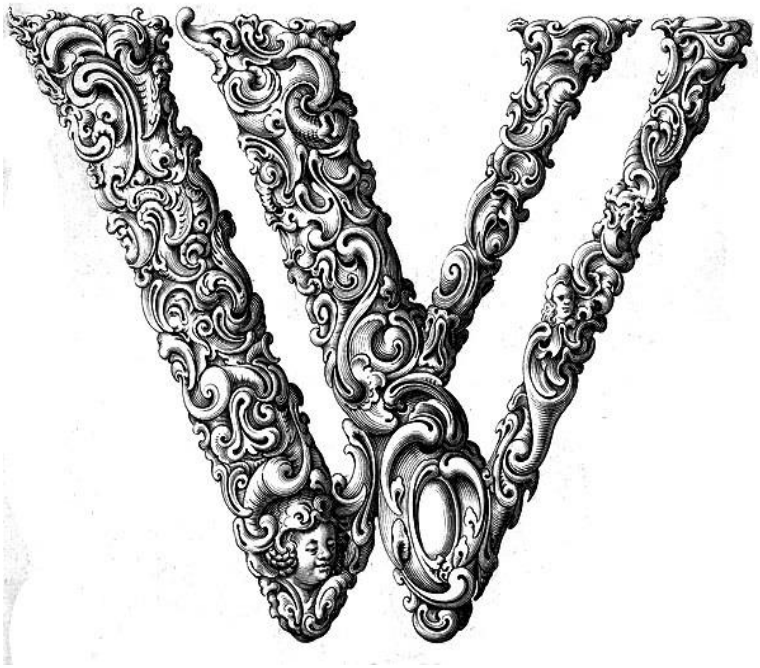
Vampiric Illusionist: Challenge Level 18 and up, Hit Dice 9.

Vampiric Magic-User: Challenge Level 18 and up, Hit Dice 9.

Full details for vampiric spell-casters, by level, are provided in the random encounter tables.

Origins: Vampires are one of the most common monsters in real-world folklore, and it would be impossible to list all of the variations here. A few examples include Ahhazu (Mesopotamian), the Bampuras (Greek), Lidevic (Hungarian), Lilim (Mesopotamian), Tumpaniaios (Greek), Upior (Polish), Upir (Russian), Vampir (Serbian), Vetala (Hindu), and Vrykolakas (Greek). The invisible vampire, beyond China and Japan, is also represented by the Utukku (Assyrian).





4.3.21

W IS FOR WRAITH

WASP, GIANT

Description: Giant wasps are vicious insectile predators of the wilds and the netherworld.

Notes: Challenge Level 9, Hit Dice 4.

Origin: "Giant" wasps appear in *Gulliver's Travels*.

WEASEL

Description: Weasels are agile, cunning predators. Normal weasels are rarely dangerous unless threatened or commanded to attack by a master, but are listed here because their furs are prized. Giant weasels are a lethal subspecies cultivated by humanoids (such as kobolds) and are found primarily in the netherworld.

Notes: The two varieties are classified as follows:

Weasel: Challenge Level 1, Hit Dice 1/2 (1 to 4 Hit points).

Giant Weasel: Challenge Level 7, Hit Dice 4.

Origin: Reality. Giant mustelids similar to weasels are found in the fossil record; for example, *Ekorus Ekakeran*.

WIGHT

Description: Wights are simply zombies with some guttering spark of sentience remaining, and therefore a stronger negative power presence, which allows them to drain away life energy.

Notes: Challenge Level 10, Hit Dice 5.

Origin: Wights in folkore include the Ankou (French), Fext (Slavic, particularly mentioning the immunity to non-magical weapons), Haug-Bui (Anglo-Saxon), Taxim (European), Tuath de Danaar (Celtic) and Vitr (Scandinavian). See also ZOMBIE.

WILL-O'-THE-WISP

Description: A will-o'-the-wisp is a deadly, taunting spirit of the Otherworld. They are believed to be the restless spirits of chaotic neutral faeries of great power, although even this is uncertain. They dwell in swamps, tombs and caverns. Virtually all creatures fear and avoid them because of their highly magical powers.

Notes: Challenge Level 15, Hit Dice 9.

Origin: Will-o'-Wisps are from English folklore. The many other examples in world mythology include Annequins (French), Chandelas (Sardinian), Chere Dansante (French), Culards (French), Eclaireux (French), Elf Fire (English), Ellylldan (Welsh), Fioles (French), Fuochi Fatui (Italian), Heerwische (German), Huckepoten (German), Ignis Fatuus (Latin), Irrbloss (Scandinavian), Irrichter (German), Jack o' Lanthorn (English), Loumerottes (French), Luctenmaneken (German), Lygteman (Scandinavian), Lyktgubbe (Scandinavian), Merry Dancer (Scottish), Nimbleman (Scottish), interpretations of Saint Elmo's Fire (European), Swetylko (Czechoslovakian), and Tan Noz (French).

WIND SPIRIT

Description: A wind spirit is a translucent, genie-like spirit that embodies frost, magic and the untamed realms of air. It is a form of earthbound air elemental that is often found in caverns and frozen ruins. Some creatures, such as ogre magi and storm giants, use them as guardians.

Notes: Challenge Level 13, Hit Dice 7.

Origin: The four Wind Spirits are found throughout world mythology. The examples from Greek mythology include the Greek and Roman interpretations, namely Boreas, Eurus, Notus and Zephyrus.

WOLF

Description: Wolves are reclusive pack-minded predators that dwell in the wilds. In Castle Oldskull, they are largely represented by a rarer substrain of cave adapted hybrids which have been bred and cultivated by goblin tribes.

Notes: Challenge Level 4, Hit Dice 2.

Origin: Reality.

WOLF, DIRE

Description: The dire wolf, or *canus dirus*, is an extinct predator which is still found in caves and lost world settings of the fantasy realm.

Notes: Challenge Level 6, Hit Dice 4.

Origin: Fossil record.

WOLF, MONSTROUS

Description: A monstrous wolf is an intelligent, magical beast similar to a dire wolf yet much larger. They are Bargeist-kith, unholy animals of the goblin tribes, and are capable of speech.

Notes: Challenge Level 7, Hit Dice 5.

Origin: Monstrous wolves in folkore include the Beast of Gevaudan (French), Fenrir (Norse), Freki (Norse), Hati (Norse), and Skoll (Norse).

WOLF, UNDEAD

Description: Undead wolves are animated corpses used as guardian beasts by evil clerics and other individuals.

Notes: Challenge Level 6, Hit Dice 3.

Origin: This monster is primarily inspired by Ysengrim (European).

WOLF, WINTER

Description: Winter wolves are magical frost-breathing creatures, similar to infernal hell hounds. They are believed to be the magical creations of a winter god and are known to be bred and cultivated by frost giants.

Notes: Challenge Level 10, Hit Dice 6.

Origin: See WOLF, MONSTROUS. Winter wolves are found in Norse mythology.

WOLVERINE

Description: A wolverine is a dangerous territorial beast. They are known for their obstinate resistance, fearless violence and territorialism. In the dungeon, many creatures revere the wolverine for these very same qualities that make the animal an ideal guardian beast.

Notes: There are two types of wolverine, the “normal” wild wolverine and the “giant” dungeon wolverine.

Wolverine: Challenge Level 7, Hit Dice 3.

Giant Wolverine: Challenge Level 9, Hit Dice 5.

Origin: Reality. Giant wolverines represent various *Mustelidae* in the fossil record.

WORM, GIANT

Description: Giant worms are immense annelids from the netherworld, which burrow up into dungeons through and tunnels and streams in search of prey.

Notes: There are two types of giant worms in the game, giant water worms and giant netherworld worms.

Giant Water Worm: Challenge Level 9, Hit Dice 6.

Giant Netherworld Worm: Notes: Challenge Level 17, Hit Dice 15.

Origin: The primary indication of giant worms in bestiaries comes from Ctesias, *Indica* (summary from Photius, Myriobiblon 72). Also of note is the folkloric Burach Bhadi (Scottish).

WRAITH

Description: Wraiths are simply non-corporeal undead who are weaker, less intelligent, and are less tied to a single haunted location than ghosts are. They are similar to specters, but retain less awareness of their former selves and are thus less powerful.

Notes: Challenge Level 11, Hit Dice 6.

Origin: Wraiths are the “restless spirits” of folklore and mythology. The first use of the word appears to be in the Scottish translation of the *Aeneid* published in 1513. One example of the wraith in mythology is the Edimmu (Mesopotamian); see also GHOST.

WYRM

Description: A wyrm is a wingless dragon. Wyrms can be quadrupedal (four-legged), bipedal (two forelegs with a serpentine body), or serpentine (legless), with an obvious adjustment to the number of physical attacks which they can make.

Notes: In all other statistical respects (besides claw attacks and the lack of flight), wyrms in the game are identical to dragons. Therefore there are blue wyrms, green wyrms, silver wyrms, etc. These monsters do not appear in the random encounter tables, but any dragon encounter has a 10% chance to be a wyrm encounter instead.

Origin: It is sometimes difficult to make a distinction between dragons, wyrms, wyverns and giant snakes, but historical examples of the wyrm in folklore and mythology arguably include Aiatar (green wyrm, Finnish), the Akhekhu (blue wyrm, Middle Eastern), Apophis (Egyptian), Beithir (Scottish), Bisternean (green wyrm, European), Bolla (Albanian), the Cerastes (European), Drakones Aithiopikoi (Greek), Hedammu (Mesopotamian), Hornworm (European), Jormungandr (Norse), Ladon (Greek), Lindworm (Swedish), Linton Worm (Scottish), Mehen (Egyptian), Midgardsormr (Norse), Mushussu (Babylonian), Nidhoggr (Norse), Ophion (Greek), Ouroboros (European), Python (Greek), Stoorworm (English, Scandinavian), etc.

WYVERN

Description: A wyvern is a deadly winged proto-dragon with powerful hind legs and a deadly, stinger-topped tail.

Notes: Challenge Level 13, Hit Dice 9.

Origin: Bipedal dragons known as wyverns are found in European folklore and heraldry. Specific examples include the Guivre (French), Lambton Worm (English), Sockburn Worm (Northumbrian), Wivre (French), and Wyvere (English).

4.3.22

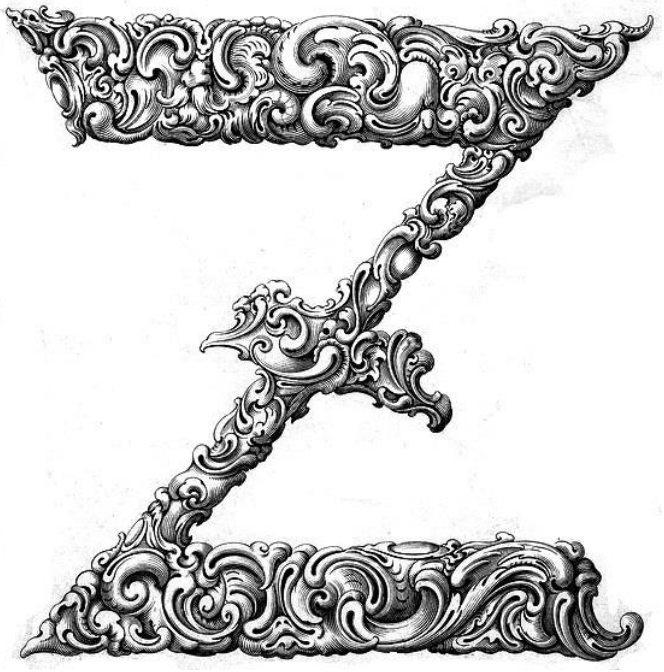
Y IS FOR YETI

YETI

Description: The yeti, or abominable snowman, is a huge furred primate which stalks the snowfields of wild mountains.

Notes: Challenge Level 9, Hit Dice 5.

Origin: Yetis are folkloric cryptids of Himalayan origin. Similar creatures in real-world folklore include the Basajaun (Basque), Dzu-The (Tibetan), Meh-The (Nepalese), Nee-Gued (Sikkim), etc.



4.3.23

Z IS FOR ZOMBIE

ZOMBIE

Description: A zombie is an animated corpse of a human, demi-human or humanoid. They are slaves born of evil magic and are often controlled by evil clerics.

Notes: Challenge Level 4, Hit Dice 2.

Origin: The walking corpse is most popularly imagined from movies inspired by Voodoo practices, but animated corpses also have a long history in world mythology. Examples include Bloody Bones (English), the Cauldron Born (Welsh), Coluinn Gun Cheann (Scottish), the Damned (as portrayed in Dante's *Inferno*), Draugr (Scandinavian), Rawga (Lapp), the Rising Dead (Apocalyptic), Souls of Hades (Greek), Taxim (European), Tithonus (Greek), etc.; see also WIGHT.

ZOMBIE, ARCANE

Description: Arcane zombies are the corpses of people who have been slain only by powerful evil magic, and then forced into undeath by their slayer. Due to this direct link to their murderer and enslaver, an arcane zombie retains a hateful awareness and intelligence and even some memories of its past life.

Notes: Challenge Level 10, Hit Dice 5.

Origin: Intelligent animated corpses in literature and mythology include the Damned (Dante's *Inferno*), Dullahan (Irish), and the sentient Souls of Hades (Greek). The arcane zombie in particular is most strongly represented by the tenets of Vodou, as well as Frankenstein's Monster (Shelley).

CHAPTER 5:
OLDSKULL IMPIOUS:
THE QUICK DUNGEON STOCKING SYSTEM

5.1
USING THE QUICK SYSTEM

Oldskull Impious is the quick-generation random dungeon monster encounter system, emphasizing fast and usable results over detail options. The system is ideal for improvised play, and for upcoming sessions in which GM prep time is limited. These 1,600 random encounters, designed for character levels 1 to 16, were actually generated using the more complex Oldskull Magnus system which follows later in this Guide.

To use this system, you must first estimate the Average Player Character Experience Level, or APCEL, for your play group. To do this, ignore all henchmen, men-at-arms, beasts of burden, familiars and summoned monsters. Focus solely on the PCs themselves and then do the following:

- Count the number of Player Characters.
- Tally the experience levels of all single-classed PCs.
- Count two-classed characters by recording the *highest* of their two experience levels and adding 2.
- Count three-classed characters by recording the *highest* of their three experience levels and adding 3.
- Divide the sum of (2-4) by (1), the number of PCs.
- Round down. This is the APCEL which you will use to determine which table to use when generating random dungeon encounters for this play group.

As an example, let us say that your group has 5 PCs – a level 7 fighter, a level 5 cleric, a level 6 ranger, a level 5/4 fighter/assassin and a level 3/4/3 fighter/magic-user/thief.

First, you count up the single-classed characters. The fighter is worth 7 points, the cleric is worth 5, and the ranger is worth 6. Then, you consider the fighter/assassin. His highest experience level is 5, so you add 2 to that, which equals 7. Then you consider the fighter/magic-user thief. Her highest level is 4, so you add 3 to that, which equals 7.

Then you add up all of the scores; 7 + 5 + 6 + 7 + 7 = 32. Then you divide by 5 (the number of PCs) and round down, which is 6. This group's APCEL is 6 and you will roll on Table 6 hereafter.

The following sub-menu allows for quick access to the tables:

5.2.1 Encounters for a Level 1 Adventuring Party
5.2.2 Encounters for a Level 2 Adventuring Party
5.2.3 Encounters for a Level 3 Adventuring Party
5.2.4 Encounters for a Level 4 Adventuring Party
5.2.5 Encounters for a Level 5 Adventuring Party
5.2.6 Encounters for a Level 6 Adventuring Party
5.2.7 Encounters for a Level 7 Adventuring Party
5.2.8 Encounters for a Level 8 Adventuring Party
5.2.9 Encounters for a Level 9 Adventuring Party
5.2.10 Encounters for a Level 10 Adventuring Party
5.2.11 Encounters for a Level 11 Adventuring Party
5.2.12 Encounters for a Level 12 Adventuring Party
5.2.13 Encounters for a Level 13 Adventuring Party
5.2.14 Encounters for a Level 14 Adventuring Party
5.2.15 Encounters for a Level 15 Adventuring Party
5.2.16 Encounters for a Level 16 Adventuring Party

For GMs wanting even more variety, please refer to the Castle Oldskull Dungeon Monster Assortments (DMA1-4, for Levels 1-4, 5-8, 9-12 and 13-16), also available from Wonderland Imprints. Each accessory includes 2,000 additional pre-generated random encounters for use by the GM, including detailed breakdowns of the classes, races and levels of NPCs in randomly encountered adventuring parties.

5.2.1

ENCOUNTERS FOR A LEVEL 1 ADVENTURING PARTY

(01) 6 Large Bats. (02) 10 Brigand Skirmishers (Leather armor, small shield, 2 spears, club). (03) 3 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 5 Skeleton Minions (Tattered chain mail, medium shield, club). (04) 5 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 3 Slave Warriors (Padded armor, small shield, javelin, club). (05) 1 Small Mixed Neutral Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms).

(06) 1 Bugbear Skull Smasher (Iron breastplate, footman's mace, 2 throwing hammers). (07) 5 Cultists (Bone and wicker armor, war club) and 2 Slave Warriors (Padded armor, small shield, javelin, club; all slaves will be chaotic evil and insane). (08) 4 Brigand Armsmen (Studded leather armor, random pole arm, club). (09) 3 Large Bats and 7 Bats. (10) 1 Small Mixed Neutral Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms).

(11) 16 Rats. (12) 3 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers)and 2 Evil Skirmishers (Javelineers) (Padded armor, small shield, 6 javelins). (13) 2 Netherworld Centaur Lancers (Large shield, spear; treat the first attack as a charge). (14) 6 Large Bats. (15) 2 Small Fanged Fish (HD 1).

(16) 9 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers). (17) 3 Neutral Magic-Users (Level 1). (18) 6 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 5 Rats. (19) 1 Small Mixed Good Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms). (20) 7 Evil Men-at-Arms (Mace Bearers) (Scale mail, medium shield, footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area).

(21) 7 Large Bats. (22) 2 Slave Warriors (Padded armor, small shield, javelin, club) (Intelligent master [Challenge Level 1 higher than the roll which achieved this result] will be nearby). (23) 1 Small Mixed Neutral Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms). (24) 3 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 10 Rats. (25) 3 Frogman Skirmishers (12 darts, club) and 1 Large Frog (HD 2).

(26) 11 Giant Rats. (27) 6 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 2 Goblin Minions (Padded armor, 2 spears). (28) 12 Bandit Armsmen (Studded leather armor, random pole arm, club). (29) 9 Large Bats. (30) 1 Neutral Halfling Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs).

(31) 4 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger). (32) 7 Giant Rats. (33) 10 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe). (34) 3 Giant Rats and 12 Rats. (35) 1 Small Mixed Evil Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms).

(36) 14 Giant Rats. (37) 7 Neutral Men-at-Arms (Armsmen) (Studded leather armor, random pole arm, short sword) (Guard post; master(s) likely to be located in an adjacent encounter area). (38) 2 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins)and 10 Rats. (39) 5 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 4 Slave Warriors (Padded armor, small shield, javelin, club). (40) 4 Huge Centipedes.

(41) 6 Large Centipedes. (42) 4 Brigand Skirmishers (Leather armor, small shield, 2 spears, club)and 7 Orc Scouts (Studded leather armor, small shield, 3 spears). (43) 1 Small Mixed Good Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms). (44) 7 Giant Rats. (45) 4 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 3 Slave Warriors (Padded armor, small shield, javelin, club).

(46) 9 Large Bats. (47) 1 Ranger (Level 2). (48) 2 Good Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear). (49) 1 Good Thief (Level 2). (50) 1 Raven.

(51) 22 Rats. (52) 2 Giant Badgers. (53) 8 Neutral Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (54) 4 Kobold Skirmishers (Padded or wicker armor, buckler, spear). (55) 2 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 3Rats.

(56) 8 Bandit Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers). (57) 3 Evil Clerics (Level 1) and 3 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (58) 2 Brigand Crossbowmen (Studded leather armor, light crossbow, 20 quarrels, dagger). (59) 13 Kobold Axe Bearers (Leather armor, buckler, hand axe). (60) 2 Giant Locusts.

(61) 6 Brigand Swordsmen (Chainmail, large shield, long sword, dagger) and 2 Gnole Warriors (ring mail, large shield, morning star). (62) 2 Ravens. (63) 7 Goblin Warriors (Leather armor, small shield, morning star). (64) 8 Evil Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (65) 11 Rats.

(66) 12 Large Bats. (67) 1 Neutral Magic-User (Level 2). (68) 2 Badgers. (69) 4 Good Clerics (Level 1). (70) 7 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club).

(71) 2 Kobold Guards (Studded leather armor, buckler, short sword, spear). (72) 2 Nixie Ensnarers (Net). (73) 4 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 5 Giant Rats. (74) 1 Mixed Good Adventuring Party (Average level 1; 3 or 4 NPCs plus 2-4 Men-at-Arms). (75) 8 Brigand Swordsmen (Chainmail, large shield, long sword, dagger).

(76) 4 Huge Bats and 3 Large Bats. (77) 1 Large Bat and 10 Bats. (78) 3 Orc Axe Bearers (Studded leather armor, medium shield, battle axe). (79) 8 Orc Marauders (Scale mail, medium shield, broad sword, battle axe) and 1 Half-Orc Fighter (Level 1). (80) 1 Giant Locust.

(81) 2 Cultist Axe Bearers (Bone and wicker armor, stone battle axe) and 2 Soul Worms. (82) 8 Large Bats and 6 Bats. (83) 2 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1 Large Spider. (84) 1 Bugbear Warrior (Ring mail, large shield, morning star). (85) 3 Neutral Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword)and 2 Neutral Halfling Bounders (Leather armor, small shield, short sword, dagger).

(86) 5 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 2 Half-Orc Fighters (Level 1). (87) 11 Giant Rats. (88) 13 Kobold Warriors (Studded leather armor, buckler, short sword, 2 javelins). (89) 6 Evil Berserker Bladesmen (Furs, broad sword, hand axe). (90) 3 Good Magic-Users (Level 1).

(91) 1 Mixed Neutral Adventuring Party (Average level 1; 3 or 4 NPCs plus 2-4 Men-at-Arms). (92) 3 Orc Scouts (Studded leather armor, small shield, 3 spears). (93) 5 Kobold Guards (Studded leather armor, buckler, short sword, spear). (94) 2 Frogman Bat Hunters (Blowgun with 20 needles, mild poison causing 1-4 damage on failed save) and 2 Cultist Huntsmen (Bone and wicker armor, stone hand axe, flint spear). (95) 2 Savage Lizard Men (No armor or weapons)and 1 Frogman Javelineer (6 javelins, club).

(96) 1 Small Mixed Evil Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms). (97) 2 Good Thieves (Level 2). (98) 6 Weasels. (99) 3 Cultists (Bone and wicker armor, war club) and 1 Shrieking Fungus. (00) 1 Small Mixed Evil Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms).

5.2.2

ENCOUNTERS FOR A LEVEL 2 ADVENTURING PARTY

(01) 7 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 2 Beastman Whelps (HD 1) (Armed with short swords). (02) 2 Poisonous Snakes (Non-lethal poison, damage only). (03) 5 Cultists (Bone and wicker armor, war club) and 2 Slave Warriors (Padded armor, small shield, javelin, club; all slaves will be chaotic evil and insane). (04) 1 Neutral Halfling Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (05) 4 Good Clerics (Level 2).

(06) 3 Good Illusionists (Level 1). (07) 7 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes). (08) 5 Lemur Devils. (09) 5 Evil Illusionists (Level 1). (10) 1 Mixed Evil Adventuring Party (Average level 2; 3 or 4 NPCs plus 2-4 Men-at-Arms).

(11) 1 Evil Magic-User (Level 3) and 1 Evil Illusionist (Level 3). (12) 6 Cultists (Bone and wicker armor, war club) and 7 Slave Warriors (Padded armor, small shield, javelin, club; all slaves will be chaotic evil and insane). (13) 2 Brigand Skirmishers (Leather armor, small shield, 2 spears, club). (14) 3 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 3 Evil Skirmishers (Archers) (Studded leather armor, short bow, 20 arrows, dagger). (15) 4 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 1 Half-Orc Thief (Level 1).

(16) 5 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail) and 1 Half-Orc Fighter (Level 1). (17) 9 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (18) 10 Bandit Bladesmen (Chainmail, medium shield, broad sword, club). (19) 4 Giant Fire Beetles and 6 Giant Cockroaches. (20) 8 Giant Rats.

(21) 3 Evil Monks (Level 1). (22) 10 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail). (23) 8 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 2 Weasels. (24) 3 Degenerate Serpent Folk (HD 3). (25) 3 Nixie Warriors (3 javelins).

(26) 10 Orc Warriors (Ring mail, medium shield, broad sword, spear). (27) 1 Mixed Neutral Adventuring Party (Average Level 2; 4 or 5 NPCs plus 3-9 Men-at-Arms). (28) 1 Evil Cleric (Level 4) and 1 Lemur Devil. (29) 6 Neutral Men-at-Arms (Mace Bearers) (Scale mail, medium shield, footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (30) 6 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 4 Gnole Sword Bearers (ring mail, two-handed sword).

(31) 7 Large Bats. (32) 6 Cave Baboons (Armed with sticks and hurl-stones). (33) 6 Good Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace). (34) 3 Good Thieves (Level 2). (35) 9 Cultist Huntsmen (Bone and wicker armor, stone hand axe, flint spear).

(36) 11 Giant Rats. (37) 1 Harpy. (38) 1 Giant Woodboring Beetle. (39) 3 Good Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club). (40) 7 Neutral Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club).

(41) 12 Goblin Delvers (Leather armor, small shield, short sword, footman's pick). (42) 14 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword) and 3 Cave Wolves. (43) 5 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 4 Beastman Whelps (HD 1)

(Armed with short swords). (44) 10 Neutral Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear). (45) 1 Evil Cleric (Level 1) and 6 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes).

(46) 11 Cultist Minions (Bone and wicker armor, 2 flint spears). (47) 5 Neutral Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe). (48) 4 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 3 Slave Warriors (Padded armor, small shield, javelin, club). (49) 2 Frogman Savages (Unarmed, attacking with claws and bite) and 2 Evil Magic-Users (Level 2). (50) 2 Giant Warrior Ants and 2 Giant Worker Ants.

(51) 1 Small Mixed Neutral Adventuring Party (Average level 2; 2 or 3 NPCs plus 1-3 Men-at-Arms).

(52) 7 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins). (53) 4 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1 Bugbear Red-Blade (Ring mail, large shield, long sword).

(54) 6 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger) and 1 Half-Orc Fighter (Level 1). (55) 2 Neutral Clerics (Level 1).

(56) 6 Giant Rats. (57) 5 Huge Bats. (58) 2 Ravens. (59) 1 Huge Spider and 1 Spider Swarm. (60) 5 Neutral Fighters (Level 2).

(61) 1 Shrieking Fungus. (62) 5 Merfolk Spear Fishers (6 javelins, dagger). (63) 3 Good Tribesmen (Skirmishers) (Bone and wicker armor, war club). (64) 7 Neutral Dwarf Guardians (Chain mail, small shield, broad sword, spear). (65) 5 Orc Guards (Ring mail, random pole arm) and 2 Half-Orc Clerics (Level 1).

(66) 10 Frogman Spear Fishers (Barbed spear, net). (67) 4 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 2 Half-Orc Fighters (Level 1). (68) 4 Skeleton Minions (Tattered chain mail, medium shield, club) and 2 Beast Skeletons. (69) 1 Raven. (70) 6 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 3 Rats.

(71) 1 Good Magic-User (Level 3). (72) 4 Evil Clerics (Level 1) and 2 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (73) 1 Evil Fighter (Level 3). (74) 4 Evil Magic-Users (Level 1) and 1 Evil Illusionist (Level 1). (75) 1 Brownie and 1 Changeling.

(76) 14 Neutral Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (77) 2 Evil Berserker Bear Warriors (Furs, two-handed sword). (78) 11 Giant Centipedes. (79) 1 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 2 Weasels. (80) 15 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes).

(81) 1 Mixed Good Adventuring Party (Average level 2; 3 or 4 NPCs plus 2-4 Men-at-Arms). (82) 8 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes). (83) 6 Small Fanged Fish (HD 1). (84) 14 Frogman Spear Fishers (Barbed spear, net). (85) 3 Good Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 5 Good Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword).

(86) 1 Small Mixed Neutral Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms). (87) 9 Neutral Berserker Bear Warriors (Furs, two-handed sword). (88) 11 Kobold Marauders (Leather armor, buckler, short sword, dagger). (89) 4 Neutral Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear). (90) 9 Good Tribesmen (Skirmishers) (Bone and wicker armor, war club).

(91) 7 Giant Rats and 14 Rats. (92) 4 Evil Clerics (Level 1) and 9 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit). (93) 5 Evil Men-at-Arms (Axemen) (Scale mail, medium shield, battle axe, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (94) 1 Good Dwarf Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (95) 1 Evil Half-Orc Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs).

(96) 3 Evil Magic-Users (Level 2) and 1 Evil Illusionist (Level 2). (97) 1 Evil Dwarf Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (98) 3 Giant Cockroaches. (99) 5 Good Clerics (Level 1). (00) 2 Huge Ravens.

5.2.3

ENCOUNTERS FOR A LEVEL 3 ADVENTURING PARTY

(01) 1 Neutral Elf Adventuring Party (Average Level 3; 3 or 4 NPCs). (02) 3 Savage Lizard Men (No armor or weapons) and 6 Frogman Savages (Unarmed, attacking with claws and bite). (03) 5 Frogman Spear Fishers (Barbed spear, net) and 2 Large Fanged Fish (HD 3). (04) 3 Neutral Clerics (Level 2). (05) 1 Six-Headed Fire-Breathing Hydra.

(06) 7 Neutral Elf Archers (HD 1) (Chain mail, long bow with 40 arrows). (07) 6 Giant Worker Ants and 4 Giant Fire Beetles. (08) 4 Zombies. (09) 9 Good Elf Wardens (HD 1) (Chain Mail, 3 spears). (10) 8 Good Fighters (Level 2).

(11) 2 Electric Eels. (12) 2 Assassins (Level 4). (13) 1 Ochre Slime. (14) 5 Large Living Stalactites (HD 3). (15) 1 Good Fighter (Level 5).

(16) 1 Small Mixed Good Adventuring Party (Average level 3; 2 or 3 NPCs plus 1-3 Men-at-Arms). (17) 4 Frogman Skirmishers (12 darts, club) and 3 Giant Toads. (18) 5 Degenerate Serpent Folk (HD 3) and 1 Poisonous Snake (lethal poison). (19) 1 Evil Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (20) 1 Evil Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs).

(21) 1 Very Young Red Dragon (Average, hit points 10). (22) 2 Giant Bombardier Beetles. (23) 2 Small Mixed Neutral Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms). (24) 4 Huge Killer Frogs (HD 2). (25) 16 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins).

(26) 1 Very Young Gold Dragon (Small, hit points 10). (27) 18 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 3 Half-Orc Clerics (Level 1). (28) 14 Frogman Spear Fishers (Barbed spear, net). (29) 9 Orc Axe Bearers (Studded leather armor, medium shield, battle axe) and 1 Half-Orc Thief (Level 1). (30) 7 Neutral Illusionists (Level 1).

(31) 11 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 1 Half-Orc Cleric (Level 1). (32) 5 Savage Lizard Men (No armor or weapons). (33) 2 Beastman Whelps (HD 1) (Armed with clubs) and 1 “Guardian Beast” (A giant rat, large bat, raven, weasel, etc. which is relatively harmless but will serve to make the beastmen immune to surprise). (34) 2 Giant Warrior Ants and 4 Giant Worker Ants. (35) 5 Armored Zombies (In tattered chain mail) and 2 Zombies (Unarmored).

(36) 10 Armored Zombies (In damaged scale mail). (37) 6 Good Clerics (Level 2). (38) 3 Bugbear Warriors (Ring mail, large shield, morning star). (39) 7 Frogman Skirmishers (12 darts, club) and 4 Huge Killer Frogs (HD 2). (40) 4 Frogman Warriors (Trident, net) and 2 Evil Clerics (Level 2).

(41) 6 Giant Frogs (HD 3). (42) 7 Good Clerics (Level 1). (43) 2 Evil Magic-Users (Level 3) and 1 Evil Illusionist (Level 3). (44) 6 Druids (Level 1). (45) 1 Very Young Blue Dragon (Small, hit points 8).

(46) 5 Changelings. (47) 5 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar) and 1 Gargoyle. (48) 6 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger) and 2 Half-Orc Fighters (Level 1). (49) 23 Goblin Slingers (Leather armor, small shield, sling with 40 stones) and 1 Cave Wolf. (50) 4 Netherworld Centaur Warriors (Large shield, war club [damage 1-8]).

(51) 3 Evil Magic-Users (Level 2) and 2 Evil Illusionists (Level 2). (52) 2 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 9 Skeleton Minions (Tattered chain mail, medium shield, club). (53) 4 Neutral Clerics (Level 2). (54) 1 Neutral Magic-User (Level 4) and 1 Neutral Illusionist (Level 4). (55) 1 Neutral Magic-User (Level 5) and 1 Familiar (Homunculus).

(56) 4 Evil Magic-Users (Level 1). (57) 1 Giant Scorpion and 2 Huge Scorpions. (58) 13 Huge Centipedes. (59) 3 Shrieking Fungi. (60) 2 Golden Mold Patches.

(61) 16 Neutral Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 2 Wolverines. (62) 4 Evil Fighters (Level 2). (63) 1 Assassin (Level 4) and 1 Evil Thief (Level 3). (64) 7 Large Frogs (HD 1). (65) 6 Good Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club).

(66) 4 Evil Illusionists (Level 1). (67) 3 Zombies. (68) 3 Druids (Level 2). (69) 2 Lesser Netherworld Faeries (Armed with fine bow and war arrows [damage 1-4]). (70) 4 Evil Illusionists (Level 1) and 2 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar).

(71) 5 Druids (Level 1). (72) 6 Evil Magic-Users (Level 2). (73) 2 Giant Warrior Ants and 6 Giant Worker Ants. (74) 7 Giant Centipedes and 9 Huge Centipedes. (75) 5 Good Monks (Level 1).

(76) 2 Bugbear Warriors (Ring mail, large shield, morning star) and 14 Goblin Slingers (Leather armor, small shield, sling with 40 stones). (77) 1 Neutral Magic-User (Level 5) and 1 Neutral Illusionist (Level 5). (78) 2 Giant Warrior Ants and 4 Giant Worker Ants. (79) 9 Frogman Warriors (Trident, net) and 4 Lampreys. (80) 1 Good Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs).

(81) 2 Good Magic-Users (Level 5). (82) 4 Evil Magic-Users (Level 1) and 3 Gnole Warriors (Ring mail, large shield, morning star). (83) 14 Frogman Skirmishers (12 darts, club) and 1 Giant Frog (HD 3). (84) 9 Stryxes. (85) 10 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger).

(86) 1 Giant Woodboring Beetle and 1 Gray Slime. (87) 4 Rangers (Level 1) and 3 Druids (Level 1). (88) 2 Neutral Magic-Users (Level 4) and 1 Neutral Illusionist (Level 4). (89) 6 Evil Clerics (Level 2). (90) 7 Good Fighters (Level 2).

(91) 1 Evil Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (92) 5 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit) and 4 Orc Warriors (Ring mail, medium shield, broad sword, spear). (93) 14 Kobold Guards (Studded leather armor, buckler, short sword, spear). (94) 4 Frogman Savages (Unarmed, attacking with claws and bite) and 2 Lampreys. (95) 1 Small Mixed Neutral Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms).

(96) 3 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1 Large Spider. (97) 5 Giant Centipedes. (98) 4 Ghuls. (99) 2 Evil Clerics (Level 2) and 7 Hobgoblin Warriors (Scale mail, large shield, long sword, spear). (00) 1 Small Mixed Neutral Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms).

5.2.4

ENCOUNTERS FOR A LEVEL 4 ADVENTURING PARTY

(01) 3 Shadow Hounds. (02) 9 Beastmen (HD 3) (Armed with blowguns and darts of slowing poison) and 1 Huge Boar. (03) 16 Good Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 2 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (04) 3 Good Thieves (Level 3). (05) 9 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 9 Beast Skeletons.

(06) 4 Crocodiles. (07) 2 Monstrous Leeches (HD 5). (08) 2 Small Hell Hounds (HD 4). (09) 2 Good Thieves (Level 4). (10) 27 Giant Rats.

(11) 3 Neutral Illusionists (Level 3). (12) 43 Rats. (13) 5 Brownies. (14) 3 Good Magic-Users (Level 3) and 1 Good Illusionist (Level 3). (15) 5 Neutral Illusionists (Level 3).

(16) 14 Good Tribesmen (Skirmishers) (Bone and wicker armor, war club) and 5 Cave Baboons (Armed with bone clubs). (17) 7 Giant Leeches (HD 3). (18) 3 Monster Zombies. (19) 2 Stone Living Statues. (20) 38 Kobold Marauders (Leather armor, buckler, short sword, dagger) and 2 Giant Weasels.

(21) 19 Good Halfling Spear-Fellows (Leather armor, 2 spears, short sword). (22) 3 Evil Thieves (Level 4). (23) 2 Giant Wolverines. (24) 2 Sirens. (25) 23 Neutral Skirmishers (Crossbowmen) (Studded leather armor, light crossbow, 20 quarrels, dagger; guard post, master(s) are likely to be located in an adjacent encounter area).

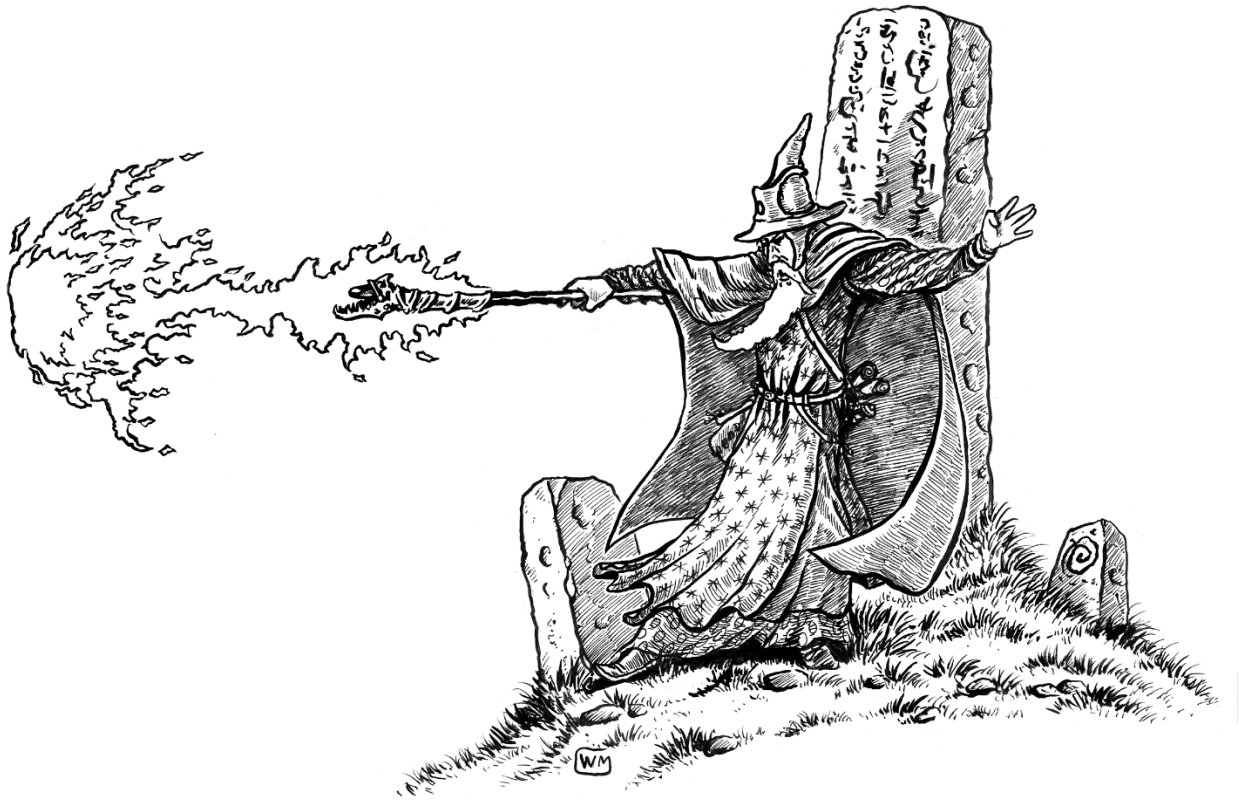
(26) 1 Giant Stag Beetles and 2 Giant Bombardier Beetles. (27) 1 Neutral Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (28) 10 Giant Fire Beetles. (29) 3 Evil Clerics (Level 3) and 4 Armored Zombies (Splint mail or banded mail). (30) 1 Neutral Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

(31) 8 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 18 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (32) 1 Mixed Evil Adventuring Party (Average level 4; 3 or 4 NPCs plus 2-4 Men-at-Arms). (33) 12 Skeleton Minions (Tattered chain mail, medium shield, club) and 4 Beast Skeletons. (34) 6 Harpies. (35) 1 Evil Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

(36) 23 Kobold Axe Bearers (Leather armor, buckler, hand axe). (37) 1 Neutral Halfling Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (38) 14 Giant Fire Beetles. (39) 1 Ogre Mage Sunderer (Maul [damage 3-13], great scimitar [damage 3-10]) and 2 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]). (40) 3 Wights.

(41) 1 Evil Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (42) 1 Troll and 1 Badgerbear (Guardian Beast). (43) 2 Gray Slimes. (44) 1 Seven-Headed Hydra. (45) 1 Ochre Slime.

(46) 9 Armored Zombies (In rusted banded mail or splint mail). (47) 1 Ogre Marauder (Thick bearskin, war club [damage 3-10]) and 3 Bugbear Ambushers (Leather armor, 3 spears). (48) 1 Good Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (49) 3 Evil Magic-Users (Level 5).



(50) 21 Good Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace).

(51) 1 Good Magic-User (Level 6) . (52) 1 Good Monk (Level 6). (53) 1 Evil Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (54) 1 Greater Dimensional Spider. (55) 1 Evil Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

(56) 3 Giant Constrictor Snakes. (57) 12 Frogman Skirmishers (12 darts, club) and 2 Evil Clerics (Level 2). (58) 1 Small Mixed Neutral Adventuring Party (Average Level 4; 2 or 3 NPCs). (59) 2 Evil Magic-Users (Level 5). (60) 5 Large Spiders (Weak poison, save at +4, failed save inflicts 2-5 points of poison damage).

(61) 6 Giant Frogs (HD 3). (62) 3 Good Magic-Users (Level 4) and 1 Good Illusionist (Level 4). (63) 1 Good Cleric (Level 6). (64) 7 Good Thieves (Level 3). (65) 5 Bugbear Ambushers (Leather armor, 3 spears).

(66) 21 Evil Men-at-Arms (Axemen) (Scale mail, medium shield, battle axe, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (67) 8 Frogman Savages (Unarmed, attacking with claws and bite) and 2 Fanged Fish (HD 2). (68) 1 Wereboar and 1 Huge Boar. (69) 1 Crocuta and 1 Large Hell Hound (HD 6). (70) 1 Neutral Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

(71) 4 Evil Thieves (Level 3). (72) 18 Brigand Skirmishers (Leather armor, small shield, 2 spears, club). (73) 13 Good Elf Warriors (HD 1) (Chain mail, medium shield, long bow with 20 arrows, long

sword). (74) 1 Good Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (75) 7 Evil Fighters (Level 2) and 3 War Dogs.

(76) 5 Deep One Warriors (Large shield, spear, dagger). (77) 1 Small Mixed Neutral Adventuring Party (Average Level 4; 2 or 3 NPCs plus 3-6 Men-at-Arms). (78) 2 Assassins (Level 4) and 1 Evil Thief (Level 3). (79) 3 Huge Poisonous Toads. (80) 3 Gremlin Pelters (3 throwing sticks) and 7 Giant Rats.

(81) 4 Giant Lizards. (82) 6 Ravens. (83) 4 Evil Illusionists (Level 2) and 10 Gnole Sword Bearers (Ring mail, two-handed sword). (84) 1 Very Young Copper Dragon (Average, magic-using, hit points 8). (85) 15 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 11 Orc Marauders (Scale mail, medium shield, broad sword, battle axe).

(86) 5 Lesser Netherworld Bats (HD 4) and 19 Huge Bats. (87) 3 Dracunculi (Untamed). (88) 6 Greater Beastmen (HD 4) (Armed with broad swords) and 3 Monstrous Hounds. (89) 3 Clay Living Statues. (90) 5 Huge Poisonous Toads.

(91) 2 Good Magic-Users (Level 3) and 2 Good Illusionists (Level 3). (92) 12 Frogman Javelineers (6 javelins, club). (93) 3 Giant Crabs. (94) 11 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 9 Slave Warriors (Padded armor, small shield, javelin, club). (95) 10 Huge Frogs (HD 2).

(96) 1 Neutral Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (97) 3 Giant Woodboring Beetles. (98) 2 Very Young Red Dragons (Small, hit points 7). (99) 5 Good Illusionists (Level 3). (00) 3 Neutral Magic-Users (Level 4).

5.2.5

ENCOUNTERS FOR A LEVEL 5 ADVENTURING PARTY

(01) 1 Young Adult Green Dragon (Average, magic-using, hit points 32). (02) 3 Green Slimes. (03) 1 Adult Bronze Dragon (Huge, hit points 50). (04) 2 Gargoyles. (05) 8 Werebadgers.

(06) 3 Druids (Level 4) and 1 Ranger (Level 4). (07) 21 Cultist Minions (Bone and wicker armor, 2 flint spears). (08) 1 Amphisbaena and 1 Giant Spitting Snake. (09) 2 Good Monks (Level 4). (10) 2 Six-Headed Hydras.

(11) 37 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins). (12) 25 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (13) 4 Druids (Level 4). (14) 2 Good Thieves (Level 5). (15) 4 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer).

(16) 2 Very Young Copper Dragons (Huge, magic-using, hit points 9). (17) 1 Good Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (18) 1 Small Dungeon Mimic (HD 7). (19) 5 Zombies and 17 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (20) 1 Neutral Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs).

(21) 3 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 3 Giant Wolverines (Guardian Beasts). (22) 6 Stone Living Statues. (23) 36 Giant Rats. (24) 78 Rats. (25) 5 Ghasts.

(26) 2 Evil Magic-Users (Level 4) and 1 Evil Illusionist (Level 4). (27) 1 Good Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (28) 3 Giant Woodboring Beetles and 2 Gray Slimes. (29) 15 Frogman Warriors (Trident, net) and 2 Evil Magic-Users (Level 2). (30) 19 Giant Fire Beetles.

(31) 1 Good Magic-User (Level 8). (32) 1 Evil Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (33) 1 Good Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (34) 5 Enormous Leeches (HD 4). (35) 2 Assassins (Level 5) and 1 Evil Thief (Level 5).

(36) 8 Living Gold Statuettes. (37) 3 Ice Toads. (38) 2 Trolls and 7 Troglodyte Warriors (Stone battle axe). (39) 4 Neutral Magic-Users (Level 4). (40) 1 Chimaera.

(41) 2 Neutral Magic-Users (Level 4) and 2 Neutral Illusionists (Level 4). (42) 2 Giant Stag Beetles. (43) 1 Nereid. (44) 1 Dracunculus and 3 Good Leprechauns. (45) 16 Giant Fire Beetles.

(46) 1 Brine Hag. (47) 2 Good Monks (Level 6). (48) 1 Neutral Halfling Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (49) 2 Rusting Beasts. (50) 2 Evil Thieves (Level 4) and 4 Bugbear Foe-Cleavers (Studded leather armor, bardiche).

(51) 1 Evil Half-Orc Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (52) 1 Neutral Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (53) 2 Neutral Illusionists (Level 7). (54) 1 Behemoth. (55) 2 Druids (Level 4) and 2 Rangers (Level 4).

(56) 2 Neutral Magic-Users (Level 7). (57) 3 Wererat Backstabbers (2 daggers) and 52 Rats. (58) 3 Giant Wasps. (59) 2 Very Young Gold Dragons (Average, magic-using, hit points 11). (60) 1 Huge Dungeon Mimic (HD 10).

(61) 3 Evil Thieves (Level 4) and 5 Bugbear Ambushers (Leather armor, 3 spears). (62) 2 Young Green Dragons (Huge, hit points 18). (63) 2 Abyssal Imps. (64) 2 Badgerbears. (65) 1 Good Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs).

(66) 2 Sub-Adult White Dragons (Huge, hit points 21). (67) 34 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 4 Half-Orc Thieves (Level 1). (68) 2 Ghasts. (69) 1 Good Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (70) 4 Monstrous Leeches (HD 5).

(71) 2 Five-Headed Fire-Breathing Hydras. (72) 2 Giant Stag Beetles. (73) 1 Evil Magic-User (Level 5). (74) 29 Evil Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 2 Giant Badgers. (75) 5 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed).

(76) 1 Ophiotaurus. (77) 4 Huge Spiders and 1 Spider Swarm. (78) 3 Evil Clerics (Level 4) and 24 Zombies. (79) 2 Werewolves and 10 Beastmen (HD 3) (Slaves).

(80) 16 Huge Leeches (HD 2).

(81) 2 Evil Fighters (Level 4) and 7 War Dogs. (82) 1 Good Magic-User (Level 7). (83) 1 Mixed Good Adventuring Party (Average Level 5; 4 or 5 NPCs plus 1-4 Level 1 Fighters). (84) 4 Evil Thieves (Level 4). (85) 2 Yetis and 1 Ice Toads.

(86) 3 Giant Woodboring Beetles. (87) 1 Good Cleric (Level 8). (88) 18 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 1 Carnivorous Ape. (89) 4 Evil Thieves (Level 4). (90) 3 Evil Clerics (Level 4) and 7 Lemur Devils.

(91) 4 Giant Constrictor Snakes. (92) 1 Neutral Fighter (Level 8). (93) 1 Evil Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (94) 4 Good Illusionists (Level 3). (95) 1 Large Dungeon Mimic (HD 9).

(96) 1 Assassin (Level 7). (97) 2 Gray Slimes. (98) 2 Very Young Green Dragons (Average, hit points 8). (99) 2 Evil Thieves (Level 5) and 7 Bugbear Ambushers (Leather armor, 3 spears). (00) 1 Neutral Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs).

5.2.6

ENCOUNTERS FOR A LEVEL 6 ADVENTURING PARTY

(01) 2 Amphisbaenas and 2 Giant Spitting Snakes. (02) 6 Yetis and 1 Yeti Chieftain (Maximum hit points, may be wielding a magic weapon). (03) 2 Good Clerics (Level 8). (04) 3 Giant Scorpions. (05) 1 Young Adult Black Dragon (Average, hit points 28).

(06) 1 Good Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (07) 1 Good Cleric (Level 8) and 1 Earth Golem. (08) 2 Giant Scorpions and 9 Huge Scorpions. (09) 19 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 2 Lesser Dimensional Spiders. (10) 2 Amphisbaena and 1 Giant Spitting Snake.

(11) 2 Evil Illusionists (Level 6). (12) 3 Evil Clerics (Level 6). (13) 1 Giant Snapping Turtle. (14) 30 Neutral Berserker Bladesmen (Furs, broad sword, hand axe). (15) 1 Old Silver Dragon (Huge, magic-using, hit points 66).

(16) 1 Evil Magic-User (Level 5) and 6 Arcane Zombies. (17) 1 Small Mixed Good Adventuring Party (Average Level 6; 2 or 3 NPCs). (18) 1 Evil Cleric (Level 8) and 1 Earth Golem. (19) 3 Evil Thieves (Level 4) and 11 Bugbear Warriors (Ring mail, large shield, morning star). (20) 2 Evil Illusionists (Level 6) and 2 Familiars (Infernal Imps).

(21) 3 Ogre Mage Guardians (Random pole arm, great scimitar [damage 3-10]). (22) 2 Criosphinxes. (23) 5 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 2 Giant Wolverines (Guardian Beasts). (24) 1 Mixed Neutral Adventuring Party (Average Level 6; 4 or 5 NPCs plus 1-4 Level 2 Fighters). (25) 1 Sub-Adult Copper Dragon (Small, magic-using, hit points 21).

(26) 5 Bugbear Foe-Cleavers (Studded leather armor, bardiche) and 16 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword). (27) 44 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star) and 1 Carnivorous Ape. (28) 2 Very Young Blue Dragons (Huge, magic-using, hit points 10). (29) 2 Sub-Adult Bronze Dragons (Small, hit points 24). (30) 15 Frogman Savages (Unarmed, attacking with claws and bite) and 9 Fanged Fish (HD 2).

(31) 1 Small Dungeon Mimic (HD 7). (32) 4 Huge Green Slimes (HD 4) and 1 Ochre Slime. (33) 2 Young Silver Dragons (Small, hit points 18). (34) 11 Weasels. (35) 1 Old Bronze Dragon (Huge, hit points 60).

(36) 2 Neutral Clerics (Level 6). (37) 2 Stone Giants and 1 Cave Bear. (38) 1 Neutral Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (39) 28 Gremlin Tormentors (Spear wand). (40) 2 Evil Thieves (Level 6).

(41) 2 Assassins (Level 5) and 2 Evil Thieves (Level 5). (42) 4 Giant Subterranean Lizards. (43) 24 Giant Fire Beetles. (44) 1 Neutral Cleric (Level 8). (45) 1 Nightmare.

(46) 2 Neutral Fighters (Level 8). (47) 3 Neutral Thieves (Level 5). (48) 1 Small Giant Ant Colony (1 Queen, 16 Workers and 4 Warriors). (49) 1 Good Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (50) 1 Good Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs).

(51) 4 Neutral Monks (Level 5). (52) 1 Frost Giant. (53) 1 Young Adult White Dragon (Average, magic-using, hit points 24). (54) 3 Manticores. (55) 2 Good Magic-Users (Level 5) and 1 Familiar (Homunculus).

(56) 3 Evil Thieves (Level 5). (57) 3 Dracunculi (Untamed). (58) 1 Troll and 14 Troglodyte Hunters (2 vaned darts). (59) 2 Young Bronze Dragons (Huge, magic-using, hit points 20). (60) 2 Seven-Headed Hydras.

(61) 1 Neutral Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (62) 2 Trolls and 7 Troglodyte Hunters (2 vaned darts). (63) 1 Adult Green Dragon (Huge, hit points 45). (64) 2 Sub-Adult Blue Dragons (Small, hit points 24). (65) 1 Behemoth.

(66) 1 Mixed Evil Adventuring Party (Average Level 6; 4 or 5 NPCs). (67) 8 Cave Baboons (Armed with sticks and hurl-stones). (68) 4 Arcane Zombies. (69) 3 Minotaur Skull Smashers (Morning star, damage 4-10) and 1 Crocuta. (70) 2 Druids (Level 5) and 1 Ranger (Level 4).

(71) 2 Cockatrices and 3 Gargoyles. (72) 2 Adult Black Dragons (Average, hit points 35). (73) 1 Sub-Adult Green Dragon (Small, hit points 21). (74) 2 Cockatrices. (75) 2 Sub-Adult Bronze Dragons (Average, hit points 27).

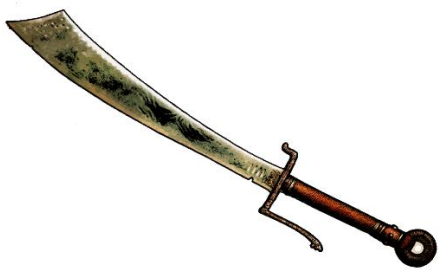
(76) 2 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12) and 2 Crocutas. (77) 30 Orc Axe Throwers (Ring mail, medium shield, spear, 2 throwing axes) and 5 Half-Orc Thieves (Level 1). (78) 11 Large Spiders (Weak poison, save at +4, failed save inflicts 2-5 points of poison damage). (79) 2 Sub-Adult Bronze Dragons (Average, hit points 27). (80) 4 Winter Wolves.

(81) 1 Mixed Evil Adventuring Party (Average Level 6; 4 or 5 NPCs). (82) 1 Small Mixed Evil Adventuring Party (Average Level 6; 2 or 3 NPCs plus 3-6 Level 1 Fighters). (83) 1 Evil Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (84) 4 Neutral Fighters (Level 6). (85) 2 Giant Scorpions and 5 Huge Scorpions.

(86) 3 Sirens. (87) 1 Good Magic-User (Level 6) and 1 Familiar (Dracunculus). (88) 2 Giant Octopi. (89) 25 Huge Bats and 11 Large Bats. (90) 2 Hill Giants and 5 Dire Wolves (Hunting Pack).

(91) 1 Small Giant Ant Colony (1 Queen, 23 Workers and 5 Warriors). (92) 4 Evil Magic-Users (Level 3) and 3 Evil Illusionists (Level 3). (93) 1 Good Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (94) 1 Neutral Magic-User (Level 9). (95) 2 Evil Magic-Users (Level 5).

(96) 2 Sub-Adult Blue Dragons (Huge, hit points 30). (97) 2 Ogre Mage Mystics (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (98) 1 Adult Gold Dragon (Small, hit points 50). (99) 1 Evil Magic-User (Level 9). (00) 5 Giant Woodboring Beetles and 2 Green Slimes.



5.2.7

ENCOUNTERS FOR A LEVEL 7 ADVENTURING PARTY

(01) 2 Medusae and 1 Basilisk. (02) 1 Neutral Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (03) 1 Mixed Evil Adventuring Party (Average Level 7; 4 or 5 NPCs). (04) 46 Giant Rats. (05) 4 Giant Marine Spiders.

(06) 1 Good Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (07) 1 Earth Elemental (HD 12). (08) 3 Hieracosphinxes. (09) 1 Earth Golem. (10) 1 Small Mixed Evil Adventuring Party (Average Level 7; 2 or 3 NPCs plus 2-5 Men-at-Arms).

(11) 2 Neutral Magic-Users (Level 7) and 1 Neutral Illusionist (Level 7). (12) 2 Fire Giants and 3 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) (Flunkies). (13) 2 Adult Copper Dragons (Average, hit points 40). (14) 2 Wind Spirits. (15) 4 Huge Hell Hounds (HD 7).

(16) 16 Large Spiders. (17) 1 Giant Acid Mantis (HD 8). (18) 4 Neutral Thieves (Level 6). (19) 5 Trolls. (20) 1 Ancient Brass Dragon (Huge, hit points 64).

(21) 4 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 2 Great Bulls. (22) 2 Young Adult Copper Dragons (Huge, hit points 36). (23) 1 Assassin (Level 6) and 2 Evil Thieves (Level 7). (24) 97 Orc Warriors (Ring mail, medium shield, broad sword, spear). (25) 5 Kobold Warriors (Studded leather armor, buckler, short sword, 2 javelins).

(26) 1 Good Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (27) 3 Umber Mold Patches. (28) 1 Assassins (Level 5) and 3 Evil Thieves (Level 5). (29) 3 Wyverns. (30) 2 Adult Blue Dragons (Huge, hit points 50).

(31) 52 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 11 Badgers. (32) 85 Goblin Delvers (Leather armor, small shield, short sword, footman's pick) and 18 Cave Wolves. (33) 1 Good Elf Adventuring Party (Average Level 7; 3 or 4 NPCs). (34) 1 Medusa and 1Cockatrice. (35) 1 Ancient Black Dragon (Huge, magic-using, hit points 64).

(36) 2 Wraiths. (37) 1 Water Naga (HD 7). (38) 1 Wyvern. (39) 1 Invisible Monster. (40) 15 Ghuls.

(41) 1 Neutral Monk (Level 8) and 2 Companions. (42) 30 Large Frogs (HD 1). (43) 1 Large Giant Ant Colony (1 Queen, 42 Workers and 7 Warriors). (44) 2 Mummies. (45) 2 Venomous Salamandrae.

(46) 1 Lesser Water Elemental (HD 8). (47) 4 Evil Fighters (Level 6). (48) 5 Wereboars and 1 Monstrous Boar. (49) 1 Greater Bargeist (HD 10). (50) 3 Winter Wolves.

(51) 2 Paladins (Level 8). (52) 2 Assassins (Level 6) and 3 Evil Thieves (Level 6). (53) 62 Bandit Swordsmen (Chainmail, large shield, long sword, dagger). (54) 1 Dungeon Mimic (HD 8). (55) 8 Giant Wasps.

(56) 1 Dragon-Beast. (57) 2 Ogre Mage Blade Masters (2 great scimitars [damage 3-10]). (58) 2 Giant Black Widow Spiders. (59) 3 Neutral Clerics (Level 7). (60) 2 Evil Clerics (Level 7).

(61) 1 Banshee. (62) 1 Fire Elemental (HD 12). (63) 1 Guardian Naga (HD 11). (64) 5 Ant Swarms. (65) 1 Adult Red Dragon (Small, magic-using, hit points 45).

(66) 42 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword). (67) 1 Evil Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (68) 5 Yetis and 2 Winter Wolves. (69) 2 Entanglers (HD 10). (70) 21 Deep One Slavers (Harpoon, dagger) and 5 Giant Fanged Fish (HD 8).

(71) 1 Large Dungeon Mimic (HD 9). (72) 1 Catoblepas. (73) 1 Neutral Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (74) 1 Earth Elemental (HD 12). (75) 29 Armored Zombies (In tattered chain mail).

(76) 1 Good Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (77) 2 Neutral Thieves (Level 7). (78) 1 Mixed Evil Adventuring Party (Average Level 7; 4 or 5 NPCs). (79) 3 Neutral Magic-Users (Level 6). (80) 2 Neutral Monks (Level 6).

(81) 2 Hill Giants and 9 Dire Wolves. (82) 24 Cultists (Bone and wicker armor, war club) and 62 Slave Warriors (Padded armor, small shield, javelin, club; all slaves will be chaotic evil and insane). (83) 1 Assassin (Level 10). (84) 1 Wyvern. (85) 2 Criosphinxes.

(86) 34 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1 Lamia. (87) 22 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 2 Hieracosphinxes. (88) 1 Succubus and 1 Batrachian Demon. (89) 2 Young Adult Red Dragons (Average, magic-using, hit points 40). (90) 1 Fire Giants and 2 Large Hell Hounds (HD 6).

(91) 1 Frost Salamandra. (92) 7 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer) and 2 Lesser Earth Elementals (HD 8). (93) 4 Neutral Magic-Users (Level 5). (94) 18 Large Fanged Fish (HD 3). (95) 18 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 2 Trolls.

(96) 21 Giant Cockroaches. (97) 1 Behemoth. (98) 65 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 13 Cave Wolves. (99) 1 Good Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (00) 3 Neutral Fighters (Level 7).

5.2.8

ENCOUNTERS FOR A LEVEL 8 ADVENTURING PARTY

(01) 1 Evil Fighter (Level 13). (02) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (03) 4 Stone Giants. (04) 2 Neutral Fighters (Level 11). (05) 1 Ancient Green Dragon (Average, magic-using, hit points 64) and 1 Very Old Green Dragon (Average, magic-using, hit points 56).

(06) 22 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 64 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (07) 21 Lampreys. (08) 1 Neutral Monk (Level 8) and 2 Companions. (09) 1 Larval Evil Eye (HD 10). (10) 1 Good Magic-User (Level 9) and 1 Conjured Water Elemental (HD 16).

(11) 3 Neutral Fighters (Level 8). (12) 1 Evil Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (13) 2 Neutral Thieves (Level 9). (14) 1 Neutral Magic-User (Level 14). (15) 1 Good Cleric (Level 14).

(16) 1 Druid (Level 13) and 2 Companions. (17) 1 Battle Wyvern and 23 Troglodyte Skull Smashers (Stone-headed morning star). (18) 1 Storm Giant. (19) 1 Ancient Copper Dragon (Huge, hit points 72). (20) 1 Evil Magic-User (Level 7) and 1 Evil Illusionist (Level 8).

(21) 2 Neutral Thieves (Level 10). (22) 1 Good Cleric (Level 13) and 1 Clay Golem. (23) 36 Gremlin Pelters (3 throwing sticks). (24) 2 Thirteen-Headed Hydras. (25) 2 Druids (Level 9).

(26) 1 Neutral Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (27) 11 Huge Spiders. (28) 2 Stone Giants. (29) 1 Vulture Demon. (30) 2 Evil Clerics (Level 7) and 52 Zombies.

(31) 34 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger). (32) 6 Wights. (33) 3 Werespiders and 5 Giant Black Widow Spiders. (34) 7 Gibbering Slimes. (35) 1 Good Magic-User (Level 13) and 1 Stone Golem.

(36) 7 Evil Fighters (Level 5) and 11 War Dogs. (37) 2 Neutral Thieves (Level 9). (38) 4 Fire Giants. (39) 1 Ancient White Dragon (Small, hit points 40) and 1 Very Old White Dragon (Small, hit points 35). (40) 10 Greater Beastmen (HD 4) (Armed with short bows and arrows of slowing poison).

(41) 1 Evil Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (42) 2 Greater Spirit Nagas (HD 10). (43) 1 Ifrit. (44) 2 Evil Magic-Users (Level 8). (45) 3 Werebears and 3 Brown Bears.

(46) 16 Huge Poisonous Toads. (47) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (48) 2 Good Illusionists (Level 9). (49) 2 Young Adult Bronze Dragons (Huge, magic-using, hit points 40). (50) 5 Ophiotauri.

(51) 1 Evil Illusionist (Level 13). (52) 2 Criosphinxes. (53) 24 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 16 Bugbear Red-Blades (Ring mail, large shield, long sword). (54) 2 Jinns. (55) 3 Manticores. (56) 1 Fire Giants and 2 Trolls. (57) 3 White Slimes. (58) 1 Evil Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (59) 22 Fanged Fish (HD 2). (60) 1 Good Magic-User (Level 14) and 1 Bronze Golem.

(61) 2 Greater Night Hags. (62) 86 Orc Scouts (Studded leather armor, small shield, 3 spears). (63) 4 Druids (Level 7). (64) 1 Good Monk (Level 8) and 3 Companions. (65) 2 Rakshasas.

(66) 1 Serpentine Demon. (67) 1 Evil Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (68) 1 Giant Netherworld Worm and 1 Great Troll (maximum hit points). (69) 2 Emerald Hags. (70) 4 Fire Giants and 3 Trolls.

(71) 2 Assassins (Level 9). (72) 1 Mixed Evil Adventuring Party (Average Level 7 or 8; 4 or 5 NPCs). (73) 3 Neutral Thieves (Level 7). (74) 1 Banshee and 1 Specter. (75) 73 Giant Cockroaches.

(76) 1 Neutral Fighter (Level 14). (77) 1 Giant Slug. (78) 14 Large Spiders. (79) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (80) 1 Greater Titan (HD 19).

(81) 3 Venomous Salamandrae and 2 Amphisbaenas. (82) 2 Bestial Demons. (83) 12 Giant Crabs. (84) 7 Lesser Cyclops Marauders (Thick bearskin, war club [damage 3-10]) and 2 Five-Headed Hydras (Guardian Beasts). (85) 3 Swamp Shamblers (HD 9).

(86) 3 Ettins. (87) 1 Serpentine Demon and 1 Bestial Demon. (88) 2 Giant Fanged Fish (HD 8). (89) 1 Evil Thief (Level 14). (90) 1 Will-o'-the-Wisp.

(91) 3 Lammasus. (92) 2 Evil Clerics (Level 8) and 45 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (93) 81 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 13 Half-Orc Thieves (Level 1). (94) 1 Good Cleric (Level 15). (95) 1 Neutral Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs).

(96) 1 Elder Cyclops. (97) 4 Evil Clerics (Level 6). (98) 1 Paladin (Level 12). (99) 3 Chimaeras. (00) 2 Werebears and 4 Brown Bears.

5.2.9

ENCOUNTERS FOR A LEVEL 9 ADVENTURING PARTY

(01) 3 Barbed Devils. (02) 4 Evil Thieves (Level 8). (03) 2 Greater Titans (HD 19). (04) 4 Large Entanglers (HD 11). (05) 2 Fire Demons and 1 Fire Elemental (HD 12).

(06) 1 Ancient Silver Dragon (Huge, hit points 88) and 1 Old Silver Dragon (Huge, hit points 66). (07) 2 Twelve-Headed Regenerating Hydras. (08) 1 Very Old Bronze Dragon (Huge, magic-using, hit points 70). (09) 4 Neutral Clerics (Level 7). (10) 1 Kirin.

(11) 1 Assassins (Level 12) 1 Evil Thief (Level 13). (12) 3 Twisted Giants and 2 Vulture Demons. (13) 2 Assassins (Level 10). (14) 1 Evil Thief (Level 15). (15) 1 Ancient Blue Dragon (Huge, magic-using, hit points 80) and 1 Very Old Blue Dragon (Huge, magic-using, hit points 70).

(16) 1 Good Cleric (Level 17) and 1 Clay Golem. (17) 1 Neutral Dwarf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (18) 63 Tribal Lizard Man Warriors (Large shield, broad sword). (19) 2 Neutral Magic-Users (Level 9) and 1 Conjured Earth Elemental (HD 16). (20) 12 Monstrous Leeches (HD 5).

(21) 1 Paladin (Level 15). (22) 1 Good Illusionist (Level 14). (23) 1 Ancient Gold Dragon (Small, magic-using, hit points 80) and 1 Old Gold Dragon (Small, magic-using, hit points 60). (24) 3 Evil Cloud Giants. (25) 1 Good Magic-User (Level 10) 1 Conjured Water Elemental (HD 16).

(26) 2 Enormous Crabs. (27) 2 Amphisbaenas and 5 Giant Spitting Snakes. (28) 22 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 56 Skeleton Minions (Tattered chain mail, medium shield, club). (29) 2 Giant Netherworld Worms. (30) 1 Evil Cleric (Level 16) and 1 Greater Air Elemental (HD 16).

(31) 1 Vampire Magic-User (Level 7). (32) 4 Chimaeras. (33) 1 Ranger (Level 15). (34) 1 Good Dwarf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (35) 1 Evil Fighter (Level 15).

(36) 1 Storm Giant and 2 Wind Spirits. (37) 1 Good Elf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (38) 3 Small Swamp Shamblers (HD 8). (39) 2 Evil Magic-Users (Level 14) and 1 Bronze Golem. (40) 1 Neutral Magic-User (Level 12) and 1 Conjured Fire Elemental (HD 16).

(41) 1 Assassin (Level 15). (42) 8 Ochre Slimes. (43) 2 Evil Cloud Giants and 4 Ogre Magi. (44) 3 Neutral Fighters (Level 8). (45) 2 Neutral Thieves (Level 11).

(46) 1 Assassin (Level 15). (47) 3 Good Cloud Giants. (48) 74 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star) and 7 Carnivorous Apes. (49) 1 Neutral Cleric (Level 11) and 2 Clay Golems. (50) 1 Good Gnome Adventuring Party (Average Level 9; 3 or 4 NPCs).

(51) 4 Elder Cyclopes. (52) 1 Good Magic-User (Level 14) and 1 Stone Golem. (53) 2 Good Thieves (Level 11). (54) 174 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword). (55) 1 Larval Evil Eye (HD 10).

(56) 2 Fifteen-Headed Hydras. (57) 1 Evil Magic-User (Level 15). (58) 11 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 3 Small Tentacle Beasts (HD 6) (Guardian Beasts). (59) 2 Huge Swamp Shamblers (HD 11). (60) 2 Ancient Bargeists (HD 11).

(61) 45 Greater Beastmen (HD 4). (62) 1 Titan (HD 18). (63) 1 Ice Devil and 1 Greater Air Elemental (HD 16). (64) 4 Druids (Level 7) and 9 Tribal Fighters (Level 4). (65) 2 Good Magic-Users (Level 11).

(66) 3 Fire Demons and 1 Bestial Demon. (67) 1 Good Cleric (Level 16). (68) 2 Neutral Magic-Users (Level 11) and 2 Conjured Earth Elementals (HD 16). (69) 6 Stone Giants and 1 Juggernaut (HD 11). (70) 5 Fire Giants and 9 Hill Giants.

(71) 4 Good Clerics (Level 11). (72) 1 Neutral Illusionist (Level 16). (73) 2 Serpentine Demons. (74) 2 Young Adult Green Dragons (Average, hit points 32). (75) 3 Evil Clerics (Level 8).

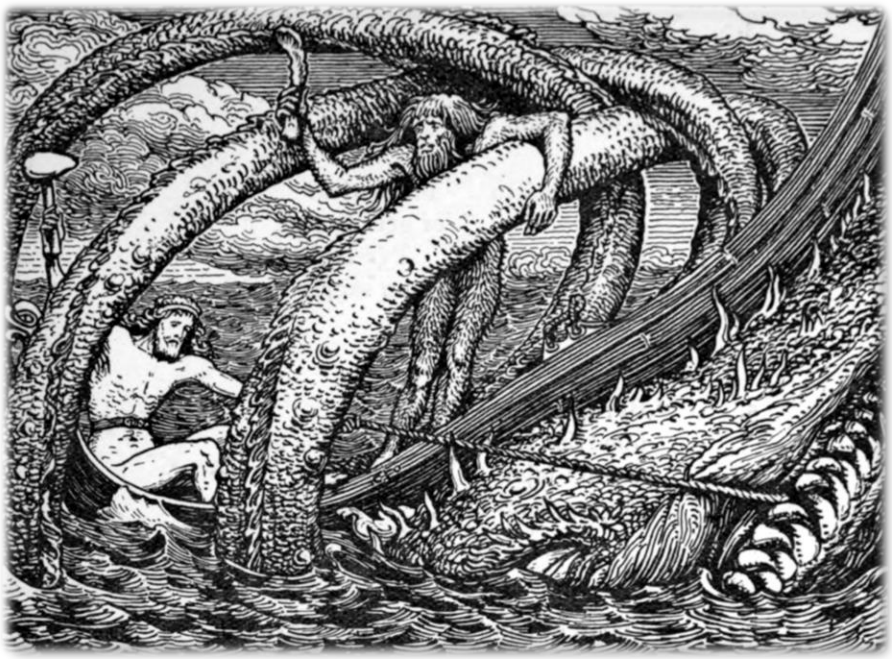
(76) 119 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 33 Giant Rats. (77) 57 Skeleton Minions (Tattered chain mail, medium shield, club) and 24 Beast Skeletons. (78) 1 Very Old Blue Dragon (Huge, magic-using, hit points 70). (79) 3 Scorpion Men. (80) 6 Frost Giants.

(81) 1 Evil Gnome Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (82) 1 Giant Netherworld Worm. (83) 2 Fire Giants and 1 Ancient Red Dragon (Huge, hit points 88). (84) 1 Good Fighter (Level 15). (85) 9 Gelatinous Slimes.

(86) 2 Good Magic-Users (Level 12). (87) 3 Greater Night Hags and 2 Twisted Giants. (88) 2 Lesser Evil Eyes (HD 11) and 2 Charmed Character (Level 8, random classes). (89) 50 Neutral Elf Warriors (HD 1) (Chain mail, medium shield, long bow with 20 arrows, long sword). (90) 5 Cockatrices.

(91) 1 Very Old Blue Dragon (Huge, magic-using, hit points 70). (92) 74 Gnole Sword Bearers (Ring mail, two-handed sword). (93) 2 Pit Fiends. (94) 1 Druid (Level 13) and 1 Ranger (Level 13). (95) 1 Larval Evil Eye (HD 10) and 1 Charmed Character (Level 9, random class).

(96) 1 Neutral Fighter (Level 14). (97) 2 Neutral Magic-Users (Level 12). (98) 42 Huge Centipedes. (99) 3 Fire Giants and 1 Ten-Headed Fire-Breathing Hydra. (00) 1 Evil Gnome Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs).



5.2.10

ENCOUNTERS FOR A LEVEL 10 ADVENTURING PARTY

(01) 2 Serpentine Demons and 2 Bestial Demons. (02) 159 Brigand Armsmen (Studded leather armor, random pole arm, club) and 21 Orc Archers (Ring mail, short bow with 20 arrows, hand axe). (03) 67 Giant Frogs (HD 3). (04) 78 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (05) 1 Assassin (Level 14).

(06) 1 Mixed Good Adventuring Party (Average Level 10; 4 or 5 NPCs). (07) 2 Dungeon Mimics (HD 8). (08) 1 Good Magic-User (Level 14). (09) 2 Evil Magic-Users (Level 15). (10) 7 Criosphinxes.

(11) 221 Good Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 19 Cave Wolves. (12) 1 Good Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (13) 1 Evil Magic-Users (Level 15) and 1 Stone Golem. (14) 1 Evil Magic-User (Level 16). (15) 4 Frost Giants and 6 Ogre Magi.

(16) 1 Evil Fighter (Level 15). (17) 2 Good Magic-Users (Level 14) and 1 Conjured Air Elemental (HD 16). (18) 5 Ogre Mage Sunderers (Maul [damage 3-13], great scimitar [damage 3-10]) and 2 Manticores (Guardian Beasts). (19) 9 Giant Stag Beetles and 37 Giant Bombardier Beetles. (20) 1 Ancient Red Dragon (Huge, hit points 88) and 1 Old Red Dragon (Huge, hit points 66).

(21) 28 Enormous Leeches (HD 4). (22) 100 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 34 Large Spiders. (23) 8 Giant Scorpions. (24) 2 Emerald Hags and 2 Night Hags. (25) 1 Evil Cleric (Level 20).

(26) 2 Vampire Illusionists (Level 10). (27) 1 Mixed Good Adventuring Party (Average Level 10; 4 or 5 NPCs). (28) 21 Large Acid Mantises (HD 6). (29) 1 Good Gnome Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (30) 1 Good Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs).

(31) 133 Giant Rats. (32) 4 Evil Cloud Giants and 6 Frost Giants. (33) 2 Neutral Magic-Users (Level 11). (34) 1 Good Magic-User (Level 14) and 1 Good Illusionist (Level 14). (35) 1 Royal Fire Elemental (HD 24).

(36) 1 Neutral Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (37) 1 Neutral Half-Orc Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (38) 4 Wyverns. (39) 1 Very Old Black Dragon (Average, hit points 48). (40) 2 Arcane Winged Serpent Avatars (Clerics).

(41) 1 Good Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (42) 2 Neutral Magic-Users (Level 13). (43) 3 Medusae and 4 Cockatrices. (44) 51 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 15 Giant Weasels. (45) 1 Neutral Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs).

(46) 1 Ancient Blue Dragon (Small, hit points 64). (47) 1 Evil Fighter (Level 18). (48) 12 Badgerbears. (49) 2 Good Magic-Users (Level 14). (50) 1 Lich (Level 18 Magic-User) and 1 Night Hag.

(51) 12 Large Hell Hounds (HD 6). (52) 1 Neutral Magic-User (Level 17). (53) 1 Neutral Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (54) 1 Evil Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (55) 7 Hill Giants and 8 Giant Lizards (Hunting Pack).

(56) 1 Neutral Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (57) 2 Evil Illusionists (Level 15). (58) 2 Neutral Fighters (Level 16). (59) 2 Will-o'-the-Wisps and 1 Specter. (60) 193 Good Skirmishers (Slingers) (Padded armor, small shield, sling, 20 sling bullets, dagger; guard post, master(s) are likely to be located in an adjacent encounter area).

(61) 2 Battle Wyverns and 41 Troglodyte Skull Smashers (Stone-headed morning star). (62) 1 Very Old Gold Dragon (Huge, hit points 84). (63) 63 Zombies. (64) 1 Druid (Level 12) and 2 Companions. (65) 3 Evil Fighters (Level 13).

(66) 1 Ancient Bronze Dragon (Huge, hit points 80) and 1 Very Old Bronze Dragon (Huge, hit points 72). (67) 2 Noble Fire Elementals (HD 20). (68) 1 Neutral Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (69) 1 Neutral Illusionist (Level 13). (70) 1 Giant Slug.

(71) 3 Serpentine Demons and 2 Bestial Demons. (72) 4 Spider Maiden Witches (Level 7 Magic-Users) and 2 Succubi. (73) 1 Good Gnome Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (74) 2 Neutral Magic-Users (Level 15) and 1 Conjured Earth Elemental (HD 16). (75) 1 Ancient Blue Dragon (Huge, magic-using, hit points 80).

(76) 1 Good Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (77) 71 Gnole Warriors (ring mail, large shield, morning star) and 6 Gargoyles. (78) 57 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 7 Giant Black Widow Spiders. (79) 2 Ice Devils and 1 Ancient Polar Worm (HD 14). (80) 2 Evil Magic-Users (Level 15) and 1 Stone Golem.

(81) 1 Sixteen-Headed Regenerating Hydra. (82) 17 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 2 War Chiefs (Maximum hit points). (83) 2 Neutral Magic-Users (Level 14). (84) 4 Catoblepi and 1 Large Tentacle Beast (HD 8) (Symbiotic). (85) 4 Three-Headed Hell Hounds.

(86) 2 Ancient Bronze Dragons (Huge, hit points 80). (87) 5 Bargeists (HD 8). (88) 1 Evil Thief (Level 20). (89) 1 Good Fighter (Level 17). (90) 3 Neutral Thieves (Level 13).

(91) 4 Huge Entanglers (HD 12). (92) 53 Giant Rats and 84 Rats. (93) 1 Neutral Half-Orc Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (94) 1 Lich (Level 18 Magic-User). (95) 1 Good Magic-User (Level 14) and 1 Good Illusionist (Level 14).

(96) 1 Ancient Gold Dragon (Huge, hit points 96). (97) 2 Old Copper Dragons (Average, hit points 48). (98) 1 Ancient Blue Dragon (Small, magic-using, hit points 64) and 1 Very Old Blue Dragon (Small, magic-using, hit points 56). (99) 2 Fly Demons and 2 Giant Tentacle Beasts (HD 10). (00) 65 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes) and 18 Hyaenodons.

5.2.11

ENCOUNTERS FOR A LEVEL 11 ADVENTURING PARTY

(01) 1 Very Old Green Dragon (Huge, magic-using, hit points 63). (02) 43 Lesser Beastmen (HD 2) (Armed with short swords). (03) 2 Centipede Demons. (04) 67 Gremlin Pelters (3 throwing sticks) and 174 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins). (05) 20 Shadows.

(06) 2 Good Magic-Users (Level 14) and 2 Stone Golems. (07) 20 Winter Wolves. (08) 2 Evil Fighters (Level 13). (09) 43 Caveman Hunters (Furs, stone hand axe, flint spear) and 11 Cave Apes. (10) 4 Frost Giants and 8 Stone Giants.

(11) 1 Evil Monk (Level 15) and 1 Companion. (12) 2 Ancient Green Dragons (Average, magic-using, hit points 64). (13) 1 Assassin (Level 12) and 1 Evil Thief (Level 13). (14) 1 Deep One Enclave (134 Deep Ones, plus leaders). (15) 1 Good Halfling Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs).

(16) 3 Elder Cyclopes and 2 Good Cloud Giants. (17) 1 Ancient Blue Dragon (Huge, magic-using, hit points 80). (18) 1 Evil Eye (HD 12). (19) 4 Lamias and 2 Night Hags. (20) 85 Brigand Swordsmen (Chainmail, large shield, long sword, dagger).

(21) 2 Neutral Clerics (Level 13). (22) 1 Neutral Magic-User (Level 19). (23) 1 Neutral Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (24) 9 Huge Hell Hounds (HD 7). (25) 421 Rats.

(26) 3 Werebears. (27) 4 Frost Giants and 1 Ancient White Dragon (Huge, hit points 56). (28) 1 Good Magic-User (Level 14) and 1 Jinn. (29) 4 Fly Demons. (30) 1 Good Halfling Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs).

(31) 2 Good Thieves (Level 14). (32) 2 Ancient Green Dragons (Huge, magic-using, hit points 72). (33) 9 Tentacled Centipedes. (34) 8 Spider Maiden Witches (Level 7 Magic-Users) and 2 Giant Spiders. (35) 6 Chimaeras.

(36) 1 Small Mixed Evil Adventuring Party (Average Level 10 or 11; 2 or 3 NPCs). (37) 8 Stone Giants and 3 Ettins. (38) 2 Ice Devils and 2 Greater Air Elementals (HD 16). (39) 1 Neutral Dwarf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (40) 1 Evil Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs).

(41) 3 Small Polar Worms (HD 9). (42) 1 Ancient Copper Dragon (Small, magic-using, hit points 56). (43) 1 Ancient Green Dragon (Huge, magic-using, hit points 72). (44) 1 Evil Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (45) 26 Giant Bees (Soldiers) and 33 Giant Bees (Drones).

(46) 131 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 24 Ghuls. (47) 10 Large Acid Mantises (HD 6). (48) 68 Good Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (49) 1 Evil Fighter (Level 18). (50) 2 Neutral Thieves (Level 13).

(51) 1 Neutral Cleric (Level 12) and 1 Clay Golem. (52) 32 Bugbear Red-Blades (Ring mail, large shield, long sword). (53) 10 Wereboars and 14 Huge Boars. (54) 1 Neutral Thief (Level 18). (55) 2 Good Clerics (Level 15).

(56) 2 Assassins (Level 12) and 1 Evil Thief (Level 13). (57) 3 Greater Cyclopes. (58) 2 Evil Fighters (Level 14). (59) 1 Evil Cleric (Level 20) and 2 Greater Air Elementals (HD 16). (60) 1 Lich (Level 19 Magic-User).

(61) 7 Fire Giants and 1 Ancient Red Dragon (Huge, hit points 88). (62) 1 Evil Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (63) 1 Mixed Evil Adventuring Party (Average Level 11; 4 or 5 NPCs). (64) 2 Ice Devils and 1 Ancient White Dragon (Huge, hit points 56). (65) 1 Good Fighter (Level 19).

(66) 3 Ice Devils. (67) 2 Iron Golems. (68) 1 Neutral Fighter (Level 18). (69) 1 Evil Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (70) 1 Evil Thief (Level 20).

(71) 2 Ancient Red Dragons (Small, magic-using, hit points 72). (72) 3 Evil Magic-Users (Level 10). (73) 4 Mummies and 151 Skeletons. (74) 1 Neutral Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (75) 7 Small Tentacle Beasts (HD 6).

(76) 2 Evil Magic-Users (Level 15) and 1 Stone Golem. (77) 2 Eighteen-Headed Hydras. (78) 67 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 152 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (79) 41 Hobgoblin Skull Smashers (Scale mail, large shield, morning star) and 109 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail). (80) 1 Saint (Lawful Good Cleric, Level 20, legendary figure).

(81) 6 Furies. (82) 1 Arcane Evil Eye (HD 13) and 1 Charmed Character (Level 11, random class). (83) 2 Vampire Magic-Users (Level 12). (84) 4 Elder Cyclopes. (85) 5 Chimaeras.

(86) 1 Druid (Level 14) and 2 Companions. (87) 2 Neutral Fighters (Level 14). (88) 3 Storm Giants and 3 Wind Spirits. (89) 1 Neutral Halfling Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (90) 2 Evil Magic-Users (Level 13) and 2 Ifrits.

(91) 130 Small Fanged Fish (HD 1). (92) 18 Nixies and 21 Huge Fanged Fish (HD 4). (93) 106 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club) and 16 Wild Boars. (94) 2 Arcane Evil Eyes (HD 13) and 1 Charmed Character (Level 10, random class). (95) 1 Good Cleric (Level 20) and 1 Greater Air Elemental (HD 16).

(96) 85 Good Dwarf Goblin-Slayers (Chain mail, broad sword, random pole arm). (97) 1 Good Gnome Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (98) 136 Neutral Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 30 Giant Badgers. (99) 108 Frogman Javelineers (6 javelins, club) and 7 Giant Crayfish. (00) 1 Neutral Cleric (Level 18) and 1 Greater Air Elemental (HD 16).

5.2.12

ENCOUNTERS FOR A LEVEL 12 ADVENTURING PARTY

(01) 2 Eldritch Titans (HD 22) and 2 Storm Giants. (02) 2 Fire Demons and 5 Hound Demons. (03) 2 Ghosts and 68 Lares Demons. (04) 2 Good Clerics (Level 16). (05) 1 Arcane Evil Eye (HD 13) and 1 Charmed Monster (roll again on this table).

(06) 2 Good Thieves (Level 14). (07) 5 Lesser Air Elementals (HD 8). (08) 17 Harpies. (09) 6 Ice Toads and 77 Tribal Lizard Man Prey-Stalkers (Large shield, 2 javelins, broad sword) (Worshippers). (10) 2 Good Magic-Users (Level 15) and 2 Conjured Fire Elementals (HD 16).

(11) 3 Evil Thieves (Level 12). (12) 98 Poisonous Snakes (Non-lethal poison, damage only). (13) 97 Lesser Beastmen (HD 2) (Armed with short swords) and 38 Giant Badgers. (14) 57 Good Men-at-Arms (Mace Bearers) (Scale mail, medium shield, footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (15) 1 Evil Elf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs).

(16) 3 Neutral Thieves (Level 14). (17) 58 Huge Killer Frogs (HD 2). (18) 1 Good Magic-User (Level 14) and 1 Conjured Air Elemental (HD 16). (19) 1 Neutral Magic-User (Level 14) and 1 Stone Golem. (20) 67 Neutral Elf Sentinels (HD 1) (Chain mail, two-handed sword).

(21) 2 Evil Clerics (Level 10) and 152 Cultist Minions (Bone and wicker armor, 2 flint spears). (22) 5 Small Dungeon Mimics (HD 7). (23) 3 Neutral Fighters (Level 13). (24) 95 Bugbear Foe-Cleavers (Studded leather armor, bardiche). (25) 1 Paladin (Level 14) and 1 Ranger (Level 14).

(26) 1 Good Magic-User (Level 15) and 1 Conjured Fire Elemental (HD 16). (27) 8 Greater Water Nagas (HD 8). (28) 161 Evil Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 28 Giant Badgers. (29) 25 Large Living Stalactites (HD 3). (30) 1 Evil Magic-User (Level 18) and 1 Conjured Air Elemental (HD 16).

(31) 1 Good Cleric (Level 20) and 1 Clay Golem. (32) 1 Good Magic-User (Level 13) and 1 Stone Golem. (33) 4 Good Fighters (Level 9). (34) 3 Black Slimes. (35) 2 Elder Cyclopes and 4 Good Cloud Giants.

(36) 1 Arcane Titan (HD 20) and 2 Storm Giants. (37) 7 Fire Salamandrae. (38) 1 Good Halfling Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (39) 1 Good Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (40) 1 Assassin (Level 14) and 3 Companions.

(41) 25 Badgerbears. (42) 1 Neutral Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (43) 2 Ancient Black Dragons (Small, hit points 48). (44) 1 Ancient Silver Dragon (Average, magic-using, hit points 80) and 1 Old Silver Dragon (Average, magic-using, hit points 60). (45) 6 Greater Guardian Nagas (HD 12).

(46) 4 Frost Giants and 18 Yeti (Hunting Pack). (47) 2 Ancient Blue Dragons (Huge, hit points 80). (48) 1 Mixed Neutral Adventuring Party (Average Level 11 or 12; 4 or 5 NPCs). (49) 1 Good Elf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (50) 221 Goblin Warriors (Leather armor, small shield, morning star).

(51) 1 Mixed Good Adventuring Party (Average Level 11 or 12; 4 or 5 NPCs). (52) 2 Paladins (Level 12). (53) 1 Ancient Blue Dragon (Huge, hit points 80). (54) 2 Evil Clerics (Level 16) and 1 Clay Golem. (55) 61 Lemur Devils.

(56) 4 Bone Devils. (57) 1 Neutral Half-Orc Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (58) 1 Deep One Enclave (213 Deep Ones, plus leaders). (59) 3 Serpentine Demons. (60) 2 Evil Clerics (Level 17) and 1 Clay Golem.

(61) 2 Good Magic-Users (Level 15) and 2 Jinns. (62) 27 Stone Living Statues. (63) 1 Lesser Evil Eye (HD 11) and 1 Charmed Monster (roll again on this table). (64) 23 Monstrous Leeches (HD 5). (65) 5 Twisted Giants.

(66) 1 Neutral Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (67) 4 Succubi. (68) 2 Evil Clerics (Level 17). (69) 1 Evil Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (70) 1 Neutral Half-Orc Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs).

(71) 3 Evil Clerics (Level 10) and 129 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (72) 1 Druid (Level 13) and 1 Ranger (Level 13). (73) 220 Orc Scouts (Studded leather armor, small shield, 3 spears). (74) 57 Deep One Hunters (Spear, net, dagger) and 3 Giant Fanged Fish (HD 8). (75) 2 Good Magic-Users (Level 15) and 1 Good Illusionist (Level 15).

(76) 1 Pit Fiend and 1 Ancient Red Dragon (Huge, hit points 88). (77) 2 Good Magic-Users (Level 15). (78) 482 Rats. (79) 1 Shedu and 2 Lammasus. (80) 19 Trolls.

(81) 3 Evil Thieves (Level 13). (82) 51 Zombies. (83) 2 Evil Clerics (Level 16). (84) 1 Evil Magic-User (Level 16) and 1 Iron Golem. (85) 32 Large Ticks (HD 2).

(86) 1 Evil Magic-User (Level 17). (87) 1 Neutral Gnome Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (88) 7 Frost Giants and 1 Captured Storm Giant. (89) 5 Fire Giants and 1 Imprisoned Lesser Titan (HD 17). (90) 1 Evil Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs).

(91) 1 Assassin (Level 13) and 1 Evil Thief (Level 14). (92) 1 Very Old Bronze Dragon (Huge, magic-using, hit points 70). (93) 47 Small Living Stalactites (HD 1). (94) 1 Evil Half-Orc Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (95) 1 Shoggoth.

(96) 5 Mountain Giants and 3 Hill Giants. (97) 3 Violet Fungi and 23 Shrieking Fungi. (98) 3 Giant Slugs. (99) 1 Good Magic-User (Level 15) and 1 Good Illusionist (Level 15). (00) 73 Stryxes.

5.2.13

ENCOUNTERS FOR A LEVEL 13 ADVENTURING PARTY

(01) 1 Good Elf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (02) 109 Frogman Spear Fishers (Barbed spear, net) and 81 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (03) 1 Evil Fighter (Level 18). (04) 1 Good Thief (Level 18). (05) 1 Neutral Monk (Level 16) and 2 Companions.

(06) 2 Very Old White Dragons (Huge, magic-using, hit points 49). (07) 3 Centipede Demons. (08) 127 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 3 Hieracosphinxes. (09) 2 Neutral Illusionists (Level 16). (10) 1 Neutral Halfling Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs).

(11) 9 Jackalweres. (12) 2 Bone Devils and 3 Barbed Devils. (13) 43 Merfolk Spear Fishers (6 javelins, dagger). (14) 3 Large Dungeon Mimics (HD 9). (15) 1 Evil Eye (HD 12) and 1 Charmed Character (Level 13, random class).

(16) 2 Ancient Green Dragons (Huge, magic-using, hit points 72). (17) 1 Assassin (Level 15) and 1 Evil Thief (Level 16). (18) 1 Small Mixed Evil Adventuring Party (Average level 13; 2 or 3 NPCs). (19) 226 Evil Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 10 Gargoyles. (20) 1 Neutral Illusionist (Level 19).

(21) 2 Evil Magic-Users (Level 16) and 1 Conjured Earth Elemental (HD 16). (22) 1 Mixed Good Adventuring Party (Average Level 13; 4 or 5 NPCs). (23) 347 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (24) 21 Violet Fungi and 62 Shrieking Fungi. (25) 1 Evil Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs).

(26) 1 Neutral Fighter (Level 18). (27) 1 Neutral Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (28) 1 Evil Half-Orc Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (29) 1 Ancient Bronze Dragon (Huge, magic-using, hit points 80) and 1 Very Old Bronze Dragon (Huge, magic-using, hit points 70). (30) 1 Good Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs).

(31) 1 Neutral Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (32) 1 Ancient Silver Dragon (Average, magic-using, hit points 80). (33) 1 Eldritch Titan (HD 22) and 4 Storm Giants. (34) 1Neutral Gnome Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (35) 1 Druid (Level 13) and 48 Tribal Fighters (Level 3).

(36) 1 Deep One Enclave (252 Deep Ones, plus leaders). (37) 2 Evil Thieves (Level 16). (38) 2 Ancient Gold Dragons (Average, magic-using, hit points 88). (39) 25 Harpies and 5 Charmed Characters (Level 4, random classes). (40) 1 Mixed Evil Adventuring Party (Average Level 12 or 13; 4 or 5 NPCs).

(41) 38 Large Leeches (HD 1). (42) 2 Noble Air Elementals (HD 20). (43) 3 Lammasus and 1 Dragon-Beast. (44) 1 Good Gnome Adventuring Party (Average Level 13; 3 or 4 NPCs). (45) 2 Neutral Clerics (Level 16) and 2 Clay Golems. (46) 5 Infernal Imps and 11 Hell Hounds (HD 5). (47) 1 Neutral Thief (Level 18). (48) 5 Evil Magic-Users (Level 1) and 75 Evil Illusionists (Level 1). (49) 37 Lesser Netherworld Bats (HD 4) and 82 Huge Bats. (50) 5 Lesser Air Elementals (HD 8).

(51) 1 Saint (Lawful Good Cleric, Level 20, legendary figure). (52) 10 Spider Swarms. (53) 1 Mixed Neutral Adventuring Party (Average Level 13; 4 or 5 NPCs). (54) 1 Good Magic-User (Level 17). (55) 24 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 9 Badgerbears.

(56) 2 Evil Magic-Users (Level 10) and 2 Evil Illusionists (Level 10). (57) 1 Evil Magic-User (Level 17). (58) 9 Stone Giants. (59) 3 Battle Wyverns and 68 Troglodyte Skull Smashers (Stone-headed morning star). (60) 237 Large Bats.

(61) 36 Large Scorpions. (62) 3 Eldritch Titans (HD 22). (63) 112 Evil Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 24 Giant Badgers. (64) 86 Stryxes. (65) 71 Huge Frogs (HD 2).

(66) 123 Troglodyte Champions (Crude two-handed sword). (67) 2 Evil Magic-Users (Level 16) and 1 Conjured Air Elemental (HD 16). (68) 2 Evil Clerics (Level 14). (69) 1 Neutral Illusionist (Level 17). (70) 1 Neutral Thief (Level 18).

(71) 3 Ice Devils. (72) 1 Ancient Evil Eye (HD 16). (73) 84 Frogman Savages (Unarmed, attacking with claws and bite) and 44 Giant Toads. (74) 18 Giant Centipedes and 33 Huge Centipedes. (75) 65 Large Leeches (HD 1).

(76) 2 Good Magic-Users (Level 10) and 2 Conjured Water Elementals (HD 16). (77) 2 Ancient Green Dragons (Small, magic-using, hit points 56). (78) 13 Giant Warrior Ants and 64 Giant Worker Ants. (79) 2 Good Thieves (Level 16). (80) 3 Good Fighters (Level 14).

(81) 1 Neutral Magic-User (Level 20). (82) 33 Giant Crabs and 2 Enormous Crabs. (83) 1 Neutral Half-Orc Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (84) 2 Good Illusionists (Level 13). (85) 1 Adult Blue Dragon (Huge, hit points 50).

(86) 2 Assassins (Level 13). (87) 1 Good Illusionist (Level 17). (88) 2 Good Clerics (Level 16). (89) 2 Neutral Magic-Users (Level 17) and 1 Conjured Air Elemental (HD 16). (90) 34 Gegenes.

(91) 1 Greater Evil Eye (HD 14). (92) 12 Umber Mold Patches. (93) 1 Lich (Level 20 Magic-User) and 14 Soul Worms. (94) 35 Flesh Grubs. (95) 156 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword) and 29 Cave Wolves.

(96) 6 Hill Giants and 26 Dire Wolves (Hunting Pack). (97) 1 Neutral Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (98) 2 Neutral Magic-Users (Level 16). (99) 1 Royal Water Elemental (HD 24). (00) 1 Good Cleric (Level 16) and 1 Greater Air Elemental (HD 16).

5.2.14

ENCOUNTERS FOR A LEVEL 14 ADVENTURING PARTY

(01) 9 Three-Legged Earth Elementals (HD 8). (02) 10 Abyssal Imps and 139 Soul Worms. (03) 119 Zombies. (04) 106 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 116 Goblin Minions (Padded armor, 2 spears). (05) 1 Good Magic-User (Level 17) and 1 Conjured Earth Elemental (HD 16).

(06) 4 Storm Giants and 3 Wind Spirits. (07) 1 Good Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (08) 35 Monstrous Leeches (HD 5). (09) 23 Umber Mold Patches. (10) 4 Pit Fiends and 4 Horned Devils.

(11) 33 Giant Bombardier Beetles . (12) 3 Dragon-Beasts. (13) 1 Assassin (Level 15) and 1 Evil Thief (Level 16). (14) 1 Evil Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (15) 123 Frogman Savages (Unarmed, attacking with claws and bite) and 26 Lampreys.

(16) 2 Ancient Bronze Dragons (Huge, hit points 80). (17) 5 Chimaeras. (18) 2 Pit Fiends and 7 Horned Devils. (19) 6 Elder Cyclopes. (20) 5 Spider Maiden Heretics (Level 7 Clerics) and 5 Werespiders.

(21) 7 Fire Giants and 13 Trolls. (22) 49 Bugbear Axe Throwers (Ring mail, large shield, 2 battle axes [can be thrown]). (23) 1 Good Illusionist (Level 17). (24) 2 Ancient Silver Dragons (Huge, magic-using, hit points 88). (25) 8 Wind Spirits.

(26) 1 Neutral Halfling Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (27) 4 Clay Golems. (28) 2 Very Young Copper Dragon (Small, hit points 7). (29) 12 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12) and 12 Monstrous Bulls. (30) 3 Shoggoths.

(31) 2 Eighteen-Headed Hydras. (32) 13 Water Trolls and 10 Giant Crocodiles. (33) 1 Mixed Evil Adventuring Party (Average Level 14; 4 or 5 NPCs). (34) 7 Bone Devils. (35) 8 Mixed Neutral Adventuring Party (Average Level 14; 4 or 5 NPCs).

(36) 1 Good Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (37) 1 Greater Evil Eye (HD 14) and 1 Charmed Character (Level 14, random class). (38) 2 Behemoths. (39) 1 Ancient Gold Dragon (Small, magic-using, hit points 80) and 1 Old Gold Dragon (Small, magic-using, hit points 60). (40) 1 Neutral Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs).

(41) 2 Good Magic-Users (Level 15). (42) 17 Ghasts and 52 Troglodyte Hunters (2 vaned darts). (43) 2 Evil Magic-Users (Level 16) and 2 Iron Golems. (44) 7 Evil Clerics (Level 9) and 137 Skeletons. (45) 2 Evil Eyes (HD 12) and 1 Charmed Monster (roll again on this table).

(46) 1 Neutral Magic-User (Level 17) and 1 Conjured Water Elemental (HD 16). (47) 1 Neutral Half-Orc Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (48) 13 Neutral Magic-Users (Level 4) and 10 Neutral Illusionists (Level 4). (49) 1 Neutral Cleric (Level 20). (50) 13 Hill Giants and 168 Orcs (Slaves).

(51) 2 Centipede Demons and 6 Tentacled Centipedes. (52) 1 Good Magic-User (Level 20). (53) 1 Elder Evil Eye (HD 15) and 1 Charmed Monster (roll again on this table). (54) 3 Air Elementals (HD 12). (55) 1 Small Mixed Good Adventuring Party (Average Level 14).

(56) 73 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 6 Half-Orc Assassins (Level 6). (57) 8 Fire Giants and 3 Chimaeras. (58) 89 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 38 Cave Wolves. (59) 1 Good Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (60) 360 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe) and 6 Half-Orc Fighters (Level 6).

(61) 111 Good Clerics (Level 1). (62) 12 Giant Black Widow Spiders and 2 Giant Spider Queens. (63) 241 Neutral Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 13 Brown Bears. (64) 34 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]). (65) 2 Androsphinx and 2 Gynosphinxes.

(66) 1 Ancient Evil Eye (HD 16). (67) 1 Deep One Enclave (339 Deep Ones, plus leaders). (68) 2 Ancient Red Dragons (Huge, magic-using, hit points 88). (69) 2 Evil Thieves (Level 17). (70) 8 Entanglers (HD 10).

(71) 2 Ancient Blue Dragons (Huge, hit points 80). (72) 3 Shoggoths. (73) 1 Good Magic-User (Level 16) and 1 Stone Golem. (74) 13 Ettins. (75) 221 Gremlin Tormentors (Spear wand) and 282 Kobold Marauders (Leather armor, buckler, short sword, dagger).

(76) 1 Evil Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (77) 30 Werewolves. (78) 8 Mountain Trolls and 12 Trolls. (79) 2 Good Clerics (Level 18). (80) 9 Trolls and 38 Troglodyte Champions (Crude two-handed sword).

(81) 6 Fly Demons and 18 Insect Swarms. (82) 10 Frost Giants. (83) 1 Evil Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (84) 181 Frogman Javelineers (6 javelins, club) and 22 Giant Toads. (85) 4 Ifrits.

(86) 2 Ancient Blue Dragons (Huge, magic-using, hit points 80). (87) 17 Violet Fungi. (88) 2 Neutral Fighters (Level 16). (89) 1 Good Cleric (Level 16) and 1 Greater Air Elemental (HD 16). (90) 61 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 26 Bugbear Warriors (Ring mail, large shield, morning star).

(91) 1 Greater Evil Eye (HD 14) and 1 Charmed Character (Level 14, random class). (92) 1 Good Magic-User (Level 17) and 3 Jinn. (93) 24 Giant Lizards. (94) 6 Specters. (95) 8 Ochre Slimes.

(96) 40 Huge Scorpions. (97) 2 Evil Magic-Users (Level 14) and 1 Evil Illusionist (Level 14). (98) 3 Greater Water Elementals (HD 16). (99) 74 Large Spiders. (00) 47 Greater Beastmen (HD 4) (Armed with broad swords) and 23 Monstrous Hounds.

5.2.15

ENCOUNTERS FOR A LEVEL 15 ADVENTURING PARTY

(01) 1 Neutral Fighter (Level 20). (02) 1 Good Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (03) 55 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 4 Cave Bears. (04) 1 Good Thief (Level 20). (05) 6 Vulture Demons.

(06) 1 Evil Cleric (Level 20). (07) 10 Fire Giants and 19 Trolls. (08) 2 Ancient Green Dragons (Average, magic-using, hit points 64). (09) 28 Ghasts and 52 Ghuls. (10) 2 Evil Magic-Users (Level 20) and 2 Iron Golems.

(11) 101 Huge Bats. (12) 15 Green Slimes. (13) 11 Frost Giants and 3 Polar Bears (Guardian Beasts). (14) 1 Elder Evil Eye (HD 15) and 1 Charmed Monster (roll again on this table). (15) 179 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 20 Giant Spiders.

(16) 2 Neutral Magic-Users (Level 16) and 1 Stone Golem. (17) 1 Evil Half-Orc Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (18) 2 Arcane Evil Eyes (HD 13) and 1 Charmed Monster (roll again on this table). (19) 189 Large Poisonous Frogs. (20) 49 Giant Water Beetles.

(21) 4 Evil Thieves (Level 12) and 78 Bugbear Red-Blades (Ring mail, large shield, long sword). (22) 29 Green Slimes. (23) 2 Ancient Bronze Dragons (Huge, magic-using, hit points 80). (24) 2 Good Thieves (Level 17). (25) 3 Evil Clerics (Level 15) and 1 Greater Air Elemental (HD 16).

(26) 1 Good Halfling Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (27) 116 Large Spiders (Weak poison, save at +4, failed save inflicts 2-5 points of poison damage). (28) 8 Medusae and 9 Basilisks. (29) 1 Ancient Evil Eye (HD 16). (30) 2 Centipede Demons and 11 Tentacled Centipedes.

(31) 1 Evil Fighter (Level 20). (32) 1 Evil Cleric (Level 19). (33) 1 Good Fighter (Level 20). (34) 8 Wyverns. (35) 1 Evil Thief (Level 19).

(36) 34 Ant Swarms. (37) 6 Thralls of Cthulhu and 1 Shoggoth. (38) 3 Neutral Fighters (Level 13). (39) 1 Evil Cleric (Level 18) and 2 Clay Golems. (40) 1 Neutral Half-Orc Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs).

(41) 2 Good Clerics (Level 20). (42) 61 Degenerate Serpent Folk (HD 3) and 51 Poisonous Snakes (lethal poison). (43) 334 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (44) 7 Succubi and 5 Vulture Demons. (45) 1 Mixed Evil Adventuring Party (Average Level 15; 4 or 5 NPCs).

(46) 1 Good Thief (Level 18). (47) 1 Mixed Evil Adventuring Party (Average Level 15; 4 or 5 NPCs). (48) 404 Giant Rats. (49) 59 Giant Toads. (50) 1 Good Magic-User (Level 20) and 1 Conjured Air Elemental (HD 16).

(51) 2 Nineteen-Headed Regenerating Hydras. (52) 155 Gremlin Tricksters (Net, 2 barbed stakes) and 136 Rats. (53) 6 Amber Behemoths. (54) 1 Good Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (55) 47 Gegenes and 39 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60’ range]).

(56) 17 Giant Minotaur Lizards. (57) 150 Greater Beastmen (HD 4) (Armed with short bows and arrows of slowing poison). (58) 112 Stryxes. (59) 1 Good Elf Adventuring Party (Average Level 15; 3 or 4 NPCs). (60) 65 Ghuls.

(61) 5 Amber Behemoths. (62) 2 Ancient Bronze Dragons (Huge, hit points 80). (63) 1 Evil Half-Orc Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (64) 229 Frogman Spear Fishers (Barbed spear, net) and 81 Large Fanged Fish (HD 3). (65) 1 Ancient Green Dragon (Huge, hit points 72) and 1 Very Old Green Dragon (Huge, hit points 64).

(66) 15 Brine Hags and 11 Ghasts. (67) 1 Elder Evil Eye (HD 15) and 1 Charmed Character (Level 15, random class). (68) 2 Good Magic-Users (Level 19). (69) 19 Viperous Serpent Folk. (70) 2 Ancient Evil Eyes (HD 16) and 1 Charmed Monster (roll again on this table).

(71) 56 Deep One Hunters (Spear, net, dagger) and 22 Giant Crabs. (72) 2 Ancient Red Dragons (Huge, magic-using, hit points 88). (73) 1 Mixed Good Adventuring Party (Average Level 15; 4 or 5 NPCs). (74) 1 Good Magic-User (Level 20) and 1 Conjured Fire Elemental (HD 16). (75) 1 Evil Elf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs).

(76) 2 Evil Clerics (Level 19). (77) 1 Neutral Thief (Level 20). (78) 314 Neutral Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears). (79) 29 Headless One Red-Blades (Ring mail, large shield, long sword) and 33 Gibbering Slimes. (80) 23 Monster Zombies.

(81) 1 Evil Cleric (Level 20) and 1 Greater Air Elemental (HD 16). (82) 1 Lich (Level 20 Magic-User) and 2 Night Hags. (83) 26 Gray Slimes. (84) 1 Small Mixed Evil Adventuring Party (Average level 15). (85) 1 Good Magic-User (Level 20) and 1 Conjured Earth Elemental (HD 16).

(86) 1 Evil Magic-User (Level 13) and 2 Evil Illusionists (Level 13). (87) 1 Good Cleric (Level 19) and 1 Greater Air Elemental (HD 16). (88) 1 Good Dwarf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (89) 8 Amber Behemoths. (90) 23 Fire Salamandrae.

(91) 1 Evil Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (92) 5 Dream Eaters. (93) 12 Large Entanglers (HD 11). (94) 1 Neutral Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (95) 67 Lesser Netherworld Faeries (Armed with needle spear [damage 1-4; if used while flying, treat the first attack as a charge for damage 2-8]).

(96) 2 Good Magic-Users (Level 15) and 2 Good Illusionists (Level 15). (97) 4 Centipede Demons and 4 Tentacled Centipedes. (98) 167 Degenerate Serpent Folk (HD 3). (99) 269 Neutral Berserker Boar Warriors (Furs, 2 short swords). (00) 7 Batrachian Demons.

5.2.16

ENCOUNTERS FOR A LEVEL 16 ADVENTURING PARTY

(01) 3 Elder Evil Eyes (HD 15) and 2 Charmed Characters (Level 16, random classes). (02) 7 Medusae and 15 Cockatrices. (03) 2 Neutral Clerics (Level 19). (04) 1 Good Thief (Level 20). (05) 1 Neutral Half-Orc Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs).

(06) 14 Hill Giants and 72 Bugbears (Servants). (07) 1 Lich (Level 20 Magic-User) and 1 Nightmare. (08) 2 Evil Magic-Users (Level 19). (09) 1 Small Mixed Neutral Adventuring Party (Average Level 15 or 16; 2 or 3 NPCs). (10) 2 Good Thieves (Level 20).

(11) 1 Lich (Level 20 Magic-User). (12) 211 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 15 Trolls. (13) 1 Good Elf Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs). (14) 48 Giant Warrior Ants and 137 Giant Worker Ants. (15) 7 Bestial Demons.

(16) 7 Emerald Hags. (17) 232 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (18) 2 Evil Magic-Users (Level 18) and 2 Conjured Fire Elementals (HD 16). (19) 32 Wights. (20) 2 Liches (Level 18 Magic-Users) and 171 Skeletons.

(21) 2 Neutral Illusionists (Level 19). (22) 38 Giant Water Spiders. (23) 1 Small Mixed Evil Adventuring Party (Average Level 15 or 16; 2 or 3 NPCs). (24) 103 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (25) 1 Neutral Thief (Level 19).

(26) 2 Evil Illusionists (Level 19). (27) 2 Liches (Level 20 Magic-Users). (28) 25 Ogre Mage Guardians (Random pole arm, great scimitar [damage 3-10]). (29) 1 Good Gnome Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs). (30) 69 Wererat Backstabbers (2 daggers) and 544 Giant Rats.

(31) 26 Trolls and 2 Great Troll Chiefs (Maximum hit points). (32) 7 Tentacle Beasts (HD 7). (33) 1 Lich (Level 20 Magic-User). (34) 3 Neutral Magic-Users (Level 13) and 2 Neutral Illusionists (Level 13). (35) 2 Evil Clerics (Level 20).

(36) 130 Bugbear Ambushers (Leather armor, 3 spears) and 166 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (37) 9 Juggernauts (HD 11). (38) 2 Ancient Silver Dragons (Small, hit points 72). (39) 7 Weretigers and 29 Cave Tigers. (40) 1 Evil Half-Orc Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs).

(41) 4 Trapping Floors. (42) 33 Giant Black Widow Spiders and 2 Giant Spider Queens. (43) 3 Baronial Pit Fiends (Maximum hit points). (44) 1 Good Cleric (Level 20) and 2 Clay Golems. (45) 2 Ancient Silver Dragons (Huge, hit points 88).

(46) 123 Frogman Savages (Unarmed, attacking with claws and bite) and 6 Evil Magic-Users (Level 8). (47) 2 Good Fighters (Level 13). (48) 2 Ancient Silver Dragons (Huge, hit points 88). (49) 2 Evil Magic-Users (Level 19). (50) 66 Giant Woodboring Beetles and 23 Green Slimes.

(51) 380 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar). (52) 1 Paladin (Level 15) and 2 Rangers (Level 15). (53) 13 Good Magic-Users (Level 6) and 3 Good Illusionists (Level 6). (54) 269 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 27 Giant Wolverines. (55) 2 Neutral Clerics (Level 18).

(56) 12 Frost Giants and 19 Stone Giants. (57) 35 Very Young Blue Dragons (Huge, hit points 10). (58) 18 Ogre Mage Sunderers (Maul [damage 3-13], great scimitar [damage 3-10]). (59) 28 Harpies. (60) 2 Liches (Level 19 Magic-Users).

(61) 1 Evil Gnome Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs). (62) 1 Paladin (Level 19). (63) 2 Ancient Evil Eyes (HD 16). (64) 6 Giant Octopi and 9 Octopi. (65) 7 Storm Giants.

(66) 1 Evil Magic-User (Level 19) and 2 Conjured Air Elementals (HD 16). (67) 16 Fire Giants. (68) 1 Good Cleric (Level 19). (69) 18 Frost Giants. (70) 28 Minotaur Heart Seekers (2 spears, damage 3-8, will be used to charge) and 3 War Chiefs (Maximum hit points).

(71) 7 Greater Cyclopes and 5 Fire Giants. (72) 132 Large Living Stalactites (HD 3). (73) 8 Twisted Giants. (74) 2 Neutral Illusionists (Level 20). (75) 3 Eldritch Titans (HD 22).

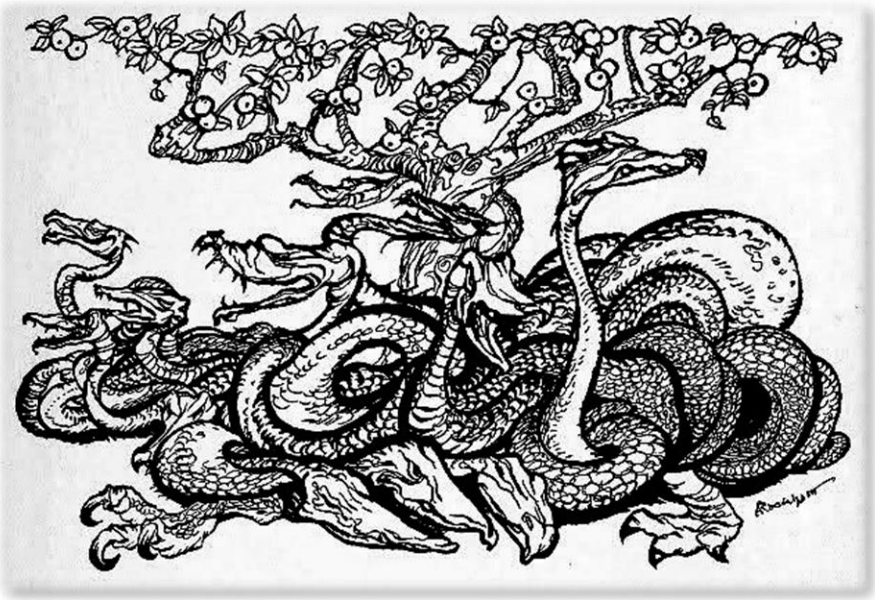
(76) 4 Giant Netherworld Worms. (77) 1 Evil Magic-User (Level 20). (78) 17 Fire Salamandrae. (79) 2 Ancient Gold Dragons (Huge, magic-using, hit points 96). (80) 1 Lich (Level 18 Magic-User) and 3 Night Hags.

(81) 18 Trolls and 20 Badgerbears. (82) 6 Giant Snapping Turtles. (83) 4 Shoggoths. (84) 2 Ancient Blue Dragons (Huge, hit points 80). (85) 1 Neutral Illusionist (Level 18).

(86) 3 Evil Magic-Users (Level 14) and 3 Bronze Golems. (87) 1 Evil Magic-User (Level 18). (88) 5 Ice Devils and 2 Ancient Polar Worm (HD 14). (89) 1 Large Giant Ant Colony (1 Queen, 216 Workers and 54 Warriors). (90) 2 Saints (Lawful Good Cleric, Level 20, legendary figures).

(91) 5 Vampires and 11 Wights. (92) 157 Stryxes. (93) 32 Spider Swarms. (94) 2 Evil Magic-Users (Level 19). (95) 1 Evil Half-Orc Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs).

(96) 2 Evil Magic-Users (Level 15) and 1 Conjured Air Elemental (HD 16). (97) 1 Evil Illusionist (Level 20). (98) 1 Evil Elf Adventuring Party (Average Level 15 or 16; 3 or 4 NPCs). (99) 204 Frogman Warriors (Trident, net). (00) 13 Infernal Imps and 170 Soul Worms.

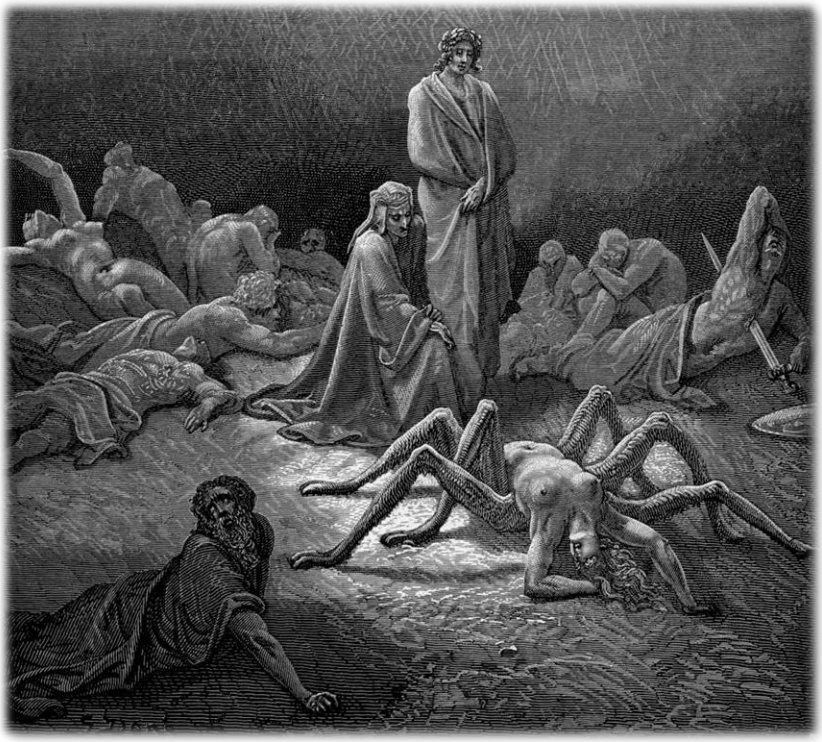


CHAPTER 6:

OLDSKULL MAGNUS: THE DELUXE DUNGEON STOCKING SYSTEM

6.1

INTRODUCTION



The Oldskull Magnus system is ideal for GMs who have the time to stock the dungeon room by room before play begins. It takes more time, but is a huge time-saver. As an estimate, it takes the author approximately 6 hours to fully stock a 100-room dungeon level with monsters “on the fly”; but using this system, it takes about 2 hours. The goal of course is to make the dungeon take longer to play than it does to plan, so that you as the GM can maximize the amount of game time you have with your friends.

6.2

MONSTER POWER LEVELS

In many FRPGs, monster difficulty is measured very generally from 1 to 10 (or in Roman numerals I to X), with 1 representing an orc and 10 representing a demon lord. Such a system is useful for determining approximate monster lethality, but basically useless for dungeon stocking. The problem is that the gradients are too few and too vague, resulting in "power" measurements where a monster that is twice as strong as another monster is in the same monster level. In other words, some level 4 monsters are twice as strong as others. If both monster types have 2-8 as the number appearing, the GM might be designing a challenging encounter; or, he might be virtually assuring a Total Party Kill (TPK).

To fix this problem, Oldskull Magnus makes the system more granular by assigning each monster type a Challenge Level (CL) from 1 to 25. A CL1 monster is a very minor threat (such as a giant rat, kobold or normal human), while a CL25 monster is very dangerous (such as a lich or a pair of ancient dragons). Powers which are CL25+, such as demon lords, gods and arch-devils, are ignored entirely in this system for two reasons: (1) they skew the entire system by requiring too-large gradients at the upper end, thereby causing the original monster level all over again, and (2) the author believes that singular powers which will almost always cause a TPK regardless of adventurer level should *not ever* be placed as random encounters. The placement of such powers in a dungeon should be strictly an intentional decision made by the GM. The reason for this is simple: the dice should never be allowed, or in this case encouraged, to override the GM's intelligence and ruin the game.

With these designations understood, it is worthwhile to summarize the classic monster level system, to show exactly how the Challenge Level system was derived from the classic system as an improvement.

6.2.1

CLASSIC MONSTER LEVELS

Classic monster levels, notated by Roman numerals I to X (1 to 10), were originally designed as follows:

- **Monster Level I: Nuisance Monsters:** In this category, the normal monsters of these types and species have a Base Experience Point (XP) Value of 1 to 20, plus a variable amount depending on their hit points. Specific details can be found in your game system's reference manuals, and proportional adjustments can be made if your game uses a different system.
- **Monster Level II: Minor Threats:** (Please note that specific values beyond this point are not fully specified, so that this Guide remains in compliance with the legalities of the Open Gaming License.)
- **Monster Level III: Threats**
- **Monster Level IV: Deadly Threats**
- **Monster Level V: Menaces**
- **Monster Level VI: Lesser Fiends**
- **Monster Level VII: Fiends**
- **Monster Level VIII: Nemeses**
- **Monster Level IX: Lethal Nemeses**
- **Monster Level X: Legendary Nemeses**

However, this system does not provide enough granularity to determine the relative lethality of a monster. In Monster Levels I, and VII and X in particular, some monster types are literally twice as deadly as their counterparts in the same level. This rough estimate can cause the GM to badly estimate the danger level posed by any given monster encounter. Setting up an intentionally deadly encounter is one thing, but setting up an encounter you think is a minor challenge which will actually end up causing a TPK is something else entirely.

6.2.2

OLDSKULL MONSTER CHALLENGE LEVELS

In the Castle Oldskull systems, monsters' Challenge Levels (CL) are specifically designated as follows:

Hierarchy A: Nuisance Monsters (CL1-3)

- **Challenge Level 1:** Guide, Challenge Level 1 is represented by a suggested range of classic and mythological monsters with a Base XP Value between 1 and 10.
- **Challenge Level 2:** This CL includes monsters with a Base XP Value 11 to 25.

Hierarchy B: Minor Threats (CL3-4)

- **Challenge Level 3:** Monsters with a Base XP Value 26 to 40.
- **Challenge Level 4:** Base XP Value 41 to 65.

Hierarchy C: Threats (CL5-6)

- **Challenge Level 5:** Base XP Value 66 to 100.
- **Challenge Level 6:** Base XP Value 101 to 150.

Hierarchy D: Deadly Threats (CL7-8)

- **Challenge Level 7:** Base XP Value 151 to 225.
- **Challenge Level 8:** Base XP Value 226 to 325.

Hierarchy E: Menaces (CL9-10)

- **Challenge Level 9:** Base XP Value 326 to 450.
- **Challenge Level 10:** Base XP Value 451 to 600.

Hierarchy F: Lesser Fiends (CL11-12)

- **Challenge Level 11:** Base XP Value 601 to 775.
- **Challenge Level 12:** Base XP Value 776 to 1,000.

Hierarchy G: Fiends (CL13-14)

- **Challenge Level 13:** Base XP Value 1,001 to 1,500.
- **Challenge Level 14:** Base XP Value 1,501 to 2,250.

Hierarchy H: Nemeses (CL15-16)

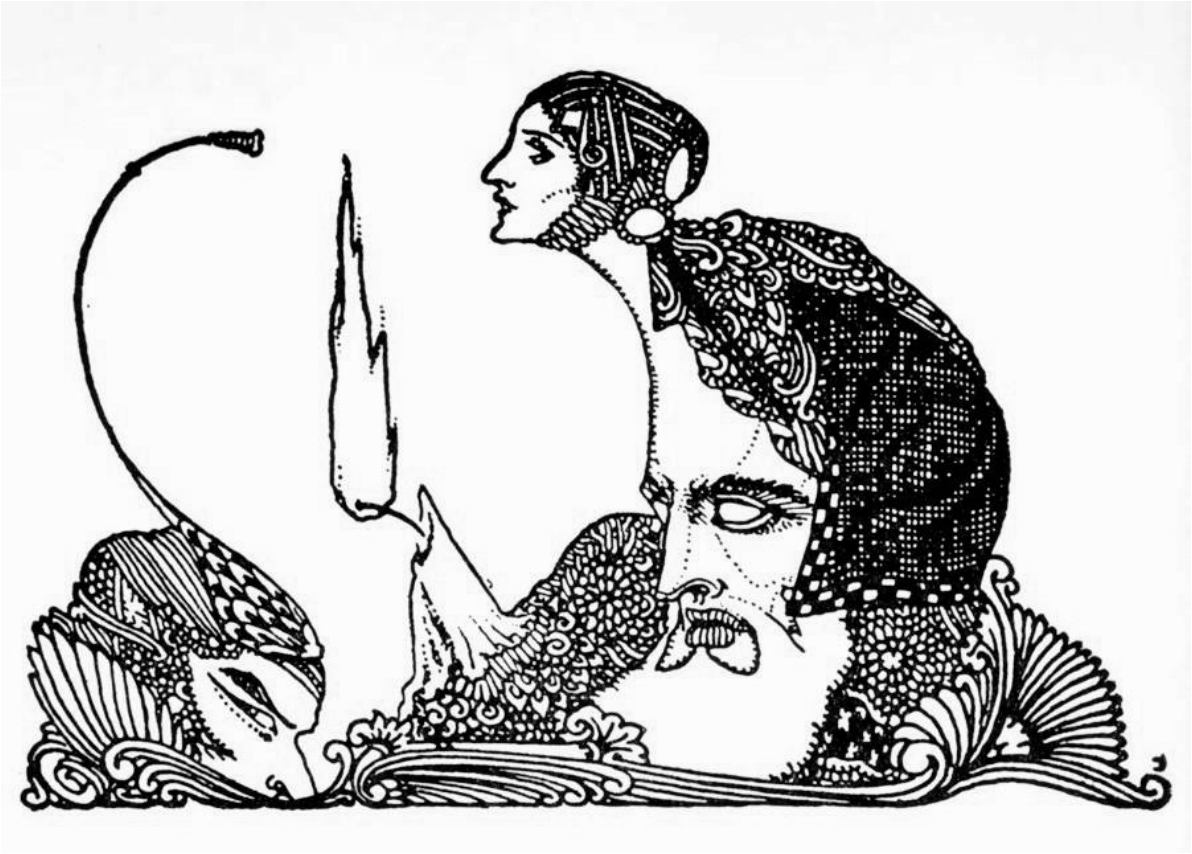
- **Challenge Level 15:** Base XP Value 2,251 to 3,500.
- **Challenge Level 16:** Base XP Value 3,501 to 5,250.

Hierarchy I: Lethal Nemeses (CL17-18)

- **Challenge Level 17:** Base XP Value 5,251 to 7,500.
- **Challenge Level 18:** Base XP Value 7,501 to 10,250.

Hierarchy J: Legendary Nemeses (CL19+, approximated gradient applied)

- **Challenge Level 19:** Base XP Value 10,251 to 15,000.
- **Challenge Level 20:** Base XP Value 15,001 to 17,500.
- **Challenge Level 21:** Base XP Value 17,501 to 20,000
- **Challenge Level 22:** Base XP Value 20,001 to 25,000.
- **Challenge Level 23:** Base XP Value 25,001 to 30,000.
- **Challenge Level 24:** Base XP Value 30,001 to 35,000.
- **Challenge Level 25:** Base XP Value 35,001 to 40,000.
- *(And so forth, in further increments of 10,000 XP per Level.)*

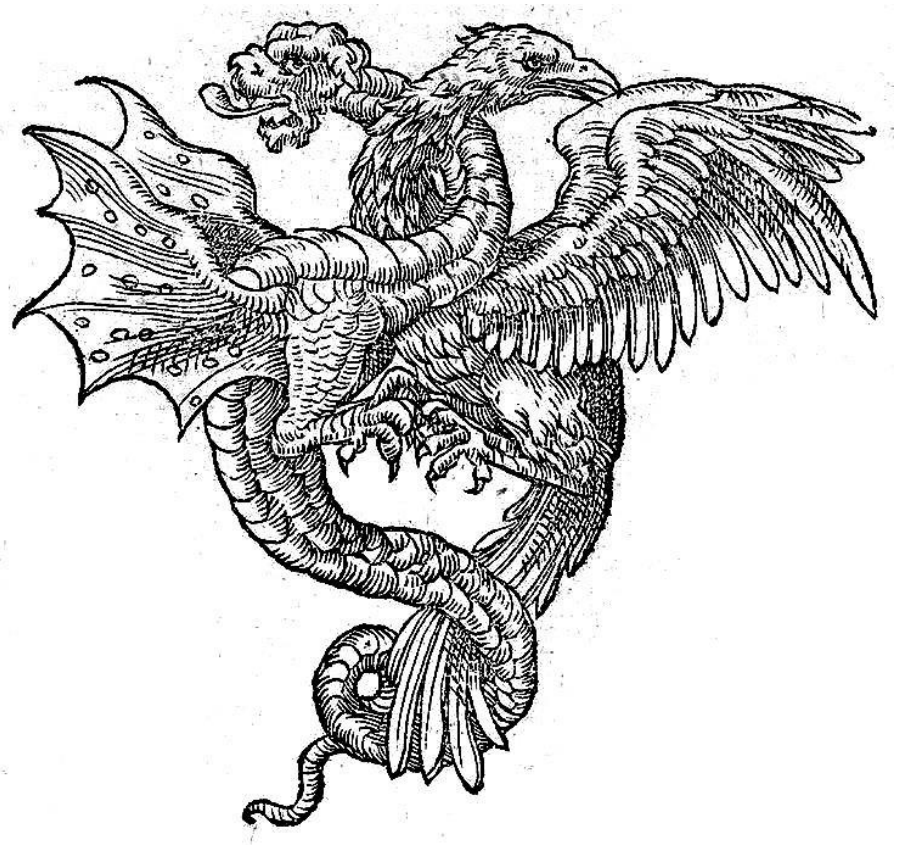


6.3

ADVENTURING PARTIES AND PARTY MEMBERS: TOTAL EXPERIENCE LEVEL VS. APCEL

Similar to Oldskull Impious, the Magnus system revolves around the Average Player Character Experience Level, or APCEL. However, when modifying a random encounter for use in play, the GM may also want to consider the play group's Total Experience Level, or TEL. In the earlier example, the original sum of PC experience levels was 32, which was divided by 5 and rounded down to determine the group's APCEL of 6. The group's TEL, however, is the original sum of 32.

The TEL is useful because it allows for direct comparisons of encountered monster group power and PC group power as a ratio indicative of encounter lethality.



6.4

BALANCE OF POWER:

COMPARING MONSTER AND PARTY POWER LEVELS

When you design an encounter, each monster has a Challenge Level as specified. The total encounter Challenge Level is equal to the base level per monster, times the number of monsters. (Leaders, minions, spell-casters, etc. give this equation more complexity if you wish to break it down, but this general rule is much quicker and applies in the majority of circumstances.)

As a quick example, consider an encounter with 13 orcs. Orcs are challenge level 2, and 13 x 2 = 26.

Or, 6 badgerbears. Badgerbears are challenge level 9, and 6 x 9 = 54.

When you compare each encounter's Challenge Level to the party's Total Experience Level (TEL), you can quickly get a feel for how likely the party is to win a potential battle with the monsters if they play at their usual level of skill (with assumed good and bad luck in dice rolls canceling out and favoring neither side). This is valuable knowledge as each encounter begins, as the game is being played; but it is *crucial* knowledge when you are stocking your dungeon.

Considering the ratio of TEL to encounter Challenge Levels throughout your dungeon, each encounter can be termed **weak**, **average**, **strong** or **lethal**.

- **Weak** encounters by definition are ones where the party is more than twice as strong as the monsters. For example, if the party's Total Experience Level is 50, then any encounter of total Challenge Level 24 or less is weak by definition.
- **Average** encounters are ones where the monsters are not weak, yet they are no more than 25% stronger than the party. For example, if the party power level is 60, then +25% of 60 is (60 + 15 =) 75. An average encounter for this group is where the monster challenge level is not below 30 and not above 75.
- **Strong** encounters are where the monsters are more than 25% but less than 75% stronger than the party. For example, if the party level is 35, 25% of 35 is (35 + 8.75 =) 43.75, rounded off to 44. A strong encounter for this group is where the total monster Challenge Level is between 44 and 61.
- **Lethal** encounters are where the monsters are 75% or more powerful that the party. For example, if the party power is 82, then lethal encounters are challenge level 144 or higher.

Naturally, if a random encounter is stronger or weaker than you intended, you can quickly adjust the difficulty level by adding or subtracting monsters to the number appearing before the party opens the door leading to the lair.

Always, the adjustment of numbers of monsters appearing is a very important GM decision which needs to be considered both during dungeon stocking and during the adventure. The point is to allow the random encounter system to simply *aid* your game, rather than completely taking it over and out of your own hands.

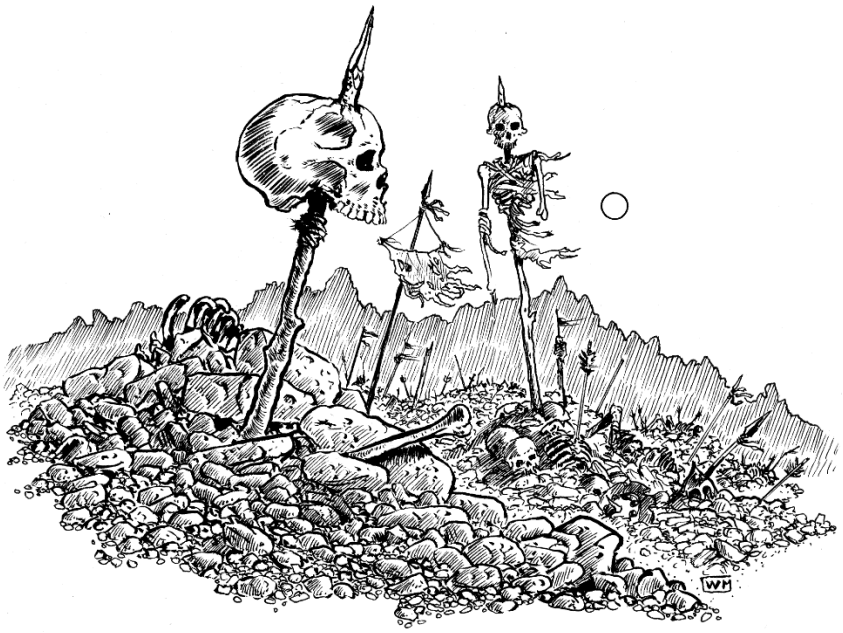
6.5

CONCERNING ENCOUNTER LETHALITY

As noted, two major factors determine encounter lethality: (1) the Challenge Level of the encounter in proportion to the party's experience level (APCEL), and (2) the number of monsters appearing. If the Challenge Level is higher than the APCEL *and* the number of monsters appearing is also above average, the likelihood of a Total Party Kill (TPK) increases significantly. Such encounters are typically placed in a dungeon judiciously — in limited but *intentionally provided* numbers — in order to teach the players just how important sound tactics and rules of engagement are when considering an assault on powerful monsters' lairs.

Generally, the ranges of number of monsters appearing in the random encounter tables hereafter (2-5, 3-18, 5-30, etc.) are designed so that a below average number of monsters will indicate a weak encounter, an average number will indicate a strong or challenging encounter, and a higher than average number will indicate a dangerous or possibly lethal encounter. With this design paradigm in mind, the GM can easily adjust the number of monsters appearing in accordance with the threat level he or she wishes to generate for the party. (As one example guideline for dungeon design, numbers appearing should be *decreased* for dungeon entrances, demi-human controlled patrol areas and corridors; and *increased* for treasure vaults, evil temples, strongholds, etc.)

As a rule of thumb, the number of truly lethal encounters on any one dungeon level should be about 5% (for beginning players) or 10% (for veterans). Please note also that when stocking a dungeon, it is crucial that the GM consider the multiple stairways and access points down to each lower level so that party progress is not ever *completely* blocked by near-impossible adversaries.



6.5.1

WEAK MONSTER GROUPS

Weak encounters will cause the PCs wounds, spent spells and inconvenience, but are unlikely to cause a death unless the players play poorly or are extremely unlucky.

The purpose of weak monster encounters in the game is to add realism to the fantasy world, and to allow the players to enjoy the earned power levels of their characters. It can even be argued that without a few easy monsters to push around, high-level heroes are relatively meaningless. After all, why should players seek further power for their PCs if they are always facing deadly foes, whether they advance or not?

For a devious GM, the secret purpose of weak groups is not only to reward the players with fun and relatively easy combats; the more subversive effect is to make the players overconfident, thereby increasing the chance that they will make poor tactical decisions later on that will cause the game to become much more challenging. In this way, a series of weak monster encounters can actually lure players into a false sense of security and form an indirect deadly challenge in themselves.

It is recommended that perhaps 20% of the encounters in a dungeon level should be classified as weak (depending on when the PCs explore it and the experience levels they gain, of course).

When weak monsters are encountered, they are very likely to flee the adventurers. The GM should consider checking morale when the monsters suffer their first fatality, and again at 50% losses.

They may be competent at first, but as their rate of casualties quickly outstrips the losses they are causing, they will rapidly seek escape. Intelligent weak monsters are very likely to seek parley before any violence begins. However, weak groups are also very sensitive to matters of numeric superiority. If the weak monsters have strong leaders, and they vastly outnumber the opposition, they are much more likely to fight bravely even as they take massive amounts of casualties. This is because very often, the monsters fear their leaders and a fate worse than death more than they do the mere likelihood of death at the hands of invading adventurers.

6.5.2

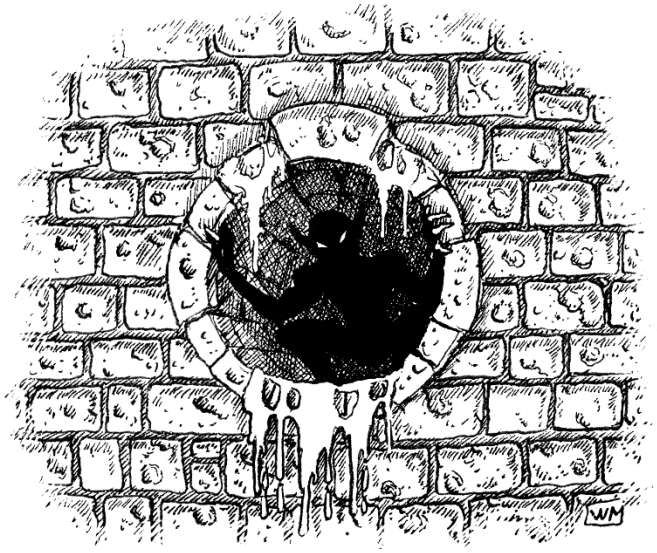
AVERAGE MONSTER GROUPS

An average encounter is one which is likely to cause a PC death if the players play poorly. Significantly, an average encounter can even cause death once in awhile if the players are unlucky and play extremely well. Good play, however, will give the PCs a much higher than even chance of victory. If the GM is fairly confident at the beginning of combat the PCs will win out, but is by no means certain, that is the definition of an average encounter.

Average encounters should dominate in the dungeon environment, so that players do not become bored and do not become frustrated by killer dungeons which punish them for trying play their best. Remember, as the GM you want the players to play well, and to be rewarded in proportion to their skill and effort so that they improve and keep enjoying themselves. However, you also want bad streaks of luck to strike when the dice go against the players, so that you can see how well they react to the resultant chaos. When such reversals of fortune happen, an average encounter will cause considerable difficulty yet will be quite unlikely to result in a TPK.

Perhaps 50% of encounters should be classified as average. The reason for this is to get the players to expect a certain level of challenge, but to never be certain that they have the game figured out.

In play, average monsters of evil alignment are likely to be hostile immediately, and to keep fighting until they take 50% casualties. At 50% losses, it would be appropriate to check morale to see if they surrender or flee. Deadly veteran adventurers are a rarity from the monsters' perspective. Monsters are often accustomed to defeating normal humans and demi-humans while they are raiding above ground. If the PCs put up a fierce resistance, the average monsters will probably engage in a fighting withdrawal or seek parley on the adventurers' terms.



6.5.3

STRONG MONSTER GROUPS

Strong monster groups are very difficult to defeat. If the PCs do not play extremely well, things will go very bad for them and probably several of the adventurers will die. Strong monster groups are traditionally faced guarding some of the stairs down in each dungeon level. The final encounter in the dungeon (if there is one) is typically rated strong as well.

The purpose of strong groups is to test the players to their limit. Such encounters should rarely be unavoidable, and if a strong monsters group gains surprise against the PCs, the GM should be alert that a TPK is quite likely. Strong groups by definition should usually be guarding rich treasure so as to tempt the players to test themselves at a dangerously high level of risk.

Perhaps 20% of encounters in any given dungeon level should be strong. The number can be higher if your players are skilled veterans who love a challenge, and should probably be lower if your players are still learning how to play.

When encountered, stronger monsters are usually highly aggressive; even potential ally “monsters” (such as dwarves, elves, etc.) will be haughty, confident and demanding, seeing themselves rightly as the superior force in any parley that occurs. After all, the adventurers are bloodthirsty mercenaries (from the perspective of others) and are not to be idly trusted.

When fighting, strong groups are difficult to demoralize (check morale only after 60% losses), but if they do fail morale they will probably fall back in shock and dismay. If strong monsters are defeated, they may even believe the adventurers are divinely protected. Defeat of a strong monster group will have a significant after-effect on other intelligent monster populations in the area; if the triumphant PCs leave the dungeon and later return, they will find that no intelligent monsters will underestimate them, and the level of monster tactics, patrols, responses and ambush will be heightened considerably.

6.5.4

LETHAL MONSTER GROUPS

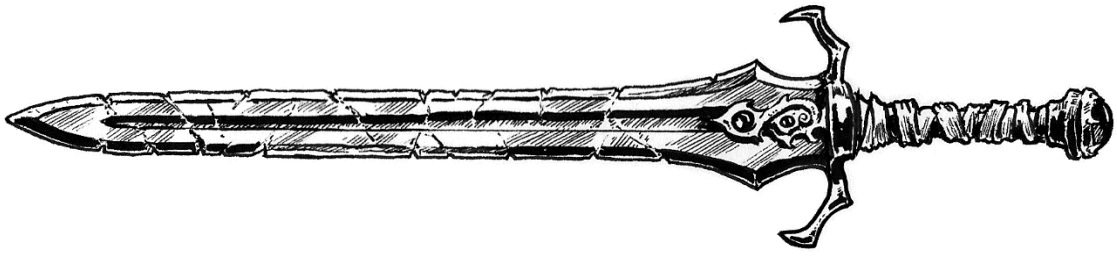
Lethal monster groups are almost impossible for players to kill, even if luck is on their side. An example is a dragon whose breath weapon could wipe out the entire party, regardless of if the PCs make their saving throws or not. Lethal encounters usually have significant warnings around them, in the form of whispered rumors, warnings from NPC allies, dead bodies and ominous descriptions of the monsters' territory. If the players are so foolish as to willingly engage lethal monsters, despite repeated warnings, they will probably all die.

Quite simply, the purpose of lethal encounters is to scare the crap out of the players. Lethal encounters are the most likely to cause players not accustomed to old school play to howl that the GM is being unfair. In a deadly fantasy world, however, there should always be a few monsters who are much stronger than the heroes and are almost impossible to kill, because otherwise there will come a time when the challenge leaks out of the game and the campaign dies as a direct result.

Kindly GMs can warn players to reconsider actions that will cause them to engage a lethal group, which is an easy situation to role-play: any henchmen or other NPCs with the group will immediately point out that they are walking into a deathtrap.

To keep the classic dungeon highly dangerous, I recommend approximately 5% to 10% of monsters facing PCs should be *lethal*. Some of these encounters might be beatable if the players are clever and consider the unique nature of the monsters and their surroundings. Examples of "lethal but survivable" monsters for level 1 characters include: a troll whose lair is surrounded by rat warrens, which the troll itself is too large to fit into; a pair of blind but deadly minotaurs; a slow-moving swarm of poisonous spiders; or a drunk and sleeping giant slumped over a treasure chest.

In combat, intelligent lethal monsters are supremely confident of victory, and for good reason. When ultra-powerful lethal monsters are actually defeated by heroes, legends are born. Lethal monsters will never check morale, because they cannot imagine being beaten by insects (the PCs). They will fight to the death. They will never parley, unless doing so humors them. As an example, a bored ancient dragon might actually want to take prisoners, so that he can entertain himself for a few weeks with a few "intelligent" life forms to chat with. Inevitably, however, evil lethal monsters will always tire of being entertained and will wipe out their prisoners, so escape if at all possible will be a dire necessity.



6.6

MATCHING PARTIES AND MONSTERS: RECOMMENDED CHALLENGE LEVELS FOR ADVENTURING PARTIES' ENCOUNTERS

The underlying question behind all of these questions is deceptively simple: Given an Average PC Experience Level of X, what Challenge Level should most of the encountered monsters be at to represent a significant challenge? How can the above-mentioned percentages of encounter types be honored by a single system?

This is a difficult question to answer, firstly because the average size of an adventuring party varied significantly in classic play when the fantasy dungeon was a new and current phenomenon. In the games of E. Gary Gygax, for example, play test groups in 1972 numbered between two and five participants. In 1973 and 1974, some sessions were solitaire and others had as many as 20 players. By 1975, groups of 5 to 10 players were average, but the game had spread far and wide beyond Gygax's control. Some people played one-on-one, while other GMs had 25 players all at the same table, in the same party, exploring the same dungeon.

In this author's experience, most modern FRPG play groups consist of a Game Master and between 3 and 7 player participants. For this reason, I estimate that *5* PCs of equivalent level are adventuring when I estimate the recommended Challenge Levels given for Oldskull Magnus.

Given this system, I recommend that characters of each experience level should have *most* of their encounters designated by the rolling on the Dungeon Fate tables hereafter. Because the sense of danger and the unexpected is crucial to the classic game's atmosphere, however, I must stress again that there should be many minor and lethal encounters mixed in, in addition to a few unbeatable encounters.

When stocking your first dungeon with this system, you need to be careful to neither underestimate nor overestimate your players, their ingenuity and their skill level. I recommend erring on the side of caution in the beginning of a campaign, giving the PCs relatively easy monsters to face. As they gain confidence and show more skill, you can adjust things on the fly. If your group is small, unprepared or is learning how to play, you may want to reduce the overall Challenge Levels your group commonly faces. Contrarily, if your players are skilled veterans or their adventuring group is large, you should increase the Challenge Level beyond the recommendations given here. If rerolling an encounter is not desired or is not an option (i.e., you are already playing), the fastest way to modify encounter lethality level is to raise or lower the number of normal monsters appearing.

6.7

DRACONIS IN EXCELSIS:
THE OLDSKULL MAGNUS DUNGEON STOCKING PROCESS

Whenever you are rolling an encounter for dungeon stocking (or as a random wandering monster in your dungeon), the general process is as follows:

[1] Occupied or Empty? First, decide if the room will have a monster in it or not. This is strictly a matter of GM play style and dungeon type. An abandoned tomb, for example, might have only 15% of its rooms populated, while a stronghold or warren might be 75% populated.

The author recommends that 33 1/3% of rooms be populated on dungeon level 1; i.e., roll a d6 for each room, with a 1-2 indicating a monster presence. I also recommend a 50% population rate for lower dungeon levels.

[2] How Strong is the Party? Note the party's Average PC Experience Level (APCEL) and Total Experience Level (TEL). A worksheet can be useful when populating your dungeon level, which you fill in as you go along, like this:

Dungeon Level 1 Worksheet

APCEL = 6 TEL = 32

Room #	Table #	Population Modifier
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

[3] How Strong Are the Monsters? Roll 1d100 on the Dungeon Fate table for the party's APCEL. This roll's result will determine two things: the Challenge Level of the encounter, and the population modifier for the number of monsters appearing.

(Note: The system is designed so that if adventurers face an easy monster (for example, level 10 PCs against orcs), the number of monsters appearing is much, much higher. Conversely, if the adventurers face a hard monster (level 3 PCs against trolls), the number of monsters appearing is reduced.)

[4] Which Monster Table Will We Roll On? Note the Challenge Level (CL) table you will be rolling on to determine the actual encounter.

[5] How Do We Multiply the Number Appearing? Note any population modifier to the number of monsters appearing.

[6] Fill Out the Worksheet for the Entire Dungeon Level. You *can* immediately roll on the appropriate CL table for each room individually, but using the worksheet is faster. This can be done on paper, or more quickly in a program like Word or Excel. Record all of the tables you will be rolling on for all of the rooms in the dungeon. Like this:

Dungeon Level 1 Worksheet

APCEL = 6 TEL = 32

Room #	Table #	Population Modifier
1	No monster	N/A
2	CL10.2	(None)
3	CL3.2	+200% (x3)
4	CL11.1	(None)
5	No monster	N/A
6	CL16.1	-10% (x.9)
7	No monster	N/A
8	CL4.3	+150% (x2.5)
9	CL10.1	(None)
10	No monster	N/A
11	CL1	+300% (x4)
12	CL8.3	+25% (x1.25)
13	No monster	N/A
14	CL11.2	(None)
15	No monster	N/A
16	CL11.3	(None)

[7] Stock the Dungeon with Monster Types. Roll 1d100 on the appropriate Challenge Level (CL) table for each room. For example, the prior worksheet shows that room 1 is empty, but room 2 has a monster to be rolled on Table CL10.2. So we roll 1d100 for that room.

A roll of 32 on Table CL10.2, for example, indicates that 1-4 good-aligned level 5 magic-users, accompanied by 1 familiar (a dracunculus or homunculus), will be encountered.

[8] For Each Room, Select or Roll the Number of Monsters Appearing. Using the appropriate dice, determine the base number of monsters appearing.

In our above example with the magic-users and their familiar, the number of familiars is non-random and is set at 1. The number of magic-users, however, is 1 to 4. So we roll a four-sided die, 1d4, to determine how many magic-users there are. A roll of 3 indicates that there are 3. There is a 50% chance that the familiar is a dracunculus, and a 50% chance that it is a homunculus. We can either decide, or roll. Rolling, we determine there is 1 dracunculus in the room.

[9] Modify the Number Appearing. If necessary, modify the number appearing by the population modifier, rounding up. If the Dungeon Fate table had indicated a population modifier, we would apply it now.

In the example for APCEL 6 and Table CL10.2, above, there is no population modifier and so the room has been stocked: 3 magic-users and 1 dracunculus. If the population modifier indicated on the Dungeon Fate table had been +200% (x3), we would multiply the numbers by 3, indicating 9 magic-users and 3 dracunculi.

[10] Consider and Balance the Encounter. As the GM, keep in mind that the dice can only point you in the right direction and give you a *recommended* dungeon encounter. Consider your players' adventuring party and balance the encounter accordingly.

For example, we know the PCs are experience level 6 on average, and that they are mostly of good or neutral alignment. Unless something goes terribly wrong, when they encounter these good magic-users there will probably not be a fight. There may be parley, an information exchange, some trading, or perhaps even an offer of temporary alliance involving dungeon exploration. Will having 3 NPC magic-users along as "artillery" greatly impact the dungeon adventure? Yes. Are you comfortable with this potentially occurring? That is for you alone to decide.

[11] Justify the Encounter. The "art" step, after all of the "science," comes in at the end. Why in the heck are there three good magic-users and a familiar sitting in a random dungeon chamber waiting to be encountered?

There are many possibilities. Perhaps they are explorers, and the room is an abandoned library, and they are digging for spell scrolls before moving on when the PCs stumble in. Or, they are shackled to the wall, with the dracunculus trapped in magical stasis, and they shout "Look out!" or "Save us!" as the PCs come in. Or, they have been sent by the PCs' benefactor on a rescue mission, and they are urgently searching for the adventurers. They appear in the room by opening the door opposite just as the PCs come in, and shout "There they are!" (Which can be interpreted by the players in any number of ways, some of them disastrous.)

It is up to you to make the encounter results come alive. The advantage of completely random encounters, of course, is that they give unexpected yet logical results, and force you to think creatively about what the results should mean in your campaign.

6.8

STOCKING A MEGA-DUNGEON

The Oldskull Magnus system outlined above is primarily designed for GMs who are stocking small to medium dungeons, with the encounters being roughly equal in power to the PCs at each level. If the campaign is going to be centered upon a single mega-dungeon labyrinth, however, the following alternate guidelines are suggested.

For those GMs who enjoy creating mega-dungeons of 10 or more levels, stocking all of the levels simultaneously (perhaps 1,000 rooms, a weekend's work), and then throwing a party of level 1PCs into the top level and having them spend the next couple of years trying to get to the bottom, the following Dungeon Tables are recommended for each of your dungeon levels' encounter rolls.

The Upper Works

- **The Ruins (Ground Level):** Use the table Dungeon Fates 1 to determine the Challenge Level of the monsters encountered, as well as the population modifiers to the number of monsters appearing. **The Upper Works (Second Story Above Ground):** Use Dungeon Fates 2. **The Upper Works (Third Story Above Ground):** Use Dungeon Fates 3. **The Upper Works (Fourth Story Above Ground):** Use Dungeon Fates 4.

The Shallow Dungeons

- **Dungeon Level 1:** Use Dungeon Fates 2. **Dungeon Level 2:** Use Dungeon Fates 3. **Dungeon Level 3:** Use Dungeon Fates 4.

The Middle Dungeons

- **Dungeon Level 4:** Use Dungeon Fates 5. **Dungeon Level 5:** Use Dungeon Fates 6. **Dungeon Level 6:** Use Dungeon Fates 7.

The Deeper Dungeons

- **Dungeon Level 7:** Use Dungeon Fates 8. **Dungeon Level 8:** Use Dungeon Fates 9. **Dungeon Level 9:** Use Dungeon Fates 10.

The Netherworld

- **Dungeon Level 10:** Use Dungeon Fates 11. **Dungeon Level 11:** Use Dungeon Fates 12. **Dungeon Level 12:** Use Dungeon Fates 13.

The Inferno

- **Dungeon Level 13:** Use Dungeon Fates 14. **Dungeon Level 14:** Use Dungeon Fates 15. **Dungeon Level 15:** Use Dungeon Fates 16. Consider placing avatars, gates or temples leading directly to the encounter or the involvement of at least two great powers (demon lords, arch-devils, demigods, ancient titans, etc.) as well.

6.9

ADVICE FROM THE SAGES: QUESTIONS CONCERNING OLDSKULL MAGNUS

This all needs to be moved up to Chapter 6, so that Chapter 7 is ONLY the CL tables with a brief introduction providing a table of contents.

For GMs who closely study the random encounter tables hereafter, the following topics will probably arise as questions intended for the author. I provide the following as explanations for the table designs and entries, specific inclusions, specific exclusions, and methodologies. GMs with other questions, of course, can always feel free to contact the author at shadowed_sky@hotmail.com for further clarification on game design decisions which I have made in the design of this manual.

[1] Comprehensive Monster Selection

These tables will never be complete, simply because there are so many variations between FRPG systems and many unique creations for specific games are under copyright. Still, these tables can be considered a near-authoritative representation of European and Mediterranean folklore and mythology, and serve as the primary foundation of monster encounters for a classic dungeon campaign. GMs who dislike a roll result can always insert one of their favorite monsters from their own games in place of any unwanted random encounter.

[2] Monster Rarity

As much as possible, the Common-Uncommon-Rare-Very Rare system has been reflected in the random tables so that common monsters will be encountered more often and very rare monsters will be encountered less, but with increasing likelihood of rare occurrences in deeper dungeon levels. GMs who decide to add new monsters to the tables should use the appropriate ratios reflected in these tables so that new monster rarities are accurately represented.

[3] Dungeon Monsters

Note that all of these lists have *dungeon* monsters, not monsters which are usually found only in the wilderness, such as whales, stags, dinosaurs, and so forth. (Wilderness encounters will be detailed in CWAG1.) Some freshwater and saltwater monsters are included, especially for underground seas and cave systems with water systems (as described in CDDG1). More water encounters can be added if the GM can justify the inclusion of deep water species in the dungeon (via an underground reservoir, lake, sea, or magical gate to the Elemental Plane of Water).

[4] Dragons

Dragons have a *lot* of entries, due to the number of variations possible. Huge and magic-using dragons are listed separately from normal dragon entries (that is, at higher Challenge Levels), because these are significant increases in power. Normal dragons are either small or average-sized. When 2 dragons are encountered, if a population modifier indicates more than 2 dragons are actually present, any dragons in excess of 2 are actually young, and belong to age category 1, 2 or 3. Further, the GM must check to see if a non-magic-using dragon speaks; and must check if any dragon is asleep when first encountered, per the FRPG monster books.

[5] Non-Player Characters

The other very difficult type of monster to generalize for classification is NPCs, simply because of the number of variables (ability scores, magic-items, race, spells, intelligence, whether later options such as maximum hit points, super ability scores or weapon specialization are used, and so forth). It is an open secret that some classes are more powerful or weaker than the average character, based on level; low-level magic-users are weaker than fighters and high-level magic-users are extremely strong, to name but one example.

Also, since NPCs are technically “monsters,” they appear in the system in ways that might not be expected. The monster Experience Point Value (XPV) calculation system is based on monster Hit Dice and hit points, which means that fighters, paladins and rangers (due to their high hit points) have a higher Challenge Level even when they have few special abilities. Assassins, monks and thieves have a lot of special abilities, which increases their Challenge Level in perhaps-unexpected proportion to their experience level. Clerics, druids, illusionists and magic-Users have spells, which are treated as exceptional abilities, but their Challenge Level is modified not by the number of spells they have available, but rather by the number of spell *levels* available to them for use (up to 9 for magic-users, up to 7 for everyone else) and the mitigating factor of low magic-user hit points. Adding to this complexity are the powers and multi-class options of demi-humans, which make things very complex indeed.

Encounters with large groups of low-level NPCs should frequently, but not always, be recalibrated to provide an interesting challenge. For example, if 11 level 2 assassins are indicated, it might be more appropriate to replace the encounter with 2 or 3 level 5 assassins instead. However, tense and interesting role-playing sessions can occur when the PCs encounter large groups of NPCs who know they are outmatched, but who also have numerical superiority.

The Magnus NPC power level determination system uses calculated averages (consisting of several hundred pages, too complex to publish here, but the *results* are published here in the tables), which assume average levels of intelligence, hit points, constitution/stamina, average equipment and “normal” spell selection based on the author’s decades of GM experience. Due to the differing variables in other GMs’ campaigns, however, this is certainly the point of most contention in this system. For some GMs, 4 level 7 thieves might be a minor encounter, while the way that other GMs play, 4 level 7 thieves might be hiding in shadows on the ceiling with poisoned weapons and drop down behind to cause a TPK. As always, GMs should adjust these tables if there is significant disagreement with the values given here.

[6] Climate- and Habitat-Specific Monsters

Due to the inclusion of classic monsters with specific habitat requirements (freshwater, saltwater, heat, cold, fungal gardens, etc.), the author recommends that you should always remain open to the possibility of modifying your dungeon map to accommodate an unexpected and necessary feature. The following guidelines can help to facilitate such changes:

[6A] Adding Habitat-Specific Monsters to Dungeons

Freshwater Monster: Add a well, cistern, pool, flooded room or flooded pit, possibly supplemented and fed by water-spouting gratings in the walls or ceiling.

Saltwater Monster: Add a gate, or the remnants of a faded gate, to the Elemental Plane of Water.

Heat/Fire Monster: Add a fire pit, steam tunnel, or holy/unholy shrine of elemental fire.

Cold/Ice Monster: Add an ice storage room, iced-over room or holy/unholy shrine of elemental water.

Fungal Area Monster: Add a cultivated fungal garden, cesspit, mold-infested chamber, pile of rotting and mold grain sacks or an alchemist's laboratory.

[6B] Adding Habitat-Specific Monsters to Caverns

Freshwater Monster: Add a pool, stream, conduit (water streaming from a cracked wall or ceiling) or under-flow (hidden stream beneath the floor).

Saltwater Monster: Add a brine pool, salt geyser or magic-user's summoning cavern.

Heat/Fire Monster: Add a lava cave, geyser cavern, brimstone sinkhole or mephitic chasm.

Cold/Ice Monster: Add an ice cave, frigid stream, collapsed cavern (if the terrain above is frigid) or a cavern shrine with an evil and icy aura.

Fungal Area Monster: Add a fungal cavern, cesspool, mold-infested cavern or a fungal garden (cultivated by netherworld gnomes, trolls, troglodytes, etc.).

Of course, such results can always be ignored and rerolled, but such encounters have been placed in the random encounter tables specifically to feature iconic monsters in the underworld.

[7] Number of Monsters Appearing

The most crucial element of the Magnus system is the number of monsters appearing, *not* the specific monster type. If 5 to 20 kobolds are indicated, 5 kobolds will be a nuisance but 20 will almost certainly be a deadly threat to a low-level party. Similarly, 1 to 4 hill giants can mean the difference between a mid-level party's minor challenge (1 giant) and deadly threat (4 giants acting in conjunction).

Traditionally, the number of monsters appearing is rolled using dice. GMs are welcome to use the provided ranges and to roll all encounters with full randomness, but keep in mind when doing so that you are creating a volatile play environment (fully in keeping with classic play, but your players may well be

in for some grim surprises). GMs hoping to balance the system in direct accordance with PC power will need to pay careful attention to the number of monsters rolled.

The numbers appearing are indicated so that you can either select an amount within the range, or roll the dice. Here are some of the common dice ranges and how to roll them:

- 1-2: Flip a coin, or roll any die; odds = 1, evens = 2.
- 1-3: Roll a six-sided die (1d6). 1-2 = 1, 3-4 = 2, 5-6 = 3.
- 1-4: Roll a four-sided die (1d4).
- 2-4: 1d3+1. 2-5: 1d4+1. 1-6: 1d6. 3-6: 1d4+2. 2-7: 1d6+1. 4-7: 1d4+3.
- 1-8: Roll an eight-sided die (1d8).
- 2-8: 2d4. 5-8: 1d4+4. 2-9: 1d8+1.
- 1d10: Roll a ten-sided die (1d10).
- 2-11: 1d10+1.
- 1-12: Roll a twelve-sided die (1d12).
- 3-12: 3d4 or 1d10+2. 3-13: 2d6+1. 4-14: 2d6+2. 5-15: 2d6+3. 2-16: 2d8. 4-16: 4d4. 3-18: 3d6.
- 1-20: Roll a twenty-sided die (1d20).
- 2-20: 2d10. 5-20: 5d4 or 3d6+2. 3-24: 3d8. 4-24: 4d6. 6-24: 6d4. 5-30: 5d6. 6-36: 6d6. 7-28: 7d4. 8-32: 8d4. 21-40: 1d20+20. 7-42: 7d6. 31-50: 1d20+30. 22-60: 2d20+20.
- 1-100: Roll percentile dice (2d10 of different colors). The first die indicates tens, and second die indicates ones; ergo, a 7 and a 3 gives a result of 73. A 0 and a 5 represents 05, and a double 00 represents 100.
- (etc.)

Dice can also be replicated on a computer, for example with the following Excel macros:

- 1d4: =RANDBETWEEN(1,4)
- 1d6: =RANDBETWEEN(1,6)
- 1d8+1: =RANDBETWEEN(1,8)+1
- 2d6: =RANDBETWEEN(1,6)+RANDBETWEEN(1,6)
- 2d20+20: =RANDBETWEEN(1,20)+RANDBETWEEN(1,20)+20

If using Excel, remember that you can roll thousands of dice (individual cells' copied macros) at once if you prefer, and you can always "reroll" by hitting F9.

[8] Too-Numerous Scaling Foes

Occasionally, strange results will be caused by the population modifiers which cause a large number of weak creatures to be indicated in a group that defies existing paradigms in FRPGs.

Specifically, if the results call for a large number of young dragons (for example, 5 very young red dragons), the GM should either replace the encounter (in this case, perhaps 1 adult red dragon) or come up with a justification for the unusual result (a dragon matriarch has been slain and her young have clustered together in hope of mutually-dependent survival).

Another example which can occur is if more than 1 NPC adventuring party is indicated. If the results indicate "3 NPC adventuring parties (average level 3 or 4)," it would probably be better to replace the result with "1 NPC adventuring party (average level 4 or 5)" or something similar. It is of course technically possible for a PC group to run into 10 to 15 level 3 NPCs banded together, but that would be a rare occurrence and would involve a significant amount of encounter prep time as well.

[9] Reasonable Population Results

When stocking a dungeon, the GM should always be mindful of the limits of a room's dimensions, realistic availability of food and water, adjacent monsters which would either enslave or wipe out a questionable encounter type nearby, and so forth.

Please note that very large numbers of monsters will be generated by the higher APCELs and Dungeon Fate levels of this system. GMs who are designing their dungeon while stocking will want to consider avoiding having tight labyrinths of small rooms in the deep dungeons. Instead, the deepest dungeons should represent entrances to the netherworld, with vast caverns, wide rivers, entire villages of underground humanoids and cliff faces riddles with hundreds of warrens. If you have already created a cramped dungeon, many potentially interesting encounters with large numbers of low-level monsters will need to be rerolled. Alternately, the GM can devise magical portals, extra-dimensional spaces, networks of above-ceiling or below-floor sub-tunnels, or similar improvisations to make these encounters work. After all, having your level 10 heroes encounter 6 fire giants is mildly interesting, but having them open a door to a great hall and discovering 213 orcs can be vastly entertaining. (For the GM, at least!)

Common sense should always be applied; keep in mind that the system cannot see your dungeon! If a roll indicates (for example) that 115 kobolds are present in a 20' square room, you should of course reroll, spread the encounter over multiple adjacent rooms, or reduce the number of monsters appearing to a reasonable amount.

Or if you are an evil GM (like the author), you could use your creativity to come up with a truly sinister encounter based on the impractical result. Perhaps the 115 kobolds are actually all animated skeletons, piled on top of one another, and when the door is opened a cascade of bones floods out over the party …

6.10

THE DUNGEON FATES

The following tables are for the Dungeon Fates. Each table corresponds with the adventuring party's APCEL. For example, a group of APCEL 1 faces threats on Dungeon Fates Table 1, a group of APCEL 2 faces the ones on Dungeon Fates Table 2, and so forth. A sub-index is provided below for easier navigation.

6.10.1 Dungeon Fates 1
6.10.2 Dungeon Fates 2
6.10.3 Dungeon Fates 3
6.10.4 Dungeon Fates 4
6.10.5 Dungeon Fates 5
6.10.6 Dungeon Fates 6
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6.10.1

DUNGEON FATES 1:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 1

This table provides random encounters from Challenge Levels 1 through 6. This probability range gives a total of 758 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-25) A very minor encounter or false alarm (a few bats or rats, the sound of nearby monsters, fleeting shadows mistaken for a lurking beast, dead bodies, tracks or signs of monsters, etc.).

Challenging Encounters

(26-50) Roll the monster encounter using the table for Challenge Level 1. (51-63) Challenge Level 2, Table CL2.1. Reduce the number of monsters appearing by 10%, rounding up. (64-75) Challenge Level 2, Table CL2.2. Reduce the number of monsters appearing by 10%, rounding up.

Fearsome Encounters

(76-80) Challenge Level 3, Table CL3.1. Reduce the number of monsters appearing by 25%, rounding up. (81-85) Challenge Level 3, Table CL3.2. Reduce the number of monsters appearing by 25%, rounding up. (86-87) Challenge Level 4, Table CL4.1. Reduce the number of monsters appearing by 50%, rounding up. (88-89) Challenge Level 4, Table CL4.2. Reduce the number of monsters appearing by 50%, rounding up. (90-91) Challenge Level 4, Table CL4.3. Reduce the number of monsters appearing by 50%, rounding up. (92-93) Challenge Level 5, Table CL5.1. Reduce the number of monsters appearing by 75%, rounding up. (94-95) Challenge Level 5, Table CL5.2. Reduce the number of monsters appearing by 75%, rounding up. (96-98) Challenge Level 6, Table CL6.1. Reduce the number of monsters appearing by 90%, rounding up. (99-00) Challenge Level 6, Table CL6.2. Reduce the number of monsters appearing by 90%, rounding up.

6.10.2

DUNGEON FATES 2:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 2

This table provides random encounters from Challenge Levels 1 through 7. This probability range gives a total of 923 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-25) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(26-38) Challenge Level 2, Table CL2.1. (39-50) Challenge Level 2, Table CL2.2. (51-63) Challenge Level 3, Table CL3.1. (64-75) Challenge Level 3, Table CL3.2.

Fearsome Encounters

(76-79) Challenge Level 4, Table CL4.1. Reduce the number of monsters appearing by 10%, rounding up. (80-82) Challenge Level 4, Table CL4.2. Reduce the number of monsters appearing by 10%, rounding up. (83-85) Challenge Level 4, Table CL4.3. Reduce the number of monsters appearing by 10%, rounding up. (86-88) Challenge Level 5, Table CL5.1. Reduce the number of monsters appearing by 25%, rounding up. (89-91) Challenge Level 5, Table CL5.2. Reduce the number of monsters appearing by 25%, rounding up. (92-94) Challenge Level 6, Table CL6.1. Reduce the number of monsters appearing by 50%, rounding up. (95-96) Challenge Level 6, Table CL6.2. Reduce the number of monsters appearing by 50%, rounding up. (97-98) Challenge Level 7, Table CL7.1. Reduce the number of monsters appearing by 75%, rounding up. (99) Challenge Level 7, Table CL7.2. Reduce the number of monsters appearing by 75%, rounding up. (90) Challenge Level 7, Table CL7.3. Reduce the number of monsters appearing by 75%, rounding up.

6.10.3

DUNGEON FATES 3:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 3

This table provides random encounters from Challenge Levels 1 through 10. This probability range gives a total of 1,438 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-08) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 50%, rounding up. (09-12) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 25%, rounding up. (13-16) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 25%, rounding up. (17-21) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 10%, rounding up. (22-25) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

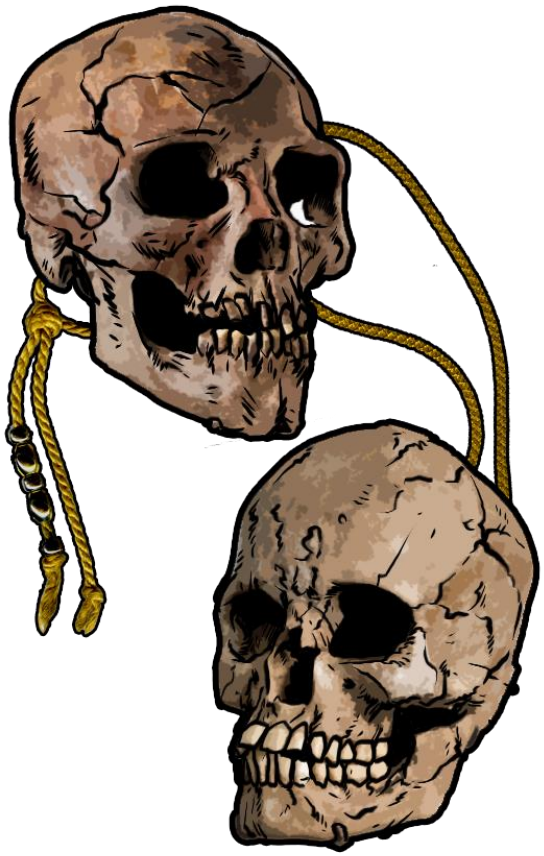
(26-34): Challenge Level 4, Table CL4.1. (35-42): Challenge Level 4, Table CL4.2. (43-50): Challenge Level 4, Table CL4.3. (51-63): Challenge Level 5, Table CL5.1. (64-75): Challenge Level 5, Table CL5.2.

Fearsome Encounters

(76-78): Challenge Level 6, Table CL6.1. Reduce the number of monsters appearing by 10%, rounding up. (79-80): Challenge Level 6, Table CL6.2. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 7, Table CL7.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 7, Table CL7.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 7, Table CL7.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 8, Table CL8.1. Reduce the number of monsters appearing by 50%, rounding up.

(88-89): Challenge Level 8, Table CL8.2. Reduce the number of monsters appearing by 50%, rounding up. (90): Challenge Level 8, Table CL8.3. Reduce the number of monsters appearing by 50%, rounding up. (91-92): Challenge Level 9, Table CL9.1. Reduce the number of monsters appearing by 75%, rounding up. (93-94): Challenge Level 9, Table CL9.2. Reduce the number of monsters appearing by 75%, rounding up. (95): Challenge Level 9, Table CL9.3. Reduce the number of monsters appearing by 75%, rounding up.

(96-97): Challenge Level 10, Table CL10.1. Reduce the number of monsters appearing by 90%, rounding up. (98-99): Challenge Level 10, Table CL10.2. Reduce the number of monsters appearing by 90%, rounding up. (00): Challenge Level 10, Table CL10.3. Reduce the number of monsters appearing by 90%, rounding up.



6.10.4

DUNGEON FATES 4:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 4

This table provides random encounters from Challenge Levels 1 through 12. This probability range gives a total of 1,745 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-05) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 100%, rounding up. (06-08) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 75%, rounding up. (09-10) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 75%, rounding up. (11-13) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 50%, rounding up. (14-15) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 50%, rounding up

(16-17) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 25%, rounding up. (18-19) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 25%, rounding up. (20) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 25%, rounding up. (21-23) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 10%, rounding up. (24-25) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(26-38): Challenge Level 6, Table CL6.1. (39-50): Challenge Level 6, Table CL6.2. (51-59): Challenge Level 7, Table CL7.1. (60-67): Challenge Level 7, Table CL7.2. (68-75): Challenge Level 7, Table CL7.3.

Fearsome Encounters

(76-77): Challenge Level 8, Table CL8.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 8, Table CL8.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 8, Table CL8.3. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 9, Table CL9.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 9, Table CL9.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 9, Table CL9.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 10, Table CL10.1. Reduce the

number of monsters appearing by 50%, rounding up. (88-89): Challenge Level 10, Table CL10.2. Reduce the number of monsters appearing by 50%, rounding up.

(90): Challenge Level 10, Table CL10.3. Reduce the number of monsters appearing by 50%, rounding up. (91-92): Challenge Level 11, Table CL11.1. Reduce the number of monsters appearing by 75%, rounding up. (93-94): Challenge Level 11, Table CL11.2. Reduce the number of monsters appearing by 75%, rounding up. (95): Challenge Level 11, Table CL11.3. Reduce the number of monsters appearing by 75%, rounding up. (96-97): Challenge Level 12, Table CL12.1. Reduce the number of monsters appearing by 90%, rounding up. (98-99): Challenge Level 12, Table CL12.2. Reduce the number of monsters appearing by 90%, rounding up. (00): Challenge Level 12, Table CL12.3. Reduce the number of monsters appearing by 90%, rounding up.

6.10.5

DUNGEON FATES 5:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 5

This table provides random encounters from Challenge Levels 1 through 14. This probability range gives a total of 2,019 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-03) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 200%, rounding up. (04-05 Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 150%, rounding up. (06-07) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 150%, rounding up. (08-09) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 100%, rounding up. (10) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 100%, rounding up. (11-12) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 75%, rounding up. (13) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 75%, rounding up

(14) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 75%, rounding up. (15-16) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 50%, rounding up. (17) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 50%, rounding up. (18-19) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 25%, rounding up. (20-21) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 25%, rounding up. (22-23) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 10%, rounding up. (24) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 10%, rounding up. (25) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 10%, rounding up.

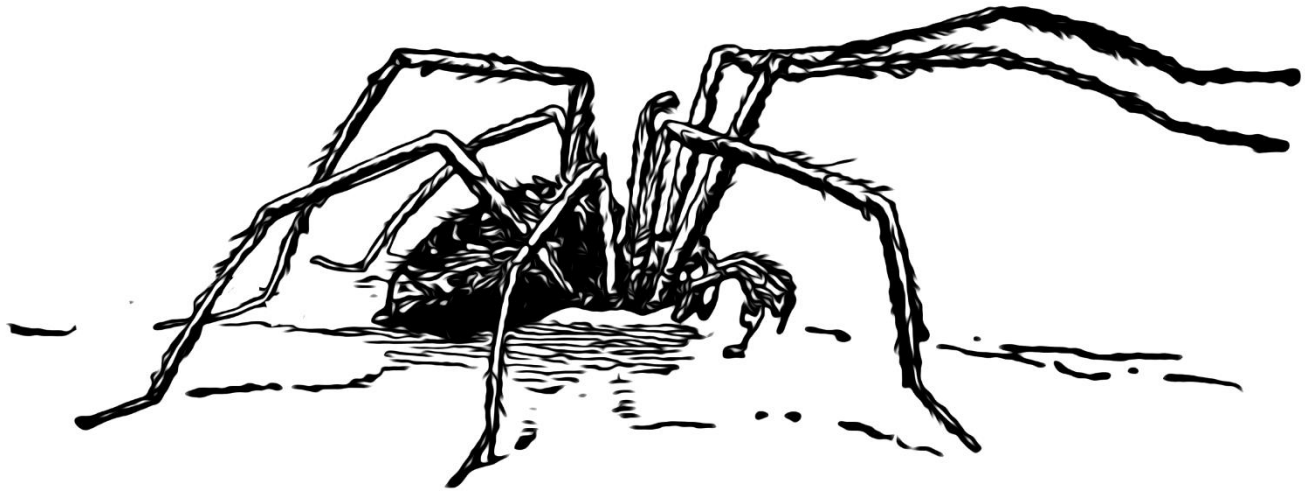
Challenging Encounters

(26-34): Challenge Level 8, Table CL8.1. (35-42): Challenge Level 8, Table CL8.2. (43-50): Challenge Level 8, Table CL8.3. (51-59): Challenge Level 9, Table CL9.1. (60-67): Challenge Level 9, Table CL9.2. (68-75): Challenge Level 9, Table CL9.3.

Fearsome Encounters

(76-77): Challenge Level 10, Table CL10.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 10, Table CL10.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 10, Table CL10.3. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 11, Table CL11.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 11, Table CL11.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 11, Table CL11.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 12, Table CL12.1. Reduce the number of monsters appearing by 50%, rounding up. (88-89): Challenge Level 12, Table CL12.2. Reduce the number of monsters appearing by 50%, rounding up.

(90): Challenge Level 12, Table CL12.3. Reduce the number of monsters appearing by 50%, rounding up. (91-92): Challenge Level 13, Table CL13.1. Reduce the number of monsters appearing by 75%, rounding up. (93-94): Challenge Level 13, Table CL13.2. Reduce the number of monsters appearing by 75%, rounding up. (95): Challenge Level 13, Table CL13.3. Reduce the number of monsters appearing by 75%, rounding up. (96-97): Challenge Level 14, Table CL14.1. Reduce the number of monsters appearing by 90%, rounding up. (98-99): Challenge Level 14, Table CL14.2. Reduce the number of monsters appearing by 90%, rounding up. (00): Challenge Level 14, Table CL14.3. Reduce the number of monsters appearing by 90%, rounding up.



6.10.6

DUNGEON FATES 6:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 6

This table provides random encounters from Challenge Levels 1 through 16. This probability range gives a total of 2,317 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-02) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 300%, rounding up. (03) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 250%, rounding up. (04) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 250%, rounding up. (05-06) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 200%, rounding up. (07) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 200%, rounding up. (08) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 150%, rounding up. (09) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 150%, rounding up. (10) Challenge Level 4, Table, CL4.3. Increase the number of monsters appearing by 150%, rounding up.

(11-12) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 100%, rounding up. (13) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 100%, rounding up. (14-15) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 75%, rounding up. (16) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 75%, rounding up. (17) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 50%, rounding up. (18) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 50%, rounding up. (19) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 50%, rounding up. (20) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 25%, rounding up.

(21) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 25%, rounding up. (22) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 25%, rounding up. (23) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 10%, rounding up. (24) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 10%, rounding up. (25) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(26-34): Challenge Level 10, Table CL10.1. (35-42): Challenge Level 10, Table CL10.2. (43-50):

Challenge Level 10, Table CL10.3. (51-59): Challenge Level 11, Table CL11.1. (60-67): Challenge Level 11, Table CL11.2. (68-75): Challenge Level 11, Table CL11.3.

Fearsome Encounters

(76-77): Challenge Level 12, Table CL12.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 12, Table CL12.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 12, Table CL12.3. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 13, Table CL13.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 13, Table CL13.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 13, Table CL13.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 14, Table CL14.1. Reduce the number of monsters appearing by 50%, rounding up.

(88-89): Challenge Level 14, Table CL14.2. Reduce the number of monsters appearing by 50%, rounding up. (90): Challenge Level 14, Table CL14.3. Reduce the number of monsters appearing by 50%, rounding up. (91-92): Challenge Level 15, Table CL15.1. Reduce the number of monsters appearing by 75%, rounding up. (93-94): Challenge Level 15, Table CL15.2. Reduce the number of monsters appearing by 75%, rounding up. (95): Challenge Level 15, Table CL15.3. Reduce the number of monsters appearing by 75%, rounding up. (96-97): Challenge Level 16, Table CL16.1. Reduce the number of monsters appearing by 90%, rounding up. (98-99): Challenge Level 16, Table CL16.2. Reduce the number of monsters appearing by 90%, rounding up. (00): Challenge Level 16, Table CL16.3. Reduce the number of monsters appearing by 90%, rounding up.

6.10.7

DUNGEON FATES 7:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 7

This table provides random encounters from Challenge Levels 1 through 18. This probability range gives a total of 2,651 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01-02) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 600%, rounding up. (03) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 500%, rounding up. (04) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 500%, rounding up. (05) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 400%, rounding up. (06) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 400%, rounding up. (07) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 300%, rounding up. (08) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 300%, rounding up. (09) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 300%, rounding up. (10) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 250%, rounding up.

(11) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 250%, rounding up. (12) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 200%, rounding up. (13) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 200%, rounding up. (14) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 150%, rounding up. (15) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 150%, rounding up. (16) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 150%, rounding up. (17) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 100%, rounding up. (18) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 100%, rounding up. (19) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 100%, rounding up. (20) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 75%, rounding up.

(21) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 75%, rounding up. (22) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 75%, rounding up. (23) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 50%, rounding up. (24) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 50%, rounding up. (25) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 50%, rounding up. (26) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 25%, rounding up. (27) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 25%, rounding up. (28) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 25%, rounding up.

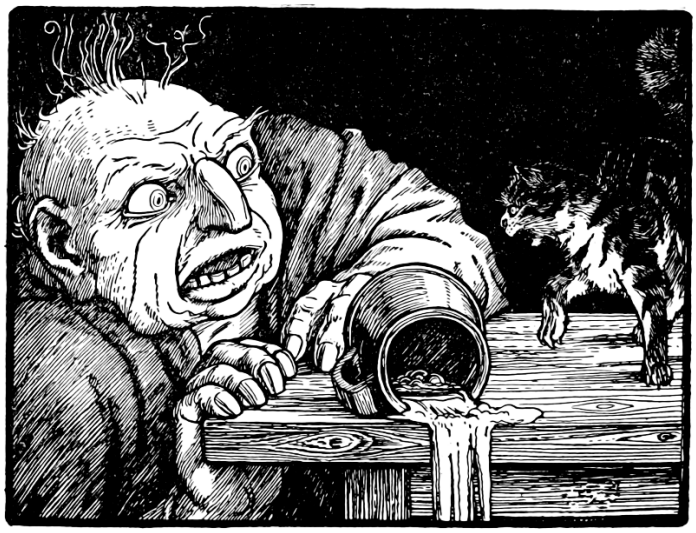
Challenging Encounters

(29-36): Challenge Level 12, Table CL12.1. (37-43): Challenge Level 12, Table CL12.2. (44-50): Challenge Level 12, Table CL12.3. (51-59): Challenge Level 13, Table CL13.1. (60-67): Challenge Level 13, Table CL13.2. (68-75): Challenge Level 13, Table CL13.3.

Fearsome Encounters

(76-77): Challenge Level 14, Table CL14.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 14, Table CL14.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 14, Table CL14.3. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 15, Table CL15.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 15, Table CL15.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 15, Table CL15.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 16, Table CL16.1. Reduce the number of monsters appearing by 50%, rounding up. (88-89): Challenge Level 16, Table CL16.2. Reduce the number of monsters appearing by 50%, rounding up.

(90): Challenge Level 16, Table CL16.3. Reduce the number of monsters appearing by 50%, rounding up. (91-92): Challenge Level 17, Table CL17.1. Reduce the number of monsters appearing by 75%, rounding up. (93-94): Challenge Level 17, Table CL17.2. Reduce the number of monsters appearing by 75%, rounding up. (95): Challenge Level 17, Table CL17.3. Reduce the number of monsters appearing by 75%, rounding up. (96-97): Challenge Level 18, Table CL18.1. Reduce the number of monsters appearing by 90%, rounding up. (98-99): Challenge Level 18, Table CL18.2. Reduce the number of monsters appearing by 90%, rounding up. (00): Challenge Level 18, Table CL18.3. Reduce the number of monsters appearing by 90%, rounding up.



6.10.8

DUNGEON FATES 8:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 8

This table provides random encounters from Challenge Levels 1 through 21. This probability range gives a total of 3,003 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 750%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 600%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 600%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 500%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 500%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 400%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 400%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 400%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 300%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 300%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 250%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 250%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 200%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 200%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 200%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 150%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 150%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 150%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 100%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 100%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 100%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 75%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 75%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 75%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 50%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 50%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 50%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 25%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 25%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 25%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 10%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 10%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(34-36): Challenge Level 14, Table CL14.1. (37-39): Challenge Level 14, Table CL14.2. (40-42): Challenge Level 14, Table CL14.3. (43-48): Challenge Level 15, Table CL15.1. (49-53): Challenge Level 15, Table CL15.2. (54-58): Challenge Level 15, Table CL15.3. (59-64): Challenge Level 16, Table CL16.1. (65-70): Challenge Level 16, Table CL16.2. (71-75): Challenge Level 16, Table CL16.3.

Fearsome Encounters

(76-77): Challenge Level 17, Table CL17.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 17, Table CL17.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 17, Table CL17.3. Reduce the number of monsters appearing by 10%, rounding up. (81-82): Challenge Level 18, Table CL18.1. Reduce the number of monsters appearing by 25%, rounding up. (83-84): Challenge Level 18, Table CL18.2. Reduce the number of monsters appearing by 25%, rounding up. (85): Challenge Level 18, Table CL18.3. Reduce the number of monsters appearing by 25%, rounding up. (86-87): Challenge Level 19, Table CL19.1. Reduce the number of monsters appearing by 50%, rounding up.

(88-89): Challenge Level 19, Table CL19.2. Reduce the number of monsters appearing by 50%, rounding up. (90): Challenge Level 19, Table CL19.3. Reduce the number of monsters appearing by 50%, rounding up. (91-93): Challenge Level 20, Table CL20.1. Reduce the number of monsters appearing by 75%, rounding up. (94-95): Challenge Level 20, Table CL20.2. Reduce the number of monsters appearing by 75%, rounding up. (96-98): Challenge Level 21, Table CL21.1. Reduce the number of monsters appearing by 90%, rounding up. (99-00): Challenge Level 21, Table CL21.2. Reduce the number of monsters appearing by 90%, rounding up.

6.10.9

DUNGEON FATES 9:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 9

This table provides random encounters from Challenge Levels 1 through 23. This probability range gives a total of 3,166 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 1,250%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 1,000%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 1,000%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 750%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 750%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 600%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 600%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 600%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 500%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 500%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 400%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 400%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 300%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 300%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 300%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 250%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 250%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 250%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 200%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 200%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 200%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 150%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 150%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 150%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 100%, rounding up. (27) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 100%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 100%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 75%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 75%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 75%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 50%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 50%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 50%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 25%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 25%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 25%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 10%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 10%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(40): Challenge Level 16, Table CL16.1. (41): Challenge Level 16, Table CL16.2. (42): Challenge Level 16, Table CL16.3. (43-48): Challenge Level 17, Table CL17.1. (49-53): Challenge Level 17, Table CL17.2. (54-58): Challenge Level 17, Table CL17.3. (59-64): Challenge Level 18, Table CL18.1. (65-70): Challenge Level 18, Table CL18.2. (71-75): Challenge Level 18, Table CL18.3.

Fearsome Encounters

(76-77): Challenge Level 19, Table CL19.1. Reduce the number of monsters appearing by 10%, rounding up. (78-79): Challenge Level 19, Table CL19.2. Reduce the number of monsters appearing by 10%, rounding up. (80): Challenge Level 19, Table CL19.3. Reduce the number of monsters appearing by 10%, rounding up. (81-83): Challenge Level 20, Table CL20.1. Reduce the number of monsters appearing by 25%, rounding up. (84-85): Challenge Level 20, Table CL20.2. Reduce the number of monsters appearing by 25%, rounding up. (86-88): Challenge Level 21, Table CL21.1. Reduce the number of monsters appearing by 50%, rounding up.

(89-90): Challenge Level 21, Table CL21.2. Reduce the number of monsters appearing by 50%, rounding up. (91-93): Challenge Level 22, Table CL22.1. Reduce the number of monsters appearing by 75%, rounding up. (94-95): Challenge Level 22, Table CL22.2. Reduce the number of monsters appearing by 75%, rounding up. (96-98): Challenge Level 23, Table CL23.1. Reduce the number of monsters appearing by 90%, rounding up. (99-00): Challenge Level 23, Table CL23.2. Reduce the number of monsters appearing by 90%, rounding up.

6.10.10

DUNGEON FATES 10:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 10

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 1,750%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 1,500%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 1,500%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 1,250%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 1,250%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 1,000%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 1,000%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 1,000%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 750%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 750%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 600%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 600%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 500%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 500%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 500%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 400%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 400%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 400%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 300%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 300%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 300%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 250%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 250%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 250%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 200%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 200%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 200%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 150%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 150%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 150%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 100%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 100%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 100%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 75%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 75%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 75%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 50%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 50%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 50%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 25%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 25%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 25%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 10%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 10%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(46): Challenge Level 18, Table CL18.1. (47): Challenge Level 18, Table CL18.2. (48): Challenge Level 18, Table CL18.3. (49-52): Challenge Level 19, Table CL19.1. (53-55): Challenge Level 19, Table CL19.2. (56-58): Challenge Level 19, Table CL19.3. (59-67): Challenge Level 20, Table CL20.1. (68-75): Challenge Level 20, Table CL20.2.

Fearsome Encounters

(76-78): Challenge Level 21, Table CL21.1. Reduce the number of monsters appearing by 10%, rounding up. (79-80): Challenge Level 21, Table CL21.2. Reduce the number of monsters appearing by 10%, rounding up. (81-83): Challenge Level 22, Table CL22.1. Reduce the number of monsters appearing by 25%, rounding up. (84-85): Challenge Level 22, Table CL22.2. Reduce the number of monsters appearing by 25%, rounding up. (86-88): Challenge Level 23, Table CL23.1. Reduce the number of monsters appearing by 50%, rounding up. (89-90): Challenge Level 23, Table CL23.2. Reduce the number of monsters appearing by 50%, rounding up.

(91-93): Challenge Level 24, Table CL24.1. Reduce the number of monsters appearing by 75%, rounding up. (94-95): Challenge Level 24, Table CL24.2. Reduce the number of monsters appearing by 75%, rounding up. (96-98): Challenge Level 25, Table CL25.1. Reduce the number of monsters appearing by 90%, rounding up. (99-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 90%, rounding up.

6.10.11

DUNGEON FATES 11:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 11

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 2,000%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 1,750%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 1,750%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 1,500%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 1,500%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 1,250%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 1,250%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 1,250%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 1,000%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 1,000%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 750%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 750%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 600%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 600%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 600%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 500%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 500%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 500%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 400%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 400%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 400%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 300%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 300%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 300%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 250%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 250%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 250%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 200%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 200%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 200%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 150%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 150%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 150%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 100%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 100%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 100%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 75%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 75%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 75%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 50%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 50%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 50%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 25%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 25%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 25%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 10%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 10%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(49-53): Challenge Level 19, Table CL19.1. (54-57): Challenge Level 19, Table CL19.2. (58-61): Challenge Level 19, Table CL19.3. (62-68): Challenge Level 20, Table CL20.1. (69-75): Challenge Level 20, Table CL20.2.

Fearsome Encounters

(76-78): Challenge Level 21, Table CL21.1. Reduce the number of monsters appearing by 10%, rounding up. (79-80): Challenge Level 21, Table CL21.2. Reduce the number of monsters appearing by 10%, rounding up. (81-83): Challenge Level 22, Table CL22.1. Reduce the number of monsters appearing by 25%, rounding up. (84-85): Challenge Level 22, Table CL22.2. Reduce the number of monsters appearing by 25%, rounding up. (86-88): Challenge Level 23, Table CL23.1. Reduce the number of monsters appearing by 50%, rounding up. (89-90): Challenge Level 23, Table CL23.2. Reduce the number of monsters appearing by 50%, rounding up.

(91-93): Challenge Level 24, Table CL24.1. Reduce the number of monsters appearing by 75%, rounding up. (94-95): Challenge Level 24, Table CL24.2. Reduce the number of monsters appearing by 75%, rounding up. (96-98): Challenge Level 25, Table CL25.1. Reduce the number of monsters

appearing by 90%, rounding up. (99-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 90%, rounding up.

6.10.12

DUNGEON FATES 12:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 12

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 2,250%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 2,000%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 2,000%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 1,750%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 1,750%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 1,500%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 1,500%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 1,500%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 1,250%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 1,250%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 1,000%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 1,000%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 750%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 750%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 750%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 600%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 600%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 600%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 500%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 500%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 500%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 400%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 400%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 400%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 300%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 300%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 300%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 250%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 250%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 250%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 200%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 200%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 200%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 150%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 150%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 150%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 100%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 100%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 100%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 75%, rounding up. (41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 75%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 75%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 50%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 50%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 50%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 25%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 25%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 25%, rounding up. (49) Challenge Level 19, Table CL19.1. Increase the number of monsters appearing by 10%, rounding up. (50) Challenge Level 19, Table CL19.2. Increase the number of monsters appearing by 10%, rounding up. (51) Challenge Level 19, Table CL19.3. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(52): Challenge Level 20, Table CL20.1. (53): Challenge Level 20, Table CL20.2. (54-64): Challenge Level 21, Table CL21.1. (65-75): Challenge Level 21, Table CL21.2.

Fearsome Encounters

(76-80): Challenge Level 22, Table CL22.1. Reduce the number of monsters appearing by 10%, rounding up. (81-85): Challenge Level 22, Table CL22.2. Reduce the number of monsters appearing by 10%, rounding up. (86-88): Challenge Level 23, Table CL23.1. Reduce the number of monsters appearing by 25%, rounding up. (89-90): Challenge Level 23, Table CL23.2. Reduce the number of monsters appearing by 25%, rounding up. (91-93): Challenge Level 24, Table CL24.1. Reduce the number of monsters appearing by 50%, rounding up. (94-95): Challenge Level 24, Table CL24.2. Reduce the number of monsters appearing by 50%, rounding up. (96-98): Challenge Level 25, Table CL25.1. Reduce the number of monsters appearing by 75%, rounding up. (99-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 75%, rounding up.

6.10.13

DUNGEON FATES 13:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 13

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 2,500%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 2,250%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 2,250%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 2,000%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 2,000%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 1,750%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 1,750%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 1,750%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 1,500%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 1,500%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 1,250%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 1,250%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 1,000%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 1,000%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 1,000%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 750%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 750%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 750%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 600%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 600%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 600%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 500%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 500%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 500%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 400%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of

monsters appearing by 400%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 400%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 300%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 300%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 300%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 250%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 250%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 250%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 200%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 200%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 200%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 150%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 150%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 150%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 100%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 100%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 100%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 75%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 75%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 75%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 50%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 50%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 50%, rounding up. (49) Challenge Level 19, Table CL19.1. Increase the number of monsters appearing by 25%, rounding up. (50) Challenge Level 19, Table CL19.2. Increase the number of monsters appearing by 25%, rounding up. (51) Challenge Level 19, Table CL19.3. Increase the number of monsters appearing by 25%, rounding up. (52) Challenge Level 20, Table CL20.1. Increase the number of monsters appearing by 10%, rounding up. (53) Challenge Level 20, Table CL20.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(54): Challenge Level 21, Table CL21.1. (55): Challenge Level 21, Table CL21.2. (56-65): Challenge Level 22, Table CL22.1. (66-75): Challenge Level 22, Table CL22.2.

Fearsome Encounters

(76-80): Challenge Level 23, Table CL23.1. Reduce the number of monsters appearing by 10%, rounding up. (81-85): Challenge Level 23, Table CL23.2. Reduce the number of monsters appearing by 10%, rounding up. (86-90): Challenge Level 24, Table CL24.1. Reduce the number of monsters appearing by 25%, rounding up. (91-95): Challenge Level 24, Table CL24.2. Reduce the number of monsters appearing by 25%, rounding up. (96-98): Challenge Level 25, Table CL25.1. Reduce the number of monsters appearing by 50%, rounding up. (99-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 50%, rounding up.

6.10.14

DUNGEON FATES 14:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 14

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 2,750%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 2,500%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 2,500%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 2,250%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 2,250%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 2,000%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 2,000%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 2,000%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 1,750%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 1,750%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 1,500%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 1,500%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 1,250%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 1,250%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 1,250%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 1,000%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 1,000%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 1,000%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 750%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 750%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 750%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 600%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by

600%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 600%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 500%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of monsters appearing by 500%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 500%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 400%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 400%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 400%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 300%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 300%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 300%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 250%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 250%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 250%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 200%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 200%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 200%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 150%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 150%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 150%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 100%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 100%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 100%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 75%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 75%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 75%, rounding up. (49) Challenge Level 19, Table CL19.1. Increase the number of monsters appearing by 50%, rounding up. (50) Challenge Level 19, Table CL19.2. Increase the number of monsters appearing by 50%, rounding up.

(51) Challenge Level 19, Table CL19.3. Increase the number of monsters appearing by 50%, rounding up. (52) Challenge Level 20, Table CL20.1. Increase the number of monsters appearing by 25%, rounding up. (53) Challenge Level 20, Table CL20.2. Increase the number of monsters appearing by 25%, rounding up. (54) Challenge Level 21, Table CL21.1. Increase the number of monsters appearing by 10%, rounding up. (55) Challenge Level 21, Table CL21.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(56): Challenge Level 22, Table CL22.1. (57): Challenge Level 22, Table CL22.2. (58-66): Challenge Level 23, Table CL23.1. (67-75): Challenge Level 23, Table CL23.2.

Fearsome Encounters

(76-83): Challenge Level 24, Table CL24.1. Reduce the number of monsters appearing by 10%, rounding up. (84-90): Challenge Level 24, Table CL24.2. Reduce the number of monsters appearing by 10%, rounding up. (91-95): Challenge Level 25, Table CL25.1. Reduce the number of monsters appearing by 25%, rounding up. (96-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 25%, rounding up.

6.10.15

DUNGEON FATES 15:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 15

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 3,000%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 2,750%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 2,750%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 2,500%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 2,500%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 2,250%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 2,250%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 2,250%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 2,000%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 2,000%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 1,750%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 1,750%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 1,500%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 1,500%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 1,500%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 1,250%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 1,250%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 1,250%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 1,000%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 1,000%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 1,000%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 750%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters appearing by 750%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 750%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 600%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number

of monsters appearing by 600%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 600%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 500%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 500%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 500%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 400%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 400%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 400%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 300%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 300%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 300%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 250%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 250%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 250%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 200%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 200%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 200%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 150%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 150%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 150%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 100%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 100%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 100%, rounding up. (49) Challenge Level 19, Table CL19.1. Increase the number of monsters appearing by 75%, rounding up. (50) Challenge Level 19, Table CL19.2. Increase the number of monsters appearing by 75%, rounding up.

(51) Challenge Level 19, Table CL19.3. Increase the number of monsters appearing by 75%, rounding up. (52) Challenge Level 20, Table CL20.1. Increase the number of monsters appearing by 50%, rounding up. (53) Challenge Level 20, Table CL20.2. Increase the number of monsters appearing by 50%, rounding up. (54) Challenge Level 21, Table CL21.1. Increase the number of monsters appearing by 25%, rounding up. (55) Challenge Level 21, Table CL21.2. Increase the number of monsters appearing by 25%, rounding up. (56) Challenge Level 22, Table CL22.1. Increase the number of monsters appearing by 10%, rounding up. (57) Challenge Level 22, Table CL22.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(58): Challenge Level 23, Table CL23.1. (59): Challenge Level 23, Table CL23.2. (60-67): Challenge Level 24, Table CL24.1. (68-75): Challenge Level 24, Table CL24.2.

Fearsome Encounters

(76-88): Challenge Level 25, Table CL25.1. Reduce the number of monsters appearing by 10%, rounding up. (89-00): Challenge Level 25, Table CL25.2. Reduce the number of monsters appearing by 10%, rounding up.

6.10.16

DUNGEON FATES 16:
FOR PARTIES OF AVERAGE PC EXPERIENCE LEVEL 16

This table provides random encounters from Challenge Levels 1 through 25. This probability range gives a total of 3,369 different random monster results which can be generated.

Roll 1d100 and consult the following table:

Minor Encounters

(01) Roll the monster encounter using the table for Challenge Level 1. Increase the number of monsters appearing by 3,250%, rounding up. (02) Challenge Level 2, Table CL2.1. Increase the number of monsters appearing by 3,000%, rounding up. (03) Challenge Level 2, Table CL2.2. Increase the number of monsters appearing by 3,000%, rounding up. (04) Challenge Level 3, Table CL3.1. Increase the number of monsters appearing by 2,750%, rounding up. (05) Challenge Level 3, Table CL3.2. Increase the number of monsters appearing by 2,750%, rounding up. (06) Challenge Level 4, Table CL4.1. Increase the number of monsters appearing by 2,500%, rounding up. (07) Challenge Level 4, Table CL4.2. Increase the number of monsters appearing by 2,500%, rounding up. (08) Challenge Level 4, Table CL4.3. Increase the number of monsters appearing by 2,500%, rounding up. (09) Challenge Level 5, Table CL5.1. Increase the number of monsters appearing by 2,250%, rounding up. (10) Challenge Level 5, Table CL5.2. Increase the number of monsters appearing by 2,250%, rounding up.

(11) Challenge Level 6, Table CL6.1. Increase the number of monsters appearing by 2,000%, rounding up. (12) Challenge Level 6, Table CL6.2. Increase the number of monsters appearing by 2,000%, rounding up. (13) Challenge Level 7, Table CL7.1. Increase the number of monsters appearing by 1,750%, rounding up. (14) Challenge Level 7, Table CL7.2. Increase the number of monsters appearing by 1,750%, rounding up. (15) Challenge Level 7, Table CL7.3. Increase the number of monsters appearing by 1,750%, rounding up. (16) Challenge Level 8, Table CL8.1. Increase the number of monsters appearing by 1,500%, rounding up. (17) Challenge Level 8, Table CL8.2. Increase the number of monsters appearing by 1,500%, rounding up. (18) Challenge Level 8, Table CL8.3. Increase the number of monsters appearing by 1,500%, rounding up. (19) Challenge Level 9, Table CL9.1. Increase the number of monsters appearing by 1,250%, rounding up. (20) Challenge Level 9, Table CL9.2. Increase the number of monsters appearing by 1,250%, rounding up.

(21) Challenge Level 9, Table CL9.3. Increase the number of monsters appearing by 1,250%, rounding up. (22) Challenge Level 10, Table CL10.1. Increase the number of monsters appearing by 1,000%, rounding up. (23) Challenge Level 10, Table CL10.2. Increase the number of monsters

appearing by 1,000%, rounding up. (24) Challenge Level 10, Table CL10.3. Increase the number of monsters appearing by 1,000%, rounding up. (25) Challenge Level 11, Table CL11.1. Increase the number of monsters appearing by 750%, rounding up. (26) Challenge Level 11, Table CL11.2. Increase the number of monsters appearing by 750%, rounding up. (27) Challenge Level 11, Table CL11.3. Increase the number of monsters appearing by 750%, rounding up. (28) Challenge Level 12, Table CL12.1. Increase the number of monsters appearing by 600%, rounding up. (29) Challenge Level 12, Table CL12.2. Increase the number of monsters appearing by 600%, rounding up. (30) Challenge Level 12, Table CL12.3. Increase the number of monsters appearing by 600%, rounding up.

(31) Challenge Level 13, Table CL13.1. Increase the number of monsters appearing by 500%, rounding up. (32) Challenge Level 13, Table CL13.2. Increase the number of monsters appearing by 500%, rounding up. (33) Challenge Level 13, Table CL13.3. Increase the number of monsters appearing by 500%, rounding up. (34) Challenge Level 14, Table CL14.1. Increase the number of monsters appearing by 400%, rounding up. (35) Challenge Level 14, Table CL14.2. Increase the number of monsters appearing by 400%, rounding up. (36) Challenge Level 14, Table CL14.3. Increase the number of monsters appearing by 400%, rounding up. (37) Challenge Level 15, Table CL15.1. Increase the number of monsters appearing by 300%, rounding up. (38) Challenge Level 15, Table CL15.2. Increase the number of monsters appearing by 300%, rounding up. (39) Challenge Level 15, Table CL15.3. Increase the number of monsters appearing by 300%, rounding up. (40) Challenge Level 16, Table CL16.1. Increase the number of monsters appearing by 250%, rounding up.

(41) Challenge Level 16, Table CL16.2. Increase the number of monsters appearing by 250%, rounding up. (42) Challenge Level 16, Table CL16.3. Increase the number of monsters appearing by 250%, rounding up. (43) Challenge Level 17, Table CL17.1. Increase the number of monsters appearing by 200%, rounding up. (44) Challenge Level 17, Table CL17.2. Increase the number of monsters appearing by 200%, rounding up. (45) Challenge Level 17, Table CL17.3. Increase the number of monsters appearing by 200%, rounding up. (46) Challenge Level 18, Table CL18.1. Increase the number of monsters appearing by 150%, rounding up. (47) Challenge Level 18, Table CL18.2. Increase the number of monsters appearing by 150%, rounding up. (48) Challenge Level 18, Table CL18.3. Increase the number of monsters appearing by 150%, rounding up. (49) Challenge Level 19, Table CL19.1. Increase the number of monsters appearing by 100%, rounding up. (50) Challenge Level 19, Table CL19.2. Increase the number of monsters appearing by 100%, rounding up.

(51) Challenge Level 19, Table CL19.3. Increase the number of monsters appearing by 100%, rounding up. (52) Challenge Level 20, Table CL20.1. Increase the number of monsters appearing by 75%, rounding up. (53) Challenge Level 20, Table CL20.2. Increase the number of monsters appearing by 75%, rounding up. (54) Challenge Level 21, Table CL21.1. Increase the number of monsters appearing by 50%, rounding up. (55) Challenge Level 21, Table CL21.2. Increase the number of monsters appearing by 50%, rounding up. (56) Challenge Level 22, Table CL22.1. Increase the number of monsters appearing by 25%, rounding up. (57) Challenge Level 22, Table CL22.2. Increase the number of monsters appearing by 25%, rounding up. (58) Challenge Level 23, Table CL23.1. Increase the number of monsters appearing by 10%, rounding up. (59) Challenge Level 23, Table CL23.2. Increase the number of monsters appearing by 10%, rounding up.

Challenging Encounters

(60-65): Challenge Level 24, Table CL24.1. (66-70): Challenge Level 24, Table CL24.2. (71-75): Challenge Level 25, Table CL25.1. (76-80): Challenge Level 25, Table CL25.2.

Fearsome Encounters

(81-90): Challenge Level 25, Table CL25.1. The monster encountered has a full retinue of minions. Roll a second encounter, determining the Challenge Level with this same table, rerolling any results above 75. (91-00): Challenge Level 25, Table CL25.2. The monster encountered has a full retinue of minions. Roll a second encounter, determining the Challenge Level with this same table, rerolling any results above 75.

(**Note:** Additional tables of this nature can be extrapolated for APCELS of 17 and above, extending the methodical logic displayed in the current system.)

CHAPTER 7:

THE MAGNUS MONSTER ENCOUNTER TABLES

7.1

INTRODUCTION

A sub-index for the following tables is provided here:

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7.2.1

CHALLENGE LEVEL 1

There are 57 different Challenge Level 1 monster encounters.

Challenge Level 1 monsters are typically used to provide minor encounters against an adventuring party of average experience level 1. Common enemies at this level include minor human foes (bandits, brigands and men-at-arms), as well as nuisance animals (bats, rats and weasels).

Table CL1 (A-Z)

Roll 1d100 and consult the following table:

(01) 3-8 Bandit Archers (Studded leather armor, short bow, 20 arrows, dagger). (02) 3-8 Bandit Armsmen (Studded leather armor, random pole arm, club). (03) 3-8 Bandit Bladesmen (Chainmail, medium shield, broad sword, club). (04) 3-8 Bandit Crossbowmen (Studded leather armor, light crossbow, 20 quarrels, dagger). (05) 3-8 Bandit Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers). (06) 3-8 Bandit Skirmishers (Leather armor, small shield, 2 spears, club). (07) 3-8 Bandit Swordsmen (Chainmail, large shield, long sword, dagger). (08-12) 6-36 Bats. (13) 3-8 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger). (14) 3-8 Brigand Armsmen (Studded leather armor, random pole arm, club). (15) 3-8 Brigand Bladesmen (Chainmail, medium shield, broad sword, club). (16) 3-8 Brigand Crossbowmen (Studded leather armor, light crossbow, 20 quarrels, dagger). (17) 3-8 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers).

(18) 3-8 Brigand Skirmishers (Leather armor, small shield, 2 spears, club). (19) 3-8 Brigand Swordsmen (Chainmail, large shield, long sword, dagger). (20) 2-4 Brigand Armsmen (Studded leather armor, random pole arm, club) and 2-4 Slave Warriors (Padded armor, small shield, javelin, club). (21) 2-4 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 2-4 Slave Warriors (Padded armor, small shield, javelin, club). (22) 2-4 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 2-4 Slave Warriors (Padded armor, small shield, javelin, club). (23) 2-4 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 2-4 Slave Warriors (Padded armor, small shield, javelin, club).

(24-25) 3-9 Escaped Slaves (No armor, perhaps improvised shields, armed with clubs, sticks and stones; alignments will be completely random and very possibly incompatible). (26) 3-9 Evil Men-at-Arms (Armsmen) (Studded leather armor, random pole arm, short sword) (Guard post; master(s) likely to be located in an adjacent encounter area). (27) 3-9 Evil Men-at-Arms (Axemen) (Scale mail, medium shield, battle axe, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (28) 3-9 Evil Men-at-Arms (Mace Bearers) (Scale mail, medium shield, footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (29) 3-9 Evil Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area).

(30) 3-9 Good Men-at-Arms (Armsmen) (Studded leather armor, random pole arm, short sword) (Guard post; master(s) likely to be located in an adjacent encounter area). (31) 3-9 Good Men-at-Arms (Axemen) (Scale mail, medium shield, battle axe, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (32) 3-9 Good Men-at-Arms (Mace Bearers) (Scale mail, medium shield,

footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (33) 3-9 Good Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (34-40) 3-10 Giant Rats. (41-44) 2-5 Giant Rats and 3-10 Rats.

(45) 3-9 Kobold Axe Bearers (Leather armor, buckler, hand axe). (46) 3-9 Kobold Axe Throwers (Leather armor, buckler, 2 throwing axes). (47) 3-9 Kobold Guards (Studded leather armor, buckler, short sword, spear). (48) 3-9 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins). (49) 3-9 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club). (50) 3-9 Kobold Marauders (Leather armor, buckler, short sword, dagger). (51) 3-9 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins). (52) 3-9 Kobold Skirmishers (Padded or wicker armor, buckler, spear). (53) 3-9 Kobold Warriors (Studded leather armor, buckler, short sword, 2 javelins).

(54-55) 2-5 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 2-5 Giant Rats. (56-57) 2-5 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 2-5 Giant Rats. (58-59) 2-5 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 3-10 Rats. (60) 2-5 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 1-2 Weasels. (61) 2-5 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 1-2 Weasels.

(62-67) 5-8 Large Bats. (68-72) 2-5 Large Bats and 3-18 Bats.

(73) 3-9 Neutral Men-at-Arms (Armsmen) (Studded leather armor, random pole arm, short sword) (Guard post; master(s) likely to be located in an adjacent encounter area). (74) 3-9 Neutral Men-at-Arms (Axemen) (Scale mail, medium shield, battle axe, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (75) 3-9 Neutral Men-at-Arms (Mace Bearers) (Scale mail, medium shield, footman's mace, spear) (Guard post; master(s) likely to be located in an adjacent encounter area). (76) 3-9 Neutral Men-at-Arms (Swordsmen) (Scale mail, medium shield, long sword, spear) (Guard post; master(s) likely to be located in an adjacent encounter area).

(77-83) 5-20 Rats. (84-86) 1-3 Ravens.

(87-89) 3-8 Slave Warriors (Padded armor, small shield, javelin, club) (Intelligent master [Challenge Level 1 higher than the roll which achieved this result] will be nearby). (90-92) 1 Small Mixed Evil Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms). (93-95) 1 Small Mixed Good Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms). (96-98) 1 Small Mixed Neutral Adventuring Party (Average level 1; 2 or 3 NPCs plus 1-3 Men-at-Arms).

(99-00) 1-4 Weasels

7.2.2

CHALLENGE LEVEL 2

There are 148 different Challenge Level 2 monster encounters.

Challenge Level 2 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 1or 2. Typical CL2 encounters include demi-human bands (dwarves, gnomes and halflings), humanoids (beastmen, goblins and orcs) and minor horrors (such as skeletons and soul worms).

Table CL2.1 (A-H)

Roll 1d100 and consult the following table:

(01-02) 2-5 Beast Skeletons. (03) 2-5 Beastman Whelps (HD 1) (Armed with blowguns and darts of slowing poison). (04) 2-5 Beastman Whelps (HD 1) (Armed with clubs). (05) 2-5 Beastman Whelps (HD 1) (Armed with short swords). (06) 1-3 Beastman Whelps (HD 1) (Armed with blowguns and darts of slowing poison) and 1 "Guardian Beast" (A giant rat, large bat, raven, weasel, etc. which is relatively harmless but will serve to make the beastmen immune to surprise). (07) 1-3 Beastman Whelps (HD 1) (Armed with clubs) and 1 "Guardian Beast" (A giant rat, large bat, raven, weasel, etc. which is relatively harmless but will serve to make the beastmen immune to surprise). (08) 1-3 Beastman Whelps (HD 1) (Armed with short swords) and 1 "Guardian Beast" (A giant rat, large bat, raven, weasel, etc. which is relatively harmless but will serve to make the beastmen immune to surprise). (09) 3-8 Brigand Armsmen (Studded leather armor, random pole arm, club) and 3-6 Orc Archers (Ring mail, short bow with 20 arrows, hand axe). (10) 3-8 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 3-6 Orc Guards (Ring mail, random pole arm).

(11) 3-8 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 3-6 Orc Warriors (Ring mail, medium shield, broad sword, spear). (12) 3-8 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 3-6 Orc Scouts (Studded leather armor, small shield, 3 spears). (13) 3-8 Brigand Armsmen (Studded leather armor, random pole arm, club) and 1-3 Beastman Whelps (HD 1) (Armed with clubs). (14) 3-8 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 1-3 Beastman Whelps (HD 1) (Armed with short swords). (15) 3-8 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 1-3 Beastman Whelps (HD 1) (Armed with blowguns and darts of slowing poison). (16) 3-8 Brigand Armsmen (Studded leather armor, random pole arm, club) and 2-5 Evil Skirmishers (Crossbowmen) (Studded leather armor, light crossbow, 20 quarrels, dagger).

(17) 3-8 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 2-5 Evil Skirmishers (Archers) (Studded leather armor, short bow, 20 arrows, dagger). (18) 3-8 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 2-5 Evil Skirmishers (Javelineers) (Padded armor, small shield, 6 javelins). (19) 3-8 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 2-5 Evil Skirmishers (Slingers) (Padded armor, small shield, sling, 20 sling bullets, dagger).

(20) 2-5 Cavemen (Furs, war club). (21) 2-5 Caveman Hunters (Furs, stone hand axe, flint spear). (22) 2-5 Caveman Scouts (Furs, 2 flint spears). (23) 2-5 Caveman Warriors (Furs, stone battle axe). (24) 3-8 Cultists (Bone and wicker armor, war club). (25) 3-8 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (26) 3-8 Cultist Huntsmen (Bone and wicker armor, stone hand axe, flint spear). (27) 3-8 Cultist Minions (Bone and wicker armor, 2 flint spears). (28-30) 2-4 Cultists (Bone and wicker armor, war club) and 1 Shrieking Fungus. (31-33) 2-4 Cultists (Bone and wicker armor, war club) and 3-8 Slave Warriors (Padded armor, small shield, javelin, club; all slaves will be chaotic evil and insane). (34-35) 2-4 Cultist Axe Bearers (Bone and wicker armor, stone battle axe) and 1-2 Soul Worms.

(36) 3-9 Evil Berserker Bear Warriors (Furs, two-handed sword). (37) 3-9 Evil Berserker Boar Warriors (Furs, 2 short swords). (38) 3-9 Evil Berserker Bladesmen (Furs, broad sword, hand axe). (39-40) 3-9 Evil Berserker Swordsmen (Furs, long sword, hand axe). (41) 2-7 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers). (42) 2-7 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace). (43) 1-3 Evil Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 1-4 Evil Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword). (44) 1-3 Evil Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 1-4 Evil Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (45-46) 2-8 Evil

Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club). (47-48) 2-8 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club).

(49) 6-15 Goblin Delvers (Leather armor, small shield, short sword, footman's pick). (50) 6-15 Goblin Miners (Padded armor, small shield, footman's pick). (51) 6-15 Goblin Minions (Padded armor, 2 spears). (52) 6-15 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (53) 6-15 Goblin Slingers (Leather armor, small shield, sling with 40 stones). (54) 6-15 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword). (55-56) 6-15 Goblin Warriors (Leather armor, small shield, morning star). (57) 3-8 Goblin Delvers (Leather armor, small shield, short sword, footman's pick) and 5-8 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins). (58) 3-8 Goblin Miners (Padded armor, small shield, footman's pick) and 5-8 Kobold Skirmishers (Padded or wicker armor, buckler, spear). (59) 3-8 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword) and 5-8 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club). (60) 3-8 Goblin Warriors (Leather armor, small shield, morning star) and 5-8 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins).

(61) 2-7 Good Dwarf Delvers (Chain mail, small shield, footman's pick, hammer). (62) 2-7 Good Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers). (63) 2-7 Good Dwarf Goblin-Slayers (Chain mail, broad sword, random pole arm). (64) 2-7 Good Dwarf Guardians (Chain mail, small shield, broad sword, spear). (65) 2-7 Good Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe). (66) 2-7 Good Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace). (67) 2-7 Good Dwarf Snipers (Chain mail, small shield, light crossbow with 40 quarrels, short sword). (68-69) 1-3 Good Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 1-4 Good Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword). (70) 1-3 Good Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 1-4 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (71) 2-8 Good Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword).

(72) 2-8 Good Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club). (73) 2-8 Good Gnome Hunters (Ring mail and padded gambeson, 2 spears, club). (74) 2-8 Good Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club). (75) 2-8 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (76) 1-4 Good Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword) and 2-4 Good Halfling Bounders (Leather armor, small shield, short sword, dagger). (77) 1-4 Good Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 2-4 Good Halfling Spear-Scouts (Leather armor, 3 spears). (78) 1-4 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear) and 2-4 Good Halfling Archers (Leather armor, short bow with 20 arrows, short sword). (79) 5-8 Good Halfling Archers (Leather armor, short bow with 20 arrows, short sword). (80) 5-8 Good Halfling Bounders (Leather armor, small shield, short sword, dagger). (81) 5-8 Good Halfling Hunters (Leather armor, short bow with 40 arrows, dagger).

(82) 5-8 Good Halfling Slingers (Leather armor, sling with 20 sling bullets and 20 stones, dagger). (83) 5-8 Good Halfling Spear-Fellows (Leather armor, 2 spears, short sword). (84) 5-8 Good Halfling Spear-Scouts (Leather armor, 3 spears). (85) 5-8 Good Halfling Warriors (Leather armor, small shield, hand axe). (86) 3-9 Good Skirmishers (Archers) (Studded leather armor, short bow, 20 arrows, dagger; guard post, master(s) are likely to be located in an adjacent encounter area). (87) 3-9 Good Skirmishers (Crossbowmen) (Studded leather armor, light crossbow, 20 quarrels, dagger; guard post, master(s) are likely to be located in an adjacent encounter area). (88) 3-9 Good Skirmishers (Javelineers) (Padded armor, small shield, 6 javelins; guard post, master(s) are likely to be located in an adjacent encounter

area). (89) 3-9 Good Skirmishers (Slingers) (Padded armor, small shield, sling, 20 sling bullets, dagger; guard post, master(s) are likely to be located in an adjacent encounter area). (90) 3-8 Good Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear). (91) 3-8 Good Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears). (92) 3-8 Good Tribesmen (Skirmishers) (Bone and wicker armor, war club). (93) 3-8 Good Tribesmen (Warriors) (Bone and wicker armor, stone battle axe).

(94-98) 2-7 Huge Bats. (99-00) 1-3 Huge Bats and 2-5 Large Bats.

Table CL2.2 (H-Z)

Roll 1d100 and consult the following table:

(01-02) 1-2 Huge Ravens. (03-05) 1 Huge Raven and 1-4 Ravens.

(06-08) 1 Mixed Evil Adventuring Party (Average level 1; 3 or 4 NPCs plus 2-4 Men-at-Arms). (09-11) 1 Mixed Good Adventuring Party (Average level 1; 3 or 4 NPCs plus 2-4 Men-at-Arms). (12-14) 1 Mixed Neutral Adventuring Party (Average level 1; 3 or 4 NPCs plus 2-4 Men-at-Arms).

(15) 3-9 Neutral Berserker Bear Warriors (Furs, two-handed sword). (16) 3-9 Neutral Berserker Boar Warriors (Furs, 2 short swords). (17) 3-9 Neutral Berserker Bladesmen (Furs, broad sword, hand axe). (18) 3-9 Neutral Berserker Swordsmen (Furs, long sword, hand axe). (19) 2-7 Neutral Dwarf Delvers (Chain mail, small shield, footman's pick, hammer). (20) 2-7 Neutral Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers). (21) 2-7 Neutral Dwarf Goblin-Slayers (Chain mail, broad sword, random pole arm). (22) 2-7 Neutral Dwarf Guardians (Chain mail, small shield, broad sword, spear). (23) 2-7 Neutral Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe). (24) 2-7 Neutral Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace). (25) 2-7 Neutral Dwarf Snipers (Chain mail, small shield, light crossbow with 40 quarrels, short sword). (26-27) 1-3 Neutral Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 1-4 Neutral Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword). (28) 1-3 Neutral Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 1-4 Neutral Gnome Warriors (Chain mail and padded gambeson, short sword, spear).

(29) 2-8 Neutral Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword). (30) 2-8 Neutral Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club). (31) 2-8 Neutral Gnome Hunters (Ring mail and padded gambeson, 2 spears, club). (32) 2-8 Neutral Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club). (33) 2-8 Neutral Gnome Warriors (Chain mail and padded gambeson, short sword, spear). (34) 1-4 Neutral Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword) and 2-4 Neutral Halfling Bounders (Leather armor, small shield, short sword, dagger). (35) 1-4 Neutral Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 2-4 Neutral Halfling Spear-Scouts (Leather armor, 3 spears). (36) 1-4 Neutral Gnome Warriors (Chain mail and padded gambeson, short sword, spear) and 2-4 Neutral Halfling Archers (Leather armor, short bow with 20 arrows, short sword). (37) 1-4 Neutral Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 2-8 Weasels.

(38) 1-4 Neutral Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 2-8 Weasels. (39) 5-8 Neutral Halfling Archers (Leather armor, short bow with 20 arrows, short sword). (40) 5-8 Neutral Halfling Bounders (Leather armor, small shield, short sword, dagger). (41) 5-8 Neutral Halfling Hunters (Leather armor, short bow with 40 arrows, dagger). (42) 5-8 Neutral Halfling Slingers (Leather armor, sling with 20 sling bullets and 20 stones, dagger). (43) 5-8 Neutral Halfling Spear-Fellows (Leather armor, 2 spears, short sword). (44) 5-8 Neutral Halfling Spear-Scouts (Leather armor, 3 spears). (45) 5-8

Neutral Halfling Warriors (Leather armor, small shield, hand axe). (46) 3-9 Neutral Skirmishers (Crossbowmen) (Studded leather armor, light crossbow, 20 quarrels, dagger; guard post, master(s) are likely to be located in an adjacent encounter area).

(47) 3-9 Neutral Skirmishers (Javelineers) (Padded armor, small shield, 6 javelins; guard post, master(s) are likely to be located in an adjacent encounter area). (48) 3-9 Neutral Skirmishers (Slingers) (Padded armor, small shield, sling, 20 sling bullets, dagger; guard post, master(s) are likely to be located in an adjacent encounter area). (49) 3-8 Neutral Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear). (50) 3-8 Neutral Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears). (51) 3-8 Neutral Tribesmen (Skirmishers) (Bone and wicker armor, war club). (52) 3-8 Neutral Tribesmen (Warriors) (Bone and wicker armor, stone battle axe).

(53-54) 7-12 Orc Archers (Ring mail, short bow with 20 arrows, hand axe). (55-56) 7-12 Orc Axe Bearers (Studded leather armor, medium shield, battle axe). (57) 7-12 Orc Axe Throwers (Ring mail, medium shield, spear, 2 throwing axes). (58) 7-12 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe). (59) 7-12 Orc Guards (Ring mail, random pole arm). (60) 7-12 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (61-62) 7-12 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail). (63-64) 7-12 Orc Scouts (Studded leather armor, small shield, 3 spears).

(65-66) 7-12 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (67-68) 7-12 Orc Warriors (Ring mail, medium shield, broad sword, spear). (69-70) 3-6 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 3-8 Goblin Minions (Padded armor, 2 spears). (71-72) 3-6 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 3-8 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword).

(73-77) 1-2 Shrieking Fungi. (78-79) 1-4 Skeleton Minions (Tattered chain mail, medium shield, club). (80-81) 1-4 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (82-83) 1-4 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (84-85) 1-2 Skeleton Minions (Tattered chain mail, medium shield, club) and 1-3 Beast Skeletons. (86-88) 2-5 Small Fanged Fish (HD 1). (89-92) 1-3 Small Living Stalactites (HD 1). (93-94) 1-2 Small Living Stalactites (HD 1) and 1-3 Beast Skeletons. (95-97) 1-3 Soul Worms.

(98-00) 1-3 Winged Serpents

7.2.3

CHALLENGE LEVEL 3

There are 125 different Challenge Level 3 monster encounters.

Challenge Level 3 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 2. CL3 encounters include low-level spell-casters (clerics, illusionists and magic-users) and giant insects (ants, cockroaches and fire beetles) as well as NPC adventurers.

Table CL3.1 (A-G)

Roll 1d100 and consult the following table:

(01-04) 2-8 Badgers. (05) 3-10 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger) and 1-3 Half-Orc Fighters (Level 1). (06) 3-10 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 1-3 Half-Orc Fighters (Level 1). (07) 3-10 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 1-3 Half-Orc Fighters (Level 1). (08) 3-10 Brigand Armsmen (Studded leather armor, random pole arm, club) and 2-5 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar). (09) 3-10 Brigand Crossbowmen (Studded leather armor, light crossbow, 20 quarrels, dagger) and 2-5 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes).

(10) 3-10 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 2-5 Gnole Sword Bearers (ring mail, two-handed sword). (11-12) 3-10 Brigand Swordsmen (Chainmail, large shield, long sword, dagger) and 2-5 Gnole Warriors (ring mail, large shield, morning star).

(13) 2-5 Cave Baboons (Armed with bone clubs). (14) 2-5 Cave Baboons (Armed with sticks and hurl-stones). (15-16) 2-5 Cave Baboons (Unarmed).

(17-19) 2-5 Evil Clerics (Level 1). (20) 1-3 Evil Clerics (Level 1) and 3-8 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (21) 1-3 Evil Clerics (Level 1) and 3-8 Cultist Huntsmen (Bone and wicker armor, stone hand axe, flint spear). (22) 1-3 Evil Clerics (Level 1) and 3-8 Cultist Minions (Bone and wicker armor, 2 flint spears). (23) 1-3 Evil Clerics (Level 1) and 2-5 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes). (24) 1-3 Evil Clerics (Level 1) and 2-5 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar). (25) 1-3 Evil Clerics (Level 1) and 2-5 Gnole Warriors (ring mail, large shield, morning star). (26) 1-3 Evil Clerics (Level 1) and 2-8 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword).

(27) 1-3 Evil Clerics (Level 1) and 2-8 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit). (28) 1-3 Evil Clerics (Level 1) and 2-8 Hobgoblin Warriors (Scale mail, large shield, long sword, spear). (29-30) 1-3 Evil Clerics (Level 1) and 1-4 Lares Demons. (31) 1-3 Evil Clerics (Level 1) and 2-5 Skeleton Minions (Tattered chain mail, medium shield, club). (32) 1-3 Evil Clerics (Level 1) and 2-5 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (33) 1-3 Evil Clerics (Level 1) and 2-5 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (34) 3-12 Evil Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 1-4 Badgers.

(35) 3-12 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-4 Badgers. (36-37) 2-5 Evil Illusionists (Level 1). (38) 1-3 Evil Illusionists (Level 1) and 2-5 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar). (39) 1-3 Evil Illusionists (Level 1) and 2-5 Gnole Sword Bearers (ring mail, two-handed sword). (40) 1-3 Evil Illusionists (Level 1) and 2-8 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit). (41) 1-3 Evil Illusionists (Level 1) and 2-8 Hobgoblin Warriors (Scale mail, large shield, long sword, spear). (42-44) 2-5 Evil Magic-Users (Level 1). (45) 1-3 Evil Magic-Users (Level 1) and 2-5 Gnole Marauders (Leather armor, large shield, random pole arm which can be wielded single-handed at -1 to hit).

(46) 1-3 Evil Magic-Users (Level 1) and 2-5 Gnole Sword Bearers (ring mail, two-handed sword). (47) 1-3 Evil Magic-Users (Level 1) and 2-5 Gnole Warriors (ring mail, large shield, morning star). (48) 1-3 Evil Magic-Users (Level 1) and 2-8 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows,

broad sword). (49) 1-3 Evil Magic-Users (Level 1) and 2-8 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit). (50) 1-3 Evil Magic-Users (Level 1) and 2-8 Hobgoblin Warriors (Scale mail, large shield, long sword, spear). (51-52) 1-3 Evil Magic-Users (Level 1) and 1-3 Evil Illusionists (Level 1).

(53-56) 2-5 Fanged Fish (HD 2). (57-58) 2-12 Frogman Bat Hunters (Blowgun with 20 needles, mild poison causing 1-4 damage on failed save). (59-60) 2-12 Frogman Javelineers (6 javelins, club). (61-62) 2-12 Frogman Savages (Unarmed, attacking with claws and bite). (63-64) 2-12 Frogman Skirmishers (12 darts, club). (65-66) 2-12 Frogman Spear Fishers (Barbed spear, net). (67-68) 2-12 Frogman Warriors (Trident, net). (69-71) 1-6 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Fanged Fish (HD 2). (72-75) 1-6 Frogman Skirmishers (12 darts, club) and 1-4 Large Frogs (HD 2). **G**

(76-81) 2-12 Giant Cockroaches. (82-91) 2-8 Giant Fire Beetles. (92-94) 1-4 Giant Fire Beetles and 1-6 Giant Cockroaches. (95-00) 2-8 Giant Worker Ants.

Table CL3.2 (G-Z)

Roll 1d100 and consult the following table:

(01-03) 1-4 Giant Worker Ants and 1-4 Giant Fire Beetles. (04-05) 4-10 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes). (06-07) 4-10 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar). (08) 4-10 Gnole Marauders (Leather armor, large shield, random pole arm which can be wielded single-handed at -1 to hit). (09) 4-10 Gnole Sword Bearers (ring mail, two-handed sword). (10-11) 4-10 Gnole Warriors (ring mail, large shield, morning star). (12) 3-13 Good Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword) and 1-4 Badgers. (13-14) 3-13 Good Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 1-4 Badgers. (15) 3-13 Good Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 1-4 Badgers.

(16) 3-13 Good Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-4 Badgers. (17) 3-13 Good Gnome Warriors (Chain mail and padded gambeson, short sword, spear) and 1-4 Badgers. (18-20) 2-5 Good Clerics (Level 1). (21-23) 2-5 Good Illusionists (Level 1). (24-26) 2-5 Good Magic-Users (Level 1). (27-28) 1-3 Good Magic-Users (Level 1) and 1-3 Good Illusionists (Level 1). (29) 2-8 Good Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear) and 1-3 Cave Baboons (Armed with sticks and hurl-stones). (30) 2-8 Good Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears) and 1-3 Cave Baboons (Unarmed). (31) 2-8 Good Tribesmen (Skirmishers) (Bone and wicker armor, war club) and 1-3 Cave Baboons (Armed with bone clubs).

(32) 2-8 Good Tribesmen (Warriors) (Bone and wicker armor, stone battle axe) and 1-3 Cave Baboons (Armed with bone clubs). (33) 2-12 Gremlin Ambushers (12 needle darts). (34) 2-12 Gremlin Pelters (3 throwing sticks). (35) 2-12 Gremlin Tormentors (Spear wand). (36) 2-12 Gremlin Tricksters (Net, 2 barbed stakes). (37) 1-6 Gremlin Ambushers (12 needle darts) and 3-12 Giant Rats. (38) 1-6 Gremlin Pelters (3 throwing sticks) and 3-12 Giant Rats. (39) 1-6 Gremlin Tormentors (Spear wand) and 3-12 Giant Rats. (40) 1-6 Gremlin Tricksters (Net, 2 barbed stakes) and 3-12 Giant Rats. (41) 1-6 Gremlin Ambushers (12 needle darts) and 5-30 Rats. (42) 1-6 Gremlin Pelters (3 throwing sticks) and 5-30 Rats. (43) 1-6 Gremlin Tormentors (Spear wand) and 5-30 Rats.

(44) 1-6 Gremlin Tricksters (Net, 2 barbed stakes) and 5-30 Rats. **H.** (45) 4-16 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword). (46) 4-16 Hobgoblin Guards (Scale mail,

medium shield, random pole arm which can be wielded single-handed at -2 to hit). (47) 4-16 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star). (48) 4-16 Hobgoblin Raiders (Ring mail, medium shield, 3 spears). (49) 4-16 Hobgoblin Skull Smashers (Scale mail, large shield, morning star). (50) 4-16 Hobgoblin Task Masters (Chain mail, long sword, whip). (51-52) 4-16 Hobgoblin Warriors (Scale mail, large shield, long sword, spear).

(53-56) 2-8 Large Centipedes. (57-59) 2-8 Lares Demons. (60-62) 2-7 Large Frogs (HD 1).

(63) 2-8 Merfolk Bolt Fishers (Light crossbow with 20 quarrels, dagger). (64) 2-8 Merfolk Spear Fishers (6 javelins, dagger). (65) 2-8 Merfolk Trappers (Net, dagger). (66) 2-8 Merfolk Warriors (Trident, dagger). (67) 1-4 Merfolk Trappers (Net, dagger) and 1-3 Fanged Fish (HD 2). (68) 1-4 Merfolk Warriors (Trident, dagger) and 1-3 Fanged Fish (HD 2).

(69-71) 2-5 Neutral Clerics (Level 1). (72-73) 2-5 Neutral Illusionists (Level 1). (74-76) 2-5 Neutral Magic-Users (Level 1). (77-78) 1-3 Neutral Magic-Users (Level 1) and 1-3 Neutral Illusionists (Level 1). (79) 2-8 Neutral Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear) and 1-3 Cave Baboons (Armed with sticks and hurl-stones). (80) 2-8 Neutral Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears) and 1-3 Cave Baboons (Unarmed). (81) 2-8 Neutral Tribesmen (Skirmishers) (Bone and wicker armor, war club) and 1-3 Cave Baboons (Armed with bone clubs).

(82) 2-8 Neutral Tribesmen (Warriors) (Bone and wicker armor, stone battle axe) and 1-3 Cave Baboons (Armed with bone clubs). (83) 2-5 Nixie Ensnarers (Net). (84) 2-5 Nixie Impalers (Long dagger). (85) 2-5 Nixie Warriors (3 javelins). (86) 1-3 Nixie Ensnarers (Net) and 1-3 Fanged Fish (HD 2). (87) 1-3 Nixie Impalers (Long dagger) and 1-3 Fanged Fish (HD 2). (88) 1-3 Nixie Warriors (3 javelins) and 1-3 Fanged Fish (HD 2).

(89) 7-12 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 1-3 Half-Orc Fighters (Level 1). (90) 7-12 Orc Axe Bearers (Studded leather armor, medium shield, battle axe) and 1-3 Half-Orc Fighters (Level 1). (91) 7-12 Orc Axe Throwers (Ring mail, medium shield, spear, 2 throwing axes) and 1-3 Half-Orc Fighters (Level 1). (92) 7-12 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 1-3 Half-Orc Fighters (Level 1). (93) 7-12 Orc Guards (Ring mail, random pole arm) and 1-3 Half-Orc Fighters (Level 1).

(94) 7-12 Orc Marauders (Scale mail, medium shield, broad sword, battle axe) and 1-3 Half-Orc Fighters (Level 1). (95) 7-12 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail) and 13 Half-Orc Fighters (Level 1). (96) 7-12 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe) and 1-3 Half-Orc Fighters (Level 1). (97) 7-12 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 1-3 Half-Orc Fighters (Level 1).

(98) 1 Small Mixed Evil Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms). (99) 1 Small Mixed Good Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms). (00) 1 Small Mixed Neutral Adventuring Party (Average Level 2; 2 or 3 NPCs plus 1-4 Men-at-Arms).

7.2.4

CHALLENGE LEVEL 4

There are 165 different Challenge Level 4 monster encounters.

Challenge Level 4 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 2 or 3. Enemies at this level include dangerous vermin (Ear Weevils, flesh grubs and huge centipedes), minor warriors (elves, fighters and monks) and hazardous animals (giant badgers, as well as large frogs and spiders).

Table CL4.1 (A-G)

Roll 1d100 and consult the following table:

(01-04) 1-3 Brownies. (05-06) 1-2 Brownies and 1-2 Changelings.

(07-08) 3-8 Cave Wolves. (09-10) 1-3 Changelings.

(11-12) 2-5 Druids (Level 1). (13-14) 1-3 Druids (Level 1) and 1-3 Tribal Fighters (Level 1).

(15-18) 1-3 Ear Weevils. (19) 1-3 Electric Eels. (20) 2-5 Evil Clerics (Level 1) and 1-4 Iron Skeleton Minions (Tattered chain mail, medium shield, club). (21) 2-5 Evil Clerics (Level 1) and 1-4 Iron Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (22) 2-5 Evil Clerics (Level 1) and 1-4 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (23-26) 2-5 Evil Clerics (Level 1) and 1-3 Zombies. (27-28) 1 Evil Dwarf Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (29) 4-16 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 2-4 Cave Wolves. (30) 4-16 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 2-4 Cave Wolves. (31) 2-9 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20). (32) 2-9 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins).

(33) 2-9 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace). (34-35) 2-9 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger). (36-37) 2-9 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger). (38-42) 2-5 Evil Fighters (Level 1). (43-44) 1 Evil Gnome Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (45) 4-16 Evil Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 1-2 Giant Badgers. (46) 4-16 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-2 Giant Badgers. (47-50) 1 Evil Half-Orc Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (51-52) 2-5 Evil Illusionists (Level 2). (53-54) 1-3 Evil Illusionists (Level 2) and 1-2 Changelings. (55-58) 2-5 Evil Magic-Users (Level 2). (59-60) 1-3 Evil Magic-Users (Level 2) and 1-3 Evil Illusionists (Level 2). (61-62) 2-5 Evil Monks (Level 1). (63-66) 2-5 Evil Thieves (Level 1).

(67-70) 1-4 Flesh Grubs. (71) 2-7 Frogman Bat Hunters (Blowgun with 20 needles, mild poison causing 1-4 damage on failed save) and 3-8 Cultist Huntsmen (Bone and wicker armor, stone hand axe, flint spear). (72) 2-7 Frogman Javelineers (6 javelins, club) and 3-8 Cultists (Bone and wicker armor, war club). (73) 2-7 Frogman Savages (Unarmed, attacking with claws and bite) and 3-8 Cultist Minions (Bone

and wicker armor, 2 flint spears). (74) 2-7 Frogman Skirmishers (12 darts, club) and 3-8 Cultist Minions (Bone and wicker armor, 2 flint spears). (75) 2-7 Frogman Spear Fishers (Barbed spear, net) and 3-8 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (76) 2-7 Frogman Warriors (Trident, net) and 3-8 Cultist Axe Bearers (Bone and wicker armor, stone battle axe). (77) 2-7 Frogman Savages (Unarmed, attacking with claws and bite) and 2-4 Huge Frogs (HD 2).

(78) 2-7 Frogman Skirmishers (12 darts, club) and 2-4 Huge Frogs (HD 2). (79) 2-7 Frogman Javelineers (6 javelins, club) and 1-4 Lampreys. (80) 2-7 Frogman Savages (Unarmed, attacking with claws and bite) and 1-4 Lampreys. (81) 2-7 Frogman Skirmishers (12 darts, club) and 1-4 Lampreys. (82) 2-7 Frogman Warriors (Trident, net) and 1-4 Lampreys. (83) 2-7 Frogman Javelineers (6 javelins, club) and 1-4 Large Leeches (HD 1). (84) 2-7 Frogman Savages (Unarmed, attacking with claws and bite) and 1-4 Large Leeches (HD 1). (85) 2-7 Frogman Skirmishers (12 darts, club) and 1-4 Large Leeches (HD 1). (86) 2-7 Frogman Warriors (Trident, net) and 1-4 Large Leeches (HD 1). (87) 2-7 Frogman Javelineers (6 javelins, club) and 1-3 Large Poisonous Frogs. (88) 2-7 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Large Poisonous Frogs. (89) 2-7 Frogman Skirmishers (12 darts, club) and 1-3 Large Poisonous Frogs. (90) 2-7 Frogman Warriors (Trident, net) and 1-3 Large Poisonous Frogs.

(91-92) 1-4 Giant Badgers. (93) 4-24 Goblin Delvers (Leather armor, small shield, short sword, footman's pick) and 2-4 Cave Wolves. (94) 4-24 Goblin Miners (Padded armor, small shield, footman's pick) and 2-4 Cave Wolves. (95) 4-24 Goblin Minions (Padded armor, 2 spears) and 2-4 Cave Wolves. (96) 4-24 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword) and 2-4 Cave Wolves. (97) 4-24 Goblin Slingers (Leather armor, small shield, sling with 40 stones) and 2-4 Cave Wolves. (98) 4-24 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword) and 2-4 Cave Wolves. (99-00) 4-24 Goblin Warriors (Leather armor, small shield, morning star) and 2-4 Cave Wolves.

Table CL4.2 (G-L)

Roll 1d100 and consult the following table:

(01-04) 1 Good Dwarf Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (05) 4-16 Good Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 2-4 Cave Wolves. (06) 4-16 Good Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 2-4 Cave Wolves. (07) 2-8 Good Elf Archers (HD 1) (Chain mail, long bow with 40 arrows). (08) 2-8 Good Elf Guardians (HD 1) (Chain mail, medium shield, long sword, spear). (09) 2-8 Good Elf Sentinels (HD 1) (Chain mail, two-handed sword). (10) 2-8 Good Elf Sword Bearers (HD 1) (Chain mail, medium shield, long sword, dagger). (11) 2-8 Good Elf Wardens (HD 1) (Chain Mail, 3 spears). (12) 2-8 Good Elf Warriors (HD 1) (Chain mail, medium shield, long bow with 20 arrows, long sword).

(13-16) 2-5 Good Fighters (Level 1). (17-18) 1 Good Gnome Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (19) 4-16 Good Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 1-2 Giant Badgers. (20) 4-16 Good Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-2 Giant Badgers. (21) 1 Good Halfling Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (22-23) 2-5 Good Illusionists (Level 2). (24-26) 2-5 Good Magic-Users (Level 2). (27-28) 1-3 Good Magic-Users (Level 2) and 1-3 Good Illusionists (Level 2). (29-30) 2-5 Good Monks (Level 1). (31-34) 2-5 Good Thieves (Level 1). (35) 2-9 Gremlin Pelters (3 throwing sticks) and 13-24 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins). (36) 2-9 Gremlin Tormentors (Spear wand) and 13-24 Kobold Marauders (Leather armor, buckler, short sword, dagger).

(37) 2-9 Gremlin Tricksters (Net, 2 barbed stakes) and 13-24 Kobold Skirmishers (Padded or wicker armor, buckler, spear).

(38) 3-12 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 11-20 Goblin Warriors (Leather armor, small shield, morning star). (39) 3-12 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit) and 11-20 Goblin Delvers (Leather armor, small shield, short sword, footman's pick). (40) 3-12 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star) and 11-20 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword). (41) 3-12 Hobgoblin Raiders (Ring mail, medium shield, 3 spears) and 11-20 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (42) 3-12 Hobgoblin Skull Smashers (Scale mail, large shield, morning star) and 11-20 Goblin Slingers (Leather armor, small shield, sling with 40 stones). (43) 3-12 Hobgoblin Task Masters (Chain mail, long sword, whip) and 11-20 Goblin Miners (Padded armor, small shield, footman's pick). (44) 3-12 Hobgoblin Warriors (Scale mail, large shield, long sword, spear) and 11-20 Goblin Minions (Padded armor, 2 spears).

(45) 3-12 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 4-14 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (46) 3-12 Hobgoblin Guards (Scale mail, medium shield, random pole arm which can be wielded single-handed at -2 to hit) and 4-14 Orc Warriors (Ring mail, medium shield, broad sword, spear). (47) 3-12 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star) and 4-14 Orc Axe Throwers (Ring mail, medium shield, spear, 2 throwing axes). (48) 3-12 Hobgoblin Raiders (Ring mail, medium shield, 3 spears) and 4-14 Orc Scouts (Studded leather armor, small shield, 3 spears). (49) 3-12 Hobgoblin Skull Smashers (Scale mail, large shield, morning star) and 4-14 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail). (50) 3-12 Hobgoblin Task Masters (Chain mail, long sword, whip) and 4-14 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe). (51-52) 3-12 Hobgoblin Warriors (Scale mail, large shield, long sword, spear) and 4-14 Orc Archers (Ring mail, short bow with 20 arrows, hand axe). (52-57) 2-12 Huge Centipedes.

(58-59) 1-6 Huge Centipedes and 1-2 Flesh Grubs. (60-65) 5-8 Huge Frogs (HD 2).

(66) 2-8 Iron Skeleton Minions (Tattered chain mail, medium shield, club). (67) 2-8 Iron Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (68) 2-8 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (69) 1-4 Iron Skeleton Minions (Tattered chain mail, medium shield, club) and 2-8 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (70) 1-4 Iron Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe) and 2-8 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword). (71) 1-4 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 2-8 Skeleton Minions (Tattered chain mail, medium shield, club).

(72-74) 1-4 Lampreys. (75-79) 2-8 Large Leeches (HD 1). (80-84) 2-8 Large Poisonous Frogs. (85-90) 2-5 Large Spiders (Weak poison, save at +4, failed save inflicts 2-5 points of poison damage). (91-92) 3-8 Lesser Beastmen (HD 2) (Armed with blowguns and darts of slowing poison). (93-94) 3-8 Lesser Beastmen (HD 2) (Armed with clubs). (95-96) 3-8 Lesser Beastmen (HD 2) (Armed with short swords). (97) 2-4 Lesser Beastmen (HD 2) (Armed with clubs) and 1-2 Giant Badgers. (98) 2-4 Lesser Beastmen (HD 2) (Armed with short swords) and 1-2 Giant Badgers. (99-00) 2-5 Living Silver Statuettes.

Table CL4.3 (L-Z)

Roll 1d100 and consult the following table:

(01-04) 1-4 Living Stalactites (HD 2)

(05) 2-7 Merfolk and 1-2 Lampreys. (06) 1 Mixed Evil Adventuring Party (Average Level 2; 4 or 5 NPCs plus 2-5 Men-at-Arms). (07) 1 Mixed Good Adventuring Party (Average Level 2; 4 or 5 NPCs plus 2-5 Men-at-Arms). (08) 1 Mixed Neutral Adventuring Party (Average Level 2; 4 or 5 NPCs plus 2-5 Men-at-Arms). **N.** (09) 4-16 Neutral Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 2-4 Cave Wolves. (10) 4-16 Neutral Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 2-4 Cave Wolves. (11) 1 Neutral Dwarf Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (12) 2-8 Neutral Elf Archers (HD 1) (Chain mail, long bow with 40 arrows). (13) 2-8 Neutral Elf Guardians (HD 1) (Chain mail, medium shield, long sword, spear). (14) 2-8 Neutral Elf Sentinels (HD 1) (Chain mail, two-handed sword). (15) 2-8 Neutral Elf Sword Bearers (HD 1) (Chain mail, medium shield, long sword, dagger). (16) 2-8 Neutral Elf Wardens (HD 1) (Chain Mail, 3 spears). (17) 2-8 Neutral Elf Warriors (HD 1) (Chain mail, medium shield, long bow with 20 arrows, long sword). (18-20) 2-5 Neutral Fighters (Level 1).

(21-22) 1 Neutral Gnome Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (23) 4-16 Neutral Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 1-2 Giant Badgers. (24) 4-16 Neutral Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-2 Giant Badgers. (25-26) 1 Neutral Half-Orc Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (27-28) 1 Neutral Halfling Adventuring Party (Average Level 1 or 2; 3 or 4 NPCs). (29-30) 2-5 Neutral Illusionists (Level 2). (31-32) 1-3 Neutral Illusionists (Level 2) and 1-2 Changelings. (33-35) 2-5 Neutral Magic-Users (Level 2). (36-37) 1-3 Neutral Magic-Users (Level 2) and 1-3 Neutral Illusionists (Level 2). (38-40) 2-5 Neutral Monks (Level 1). (41-44) 2-5 Neutral Thieves (Level 1).

(45) 4-14 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 1-3 Half-Orc Clerics (Level 1). (46) 4-14 Orc Guards (Ring mail, random pole arm) and 1-3 Half-Orc Clerics (Level 1). (47) 4-14 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe) and 1-3 Half-Orc Clerics (Level 1). (48) 4-14 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 1-3 Half-Orc Thieves (Level 1). (49) 4-14 Orc Axe Bearers (Studded leather armor, medium shield, battle axe) and 1-3 Half-Orc Thieves (Level 1). (50) 4-14 Orc Axe Throwers (Ring mail, medium shield, spear, 2 throwing axes) and 1-3 Half-Orc Thieves (Level 1).

(51) 4-14 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 1-3 Half-Orc Thieves (Level 1). (52) 4-14 Orc Guards (Ring mail, random pole arm) and 1-3 Half-Orc Thieves (Level 1). (53) 4-14 Orc Marauders (Scale mail, medium shield, broad sword, battle axe) and 1-3 Half-Orc Thieves (Level 1). (54) 4-14 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail) and 1-3 Half-Orc Thieves (Level 1). (55-56) 4-14 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe) and 1-3 Half-Orc Thieves (Level 1). (57-58) 4-14 Orc Warriors (Ring mail, medium shield, broad sword, spear) and 1-3 Half-Orc Thieves (Level 1).

(59-60) 2-4 Rangers (Level 1). (61-62) 1-3 Rangers (Level 1) and 1-3 Druids (Level 1).

(63-70) 2-8 Savage Lizard Men (No armor or weapons). (71) 1-4 Savage Lizard Men (No armor or weapons) and 2-7 Frogman Javelineers (6 javelins, club). (72) 1-4 Savage Lizard Men (No armor or weapons) and 2-7 Frogman Savages (Unarmed, attacking with claws and bite). (73) 1-4 Savage Lizard Men (No armor or weapons) and 2-7 Frogman Skirmishers (12 darts, club). (74) 1-4 Savage Lizard Men (No armor or weapons) and 2-7 Frogman Warriors (Trident, net). (75-76) 2-8 Skeleton Minions

(Tattered chain mail, medium shield, club) and 5-10 Beast Skeletons. (77-78) 2-8 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe) and 5-10 Beast Skeletons. (79-80) 2-8 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword) and 5-10 Beast Skeletons. (81-88) 3-12 Stryxes.

(89-96) 1-6 Zombies. (97) 1-3 Zombies and 2-8 Skeleton Minions (Tattered chain mail, medium shield, club). (98) 1-3 Zombies and 2-8 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (99-00) 1-3 Zombies and 2-8 Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword).

7.2.5

CHALLENGE LEVEL 5

There are 155 different Challenge Level 5 monster encounters.

Challenge Level 5 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 3. CL5 encounters include dangerous undead (Ghuls and armored zombies), amphibious horrors (crocodiles, Frogmen and killer frogs) and deadly arachnids (large ticks and spiders).

Table CL5.1 (A-G)

Roll 1d100 and consult the following table:

(01) 2-8 Armored Zombies (In damaged scale mail). (02) 2-8 Armored Zombies (In tattered chain mail). (03) 1-4 Armored Zombies (In damaged scale mail) and 2-5 Zombies (Unarmored). (04) 1-4 Armored Zombies (In tattered chain mail) and 2-5 Zombies (Unarmored). (05-07) 2-5 Assassins (Level 1). (08-09) 1-3 Assassins (Level 1) and 1-4 Evil Thieves (Level 1).

(10) 7-18 Brigand Archers (Studded leather armor, short bow, 20 arrows, dagger) and 1-4 Half-Orc Thieves (Level 1). (11) 7-18 Brigand Armsmen (Studded leather armor, random pole arm, club) and 1-4 Half-Orc Thieves (Level 1). (12) 7-18 Brigand Bladesmen (Chainmail, medium shield, broad sword, club) and 1-4 Half-Orc Thieves (Level 1). (13) 7-18 Brigand Crossbowmen (Studded leather armor, light crossbow, 20 quarrels, dagger) and 1-4 Half-Orc Thieves (Level 1). (14) 7-18 Brigand Rogues (Leather armor, small shield, broad, sword, 2 throwing daggers) and 1-4 Half-Orc Thieves (Level 1). (15) 7-18 Brigand Skirmishers (Leather armor, small shield, 2 spears, club) and 1-4 Half-Orc Thieves (Level 1). (16) 7-18 Brigand Swordsmen (Chainmail, large shield, long sword, dagger) and 1-4 Half-Orc Thieves (Level 1).

(17-18) 2-7 Crocodiles

(19-20) 2-5 Druids (Level 2). (21) 1-3 Druids (Level 2) and 1-4 Rangers (Level 1). (22-23) 1-3 Druids (Level 2) and 1-3 Tribal Fighters (Level 2).

(24-26) 2-5 Evil Clerics (Level 2). (27-28) 1 Evil Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (29-30) 1 Evil Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (31)

3-10 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-3 Large Spiders. (32) 3-10 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-3 Large Spiders. (33) 3-10 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-3 Large Spiders. (34) 3-10 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-3 Large Spiders.

(35) 3-10 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-3 Large Spiders. (36-39) 2-5 Evil Fighters (Level 2). (40-42) 1-3 Evil Fighters (Level 2) and 2-5 War Dogs. (43-44) 1 Evil Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (45-46) 1 Evil Half-Orc Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (47-48) 1-4 Evil Magic-Users (Level 2) and 1-4 Huge Killer Frogs (HD 2). (49-50) 1-4 Evil Magic-Users (Level 2) and 1-4 Evil Illusionists (Level 2).

(51) 3-10 Frogman Javelineers (6 javelins, club) and 1-3 Evil Clerics (Level 2). (52) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Evil Clerics (Level 2). (53) 3-10 Frogman Skirmishers (12 darts, club) and 1-3 Evil Clerics (Level 2). (54) 3-10 Frogman Warriors (Trident, net) and 1-3 Evil Clerics (Level 2). (55) 3-10 Frogman Javelineers (6 javelins, club) and 1-3 Evil Magic-Users (Level 2). (56) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Evil Magic-Users (Level 2). (57) 3-10 Frogman Skirmishers (12 darts, club) and 1-3 Evil Magic-Users (Level 2). (58) 3-10 Frogman Warriors (Trident, net) and 1-3 Evil Magic-Users (Level 2). (59) 3-10 Frogman Javelineers (6 javelins, club) and 1-4 Huge Killer Frogs (HD 2).

(60) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-4 Huge Killer Frogs (HD 2). (61) 3-10 Frogman Skirmishers (12 darts, club) and 1-4 Huge Killer Frogs (HD 2). (62) 3-10 Frogman Warriors (Trident, net) and 1-4 Huge Killer Frogs (HD 2). (63) 3-10 Frogman Javelineers (6 javelins, club) and 1-3 Giant Toads. (64) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-3 Giant Toads. (65) 3-10 Frogman Skirmishers (12 darts, club) and 1-3 Giant Toads. (66) 3-10 Frogman Warriors (Trident, net) and 1-3 Giant Toads. (67) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-6 Huge Leeches (HD 2). (68) 3-10 Frogman Warriors (Trident, net) and 1-6 Huge Leeches (HD 2). (69) 3-10 Frogman Savages (Unarmed, attacking with claws and bite) and 1-4 Large Fanged Fish (HD 3). (70) 3-10 Frogman Warriors (Trident, net) and 1-6 Huge Leeches (HD 2) and 1-4 Large Fanged Fish (HD 3).

(71-77) 1-4 Ghuls. (78-85) 3-13 Giant Centipedes. (86-90) 2-7 Giant Centipedes and 2-12 Huge Centipedes. (91-94) 2-5 Giant Toads. (95-97) 1-3 Giant Warrior Ants and 2-7 Giant Worker Ants. (98-00) 1-2 Golden Mold Patches.

Table CL5.2 (G-Z)

Roll 1d100 and consult the following table:

(01-03) 2-5 Good Clerics (Level 2). (04-06) 1 Good Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (07-09) 1 Good Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (10-13) 2-5 Good Fighters (Level 2). (14-15) 1-3 Good Fighters (Level 2) and 2-5 War Dogs. (16-17) 1 Good Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (18-19) 1 Good Halfling

Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (20-21) 1-4 Good Magic-Users (Level 2) and 1-4 Good Illusionists (Level 2).

(22-24) 1-6 Huge Killer Frogs (HD 2). (25-28) 3-12 Huge Leeches (HD 2).

(29-30) 3-8 Large Fanged Fish (HD 3). (31-35) 2-5 Large Living Stalactites (HD 3). (36-41) 2-5 Large Spiders. (42-45) 1-3 Large Ticks (HD 2). (46) 2-5 Lesser Netherworld Faeries (Armed with fine bow and dream arrows [damage 1-3, save vs. magic or mild poison causes magical sleep for 1-6 rounds; sleep is negated by any further damage]). (47) 2-5 Lesser Netherworld Faeries (Armed with fine bow and war arrows [damage 1-4]). (48) 2-5 Lesser Netherworld Faeries (Armed with needle spear [damage 1-4; if used while flying, treat the first attack as a charge for damage 2-8]). (49) 2-5 Lesser Netherworld Faeries (Armed with slim sword [treat as daggers but at +1 to hit, damage 1-4]).

(50) 1-4 Netherworld Centaur Archers (Composite long bow). (51) 1-4 Netherworld Centaur Lancers (Large shield, spear; treat the first attack as a charge). (52) 1-4 Netherworld Centaur Warriors (Large shield, war club [damage 1-8]). (53-54) 2-5 Neutral Clerics (Level 2). (55-56) 1 Neutral Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (57-58) 1 Neutral Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (59-62) 2-5 Neutral Fighters (Level 2). (63-64) 1-3 Neutral Fighters (Level 2) and 2-5 War Dogs. (65-66) 1 Neutral Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (67-68) 1 Neutral Half-Orc Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (69) 1 Neutral Halfling Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (70-71) 1-4 Neutral Magic-Users (Level 2) and 1-4 Neutral Illusionists (Level 2).

(72) 5-15 Orc Archers (Ring mail, short bow with 20 arrows, hand axe) and 1-3 Half-Orc Assassins (Level 1). (73) 5-15 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe) and 1-3 Half-Orc Assassins (Level 1). (74) 5-15 Orc Marauders (Scale mail, medium shield, broad sword, battle axe) and 1-3 Half-Orc Assassins (Level 1).

(75-78) 3-6 Poisonous Snakes (Non-lethal poison, damage only.

(79-80) 1 Small Mixed Evil Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms). (81-82) 1 Small Mixed Good Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms). (83-84) 1 Small Mixed Neutral Adventuring Party (Average Level 3; 2 or 3 NPCs plus 2-5 Men-at-Arms).

(85) 5-8 Tribal Lizard Man Hunters (Large shield, 9 barbed darts). (86) 5-8 Tribal Lizard Man Prey-Stalkers (Large shield, 2 javelins, broad sword). (87) 5-8 Tribal Lizard Man Raiders (Large shield, war club [treat as morning star]). (88) 5-8 Tribal Lizard Man Warriors (Large shield, broad sword). (89-90) 2-4 Tribal Lizard Man Warriors (Large shield, broad sword) and 1-3 Poisonous Snakes (Non-lethal poison, damage only). (91) 2-7 Triton Bolt Fishers (Heavy crossbow with 20 quarrels, dagger). (92) 2-7 Triton Spear Fishers (2 spears, dagger). (93) 2-7 Triton Trappers (Net, dagger). (94) 1-4 Triton Warriors (Trident, dagger) and 1-4 Large Fanged Fish (HD 3).

(95-97) 1-3 Violet Fungi. (98) 1-2 Violet Fungi and 1-2 Golden Mold Patches. (99-00) 1-2 Violet Fungi and 2-5 Shrieking Fungi.

7.2.6

CHALLENGE LEVEL 6

There are 108 different Challenge Level 6 monster encounters.

Challenge Level 6 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 3 or 4. Enemies at this level include sinister cave dwellers (bugbears and troglodytes), evil clerics and giant beasts (beetles, crabs, flies and toads).

Table CL6.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 1 Ant Swarm. (03) 2-8 Armored Zombies (In rusted banded mail or splint mail). (04) 2-8 Armored Zombies (In rusted plate mail). (05-06) 2-5 Assassins (Level 2). (07-08) 1-3 Assassins (Level 2) and 1-3 Evil Thieves (Level 2).

(09-10) 5-8 Beastmen (HD 3) (Armed with blowguns and darts of slowing poison). (11-12) 5-8 Beastmen (HD 3) (Armed with clubs). (13-14) 5-8 Beastmen (HD 3) (Armed with short swords). (15-16) 2-7 Bugbear Ambushers (Leather armor, 3 spears). (17-18) 2-7 Bugbear Axe Throwers (Ring mail, large shield, 2 battle axes [can be thrown]). (19-20) 2-7 Bugbear Foe-Cleavers (Studded leather armor, bardiche). (21-22) 2-7 Bugbear Red-Blades (Ring mail, large shield, long sword). (23-24) 2-7 Bugbear Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers). (25-26) 2-7 Bugbear Warriors (Ring mail, large shield, morning star). (27) 1-4 Bugbear Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers) and 2-5 Troglodyte Hunters (2 vaned darts). (28) 1-4 Bugbear Warriors (Ring mail, large shield, morning star) and 2-5 Troglodyte Warriors (Stone battle axe).

(29-31) 1-3 Constrictor Snakes

(32) 2-8 Deep Ones (Unarmed, claw/claw/bite attacks). (33) 2-8 Deep One Archers (Short bow with 20 arrows, dagger). (34) 2-8 Deep One Hunters (Spear, net, dagger). (35) 2-8 Deep One Slavers (Harpoon, dagger). (36) 2-8 Deep One Warriors (Large shield, spear, dagger). (37) 1-4 Deep One Slavers (Harpoon, dagger) and 6-16 Cultists (Bone and wicker armor, war club). (38) 1-4 Deep One Hunters (Spear, net, dagger) and 1-4 Degenerate Serpent Folk (HD 3). (39) 1-4 Deep One Hunters (Spear, net, dagger) and 1-2 Giant Crabs. (40) 1-4 Deep One Archers (Short bow with 20 arrows, dagger) and 1-2 Evil Clerics (Level 3). (41) 1-4 Deep One Warriors (Large shield, spear, dagger) and 2-4 Giant Leeches (HD 3). (42-43) 2-8 Degenerate Serpent Folk (HD 3).

(44) 1-4 Degenerate Serpent Folk (HD 3) and 1-2 Constrictor Snakes. (45) 1-4 Degenerate Serpent Folk (HD 3) and 1-2 Huge Poisonous Toads. (46) 1-4 Degenerate Serpent Folk (HD 3) and 1-3 Poisonous Snakes (lethal poison). (47-48) 4-7 Dire Wolves. (49) 1-3 Druids (Level 2) and 1-3 Rangers (Level 2).

(50-52) 1-4 Evil Clerics (Level 3). (53) 1-2 Evil Clerics (Level 3) and 2-5 Armored Zombies (Splint mail or banded mail). (54) 1-2 Evil Clerics (Level 3) and 2-4 Lemur Devils. (55) 1-2 Evil Clerics (Level 3) and 4-16 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (56) 1-2 Evil Clerics (Level 3) and 5-10 Zombies. (57) 1 Evil Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (58-59) 1 Evil Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (60) 5-10 Evil

Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 2-5 Troglodyte Skull Smashers (Stone-headed morning star).

(61) 5-10 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 2-5 Troglodyte Warriors (Stone battle axe). (62) 1 Evil Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (63-64) 1 Evil Half-Orc Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (65-66) 1-4 Evil Illusionists (Level 3). (67-69) 1-4 Evil Magic-Users (Level 3). (70-71) 1-2 Evil Magic-Users (Level 3) and 1-2 Evil Illusionists (Level 3). (72-73) 2-5 Evil Monks (Level 2). (74-77) 2-5 Evil Thieves (Level 2).

(78-79) 4-16 Giant Locusts. (80-83) 1-3 Giant Bombardier Beetles. (84-86) 1-3 Giant Crabs. (87-89) 4-7 Giant Leeches (HD 3). (90-92) 1-4 Huge Poisonous Toads. (93-94) 1-3 Giant Water Beetles. (95-96) 1-3 Golden Mold Patches and 2-8 Shrieking Fungi. (97-00) 1-4 Good Clerics (Level 3).

Table CL6.2 (G-Z)

Roll 1d100 and consult the following table:

(01-04) 1 Good Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (05-07) 1 Good Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (08-09) 1 Good Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (10-11) 1 Good Halfling Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (12-13) 1-4 Good Illusionists (Level 3). (14-16) 1-4 Good Magic-Users (Level 3). (17-18) 1-2 Good Magic-Users (Level 3) and 1-2 Good Illusionists (Level 3). (19-20) 2-5 Good Monks (Level 2). (21-24) 2-5 Good Thieves (Level 2).

(25-26) 3-6 Huge Ticks (HD 3)

(27-30) 2-5 Large Scorpions. (31-32) 1-4 Larval Acid Mantises (HD 3). (33) 1-2 Larval Acid Mantises and 1-3 Golden Mold Patches. (34-35) 3-8 Lemur Devils. (36-37) 2-5 Living Gold Statuettes. (38) 1-3 Living Gold Statuettes and 2-5 Living Silver Statuettes.

(39-40) 1 Mixed Evil Adventuring Party (Average Level 3; 4 or 5 NPCs plus 3-9 Men-at-Arms). (41-42) 1 Mixed Good Adventuring Party (Average Level 3; 4 or 5 NPCs plus 3-9 Men-at-Arms). (43-44) 1 Mixed Neutral Adventuring Party (Average Level 3; 4 or 5 NPCs plus 3-9 Men-at-Arms). (45-46) 5-8 Monstrous Hounds.

(47-49) 1-4 Neutral Clerics (Level 3). (50-51) 1 Neutral Dwarf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (52-53) 1 Neutral Elf Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (54-55) 1 Neutral Gnome Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (56-57) 1 Neutral Half-Orc Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (58) 1 Neutral Halfling Adventuring Party (Average Level 2 or 3; 3 or 4 NPCs). (59-60) 1-4 Neutral Illusionists (Level 3). (61-63) 1-4 Neutral Magic-Users (Level 3). (64-65) 1-2 Neutral Magic-Users (Level 3) and 1-2 Neutral Illusionists (Level 3). (66-67) 2-5 Neutral Monks (Level 2). (68-71) 2-5 Neutral Thieves (Level 2).

(72) 2-5 Paladins (Level 1). (73) 1-3 Paladins (Level 1) and 1-3 Good Fighters (Level 2) (Knights). (74) 1-3 Paladins (Level 1) and 1-3 Rangers (Level 2). (75-77) 3-6 Poisonous Snakes (lethal poison).

(78-79) 2-4 Rangers (Level 2)

(80) 3-10 Troglodyte Champions (Crude two-handed sword). (81-82) 3-10 Troglodyte Hunters (2 vaned darts). (83) 3-10 Troglodyte Skull Smashers (Stone-headed morning star). (84-85) 3-10 Troglodyte Warriors (Stone battle axe).

(86) 1 Very Young Black Dragon (Small, hit points 6). (87) 1 Very Young Black Dragon (Average, hit points 7). (88) 1 Very Young Brass Dragon (Small, hit points 6). (89) 1 Very Young Brass Dragon (Average, hit points 7). (90) 1 Very Young White Dragon (Small, hit points 5). (91) 1 Very Young White Dragon (Average, hit points 6). (92-94) 1-4 Violet Fungi. (95) 1-2 Violet Fungi and 1-2 Golden Mold Patches. (96-98) 1-2 Violet Fungi and 3-12 Shrieking Fungi.

(99) 5-8 Zombies and 2-5 Iron Skeleton Minions (Tattered chain mail, medium shield, club). (00) 5-8 Zombies and 2-5 Iron Skeleton Warriors (Damaged scale mail, medium shield, rusted long sword).

7.2.7

CHALLENGE LEVEL 7

There are 165 different Challenge Level 7 monster encounters.

Challenge Level 7 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 4. The dangerous monsters at this level of power include giant beasts (frogs, lizards, ticks and wasps), canine monsters (jackalweres and shadow hounds), and very young dragons.

Table CL7.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 1-4 Assassins (Level 2) and 1-4 Evil Thieves (Level 2)

(03) 3-6 Beastmen (HD 3) (Armed with blowguns and darts of slowing poison) and 1-2 Huge Boars. (04) 3-6 Beastmen (HD 3) (Armed with clubs) and 1-2 Huge Boars. (05) 3-6 Beastmen (HD 3) (Armed with clubs) and 1 Hyaenodon. (06) 3-6 Beastmen (HD 3) (Armed with short swords) and 1 Hyaenodon. (07) 2-5 Bugbear Ambushers (Leather armor, 3 spears) and 6-24 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword). (08) 2-5 Bugbear Axe Throwers (Ring mail, large shield, 2 battle axes [can be thrown]) and 6-24 Goblin Warriors (Leather armor, small shield, morning star). (09) 2-5 Bugbear Foe-Cleavers (Studded leather armor, bardiche) and 6-24 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword).

(10) 2-5 Bugbear Red-Blades (Ring mail, large shield, long sword) and 6-24 Goblin Delvers (Leather armor, small shield, short sword, footman's pick). (11) 2-5 Bugbear Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers) and 6-24 Goblin Minions (Padded armor, 2 spears). (12) 2-5 Bugbear Warriors (Ring mail, large shield, morning star) and 6-24 Goblin Slingers (Leather armor, small shield, sling with 40 stones).

(13-15) 1-4 Cave Apes. (16) 1-2 Cave Apes and 1-3 Giant Lizards. (17) 3-9 Caveman Hunters (Furs, stone hand axe, flint spear) and 1-2 Cave Apes. (18) 3-9 Caveman Warriors (Furs, stone battle axe) and 1-2 Cave Apes. (19-21) 2-5 Clay Living Statues.

(22) 3-12 Deep Ones (Unarmed, claw/claw/bite attacks) and 1-2 Moray Eels. (23) 3-12 Deep One Hunters (Spear, net, dagger) and 1-2 Moray Eels. (24) 1 Dracunculus. (25-26) 1-4 Druids (Level 2) and 1-4 Rangers (Level 2).

(27-29) 1-6 Enormous Centipedes. (30-32) 1-4 Evil Clerics (Level 4). (33) 1-2 Evil Clerics (Level 4) and 3-10 Armored Zombies (Splint mail or banded mail). (34) 1-2 Evil Clerics (Level 4) and 3-6 Lemur Devils. (35) 1-2 Evil Clerics (Level 4) and 5-20 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (36) 1-2 Evil Clerics (Level 3) and 5-10 Zombies. (37) 1 Evil Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (38-39) 1 Evil Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (40) 6-16 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 2-5 Bugbear Warriors (Ring mail, large shield, morning star). (41) 6-16 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 2-5 Bugbear Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers). (42) 6-16 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 2-5 Bugbear Red-Blades (Ring mail, large shield, long sword).

(43) 6-16 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-4 Ghuls. (44) 6-16 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-4 Ghuls. (45) 6-16 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-4 Ghuls. (46) 6-16 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-3 Huge Spiders. (47) 6-16 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-3 Huge Spiders. (48-49) 2-5 Evil Fighters (Level 3). (50) 1-3 Evil Fighters (Level 3) and 2-5 War Dogs. (51) 1 Evil Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (52) 6-16 Evil Gnome Archers (Chain mail and padded gambeson, short bow with 20 arrows, short sword) and 1-3 Wolverines. (53) 1 Evil Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (54) 1-4 Evil Illusionists (Level 4).

(55-57) 1-4 Evil Magic-Users (Level 4). (58) 1-2 Evil Magic-Users (Level 4) and 1-2 Evil Illusionists (Level 4). (59-60) 2-5 Evil Monks (Level 3). (61-64) 2-5 Evil Thieves (Level 3). (65) 1-3 Evil Thieves (Level 3) and 2-5 Bugbear Warriors (Ring mail, large shield, morning star). (66) 1-3 Evil Thieves (Level 3) and 2-5 Bugbear Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers). (67) 1-3 Evil Thieves (Level 3) and 2-5 Bugbear Red-Blades (Ring mail, large shield, long sword).

(68) 6-16 Frogman Javelineers (6 javelins, club) and 1-2 Giant Crayfish. (69) 6-16 Frogman Savages (Unarmed, attacking with claws and bite) and 1-2 Giant Crayfish. (70) 6-16 Frogman Bat Hunters (Blowgun with 20 needles, mild poison causing 1-4 damage on failed save) and 2-4 Giant Frogs (HD 3). (71) 6-16 Frogman Skirmishers (12 darts, club) and 2-4 Giant Frogs (HD 3). (72) 6-16 Frogman Spear Fishers (Barbed spear, net) and 2-5 Large Fanged Fish (HD 3). (73) 6-16 Frogman Warriors (Trident, net) and 2-5 Large Fanged Fish (HD 3). (74) 6-16 Frogman Savages (Unarmed, attacking with claws and bite) and 1-2 Moray Eels. (75) 6-16 Frogman Skirmishers (12 darts, club) and 1-2 Moray Eels. **G**

(76-78) 1-4 Giant Crayfish. (79-85) 5-8 Giant Frogs (HD 3). (86-93) 1-6 Giant Lizards. (94-00) 1-3 Giant Woodboring Beetles.

Table CL7.2 (H-L)

Roll 1d100 and consult the following table:

(01-03) 3-6 Giant Ticks (HD 4). (04) 1-3 Giant Ticks (HD 4) and 1 Spider (Tick) Swarm. (05-07) 2-7 Giant Weasels. (08-09) 2-5 Giant Bee Drones. (10) 5-10 Gnole Axe Bearers (Ring mail, battle axe, 2 throwing axes) and 1-2 Hyaenodons. (11) 5-10 Gnole Warriors (ring mail, large shield, morning star) and 1-2 Hyaenodons. (12) 6-24 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword) and 2-5 Dire Wolves. (13) 6-24 Goblin Slingers (Leather armor, small shield, sling with 40 stones) and 2-5 Dire Wolves. (14) 6-24 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword) and 2-5 Dire Wolves. (15) 6-24 Goblin Skirmishers (Leather armor, small shield, 2 spears, short sword) and 1-4 Monstrous Wolves. (16) 6-24 Goblin Stone-Blades (Leather armor, small shield, sling with 20 stones, short sword) and 1-4 Monstrous Wolves. (17) 6-24 Goblin Warriors (Leather armor, small shield, morning star) and 1-4 Monstrous Wolves. (18-20) 1-4 Good Clerics (Level 4). (21-24) 1 Good Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (25-27) 1 Good Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

(28-31) 2-5 Good Fighters (Level 3). (32-33) 1-3 Good Fighters (Level 3) and 2-5 War Dogs. (34-35) 1 Good Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (36-37) 1 Good Halfling Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (38-39) 1-4 Good Illusionists (Level 4). (40-41) 2-7 Good Leprechauns. (42-44) 1-4 Good Magic-Users (Level 4). (45-46) 1-2 Good Magic-Users (Level 4) and 1-2 Good Illusionists (Level 4). (47-48) 2-5 Good Monks (Level 3). (49-52) 2-5 Good Thieves (Level 3). (53-54) 3-8 Greater Beastmen (HD 4) (Armed with short bows and arrows of slowing poison). (55-56) 3-8 Greater Beastmen (HD 4) (Armed with broad swords). (57-58) 3-8 Greater Beastmen (HD 4) (Armed with footmen's maces). (59) 2-4 Greater Beastmen (HD 4) (Armed with broad swords) and 2-4 Monstrous Hounds. (60) 2-4 Greater Beastmen (HD 4) (Armed with footmen's maces) and 2-4 Monstrous Hounds. (61) 2-5 Greater Netherworld Faeries (Armed with fine bow and dream arrows [damage 1-3, save vs. magic or mild poison causes magical sleep for 1-6 rounds; sleep is negated by any further damage]). (62) 2-5 Greater Netherworld Faeries (Armed with needle spear [damage 1-4; if used while flying, treat the first attack as a charge for damage 2-8]).

(63-66) 1-4 Harpies. (67-68) 1-2 Harpies and 1 Charmed Character (Level 3, random class). (69) 3-9 Headless One Foe-Cleavers (Studded leather armor, bardiche). (70) 3-9 Headless One Red-Blades (Ring mail, large shield, long sword). (71) 3-9 Headless One Skull Smashers (Iron breastplate, footman's mace, 2 throwing hammers). (72-74) 2-5 Huge Living Stalactites (HD 4). (75-76) 2-8 Huge Ravens. (77-80) 1-6 Huge Spiders. (81-82) 1-3 Huge Spiders and 1 Spider Swarm. (83-85) 1-4 Hyaenodons.

(86-87) 1-2 Insect Swarms

(88-90) 1-2 Jackalweres. (91) 1 Jackalwere and 4-24 Jackals. (92) 1 Jackalwere and 1-2 Hyaenodons.

(93) 10-40 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 1-3 Giant Weasels. (94) 10-40 Kobold Marauders (Leather armor, buckler, short sword, dagger) and 1-3 Giant Weasels. (95) 10-40 Kobold Skirmishers (Padded or wicker armor, buckler, spear) and 1-3 Wolverines. (96) 10-40 Kobold Warriors (Studded leather armor, buckler, short sword, 2 javelins) and 1-3 Wolverines.

(97-98) 4-10 Large Fanged Fish (HD 3). (99-00) 3-7 Lesser Netherworld Bats (HD 4).

Table CL7.3 (M-Z)

Roll 1d100 and consult the following table:

(01-04) 2-4 Lesser Netherworld Bats (HD 4) and 4-24 Huge Bats

(05-08) 2-8 Monstrous Wolves. (09) 1-4 Moray Eels.

(10-12) 1-4 Neutral Clerics (Level 4). (13-15) 1 Neutral Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (16-18) 1 Neutral Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (19-23) 2-5 Neutral Fighters (Level 3). (24-26) 1-3 Neutral Fighters (Level 3) and 2-5 War Dogs. (27-28) 1 Neutral Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (29-30) 1 Neutral Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (31-32) 1 Neutral Halfling Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (33-34) 1-4 Neutral Illusionists (Level 4). (35-36) 2-7 Neutral Leprechauns. (37) 1-3 Neutral Leprechauns and 1-2 Shadow Hounds. (38-40) 1-4 Neutral Magic-Users (Level 4). (41-42) 1-2 Neutral Magic-Users (Level 4) and 1-2 Illusionists (Level 4). (43-44) 2-5 Neutral Monks (Level 3). (45) 4-18 Neutral Tribesmen (Huntsmen) (Bone and wicker armor, stone hand axe, flint spear) and 1-2 Cave Apes. (46) 4-18 Neutral Tribesmen (Prey-Stalkers) (Bone and wicker armor, 2 flint spears) and 1-2 Cave Apes. (47) 4-18 Neutral Tribesmen (Warriors) (Bone and wicker armor, stone battle axe) and 1-2 Cave Apes. (48-51) 2-5 Neutral Thieves (Level 3).

(52-53) 1-4 Octopi. (54) 1-6 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]). (55) 1-6 Ogre Marauders (Thick bearskin, war club [damage 3-10]). (56) 1-6 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]). (57) 1-6 Ogre Slave-Hunters (Furs, spear [damage 3-8], stone battle axe [damage 3-10]). (58-59) 1-6 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]). (60-61) 1-6 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]). (62) 1-3 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 2-5 Bugbear Ambushers (Leather armor, 3 spears). (63) 1-3 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 2-5 Bugbear Axe Throwers (Ring mail, large shield, 2 battle axes [can be thrown]). (64) 1-3 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 2-5 Bugbear Foe-Cleavers (Studded leather armor, bardiche). (65) 1-3 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1-4 Monstrous Wolves. (66) 1-3 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]) and 1-4 Monstrous Wolves.

(67) 2-5 Paladins (Level 2). (68) 1-3 Paladins (Level 2) and 1-3 Good Fighters (Level 3) (Knights). (69) 1-3 Paladins (Level 2) and 1-3 Rangers (Level 3).

(70-71) 2-4 Rangers (Level 3)

(72-74) 1-4 Shadow Hounds. (75-77) 1-4 Small Acid Mantises (HD 4). (78-79) 1 Small Mixed Evil Adventuring Party (Average Level 4; 2 or 3 NPCs plus 3-6 Men-at-Arms). (80-81) 1 Small Mixed Good Adventuring Party (Average Level 4; 2 or 3 NPCs plus 3-6 Men-at-Arms). (82-83) 1 Small Mixed Neutral Adventuring Party (Average Level 4; 2 or 3 NPCs plus 3-6 Men-at-Arms). (84-85) 1-2 Spider Swarms.

(86-87) 1-2 Vermin Swarms. (88) 1 Very Young Black Dragon (Small, magic-using, hit points 6). (89) 1 Very Young Black Dragon (Average, magic-using, hit points 7). (90) 1 Very Young Black Dragon (Huge, hit points 8). (91) 1 Very Young Brass Dragon (Small, magic-using, hit points 6). (92) 1 Very Young Brass Dragon (Average, magic-using, hit points 7). (93) 1 Very Young Brass Dragon (Huge, hit points 8). (94) 1 Very Young White Dragon (Small, magic-using, hit points 5). (95) 1 Very Young White Dragon (Average, magic-using, hit points 6). (96) 1 Very Young White Dragon (Huge, hit points 7).

(97-00) 2-7 Wolverines

7.2.8

CHALLENGE LEVEL 8

There are 181 different Challenge Level 8 monster encounters.

Challenge Level 8 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 4 or 5. Foes encountered at this power level include primates (carnivorous apes and cave apes), magical monsters (cockatrices, gelatinous slimes, harpies and hydras) and dangerous giant beasts (leeches, snakes and wolverines) as well as many minor dragons.

Table CL8.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 2-5 Assassins (Level 3). (03-04) 1-3 Assassins (Level 3) and 1-3 Evil Thieves (Level 4).

(05-06) 1-2 Brine Hags. (07) 1 Brine Hag and 2-4 Enormous Leeches (HD 4).

(08-11) 1-3 Carnivorous Apes. (12) 1-2 Carnivorous Apes and 1 Rusting Beast (Guardian Beast).

(13-14) 1 Dracunculus and 1-3 Good Leprechauns. (15) 1 Dracunculus and 1-4 Huge Ravens. (16-17) 2-5 Druids (Level 3). (18-19) 1-3 Druids (Level 3) and 1-4 Rangers (Level 3).

(20-23) 4-7 Enormous Leeches (HD 4). (24-26) 1-4 Evil Clerics (Level 4). (27) 1-2 Evil Clerics (Level 4) and 4-16 Armored Zombies (Splint mail or banded mail). (28) 1-2 Evil Clerics (Level 4) and 5-8 Lemur Devils. (29) 1-2 Evil Clerics (Level 4) and 5-30 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (30) 1-2 Evil Clerics (Level 3) and 4-14 Zombies. (31) 1 Evil Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (32) 10-30 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1-3 Brown Bears. (33) 10-30 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-3 Brown Bears. (34-36) 1 Evil Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (37) 6-24 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Giant Subterranean Lizards.

(38) 6-24 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Giant Subterranean Lizards. (39) 6-24 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Giant Subterranean Lizards. (40) 6-24 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Giant Subterranean Lizards. (41) 6-24 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Shadows. (42) 6-24 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Shadows. (43) 6-24 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Shadows.

(44) 6-24 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Shadows. (45-48) 1-4 Evil Fighters (Level 4).

(49) 1 Evil Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (50-52) 1 Evil Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (53-54) 1-4 Evil Magic-Users (Level 4) and 1-4 Evil Illusionists (Level 4). (55-56) 2-5 Evil Monks (Level 4). (57-61) 2-5 Evil Thieves (Level 4). (62) 1-3 Evil Thieves (Level 4) and 2-7 Bugbear Ambushers (Leather armor, 3 spears). (63) 1-3 Evil Thieves (Level 4) and 2-7 Bugbear Axe Throwers (Ring mail, large shield, 2 battle axes [can be thrown]). (64) 1-3 Evil Thieves (Level 4) 2-7 Bugbear Foe-Cleavers (Studded leather armor, bardiche). (65) 1-3 Evil Thieves (Level 4) and 2-7 Bugbear Red-Blades (Ring mail, large shield, long sword). (66) 1-3 Evil Thieves (Level 4) and 2-7 Bugbear Warriors (Ring mail, large shield, morning star).

(67-70) 1 Five-Headed Hydra

(71-74) 1-2 Gargoyles. (75) 1 Gargoyle and 1-2 Shadows. (76-79) 1-2 Gelatinous Slimes. (80-81) 1-4 Giant Bee Soldiers and 2-8 Giant Bee Drones. (82-84) 2-5 Giant Woodboring Beetles and 1-4 Golden Mold Patches. (85-88) 1 Good Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (89) 10-30 Good Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 1-3 Brown Bears. (90) 10-30 Good Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1-3 Brown Bears. (91) 10-30 Good Dwarf Goblin-Slayers (Chain mail, broad sword, random pole arm) and 1-3 Brown Bears. (92) 10-30 Good Dwarf Guardians (Chain mail, small shield, broad sword, spear) and 1-3 Brown Bears. (93) 10-30 Good Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-3 Brown Bears. (94-96) 1 Good Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (97-99) 2-5 Good Fighters (Level 4). (00) 1 Good Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs).

Table CL8.2 (G-N)

Roll 1d100 and consult the following table:

(01-02) 1 Good Halfling Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (03-04) 1-4 Good Magic-Users (Level 4) and 1-4 Good Illusionists (Level 4). (05-06) 2-5 Good Monks (Level 4). (07-10) 2-5 Good Thieves (Level 4). (11-15) 1-2 Green Slimes. (16-18) 1-2 Grotesques.

(19-21) 1-2 Harpies and 1-2 Charmed Characters (Level 4, random class). (22) 5-30 Hobgoblin Archers (Scale mail, composite short bow with 20 arrows, broad sword) and 1-2 Carnivorous Apes. (23) 5-30 Hobgoblin Marauders (Ring mail, medium shield, broad sword, morning star) and 1-2 Carnivorous Apes. (24) 5-30 Hobgoblin Raiders (Ring mail, medium shield, 3 spears) and 1-2 Carnivorous Apes. (25) 5-30 Hobgoblin Skull Smashers (Scale mail, large shield, morning star) and 1-2 Carnivorous Apes. (26) 5-30 Hobgoblin Warriors (Scale mail, large shield, long sword, spear) and 1-2 Carnivorous Apes. (27-31) 2-8 Huge Scorpions. (32-35) 1-4 Huge Scorpions and 3-12 Large Scorpions.

(36-39) 1-4 Ice Toads. (40) 1-2 Ice Toads and 2-5 Huge Fanged Fish (HD 4). (41) 1-2 Ice Toads and 4-16 Tribal Lizard Man Prey-Stalkers (Large shield, 2 javelins, broad sword) (Worshippers). (42) 1-2 Ice Toads and 4-16 Tribal Lizard Man Warriors (Large shield, broad sword) (Worshippers). (43-45) 2-5 Ivory Living Statues.

(46) 10-40 Kobold Axe Bearers (Leather armor, buckler, hand axe) and 2-4 Giant Weasels. (47) 10-40 Kobold Axe Throwers (Leather armor, buckler, 2 throwing axes) and 2-4 Giant Weasels. (48) 10-40 Kobold Guards (Studded leather armor, buckler, short sword, spear) and 2-4 Giant Weasels. (49) 10-40 Kobold Hunters (Padded or wicker armor, buckler, 3 javelins) and 2-4 Giant Weasels. (50) 10-40 Kobold

Infantry (Padded or wicker armor, buckler, spiked wooden club) and 2-4 Giant Weasels. (51) 10-40 Kobold Infantry (Padded or wicker armor, buckler, spiked wooden club) and 2-4 Wild Boars. (52) 10-40 Kobold Marauders (Leather armor, buckler, short sword, dagger) and 2-4 Wild Boars. (53) 10-40 Kobold Scouts (Padded or wicker armor, buckler, 2 javelins) and 2-4 Wild Boars. (54) 10-40 Kobold Skirmishers (Padded or wicker armor, buckler, spear) and 2-4 Wild Boars. (55) 10-40 Kobold Warriors (Studded leather armor, buckler, short sword, 2 javelins) and 2-4 Wild Boars.

(56) 2-7 Lesser Cyclops Foe-Cleavers (Furs, bardiche [damage 7-12]). (57) 2-7 Lesser Cyclops Marauders (Thick bearskin, war club [damage 3-10]). (58) 2-7 Lesser Cyclops Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]). (59) 2-7 Lesser Cyclops Warmongers (Thick bearskin, battle axe [damage 5-12]).

(60-62) 1-4 Medium-Sized Acid Mantises (HD 5). (63-64) 1 Mixed Evil Adventuring Party (Average Level 4; 4 or 5 NPCs plus 1-4 Level 1 Fighters). (65-66) 1 Mixed Good Adventuring Party (Average Level 4; 4 or 5 NPCs plus 1-4 Level 1 Fighters). (67-68) 1 Mixed Neutral Adventuring Party (Average Level 4; 4 or 5 NPCs plus 1-4 Level 1 Fighters).

(69-70) 1-4 Nereids. (71) 1-2 Nereids and 1 Charmed Character (Level 4, random class). (72-75) 3-8 Netherworld Bats (HD 5). (76) 10-30 Neutral Dwarf Delvers (Chain mail, small shield, footman's pick, hammer) and 1-3 Brown Bears. (77) 10-30 Neutral Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1-3 Brown Bears. (78) 10-30 Neutral Dwarf Goblin-Slayers (Chain mail, broad sword, random pole arm) and 1-3 Brown Bears. (79) 10-30 Neutral Dwarf Guardians (Chain mail, small shield, broad sword, spear) and 1-3 Brown Bears. (80) 10-30 Neutral Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-3 Brown Bears. (81-83) 1 Neutral Dwarf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (84-85) 1 Neutral Elf Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (86-88) 2-5 Neutral Fighters (Level 4).

(89-90) 1 Neutral Gnome Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (91) 10-30 Neutral Gnome Burrow Wardens (Scale mail and padded gambeson, short sword, club) and 2-5 Wolverines. (92) 10-30 Neutral Gnome Hunters (Ring mail and padded gambeson, 2 spears, club) and 2-5 Wolverines. (93-94) 1 Neutral Half-Orc Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (95-96) 1 Neutral Halfling Adventuring Party (Average Level 3 or 4; 3 or 4 NPCs). (97-98) 1-4 Neutral Magic-Users (Level 4) and 1-4 Neutral Illusionists (Level 4). (99-00) 2-5 Neutral Monks (Level 4).

Table CL8.3 (N-Z)

Roll 1d100 and consult the following table:

(01-04) 2-5 Neutral Thieves (Level 4). (05-08) 7-12 Nixies and 2-5 Huge Fanged Fish (HD 4).

(09) 2-4 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1 Rusting Beast (Guardian Beast). (10) 2-4 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1 Rusting Beast (Guardian Beast). (11) 2-4 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 1 Rusting Beast (Guardian Beast). (12) 2-4 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 1 Rusting Beast (Guardian Beast). (13) 2-4 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 10-30 Orc Maulers (Scale mail, medium shield, broad sword, footman's flail). (14) 2-4 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 10-30 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (15) 2-4 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 10-30 Orc Foe-Cleavers (Scale mail, random pole arm, battle axe).

(16) 2-4 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]) and 10-30 Orc Archers (Ring mail, short bow with 20 arrows, hand axe). (17) 2-4 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 10-30 Orc Axe Bearers (Studded leather armor, medium shield, battle axe). (18) 2-4 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 10-30 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (19) 2-4 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 10-30 Orc Scouts (Studded leather armor, small shield, 3 spears). (20) 2-4 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 10-30 Orc Warriors (Ring mail, medium shield, broad sword, spear).

(21) 2-5 Paladins (Level 3). (22) 1-3 Paladins (Level 3) and 1-3 Good Fighters (Level 4) (Knights). (23) 1-3 Paladins (Level 3) and 1-4 Rangers (Level 3).

(24-30) 1-2 Rusting Beasts

(31-35) 1-4 Shadows. (36-39) 1-3 Small Hell Hounds (HD 4). (40) 1 Sub-Adult Black Dragon (Small, hit points 18). (41) 1 Sub-Adult Black Dragon (Average, hit points 21). (42) 1 Sub-Adult White Dragon (Small, hit points 15). (43) 1 Sub-Adult White Dragon (Average, hit points 18).

(44) 1 Very Young Black Dragon (Huge, magic-using, hit points 8). (45) 1 Very Young Blue Dragon (Small, hit points 8). (46) 1 Very Young Blue Dragon (Average, hit points 9). (47) 1 Very Young Brass Dragon (Huge, magic-using, hit points 8). (48) 1 Very Young Bronze Dragon (Small, hit points 8). (49) 1 Very Young Bronze Dragon (Average, hit points 9). (50) 1 Very Young Copper Dragon (Small, hit points 7). (51) 1 Very Young Copper Dragon (Average, hit points 8). (52) 1 Very Young Gold Dragon (Small, hit points 10). (53) 1 Very Young Gold Dragon (Average, hit points 11). (54) 1 Very Young Green Dragon (Small, hit points 7) . (55) 1 Very Young Green Dragon (Average, hit points 8). (56) 1 Very Young Red Dragon (Small, hit points 9). (57) 1 Very Young Red Dragon (Average, hit points 10). (58) 1 Very Young Silver Dragon (Small, hit points 9). (59) 1 Very Young Silver Dragon (Average, hit points 10). (60) 1-2 Very Young White Dragons (Huge, magic-using, hit points 7).

(61-62) 2-5 Werebadgers. (63) 1-3 Werebadgers and 2-5 Giant Badgers. (64) 2-9 Wererat Ambushers (Net, strangle wire, short sword). (65) 2-9 Wererat Backstabbers (2 daggers). (66) 2-9 Wererat Grave Robbers (Footman's pick, rope, dagger). (67) 2-9 Wererat Skulkers (Long sword, dagger). (68) 2-9 Wererat Snipers (Short bow with 20 arrows, short sword). (69) 2-9 Wererat Tunnel Scuttlers (9 darts, short sword). (70) 1-4 Wererat Ambushers (Net, strangle wire, short sword) and 10-30 Giant Rats. (71) 1-4 Wererat Backstabbers (2 daggers) and 10-30 Giant Rats. (72) 1-4 Wererat Skulkers (Long sword, dagger) and 10-30 Giant Rats. (73) 1-4 Wererat Snipers (Short bow with 20 arrows, short sword) and 10-30 Giant Rats. (74) 1-4 Wererat Tunnel Scuttlers (9 darts, short sword) and 10-30 Giant Rats. (75) 1-4 Wererat Ambushers (Net, strangle wire, short sword) and 10-60 Rats. (76) 1-4 Wererat Backstabbers (2 daggers) and 10-60 Rats. (77) 1-4 Wererat Skulkers (Long sword, dagger) and 10-60 Rats. (78) 1-4 Wererat Snipers (Short bow with 20 arrows, short sword) and 10-60 Rats. (79) 1-4 Wererat Tunnel Scuttlers (9 darts, short sword) and 10-60 Rats. (80-81) 2-5 Wereravens. (82) 1-3 Wereravens and 5-10 Huge Ravens.

(83) 1 Young Black Dragon (Small, hit points 12). (84) 1 Young Black Dragon (Average, hit points 14). (85) 1 Young Blue Dragon (Small, hit points 16). (86) 1 Young Blue Dragon (Average, hit points 18). (87) 1 Young Brass Dragon (Small, hit points 12). (88) 1 Young Brass Dragon (Average, hit points 14). (89) 1 Young Copper Dragon (Small, hit points 14). (90) 1 Young Copper Dragon (Average, hit points 16). (91) 1 Young Gold Dragon (Small, hit points 20). (92) 1 Young Gold Dragon (Average, hit points 22). (93) 1 Young Red Dragon (Small, hit points 18). (94) 1 Young Red Dragon (Average, hit

points 20). (95) 1 Young Silver Dragon (Small, hit points 18). (96) 1 Young Silver Dragon (Average, hit points 20). (97-98) 1-2 Young White Dragons (Small, hit points 10). (99-00) 1-2 Young White Dragons (Average, hit points 12).

7.2.9

CHALLENGE LEVEL 9

There are 171 different Challenge Level 9 monster encounters.

Challenge Level 9 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 5. Enemies at this level of power include slimes (gibbering, gray and ochre), undead (ghasts, ghuls and shadows) and classic dungeon monsters (badgerbears, doppelgangers and werewolves), as well as many young dragons.

(*Note Bene:* As listed, Challenge Level 9 will produce dragon encounters up to 30% of the time. This is to practically *ensure* that adventuring groups run into at least one dragon at this level of difficulty. GMs who use CL9 to stock an entire dungeon level should probably limit the number of dragons encountered on any one dungeon level to no more than three lairs in total.)

Table CL9.1 (A-G)

Roll 1d100 and consult the following table:

(01-03) 1 Abyssal Imp. (04-06) 1-2 Amphisbaenas. (07-09) 2-5 Assassins (Level 4). (10-12) 1-3 Assassins (Level 4) and 1-4 Evil Thieves (Level 3).

(13-18) 1-3 Badgerbears. (19-20) 1 Brine Hag and 1-2 Ghasts.

(21) 4-16 Deep Ones (Unarmed, claw/claw/bite attacks) and 1-2 Giant Water Spiders. (22) 4-16 Deep One Hunters (Spear, net, dagger) and 1-2 Giant Water Spiders. (23) 4-16 Deep One Warriors (Large shield, spear, dagger) and 1-2 Giant Water Spiders. (24-27) 1-4 Doppelgangers. (28) 1-2 Doppelgangers and 10-40 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (29) 1-2 Doppelgangers and 10-40 Orc Warriors (Ring mail, medium shield, broad sword, spear). (30-31) 2-5 Druids (Level 4). (32-33) 1-3 Druids (Level 4) and 1-3 Rangers (Level 4).

(34-36) 2-5 Evil Clerics (Level 4). (37) 1-3 Evil Clerics (Level 4) and 5-20 Armored Zombies (Splint mail or banded mail). (38) 1-3 Evil Clerics (Level 4) and 7-42 Skeleton Reavers (Tattered chain mail, small shield, rusted battle axe). (39) 1-3 Evil Clerics (Level 4) and 2-5 Undead Wolves. (40) 1-3 Evil Clerics (Level 4) and 5-30 Zombies. (41) 1 Evil Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (42-44) 1 Evil Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (45) 5-30 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Ghasts. (46) 5-30 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Ghasts. (47) 1 Evil Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (48) 6-36 Evil Gnome Slingers (Ring mail and padded gambeson, sling with 20 sling bullets, club) and 1-3 Giant Wolverines. (49-51) 1 Evil Half-Orc Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (52-53) 1-4 Evil Illusionists

(Level 5). (54-57) 1-4 Evil Magic-Users (Level 5). (58-59) 1-2 Evil Magic-Users (Level 5) and 1-2 Evil Illusionists (Level 5). (60) 1-3 Evil Thieves (Level 4) and 3-10 Bugbear Ambushers (Leather armor, 3 spears). (61) 1-3 Evil Thieves (Level 4) and 3-10 Bugbear Red-Blades (Ring mail, large shield, long sword). (62) 1-3 Evil Thieves (Level 4) and 3-10 Bugbear Warriors (Ring mail, large shield, morning star).

(63-64) 1 Five-Headed Fire-Breathing Hydra. (65) 1 Five-Headed Regenerating Hydra.

(66-69) 3-6 Gegenes. (70) 1-4 Gegenes and 3-5 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]). (71) 1-4 Gegenes and 3-5 Ogre Marauders (Thick bearskin, war club [damage 3-10]). (72) 1-4 Gegenes and 3-5 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]). (73-75) 1-4 Ghasts. (76-77) 1-2 Ghasts and 2-5 Ghuls. (78) 1-2 Ghasts and 5-15 Troglodyte Hunters (2 vaned darts). (79) 1-2 Ghasts and 5-15 Troglodyte Skull Smashers (Stone-headed morning star). (80) 1-2 Ghasts and 5-15 Troglodyte Warriors (Stone battle axe). (81-85) 1-3 Giant Constrictor Snakes. (86-88) 1-4 Giant Lampreys. (89-90) 1-2 Giant Lampreys and 1-3 Monstrous Leeches (HD 5). (91-94) 1 Giant Poisonous Snake. (95-00) 1-4 Giant Wasps.

Table CL9.2 (G-O)

Roll 1d100 and consult the following table:

(01-03) 1-4 Giant Water Spiders. (04-06) 1-4 Giant Water Worms. (07-10) 2-5 Giant Wolverines. (11-14) 2-5 Giant Woodboring Beetles and 1-4 Gray Slimes. (15-17) 1-3 Gibbering Slimes. (18) 5-20 Gnole Archers (Leather armor, composite long/great bow with 20 arrows, scimitar) and 1-2 Gargoyles. (19) 5-20 Gnole Marauders (Leather armor, large shield, random pole arm which can be wielded single-handed at -1 to hit) and 1-2 Gargoyles. (20) 5-20 Gnole Warriors (ring mail, large shield, morning star) and 1-2 Gargoyles. (21-24) 1 Good Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (25-27) 1 Good Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (28-29) 1 Good Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (30-31) 1 Good Halfling Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (32-33) 1-4 Good Illusionists (Level 5). (34-37) 1-4 Good Magic-Users (Level 5). (38-39) 1-2 Good Magic-Users (Level 5) and 1-2 Good Illusionists (Level 5). (40-45) 1-3 Gray Slimes.

(46) 5-12 Headless One Foe-Cleavers (Studded leather armor, bardiche) and 1-2 Gibbering Slimes. (47) 5-12 Headless One Red-Blades (Ring mail, large shield, long sword) and 1-2 Gibbering Slimes. (48-52) 1-2 Hell Hounds (HD 5).

(53-55) 1 Infernal Imp

(56-59) 1-4 Large Acid Mantises (HD 6). (60) 2-7 Lesser Cyclops Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1 Five-Headed Hydra (Guardian Beast). (61) 2-7 Lesser Cyclops Marauders (Thick bearskin, war club [damage 3-10]) and 1 Five-Headed Hydra (Guardian Beast). (62) 2-7 Lesser Cyclops Warmongers (Thick bearskin, battle axe [damage 5-12]) and 1 Five-Headed Hydra (Guardian Beast).

(63-66) 2-5 Monstrous Leeches (HD 5)

(67) 2-7 Netherworld Gnome Dart-Throwers (Chain mail and leather jack, 12 darts with slowing poison, +2 to hit, save vs. poison or suffer effects similar to a slow spell for 1-4 rounds). (68) 2-7 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed). (69) 2-7 Netherworld Gnome Ensnarers (Chain mail and leather

jack, 12 darts with paralytic poison, +2 to hit, save vs. poison or suffer paralysis for 1-2 rounds). (70) 2-7 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer).

(71-73) 1 Neutral Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (74-76) 1 Neutral Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (77-78) 1 Neutral Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (79-80) 1 Neutral Half-Orc Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (81-82) 1 Neutral Halfling Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (83-84) 1-4 Neutral Illusionists (Level 5). (85-88) 1-4 Neutral Magic-Users (Level 5). (89-90) 1-2 Neutral Magic-Users (Level 5) and 1-2 Neutral Illusionists (Level 5).

(91-96) 1-3 Ochre Slimes. (97) 1-2 Ochre Slimes and 1-2 Gray Slimes. (98) 1-2 Ochre Slimes and 1-3 Green Slimes. (99) 3-6 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1-2 Badgerbears (Guardian Beasts). (00) 3-6 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1-2 Badgerbears (Guardian Beasts).

Table CL9.3 (O-Z)

Roll 1d100 and consult the following table:

(01) 1-3 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1-3 Giant Wolverines (Guardian Beasts). (02) 1-3 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1-3 Giant Wolverines (Guardian Beasts). (03) 1-3 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 1-3 Giant Wolverines (Guardian Beasts). (04) 1-3 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 1-3 Giant Wolverines (Guardian Beasts).

(05) 1-4 Paladins (Level 3) and 2-5 Good Fighters (Level 4) (Knights). (06) 1-4 Paladins (Level 3) and 1-3 Rangers (Level 4).

(07-08) 2-4 Rangers (Level 4)

(09) 1-3 Shadows and 4-16 Lares Demons. (10-14) 1-2 Six-Headed Hydras. (15-16) 1 Small Mixed Evil Adventuring Party (Average Level 5; 2 or 3 NPCs plus 1-4 Level 2 Fighters). (17-18) 1 Small Mixed Good Adventuring Party (Average Level 5; 2 or 3 NPCs plus 1-4 Level 2 Fighters). (19-20) 1 Small Mixed Neutral Adventuring Party (Average Level 5; 2 or 3 NPCs plus 1-4 Level 2 Fighters). (21-23) 1-3 Spotted Lions. (24) 1 Sub-Adult Black Dragon (Huge, hit points 24). (25) 1 Sub-Adult Black Dragon (Small, magic-using, hit points 18). (26) 1 Sub-Adult Black Dragon (Average, magic-using, hit points 21). (27) 1 Sub-Adult Brass Dragon (Huge, hit points 24). (28) 1 Sub-Adult Brass Dragon (Small, magic-using, hit points 18). (29) 1 Sub-Adult Brass Dragon (Average, magic-using, hit points 21). (30) 1 Sub-Adult White Dragon (Huge, hit points 21). (31) 1 Sub-Adult White Dragon (Small, magic-using, hit points 15). (32) 1 Sub-Adult White Dragon (Average, magic-using, hit points 18).

(33-34) 5-8 Two-Headed Hounds

(35-37) 4-10 Undead Wolves

(38) 1-2 Very Young Blue Dragons (Huge, hit points 10). (39) 1-2 Very Young Blue Dragons (Small, magic-using, hit points 8). (40) 1-2 Very Young Blue Dragons (Average, magic-using, hit points 9). (41) 1-2 Very Young Bronze Dragons (Huge, hit points 10). (42) 1-2 Very Young Bronze Dragons (Small, magic-using, hit points 8). (43) 1-2 Very Young Bronze Dragons (Average, magic-using, hit points 9). (44) 1-2 Very Young Copper Dragons (Huge, hit points 9). (45) 1-2 Very Young Copper Dragons (Small, magic-using, hit points 7). (46) 1-2 Very Young Copper Dragons (Average, magic-using, hit points 8).

(47) 1-2 Very Young Gold Dragons (Huge, hit points 12). (48) 1-2 Very Young Gold Dragons (Small, magic-using, hit points 10). (49) 1-2 Very Young Gold Dragons (Average, magic-using, hit points 11). (50) 1-2 Very Young Green Dragons (Huge, hit points 9).

(51) 1-2 Very Young Green Dragons (Small, magic-using, hit points 7). (52) 1-2 Very Young Green Dragons (Average, magic-using, hit points 8). (53) 1-2 Very Young Red Dragons (Huge, hit points 11). (54) 1-2 Very Young Red Dragons (Small, magic-using, hit points 9). (55) 1-2 Very Young Red Dragons (Average, magic-using, hit points 10). (56) 1-2 Very Young Silver Dragons (Huge, hit points 11). (57) 1-2 Very Young Silver Dragons (Small, magic-using, hit points 9). (58) 1-2 Very Young Silver Dragons (Average, magic-using, hit points 10).

(59-64) 2-4 Werewolves. (65) 1-2 Werewolves and 3-12 Beastmen (HD 3) (Slaves). (66) 1-2 Werewolves and 4-16 Cave Wolves. (67) 1-2 Werewolves and 3-12 Dire Wolves. (68) 1-2 Werewolves and 2-8 Monstrous Wolves.

(69) 2-5 Yetis. (70) 1-3 Yetis and 1-2 Ice Toads. (71) 1 Young Black Dragon (Huge, hit points 16). (72) 1 Young Black Dragon (Small, magic-using, hit points 12). (73) 1 Young Black Dragon (Average, magic-using, hit points 14). (74) 1 Young Blue Dragon (Huge, hit points 20). (75) 1 Young Blue Dragon (Small, magic-using, hit points 16). (76) 1 Young Blue Dragon (Average, magic-using, hit points 18). (77) 1 Young Brass Dragon (Huge, hit points 16). (78) 1 Young Brass Dragon (Small, magic-using, hit points 12). (79) 1 Young Brass Dragon (Average, magic-using, hit points 14). (80) 1 Young Bronze Dragon (Huge, hit points 20). (81) 1 Young Bronze Dragon (Small, magic-using, hit points 16). (82) 1 Young Bronze Dragon (Average, magic-using, hit points 18). (83) 1 Young Copper Dragon (Huge, hit points 18). (84) 1 Young Copper Dragon (Small, magic-using, hit points 14). (85) 1 Young Copper Dragon (Average, magic-using, hit points 16). (86) 1 Young Gold Dragon (Huge, hit points 24). (87) 1 Young Gold Dragon (Small, magic-using, hit points 20).

(88) 1 Young Gold Dragon (Average, magic-using, hit points 22). (89) 1 Young Green Dragon (Huge, hit points 18). (90) 1 Young Green Dragon (Small, magic-using, hit points 14). (91) 1 Young Green Dragon (Average, magic-using, hit points 16). (92) 1 Young Red Dragon (Huge, hit points 22). (93) 1 Young Red Dragon (Small, magic-using, hit points 18). (94) 1 Young Red Dragon (Average, magic-using, hit points 20). (95) 1 Young Silver Dragon (Huge, hit points 22). (96) 1 Young Silver Dragon (Small, magic-using, hit points 18). (97) 1 Young Silver Dragon (Average, magic-using, hit points 20). (98) 1 Young White Dragon (Huge, hit points 14). (99) 1-2 Young White Dragons (Small, magic-using, hit points 10). (00) 1-2 Young White Dragons (Average, magic-using, hit points 12).

7.2.10

CHALLENGE LEVEL 10

There are 163 different Challenge Level 10 monster encounters.

Challenge Level 10 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 5 or 6. Foes at CL10 include dragons, NPC adventurers and extra-dimensional horrors, as well as classic undead (such as wights and wraiths).

(*Note Bene:* As listed, Challenge Level 10 will produce dragon encounters up to 20% of the time. GMs who use CL10 to stock an entire dungeon level should probably limit the number of dragons encountered on any one dungeon level to no more than three lairs in total.)

Table CL10.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 1 Abyssal Imp and 1-2 Hell Hounds (HD 5). (03-04) 1 Abyssal Imp and 11-20 Soul Worms. (05) 1 Adult Black Dragon (Small, hit points 30). (06) 1 Adult Black Dragon (Average, hit points 35). (07) 1 Adult Brass Dragon (Small, hit points 30). (08) 1 Adult Brass Dragon (Average, hit points 35). (09) 1 Adult White Dragon (Small, hit points 25). (10) 1 Adult White Dragon (Average, hit points 30). (11-12) 1 Amphisbaena and 1-3 Giant Constrictor Snakes. (13-14) 1 Amphisbaena and 1-2 Giant Poisonous Snakes. (15-16) 1 Amphisbaena and 1 Giant Spitting Snake. (17-20) 1-4 Arcane Zombies. (21-23) 1-4 Assassins (Level 4) and 2-5 Evil Thieves (Level 3).

(24-28) 1-2 Cockatrices. (29) 1 Cockatrice and 1-2 Gargoyles.

(30-31) 1-4 Druids (Level 5). (32-33) 1-2 Druids (Level 5) and 1-4 Rangers (Level 4).

(34-37) 1-4 Evil Clerics (Level 5). (38) 1-2 Evil Clerics (Level 4) and 1-2 Arcane Zombies. (39) 1-2 Evil Clerics (Level 5) and 6-36 Armored Zombies. (40) 1-2 Evil Clerics (Level 5) and 1 Familiar (Abyssal or Infernal Imp). (41) 1-2 Evil Clerics (Level 5) and 1-3 Monster Zombies. (42-43) 1-2 Evil Clerics (Level 5) and 12-50 Skeletons. (44-45) 1-2 Evil Clerics (Level 5) and 7-42 Zombies. (46) 1 Evil Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (47) 10-40 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-3 Grotesques. (48) 10-40 Evil Dwarf Snipers (Chain mail, small shield, light crossbow with 40 quarrels, short sword) and 1-3 Grotesques. (49-51) 1 Evil Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (52) 6-36 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Giant Spiders.

(53) 6-36 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Giant Spiders. (54) 6-36 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Giant Spiders. (55) 6-36 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Giant Spiders. (56) 6-36 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Giant Spiders. (57) 6-36 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Lesser Dimensional Spiders. (58) 6-36 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Lesser Dimensional Spiders. (59) 6-36 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Lesser Dimensional Spiders.

(60) 6-36 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Lesser Dimensional Spiders. (61) 6-36 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Lesser Dimensional Spiders. (62-66) 2-5 Evil Fighters (Level 5). (67) 1 Evil Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs).

(68-70) 1 Evil Half-Orc Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (71) 1-3 Evil Illusionists (Level 5) and 1 Familiar (Abyssal or Infernal Imp). (72) 1-3 Evil Magic-Users (Level 5) and 1-2 Arcane Zombies. (73-74) 1-3 Evil Magic-Users (Level 5) and 1 Familiar (Abyssal or Infernal Imp). (75-76) 1-3 Evil Magic-Users (Level 5) and 1-3 Evil Illusionists (Level 5). (77) 1-3 Evil Thieves (Level 4) and 4-16 Bugbear Ambushers (Leather armor, 3 spears). (78) 1-3 Evil Thieves (Level 4) and 4-16 Bugbear Red-Blades (Ring mail, large shield, long sword). (79) 1-3 Evil Thieves (Level 4) and 4-16 Bugbear Warriors (Ring mail, large shield, morning star).

(80-81) 1-2 Gargoyles and 1-4 Shadows. (82-86) 1-3 Giant Subterranean Lizards. (87) 1 Giant Poisonous Snake and 1 Giant Spitting Snake. (88-93) 1-2 Giant Scorpions. (94-98) 1 Giant Scorpion and 2-8 Huge Scorpions. (99-00) 1-3 Giant Spiders.

Table CL10.2 (G-S)

Roll 1d100 and consult the following table:

(01-03) 1-3 Giant Spiders. (04-06) 1-2 Giant Spitting Snakes. (07) 3-12 Giant Woodboring Beetles and 1-4 Ochre Slimes. (08-10) 1-4 Good Clerics (Level 5). (11) 1-2 Good Clerics (Level 5) and 1 Familiar (Dracunculus or Homunculus). (12-15) 1 Good Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (16-18) 1 Good Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (19-24) 2-5 Good Fighters (Level 5). (25-26) 1 Good Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (27-28) 1 Good Halfling Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (29) 1-3 Good Illusionists (Level 5) and 1 Familiar (Dracunculus or Homunculus). (30-32) 1-3 Good Magic-Users (Level 5) and 1 Familiar (Dracunculus or Homunculus). (33-34) 1-3 Good Magic-Users (Level 5) and 1-3 Good Illusionists (Level 5). (35-38) 4-7 Greater Netherworld Bats (HD 6).

(39-41) 1-3 Huge Green Slimes (HD 4). (42) 1-2 Huge Green Slimes and 1-3 Ochre Slimes.

(43-44) 1 Infernal Imp and 1-2 Hell Hounds (HD 5). (45-46) 1 Infernal Imp and 11-20 Soul Worms.

(47-49) 1-3 Lesser Dimensional Spiders

(50-51) 1 Mixed Evil Adventuring Party (Average Level 5; 4 or 5 NPCs). (52-53) 1 Mixed Good Adventuring Party (Average Level 5; 4 or 5 NPCs). (54-55) 1 Mixed Neutral Adventuring Party (Average Level 5; 4 or 5 NPCs). (56-60) 2-5 Monster Zombies.

(61-64) 2-5 Neutral Clerics (Level 5). (65) 1-3 Neutral Clerics (Level 5) and 1 Familiar (Homunculus). (66-67) 1 Neutral Dwarf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (68-69) 1 Neutral Elf Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (70-73) 2-5 Neutral Fighters (Level 5). (74-75) 1 Neutral Gnome Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (76-77) 1 Neutral Half-Orc Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (78-79) 1 Neutral Halfling Adventuring Party (Average Level 4 or 5; 3 or 4 NPCs). (80) 1-3 Neutral Illusionists (Level 5) and 1 Familiar (Homunculus). (81) 1-3 Neutral Magic-Users (Level 5) and 1 Familiar (Homunculus). (82-83) 1-3 Neutral Magic-Users (Level 5) and 1-3 Neutral Illusionists (Level 5).

(84) 2-5 Paladins (Level 4). (85) 1-3 Paladins (Level 4) and 1-3 Good Fighters (Level 5) (Knights). (86) 1-3 Paladins (Level 4) and 2-4 Rangers (Level 4). **S.** (87-88) 1-3 Sirens. (89-90) 1 Siren and 2-4 Nereids. (91-92) 1 Six-Headed Fire-Breathing Hydra. (93-97) 1 Small Giant Ant Colony (1 Queen, 4-16 Workers and 2-5 Warriors). (98-00) 2-5 Stone Living Statues.

Table CL10.3 (S-Z)

Roll 1d100 and consult the following table:

(01-04) 2-5 Stone Living Statues. (05-07) 1-3 Stone Living Statues and 2-7 Clay Living Statues. (08) 1 Sub-Adult Black Dragon (Huge, magic-using, hit points 24). (09) 1 Sub-Adult Blue Dragon (Small, hit points 24). (10) 1 Sub-Adult Blue Dragon (Average, hit points 27). (11) 1 Sub-Adult Brass Dragon (Huge, Magic-using, hit points 24). (12) 1 Sub-Adult Bronze Dragon (Small, hit points 24). (13) 1 Sub-Adult Bronze Dragon (Average, hit points 27). (14) 1 Sub-Adult Copper Dragon (Small, hit points 21). (15) 1 Sub-Adult Copper Dragon (Average, hit points 24). (16) 1 Sub-Adult Gold Dragon (Small, hit points 30). (17) 1 Sub-Adult Gold Dragon (Average, hit points 33). (18) 1 Sub-Adult Green Dragon (Small, hit points 21). (19) 1 Sub-Adult Green Dragon (Average, hit points 24). (20) 1 Sub-Adult Red Dragon (Small, hit points 27). (21) 1 Sub-Adult Red Dragon (Average, hit points 30). (22) 1 Sub-Adult Silver Dragon (Small, hit points 27). (23) 1 Sub-Adult Silver Dragon (Average, hit points 30). (24) 1 Sub-Adult White Dragon (Huge, magic-using, hit points 21).

(25-31) 1-2 Tentacled Centipedes

(32) 2 Very Young Blue Dragons (Huge, magic-using, hit points 10). (33) 2 Very Young Bronze Dragons (Huge, magic-using, hit points 10). (34) 2 Very Young Copper Dragons (Huge, magic-using, hit points 9). (35) 2 Very Young Gold Dragons (Huge, magic-using, hit points 12). (36) 2 Very Young Green Dragons (Huge, magic-using, hit points 9). (37) 2 Very Young Red Dragons (Huge, magic-using, hit points 11). (38) 2 Very Young Silver Dragons (Huge, magic-using, hit points 11).

(39-44) 1-3 Wereboars. (45) 1-2 Wereboars and 7-21 Neutral Berserker Bear Warriors (Furs, two-handed sword). (46) 1-2 Wereboars and 7-21 Neutral Berserker Boar Warriors (Furs, 2 short swords). (47) 1-2 Wereboars and 7-21 Neutral Berserker Bladesmen (Furs, broad sword, hand axe). (48) 1-2 Wereboars and 7-21 Neutral Berserker Swordsmen (Furs, long sword, hand axe). (49-51) 1-2 Wereboars and 1-4 Huge Boars. (52-54) 1-2 Wereboars and 1-2 Monstrous Boars. (55) 2-4 Werewolves and 1-2 Winter Wolves. (56-62) 1-4 Wights. (63-66) 1-4 Winter Wolves.

(67-68) 2-5 Yetis and 1-4 Snow Leopards. (69-70) 2-5 Yetis and 1-2 Winter Wolves. (71-72) 2-5 Yetis and 1 Yeti Chieftain (Maximum hit points, may be wielding a magic weapon). (73) 1 Young Adult Black Dragon (Small, hit points 24). (74) 1 Young Adult Black Dragon (Average, hit points 28). (75) 1 Young Adult Blue Dragon (Small, hit points 32). (76) 1 Young Adult Blue Dragon (Average, hit points 36). (77) 1 Young Adult Brass Dragon (Small, hit points 24). (78) 1 Young Adult Brass Dragon (Average, hit points 28). (79) 1 Young Adult Bronze Dragon (Small, hit points 32). (80) 1 Young Adult Bronze Dragon (Average, hit points 36). (81) 1 Young Adult Copper Dragon (Small, hit points 28). (82) 1 Young Adult Copper Dragon (Average, hit points 32). (83) 1 Young Adult Green Dragon (Small, hit points 28). (84) 1 Young Adult Green Dragon (Average, hit points 32).

(85) 1 Young Adult Red Dragon (Small, hit points 36). (86) 1 Young Adult Red Dragon (Average, hit points 40). (87) 1 Young Adult Silver Dragon (Small, hit points 36). (88) 1 Young Adult Silver Dragon (Average, hit points 40). (89) 1-2 Young Adult White Dragons (Small, hit points 20). (90) 1-2 Young Adult White Dragons (Average, hit points 24). (91) 1-2 Young Black Dragons (Huge, magic-using, hit points 16). (92) 1-2 Young Blue Dragons (Huge, magic-using, hit points 20). (93) 1-2 Young Brass Dragons (Huge, magic-using, hit points 16). (94) 1-2 Young Bronze Dragons (Huge, magic-using, hit points 20). (95) 1-2 Young Copper Dragons (Huge, magic-using, hit points 18). (96) 1-2 Young Gold Dragons (Huge, magic-using, hit points 24). (97) 1-2 Young Green Dragons (Huge, magic-using, hit points 18). (98) 1-2 Young Red Dragons (Huge, magic-using, hit points 22). (99) 1-2 Young Silver

Dragons (Huge, magic-using, hit points 22). (00) 2 Young White Dragons (Huge, magic-using, hit points 14).

7.2.11

CHALLENGE LEVEL 11

There are 161 different Challenge Level 11 monster encounters.

Challenge Level 11 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 6. CL11 monsters include dragons, dangerous NPCs and fearsome labyrinth monsters (such as manticores, minotaurs and nightmares).

(*Note Bene:* As listed, Challenge Level 11 will produce dragon encounters up to 18% of the time. GMs who use CL11 to stock an entire dungeon level should probably limit the number of dragons encountered on any one dungeon level to no more than three lairs in total.)

Table CL11.1 (A-G)

Roll 1d100 and consult the following table:

(01) 1 Adult Black Dragon (Huge, hit points 40). (02) 1 Adult Black Dragon (Small, magic-using, hit points 30). (03) 1 Adult Black Dragon (Average, magic-using, hit points 35). (04) 1 Adult Brass Dragon (Huge, hit points 40). (05) 1 Adult Brass Dragon (Small, magic-using, hit points 30). (06) 1 Adult Brass Dragon (Average, magic-using, hit points 35). (07) 1 Adult White Dragon (Huge, hit points 35). (08) 1 Adult White Dragon (Small, magic-using, hit points 25). (09) 1 Adult White Dragon (Average, magic-using, hit points 30). (10-14) 1 Amphisbaena and 1-2 Giant Spitting Snakes. (15-19) 2-5 Assassins (Level 5). (20-24) 1-3 Assassins (Level 5) and 1-3 Evil Thieves (Level 5).

(25-29) 2-4 Crocutas. (30-33) 1-2 Crocutas and 1-2 Large Hell Hounds (HD 6).

(34-37) 1-4 Druids (Level 5) and 2-4 Rangers (Level 4)

(38-42) 1-4 Evil Clerics (Level 6). (43-44) 1-2 Evil Clerics (Level 6) and 1-2 Familiars (Abyssal or Infernal Imps). (45-46) 1 Evil Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (47) 12-48 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1-3 Gargoyles. (48) 12-48 Evil Dwarf Repellers (Chain mail, heavy crossbow with 40 quarrels, battle axe) and 1-3 Gargoyles. (49) 12-48 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-3 Gargoyles. (50) 12-48 Evil Dwarf Snipers (Chain mail, small shield, light crossbow with 40 quarrels, short sword) and 1-3 Gargoyles. (51-53) 1 Evil Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (54) 5-40 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Giant Black Widow Spiders. (55) 5-40 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Giant Black Widow Spiders.

(56) 5-40 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Giant Black Widow Spiders. (57) 5-40 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Giant Black Widow Spiders. (58) 5-40 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Giant Black Widow Spiders. (59) 1 Evil Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (60-62) 1 Evil Half-Orc Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (63-65) 1-4 Evil Illusionists (Level 6). (66-67) 1-2 Evil Illusionists (Level 6) and 1-2 Familiars (Abyssal or Infernal Imps).

(68-69) 1-2 Evil Illusionists (Level 6) and 1 Nightmare. (70-73) 1-4 Evil Magic-Users (Level 6). (74-75) 1-2 Evil Magic-Users (Level 6) and 1-2 Familiars (Abyssal or Infernal Imps). (76-77) 1-2 Evil Magic-Users (Level 6) and 1-2 Evil Illusionists (Level 6). (78-80) 1-4 Evil Monks (Level 5). (81-86) 2-5 Evil Thieves (Level 5). (87) 1-3 Evil Thieves (Level 5) and 5-20 Bugbear Ambushers (Leather armor, 3 spears). (88) 1-3 Evil Thieves (Level 5) and 5-20 Bugbear Foe-Cleavers (Studded leather armor, bardiche). (89) 1-3 Evil Thieves (Level 5) and 5-20 Bugbear Red-Blades (Ring mail, large shield, long sword). (90) 1-3 Evil Thieves (Level 5) and 5-20 Bugbear Warriors (Ring mail, large shield, morning star).

(91-96) 1-3 Giant Black Widow Spiders. (97-00) 1-3 Giant Crocodiles.

Table CL11.2 (G-N)

Roll 1d100 and consult the following table:

(01-04) 1-3 Giant Stag Beetles. (05-07) 1-2 Giant Stag Beetles and 2-12 Giant Bombardier Beetles. (08-11) 3-6 Giant Woodboring Beetles and 1-4 Green Slimes. (12-15) 1-4 Good Clerics (Level 6). (16-17) 1-2 Good Clerics (Level 6) and 1-2 Familiars (Dracunculi or Homunculi). (18-21) 1 Good Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (22-25) 1 Good Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (26-27) 1 Good Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (28-29) 1 Good Halfling Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (30-31) 1-4 Good Illusionists (Level 6). (32) 1-2 Good Illusionists (Level 6) and 1-2 Familiars (Dracunculi or Homunculi). (33-36) 1-4 Good Magic-Users (Level 6). (37-38) 1-2 Good Magic-Users (Level 6) and 1-2 Familiars (Dracunculi or Homunculi). (39-40) 1-2 Good Magic-Users (Level 6) and 1-2 Good Illusionists (Level 6). (41-43) 1-4 Good Monks (Level 5). (44-47) 2-5 Good Thieves (Level 5).

(48-52) 1-4 Huge Acid Mantises (HD 7)

(53-57) 1-3 Large Hell Hounds (HD 6)

(58-63) 1-2 Manticores. (64) 1-4 Minotaur Blood Reapers (Battle axe, damage 3-12). (65) 1-4 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons). (66) 1-4 Minotaur Heart Seekers (2 spears, damage 3-8, will be used to charge). (67) 1-4 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12). (68) 1-4 Minotaur Skull Smashers (Morning star, damage 4-10). (69) 1-2 Minotaur Blood Reapers (Battle axe, damage 3-12) and 1-2 Crocutas. (70) 1-2 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 1-2 Crocutas. (71) 1-2 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12) and 1-2 Crocutas. (72) 1-2 Minotaur Skull Smashers (Morning star, damage 4-10) and 1-2 Crocutas.

(73) 1-2 Minotaur Blood Reapers (Battle axe, damage 3-12) and 1-2 Huge Bulls. (74) 1-2 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 1-2 Huge Bulls. (75) 1-2 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12) and 1-2 Huge Bulls.

(76) 1-2 Minotaur Skull Smashers (Morning star, damage 4-10) and 1-2 Huge Bulls. (77) 1-2 Minotaur Blood Reapers (Battle axe, damage 3-12) and 1 Manticore (Guardian Beast). (78) 1-2 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 1 Manticore (Guardian Beast). (79) 1-2 Minotaur Labyrinth Snipers (Heavy crossbow, damage 1-12) and 1 Manticore (Guardian Beast). (80) 1-2 Minotaur Skull Smashers (Morning star, damage 4-10) and 1 Manticore (Guardian Beast).

(81-84) 1-4 Neutral Clerics (Level 6). (85-86) 1-2 Neutral Clerics (Level 6) and 1-2 Familiars (Homunculi). (87-89) 1 Neutral Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (90-92) 1 Neutral Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (93-94) 1 Neutral Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (95-96) 1 Neutral Half-Orc Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (97-98) 1 Neutral Halfling Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (99-00) 2-5 Neutral Illusionists (Level 6).

Table CL11.3 (N-Z)

Roll 1d100 and consult the following table:

(01) 1-2 Neutral Illusionists (Level 6) and 1-2 Familiars (Homunculi). (02-05) 1-4 Neutral Magic-Users (Level 6). (06) 1-2 Neutral Magic-Users (Level 6) and 1-2 Familiars (Homunculi). (07) 1-2 Neutral Magic-Users (Level 6) and 1-2 Neutral Illusionists (Level 6). (08-09) 1-4 Neutral Monks (Level 5). (10-13) 2-5 Neutral Thieves (Level 5). (14-16) 1-2 Nightmares.

(17) 3-6 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1 Small Tentacle Beast (HD 6) (Guardian Beast). (18) 3-6 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1 Small Tentacle Beast (HD 6) (Guardian Beast). (19) 3-6 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 1 Small Tentacle Beast (HD 6) (Guardian Beast. (20) 3-6 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 1 Small Tentacle Beast (HD 6) (Guardian Beast).

(21) 1-4 Paladins (Level 4) and 1-4 Good Fighters (Level 5) (Knights). (22) 1-4 Paladins (Level 4) and 1-3 Rangers (Level 5).

(23-24) 2-4 Rangers (Level 5)

(25-26) 1 Six-Headed Regenerating Hydra. (27-30) 1 Small Dungeon Mimic (HD 7). (31-32) 1 Small Mixed Evil Adventuring Party (Average Level 6; 2 or 3 NPCs). (33-34) 1 Small Mixed Good Adventuring Party (Average Level 6; 2 or 3 NPCs). (35-36) 1 Small Mixed Neutral Adventuring Party (Average Level 6; 2 or 3 NPCs). (37-39) 1-2 Small Tentacle Beasts (HD 6). (40) 1 Sub-Adult Blue Dragon (Huge, hit points 30). (41) 1 Sub-Adult Blue Dragon (Small, magic-using, hit points 24). (42) 1 Sub-Adult Blue Dragon (Average, magic-using, hit points 27). (43) 1 Sub-Adult Bronze Dragon (Huge, hit points 30). (44) 1 Sub-Adult Bronze Dragon (Small, magic-using, hit points 24). (45) 1 Sub-Adult Bronze Dragon (Average, magic-using, hit points 27). (46) 1 Sub-Adult Copper Dragon (Huge, hit points 27). (47) 1 Sub-Adult Copper Dragon (Small, magic-using, hit points 21).

(48) 1 Sub-Adult Copper Dragon (Average, magic-using, hit points 24). (49) 1 Sub-Adult Green Dragon (Huge, hit points 27). (50) 1 Sub-Adult Green Dragon (Small, magic-using, hit points 21). (51) 1 Sub-Adult Green Dragon (Average, magic-using, hit points 24). (52) 1 Sub-Adult Red Dragon (Huge, hit points 33). (53) 1 Sub-Adult Red Dragon (Small, magic-using, hit points 27). (54) 1 Sub-Adult Red Dragon (Average, magic-using, hit points 30). (55) 1 Sub-Adult Silver Dragon (Huge, hit points 33). (56) 1 Sub-Adult Silver Dragon (Small, magic-using, hit points 27). (57) 1 Sub-Adult Silver Dragon (Average,

magic-using, hit points 30). (58-60) 1-3 Water Trolls. (61) 1-2 Water Trolls and 1-2 Giant Crocodiles. (62-65) 1-3 Wereboars and 2-5 Huge Boars. (66-69) 1-2 Wraiths. (70) 1 Wraith and 4-16 Lemur Devils. (71-72) 1 Wraith and 1-2 Wights.

(73) 1 Young Adult Black Dragon (Huge, hit points 32). (74) 1 Young Adult Black Dragon (Small, magic-using, hit points 24). (75) 1 Young Adult Black Dragon (Average, magic-using, hit points 28). (76) 1 Young Adult Blue Dragon (Huge, hit points 40). (77) 1 Young Adult Blue Dragon (Small, magic-using, hit points 32). (78) 1 Young Adult Blue Dragon (Average, magic-using, hit points 36). (79) 1 Young Adult Brass Dragon (Huge, hit points 32). (80) 1 Young Adult Brass Dragon (Small, magic-using, hit points 24). (81) 1 Young Adult Brass Dragon (Average, magic-using, hit points 28). (82) 1 Young Adult Bronze Dragon (Huge, hit points 40). (83) 1 Young Adult Bronze Dragon (Small, magic-using, hit points 32). (84) 1 Young Adult Bronze Dragon (Average, magic-using, hit points 36). (85) 1 Young Adult Copper Dragon (Huge, hit points 36). (86) 1 Young Adult Copper Dragon (Small, magic-using, hit points 28). (87) 1 Young Adult Copper Dragon (Average, magic-using, hit points 32).

(88) 1 Young Adult Gold Dragon (Small or average, hit points 40 or 44). (89) 1 Young Adult Green Dragon (Huge, hit points 36). (90) 1 Young Adult Green Dragon (Small, magic-using, hit points 28). (91) 1 Young Adult Green Dragon (Average, magic-using, hit points 32). (92) 1 Young Adult Red Dragon (Huge, hit points 44). (93) 1 Young Adult Red Dragon (Small, magic-using, hit points 36). (94) 1 Young Adult Red Dragon (Average, magic-using, hit points 40). (95) 1 Young Adult Silver Dragon (Huge, hit points 44). (96) 1 Young Adult Silver Dragon (Small, magic-using, hit points 36). (97) 1 Young Adult Silver Dragon (Average, magic-using, hit points 40). (98) 1-2 Young Adult White Dragons (Huge, hit points 28). (99) 1-2 Young Adult White Dragons (Small, magic-using, hit points 20). (00) 1-2 Young Adult White Dragons (Average, magic-using, hit points 24).

7.2.12

CHALLENGE LEVEL 12

There are 146 different Challenge Level 12 monster encounters.

Challenge Level 12 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 6 or 7. Monsters frequently encountered at CL12 include adult dragons, paired monster groups (evil clerics and undead, minotaurs and bulls, and cave wolves) and deadly classic monsters (medusas, ogre magi and trolls).

(*Note Bene:* As listed, Challenge Level 12 will produce dragon encounters up to 13% of the time. GMs who use CL12 to stock an entire dungeon level should probably limit the number of dragons encountered on any one dungeon level to no more than three lairs in total.)

Table CL12.1 (A-G)

Roll 1d100 and consult the following table:

(01) 1 Adult Black Dragon (Huge, magic-using, hit points 40). (02) 1 Adult Blue Dragon (Small, hit points 40). (03) 1 Adult Blue Dragon (Average, hit points 45). (04) 1 Adult Brass Dragon (Huge, magic-using, hit points 40). (05) 1 Adult Bronze Dragon (Small, hit points 40).

(06) 1 Adult Bronze Dragon (Average, hit points 45). (07) 1 Adult Copper Dragon (Small, hit points 35). (08) 1 Adult Copper Dragon (Average, hit points 40). (09) 1 Adult Green Dragon (Small, hit points 35). (10) 1 Adult Green Dragon (Average, hit points 40). (11) 1 Adult Red Dragon (Small, hit points 45). (12) 1 Adult Red Dragon (Average, hit points 50). (13) 1 Adult Silver Dragon (Small, hit points 45). (14) 1 Adult Silver Dragon (Average, hit points 50). (15) 1 Adult White Dragon (Huge, magic-using, hit points 35). (16-17) 1-4 Assassins (Level 5) and 1-3 Evil Thieves (Level 6).

(18-23) 1 Basilisk

(24-28) 1-2 Cave Bears

(29) 6-24 Deep Ones (Unarmed, claw/claw/bite attacks) and 1 Giant Fanged Fish (HD 8). (30) 6-24 Deep One Archers (Short bow with 20 arrows, dagger) and 1 Giant Fanged Fish (HD 8). (31) 6-24 Deep One Hunters (Spear, net, dagger) and 1 Giant Fanged Fish (HD 8). (32) 6-24 Deep One Slavers (Harpoon, dagger) and 1 Giant Fanged Fish (HD 8). (33) 6-24 Deep One Warriors (Large shield, spear, dagger) and 1 Giant Fanged Fish (HD 8). (34-36) 2-5 Druids (Level 6). (37-39) 1-3 Druids (Level 6) and 1-3 Rangers (Level 6).

(40) 1 Evil Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (41-43) 1 Evil Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (44) 10-40 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Greater Dimensional Spiders.(45) 10-40 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Greater Dimensional Spiders. (46) 10-40 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Greater Dimensional Spiders. (47) 10-40 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Greater Dimensional Spiders. (48) 10-40 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Greater Dimensional Spiders. (49) 10-40 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Trolls. (50) 10-40 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Trolls. (51) 10-40 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Trolls.

(52) 10-40 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Trolls. (53) 10-40 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Trolls. (54-58) 2-5 Evil Fighters (Level 6). (59) 1 Evil Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (60-62) 1 Evil Half-Orc Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (63-64) 1-4 Evil Illusionists (Level 7). (65-68) 1-4 Evil Magic-Users (Level 7). (69-70) 1-2 Evil Magic-Users (Level 7) and 1-2 Evil Illusionists (Level 7). (71-73) 2-5 Evil Monks (Level 6). (74-78) 2-5 Evil Thieves (Level 6).

(79-83) 1-4 Giant Acid Mantises (HD 8). (84-87) 1 Giant Ant Colony (1 Queen, 6-24 Workers and 3-8 Warriors). (88-92) 1-3 Giant Black Widow Spiders and 1 Giant Spider Queen. (93-95) 1-2 Giant Fanged Fish (HD 8). (96-97) 1-2 Giant Octopi. (98) 1 Giant Octopus and 2-5 Octopi. (99-00) 1 Good Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs).

Table CL12.2 (G-O)

Roll 1d100 and consult the following table:

(01-02) 1 Good Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (03-05) 1 Good Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (06-07) 1 Good Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (08-09) 1 Good Halfling Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (10-14) 2-5 Good Fighters (Level 6). (15-16) 1-4 Good Illusionists (Level 7). (17-20) 1-4 Good Magic-Users (Level 7). (21-22) 1-2 Good Magic-Users (Level 7) and 1-2 Good Illusionists (Level 7). (23-25) 2-5 Good Monks (Level 6). (26-29) 2-5 Good Thieves (Level 6). (30-35) 1-3 Greater Dimensional Spiders.

(36-40) 1-3 Huge Hell Hounds (HD 7)

(41-45) 1-2 Medusae. (46) 1-4 Minotaur Blood Reapers (Battle axe, damage 3-12) and 2-5 Great Bulls. (47) 1-4 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 2-5 Great Bulls. (48) 1-4 Minotaur Heart Seekers (2 spears, damage 3-8, will be used to charge) and 2-5 Great Bulls. (49) 1-4 Minotaur Skull Smashers (Morning star, damage 4-10) and 2-5 Great Bulls. (50) 1-4 Minotaur Blood Reapers (Battle axe, damage 3-12) and 1-2 Monstrous Bulls. (51) 1-4 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 1-2 Monstrous Bulls. (52) 1-4 Minotaur Heart Seekers (2 spears, damage 3-8, will be used to charge) and 1-2 Monstrous Bulls. (53) 1-4 Minotaur Skull Smashers (Morning star, damage 4-10) and 1-2 Monstrous Bulls.

(54) 1-4 Minotaur Blood Reapers (Battle axe, damage 3-12) and 1 War Chief (Maximum hit points). (55) 1-4 Minotaur Foe-Crushers (Footman's three-headed flail, damage 4-9, ignores shields and parrying weapons) and 1 War Chief (Maximum hit points). (56) 1-4 Minotaur Heart Seekers (2 spears, damage 3-8, will be used to charge) and 1 War Chief (Maximum hit points). (57) 1-4 Minotaur Skull Smashers (Morning star, damage 4-10) and 1 War Chief (Maximum hit points). (58-59) 1 Mixed Evil Adventuring Party (Average Level 6; 4 or 5 NPCs). (60-61) 1 Mixed Good Adventuring Party (Average Level 6; 4 or 5 NPCs). (62-63) 1 Mixed Neutral Adventuring Party (Average Level 6; 4 or 5 NPCs).

(64-66) 1 Neutral Dwarf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (67-69) 1 Neutral Elf Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (70-74) 2-5 Neutral Fighters (Level 6). (75-76) 1 Neutral Gnome Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (77-78) 1 Neutral Half-Orc Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (79-80) 1 Neutral Halfling Adventuring Party (Average Level 5 or 6; 3 or 4 NPCs). (81-82) 1-4 Neutral Illusionists (Level 7). (83-86) 1-4 Neutral Magic-Users (Level 7). (87-89) 1-2 Neutral Magic-Users (Level 7) and 1-2 Neutral Illusionists (Level 7). (90-91) 2-5 Neutral Monks (Level 6). (92-96) 2-5 Neutral Thieves (Level 6).

(97) 5-8 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) and 1-2 Cave Bears (Guardian Beasts). (98) 5-8 Ogre Marauders (Thick bearskin, war club [damage 3-10]) and 1-2 Cave Bears (Guardian Beasts). (99) 5-8 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) and 1-2 Cave Bears (Guardian Beasts). (00) 5-8 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) and 1-2 Cave Bears (Guardian Beasts).

Table CL12.3 (O-Z)

Roll 1d100 and consult the following table:

(01-02) 1-2 Ogre Mage Blade Masters (2 great scimitars [damage 3-10]). (03-04) 1-2 Ogre Mage Guardians (Random pole arm, great scimitar [damage 3-10]). (05-06) 1-2 Ogre Mage Mystics (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]). (07-08) 1-2 Ogre Mage Sunderers (Maul [damage 3-13], great scimitar [damage 3-10]). (09-10) 1-2 Ogre Mage Wardens (Ironshod quarter staff [damage 3-8, disarm opponent on a natural 20 to hit roll]). (11-12) 1 Ogre Mage Blade Master (2 great scimitars [damage 3-10]) and 1 Manticore (Guardian Beast). (13-14) 1 Ogre Mage Mystic (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]) and 1 Manticore (Guardian Beast). (15) 1 Ogre Mage Sunderer (Maul [damage 3-13], great scimitar [damage 3-10]) and 1 Manticore (Guardian Beast). (16) 1 Ogre Mage Blade Master (2 great scimitars [damage 3-10]) and 5-8 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]). (17) 1 Ogre Mage Mystic (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]) and 5-8 Ogre Marauders (Thick bearskin, war club [damage 3-10]).

(18) 1 Ogre Mage Sunderer (Maul [damage 3-13], great scimitar [damage 3-10]) and 5-8 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]). (19) 1 Old Black Dragon (Small, hit points 36). (20) 1 Old Black Dragon (Average, hit points 42). (21) 1 Old Brass Dragon (Small, hit points 36). (22) 1 Old Brass Dragon (Average, hit points 42). (23) 1 Old White Dragon (Small, hit points 30). (24) 1 Old White Dragon (Average, hit points 36).

(25) 2-5 Paladins (Level 5). (26) 1-3 Paladins (Level 5) and 2-5 Good Fighters (Level 5) (Knights). (27) 1-3 Paladins (Level 5) and 1-3 Rangers (Level 6).

(28-29) 2-4 Rangers (Level 6)

(30-34) 1-2 Seven-Headed Hydras. (35-36) 1 Seven-Headed Fire-Breathing Hydra. (37) 1-2 Sub-Adult Blue Dragons (Huge, magic-using, hit points 30). (38) 1-2 Sub-Adult Bronze Dragons (Huge, magic-using, hit points 30). (39) 1-2 Sub-Adult Copper Dragons (Huge, magic-using, hit points 27). (40) 1 Sub-Adult Gold Dragon (Huge, hit points 36). (41) 1 Sub-Adult Gold Dragon (Small, magic-using, hit points 30). (42) 1 Sub-Adult Gold Dragon (Average, magic-using, hit points 33). (43) 1-2 Sub-Adult Green Dragon (Huge, magic-using, hit points 27). (44) 1-2 Sub-Adult Red Dragons (Huge, magic-using, hit points 33). (45) 1-2 Sub-Adult Silver Dragons (Huge, magic-using, hit points 33).

(46-50) 1-2 Tentacle Beasts (HD 7). (51-55) 1 Tentacled Centipede and 1 Small Tentacle Beast (HD 6) (Symbiotic). (56-64) 1-3 Trolls. (65-68) 1-2 Trolls and 2-5 Badgerbears (Guardian Beasts). **U**

(69-73) 1-4 Umber Mold Patches

(74-78) 1-2 Venomous Salamandrae. (79-83) 1-2 Viperous Serpent Folk.

(84-86) 1-3 Werelions. (87-90) 1-2 Weretigers. (91) 1 Weretiger and 2-5 Tigers.

(92) 1 Young Adult Black Dragon (Huge, magic-using, hit points 32). (93) 1 Young Adult Blue Dragon (Huge, magic-using, hit points 40). (94) 1 Young Adult Brass Dragon (Huge, magic-using, hit points 32). (95) 1 Young Adult Bronze Dragon (Huge, magic-using, hit points 40). (96) 1 Young Adult Copper Dragon (Huge, magic-using, hit points 36). (97) 1 Young Adult Green Dragon (Huge, magic-using, hit points 36). (98) 1 Young Adult Red Dragon (Huge, magic-using, hit points 44). (99) 1 Young Adult Silver Dragon (Huge, magic-using, hit points 44). (00) 1-2 Young Adult White Dragons (Huge, magic-using, hit points 28).

7.2.13

CHALLENGE LEVEL 13

There are 138 different Challenge Level 13 monster encounters.

Challenge Level 13 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 7. Foes of this power level include huge and Magic-using dragons, lesser elementals (air, earth, fire and water), and dangerous hybrid monsters (catoblepi, Dragon-Beasts, and salamandrae).

(*Note Bene:* As listed, Challenge Level 13 will produce dragon encounters up to 11% of the time. GMs who use CL13 to stock an entire dungeon level should probably limit the number of dragons encountered on any one dungeon level to no more than three lairs in total.)

Table CL13.1 (A-E)

Roll 1d100 and consult the following table:

(01) 1 Adult Blue Dragon (Huge, hit points 50). (02) 1 Adult Blue Dragon (Small, magic-using, hit points 40). (03) 1 Adult Blue Dragon (Average, magic-using, hit points 45). (04) 1 Adult Bronze Dragon (Huge, hit points 50). (05) 1 Adult Bronze Dragon (Small, magic-using, hit points 40). (06) 1 Adult Bronze Dragon (Average, magic-using, hit points 45). (07) 1 Adult Copper Dragon (Huge, hit points 45). (08) 1 Adult Copper Dragon (Small, magic-using, hit points 35). (09) 1 Adult Copper Dragon (Average, magic-using, hit points 40). (10) 1 Adult Gold Dragon (Small, hit points 50). (11) 1 Adult Gold Dragon (Average, hit points 55). (12) 1 Adult Green Dragon (Huge, hit points 45). (13) 1 Adult Green Dragon (Small, magic-using, hit points 35). (14) 1 Adult Green Dragon (Average, magic-using, hit points 40). (15) 1 Adult Red Dragon (Huge, hit points 55). (16) 1 Adult Red Dragon (Small, magic-using, hit points 45). (17) 1 Adult Red Dragon (Average, magic-using, hit points 50). (18) 1 Adult Silver Dragon (Huge, hit points 55). (19) 1 Adult Silver Dragon (Small, magic-using, hit points 45). (20) 1 Adult Silver Dragon (Average, magic-using, hit points 50). (21-24) 2-5 Assassins (Level 6). (25-28) 1-3 Assassins (Level 6) and 1-3 Evil Thieves (Level 7).

(29) 1 Battle Wyvern and 4-24 Troglodyte Champions (Crude two-handed sword). (30) 1 Battle Wyvern and 4-24 Troglodyte Hunters (2 vaned darts). (31) 1 Battle Wyvern and 4-24 Troglodyte Skull Smashers (Stone-headed morning star). (32-33) 1 Battle Wyvern and 4-24 Troglodyte Warriors (Stone battle axe). (34-37) 1-2 Brine Trolls.

(38-42) 1 Catoblepas

(43-46) 1 Dragon-Beast. (47-49) 2-5 Druids (Level 7). (50-52) 1-3 Druids (Level 7) and 1-3 Rangers (Level 7). (53-57) 1 Dungeon Mimic (HD 8).

(58-61) 1-2 Earth Golems. (62-66) 1-2 Eight-Headed Hydras. (67-69) 1 Eight-Headed Fire-Breathing Hydra. (70-73) 1-4 Evil Clerics (Level 7). (74) 1 Evil Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (75-77) 1 Evil Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (78) 12-48 Evil Elf Crystal Slingers (HD 1) (Chain mail, buckler, sling with 20 crystal spheres; treat as sling bullets, with

chance of shattering for an additional 1-3 damage on a natural roll of 20) and 1-2 Hieracosphinxes. (79) 12-48 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1-2 Hieracosphinxes. (80) 12-48 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1-2 Hieracosphinxes.

(81) 12-48 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1-2 Hieracosphinxes. (82) 12-48 Evil Elf Tunnel Snipers (HD 1) (Chain mail, buckler, hand crossbow with 20 quarrels, long dagger) and 1-2 Hieracosphinxes. (83-87) 2-5 Evil Fighters (Level 7). (88) 1 Evil Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (89-91) 1 Evil Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (92-93) 1-3 Evil Magic-Users (Level 7) and 1-3 Evil Illusionists (Level 7). (94-96) 1 Evil Monk (Level 8) and Companions. (97-00) 2-5 Evil Thieves (Level 7).

Table CL13.2 (F-L)

Roll 1d100 and consult the following table:

(01-05) 1-4 Fire Salamandrae. (06-08) 1-4 Frost Salamandrae.

(09-11) 1-3 Giant Marine Spiders. (12-15) 1-4 Good Clerics (Level 7). (16-19) 1 Good Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (20-22) 1 Good Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (23-27) 2-5 Good Fighters (Level 7). (28-29) 1 Good Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (30-31) 1 Good Halfling Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (32-34) 1-3 Good Magic-Users (Level 7) and 1-3 Good Illusionists (Level 7). (35-36) 1 Good Monk (Level 8) and Companions. (37-38) 2-5 Good Thieves (Level 7). (39-41) 1 Gorgonian Bull. (42) 4-14 Greater Beastmen (HD 4) (Armed with short bows and arrows of slowing poison) and 1-3 Cave Bears. (43) 4-14 Greater Beastmen (HD 4) (Armed with broad swords) and 1-3 Cave Bears.

(44-47) 1-3 Hieracosphinxes. (48-52) 1-4 Hill Giants. (53-54) 1-2 Hill Giants and 2-5 Badgerbears (Guardian Beasts). (55-56) 1-2 Hill Giants and 6-24 Bugbears (Servants). (57-59) 1-2 Hill Giants and 2-5 Carnivorous Apes (Hunting Pack). (60-62) 1-2 Hill Giants and 1-2 Cave Bears (Guardian Beasts). (63-65) 1-2 Hill Giants and 3-12 Dire Wolves (Hunting Pack). (66-67) 1-2 Hill Giants and 2-8 Giant Lizards (Hunting Pack). (68-70) 1-2 Hill Giants and 2-7 Ogres (Flunkies). (71-73) 1-2 Hill Giants and 20-50 Orcs (Slaves).

(74-78) 1 Invisible Monster

(79-83) 1 Large Dungeon Mimic (HD 9). (84-86) 1-2 Large Tentacle Beasts (HD 8). (87-88) 1-2 Lesser Air Elementals (HD 8). (89-90) 1-2 Lesser Earth Elementals (HD 8). (91-92) 1-2 Lesser Fire Elementals (HD 8). (93-94) 1-2 Lesser Water Elementals (HD 8). (95-97) 1 Medusa and 1 Basilisk. (98-00) 1 Medusa and 1-2 Cockatrices.

Table CL13.3 (L-Z)

Roll 1d100 and consult the following table:

(01) 1 Large Dungeon Mimic (HD 9)

(02-06) 1-2 Mummies. (07-08) 1 Mummy and 41-60 Skeletons. (09-10) 1 Mummy and 21-40 Zombies.

(11) 5-10 Netherworld Centaur Archers (Composite long bow) and 1 Earth Horse. (12) 5-10 Netherworld Centaur Warriors (Large shield, war club [damage 1-8]) and 1 Earth Horse. (13-16) 1-4 Neutral Clerics (Level 7). (17-19) 1 Neutral Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (20-22) 1 Neutral Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (23-27) 2-5 Neutral Fighters (Level 7). (28-29) 1 Neutral Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (30-31) 1 Neutral Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (32-33) 1 Neutral Halfling Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (34-36) 1-3 Neutral Magic-Users (Level 7) and 1-3 Neutral Illusionists (Level 7). (37-38) 1 Neutral Monk (Level 8) and Companions. (39-42) 2-5 Neutral Thieves (Level 7).

(43) 1-2 Ogre Mage Blade Masters (2 great scimitars [damage 3-10]) and 1 Wind Spirit. (44) 1-2 Ogre Mage Guardians (Random pole arm, great scimitar [damage 3-10]) and 1 Wind Spirit. (45) 1-2 Ogre Mage Mystics (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]) and 1 Wind Spirit. (46) 1-2 Ogre Mage Wardens (Ironshod quarter staff [damage 3-8, disarm opponent on a natural 20 to hit roll]) and 1 Wind Spirit. (47) 1 Old Black Dragon (Huge, hit points 48). (48) 1 Old Black Dragon (Small, magic-using, hit points 36). (49) 1 Old Black Dragon (Average, magic-using, hit points 42). (50) 1 Old Brass Dragon (Huge, hit points 48). (51) 1 Old Brass Dragon (Small, magic-using, hit points 36). (52) 1 Old Brass Dragon (Average, magic-using, hit points 42). (53) 1 Old White Dragon (Huge, hit points 42). (54) 1-2 Old White Dragons (Small, magic-using, hit points 30). (55) 1-2 Old White Dragons (Average, magic-using, hit points 30 or 36).

(56) 2-5 Paladins (Level 6). (57) 1-3 Paladins (Level 6) and 1-3 Good Fighters (Level 7) (Knights). (58) 1-3 Paladins (Level 6) and 1-3 Rangers (Level 7).

(59-60) 2-4 Rangers (Level 7)

(61-63) 1-2 Serpentine Water Elementals (HD 8). (64-65) 1-3 Sirens and 1 Lesser Water Elemental (HD 8). (66-67) 1 Small Mixed Evil Adventuring Party (Average Level 7; 2 or 3 NPCs). (68-69) 1 Small Mixed Good Adventuring Party (Average Level 7; 2 or 3 NPCs). (70-71) 1 Small Mixed Neutral Adventuring Party (Average Level 7; 2 or 3 NPCs). (72) 1-2 Sub-Adult Gold Dragons (Huge, magic-using, hit points 36).

(73) 1-3 Trolls and 31-50 Orc Axe Bearers (Studded leather armor, medium shield, battle axe). (74) 1-3 Trolls and 31-50 Orc Guards (Ring mail, random pole arm). (75) 1-3 Trolls and 31-50 Orc Marauders (Scale mail, medium shield, broad sword, battle axe). (76) 1-3 Trolls and 31-50 Orc Sentries (Ring mail, light crossbow with 20 quarrels, hand axe). (77) 1-3 Trolls and 31-50 Orc Warriors (Ring mail, medium shield, broad sword, spear). (78) 1-3 Trolls and 5-30 Troglodyte Champions (Crude two-handed sword). (79) 1-3 Trolls and 5-30 Troglodyte Hunters (2 vaned darts). (80) 1-3 Trolls and 5-30 Troglodyte Skull Smashers (Stone-headed morning star). (81-82) 1-3 Trolls and 5-30 Troglodyte Warriors (Stone battle axe).

(83-87) 1-2 Water Nagas (HD 7). (88) 1 Water Naga and 1-2 Giant Marine Spiders. (89-92) 1-2 Wind Spirits. (93-97) 1-2 Wyverns.

(98) 1 Young Adult Gold Dragon (Huge, hit points 48). (99) 1 Young Adult Gold Dragon (Small, magic-using, hit points 40). (00) 1 Young Adult Gold Dragon (Average, magic-using, hit points 44).

7.2.14

CHALLENGE LEVEL 14

There are 136 different Challenge Level 14 monster encounters.

Challenge Level 14 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 7 or 8. Some of the moments encountered at CL14 include huge and Magic-using dragons, deadly hybrids (Chimaeras, criosphinxes, gynosphinxes), and hill giant groups and guardian beasts.

Table CL14.1 (A-G)

Roll 1d100 and consult the following table:

(01) 1 Adult Blue Dragon (Huge, magic-using, hit points 50). (02) 1 Adult Bronze Dragon (Huge, magic-using, hit points 50). (03) 1 Adult Copper Dragon (Huge, magic-using, hit points 45). (04) 1 Adult Green Dragon (Huge, magic-using, hit points 45). (05) 1 Adult Red Dragon (Huge, magic-using, hit points 55). (06) 1 Adult Silver Dragon (Huge, magic-using, hit points 55). (07-11) 1-3 Amber Behemoths. (12) 1-2 Amber Behemoths and 1-4 Giant Stag Beetles. (13-16) 2-5 Assassins (Level 7). (17-20) 1-3 Assassins (Level 7) and 1-3 Evil Thieves (Level 8).

(21-24) 1 Banshee. (25) 1 Basilisk and 1 Master (roll appropriate random master at Challenge Level 12). (26-30) 1 Batrachian Demon. (31-35) 1 Behemoth.

(36-37) 1 Catoblepas and 1 Large Tentacle Beast (HD 8) (Symbiotic). (38-42) 1-2 Chimaeras. (43-47) 1-3 Criosphinxes.

(48-50) 1 Dragon-Beast and 1-2 Hieracosphinxes. (51-52) 1-4 Druids (Level 7) and 1-4 Rangers (Level 7).

(53-54) 1 Eight-Headed Regenerating Hydra. (55-56) 1-4 Evil Clerics (Level 8). (57) 1-2 Evil Clerics (Level 8) and 1-2 Earth Golems. (58) 1 Evil Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (59-61) 1 Evil Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (62-66) 1-4 Evil Fighters (Level 8). (67-68) 1 Evil Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (69-70) 1 Evil Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (71-72) 1-4 Evil Illusionists (Level 8). (73-76) 1-4 Evil Magic-Users (Level 8). (77-78) 1-2 Evil Magic-Users (Level 8) and 1-2 Evil Illusionists (Level 8). (79) 1-2 Evil Magic-Users (Level 8) and 1 Invisible Monster. (80-83) 1-4 Evil Thieves (Level 8).

(84-88) 1-2 Furies

(89-95) 2-5 Giant Minotaur Lizards. (96-00) 1-4 Good Clerics (Level 8).

Table CL14.2 (G-N)

Roll 1d100 and consult the following table:

(01-02) 1-2 Good Clerics (Level 8) and 1-2 Earth Golems. (03-06) 1 Good Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (07-09) 1 Good Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (10-13) 1-4 Good Fighters (Level 8). (14-15) 1 Good Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (16-17) 1 Good Halfling Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (18-19) 1-4 Good Illusionists (Level 8). (20-23) 1-4 Good Magic-Users (Level 8). (24-25) 1-2 Good Magic-Users (Level 8) and 1-2 Good Illusionists (Level 8). (26) 1-2 Good Magic-Users (Level 8) and 1 Invisible Monster. (27-30) 1-4 Good Thieves (Level 8). (31-32) 1 Gorgonian Bull and 1-2 Medusas. (33-37) 1-2 Greater Water Nagas (HD 8). (38-42) 1-2 Gynosphinxes. (43-44) 1 Gynosphinx and 1 Charmed Criosphinx.

(45-49) 1 Horned Devil. (50-53) 1-2 Huge Tentacle Beasts (HD 9).

(54-56) 1-2 Dream Eaters. (57) 1 Dream Eater and 2-4 Gibbering Slimes.

(58-59) 1-3 Lammasus. (60) 1-2 Lammasus and 1 Dragon-Beast. (61) 1 Larval Polar Worm (HD 7). (62) 1-2 Lesser Bargeists (HD 7). (63) 1 Lesser Bargeist (HD 7) and 50-80 Goblins. (64) 1 Lesser Bargeist (HD 7) and 31-50 Hobgoblins. (65-68) 1 Huge Dungeon Mimic (HD 10). (69-71) 1 Lurking Ceiling.

(72-73) 1 Mixed Evil Adventuring Party (Average Level 7; 4 or 5 NPCs). (74-75) 1 Mixed Good Adventuring Party (Average Level 7; 4 or 5 NPCs). (76-77) 1 Mixed Neutral Adventuring Party (Average Level 7; 4 or 5 NPCs). (78-79) 1-4 Monstrous Centipedes.

(80-81) 1-4 Neutral Clerics (Level 8). (82-83) 1-2 Neutral Clerics (Level 8) and 1-2 Earth Golems. (84-86) 1 Neutral Dwarf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (87-89) 1 Neutral Elf Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (90-93) 1-4 Neutral Fighters (Level 8). (94-95) 1 Neutral Gnome Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (96) 1 Neutral Half-Orc Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (97-98) 1 Neutral Halfling Adventuring Party (Average Level 6 or 7; 3 or 4 NPCs). (99-00) 1-4 Neutral Illusionists (Level 8).

Table CL14.3 (N-Z)

Roll 1d100 and consult the following table:

(01-03) 1-4 Neutral Magic-Users (Level 8). (04) 1-2 Neutral Magic-Users (Level 8) and 1 Invisible Monster. (05-06) 1-2 Neutral Magic-Users (Level 8) and 1-2 Neutral Illusionists (Level 8). (07-10) 1-4 Neutral Thieves (Level 8). (11) 1 Neutral Werebear and 31-50 Neutral Berserker Bear Warriors (Furs, two-handed sword). (12) 1 Neutral Werebear and 31-50 Berserker Swordsmen (Furs, long sword, hand axe). (13-17) 1-2 Nine-Headed Hydras. (18-19) 1 Nine-Headed Fire-Breathing Hydra.

(20) 1-3 Ogre Mage Blade Masters (2 great scimitars [damage 3-10]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (21) 1-3 Ogre Mage Guardians (Random pole arm, great scimitar [damage 3-10]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (22) 1-3 Ogre Mage Mystics (2 throwing sticks [damage 2-7, rate of fire 2 per round, sticks return to thrower on any miss]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (23) 1-3 Ogre Mage Sunderers (Maul [damage 3-13], great scimitar [damage 3-10]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (24) 1-3 Ogre Mage Wardens (Ironshod quarter

staff [damage 3-8, disarm opponent on a natural 20 to hit roll]) and 1 Ogre Mage Lord (HD 9, maximum hit points). (25) 1 Old Black Dragon (Huge, magic-using, hit points 48).

(26) 1 Old Blue Dragon (Small, hit points 48). (27) 1 Old Blue Dragon (Average, hit points 54). (28) 1 Old Brass Dragon (Huge, magic-using, hit points 48). (29) 1 Old Bronze Dragon (Small, hit points 48). (30) 1 Old Bronze Dragon (Average, hit points 54). (31) 1 Old Copper Dragon (Small, hit points 42). (32) 1 Old Copper Dragon (Average, hit points 48). (33) 1 Old Green Dragon (Small, hit points 42). (34) 1 Old Green Dragon (Average, hit points 48). (35) 1 Old Red Dragon (Small, hit points 54). (36) 1 Old Red Dragon (Average, hit points 60). (37) 1 Old Silver Dragon (Small, hit points 54). (38) 1 Old Silver Dragon (Average, hit points 60). (39) 1 Old White Dragon (Huge, magic-using, hit points 42). (40-43) 2-5 Ophiotauri. (44) 1-3 Ophiotauri and 3-8 Minotaur Blood Reapers (Battle axe, damage 3-12). (45) 1-3 Ophiotauri and 3-8 Minotaur Skull Smashers (Morning star, damage 4-10).

(46) 2-5 Paladins (Level 7). (47) 1-3 Paladins (Level 7) and 1-3 Good Fighters (Level 8) (Knights). (48) 1-3 Paladins (Level 7) and 1-4 Rangers (Level 7).

(49-52) 1-2 Rakshasas. (53-54) 1 Rakshasa and 1-2 Weretigers.

(55) 1-3 Serpent Folk Abominations. (56-57) 1-2 Small Swamp Shamblers (HD 8). (58-62) 1 Specter. (63-64) 1-3 Spider Maiden Heretics (Level 7 Clerics). (65-66) 1-3 Spider Maiden Witches (Level 7 Magic-Users). (67-71) 1 Succubus.

(72-73) 1-4 Three-Headed Hell Hounds. (74-77) 2-5 Trolls and 1 Great Troll Chief (Maximum hit points).

(78-82) 1 Vulture Demon. (83) 1 Very Old Black Dragon (Small, hit points 42). (84) 1 Very Old Black Dragon (Average, hit points 48). (85) 1 Very Old Brass Dragon (Small, hit points 42). (86) 1 Very Old Brass Dragon (Average, hit points 48). (87) 1-2 Very Old White Dragons (Small, hit points 35). (88) 1-2 Very Old White Dragons (Average, hit points 42).

(89-92) 1-2 Werebears. (93-95) 1 Werebear and 1-4 Brown Bears. (96-97) 1 Werebear and 1-2 Cave Bears. (98-99) 1-2 Werelions and 2-5 Spotted Lions.

(00) 1 Young Adult Gold Dragon (Huge, magic-using, hit points 48)

7.2.15

CHALLENGE LEVEL 15

There are 162 different Challenge Level 15 monster encounters.

Challenge Level 15 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 8. Some of the vile monsters of CL15 include old dragons, infernal fiends (bargeists, night hags and demons) and deadly slimes.

Table CL15.1 (A-G)

Roll 1d100 and consult the following table:

(01) 1 Adult Gold Dragon (Huge, hit points 60). (02) 1 Adult Gold Dragon (Small, magic-using, hit points 50). (03) 1 Adult Gold Dragon (Average, magic-using, hit points 55). (04) 1-2 Arcane Winged Serpent Avatars (Clerics). (05) 1-2 Arcane Winged Serpent Portents (Magic-Users). (06) 1 Arcane Winged Serpent Avatar (Cleric) and 1-2 Lammasus. (07) 1 Arcane Winged Serpent Portent (Magic-User) and 2-8 Winged Serpents. (08-09) 1-4 Assassins (Level 8). (10-11) 1-2 Assassins (Level 8) and 1-2 Evil Thieves (Level 9).

(12) 1 Banshee and 1 Specter. (13-14) 1-2 Barbed Devils. (15) 1 Barbed Devil and 1-3 Furies. (16-17) 1-2 Bargeists (HD 8). (18-21) 1-2 Black Slimes. (22) 1 Black Slime and 1 Brown Slime. (23-24) 1-4 Druids (Level 8). (25-26) 1-2 Druids (Level 8) and 1-2 Rangers (Level 8). (27-28) 1-2 Brown Slimes. (29-32) 1-4 Ettins. (33-35) 1-4 Evil Clerics (Level 9). (36) 1-2 Evil Clerics (Level 9) and 1-2 Chimaeras. (37) 1 Evil Dwarf Adventuring Party (Average Level 7; 3 or 4 NPCs). (38-40) 1 Evil Elf Adventuring Party (Average Level 7; 3 or 4 NPCs). (41) 22-60 Evil Elf Heart Seekers (HD 1) (Chain mail, buckler, atlatl, 6 javelins) and 1 Hound Demon. (42) 22-60 Evil Elf Idolaters (HD 1) (Chain mail, buckler, footman's mace) and 1 Hound Demon. (43) 22-60 Evil Elf Mourn Blades (HD 1) (Chain mail, buckler, short sword, long dagger, can attack with both blades, with no penalty for the sword and -2 to hit for the dagger) and 1 Hound Demon. (44-47) 1-4 Evil Fighters (Level 9).

(48-49) 1 Evil Gnome Adventuring Party (Average Level 7; 3 or 4 NPCs). (50-51) 1 Evil Half-Orc Adventuring Party (Average Level 7; 3 or 4 NPCs). (52-53) 1-4 Evil Illusionists (Level 9). (54-56) 1-4 Evil Magic-Users (Level 9). (57-58) 1-2 Evil Magic-Users (Level 9) and 1-2 Evil Illusionists (Level 9). (59-60) 1 Evil Monk (Level 8) and Companions. (61-64) 1-4 Evil Thieves (Level 9). (65-67) 1-2 Flesh Golems. (68-69) 1-2 Fly Demons. (70) 1 Fly Demon and 1 Giant Tentacle Beast (HD 10). (71) 1 Fly Demon and 2-5 Insect Swarms. (72-75) 1-4 Giant Fire Lizards. (76-78) 1-3 Giant Rhinoceros Beetles. (79-81) 1-2 Giant Snapping Turtles. (82-84) 1-2 Giant Tentacle Beasts (HD 10). (85-87) 1-4 Good Clerics (Level 9). (88-91) 1 Good Dwarf Adventuring Party (Average Level 7; 3 or 4 NPCs). (92-94) 1 Good Elf Adventuring Party (Average Level 7; 3 or 4 NPCs). (95-98) 1-4 Good Fighters (Level 9). (99-00) 1 Good Gnome Adventuring Party (Average Level 7; 3 or 4 NPCs).

Table CL15.2 (G-O)

Roll 1d100 and consult the following table:

(01-02) 1 Good Halfling Adventuring Party (Average Level 7; 3 or 4 NPCs). (03-04) 1-4 Good Illusionists (Level 9). (05-07) 1-4 Good Magic-Users (Level 9). (08-09) 1-2 Good Magic-Users (Level 9) and 1-2 Good Illusionists (Level 9). (10-11) 1 Good Monk (Level 8) and Companions. (12-13) 1-4 Good Thieves (Level 9). (14-16) 1-3 Greater Manticores. (17-18) 1-2 Greater Manticores and 2-5 Manticores. (19) 1-2 Greater Water Nagas and 1 Giant Snapping Turtle. (20) 1-4 Hill Giants and 1-2 Giant Rhinoceros Beetles. (21) 1 Horned Devil and 1-2 Chimaeras. (22-23) 1 Horned Devil and 1-3 Furies. (24-28) 1-2 Hound Demons. (29) 1 Hound Demon and 1-2 Fly Demons. (30-33) 1-3 Jinns. (34-37) 1-4 Lamias. (38) 1-2 Lamias and 1-2 Night Hags. (39-40) 1-2 Lurking Ceilings. (41-42) 2-5 Mountain Trolls. (43-44) 1-3 Mountain Trolls and 2-5 Trolls. (45) 4-24 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed) and 1-2 Lesser Earth Elementals (HD 8). (46) 4-24 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick,

hammer) and 1-2 Lesser Earth Elementals (HD 8). (47-49) 1-4 Neutral Clerics (Level 9). (50-52) 1 Neutral Dwarf Adventuring Party (Average Level 7; 3 or 4 NPCs).

(53-55) 1 Neutral Elf Adventuring Party (Average Level 7; 3 or 4 NPCs). (56-59) 1-4 Neutral Fighters (Level 9). (60-61) 1 Neutral Gnome Adventuring Party (Average Level 7; 3 or 4 NPCs). (62-63) 1 Neutral Half-Orc Adventuring Party (Average Level 7; 3 or 4 NPCs). (64-65) 1 Neutral Halfling Adventuring Party (Average Level 7; 3 or 4 NPCs). (66-67) 1-4 Neutral Illusionists (Level 9). (68-70) 1-4 Neutral Magic-Users (Level 9). (71-72) 1-2 Neutral Magic-Users (Level 9) and 1-2 Neutral Illusionists (Level 9). (73-74) 1 Neutral Monk (Level 8) and Companions. (75-78) 1-4 Neutral Thieves (Level 9). (79-82) 1-4 Night Hags. (83) 1-2 Night Hags and 1 Barbed Devil. (84) 1-2 Night Hags and 1-2 Nightmares. (85) 1-2 Night Hags and 5-20 Soul Worms. (86) 1-2 Night Hags and 1-2 Vulture Demons. (87-88) 1 Nine-Headed Regenerating Hydra. (89) 1 Old Blue Dragon (Huge, hit points 60). (90) 1 Old Blue Dragon (Small, magic-using, hit points 48). (91) 1 Old Blue Dragon (Average, magic-using, hit points 54). (92) 1 Old Bronze Dragon (Huge, hit points 60). (93) 1 Old Bronze Dragon (Small, magic-using, hit points 48). (94) 1 Old Bronze Dragon (Average, magic-using, hit points 54). (95) 1 Old Copper Dragon (Huge, hit points 54). (96) 1 Old Copper Dragon (Small, magic-using, hit points 42). (97) 1 Old Copper Dragon (Average, magic-using, hit points 48). (98) 1 Old Gold Dragon (Small, hit points 60). (99) 1 Old Gold Dragon (Average, hit points 66). (00) 1 Old Green Dragon (Huge, hit points 54).

Table CL15.3 (O-Z)

Roll 1d100 and consult the following table:

(01) 1 Old Green Dragon (Small, magic-using, hit points 42). (02) 1 Old Green Dragon (Average, magic-using, hit points 48). (03) 1 Old Red Dragon (Huge, hit points 66). (04) 1 Old Red Dragon (Small, magic-using, hit points 54). (05) 1 Old Red Dragon (Average, magic-using, hit points 60). (06) 1 Old Silver Dragon (Huge, hit points 66). (07) 1 Old Silver Dragon (Small, magic-using, hit points 54). (08) 1 Old Silver Dragon (Average, magic-using, hit points 60). (09) 1-4 Paladins (Level 8). (10) 1-2 Paladins (Level 8) and 1-2 Good Fighters (Level 9) (Knights). (11) 1-2 Paladins (Level 8) and 1-2 Rangers (Level 8). (12-13) 2-4 Rangers (Level 8). (14-16) 1-2 Sacred Lammasus. (17) 1 Sacred Lammasu and 1-2 Griffons. (18-19) 1 Small Mixed Evil Adventuring Party (Average Level 7 or 8; 2 or 3 NPCs). (20-21) 1 Small Mixed Good Adventuring Party (Average Level 7 or 8; 2 or 3 NPCs). (22-23) 1 Small Mixed Neutral Adventuring Party (Average Level 7 or 8; 2 or 3 NPCs). (24) 1 Specter and 4-24 Lemur Devils. (25) 1 Specter and 1 Nightmare. (26) 1-3 Spider Maiden Heretics (Level 7 Clerics) and 1-3 Giant Black Widow Spiders. (27) 1-3 Spider Maiden Witches (Level 7 Magic-Users) and 1-3 Giant Black Widow Spider. (28) 1-3 Spider Maiden Heretics (Level 7 Clerics) and 2-5 Giant Spiders. (29) 1-3 Spider Maiden Witches (Level 7 Magic-Users) and 2-5 Giant Spiders.

(30) 1-3 Spider Maiden Heretics (Level 7 Clerics) and 2-4 Greater Dimensional Spiders. (31) 1-3 Spider Maiden Witches (Level 7 Magic-Users) and 2-4 Greater Dimensional Spiders. (32) 1-3 Spider Maiden Heretics (Level 7 Clerics) and 1 Succubus. (33) 1-3 Spider Maidens Witches (Level 7 Magic-Users) 1 Succubus. (34) 1-3 Spider Maiden Heretics (Level 7 Clerics) and 1-2 Werespiders. (35) 1-3 Spider Maiden Witches (Level 7 Magic-Users) and 1-2 Werespiders. (36-39) 1-2 Spirit Nagas (HD 9). (40) 1 Spirit Naga and 1 Batrachian Demon. (41-45) 1-6 Stone Giants. (46-48) 1-3 Stone Giants and 1-4 Cave Bears. (49-50) 1-3 Stone Giants and 1-2 Ettins. (51-53) 1-3 Stone Giants and 1-4 Hill Giants. (54) 1 Succubus and 1 Batrachian Demon. (55) 1 Succubus and 1 Charmed Character (Level 9, random class). (56) 1 Succubus and 1-2 Vulture Demons. (57-58) 1-2 Swamp Shamblers (HD 9). (59-61) 1-2 Ten-Headed Hydras. (62-65) 1-3 Thralls of Cthulhu. (66) 1-2 Thralls of Cthulhu and 1-4 Dream Eaters.

(67) 1-4 Three-Legged Earth Elementals (HD 8). (68-69) 1-4 Venomous Salamandrae. (70) 1-2 Venomous Salamandrae and 2-5 Amphisbaenas. (71) 1-2 Venomous Salamandrae and 1 Catoblepas. (72) 1 Very Old Black Dragon (Huge, hit points 56).

(73) 1 Very Old Black Dragon (Small, magic-using, hit points 42). (74) 1 Very Old Black Dragon (Average, magic-using, hit points 48). (75) 1 Very Old Brass Dragon (Huge, hit points 56). (76) 1 Very Old Brass Dragon (Small, magic-using, hit points 42). (77) 1 Very Old Brass Dragon (Average, magic-using, hit points 48). (78) 1 Very Old White Dragon (Huge, hit points 49). (79) 1-2 Very Old White Dragons (Small, magic-using, hit points 35). (80) 1-2 Very Old White Dragons (Average, magic-using, hit points 42). (81-85) 1-3 Vulture Demons. (86-87) 1-3 Werefoxes. (88) 1-2 Werefoxes and 2-4 Monstrous Foxes. (89-91) 1-4 Werespiders. (92-94) 1-2 White Slimes. (95-97) 1-4 Will-o'-the-Wisps. (98) 1-2 Will-o'-the-Wisps and 1 Specter. (99) 1-2 Young Polar Worms (HD 8). (00) 1 Young Polar Worm (HD 8) and 5-10 Yetis (Worshippers).

7.2.16

CHALLENGE LEVEL 16

There are 136 different Challenge Level 16 monster encounters.

Challenge Level 16 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 8 or 9. Classic monsters at this level include very old dragons, entanglers and fire giants and frost giant populations with their minions (trolls, gnoles, ogres, etc.).

Starting at this level, PCs will begin to commonly face NPCs who are higher level than they are, but the PCs typically have the advantage of being better-equipped with magic items and working in concert against an outnumbered foe. The GM is urged not to use too many lower-level NPCs to face PCs beginning at this power level; otherwise, the PCs will probably become overburdened with a huge of arsenal of (admittedly hard-won) magic items which can threaten to unbalance the campaign.

Table CL16.1 (A-F)

Roll 1d100 and consult the following table:

(01) 1 Adult Gold Dragon (Huge, magic-using, hit points 60). (02-05) 1 Air Elemental (HD 12). (06) 1 Ancient Black Dragon (Small, hit points 48). (07) 1 Ancient Black Dragon (Average, hit points 56). (08) 1 Ancient Brass Dragon (Small, hit points 48). (09) 1 Ancient Brass Dragon (Average, hit points 56). (10-12) 1 Ancient Tentacle Beast (HD 12). (13) 1-2 Ancient White Dragons (Small, hit points 40). (14) 1-2 Ancient White Dragons (Average, hit points 48). (15-18) 1 Androsphinx. (19-20) 1-4 Assassins (Level 9). (21-23) 1-2 Assassins (Level 9) and 1-2 Evil Thieves (Level 9). (24-28) 1 Bestial Demon. (29-31) Deep One War Party (21-28 Deep Ones, and Brood Mother (HD 10), 2 Swarm-Bringers (HD 8), 4 Excoriators (HD 6, assassin abilities) and 1 Dagonai (HD 10, monk abilities). (32-33) 1-4 Druids (Level 9). (34-35) 1-2 Druids (Level 9) and 1-2 Rangers (Level 9). (36-39) 1 Earth Elemental (HD 12). (40-42) 1-2 Eleven-Headed Hydras. (43-46) 1-2 Emerald Hags. (47-48) 1 Emerald Hag and 1-2 Night Hags. (49-51) 1-4 Enormous Green Slimes (HD 9). (52-54) 1-2 Enormous Tentacle Beasts (HD 11). (55-57)

1-4 Evil Clerics (Level 10). (58) 1 Evil Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (59) 40-70 Evil Dwarf Foe-Hammers (Chain mail, small shield, battle axe, 2 throwing hammers) and 1-2 Lamias.

(60) 40-70 Evil Dwarf Rune-Hammers (Chain mail, battle axe, footman's mace) and 1-2 Lamias. (61-63) 1 Evil Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (64-67) 1-4 Evil Fighters (Level 10). (68) 1 Evil Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (69-71) 1 Evil Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (72-73) 1-3 Evil Illusionists (Level 10). (74-76) 1-3 Evil Magic-Users (Level 10). (77-78) 1-2 Evil Magic-Users (Level 10) and 1-2 Evil Illusionists (Level 10). (79-80) 1 Evil Monk (Level 9) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (81-84) 1-4 Evil Thieves (Level 10). (85-88) 1 Fire Elemental (HD 12). (89-93) 1-4 Fire Giants. (94-96) 1-2 Fire Giants and 2-8 Giant Weasels (Hunting Pack). (97) 1-2 Fire Giants and 5-20 Gnole Marauders (Leather armor, large shield, random pole arm which can be wielded single-handed at -1 to hit) (Servants). (98) 1-2 Fire Giants and 5-20 Gnole Sword Bearers (Ring mail, two-handed sword) (Servants). (99) 1-2 Fire Giants and 5-20 Gnole Warriors (Ring mail, large shield, morning star) (Servants). (00) 1-2 Fire Giants and 3-8 Hell Hounds (HD 5).

Table CL16.2 (F-N)

Roll 1d100 and consult the following table:

(01) 1-2 Fire Giants and 3-7 Large Hell Hounds (HD 6). (02) 1-2 Fire Giants and 3-6 Huge Hell Hounds (HD 7). (03-05) 1-2 Fire Giants and 1-4 Mountain Trolls. (06) 1-2 Fire Giants and 3-12 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) (Flunkies). (07) 1-2 Fire Giants and 3-12 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) (Flunkies). (08) 1-2 Fire Giants and 3-12 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) (Flunkies). (09-13) 1-4 Frost Giants. (14) 1-2 Frost Giants and 3-12 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]) (Flunkies). (15) 1-2 Frost Giants and 3-12 Ogre Warmongers (Thick bearskin, battle axe [damage 5-12]) (Flunkies). (16) 1-2 Frost Giants and 3-12 Ogre Warriors (Hide armor, large shield, spear [damage 3-8], spiked club [damage 4-11]) (Flunkies). (17-19) 1-2 Frost Giants and 1-2 Polar Bears (Guardian Beasts). (20-22) 1-2 Frost Giants and 2-5 Winter Wolves (Guardian Beasts). (23-25) 1-2 Frost Giants and 3-10 Yeti (Hunting Pack). **G.** (26-30) 1 Ghost. (31-35) 1 Giant Slug. (36-38) 1-4 Good Clerics (Level 10). (39-41) 1 Good Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (42-44) 1 Good Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (45-48) 1-4 Good Fighters (Level 10). (49-50) 1 Good Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs).

(51-52) 1 Good Halfling Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (53-54) 1-4 Good Illusionists (Level 10). (55-57) 1-4 Good Magic-Users (Level 10). (58-59) 1-2 Good Magic-Users (Level 10) and 1-2 Good Illusionists (Level 10). (60-61) 1 Good Monk (Level 9) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (62-64) 1-4 Good Thieves (Level 10). (65-66) 1-2 Greater Bargeists (HD 10). (67) 1-2 Greater Basilisks. (68) 1 Greater Basilisk and 1-3 Basilisks. (69-72) 1-2 Greater Spirit Nagas (HD 10). **I.** (73-76) 1-2 Ifrits. (77-80) 1 Large Giant Ant Colony (1 Queen, 10-60 Workers and 3-12 Warriors). (81-84) 1-2 Large Swamp Shamblers (HD 10). (85-87) 1 Mixed Evil Adventuring Party (Average Level 8; 4 or 5 NPCs). (88-90) 1 Mixed Good Adventuring Party (Average Level 8; 4 or 5 NPCs). (91-93) 1 Mixed Neutral Adventuring Party (Average Level 8; 4 or 5 NPCs). (94-

96) 1-2 Mountain Giants. (97-99) 1-4 Neutral Clerics (Level 10). (00) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs).

Table CL16.3 (N-Z)

Roll 1d100 and consult the following table:

(01-02) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (03-05) 1 Neutral Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (06-09) 1-4 Neutral Fighters (Level 10). (10-11) 1 Neutral Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (12-13) 1 Neutral Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (14-15) 1 Neutral Halfling Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (16-17) 1-4 Neutral Illusionists (Level 10). (18-20) 1-4 Neutral Magic-Users (Level 10). (21-22) 1-2 Neutral Magic-Users (Level 10) and 1-2 Neutral Illusionists (Level 10). (23-24) 1 Neutral Monk (Level 9) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (25-28) 1-4 Neutral Thieves (Level 10). (29) 1 Old Blue Dragon (Huge, magic-using, hit points 60). (30) 1 Old Bronze Dragon (Huge, magic-using, hit points 60). (31) 1 Old Copper Dragon (Huge, magic-using, hit points 54). (32) 1 Old Gold Dragon (Huge, hit points 72). (33) 1 Old Gold Dragon (Small, magic-using, hit points 60). (34) 1 Old Gold Dragon (Average, magic-using, hit points 66). (35) 1 Old Green Dragon (Huge, magic-using, hit points 54). (36-37) 1 Old Red Dragon (Huge, magic-using, hit points 66). (38-39) 1 Old Silver Dragon (Huge, magic-using, hit points 66). (40) 1-4 Paladins (Level 9). (41) 1-2 Paladins (Level 9) and 1-2 Good Fights (Level 10) (Knights). (42) 1-2 Paladins (Level 9) and 1-2 Rangers (Level 9). (43-44) 1-4 Rangers (Level 9). (45-49) 1-2 Entanglers (HD 10). (50) 1 Entangler (HD 10) and 1 Lurking Ceiling (Guardian Beast).

(51) 1 Entangler (HD 10) and 1 Trapping Floor (Guardian Beast). (52-56) 1 Serpentine Demon. (57-58) 1-4 Shedus. (59) 1-2 Shedus and 1-2 Lammasus. (60-61) 1-2 Small Juggernauts (HD 10). (62-64) 1-3 Small Polar Worms (HD 9). (65-66) 1 Ten-Headed Fire-Breathing Hydra. (67) 1 Ten-Headed Regenerating Hydra. (68-72) 1-2 Trapping Floors. (73-75) 1-2 Twelve-Headed Hydras. (76) 1 Very Old Black Dragon (Huge, magic-using, hit points 56). (77) 1 Very Old Blue Dragon (Small, hit points 56). (78) 1 Very Old Blue Dragon (Average, hit points 63). (79) 1 Very Old Brass Dragon (Huge, Magic-using, hit points 56). (80) 1 Very Old Bronze Dragon (Small, hit points 56). (81) 1 Very Old Bronze Dragon (Average, hit points 63). (82) 1 Very Old Copper Dragon (Small, hit points 49). (83) 1 Very Old Copper Dragon (Average, hit points 56). (84) 1 Very Old Green Dragon (Small, hit points 49). (85) 1 Very Old Green Dragon (Average, hit points 56). (86) 1 Very Old Red Dragon (Small, hit points 63). (87) 1 Very Old Red Dragon (Average, hit points 70). (88) 1 Very Old Silver Dragon (Small, hit points 63). (89) 1 Very Old Silver Dragon (Average, hit points 70). (90) 1-2 Very Old White Dragons (Huge, magic-using, hit points 49). (91-94) 1 Water Elemental (HD 12). (95-96) 1-3 Werespiders and 2-5 Giant Black Widow Spiders. (97-98) 1-3 Werespiders and 3-6 Giant Spiders. (99-00) 1-3 Werespiders and 2-4 Greater Dimensional Spiders.

7.2.17

CHALLENGE LEVEL 17

There are 165 different Challenge Level 17 monster encounters.

Challenge Level 17 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 9. Some of the more dangerous monsters at this level include ancient dragons, golems and fire demons with their various minions.

Table CL17.1 (A-F)

Roll 1d100 and consult the following table:

(01-02) 1-2 Ancient Bargeists (HD 11). (03) 1 Ancient Bargeist and 21-40 Bugbears. (04) 1 Ancient Bargeist and 60-90 Hobgoblins. (05) 1 Ancient Black Dragon (Huge, hit points 64). (06) 1 Ancient Black Dragon (Small, magic-using, hit points 48). (07) 1 Ancient Black Dragon (Average, magic-using, hit points 56). (08) 1 Ancient Brass Dragon (Huge, hit points 64). (09) 1 Ancient Brass Dragon (Small, magic-using, hit points 48). (10) 1 Ancient Brass Dragon (Average, magic-using, hit points 56). (11) 1 Ancient White Dragon (Huge, hit points 56). (12) 1-2 Ancient White Dragons (Small, magic-using, hit points 40). (13) 1-2 Ancient White Dragons (Average, magic-using, hit points 48). (14-16) 1 Androsphinx and 1 Gynosphinx. (17-19) 1 Androsphinx and 1-3 Werelions. (20-21) 1-3 Assassins (Level 10). (22-23) 1-2 Assassins (Level 10) and 1 Evil Thief (Level 11). (24-25) 1-2 Assassins (Level 11). (26-29) 1 Bestial Demon and 1 Hound Demon. (30-34) 1-3 Bone Devils. (35-36) 1-2 Bone Devils and 1-2 Barbed Devils. **C.** (37-40) 1-2 Clay Golems. (41-43) 1 Clay Golem and 7-12 Clay Living Statues. (44-46) 1 Druid (Level 10) and Companions. (47-48) 1 Druid (Level 11) and Companions. (49) 1 Eleven-Headed Fire-Breathing Hydra. (50) 1 Eleven-Headed Regenerating Hydra. (51-52) 1-3 Evil Clerics (Level 11). (53-57) 1-4 Evil Cloud Giants. (58-60) 1-2 Evil Cloud Giants and 2-4 Mountain Trolls.

(61-63) 1-2 Evil Cloud Giants and 2-5 Ogre Magi. (64) 1-2 Evil Cloud Giants and 1 Very Old White Dragon (Small, hit points 35). (65) 1-2 Evil Cloud Giants and 1 Very Old White Dragon (Average, hit points 42). (66) 1 Evil Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (67-69) 1 Evil Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (70-73) 1-3 Evil Fighters (Level 11). (74) 1 Evil Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (75-77) 1 Evil Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (78-79) 1-2 Evil Illusionists (Level 11). (80-82) 1-2 Evil Magic-Users (Level 11). (83) 1 Evil Magic-User (Level 9) and 1 Conjured Air Elemental (HD 16). (84) 1 Evil Magic-User (Level 9) and 1 Conjured Earth Elemental (HD 16). (85) 1 Evil Magic-User (Level 9) and 1 Conjured Fire Elemental (HD 16). (86) 1 Evil Magic-User (Level 9) and 1 Conjured Water Elemental (HD 16). (87) 1 Evil Magic-User (Level 10) and 1 Conjured Air Elemental (HD 16). (88) 1 Evil Magic-User (Level 10) and 1 Conjured Earth Elemental (HD 16). (89) 1 Evil Magic-User (Level 10) and 1 Conjured Fire Elemental (HD 16). (90) 1 Evil Magic-User (Level 10) and 1 Conjured Water Elemental (HD 16). (91-92) 1 Evil Monk (Level 10) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (93-96) 1-2 Evil Thieves (Level 11). (97-99) 1-2 Fire Demons. (00) 1 Fire Demon and 1 Fire Elemental (HD 12).

Table CL17.2 (F-N)

Roll 1d100 and consult the following table:

(01) 1 Fire Demon and 1 Fire Elemental (HD 12). (02-04) 1 Fire Demon and 90-120 Goblins (Worshippers). (05) 1 Fire Demon and 1 Old Red Dragon (Small, hit points 54). (06) 1 Fire Demon and 1 Old Red Dragon (Average, hit points 60). (07-08) 1-2 Fourteen-Headed Hydras. (09-10) 1 Ghost and 21-40 Lares Demons. (11-12) 1 Ghost and 1-2 Specters. (13-17) 1-2 Giant Netherworld Worm. (18) 1-2 Giant Slugs and 1 Large Tentacle Beast (HD 8) (Symbiotic). (19-21) 1-3 Good Clerics (Level 11). (22-25) 1-4 Good Cloud Giants. (26) 1-2 Good Cloud Giants and 1 Old Silver Dragon (Small, hit points 54). (27) 1-2 Good Cloud Giants and 1 Old Silver Dragon (Average, hit points 60). (28-30) 1 Good Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (31-33) 1 Good Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (34-37) 1-3 Good Fighters (Level 11). (38-39) 1 Good Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (40-41) 1 Good Halfling Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (42-43) 1-2 Good Illusionists (Level 11). (44-46) 1-2 Good Magic-Users (Level 11). (47) 1 Good Magic-User (Level 9) and 1 Conjured Air Elemental (HD 16). (48) 1 Good Magic-User (Level 9) and 1 Conjured Earth Elemental (HD 16). (49) 1 Good Magic-User (Level 9) and 1 Conjured Fire Elemental (HD 16). (50) 1 Good Magic-User (Level 9) and 1 Conjured Water Elemental (HD 16). (51) 1 Good Magic-User (Level 10) and 1 Conjured Air Elemental (HD 16). (52) 1 Good Magic-User (Level 10) and 1 Conjured Earth Elemental (HD 16). (53) 1 Good Magic-User (Level 10) and 1 Conjured Fire Elemental (HD 16).

(54) 1 Good Magic-User (Level 10) and 1 Conjured Water Elemental (HD 16). (55-56) 1 Good Monk (Level 10) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (57-59) 1-2 Good Thieves (Level 11). (60) 1 Greater Air Elemental (HD 16) (On a mission for its summoning cleric). (61) 1 Greater Air Elemental (HD 16) (Berserk and insane, having failed in its commanded mission). (62-64) 1-3 Greater Guardian Nagas (HD 12). (65) 1-2 Greater Guardian Nagas (HD 12) and 1 Arcane Winged Serpent Avatar (Cleric). (66) 1-2 Greater Guardian Nagas (HD 12) and 1 Arcane Winged Serpent Portent (Magic-User). (67-68) 1-3 Greater Night Hags. (69-70) 1-2 Greater Night Hags and 2-4 Night Hags. (71-72) 1-2 Greater Night Hags and 1-2 Twisted Giants. (73) 1-4 Guardian Nagas (HD 11). (74-76) 1-3 Huge Entanglers (HD 12). (77-79) 1-3 Huge Swamp Shamblers (HD 11). (80-81) 1-2 Jinn Nobles. (82) 1 Jinn Noble and 1-2 Air Elementals (HD 12). (83-84) 1-2 Juggernauts (HD 11). (85-86) 1 Large Juggernaut (HD 12). (87-89) 1-4 Large Entanglers (HD 11). (90-91) 1-2 Mountain Giants and 2-7 Hill Giants. (92) 1-2 Mountain Giants and 7-12 Ogre Foe-Cleavers (Furs, bardiche [damage 7-12]). (93) 1-2 Mountain Giants and 7-12 Ogre Stone-Hurlers (Hide armor, small boulders [damage 1-10, 60' range]). (94-95) 1-2 Mountain Giants and 4-7 Trolls. (96-98) 1-3 Neutral Clerics (Level 11). (99-00) 1 Neutral Dwarf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs).

Table CL17.3 (N-Z)

Roll 1d100 and consult the following table:

(01-03) 1 Neutral Elf Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (04-07) 1-3 Neutral Fighters (Level 11). (08-09) 1 Neutral Gnome Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (10-11) 1 Neutral Half-Orc Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (12-13) 1 Neutral Halfling Adventuring Party (Average Level 7 or 8; 3 or 4 NPCs). (14-15) 1-2 Neutral Illusionists (Level 11). (16-18) 1-2 Neutral Magic-Users (Level 11). (19) 1 Neutral Magic-User (Level 9) and 1 Conjured Air Elemental (HD 16). (20) 1 Neutral Magic-User (Level 9) and 1 Conjured Earth Elemental (HD 16).

(21) 1 Neutral Magic-User (Level 9) and 1 Conjured Fire Elemental (HD 16). (22) 1 Neutral Magic-User (Level 9) and 1 Conjured Water Elemental (HD 16). (23) 1 Neutral Magic-User (Level 10) and 1 Conjured Air Elemental (HD 16). (24) 1 Neutral Magic-User (Level 10) and 1 Conjured Earth Elemental (HD 16). (25) 1 Neutral Magic-User (Level 10) and 1 Conjured Fire Elemental (HD 16). (26) 1 Neutral Magic-User (Level 10) and 1 Conjured Water Elemental (HD 16). (27-28) 1 Neutral Monk (Level 10) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (29-31) 1-3 Neutral Thieves (Level 11). (32) 1 Old Gold Dragon (Huge, magic-using, hit points 78). (33) 1-2 Paladins (Level 10). (34) 1-2 Paladins (Level 11). (35-36) 1-2 Polar Worms (HD 10). (37) 1-2 Rangers (Level 10). (38) 1-2 Rangers (Level 11). (39-41) 1-4 Scorpion Men. (42) 1-2 Scorpion Men and 3-12 Giant Scorpions. (43-44) 1 Serpentine Demon and 1-3 Batrachian Demons. (45-46) 1 Serpentine Demon and 1-2 Hound Demons. (47-48) 1 Serpentine Demon and 2-4 Vulture Demons.

(49-50) 1 Small Mixed Evil Adventuring Party (Average Level 8; 2 or 3 NPCs). (51-53) 1 Small Mixed Good Adventuring Party (Average Level 8; 2 or 3 NPCs). (54-56) 1 Small Mixed Neutral Adventuring Party (Average Level 8; 2 or 3 NPCs). (57-58) 1 Succubus and 1 Bestial Demon. (59-60) 1-2 Thirteen-Headed Hydras. (61) 1 Twelve-Headed Fire-Breathing Hydra. (62) 1 Twelve-Headed Regenerating Hydra. (63-65) 1-4 Twisted Giants. (66) 1-2 Twisted Giants and 1 Giant Tentacle Beast (HD 10). (67) 1-2 Twisted Giants and 2-5 Ogre Magi. (68) 1-2 Twisted Giants and 2-5 Trolls. (69-70) Twisted Giant and 1-3 Vulture Demons. (71-75) 1-2 Vampires. (76-77) 1 Vampire and 3-8 Wights. (78-79) 1 Vampire and 2-5 Wraiths. (80) 1 Very Old Blue Dragon (Huge, hit points 70). (81) 1 Very Old Blue Dragon (Small, magic-using, hit points 56). (82) 1 Very Old Blue Dragon (Average, magic-using, hit points 63). (83) 1 Very Old Bronze Dragon (Huge, hit points 70). (84) 1 Very Old Bronze Dragon (Small, magic-using, hit points 56). (85) 1 Very Old Bronze Dragon (Average, magic-using, hit points 63). (86) 1 Very Old Copper Dragon (Huge, hit points 63). (87) 1 Very Old Copper Dragon (Small, magic-using, hit points 49). (88) 1 Very Old Copper Dragon (Average, magic-using, hit points 56). (89-90) 1 Very Old Green Dragon (Huge, hit points 63). (91) 1 Very Old Green Dragon (Small, magic-using, hit points 49). (92) 1 Very Old Green Dragon (Average, magic-using, hit points 56). (93-94) 1 Very Old Red Dragon (Huge, hit points 77). (95) 1 Very Old Red Dragon (Small, magic-using, hit points 63). (96-97) 1 Very Old Red Dragon (Average, magic-using, hit points 70). (98) 1 Very Old Silver Dragon (Huge, hit points 77). (99) 1 Very Old Silver Dragon (Small, magic-using, hit points 63). (00) 1 Very Old Silver Dragon (Average, magic-using, hit points 70).

7.2.18

CHALLENGE LEVEL 18

There are 169 different Challenge Level 18 monster encounters.

Challenge Level 18 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 9 or 10. Foes of CL18 include greater elementals, spell-casting vampires and netherworld gnome enclaves with their spellbound earth elementals.

Table CL18.1 (A-F)

Roll 1d100 and consult the following table:

(01) 1 Ancient Black Dragon (Huge, magic-using, hit points 64). (02) 1 Ancient Black Dragon (Small, hit points 48) and 1 Old Black Dragon (Small, hit points 36). (03) 1 Ancient Black Dragon (Average, hit points 56) and 1 Old Black Dragon (Average, hit points 42). (04) 1 Ancient Blue Dragon (Small, hit points 64). (05) 1 Ancient Blue Dragon (Average, hit points 72). (06) 1 Ancient Brass Dragon (Huge, magic-using, hit points 64). (07) 1 Ancient Brass Dragon (Small, hit points 48) and 1 Old Brass Dragon (Small, hit points 36). (08) 1 Ancient Brass Dragon (Average, hit points 56) and 1 Old Brass Dragon (Average, hit points 42). (09) 1 Ancient Bronze Dragon (Small, hit points 64). (10) 1 Ancient Bronze Dragon (Average, hit points 72). (11) 1 Ancient Copper Dragon (Small, hit points 56). (12) 1 Ancient Copper Dragon (Average, hit points 64). (13) 1 Ancient Green Dragon (Small, hit points 56). (14) 1 Ancient Green Dragon (Average, hit points 64). (15) 1 Ancient Red Dragon (Small, hit points 72). (16) 1 Ancient Red Dragon (Average, hit points 80). (17) 1 Ancient Silver Dragon (Small, hit points 72). (18) 1 Ancient Silver Dragon (Average, hit points 80). (19) 1 Ancient White Dragon (Huge, magic-using, hit points 56). (20) 1 Ancient White Dragon (Small, hit points 40) and 1 Very Old White Dragon (Small, hit points 35). (21) 1 Ancient White Dragon (Average, hit points 48) and 1 Very Old White Dragon (Average, hit points 42). (22-23) 1-2 Assassins (Level 12). (24-25) 1 Assassin (Level 12) and 1-2 Evil Thieves (Level 12). (26-27) 1 Druid (Level 12) and Companions. (28-29) 1-2 Enormous Crabs. (30) 1 Enormous Crab and 4-16 Giant Crabs. (31-33) 1-2 Evil Clerics (Level 12). (34) 1 Evil Cleric (Level 10) and 1 Clay Golem. (35) 1 Evil Cleric (Level 11) and 1 Clay Golem.

(36) 1 Evil Cleric (Level 11) and 1 Greater Air Elemental (HD 16). (37) 1 Evil Cleric (Level 12) and 1 Greater Air Elemental (HD 16). (38) 1 Evil Cleric (Level 12) and 1-3 Chimaeras. (39) 1-3 Evil Cloud Giants and 7-10 Hill Giants. (40) 1-3 Evil Cloud Giants and 7-12 Spotted Lions. (41) 1 Evil Dwarf Adventuring Party (Average Level 8; 3 or 4 NPCs). (42-44) 1 Evil Elf Adventuring Party (Average Level 8; 3 or 4 NPCs). (45-48) 1-2 Evil Fighters (Level 12). (49) 1 Evil Gnome Adventuring Party (Average Level 8; 3 or 4 NPCs). (50-52) 1 Evil Half-Orc Adventuring Party (Average Level 8; 3 or 4 NPCs). (53-54) 1-2 Evil Illusionists (Level 12). (55-57) 1-2 Evil Magic-Users (Level 12). (58) 1 Evil Magic-User (Level 11) and 1 Conjured Air Elemental (HD 16). (59) 1 Evil Magic-User (Level 11) and 1 Conjured Earth Elemental (HD 16). (60) 1 Evil Magic-User (Level 11) and 1 Conjured Fire Elemental (HD 16). (61) 1 Evil Magic-User (Level 11) and 1 Conjured Water Elemental (HD 16). (62) 1 Evil Magic-User (Level 12) and 1 Conjured Air Elemental (HD 16). (63) 1 Evil Magic-User (Level 12) and 1 Conjured Earth Elemental (HD 16). (64) 1 Evil Magic-User (Level 12) and 1 Conjured Fire Elemental (HD 16). (65) 1 Evil Magic-User (Level 12) and 1 Conjured Water Elemental (HD 16). (66-67) 1 Evil Magic-User (Level 12) and 1 Flesh Golem. (68-69) 1 Evil Magic-User (Level 12) and 1 Ifrit.

(70-71) 1 Evil Magic-User (Level 12) and 1 Evil Illusionist (Level 12). (72) 1 Evil Monk (Level 11) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (73) 1 Evil Monk (Level 12) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (74-77) 1-2 Evil Thieves (Level 12). (78-79) 1-2 Fifteen-Headed Hydras. (80) 1-2 Fire Demons and 1 Ten-Headed Fire-Breathing Hydra. (81) 1-2 Fire Demons and 2-5 Fire Salamandrae. (82-83) 1 Fire Elemental (HD 12) and 2-5 Fire Salamandrae. (84-86) 1-4 Fire Giants and 1-3 Chimaeras. (87-89) 1-4 Fire Giants and 2-5 Ettins. (90-92) 1-4 Fire Giants and 7-10 Hill Giants. (93-94) 1-4 Fire Giants and 5-8 Stone Giants. (95-97) 1-4 Fire Giants and 1 Ten-Headed Fire-Breathing Hydra. (98-00) 1-4 Fire Giants and 7-10 Trolls.

Table CL18.2 (F-N)

Roll 1d100 and consult the following table:

(01-02) 1-4 Fire Giants and 7-10 Trolls. (03-05) 1-4 Frost Giants and 7-10 Hill Giants. (06-08) 1-4 Frost Giants and 2-5 Ogre Magi. (09-11) 1-4 Frost Giants and 5-8 Stone Giants. (12-13) 1 Giant Netherworld Worm and 1-2 Great Trolls (maximum hit points). (14-16) 1-2 Good Clerics (Level 12). (17) 1 Good Cleric (Level 10) and 1 Clay Golem. (18) 1 Good Cleric (Level 11) and 1 Clay Golem. (19) 1 Good Cleric (Level 11) and 1 Greater Air Elemental (HD 16). (20) 1 Good Cleric (Level 12) and 1 Greater Air Elemental (HD 16). (21-22) 1-3 Good Cloud Giants and 7-12 Spotted Lions. (23-25) 1 Good Dwarf Adventuring Party (Average Level 8; 3 or 4 NPCs). (26-28) 1 Good Elf Adventuring Party (Average Level 8; 3 or 4 NPCs). (29-32) 1-2 Good Fighters (Level 12). (33-34) 1 Good Gnome Adventuring Party (Average Level 8; 3 or 4 NPCs). (35-36) 1 Good Halfling Adventuring Party (Average Level 8; 3 or 4 NPCs). (37-38) 1-2 Good Illusionists (Level 12). (39-41) 1-2 Good Magic-Users (Level 12). (42) 1 Good Magic-User (Level 11) and 1 Conjured Air Elemental (HD 16). (43) 1 Good Magic-User (Level 11) and 1 Conjured Earth Elemental (HD 16). (44) 1 Good Magic-User (Level 11) and 1 Conjured Fire Elemental (HD 16). (45) 1 Good Magic-User (Level 11) and 1 Conjured Water Elemental (HD 16). (46) 1 Good Magic-User (Level 12) and 1 Conjured Air Elemental (HD 16). (47) 1 Good Magic-User (Level 12) and 1 Conjured Earth Elemental (HD 16). (48) 1 Good Magic-User (Level 12) and 1 Conjured Fire Elemental (HD 16).

(49) 1 Good Magic-User (Level 12) and 1 Conjured Water Elemental (HD 16). (50-51) 1 Good Magic-User (Level 12) and 1 Flesh Golem. (52-53) 1 Good Magic-User (Level 12) and 1 Good Illusionist (Level 12). (54-55) 1 Good Magic-User (Level 12) and 1 Jinn. (56) 1 Good Monk (Level 11) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (57) 1 Good Monk (Level 12) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (58-60) 1-2 Good Thieves (Level 12). (61-63) 1 Greater Air Elemental (HD 16). (64-65) 1-2 Greater Basilisks and 1 Master (roll master at Challenge Level 16). (66-69) 1-4 Greater Cyclopes. (70-71) 1-2 Greater Cyclopes and 1-4 Fire Giants. (72-74) 1 Greater Earth Elemental (HD 16). (75-77) 1 Greater Fire Elemental (HD 16). (78-80) 1 Greater Water Elemental (HD 16). (81-82) 1-2 Huge Juggernauts (HD 13). (83-85) 1-2 Huge Polar Worms (HD 12). **I.** (86-87) 1-2 Ifrit Nobles. (88) 1 Ifrit Noble and 1 Greater Fire Elemental (HD 16). **L.** (89-91) 1-3 Large Polar Worms (HD 11). (92-96) 1 Larval Evil Eye (HD 10). (97) 5-20 Netherworld Gnome Dart-Throwers (Chain mail and leather jack, 12 darts with slowing poison, +2 to hit, save vs. poison or suffer effects similar to a slow spell for 1-4 rounds) and 1-2 Earth Elementals (HD 12).

(98) 5-20 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed) and 1-2 Earth Elementals (HD 12). (99) 5-20 Netherworld Gnome Ensnarers (Chain mail and leather jack, 12 darts with paralytic poison, +2 to hit, save vs. poison or suffer paralysis for 1-2 rounds) and 1-2 Earth Elementals (HD 12). (00) 5-20 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer) and 1-2 Earth Elementals (HD 12).

Table CL18.3 (N-Z)

Roll 1d100 and consult the following table:

(01-03) 1-2 Neutral Clerics (Level 12). (04) 1 Neutral Cleric (Level 10) and 1 Clay Golem. (05) 1 Neutral Cleric (Level 11) and 1 Clay Golem. (06) 1 Neutral Cleric (Level 11) and 1 Greater Air Elemental (HD 16) . (07) 1 Neutral Cleric (Level 12) and 1 Greater Air Elemental (HD 16). (08-10) 1 Neutral Dwarf Adventuring Party (Average Level 8; 3 or 4 NPCs). (11-13) 1 Neutral Elf Adventuring Party (Average Level 8; 3 or 4 NPCs). (14-17) 1-2 Neutral Fighters (Level 12). (18-19) 1 Neutral Gnome Adventuring Party (Average Level 8; 3 or 4 NPCs). (20-21) 1 Neutral Half-Orc Adventuring Party (Average Level 8; 3 or 4 NPCs). (22-23) 1 Neutral Halfling Adventuring Party (Average Level 8; 3 or 4 NPCs). (24-25) 1-2 Neutral Illusionists (Level 12). (26-28) 1-2 Neutral Magic-Users (Level 12). (29) 1 Neutral Magic-User (Level 11) and 1 Conjured Air Elemental (HD 16). (30) 1 Neutral Magic-User (Level 11) and 1 Conjured Earth Elemental (HD 16). (31) 1 Neutral Magic-User (Level 11) and 1 Conjured Fire Elemental (HD 16). (32) 1 Neutral Magic-User (Level 11) and 1 Conjured Water Elemental (HD 16). (33) 1 Neutral Magic-User (Level 12) and 1 Conjured Air Elemental (HD 16). (34) 1 Neutral Magic-User (Level 12) and 1 Conjured Earth Elemental (HD 16). (35) 1 Neutral Magic-User (Level 12) and 1 Conjured Fire Elemental (HD 16). (36) 1 Neutral Magic-User (Level 12) and 1 Conjured Water Elemental (HD 16). (37-38) 1 Neutral Magic-User (Level 12) and 1 Flesh Golem.

(39-41) 1 Neutral Magic-User (Level 12) and 1 Neutral Illusionist (Level 12). (42) 1 Neutral Monk (Level 11) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (43) 1 Neutral Monk (Level 12) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (44-47) 1-2 Neutral Thieves (Level 12). (48) 1 Paladin (Level 12). (49) 1 Paladin (Level 12) and 1 Good Fighter (Level 13) (Knight). (50) 1 Paladin (Level 12) and 1 Ranger (Level 12). (51-52) 1-2 Rangers (Level 12). (53-54) 1-2 Serpentine Demons and 1-3 Hound Demons. (55-56) 1-2 Serpentine Demons and 1-2 Bestial Demons. (57-58) 1-2 Sixteen-Headed Hydras. (59-61) 1 Small Mixed Evil Adventuring Party (Average Level 8 or 9; 2 or 3 NPCs). (62-64) 1 Small Mixed Good Adventuring Party (Average Level 8 or 9; 2 or 3 NPCs). (65-67) 1 Small Mixed Neutral Adventuring Party (Average Level 8 or 9; 2 or 3 NPCs). (68-69) 1-6 Stone Giants and 1 Juggernaut (HD 11). (70-74) 1-2 Stone Golems.

(75-79) 1-3 Thralls of Cthulhu and 9-16 Wererats. (80) 1 Vampire Cleric (Level 7). (81) 1 Vampire Cleric (Level 8). (82) 1 Vampire Cleric (Level 9). (83) 1 Vampire Illusionist (Level 7). (84) 1 Vampire Illusionist (Level 8). (85) 1 Vampire Illusionist (Level 9). (86-87) 1 Vampire Magic-User (Level 7). (88) 1 Vampire Magic-User (Level 8). (89) 1 Vampire Magic-User (Level 9). (90-92) 1-2 Vampires and 1 Nightmare. (93) 1 Very Old Blue Dragon (Huge, magic-using, hit points 70). (94) 1 Very Old Bronze Dragon (Huge, magic-using, hit points 70). (95) 1 Very Old Copper Dragon (Huge, magic-using, hit points 63). (96) 1 Very Old Gold Dragon (Small, hit points 70). (97) 1 Very Old Gold Dragon (Average, hit points 77). (98) 1 Very Old Green Dragon (Huge, magic-using, hit points 63). (99) 1 Very Old Red Dragon (Huge, magic-using, hit points 77). (00) 1 Very Old Silver Dragon (Huge, magic-using, hit points 77).

7.2.19

CHALLENGE LEVEL 19

There are 144 different Challenge Level 19 monster encounters.

Challenge Level 19 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 10 or 11. The powerful enemies at this level include cloud giants, noble elementals and mated ancient dragons with their consorts.

Table CL19.1 (A-E)

Roll 1d100 and consult the following table:

(01) 1 Ancient Black Dragon (Huge, hit points 64) and 1 Old Black Dragon (Huge, hit points 48). (02) 1 Ancient Black Dragon (Huge, magic-using, hit points 64) and 1 Old Black Dragon (Huge, magic-using, hit points 48). (03) 1 Ancient Black Dragon (Small, magic-using, hit points 48) and 1 Old Black Dragon (Small, magic-using, hit points 36). (04) 1 Ancient Black Dragon (Average, magic-using, hit points 56) and 1 Old Black Dragon (Average, magic-using, hit points 42). (05) 1 Ancient Blue Dragon (Huge, hit points 80). (06) 1 Ancient Blue Dragon (Huge, magic-using, hit points 80). (07) 1 Ancient Blue Dragon (Small, magic-using, hit points 64). (08) 1 Ancient Blue Dragon (Average, magic-using, hit points 72). (09) 1 Ancient Brass Dragon (Huge, hit points 64) and 1 Old Brass Dragon (Huge, hit points 48). (10) Ancient Brass Dragon (Huge, magic-using, hit points 64) and 1 Old Brass Dragon (Huge, magic-using, hit points 48). (11) 1 Ancient Brass Dragon (Small, magic-using, hit points 48) and 1 Old Brass Dragon (Small, magic-using, hit points 36). (12) 1 Ancient Brass Dragon (Average, magic-using, hit points 56) and 1 Old Brass Dragon (Average, magic-using, hit points 42). (13) 1 Ancient Bronze Dragon (Huge, hit points 80). (14) 1 Ancient Bronze Dragon (Huge, magic-using, hit points 80). (15) 1 Ancient Bronze Dragon (Small, magic-using, hit points 64).

(16) 1 Ancient Bronze Dragon (Average, magic-using, hit points 72). (17) 1 Ancient Copper Dragon (Huge, hit points 72). (18) 1 Ancient Copper Dragon (Huge, magic-using, hit points 72). (19) 1 Ancient Copper Dragon (Small, magic-using, hit points 56). (20) 1 Ancient Copper Dragon (Small, magic-using, hit points 64). (21) 1 Ancient Gold Dragon (Small, hit points 80). (22) 1 Ancient Gold Dragon (Average, hit points 88). (23) 1 Ancient Green Dragon (Huge, hit points 72). (24) 1 Ancient Green Dragon (Huge, magic-using, hit points 72). (25) 1 Ancient Green Dragon (Small, magic-using, hit points 56). (26) 1 Ancient Green Dragon (Average, magic-using, hit points 64). (27-28) 1-2 Ancient Polar Worms (HD 14). (29) 1 Ancient Red Dragon (Huge, hit points 88). (30) 1 Ancient Red Dragon (Huge, magic-using, hit points 88). (31) 1 Ancient Red Dragon (Small, magic-using, hit points 72). (32) 1 Ancient Red Dragon (Average, magic-using, hit points 80). (33) 1 Ancient Silver Dragon (Huge, magic-using, hit points 88). (34) 1 Ancient Silver Dragon (Small, magic-using, hit points 72). (35) 1 Ancient Silver Dragon (Average, magic-using, hit points 80). (36) 1 Ancient White Dragon (Huge, hit points 56) and 1 Very Old White Dragon (Huge, hit points 49). (37) 1 Ancient White Dragon (Huge, magic-using, hit points 56) and 1 Very Old White Dragon (Huge, magic-using, hit points 49).

(38) 1 Ancient White Dragon (Small, magic-using, hit points 40) and 1 Very Old White Dragon (Small, magic-using, hit points 35). (39) 1 Ancient White Dragon (Average, magic-using, hit points 48) and 1 Very Old White Dragon (Average, magic-using, hit points 42). (40-41) 1-2 Antediluvian Bargeists (HD

14). (42-43) 1-2 Assassins (Level 13). (44-46) 1 Assassin (Level 13) and 1 Evil Thief (Level 13). (47-50) 1-2 Bronze Golems. (51-52) 1 Druid (Level 13) and 1 Ranger (Level 13). (53-54) 1 Druid (Level 13) and Companions. (55-58) 1-2 Eighteen-Headed Hydras. (59-61) 1-2 Evil Clerics (Level 13). (62-63) 1 Evil Cleric (Level 12) and 1 Clay Golem. (64-65) 1 Evil Cleric (Level 13) and 1 Clay Golem. (66-67) 1 Evil Cleric (Level 13) and 1 Greater Air Elemental (HD 16). (68-72) 2-4 Evil Cloud Giants and 3-6 Frost Giants. (73-74) 1 Evil Dwarf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (75-77) 1 Evil Elf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (78-81) 1-2 Evil Fighters (Level 13). (82-83) 1 Evil Gnome Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (84-86) 1 Evil Half-Orc Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (87-88) 1-2 Evil Illusionists (Level 13). (89-91) 1-2 Evil Magic-Users (Level 13). (92) 1 Evil Magic-User (Level 13) and 1 Conjured Air Elemental (HD 16). (93) 1 Evil Magic-User (Level 13) and 1 Conjured Earth Elemental (HD 16). (94) 1 Evil Magic-User (Level 13) and 1 Conjured Fire Elemental (HD 16). (95) 1 Evil Magic-User (Level 13) and 1 Conjured Water Elemental (HD 16). (96-98) 1 Evil Magic-User (Level 13) and 1 Flesh Golem. (99-00) 1 Evil Magic-User (Level 13) and 1 Ifrit.

Table CL19.2 (E-L)

Roll 1d100 and consult the following table:

(01-03) 1 Evil Magic-User (Level 13) and 1 Evil Illusionist (Level 13). (04-06) 1 Evil Magic-User (Level 13) and 1 Stone Golem. (07) 1 Evil Monk (Level 13) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (08-12) 1-2 Evil Thieves (Level 13). (13-17) 1-3 Fire Demons and 1 Ancient Red Dragon (Huge, hit points 88). (18-22) 1-3 Fire Demons and 2-5 Hound Demons. (23-27) 1-3 Fire Demons and 1-4 Bestial Demons. (28-32) 2-5 Fire Giants and 1 Ancient Red Dragon (Huge, hit points 88). (33-34) 2-5 Frost Giants and 1 Captured Storm Giant. (35-39) 2-5 Frost Giants and 1-2 Ancient White Dragons (Huge, hit points 56). (40-43) 1-2 Giant Polar Worms (HD 13). (44-46) 1-2 Good Clerics (Level 13). (47-48) 1 Good Cleric (Level 12) and 1 Clay Golem. (49-50) 1 Good Cleric (Level 13) and 1 Clay Golem. (51-52) 1 Good Cleric (Level 13) and 1 Greater Air Elemental (HD 16). (53-55) 1 Good Dwarf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (56-58) 1 Good Elf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (59-62) 1-2 Good Fighters (Level 13). (63-64) 1 Good Gnome Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs).

(65-66) 1 Good Halfling Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (67-68) 1-2 Good Illusionists (Level 13). (69-71) 1-2 Good Magic-Users (Level 13). (72) 1 Good Magic-User (Level 13) and 1 Conjured Air Elemental (HD 16). (73) 1 Good Magic-User (Level 13) and 1 Conjured Earth Elemental (HD 16). (74) 1 Good Magic-User (Level 13) and 1 Conjured Fire Elemental (HD 16). (75) 1 Good Magic-User (Level 13) and 1 Conjured Water Elemental (HD 16). (76-78) 1 Good Magic-User (Level 13) and 1 Good Illusionist (Level 13). (79-81) 1 Good Magic-User (Level 13) and 1 Flesh Golem. (82-84) 1 Good Magic-User (Level 13) and 1 Jinn. (85-87) 1 Good Magic-User (Level 13) and 1 Stone Golem. (88) 1 Good Monk (Level 13) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (89) 1-2 Good Thieves (Level 13). (90-91) 1 Invisible Vampire. (92-93) 1-2 Kirins. (94-95) 1 Kirin and 1-3 Griffons. (96-00) 1 Lesser Evil Eye (HD 11).

Table CL19.3 (M-Z)

Roll 1d100 and consult the following table:

(01-03) 1 Mixed Evil Adventuring Party (Average Level 9; 4 or 5 NPCs). (04-06) 1 Mixed Good Adventuring Party (Average Level 9; 4 or 5 NPCs). (07-09) 1 Mixed Neutral Adventuring Party (Average Level 9; 4 or 5 NPCs). (10-12) 1-2 Neutral Clerics (Level 13). (13-14) 1 Neutral Cleric (Level 12) and 1 Clay Golem. (15-16) 1 Neutral Cleric (Level 13) and 1 Clay Golem. (17-19) 1 Neutral Cleric (Level 13) and 1 Greater Air Elemental (HD 16). (20-22) 1 Neutral Dwarf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (23-25) 1 Neutral Elf Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (26-30) 1-2 Neutral Fighters (Level 13). (31-32) 1 Neutral Gnome Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (33-34) 1 Neutral Half-Orc Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (35-36) 1 Neutral Halfling Adventuring Party (Average Level 8 or 9; 3 or 4 NPCs). (37-38) 1-2 Neutral Illusionists (Level 13). (39-41) 1-2 Neutral Magic-Users (Level 13). (42-43) 1 Neutral Magic-Users (Level 13) and1 Neutral Illusionist (Level 13). (44) 1 Neutral Magic-User (Level 13) and 1 Conjured Air Elemental (HD 16). (45) 1 Neutral Magic-User (Level 13) and 1 Conjured Earth Elemental (HD 16). (46) 1 Neutral Magic-User (Level 13) and 1 Conjured Fire Elemental (HD 16). (47) 1 Neutral Magic-User (Level 13) and 1 Conjured Water Elemental (HD 16).

(48) 1 Neutral Magic-User (Level 14) and 1 Conjured Air Elemental (HD 16). (49) 1 Neutral Magic-User (Level 14) and 1 Conjured Earth Elemental (HD 16). (50) 1 Neutral Magic-User (Level 14) and 1 Conjured Fire Elemental (HD 16). (51) 1 Neutral Magic-User (Level 14) and 1 Conjured Water Elemental (HD 16). (52-54) 1 Neutral Magic-User (Level 13) and 1 Flesh Golem. (55-57) 1 Neutral Magic-User (Level 13) and 1 Stone Golem. (58) 1 Neutral Monk (Level 13) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (59-63) 1-2 Neutral Thieves (Level 13). (64-65) 1 Noble Air Elemental (HD 20). (66-67) 1 Noble Earth Elemental (HD 20). (68-69) 1 Noble Fire Elemental (HD 20). (70-71) 1 Noble Water Elemental (HD 20). (72-73) 1 Paladin (Level 13). (74-75) 1 Paladin (Level 13) and 1 Good Fighter (Knight) (Level 13). (76-77) 1 Paladin (Level 13) and 1 Ranger (Level 13). (78-79) 1 Ranger (Level 13). (80-83) 1-2 Seventeen-Headed Hydras. (84-87) 1 Stone Golem and 2-5 Stone Living Statues. (88-92) 1-2 Storm Giants. (93-94) 1 Vampire Cleric (Level 10). (95) 1 Vampire Illusionist (Level 10). (96-97) 1 Vampire Magic-User (Level 10). (98) 1 Very Old Gold Dragon (Huge, hit points 84). (99) 1 Very Old Gold Dragon (Small, magic-using, hit points 70). (00) 1 Very Old Gold Dragon (Average, magic-using, hit points 77).

7.2.20

CHALLENGE LEVEL 20

There are 97 different Challenge Level 20 monster encounters.

Challenge Level 20 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 11 or 12. Monsters of CL20 include cyclopes, ice devils and minor titans.

Due to the variances in FRPGs, this is the point at which the accelerating power curves of PCs tend to even out. “Name” level and a reduced rate of hit point game serve to make characters of these levels

relatively similar in power; however, there are also significant variables due to spell selection, magic items and other highly various factors. Beginning at Challenge Level 20, the GM may need to carefully tailor random encounter tables in accordance and his group's size, composition, wealth and player experience level.

Table CL20.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 1 Ancient Blue Dragon (Huge, hit points 80) and 1 Very Old Blue Dragon (Huge, hit points 72). (03-04) 1 Ancient Bronze Dragon (Huge, hit points 80) and 1 Very Old Bronze Dragon (Huge, hit points 72). (05-06) 1 Ancient Copper Dragon (Huge, hit points 72) and 1 Very Old Copper Dragon (Huge, hit points 64). (07) 1 Ancient Gold Dragon (Huge, hit points 96). (08) 1 Ancient Gold Dragon (Small, magic-using, hit points 80). (09) 1 Ancient Gold Dragon (Average, magic-using, hit points 88). (10) 1 Ancient Green Dragon (Huge, hit points 72) and 1 Very Old Green Dragon (Huge, hit points 64). (11-12) 1 Ancient Red Dragon (Huge, hit points 88) and 1 Old Red Dragon (Huge, hit points 66). (13-14) 1 Ancient Silver Dragon (Huge, hit points 88) and 1 Old Silver Dragon (Huge, hit points 66). (15-16) 1 Assassin (Level 14) and Companions. (17-18) 1 Assassin (Level 14) and 1 Evil Thief (Level 14). (19) 1 Druid (Level 14) and Companions. (20-24) 1-4 Elder Cyclopes. (25-27) 1-2 Elder Cyclopes and 1-3 Good Cloud Giants. (28-30) 1-2 Elder Cyclopes and 1-2 Storm Giants. (31) 1 Eldritch Bargeist (HD 16). (32-34) 1-2 Evil Clerics (Level 14). (35) 1 Evil Cleric (Level 14) and 1 Clay Golem. (36) 1 Evil Cleric (Level 14) and 1 Greater Air Elemental (HD 16) . (37) 1 Evil Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (38-40) 1 Evil Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (41-44) 1 Evil Eye (HD 12). (45-47) 1-2 Evil Fighters (Level 14).

(48) 1 Evil Gnome Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (49-51) 1 Evil Half-Orc Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (52-53) 1-2 Evil Illusionists (Level 14). (54-57) 1-2 Evil Magic-Users (Level 14). (58-59) 1 Evil Magic-User (Level 14) and 1 Bronze Golem. (60) 1 Evil Magic-User (Level 14) and 1 Conjured Air Elemental (HD 16). (61) 1 Evil Magic-User (Level 14) and 1 Conjured Earth Elemental (HD 16). (62) 1 Evil Magic-User (Level 14) and 1 Conjured Fire Elemental (HD 16). (63) 1 Evil Magic-User (Level 14) and 1 Conjured Water Elemental (HD 16). (64-65) 1 Evil Magic-User (Level 14) and 1 Ifrit. (66-67) 1 Evil Magic-User (Level 14) and 1 Evil Illusionist (Level 14). (68-69) 1 Evil Magic-User (Level 14) and 1 Stone Golem. (70) 1 Evil Monk (Level 14) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered).

(71-74) 1-2 Evil Thieves (Level 14). (75-77) 1-2 Good Clerics (Level 14). (78) 1 Good Cleric (Level 14) and 1 Clay Golem. (79) 1 Good Cleric (Level 14) and 1 Greater Air Elemental (HD 16). (80-82) 1 Good Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (83-85) 1 Good Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (86-89) 1-2 Good Fighters (Level 14). (90-91) 1 Good Gnome Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (92-93) 1 Good Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (94-95) 1-2 Good Illusionists (Level 14). (96-98) 1-2 Good Magic-Users (Level 14). (99-00) 1 Good Magic-User (Level 14) and 1 Bronze Golem.

Table CL20.2 (G-Z)

Roll 1d100 and consult the following table:

(01) 1 Good Magic-User (Level 14) and 1 Conjured Air Elemental (HD 16). (02) 1 Good Magic-User (Level 14) and 1 Conjured Earth Elemental (HD 16). (03) 1 Good Magic-User (Level 14) and 1 Conjured Fire Elemental (HD 16). (04) 1 Good Magic-User (Level 14) and 1 Conjured Water Elemental (HD 16). (05-06) 1 Good Magic-User (Level 14) and 1 Good Illusionist (Level 14). (07-08) 1 Good Magic-User (Level 14) and 1 Jinn. (09-10) 1 Good Magic-User (Level 14) and 1 Stone Golem. (11) 1 Good Monk (Level 14) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (12-14) 1-2 Good Thieves (Level 14). (15-17) 1 Greater Fire Elemental (HD 16) and 2-5 Fire Salamandrae. (18-21) 1-2 Ice Devils. (22-24) 1 Ice Devil and 1 Ancient White Dragon (Huge, hit points 56). (25-26) 1 Ice Devil and 1 Greater Air Elemental (HD 16). (27-28) 1 Ice Devil and 1 Ancient Polar Worm (HD 14). (29-32) 1 Iron Golem. (33-34) 1 Larval Evil Eye (HD 10) and 1 Charmed Character. (35-36) 1 Larval Evil Eye (HD 10) and 1 Charmed Monster. (37-39) 1 Lesser Titan (HD 17). (40-42) 1 Mixed Evil Adventuring Party (Average Level 10; 4 or 5 NPCs). (43-45) 1 Mixed Good Adventuring Party (Average Level 10; 4 or 5 NPCs). (46-48) 1 Mixed Neutral Adventuring Party (Average Level 10; 4 or 5 NPCs).

(49) 5-30 Netherworld Gnome Dart-Throwers (Chain mail and leather jack, 12 darts with slowing poison, +2 to hit, save vs. poison or suffer effects similar to a slow spell for 1-4 rounds) and 1-2 Greater Earth Elementals (HD 16). (50) 5-30 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed) and 1-2 Greater Earth Elementals (HD 16). (51) 5-30 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer) and 1-2 Greater Earth Elementals (HD 16). (52-54) 1-2 Neutral Clerics (Level 14). (55) 1 Neutral Cleric (Level 14) and 1 Clay Golem. (56) 1 Neutral Cleric (Level 14) and 1 Greater Air Elemental (HD 16) . (57-59) 1 Neutral Dwarf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (60-62) 1 Neutral Elf Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (63-66) 1-2 Neutral Fighters (Level 14). (67-68) 1 Neutral Gnome Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (69-70) 1 Neutral Half-Orc Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (71-72) 1 Neutral Halfling Adventuring Party (Average Level 9 or 10; 3 or 4 NPCs). (73-74) 1-2 Neutral Illusionists (Level 14).

(75-77) 1-2 Neutral Magic-Users (Level 14). (78-79) 1 Neutral Magic-User (Level 14) and 1 Bronze Golem. (80-81) 1 Neutral Magic-User (Level 14) and 1 Neutral Illusionist (Level 14). (82-83) 1 Neutral Magic-User (Level 14) and 1 Stone Golem. (84) 1 Neutral Monk (Level 14) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (85-88) 1-2 Neutral Thieves (Level 14). (89) 1-2 Nineteen-Headed Hydras. (90) 1 Paladin (Level 14). (91) 1 Paladin (Level 14) and 1 Good Fighter (Level 14) (Knight). (92) 1 Paladin (Level 14) and 1 Ranger (Level 14). (93) 1 Ranger (Level 14). (94-95) 1 Titan (HD 18). (96) 1-2 Twenty-Headed Hydras. (97) 1 Vampire Cleric (Level 11). (98) 1 Vampire Illusionist (Level 11). (99) 1 Vampire Magic-User (Level 11). (00) 1 Very Old Gold Dragon (Huge, magic-using, hit points 84).

7.2.21

CHALLENGE LEVEL 21

There are 111 different Challenge Level 21 monster encounters.

Challenge Level 21 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 12, 13 or 14. Enemies include evil eyes, powerful titans, magic-using mated dragon pairs and royal elementals.

Table CL21.1 (A-G)

Roll 1d100 and consult the following table:

(01) 1 Ancient Blue Dragon (Huge, hit points 80) and 1 Very Old Blue Dragon (Huge, hit points 70). (02) 1 Ancient Blue Dragon (Small, magic-using, hit points 64) and 1 Very Old Blue Dragon (Small, magic-using, hit points 56). (03) 1 Ancient Blue Dragon (Average, magic-using, hit points 72) and 1 Very Old Blue Dragon (Average, magic-using, hit points 63). (04) 1 Ancient Bronze Dragon (Huge, hit points 80) and 1 Very Old Bronze Dragon (Huge, hit points 70). (05) 1 Ancient Bronze Dragon (Small, magic-using, hit points 64) and 1 Very Old Bronze Dragon (Small, magic-using, hit points 56). (06) 1 Ancient Bronze Dragon (Average, magic-using, hit points 72) and 1 Very Old Bronze Dragon (Average, magic-using, hit points 63). (07) 1 Ancient Copper Dragon (Huge, hit points 72) and 1 Very Old Copper Dragon (Huge, hit points 63). (08) 1 Ancient Copper Dragon (Small, magic-using, hit points 56) and 1 Very Old Copper Dragon (Small, magic-using, hit points 49). (09) 1 Ancient Copper Dragon (Average, magic-using, hit points 64) and 1 Very Old Copper Dragon (Average, magic-using, hit points 56). (10) 1 Ancient Gold Dragon (Huge, magic-using, hit points 96). (11) 1 Ancient Gold Dragon (Small, hit points 80) and 1 Old Gold Dragon (Small, hit points 60). (12) 1 Ancient Gold Dragon (Average, hit points 88) and 1 Old Gold Dragon (Average, hit points 66).

(13) 1 Ancient Green Dragon (Huge, hit points 72) and 1 Very Old Green Dragon (Huge, hit points 64). (14) 1 Ancient Green Dragon (Small, magic-using, hit points 56) and 1 Very Old Green Dragon (Small, magic-using, hit points 49). (15) 1 Ancient Green Dragon (Average, magic-using, hit points 64) and 1 Very Old Green Dragon (Average, magic-using, hit points 56). (16) 1 Ancient Red Dragon (Huge, hit points 88) and 1 Old Red Dragon (Huge, hit points 66). (17) 1 Ancient Red Dragon (Small, magic-using, hit points 72) and 1 Old Red Dragon (Small, magic-using, hit points 54). (18) 1 Ancient Red Dragon (Average, magic-using, hit points 80) and 1 Old Red Dragon (Average, magic-using, hit points 60). (19) 1 Ancient Silver Dragon (Small, magic-using, hit points 72) and 1 Old Silver Dragon (Small, magic-using, hit points 54). (20) 1 Ancient Silver Dragon (Average, magic-using, hit points 80) and 1 Old Silver Dragon (Average, magic-using, hit points 60). (21-23) 1 Arcane Evil Eye (HD 13). (24-25) 1-2 Arcane Titans (HD 20). (26-27) 1 Arcane Titan (HD 20) and 1-3 Storm Giants. (28-29) 1 Assassin (Level 15). (30-31) 1 Assassin (Level 15) and 1 Evil Thief (Level 15).

(32-33) 1-2 Evil Clerics (Level 15). (34-35) 1-2 Evil Clerics (Level 16). (36) 1 Evil Cleric (Level 15) and 1 Clay Golem. (37) 1 Evil Cleric (Level 15) and 1 Greater Air Elemental (HD 16). (38) 1 Evil Dwarf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (39-41) 1 Evil Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (42-45) 1-2 Evil Fighters (Level 15). (46) 1 Evil Gnome Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (47-49) 1 Evil Half-Orc Adventuring Party (Average Level 10 or

11; 3 or 4 NPCs). (50-51) 1-2 Evil Illusionists (Level 15). (52-54) 1-2 Evil Magic-Users (Level 15). (55-56) 1 Evil Magic-User (Level 15) and 1 Ifrit. (57) 1 Evil Magic-User (Level 15) and 1 Conjured Air Elemental (HD 16). (58) 1 Evil Magic-User (Level 15) and 1 Conjured Earth Elemental (HD 16). (59) 1 Evil Magic-User (Level 15) and 1 Conjured Fire Elemental (HD 16). (60) 1 Evil Magic-User (Level 15) and 1 Conjured Water Elemental (HD 16).

(61-62) 1 Evil Magic-User (Level 15) and 1 Evil Illusionists (Level 15). (63-64) 1 Evil Magic-User (Level 15) and 1 Iron Golem. (65-66) 1 Evil Magic-User (Level 15) and 1 Stone Golem. (67) 1 Evil Monk (Level 15) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (68-71) 1-2 Evil Thieves (Level 15). (72-73) 3-6 Fire Giants and 1 Imprisoned Lesser Titan (HD 17). (74-76) 1-2 Good Clerics (Level 15). (77) 1 Good Cleric (Level 15) and 1 Clay Golem. (78) 1 Good Cleric (Level 15) and 1 Greater Air Elemental (HD 16) . (79-81) 1 Good Dwarf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (82-84) 1 Good Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (85-88) 1-2 Good Fighters (Level 15). (89-90) 1 Good Gnome Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (91-92) 1 Good Halfling Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (93-94) 1-2 Good Illusionists (Level 15). (95-98) 1-2 Good Magic-Users (Level 15). (99) 1 Good Magic-User (Level 15) and 1 Conjured Air Elemental (HD 16). (00) 1 Good Magic-User (Level 15) and 1 Conjured Earth Elemental (HD 16).

Table CL21.2 (G-Z)

Roll 1d100 and consult the following table:

(01) 1 Good Magic-User (Level 15) and 1 Conjured Fire Elemental (HD 16). (02) 1 Good Magic-User (Level 15) and 1 Conjured Water Elemental (HD 16). (03-04) 1 Good Magic-User (Level 15) and 1 Good Illusionist (Level 15). (05-06) 1 Good Magic-User (Level 15) and 1 Iron Golem. (07-08) 1 Good Magic-User (Level 15) and 1 Jinn. (09) 1 Good Monk (Level 15) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (10-12) 1-2 Good Thieves (Level 15). (13-15) 1-2 Greater Titans (HD 19). (16) 1 Greater Titan (HD 19) and 1-4 Good Cloud Giants. (17-18) 1 Lesser Evil Eye (HD 11) and 1 Charmed Character. (19-20) 1 Lesser Evil Eye (HD 11) and 1 Charmed Monster. (21-23) 1 Mixed Evil Adventuring Party (Average Level 11 or 12; 4 or 5 NPCs). (24-26) 1 Mixed Good Adventuring Party (Average Level 11 or 12; 4 or 5 NPCs). (27-29) 1 Mixed Neutral Adventuring Party (Average Level 11 or 12; 4 or 5 NPCs). (30) 7-42 Netherworld Gnome Delvers (Chain mail and leather jack, footman's pick, 6 darts with acidic poison, +2 to hit, save vs. poison or suffer 2-8 additional acid damage; acid will destroy non-magical armor on a natural to hit roll of 20 if save is failed) and 1 Noble Earth Elemental (HD 20).

(31) 7-42 Netherworld Gnome Miners (Chain mail and leather jack, footman's pick, hammer) and 1 Noble Earth Elementals (HD 20). (32-34) 1-2 Neutral Clerics (Level 15). (35) 1 Neutral Cleric (Level 15) and 1 Clay Golem. (36) 1 Neutral Cleric (Level 15) and 1 Greater Air Elemental (HD 16). (37-39) 1 Neutral Dwarf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (40-42) 1 Neutral Elf Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (43-46) 1-2 Neutral Fighters (Level 15). (47-48) 1 Neutral Gnome Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (49-50) 1 Neutral Half-Orc Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (51-52) 1 Neutral Halfling Adventuring Party (Average Level 10 or 11; 3 or 4 NPCs). (53-54) 1-2 Neutral Illusionists (Level 15). (55-57) 1-2 Neutral Magic-Users (Level 15). (58) 1 Neutral Magic-User (Level 15) and 1 Conjured Air Elemental (HD 16). (59) 1 Neutral Magic-User (Level 15) and 1 Conjured Earth Elemental (HD 16). (60) 1 Neutral

Magic-User (Level 15) and 1 Conjured Fire Elemental (HD 16). (61) 1 Neutral Magic-User (Level 15) and 1 Conjured Water Elemental (HD 16). (62) 1 Neutral Magic-User (Level 15) and 1 Iron Golem.

(63) 1 Neutral Magic-User (Level 15) and 1 Neutral Illusionist (Level 15). (64) 1 Neutral Magic-User (Level 15) and 1 Stone Golem. (65) 1 Neutral Monk (Level 15) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (66-69) 1-2 Neutral Thieves (Level 15). (70) 1 Paladin (Level 15). (71) 1 Paladin (Level 16). (72) 1 Paladin (Level 15) and 1 Good Fighter (Level 15) (Knight). (73) 1 Paladin (Level 15) and 1 Ranger (Level 15). (74-78) 1-2 Pit Fiends. (79-81) 1 Pit Fiend and 1 Ancient Red Dragon (Huge, hit points 88). (82) 1 Ranger (Level 15). (83) 1 Ranger (Level 16). (84-85) 1 Royal Air Elemental (HD 24). (86-87) 1 Royal Earth Elemental (HD 24). (88-89) 1 Royal Fire Elemental (HD 24). (90-91) 1 Royal Water Elemental (HD 24). (92-93) 1-2 Storm Giants and 3-8 Griffons. (94-95) 1-2 Storm Giants and 5-12 Sea Lions.

(96-97) 1 Vampire Cleric (Level 12). (98) 1 Vampire Illusionist (Level 12). (99-00) 1 Vampire Magic-User (Level 12).

7.2.22

CHALLENGE LEVEL 22

There are 86 different Challenge Level 22 monster encounters.

Challenge Level 22 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 13 or 14. Monsters at this level include pit fiends, Deep One enclaves and eldritch titans.

Table CL22.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 1 Ancient Blue Dragon (Huge, magic-using, hit points 80) and 1 Very Old Blue Dragon (Huge, magic-using, hit points 70). (03-04) 1 Ancient Bronze Dragon (Huge, magic-using, hit points 80) and 1 Very Old Bronze Dragon (Huge, magic-using, hit points 70). (05-06) 1 Ancient Copper Dragon (Huge, magic-using, hit points 72) and 1 Very Old Copper Dragon (Huge, magic-using, hit points 64). (07-08) 1 Ancient Gold Dragon (Huge, hit points 96) and 1 Old Gold Dragon (Huge, hit points 88). (09) 1 Ancient Gold Dragon (Small, magic-using, hit points 80) and 1 Old Gold Dragon (Small, magic-using, hit points 60). (10) 1 Ancient Gold Dragon (Average, magic-using, hit points 88) and 1 Old Gold Dragon (Average, magic-using, hit points 66). (11-12) 1 Ancient Green Dragon (Huge, magic-using, hit points 72) and 1 Very Old Green Dragon (Huge, magic-using, hit points 64). (13-14) 1 Ancient Red Dragon (Huge, magic-using, hit points 88) and 1 Old Red Dragon (Huge, magic-using, hit points 66). (15-16) 1 Ancient Silver Dragon (Huge, magic-using, hit points 88) and 1 Old Silver Dragon (Huge, magic-using, hit points 66). (17-18) 1 Assassin (Level 15) and Companions. (19-20) 1 Assassin (Level 15) and 1 Evil Thief (Level 16). (21-24) Deep One Enclave (100-200 Deep Ones, plus leaders).

(25-27) 1-2 Elder Titans (HD 21). (28-30) 1-2 Eldritch Titans (HD 22). (31-33) 1 Eldritch Titan (HD 22) and 1-4 Elder Cyclopes. (34-35) 1 Evil Cleric (Level 16) and 1 Clay Golem. (36-37) 1 Evil Cleric (Level 16) and 1 Greater Air Elemental (HD 16). (38-39) 1 Evil Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (40-42) 1 Evil Elf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (43-46) 1 Evil Eye (HD 12) and 1 Charmed Character. (47-49) 1 Evil Eye (HD 12) and 1 Charmed Monster. (50-54) 1-2 Evil Fighters (Level 16). (55-56) 1 Evil Gnome Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (57-59) 1 Evil Half-Orc Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (60-61) 1-2 Evil Illusionists (Level 16). (62-64) 1-2 Evil Magic-Users (Level 16). (65) 1 Evil Magic-User (Level 16) and 1 Conjured Air Elemental (HD 16). (66) 1 Evil Magic-User (Level 16) and 1 Conjured Earth Elemental (HD 16). (67) 1 Evil Magic-User (Level 16) and 1 Conjured Fire Elemental (HD 16). (68) 1 Evil Magic-User (Level 16) and 1 Conjured Water Elemental (HD 16).

(69-70) 1 Evil Magic-User (Level 16) and 1 Evil Illusionist (Level 16). (71-72) 1 Evil Magic-User (Level 16) and 1 Ifrit. (73-74) 1 Evil Magic-User (Level 16) and 1 Iron Golem. (75-76) 1 Evil Magic-User (Level 16) and 1 Stone Golem. (77) 1 Evil Monk (Level 16) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (78-82) 1-2 Evil Thieves (Level 16). (83-85) 1-2 Good Clerics (Level 16). (86-87) 1 Good Cleric (Level 16) and 1 Clay Golem. (88-89) 1 Good Cleric (Level 16) and 1 Greater Air Elemental (HD 16). (90-92) 1 Good Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (93-95) 1

Good Elf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (96-99) 1-2 Good Fighters (Level 16). (00) 1 Good Gnome Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs).

Table CL22.2 (G-Z)

Roll 1d100 and consult the following table:

(01) 1 Good Gnome Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (02-03) 1 Good Halfling Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (04-05) 1-2 Good Illusionists (Level 16). (06-08) 1-2 Good Magic-Users (Level 16). (09) 1 Good Magic-User (Level 16) and 1 Conjured Air Elemental (HD 16). (10) 1 Good Magic-User (Level 16) and 1 Conjured Earth Elemental (HD 16). (11) 1 Good Magic-User (Level 16) and 1 Conjured Fire Elemental (HD 16). (12) 1 Good Magic-User (Level 16) and 1 Conjured Water Elemental (HD 16). (13) 1 Good Magic-User (Level 16) and 1 Good Illusionist (Level 16). (14-15) 1 Good Magic-User (Level 16) and 1 Iron Golem. (16-17) 1 Good Magic-User (Level 16) and 1 Jinn. (18-19) 1 Good Magic-User (Level 16) and 1 Stone Golem. (20) 1 Good Monk (Level 16) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (21-23) 1-2 Good Thieves (Level 16). (24-27) 1 Greater Evil Eye (HD 14). (28-30) 1-2 Infernal / Baronial Pit Fiends (Maximum hit points). (31-33) 1 Mixed Evil Adventuring Party (Average Level 12 or 13; 4 or 5 NPCs).

(34-36) 1 Mixed Good Adventuring Party (Average Level 12 or 13; 4 or 5 NPCs). (37-39) 1 Mixed Neutral Adventuring Party (Average Level 12 or 13; 4 or 5 NPCs). (40-42) 1-2 Neutral Clerics (Level 16). (43-44) 1 Neutral Cleric (Level 16) and 1 Clay Golem. (45-46) 1 Neutral Cleric (Level 16) and 1 Greater Air Elemental (HD 16). (47-49) 1 Neutral Dwarf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (50-52) 1 Neutral Elf Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (53-57) 1-2 Neutral Fighters (Level 16). (58-59) 1 Neutral Gnome Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (60-61) 1 Neutral Half-Orc Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (62-63) 1 Neutral Halfling Adventuring Party (Average Level 11 or 12; 3 or 4 NPCs). (64-65) 1-2 Neutral Illusionists (Level 16). (66-68) 1-2 Neutral Magic-Users (Level 16). (69) 1 Neutral Magic-User (Level 16) and 1 Conjured Air Elemental (HD 16). (70) 1 Neutral Magic-User (Level 16) and 1 Conjured Earth Elemental (HD 16). (71) 1 Neutral Magic-User (Level 16) and 1 Conjured Fire Elemental (HD 16).

(72) 1 Neutral Magic-User (Level 16) and 1 Conjured Water Elemental (HD 16). (73) 1 Neutral Magic-User (Level 16) and 1 Neutral Illusionist (Level 16). (74-75) 1 Neutral Magic-User (Level 16) and 1 Iron Golem. (76-77) 1 Neutral Magic-User (Level 16) and 1 Stone Golem. (78) 1 Neutral Monk (Level 16) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (79-82) 1-2 Neutral Thieves (Level 16). (83-84) 1 Paladin (Level 16) and 1 Good Fighter (Level 16) (Knight). (85-86) 1 Paladin (Level 16) and 1 Ranger (Level 16). (87-91) 1-3 Pit Fiends and 2-5 Barbed Devils. (92-96) 1-3 Pit Fiends and 2-5 Horned Devils. (97-00) 1-3 Storm Giants and 5-8 Wind Spirits.

7.2.23

CHALLENGE LEVEL 23

There are 77 different Challenge Level 23 monster encounters.

Challenge Level 23 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 14 or 15. The majority of these monsters are high-level characters, but paired ancient dragons, elder evil eyes and elder titans are also included.

Table CL23.1 (A-E)

Roll 1d100 and consult the following table:

(01-03) 2 Ancient Blue Dragons (Huge, hit points 80). (04-06) 2 Ancient Bronze Dragons (Huge, hit points 80). (07-09) 2 Ancient Copper Dragons (Huge, hit points 72). (10-12) 1 Ancient Gold Dragon (Huge, magic-using, hit points 96) and 1 Old Gold Dragon (Huge, magic-using, hit points 72). (13-15) 2 Ancient Gold Dragons (Huge, hit points 96). (16-18) 2 Ancient Green Dragons (Huge, hit points 72). (19-21) 2 Ancient Red Dragons (Huge, hit points 88). (22-24) 2 Ancient Silver Dragons (Huge, hit points 88). (25-27) 1 Arcane Evil Eye (HD 13) and 1 Charmed Character. (28-30) 1 Arcane Evil Eye (HD 13) and 1 Charmed Monster. (31-33) 1-2 Assassins (Level 12) and 1-2 Evil Thieves (Level 13). (34-38) 1 Elder Evil Eye (HD 15). (39-43) 1 Elder Titan (HD 21) and 1-2 Storm Giants. (44-48) 1 Eldritch Titan (HD 22) and 1-2 Storm Giants. (49-51) 1-2 Evil Clerics (Level 17). (52-54) 1 Evil Cleric (Level 17) and 1 Clay Golem. (55-57) 1 Evil Cleric (Level 17) and 1 Greater Air Elemental (HD 16). (58-60) 1 Evil Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs).

(61-64) 1 Evil Elf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (65-69) 1-2 Evil Fighters (Level 17). (70-72) 1 Evil Gnome Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (73-76) 1 Evil Half-Orc Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (77-79) 1 Evil Illusionist (Level 17). (80-83) 1 Evil Magic-User (Level 17). (84) 1 Evil Magic-User (Level 17) and 1 Conjured Air Elemental (HD 16). (85) 1 Evil Magic-User (Level 17) and 1 Conjured Earth Elemental (HD 16). (86) 1 Evil Magic-User (Level 17) and 1 Conjured Fire Elemental (HD 16). (87) 1 Evil Magic-User (Level 17) and 1 Conjured Water Elemental (HD 16). (89-90) 1 Evil Magic-User (Level 17) and 1 Ifrit. (91-92) 1-2 Evil Magic-Users (Level 13) and 1-2 Evil Illusionists (Level 13). (93-95) 1 Evil Monk (Level 17) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (96-00) 1-2 Evil Thieves (Level 17).

Table CL23.2 (G-Z)

Roll 1d100 and consult the following table:

(01-03) 1 Good Cleric (Level 17). (04-06) 1 Good Cleric (Level 17) and 1 Clay Golem. (07-09) 1 Good Cleric (Level 17) and 1 Greater Air Elemental (HD 16) . (10-13) 1 Good Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (14-17) 1 Good Elf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (18-21) 1-2 Good Fighters (Level 17). (22-24) 1 Good Gnome Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (25-27) 1 Good Halfling Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (28-30) 1 Good Illusionist (Level 17). (31-33) 1 Good Magic-User (Level 17). (34) 1 Good

Magic-User (Level 17) and 1 Conjured Air Elemental (HD 16). (35) 1 Good Magic-User (Level 17) and 1 Conjured Earth Elemental (HD 16). (36) 1 Good Magic-User (Level 17) and 1 Conjured Fire Elemental (HD 16). (37) 1 Good Magic-User (Level 17) and 1 Conjured Water Elemental (HD 16). (38-41) 1 Good Magic-User (Level 17) and 1 Jinn. (42-43) 1-2 Good Magic-Users (Level 13) and 1-2 Good Illusionists (Level 13). (44-45) 1 Good Monk (Level 17) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered).

(46-49) 1 Good Thief (Level 17). (50-51) 1 Mixed Evil Adventuring Party (Average Level 13 or 14; 4 or 5 NPCs). (52-53) 1 Mixed Good Adventuring Party (Average Level 13 or 14; 4 or 5 NPCs). (54-55) 1 Mixed Neutral Adventuring Party (Average Level 13 or 14; 4 or 5 NPCs). (56-58) 1 Neutral Cleric (Level 17). (59-60) 1 Neutral Cleric (Level 17) and 1 Clay Golem. (61-62) 1 Neutral Cleric (Level 17) and 1 Greater Air Elemental (HD 16). (63-65) 1 Neutral Dwarf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (66-68) 1 Neutral Elf Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (69-72) Neutral Fighter (Level 17). (73-74) 1 Neutral Gnome Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (75-76) 1 Neutral Half-Orc Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (77-78) 1 Neutral Halfling Adventuring Party (Average Level 12 or 13; 3 or 4 NPCs). (79-80) 1 Neutral Illusionist (Level 17). (81-83) 1 Neutral Magic-User (Level 17). (84) 1 Neutral Magic-User (Level 17) and 1 Conjured Air Elemental (HD 16). (85) 1 Neutral Magic-User (Level 17) and 1 Conjured Earth Elemental (HD 16). (86) 1 Neutral Magic-User (Level 17) and 1 Conjured Fire Elemental (HD 16).

(87) 1 Neutral Magic-User (Level 17) and 1 Conjured Water Elemental (HD 16). (88-89) 1-2 Neutral Magic-Users (Level 13) and 1-2 Neutral Illusionists (Level 13). (90) 1 Neutral Monk (Level 17) and Companions (There is only 1 monk of this level in the world, regardless of alignment; after this NPC is created, other monks of an identical level will not be encountered). (91-94) 1 Neutral Thief (Level 17). (95) 1 Paladin (Level 17). (96) 1 Paladin (Level 13) and 1-2 Good Fighters (Level 14) (Knights). (97) 1 Paladin (Level 13) and 1-2 Rangers (Level 13). (98-99) 1 Ranger (Level 17). (00) 1 Saint (Lawful Good Cleric, Level 20, legendary figure).

7.2.24

CHALLENGE LEVEL 24

There are 87 different Challenge Level 24 monster encounters.

Challenge Level 24 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 15 or higher. Some of the more notorious CL24 monsters are liches, centipede demons and shoggoths.

Table CL24.1 (A-G)

Roll 1d100 and consult the following table:

(01-02) 2 Ancient Blue Dragons (Huge, hit points 80). (03) 2 Ancient Blue Dragons (Small, magic-using, hit points 64). (04-05) 2 Ancient Blue Dragons (Average, magic-using, hit points 72). (06-07) 2 Ancient Bronze Dragons (Huge, hit points 80). (08) 2 Ancient Bronze Dragons (Small, magic-using, hit

points 64). (09-10) 2 Ancient Bronze Dragons (Average, magic-using, hit points 72). (11-12) 2 Ancient Copper Dragons (Huge, hit points 72). (13) 2 Ancient Copper Dragons (Small, magic-using, hit points 56). (14-15) 2 Ancient Copper Dragons (Average, magic-using, hit points 64). (16-20) 1 Ancient Evil Eye (HD 16). (21-22) 2 Ancient Gold Dragons (Huge, hit points 96). (23) 2 Ancient Gold Dragons (Small, magic-using, hit points 80). (24-25) 2 Ancient Gold Dragons (Average, magic-using, hit points 88). (26-27) 2 Ancient Green Dragons (Huge, hit points 72). (28) 2 Ancient Green Dragons (Small, magic-using, hit points 56). (29-30) 2 Ancient Green Dragons (Average, magic-using, hit points 64). (31-32) 2 Ancient Red Dragons (Huge, hit points 88). (33) 2 Ancient Red Dragons (Small, magic-using, hit points 72). (34-35) 2 Ancient Red Dragons (Average, magic-using, hit points 80). (36-37) 2 Ancient Silver Dragons (Huge, hit points 88). (38) 2 Ancient Silver Dragons (Small, magic-using, hit points 72). (39-40) 2 Ancient Silver Dragons (Average, magic-using, hit points 80).

(41-43) 1 Assassin (Level 13) and 1-2 Evil Thieves (Level 14). (44-45) 1 Assassin (Level 14) and 1-2 Evil Thieves (Level 15). (46-50) 1-2 Centipede Demons. (51-55) 1 Centipede Demon and 2-5 Tentacled Centipedes. (56-59) 1 Evil Cleric (Level 18). (60) 1 Evil Cleric (Level 18) and 1 Clay Golem. (61) 1 Evil Cleric (Level 18) and 1 Greater Air Elemental (HD 16). (62) 1 Evil Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (63-65) 1 Evil Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (66-69) 1-2 Evil Fighters (Level 18). (70) 1 Evil Gnome Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (71-73) 1 Evil Half-Orc Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (74) 1 Evil Illusionist (Level 18). (75-77) 1 Evil Magic-User (Level 18). (78) 1 Evil Magic-User (Level 18) and 1 Conjured Air Elemental (HD 16). (79) 1 Evil Magic-User (Level 18) and 1 Conjured Earth Elemental (HD 16). (80) 1 Evil Magic-User (Level 18) and 1 Conjured Fire Elemental (HD 16). (81) 1 Evil Magic-User (Level 18) and 1 Conjured Water Elemental (HD 16). (82-83) 1-2 Evil Magic-Users (Level 14) and 1-2 Evil Illusionists (Level 14). (84-87) 1 Evil Thief (Level 18). (88-91) 1 Good Cleric (Level 18). (92) 1 Good Cleric (Level 18) and 1 Clay Golem. (93) 1 Good Cleric (Level 18) and 1 Greater Air Elemental (HD 16). (94-97) 1 Good Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (98-00) 1 Good Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs).

Table CL24.2 (G-Z)

Roll 1d100 and consult the following table:

(01-04) 1-2 Good Fighters (Level 18). (05-06) 1 Good Gnome Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (07-08) 1 Good Halfling Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (09-10) 1 Good Illusionist (Level 18). (11-13) 1 Good Magic-User (Level 18). (14) 1 Good Magic-User (Level 18) and 1 Conjured Air Elemental (HD 16). (15) 1 Good Magic-User (Level 18) and 1 Conjured Earth Elemental (HD 16). (16) 1 Good Magic-User (Level 18) and 1 Conjured Fire Elemental (HD 16). (17) 1 Good Magic-User (Level 18) and 1 Conjured Water Elemental (HD 16). (18-19) 1-2 Good Magic-Users (Level 14) and 1-2 Good Illusionists (Level 14). (20-23) 1 Good Thief (Level 18). (24-28) 1 Greater Evil Eye (HD 14) and 1 Charmed Character. (29-33) 1 Greater Evil Eye (HD 14) and 1 Charmed Monster. (34-38) 1 Lich (Level 18 Magic-User). (39-42) 1 Mixed Evil Adventuring Party (Average Level 14; 4 or 5 NPCs). (43-46) 1 Mixed Good Adventuring Party (Average Level 14; 4 or 5 NPCs). (47-50) 1 Mixed Neutral Adventuring Party (Average Level 14; 4 or 5 NPCs). (51-53) 1 Neutral Cleric (Level 18). (54-56) 1 Neutral Cleric (Level 18) and 1 Clay Golem.

(57-58) 1 Neutral Cleric (Level 18) and 1 Greater Air Elemental (HD 16). (59-60) 1 Neutral Dwarf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (61-62) 1 Neutral Elf Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (63-66) 1 Neutral Fighter (Level 18). (67-68) 1 Neutral Gnome

Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (69-70) 1 Neutral Half-Orc Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (71-72) 1 Neutral Halfling Adventuring Party (Average Level 13 or 14; 3 or 4 NPCs). (73-74) 1 Neutral Illusionist (Level 18). (75-77) 1 Neutral Magic-User (Level 18). (78) 1 Neutral Magic-User (Level 18) and 1 Conjured Air Elemental (HD 16). (79) 1 Neutral Magic-User (Level 18) and 1 Conjured Earth Elemental (HD 16). (80) 1 Neutral Magic-User (Level 18) and 1 Conjured Fire Elemental (HD 16). (81) 1 Neutral Magic-User (Level 18) and 1 Conjured Water Elemental (HD 16). (82-83) 1-2 Neutral Magic-Users (Level 14) and 1-2 Neutral Illusionists (Level 14). (84-87) 1 Neutral Thief (Level 18). (88) 1 Paladin (Level 18). (89) 1 Paladin (Level 14) and 1-2 Good Fighters (Level 15) (Knights). (90) 1 Paladin (Level 14) and 1-2 Rangers (Level 14). (91-92) 1 Ranger (Level 18). (93) 1 Saint (Lawful Good Cleric, Level 20, legendary figure). (94-98) 1-2 Shoggoths. (99-00) 2-5 Thralls of Cthulhu and 1 Shoggoth.

7.2.25

CHALLENGE LEVEL 25

There are 116 different Challenge Level 25 monster encounters.

Challenge Level 25 monsters are typically used to provide challenging encounters against an adventuring party of average experience level 16 or higher. Powerful NPCs predominate, but powerful liches and evil eyes are also included.

The table below represents the strongest enemies that PCs should likely face in a typical campaign.

In many FRPGs, player skill, magic item selection, troop availability and spell power tend to make random encounter generation less useful as a meaningful tool for campaign assistance. Quite simply, each group of such power becomes significantly more difficult to challenge without making every encounter a potential TPK. For this reason, this is the last random encounter presented in this section and the results below should be considered vague guidelines rather than hard and fast set encounters.

Encounters in epic play should be highly variable, to maximize unexpected situations and in consideration of the various types of play available to high-level characters. Not every CL 25+ encounter needs to be deadly to the PCs themselves to be interesting! For example, a lower-level encounter can be significant, even if it is only orcs or goblins, if hundreds of the creatures are invading a village belonging to a PC's barony. PCs at these levels have significant numbers of followers, troops, allies and loved ones who can be endangered by weaker monsters and still compel the players to rise to the "weaker" challenge.

Table CL25.1 (A-G)

Roll 1d100 and consult the following table:

(01) 2 Ancient Blue Dragons (Huge, magic-using, hit points 80). (02) 2 Ancient Bronze Dragons (Huge, magic-using, hit points 80). (03) 2 Ancient Copper Dragons (Huge, magic-using, hit points 72). (04) 1 Ancient Evil Eye (HD 16). (05) 1 Ancient Evil Eye (HD 16) and 1 Charmed Character. (06) 1 Ancient Evil Eye (HD 16) and 1 Charmed Monster. (07) 2 Ancient Gold Dragons (Huge, magic-using, hit points 96). (08) 2 Ancient Green Dragons (Huge, magic-using, hit points 72). (09) 2 Ancient Red Dragons (Huge, magic-using, hit points 88). (10) 2 Ancient Silver Dragons (Huge, magic-using, hit points 88). (11) 1 Assassin (Level 14) and 1-2 Evil Thieves (Level 15). (12) 1 Assassin (Level 15) and 1-2 Evil Thieves (Level 15). (13-18) 1 Elder Evil Eye (HD 15) and 1 Charmed Character. (19-23) 1 Elder Evil Eye (HD 15) and 1 Charmed Monster. (24-25) 1 Evil Cleric (Level 19). (26-27) 1 Evil Cleric (Level 19) and 1 Clay Golem. (28-29) 1 Evil Cleric (Level 19) and 1 Greater Air Elemental (HD 16). (30-31) 1 Evil Cleric (Level 20). (32) 1 Evil Cleric (Level 20) and 1 Clay Golem. (33-34) 1 Evil Cleric (Level 20) and 1 Greater Air Elemental (HD 16). (35) 1 Evil Dwarf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (36-38) 1 Evil Elf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs).

(39-40) 1-2 Evil Fighters (Level 19). (41-42) 1-2 Evil Fighters (Level 20). (43) 1 Evil Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (44-46) 1 Evil Half-Orc Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (47-48) 1 Evil Illusionist (Level 19). (49-50) 1 Evil Illusionist (Level 20). (51-53) 1 Evil Magic-User (Level 19). (54) 1 Evil Magic-User (Level 19) and 1 Conjured Air

Elemental (HD 16). (55) 1 Evil Magic-User (Level 19) and 1 Conjured Earth Elemental (HD 16). (56) 1 Evil Magic-User (Level 19) and 1 Conjured Fire Elemental (HD 16). (57) 1 Evil Magic-User (Level 19) and 1 Conjured Water Elemental (HD 16). (58-60) 1 Evil Magic-User (Level 20). (61) 1 Evil Magic-User (Level 20) and 1 Conjured Air Elemental (HD 16). (62) 1 Evil Magic-User (Level 20) and 1 Conjured Earth Elemental (HD 16). (63) 1 Evil Magic-User (Level 20) and 1 Conjured Fire Elemental (HD 16). (64) 1 Evil Magic-User (Level 20) and 1 Conjured Water Elemental (HD 16). (65) 1-2 Evil Magic-Users (Level 15) and 1-2 Evil Illusionists (Level 15). (66-67) 1 Evil Thief (Level 19).

(68-69) 1 Evil Thief (Level 20). (70-72) 1 Good Cleric (Level 19). (73) 1 Good Cleric (Level 19) and 1 Clay Golem. (74) 1 Good Cleric (Level 19) and 1 Greater Air Elemental (HD 16). (75-76) 1 Good Cleric (Level 20). (78) 1 Good Cleric (Level 20) and 1 Clay Golem. (79-80) 1 Good Cleric (Level 20) and 1 Greater Air Elemental (HD 16). (81-84) 1 Good Dwarf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (85-87) 1 Good Elf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (88-89) 1-2 Good Fighters (Level 19). (90-91) 1-2 Good Fighters (Level 20). (92-93) 1 Good Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (94-95) 1 Good Halfling Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (96-97) 1 Good Illusionist (Level 19). (98-99) 1 Good Illusionist (Level 20). (00) 1 Good Magic-User (Level 19).

Table CL25.1 (G-Z)

Roll 1d100 and consult the following table:

(01-02) 1 Good Magic-User (Level 19). (03) 1 Good Magic-User (Level 19) and 1 Conjured Air Elemental (HD 16). (04) 1 Good Magic-User (Level 19) and 1 Conjured Earth Elemental (HD 16). (05) 1 Good Magic-User (Level 19) and 1 Conjured Fire Elemental (HD 16). (06) 1 Good Magic-User (Level 19) and 1 Conjured Water Elemental (HD 16). (07-08) 1 Good Magic-User (Level 20). (09) 1 Good Magic-User (Level 20) and 1 Conjured Air Elemental (HD 16). (10) 1 Good Magic-User (Level 20) and 1 Conjured Earth Elemental (HD 16). (11) 1 Good Magic-User (Level 20) and 1 Conjured Fire Elemental (HD 16). (12) 1 Good Magic-User (Level 20) and 1 Conjured Water Elemental (HD 16). (13) 1-2 Good Magic-Users (Level 15) and 1-2 Good Illusionists (Level 15). (14-15) 1 Good Thief (Level 19). (16-17) 1 Good Thief (Level 20). (18-22) 1 Lich (Level 19 Magic-User). (23-28) 1 Lich (Level 20 Magic-User). (29-30) 1 Lich (Level 18 Magic-User) and 11-20 Arcane Zombies. (31-32) 1 Lich (Level 18 Magic-User) and 1 Night Hag. (33-34) 1 Lich (Level 18 Magic-User) and 1 Nightmare. (35-36) 1 Lich (Level 18 Magic-User) and 41-60 Skeletons. (37-38) 1 Lich (Level 18 Magic-User) and 11-20 Soul Worms. (39-40) 1 Lich (Level 18 Magic-User) and 21-40 Zombies. (41-43) 1 Mixed Evil Adventuring Party (Average Level 15; 4 or 5 NPCs). (44-46) 1 Mixed Good Adventuring Party (Average Level 15; 4 or 5 NPCs). (47-49) 1 Mixed Neutral Adventuring Party (Average Level 15; 4 or 5 NPCs). (50-51) 1 Neutral Cleric (Level 19). (52) 1 Neutral Cleric (Level 19) and 1 Clay Golem.

(53) 1 Neutral Cleric (Level 19) and 1 Greater Air Elemental (HD 16) . (54-55) 1 Neutral Cleric (Level 20). (56) 1 Neutral Cleric (Level 20) and 1 Clay Golem. (57) 1 Neutral Cleric (Level 20) and 1 Greater Air Elemental (HD 16). (58-59) 1 Neutral Dwarf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (60-61) 1 Neutral Elf Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (62-63) 1-2 Neutral Fighters (Level 19). (64-65) 1-2 Neutral Fighters (Level 20). (66) 1 Neutral Gnome Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (67) 1 Neutral Half-Orc Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (68) 1 Neutral Halfling Adventuring Party (Average Level 14 or 15; 3 or 4 NPCs). (69-70) 1 Neutral Illusionist (Level 19). (71-72) 1 Neutral Illusionist (Level 20). (73-75) 1 Neutral Magic-User (Level 19). (76) 1 Neutral Magic-User (Level 19) and 1 Conjured Air Elemental (HD 16). (77) 1 Neutral Magic-User (Level 19) and 1 Conjured Earth Elemental (HD 16). (78) 1 Neutral Magic-User (Level 19)

and 1 Conjured Fire Elemental (HD 16). (79) 1 Neutral Magic-User (Level 19) and 1 Conjured Water Elemental (HD 16). (80-83) 1 Neutral Magic-User (Level 20). (84) 1 Neutral Magic-User (Level 20) and 1 Conjured Air Elemental (HD 16). (85) 1 Neutral Magic-User (Level 20) and 1 Conjured Earth Elemental (HD 16). (86) 1 Neutral Magic-User (Level 20) and 1 Conjured Fire Elemental (HD 16).

(87) 1 Neutral Magic-User (Level 20) and 1 Conjured Water Elemental (HD 16). (88-89) 1-2 Neutral Magic-Users (Level 15) and 1-2 Neutral Illusionists (Level 15). (90-91) 1 Neutral Thief (Level 19). (92-93) 1 Neutral Thief (Level 20). (94) 1 Paladin (Level 19). (95) 1 Paladin (Level 20). (96) 1 Paladin (Level 15) and 1-2 Good Fighters (Level 16) (Knights). (97) 1 Paladin (Level 15) and 1-2 Rangers (Level 15). (98) 1 Ranger (Level 19). (99) 1 Ranger (Level 20). (00) 1 Saint (Lawful Good Cleric, Level 20, legendary figure).

7.2.26

ENCOUNTERS BEYOND CHALLENGE LEVEL 25

After Challenge Level 25, the GM will certainly find that it is difficult to keep the players challenged without summarily wiping them out with impossible encounters. Examples of good encounters for PCs of level 17 or higher include: armies of humanoids, gates summoning infinite monsters, battles between demigods and demon lords with the heroes stuck in the middle, artifacts protected by animated legions of statues, zombie invasions with thousands of minor undead invading a city, and so forth.

Further encounters can be designed with the great divine and unholy powers — dragon kings and queens, Great Old Ones, angels and fallen angels, demon lords and queens, arch-devils, ancient titans, elemental princes, as well as the gods, goddesses, godlings and demigods. Such encounters are dangerous in the extreme and should not be a product of random generation, which is why they do not appear here.

CHAPTER 8:
AFTERMATH

8.1

A DRACONIAN TOUCH:
DEVELOPING THE MONSTER ENCOUNTER

Once you have rolled the general type of monster encounter, some details still need to be fleshed out before your encounters are ready for play. The monsters need to be integrated with their environment (refer to CDDG1 for a lengthy discussion concerning the creation of dungeon rooms), and they need to have their individual hit points rolled. NPC adventuring parties need to have their members identified by class and level, spell-casters and dragons need their spells assigned, and the monsters' general tactics, behavior, intelligence and motivations need to be worked out.

For the industrious GM, traps set by the monsters, leader types, shamans, witch doctors, champions, wandering patrols, females, young and so forth need to be considered as well. Individual monsters can be named, and unusual variants can add spice to the encounter. The selection of the monster encounter, as you can see, is actually just the beginning!

An experienced GM can generate these details quickly using his or hers FRPG manuals, and by following the thousands of examples provided in classic dungeon modules. Refer also to THE BOOK OF DUNGEON TRAPS for traps, and the OLDSKULL DUNGEON GENERATOR and THE CLASSIC DUNGEON DESIGN GUIDE II for tricks, and the OTT (OLDSKULL TREASURE TROVE) series for treasures. Additional materials will be prepared if there is further interest in dungeon creation time savers; perhaps even an entire expansion pertaining to the thousands of monster sub-species. Such details, however, are beyond the scope (and prodigious length) of the current work.

One of the pitfalls inherent in a detailed system is that when the system stops, the GM will always want more detail provided … sometimes even to the point that all of the work is done for him. However, it must be remembered that the creative process is actually the GM's reward, goal and purpose in the FRPG! The GM is the crucial human element which makes the staid numbers and results of any game system come alive.

In short, the system provides only the material components and reagents for the casting; it is the GM alone who provides the magic.

8.2

INSPIRATIONAL BESTIARIES

Where does the GM go from here? There is always more to read on the subject of monsters …

Many books and websites were used to create this Guide, but the following tomes are the ones which were most often used and referred to. The GM is encouraged to explore these works for further details which can inform the descriptions, tactics and play of the many dungeon monsters included in this work. The thousands of monster subspecies can be fleshed out using these works as well.

The Ancient Egyptian Book of the Dead, Edited by R. O. Faulkner

Angels: An Endangered Species, by Malcolm Godwin

The Arabian Nights, translated by Sir Richard Burton

The Book of Fabulous Beasts, by Joseph Nigg

The Cthulhu Mythos Encyclopedia, by Daniel Harms

Dictionary of Classical Mythology, by Robert E. Bell

Dragons, by Peter Hogarth

The Egyptian Gods and Goddesses, by Clive Barrett

The Element Encyclopedia of Magical Creatures, by John & Caitlin Matthews

The Encyclopedia of Ancient Egypt, by Margaret Bunson

Encyclopedia of Things That Never Were, by Michael Page and Robert Ingpen

Fabulous Beasts and Demons, by Heinz Mode

Faeries, by Brian Froud and Alan Lee

Giants, by David Larkin

Gods, Demons and Symbols of Ancient Mesopotamia, by Jeremy Black and Anthony Green

The Greek Myths, by Robert Graves

The Inferno, by Dante Alighieri

The Oxford Classical Dictionary, Edited by N. G. L. Hammond and H. H. Scullard

Three Books of Occult Philosophy, by Henry Cornelius Agrippa

Who's Who in Classical Mythology, by Michael Grant & John Hazel

8.3

ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

HERE ENDETH THE BESTIARY

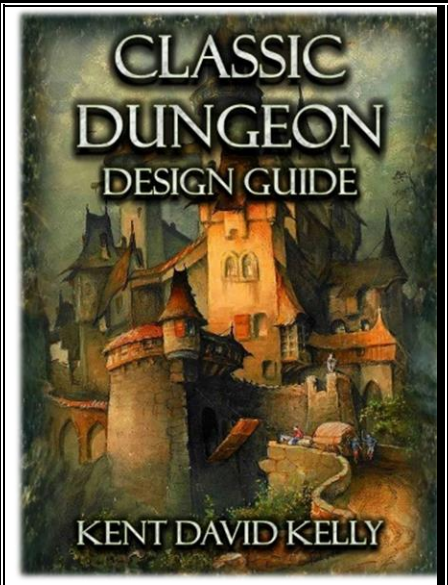
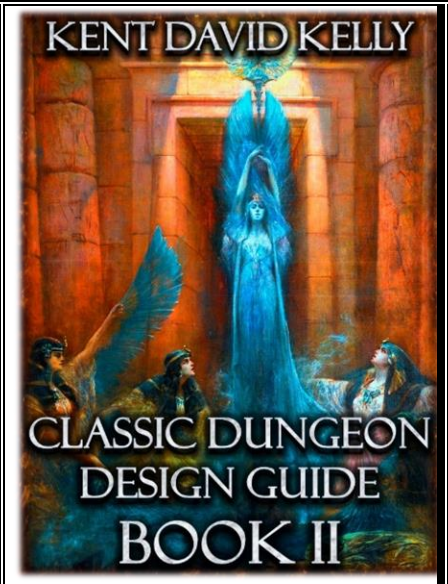
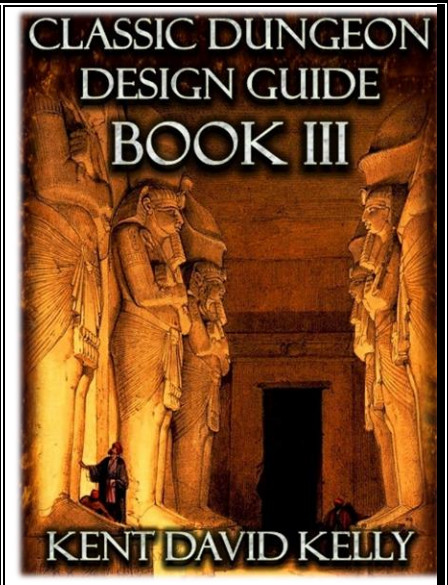
OTHER FINE OFFERINGS

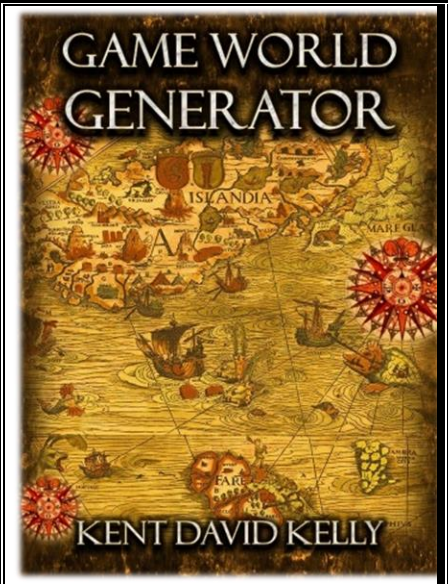
FROM WONDERLAND IMPRINTS

I

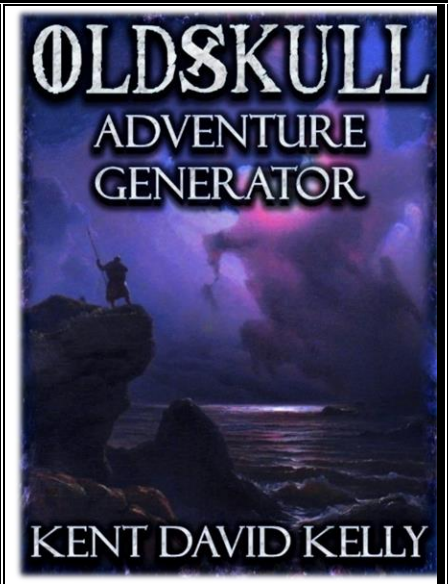
CASTLE OLDSKULL

OLD SCHOOL FRPG SUPPLEMENTS

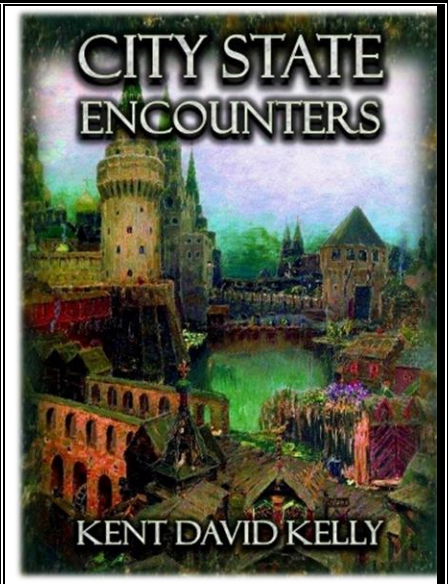
		
The Classic Dungeon Design Guide, Book I **(5-Star Platinum Medal Best-Selling Supplement)**	**The Classic Dungeon Design Guide, Book II** **(4-Star Gold Medal Best-Selling Supplement)**	**The Classic Dungeon Design Guide, Book III** **(4-Star Gold Medal Best-Selling Supplement)**



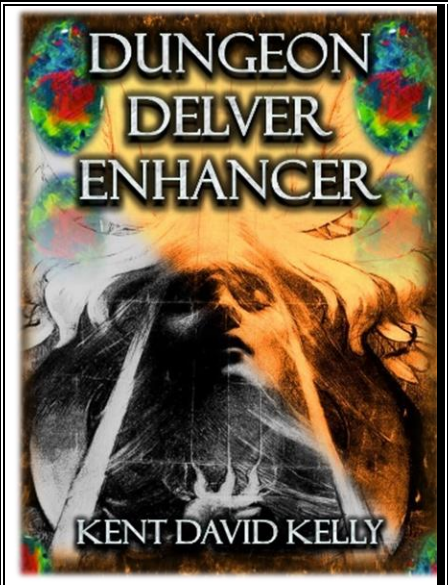
[Game World Generator](#)
(4-Star Platinum Medal Best-Selling Supplement)



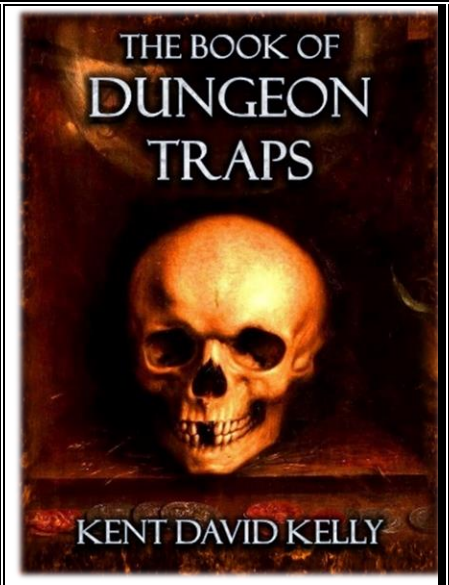
[Oldskull Adventure Generator](#)
(4-Star Gold Medal Best-Selling Supplement)



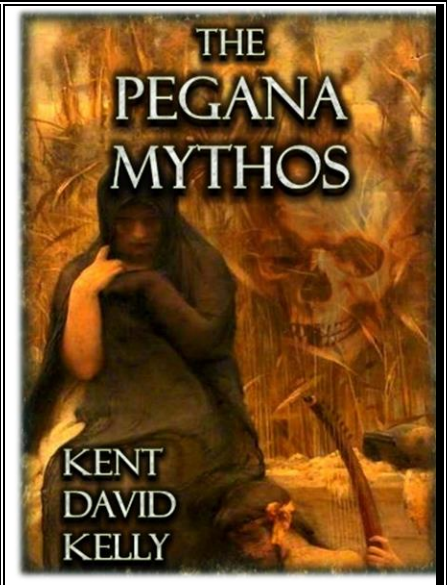
[City State Encounters](#)
(4-Star Gold Medal Best-Selling Supplement)



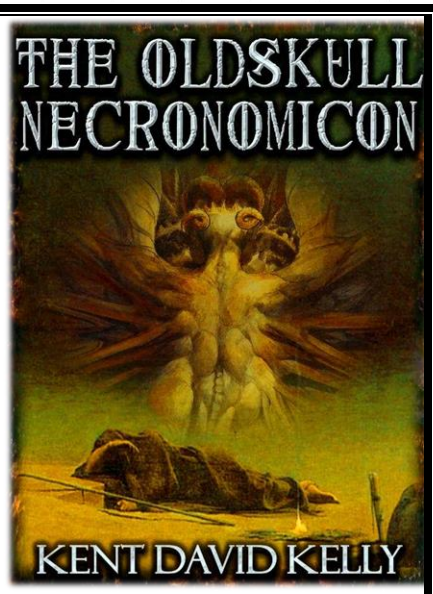
[Dungeon Delver Enhancer (Character Creator)](#)
(4-Star Gold Medal Best-Selling Supplement)



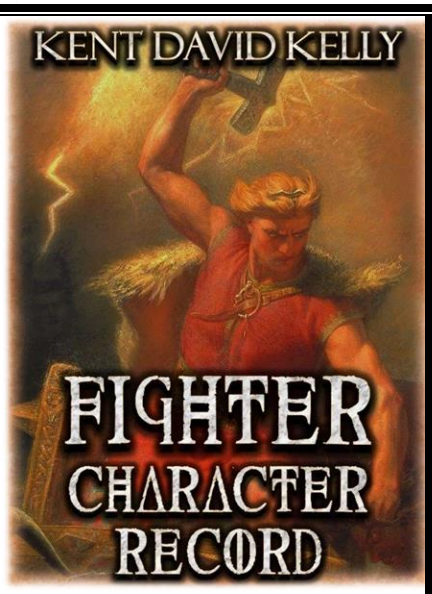
[The Book of Dungeon Traps](#)
(4-Star Gold Medal Best-Selling Supplement)



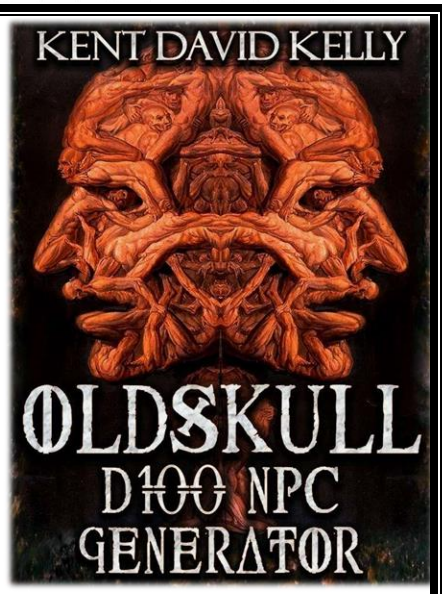
[The Pegana Mythos](#)
(4-Star Electrum Medal Best-Selling Supplement)



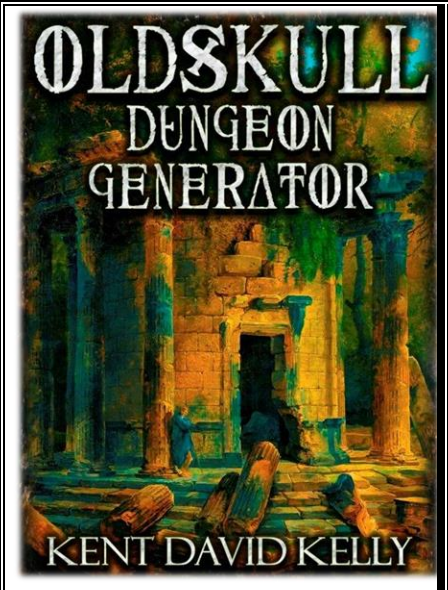
[The Oldskull Necronomicon, Book I]
(4-Star Silver Medal Best-Selling Supplement)



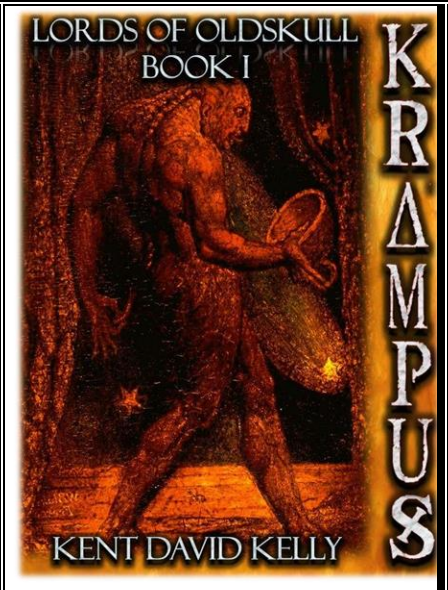
[Fighter Character Record]
(Free Deluxe Character Sheets)



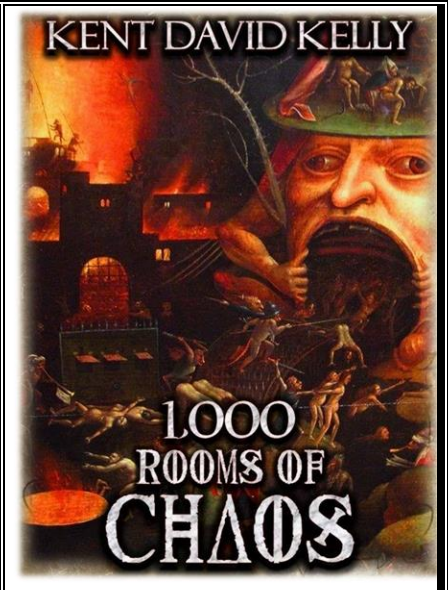
[Oldskull D100 NPC Generator]
(Silver Medal Best-Selling Supplement)



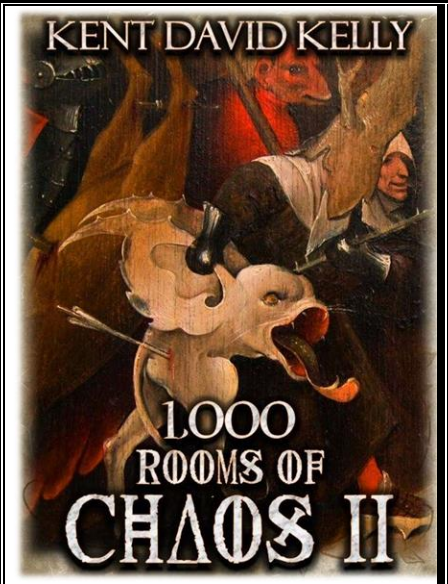
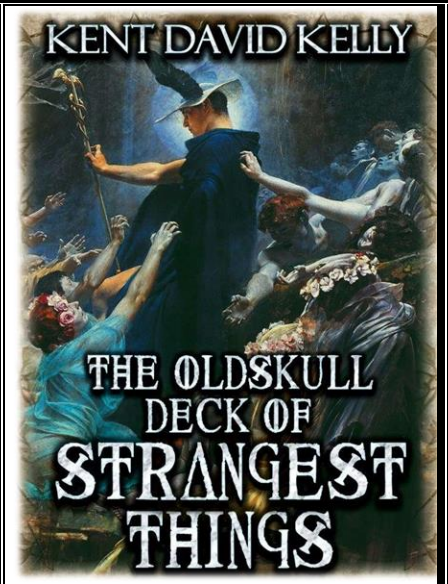
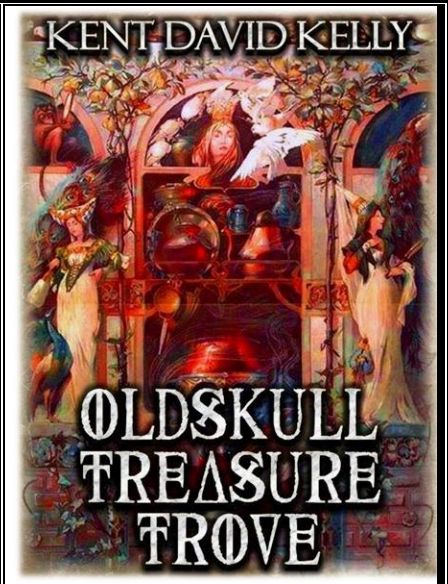
[Oldskull Dungeon Generator, Level I]
(Electrum Medal Best-Selling Supplement)



[Lords of Oldskull, Book I, Krampus]
(Copper Medal Best-Selling Supplement)



[1,000 Rooms of Chaos, Book I]
(Silver Medal Best-Selling Supplement)

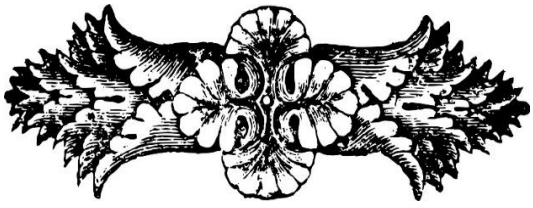
		
1,000 Rooms of Chaos, Book II **(A New Plethora of Maddening Dungeon Room Ideas)**	**The Oldskull Deck of Strangest Things** **(4-Star Copper-Medal Best-Selling Supplement)**	**Oldskull Treasure Trove, Book I** **(Massive Treasure Generation System and Idea Book)**

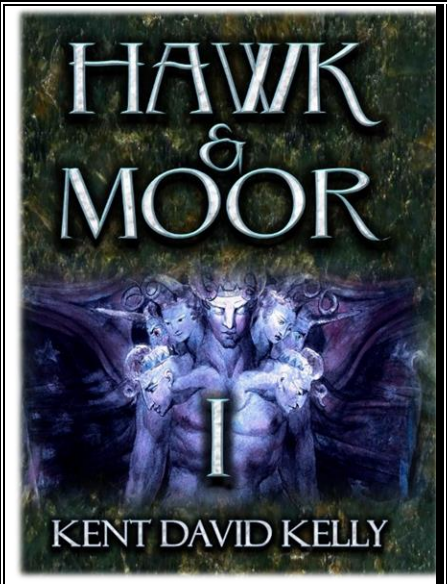
II

HAWK & MOOR

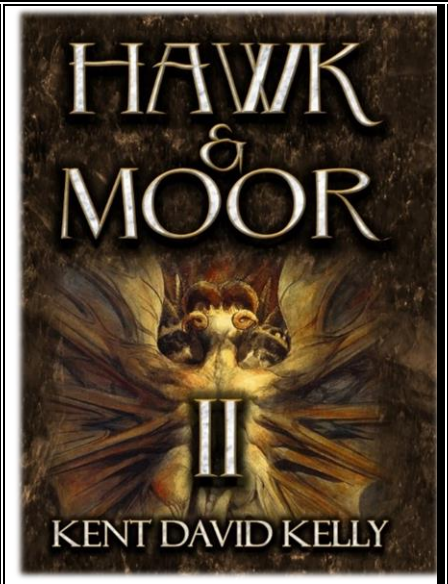
GAMING INDUSTRY HISTORY BOOKS

(Please note that several of the Hawk & Moor titles are not yet available at DriveThruRPG, but will be made available there in the future.)

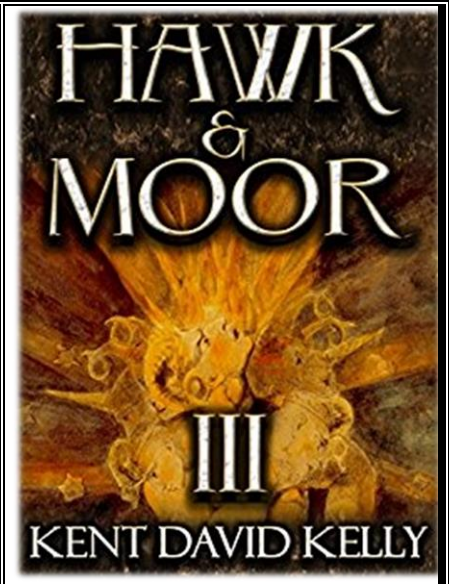




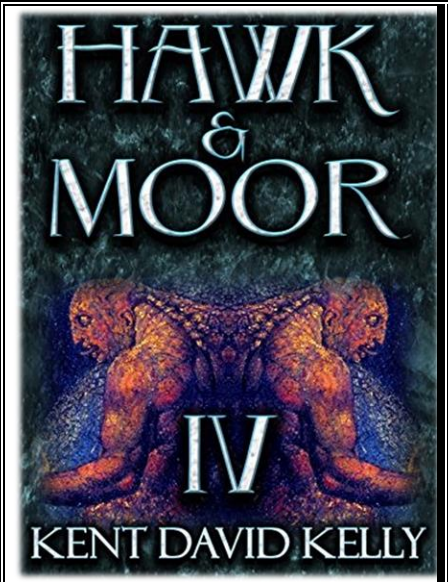
Hawk & Moor, Book I
(4-Star History of Gygaxian RPGs, Silver Medal Best Seller)



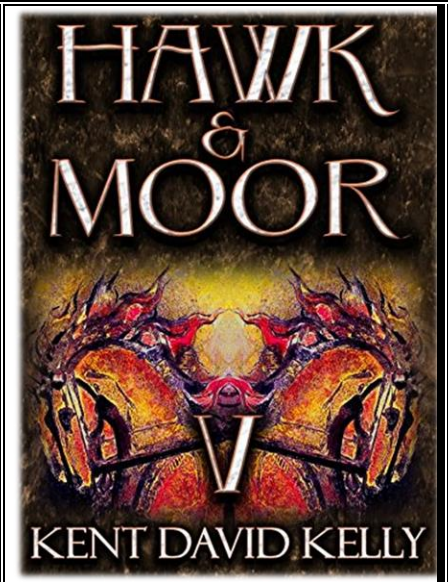
Hawk & Moor, Book II
(4-Star History of Gygaxian RPGs, Silver Medal Best Seller)



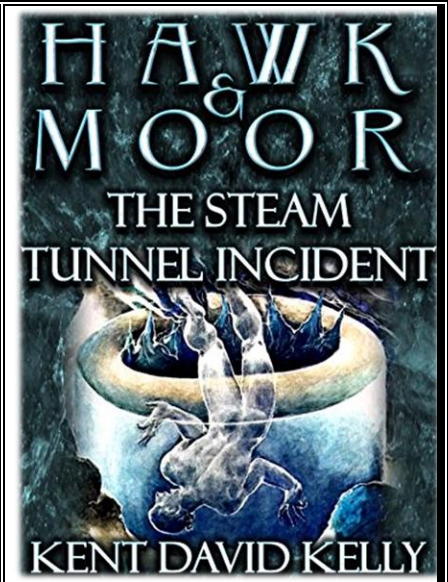
Hawk & Moor, Book III
(4-Star History of Gygaxian RPGs)



Hawk & Moor, Book IV
(4-Star History of Gygaxian RPGs)



Hawk & Moor, Book V
(4-Star History of Gygaxian RPGs)

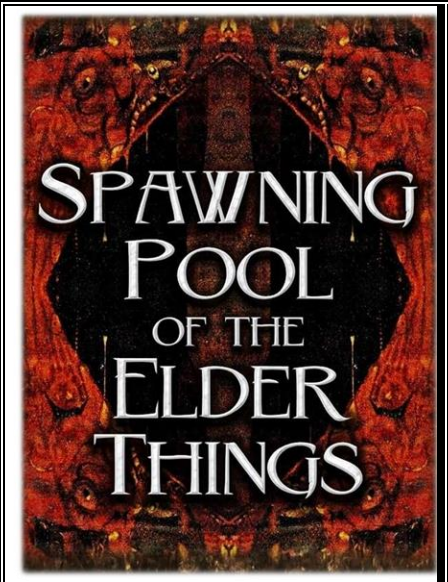
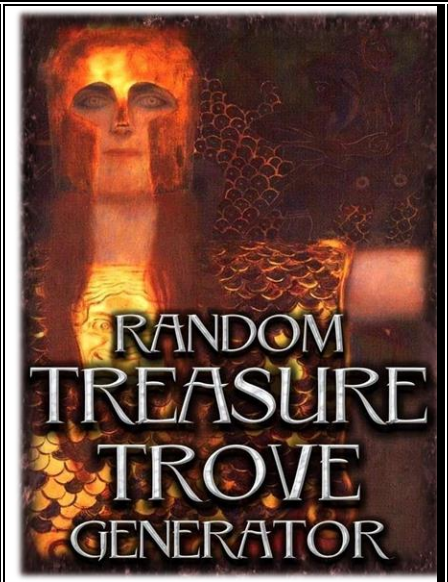
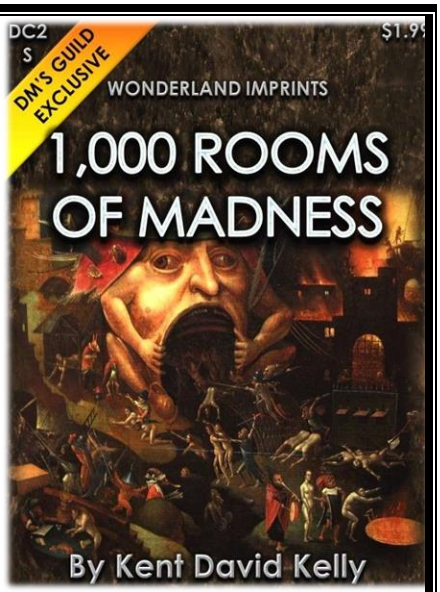


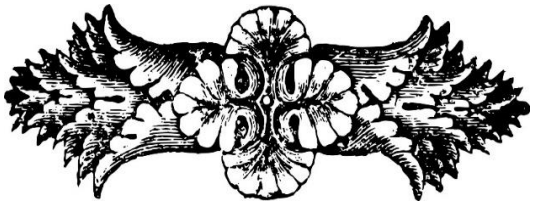
Hawk & Moor, The Steam Tunnel Incident
(4-Star History of a Tragic Event)

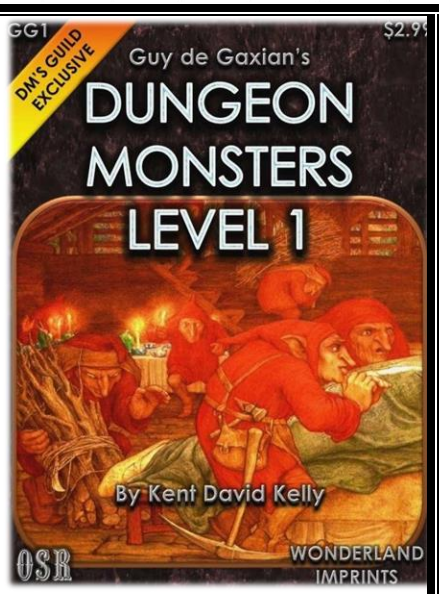
III

DM'S GUILD

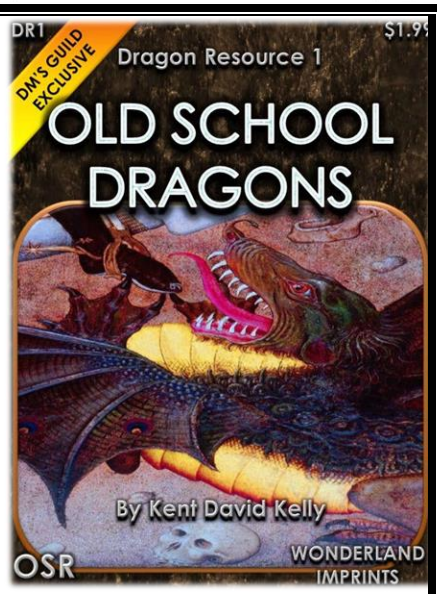
5E OSR FRPG SUPPLEMENTS

		
Spawning Pool of the Elder Things (5-Star Silver Medal Best-Selling Supplement)	**Random Treasure Trove Generator (Advanced Macro-Driven Generator System)**	**1,000 Rooms of Madness (4-Star Silver Medal Best-Selling Supplement)**

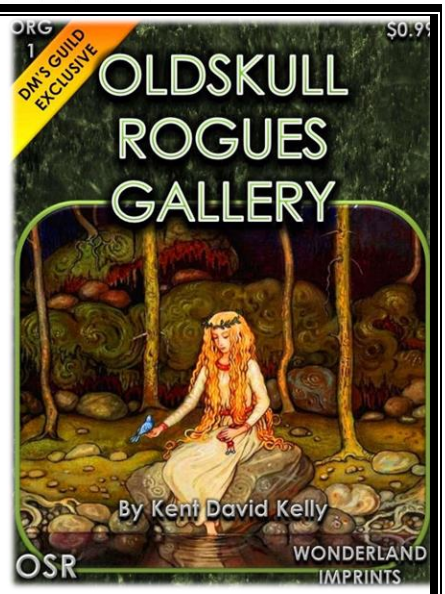




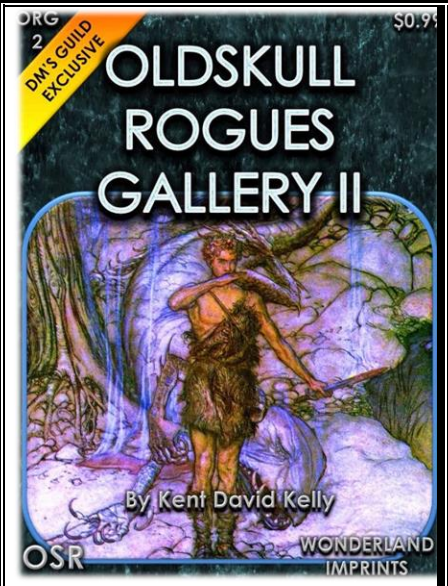
[Guy de Gaxian's Dungeon Monsters, Level 1]
(5-Star Supplement)



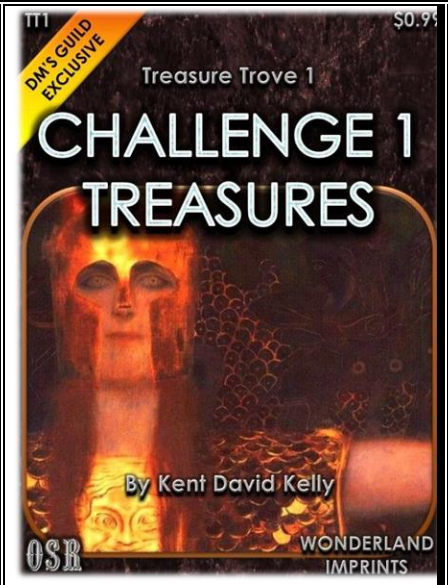
[Old School Dragons, Molting Wyrmlings]
(5E Dragon Lore Supplement)



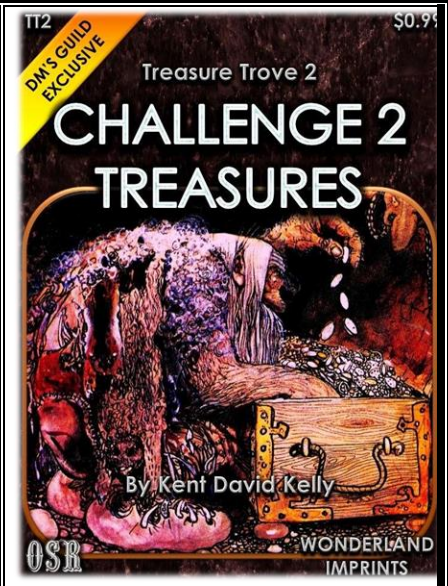
[Oldskull Rogues Gallery]
(Old School NPC Roster Supplement)



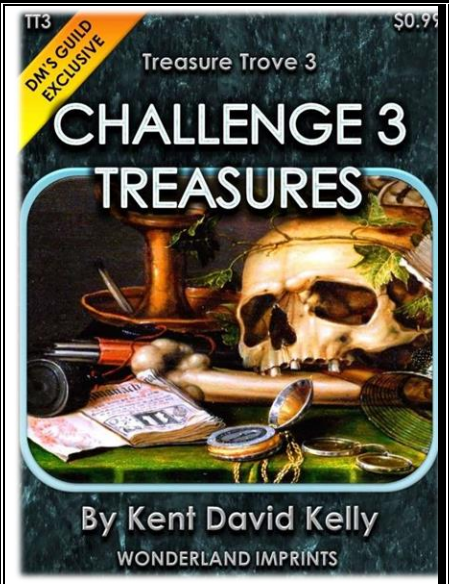
[Oldskull Rogues Gallery II]
(Old School NPC Roster Supplement)



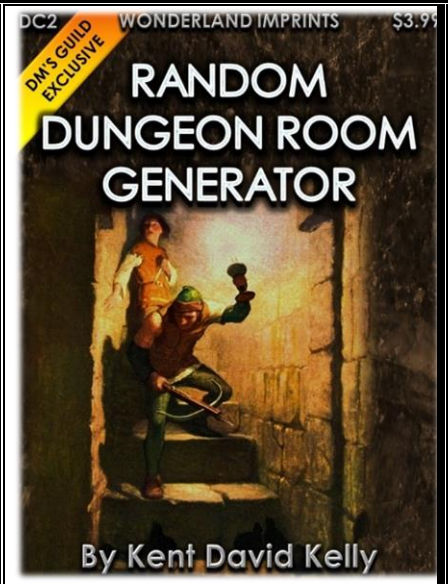
[Treasure Trove 1, Challenge 1 Treasures]
(4-Star Copper Medal Best-Selling Supplement)



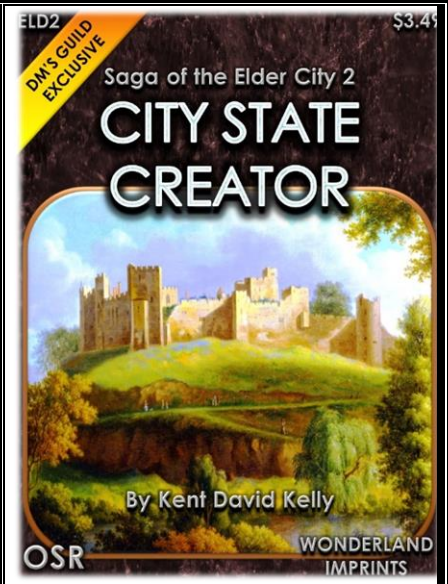
[Treasure Trove 2, Challenge 2 Treasures]
(4-Star Supplement)



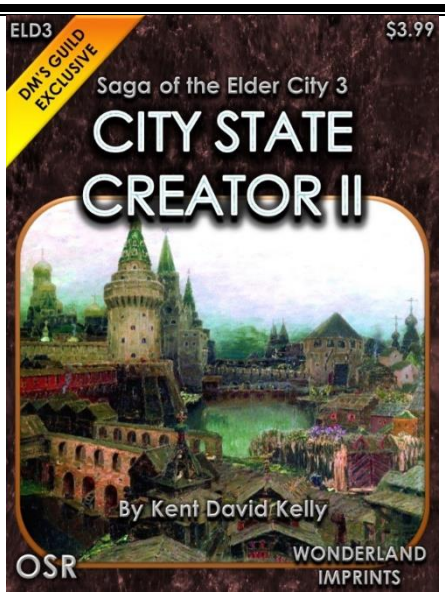
[Treasure Trove 3, Challenge 3 Treasures]
(4-Star Copper Medal Best-Selling Supplement)



[Random Dungeon Room Generator]
(5-Star Supplement)



City State Creator
(Silver Medal Best-Selling Supplement)



[City State Creator II]
(Silver Medal Best-Selling Supplement)

AND MUCH MORE TO COME

THANK YOU FOR YOUR ENCOURAGEMENT AND YOUR SUPPORT!

WATCH FOR OUR FREQUENT SURPRISES

AND CUSTOMER APPRECIATION SALES

OSR

OLD SCHOOL REVIVAL

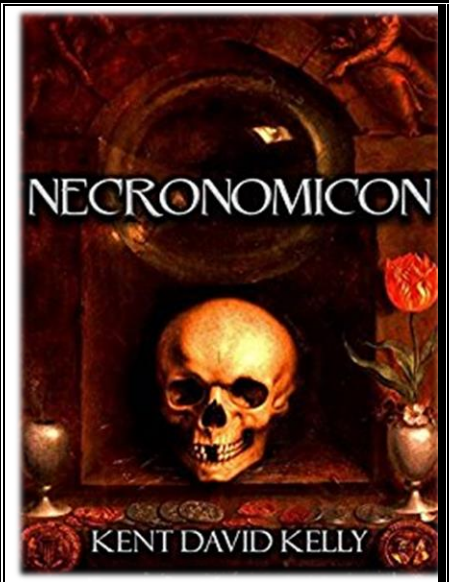
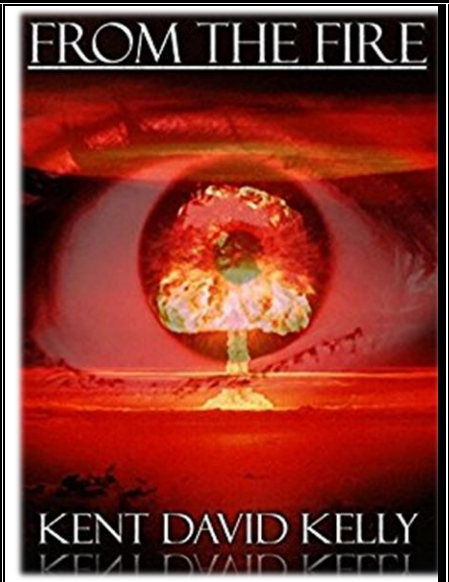
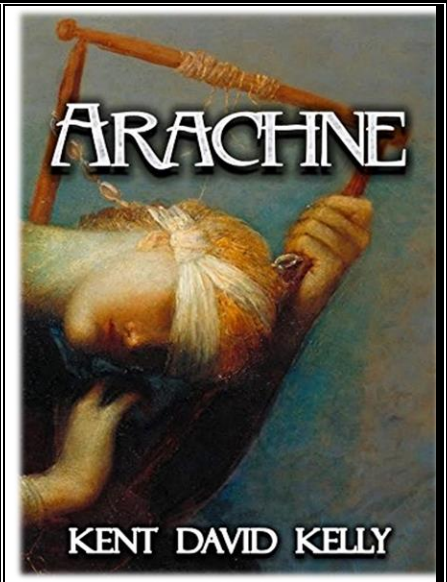
FANTASY GAMING WONDERLAND IMPRINTS

2010 - 2017

IV

FANTASY NOVELS

BY KENT DAVID KELLY

		
Necronomicon, The Cthulhu Revelations **(4-Star Lovecraftian Novel; reproduced in Castle Oldskull format as well, with additional expanded gaming material)**	**From the Fire** **(4-Star Post-Apocalyptic Novel; my most famous and best-selling book to date)**	**Arachne** **(4-Star Dark Fantasy Novel; my very first publication)**

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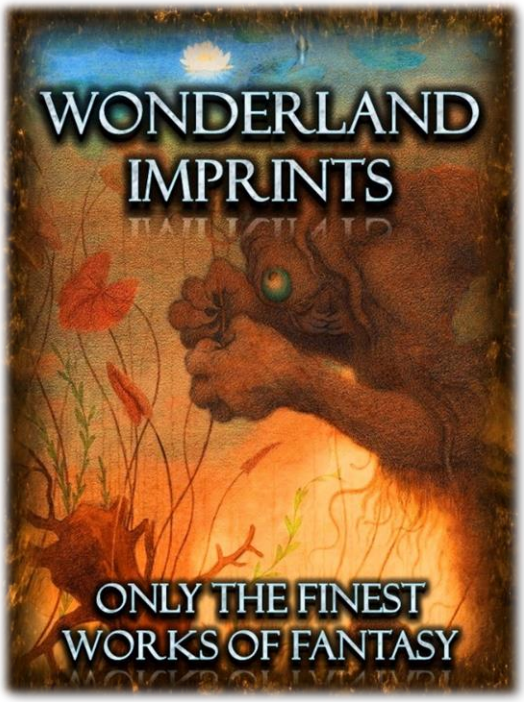

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