



ANNIHILATE THE GIANTS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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Annihilate the Giants is based on the

Advanced Dungeons and Dragons adventures G1-G3,

Steading of the Hill Giant Chief, The Glacial Rift of the Frost Giant Jarl and

Hall of the Fire Giant King by Gary Gygax.

Hard Eight Enterprises Representative: Jo Jo Zeke

Contents

G1

The Scouts2

Villa of the Hill Giant Chieftain

Wandering Monsters: Upper Level2

Encounter Areas: Upper Level3

Player Aid #16

Wandering Monsters: Dungeon Level11

Encounter Areas: Dungeon Level12

Player Aid #213

Player Aid #323

G2

Wilderness Encounters24

Glacial Cliff of the Frost Giant Karl

Upper Level Wandering Monsters27

Upper Level Encounter Areas28

Lower Level Wandering Monsters32

Lower Level Encounter Areas34

Player Aid #445

G3

Wilderness Encounter46

Level 1 Wandering Monsters47

Level 1 Encounter Area48

Level 2 Wandering Monsters58

Level 2 Encounter Areas60

Player Aid #565

Player's Map to the Netherdeep66

Level 3 Wandering Monsters71

Level 3 Encounter Areas72

Battlesheet Editor's Notes: When compiling this set of battlesheets, a few statistical errors were observed in the original text. These have been corrected in this document. In the case of discrepancies, this product supercedes the printed version.

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

The Scouts

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Potential Yield:

- ☐ Slaying Hill Giant (EPV = 3,000)
- ☐ Slaying Dire Wolves (EPV = 120 each)
- ☐ 1 Suit Giant Chain Mail (GPV = 0)

Encounter: Hill Giants, young (2-8)

Pull from roster in area 5

Potential Yield:

- ☐ Slaying Young Hill Giants (EPV = 650 each)

ENCOUNTER AREAS: UPPER LEVEL

General note on Hill Giant Armor: Hill Giants wear two types of armor - metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavy-weight construction. An unarmored Hill Giant is AC 6.

1. Entry and Cloak Room

Hill Giants, wasted (2) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 80, 81, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

- 1). HPs: 000000 000000 000000 000000 000000 000000
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- 2). HPs: 000000 000000 000000 000000 000000 000000
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Hill Giant Hide Armor* AC 4 5
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Potential Yield:

- ☐ Slaying 2 Hill Giants, wasted (EPV = 6,000)
- ☐ 2 suits giant hide armor (GPV = 0)
- ☐ Random bag contents (GPV = var.)

2. Watchtower

Encounter Hill Giant, wasted (1) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 71, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

- 1). HPs: 000000 000000 000000 000000 000000 000000
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Hill Giant Hide Armor* AC 4 5
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Potential Yield:

- ☐ Slaying Hill Giant, wasted (EPV = 3,000)
- ☐ 1 suit giant hide armor (GPV = 0)
- ☐ belt buckle, gold set with 6 gems (100 gp each) (GPV = 1,400)
- ☐ 2 huge heavy crossbows (GPV = 0)
- ☐ 36 huge crossbow quarrels (GPV = 0)

3. Armory

Encounter: none

Potential Yield:

- ☐ 34 huge spears (GPV = -)
- ☐ 21 huge clubs (GPV = -)
- ☐ 4 huge long swords (GPV = 0)
- ☐ 2 huge footmans' maces (GPV = 0)
- ☐ 15 huge battle axes (GPV = 0)
- ☐ 21 huge javelins (GPV = 0)
- ☐ 26 huge shields (GPV = 0)
- ☐ 1 normal-sized War Hammer +2 (GPV = 1000)
- ☐ 1 normal-sized war hammer (with Magic Mouth) (GPV = 2)
- ☐ 17 suits gigantic hide armor (GPV = 0)
- ☐ 8 suits gigantic chain mail (GPV = 0)
- ☐ 30 huge helmets (GPV = 0)
- ☐ 4 huge light crossbows (GPV = 0)
- ☐ 4 huge crossbow quarrel cases (20 huge bolts each) (GPV = 0)

4. Barracks

Encounter: Hill Giant, wasted (2) (HF 14, EP 3000, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 63,68, SZ H, #AT 1 D 2d8 (huge long sword), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 31,34, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

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- 2). HPs: 000000 000000 000000 000000 000000 000000
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Hill Giant Hide Armor* AC 4 5
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Potential Yield:

- ☐ Slaying 2 Hill Giants, wasted (EPV = 6,000)
- ☐ 1 small pouch containing 110 pp (GPV = 550)










5. Playroom

Encounter: Young Giants [as Giant, Verbeeg] (12) (HF 6, EP 650 each, AL CE, AC 6 (unarmored), MV 12", HD 5+5, hp 49 each, SZ M, #AT 1, D 1d6 (clubs), SA +3 to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14, TOP 24 each, Crit BSL: Def AC +7, FF 7, Reference HOB 3 p 65).

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- 12). HPs: 

Potential Yield:

- ❑ Slaying 12 Young Hill Giants (EPV = 7,800)

6. Sub-Chief's Room

Encounter: Hill Giantess, (HF 14, EP 3000, AL CE, AC 6 (unarmored), MV 8", HD 12+1, hp 67[70], SZ H, #AT 1 D Special, SA +3[-2] to-hit +7 damage due to strength SD none, Lang: hill giant, Hon: ave, ML 14 [17], TOP 33, Crit BSL: Def AC+13 [+8]; FF 7, Reference HOB 3 p 58).

- 1). HPs: 

Potential Yield:

- ☐ Slaying 1 Hill Giantess (EPV = 3,000)
- ☐ 1 giant-sized suit chain mail (GPV = 0)
- ☐ 1 giant great helm (GPV = 0)
- ☐ 40 huge quarrels in 2 cases (GPV = 0)
- ☐ coinage (980 cp, 320 sp, 1,500 gp) (GPV = 1,513)
- ☐ 1 beaten silver comb set with 4 gems (50 gp each) (GPV = 300)
- ☐ 1 copper mirror (GPV = 200)
- ☐ 1 large gold hairpin set with a 500 gp pearl (GPV = 800)
- ☐ 1 huge heavy crossbow (GPV = 0)

7. Main Guest Chamber

Encounter: none

Potential Yield:

- ☐ 1 20-foot-long fishing pole (GPV = -)
- ☐ **Footman's Mace +2, Giant Slayer** (GPV = 17,000)

8. Chief's Smoking Lounge

Encounter: none

Potential Yield:

- ☐ 5 gallons common ale, flat (GPV = -)
- ☐ 1 giant-sized bottle Bitter-Korn whiskey (GPV = 50)

9. Formal Dining Room

Encounter: none

Potential Yield:

- ❑ 7 shields (dwarven & gnome titan clans) (GPV = 140)

- ❑ 1 **Dwarven Shield of Missile Attraction -1** (GPV = 2000)
- ❑ 12 giant-sized polished silver table settings (GPV = 3,750 - 7,500)
- ❑ 5 gigantic ornamental tankards (GPV = 250 - 500)
- ❑ 2 painted wooden troll statues (3' tall) (GPV = 1,000 - 1,200)
- ❑ 2 huge silver candlesticks (GPV = 300)
- ❑ 1 suit damaged human-sized full-plate armor (GPV = 5903)

10. Chamber of the Chief's Wife

Encounter: Cave Bear (1) (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 62, SZ H, #AT 3, D d8, d8, 2d6, SA hug, SD none, Hon: ave, ML 9, TOP 31, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).

- 1). HPs: 

Potential Yield:

- ❑ Slaying 1 Cave Bear (EPV = 650)
- ❑ Slaying 1 Hill Giantess (EPV = 3,000)
- ❑ 1 5,000 gp gem (GPV = 5,000)
- ❑ 3 1,000 gp gems (GPV = 3,000)
- ❑ 4 500 gp gems (GPV = 2,000)
- ❑ 8 100 gp gems (GPV = 800)
- ❑ 5 50 gp gems (GPV = 250)
- ❑ 8 10 gp gems (GPV = 80)
- ❑ 1 giant-sized doily (GPV = 75)
- ❑ 1 fine woolen rug (20' x 30') (GPV = 800)

11. Antechamber

Encounter: none

Potential Yield:

- ☐ 3 stuffed harpy trophies (GPV = var.)
- ☐ 3 battered gnome titan shields (GPV = 0)
- ☐ 2 battered gnome titan helms (GPV = 0)
- ☐ 4 battered gnome titan breastplates (GPV = 0)
- ☐ 3 gnome titan bracers, badly battered (GPV = 0)
- ☐ 4 huge, ratty fur capes (GPV = 0)
- ☐ 2 **Boomeranging Javelins of Lightning** (GPV = 2000)
- ☐ 3 javelins (GPV = 1.5)

12. Chief's Bedroom

Encounter: none

Potential Yield:

- ❑ 1 gigantic suit chain mail (GPV = 0)
- ❑ 2 huge long swords (GPV = 0)
- ❑ 1 shuttered hooded lantern (Continuous Light) (GPV = 7)
- ❑ 257 platinum pieces (GPV = 1,285)
- ❑ 1 pair giant-sized loaded 6-sided dice (GPV = var.)

13. Servants' Quarters

Encounter: Hill Giant Warrior (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, hp 86, SZ H, #AT 1 (+3 to hit for Strength), D 2d6-2/2d10/6d6 +7 (huge two-handed sword + Strength), SA hurling rocks 2d8, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

- 1). HPs: 

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Potential Yield:

- ☐ Slaying 1 Hill Giant Warrior (EPV = 3,000)
- ☐ 1 huge 2-handed sword (GPV = 0)
- ☐ 1 suit giant chain mail (GPV = 0)

14. Maid's Chamber

Encounter: Hill Giantesses (4) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x2, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference HoB 3 p 58)

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Hill Giant Hide Armor AC 4 5
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Potential Yield:

- ☐ Slaying 4 Hill Giantesses (EPV = 12,000)
- ☐ 4 huge clubs (GPV = 0)
- ☐ 4 suits giant hide armor (GPV = 0)
- ☐ 3 gem-studded gold bracelets (GPV = 26,213): #1 = 9,655 gp, #2 = 4,514 gp, #3 = 12,044 gp
- ☐ coinage (GPV = 3,030)
- ☐ **Potion of Extra-Healing** (GPV = 600)
- ☐ **Potion of Hill Giant Control** (GPV = 3000)
- ☐ **Potion of Healing** (GPV = 400)
- ☐ **Potion of Poison** [Class J] (GPV = 400)

15. Storeroom

Encounter: Trap: 5th and 6th tubes contain *Explosive Runes*

Potential Yield:

- ☐ Defeat 2 Traps: Explosive Runes (EPV = 60)
- ☐ 6 scroll tubes (GPV = 0)
- ☐ 1 map of the upper works [Player Aid #1] (GPV = 0)
- ☐ 3 giantish memos on vellum (GPV = 0)
- ☐ 2 Scrolls of Explosive Runes (GPV = 0)

16. Conference Room

Encounter: none

Potential Yield:

- ☐ 1 giant-sized rough skin map (GPV = 0)

17. Ogre Quarters

Encounter: Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

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Potential Yield:

- ☐ Slaying 4 Common Low Ogres (EPV = 1,080)
- ☐ **Potion of Storm Giant Strength** (GPV = 1300)
- ☐ **Potion of Delusionary Extra-Healing** (GPV = 300)
- ☐ coinage (381 cp, 955 sp, 705 gp, 79 pp) (GPV = 1,199)
- ☐ 1 gem on leather thong (GPV = 1,000)
- ☐ 3 sets of crude Ogre dice (GPV = 0)

18. Kitchen Workroom

Encounter: none

Potential Yield: none

19. Pantry

Encounter: none

Potential Yield:

- ☐ 187 barrels (possible GPV = 2-20 gp each)

20. Kitchen

Encounter: Hill Giantesses (5), Ogre, Low (14), Orc, Highland (29)

Hill Giantesses (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x3, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 1d8/1d6/1d6-2 +7 (club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference HoB 3 p 58)

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Hill Giant Hide Armor AC 4 5
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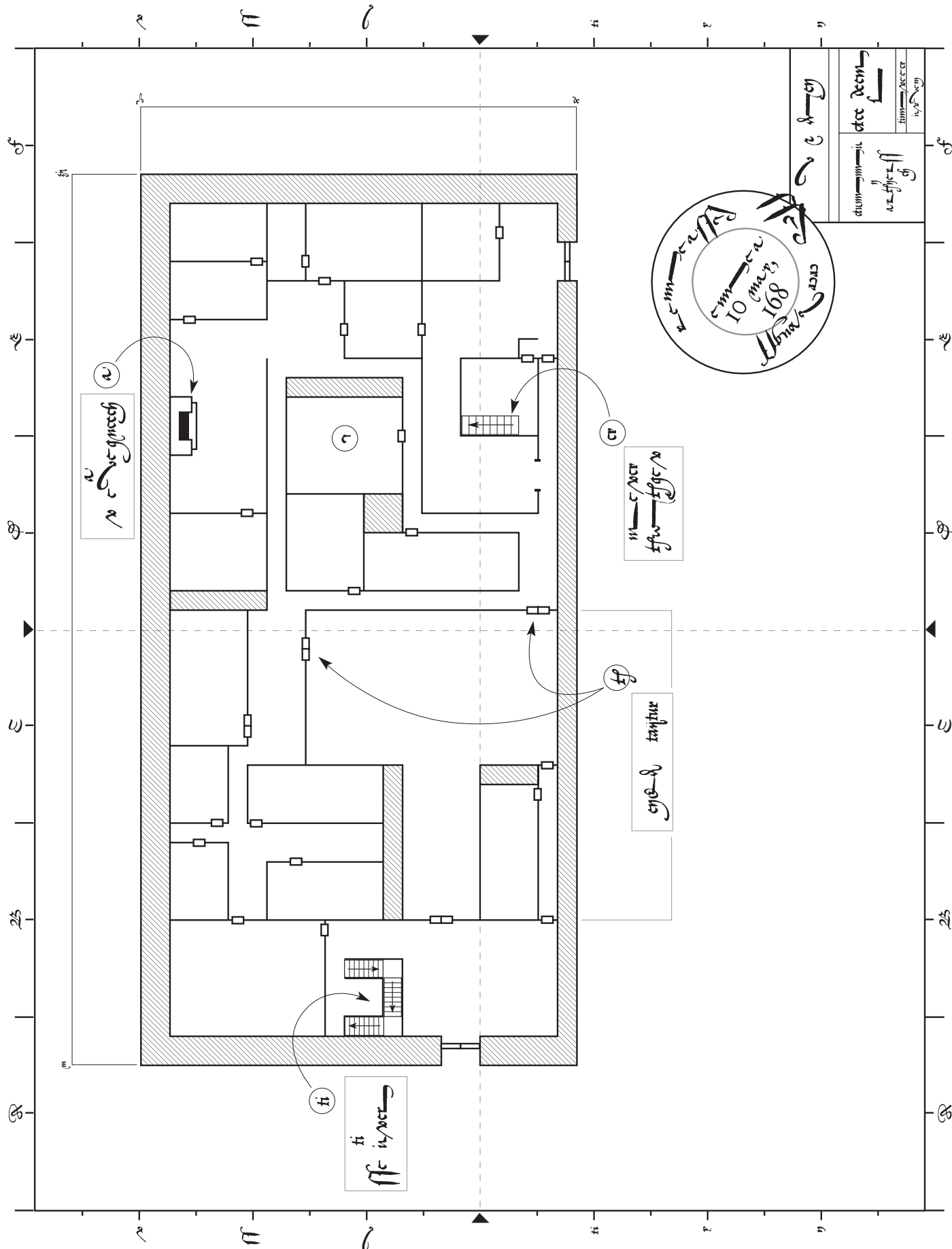
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Hill Giant Hide Armor AC 4 5
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Player Aid #1



14). HPs: 

Hill Giant Hide Armor	AC	4	5

15). HPs: 

Hill Giant Hide Armor	AC	4	5

16). HPs: 

Hill Giant Hide Armor	AC	4	5

17). HPs: 

Hill Giant Hide Armor	AC	4	5

18). HPs: 

Hill Giant Hide Armor	AC	4	5
			

19). HPs: 

Hill Giant Hide Armor	AC	4	5



20). HPs: 

Hill Giant Hide Armor	AC	4	5
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21). HPs: 


Hill Giant Hide Armor	AC	4	5
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22). HPs: 

Hill Giant Hide Armor	AC	4	5

8 Ogres (one a 6 HD chief):

Ogre, Low, Common (7) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB p 23)

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Ogre, Low, chieftain (1) (HF 3, EP 975, Int 8 (Low), AL CE, AC 5, MV 9", HD 6, hp 50, SZ L, #AT 1 (+3 to-hit for Strength, additional +2 to-hit as leader), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +9, FF 5, Reference HoB 6 p 23)

1). HPs: 

12 Orc servants:

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Orc, Highland (12) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), 9" climb, HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

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- 9). HPs:     
- 10). HPs:     
- 11). HPs:     
- 12). HPs:     

Potential Yield:

- ☐ Slaying 1 Hill Giant Chieftain (EPV = 3,000)
- ☐ Slaying 1 Hill Giant Chieftain's Wife (EPV = 3,000)
- ☐ Slaying 1 Hill Giant Sub-Chief (EPV = 3,000)
- ☐ Slaying 1 Mist Giant (EPV = 4,000)
- ☐ Slaying 1 Flat-foot High Ogre (EPV = 3,000)
- ☐ Slaying 1 Cave bear (EPV = 650)
- ☐ Slaying 22 Hill Giants (EPV = 66,000)
- ☐ Slaying 7 common Low Ogres (EPV = 1,890)
- ☐ Slaying 1 Low Ogre chieftain (EPV = 975)
- ☐ jewelry (from Hill Giant Chieftain) (GPV = var.)
- ☐ 3 suits giant hide armor (GPV = 0)
- ☐ 1 huge Battle Axe +2 (GPV = 4000)
- ☐ 1 huge heavy crossbow (GPV = 0)
- ☐ jewelry (from Hill Giant Chieftain's wife) (GPV = var.)
- ☐ jewelry (giants other than Ivar, his wife and Sub-Chief) (GPV = var.)
- ☐ 2 huge throwing daggers (GPV = 0)
- ☐ jewelry (from Ogres) (GPV = var.)
- ☐ studded collar with 6 1,000gp rubies (GPV = 6,000)

23. Barracks

Encounter: none

Potential Yield:

- 1 earring with gem (GPV = 100)

24. Outhouse

Encounter: none

Potential Yield:

- ❑ 1 Spellbook Bound in Black Dragon Hide (GPV = 9000)

25. Orc Slave Quarters

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Encounter: Orc, Highland (2) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10 (unarmored), MV 12", HD 1+1, hp 4 [25] each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37

- 1). HPs: 
- 2). HPs: 

Potential Yield:



- ☐ Slaying 2 Highland Orcs (EPV = 70)
- ☐ 15 giant-sized silver utensils (GPV = 180)
- ☐ 45 gold pieces (GPV = 45)

26. Gruff Billy Goats

Encounter: Giant Billy Goats (2), Giant Nanny Goats (9), Giant Kids (9)

Giant Billy Goats (2) (HF 2, EP 270, AL N, AC 7, MV 18", HD 3+1, hp 41, 38, SZ L, #AT 1, D 2d8, SA charge inflicts 6-20 points of damage and is










+4 to hit, Hon: Great (+1 to all die rolls), ML 14, TOP 20, 19, Crit BSL: Def AC+1, FF 6, Reference HOB 3 p 80).

- 1). HPs: 
- 2). HPs: 

Giant Nanny Goats (9) (HF 2, EP 270, AL N, AC 7, MV 18", HD 3+1, hp 38, 37, 36 x2, 35 x2, 34, 33, 31, SZ L, #AT 1, D 2d8, SA charge inflicts 6-20 points of damage and is +4 to hit, Hon: great, ML 14, TOP 19, 18 x3, 17 x3, 16, 15, Crit BSL: Def AC+1, FF 6, Reference HOB 3 p 80).

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 
- 6). HPs: 
- 7). HPs: 
- 8). HPs: 
- 9). HPs: 

Giant Kids (9) [per common goat] (HF 1, EP 35, AL N, AC 7, MV 15", HD 1+2, hp 30 x2, 29 x2, 27 x2, 26, 25, 24, SZ M, #AT 1, D d3, Hon: ave, ML 12, TOP 15 x2, 14 x2, 13 x3, 12 x2, 11, Crit BSL: Def AC-1, FF 7, Reference HOB 3 p 80).

- 1). HPs: 
2). HPs: 
3). HPs: 
4). HPs: 
5). HPs: 
6). HPs: 
7). HPs: 
8). HPs: 
9). HPs: 

Potential Yield:

- ☐ Slaying 2 Giant Billy Goats (EPV = 540)
- ☐ Slaying 9 Giant Nanny Goats (EPV = 2,430)
- ☐ Slaying 9 Giant Kids (EPV = 315)

27. Dairy

Encounter: none

Potential Yield: none

28. Hayloft

Encounter: none

Potential Yield: none

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2). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

- ❑ 2 light crossbows (GPV = 70)

❑ 1 floorplan of the lower level [Player's Aid #2]

Medium Metal Shield: AC +3 +2 +1 0

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12). HPs:

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Chain mail AC: 5 6 7 8 9

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Medium Metal Shield: AC +3 +2 +1 0

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Potential Yield:

- ☐ Slaying 12 Bugbears (EPV = 1,200)
- ☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- ☐ 12 large shields (GPV = up to 30 ea. if undamaged)
- ☐ 12 morning stars (GPV = 120)
- ☐ coinage (2-8 gp per Bugbear) (GPV = var.)

5. Sleeping Quarters

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ocish, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:

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2). HPs:

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3). HPs:

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4). HPs:

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5). HPs:

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6). HPs:

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7). HPs:

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8). HPs:

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9). HPs:

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10). HPs:

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Potential Yield:

- ☐ Slaying 12 Bugbears (EPV = 2,100)
- ☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- ☐ 12 morning stars (GPV = 120)

6. Sleeping Quarters

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, orcish, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:

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2). HPs:

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3). HPs:

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4). HPs:

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5). HPs:

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6). HPs:

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7). HPs:

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8). HPs:

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9). HPs:

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10). HPs:

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11). HPs:

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12). HPs:

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Potential Yield:

- ☐ Slaying 12 Bugbears (EPV = 2,100)
- ☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 morning stars (GPV = XXXXXX)

7. Chamber of the Bugbear Captain

Encounter: Bugbear lieutenants (4), Greater Bugbear Captain Belko (1)

Bugbear lieutenants (4) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (bronze plate mail and medium shield), MV 9", HD 4, hp 45 each, SZ L, #AT 1, D 1d4/2d4/2d8 +3 (bastard sword), SA Surprise, +3 damage, SD Nil, Lang: bugbear, hill giant, ogre, orcish, Hon: Average, ML 12, TOP 22, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:

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Bronze Platemail AC: 4 5 6 7 8 9

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Medium Metal Shield: AC +3 +2 +1 0

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2). HPs:

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Bronze Platemail AC: 4 5 6 7 8 9

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Medium Metal Shield: AC +3 +2 +1 0

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3). HPs:

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Bronze Platemail AC: 4 5 6 7 8 9

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Medium Metal Shield: AC +3 +2 +1 0

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4). HPs:

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Bronze Platemail AC: 4 5 6 7 8 9

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Medium Metal Shield: AC +3 +2 +1 0

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Captain Belko, Greater Bugbear (1) (HF 9, EP 2000, Int 13 (High), AL CE, AC 1 (bronze plate mail and medium shield), MV 12", HD 8, hp 60, SZ L, #AT 1 (+3 to-hit for Strength), D 1d4/2d4/2d8 +7 (bastard sword + Strength), SA Surprise, Strength 19, SD Nil, Lang: common, bugbear, hill-giant, ogre, orcish, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

1). HPs: 

Bronze Platemail AC: 4 5 6 7 8 9

Medium Metal Shield: AC +3 +2 +1 0

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Potential Yield:

- ☐ Slaying 4 Bugbear lieutenants (EPV = 700)
- ☐ Slaying Captain Belko, Greater Bugbear (EPV = 2000)
- ☐ 5 suits bronze plate mail (GPV = up to 1000 ea. if undamaged)
- ☐ 5 medium shields (GPV = up to 30 ea. if undamaged)
- ☐ 5 bastard swords (GPV = 125)
- ☐ coinage (20-80 gp per Bugbear) (GPV = var.)
- ☐ 31 gems (10 gp each) (GPV = 310)

8. Good Behavior Guard Post and Staging Area

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (chain mail and body shield), MV 9", HD 3 +1, hp 43 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 +2 (hand axe) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: bugbear, orcs, Hon: Average, ML 12, TOP 21, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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2). HPs:

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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3). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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4). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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5). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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6). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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7). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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8). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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9). HPs: 

Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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10). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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11). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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Chain mail AC: 5 6 7 8 9

Body Shield: AC +4 +3 +2 +1 0

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Potential Yield:

- ☐ Slaying 12 Bugbear guards (EPV = 2,100)
- ☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- ☐ 12 body shields (GPV = up to 100 ea. if undamaged)
- ☐ 24 hand axes (GPV = 24)
- ☐ 12 morningstars (GPV = 120)

9. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (24) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
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- 10). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 11). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
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- 13). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 14). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
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- 17). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
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- 19). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 20). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 21). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 22). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 23). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 24). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐

Potential Yield:

- ☐ Slaying 24 unarmed Highland Orcs (EPV = 840)

10. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (30) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 2). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 3). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 4). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 5). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 6). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 7). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 8). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 9). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 10). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 11). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 12). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐

- 13). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 14). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 15). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 16). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 17). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 18). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 19). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 20). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 21). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 22). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 23). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 24). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 25). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 26). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 27). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 28). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 29). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 30). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐

Potential Yield:

- ☐ Slaying 30 unarmed Highland Orcs (EPV = 1,050)

11. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (24) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 2). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 3). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 4). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 5). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 6). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 7). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 8). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 9). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 10). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 11). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 12). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 13). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 14). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 15). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 16). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 17). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 18). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 19). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 20). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 21). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 22). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 23). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐
- 24). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐

Potential Yield:

- ☐ Slaying 24 unarmed Highland Orcs (EPV = 840)

- 20). HPs: 
- 21). HPs: 
- 22). HPs: 
- 23). HPs: 
- 24). HPs: 

















Potential Yield:

- ❑ Slaying 24 Highland Orcs (EPV = 840)

15. Cell Block (Unruly)

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Encounter: Orc, Brigand (16) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+2, hp 28 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

- 1). HPs: 
2). HPs: 
3). HPs: 
4). HPs: 
5). HPs: 
6). HPs: 
7). HPs: 
8). HPs: 
8). HPs: 
10). HPs: 
11). HPs: 
12). HPs: 
13). HPs: 
14). HPs: 
15). HPs: 
16). HPs: 

Potential Yield:

- ❑ Slaying 16 Brigand Orcs (EPV = 560)

16. Torture Chamber

Encounter: Reidun (HF 14, EP 3,000, Int 10 (average), AL CE, AC 4 (giant hide armor), MV 12", HD 12 +1, hp 69, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge footman's mace + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: hill giant, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 58)

- 1). HPs: 

Hill Giant Hide Armor	AC	4	5
		□□□□	□□

Potential Yield:

- ❑ Slaying Reidun the Inquisitor (EPV = 3,000)
- ❑ 1 gold chain with fire opal (GPV = 2,000 as jewelry, 1,300 damaged)
- ❑ 1 suit giant hide armor (GPV = 0)
- ❑ 1 huge footman's mace (GPV = 0)

17. Armory and Smithy

Encounter: Gudveig, Hill Giant (NOT #9) (1), Ole, Hill Giant (NOT #10) (1), Hill Dwarves (6), Tarik the Hill Dwarf (NOT #13)

Gudveig and Ole (HF 14, EP 3,000, Int 10 (average), AL CE, AC 4 (giant hide armor), MV 12", HD 12 +1, hp 66, 64, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d4 +7 (huge war hammer + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: hill giant, dwarven, Hon: Average, ML 14, TOP 33, 32, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 58).







- 1). HPs: 

Hill Giant Hide Armor	AC	4	5
		□□□□	□□

- 2). HPs: 

Hill Giant Hide Armor	AC	4	5
		<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>

Hill Dwarves (6) (HF 1, EP 175, Int 12 (very), AL LG, AC 10, MV 6", HD 1, hp 25 each, SZ M, #AT 1 (+1 to-hit for 15 Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SD: giants are -4 to hit them, Lang: common, dwarven, plus a smattering of hill giant, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC -2, FF 11, Reference HoB 2 p 121

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 
- 6). HPs: 

Tarik (NOT 13)

Potential Yield:

- ☐ Slaying Gudveig the Hill Giant (EPV = 3,000)
- ☐ Slaying Ole the Hill Giant (EPV = 3,000)
- ☐ Slaying 6 Hill Dwarves (EPV = 1,050)
- ☐ Slaying Tarik the Hill Dwarf (EPV = 175)
- ☐ 2 suits giant hide armor (GPV = 0)
- ☐ 2 huge war hammers (GPV = 0)
- ☐ 19 pike-sized spears (GPV = 0)
- ☐ 41 6-foot javelins (GPV = 0)
- ☐ 16 huge battle axes (GPV = 0)
- ☐ 9 huge two-handed swords (GPV = 0)
- ☐ 6 huge war hammers (GPV = 0)
- ☐ 6 huge maces (GPV = 0)

18. Dwarf Cage


Encounter: none







Potential Yield: none


19. Orc Rebel Redoubt

Encounter: Cloven-hoof Orcs (3), Brigand Orcs (12), Highland Orc crossbowmen (7)

Orc, Cloven-hoof (3) (HF 1, EP 120 each, Int 11 (very), AL LE, AC 5 (leather armor and medium wooden shield), MV 12", HD 3+1, hp 42, 39, 30, SZ L, #AT 1 (+1 to-hit due to 14 Str), D 1d6/1d8/1d12 +2 (longswords), SA Nil, SD Nil, Lang: orcish, bugbear, hill giant, Hon: Average, ML 15, TOP 21, 19, 15, Crit BSL: Def AC +1, FF 7, Reference HoB 6 p 35)

1). HPs: 

Leather Armor AC:	8	9		
				
Medium Wood Shield: AC	+3	+2	+1	0
				

2). HPs: 

Leather Armor AC:	8	9		
	□□	□		
Medium Wood Shield: AC	+3	+2	+1	0
	□□□	□□	□□	□

3). HPs:
Leather Armor AC: 8 9

	☐☐	☐		
Medium Wood Shield: AC +3		+2	+1	0
	☐☐☐	☐☐	☐☐	☐

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Orc, Brigand (12) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 7 (medium wooden shield), MV 12", HD 1+2, hp 28 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Medium Wood Shield: AC 7 8 9 10
 □□□ □□ □□ □

[illegible][illegible]

4). HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Medium Wood Shield: AC 7 8 9 10

☐☐☐ ☐☐ ☐☐ ☐

5). HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Medium Wood Shield: AC 7 8 9 10

☐☐☐ ☐☐ ☐☐ ☐

6). HPs: Medium Wood Shield: AC 7 8 9 10

7). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Medium Wood Shield: AC 7 8 9 10

☐☐ ☐☐ ☐☐ ☐☐

8). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Medium Wood Shield: AC 7 8 9 10
 □□□ □□ □□ □

9). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Medium Wood Shield: AC 7 8 9 10

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Medium Wood Shield: AC 7 8 9 10

11). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□

Medium Wood Shield: AC 7 8 9 10

12). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□

Medium Wood Shield: AC 7 8 9 10

Orc, highland, crossbowmen (7) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club) or 1d6/1d8/2d4+1 (light crossbow), SA 2 crossbow bolts coated with class C poison, SD Nil, Lang: orchish, Hon: Average, ML 14, TOP 13, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35

1). HPs:

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

3). HPs:

4). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

5). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

6). HPs:

7). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Potential Yield:

- ❑ Slaying 3 Cloven-hoof Orcs (EPV = 360)

- ❑ Slaying 12 Brigand Orcs (EPV = 420)

- ❑ Slaying 7 Highland Orc crossbowmen (EPV = 245)

❑ 3 suits leather armor (GPV = up to 5 ea. if undamaged)

- ❑ 15 medium shields (GPV = up to 30 ea. if undamaged)

- 3 longwords (GPV = 45)

❑ 12 clubs (GPV = -)

- 7 light crossbows (GPV = 245)



20. Commone Area

Encounter: Orc, Highland (26) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (clubs), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37).

- 1). HPs: 2). HPs: 3). HPs: 4). HPs: 5). HPs: 6). HPs: 7). HPs: 8). HPs: 9). HPs: 10). HPs: 11). HPs: 12). HPs: 13). HPs: 14). HPs: 15). HPs: 16). HPs: 17). HPs: 18). HPs: 19). HPs: 20). HPs: 21). HPs: 22). HPs: 23). HPs: 24). HPs: 25). HPs: 26). HPs:

Potential Yield:

- ☐ Slaying 26 Highland Orcs (EPV = 910)
- ☐ 26 clubs (GPV = -)

21. Partially Cleared Passage to Cistern

Encounter: none

Potential Yield: none

22. Cavern of the Latrine Ambushers

Encounter: Latrine Ambushers (2) (HF 2, EP 120, Int 6 (Low), AL N, AC 7, MV 6", 12" swim, HD 2, hp 30, 32, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise, disease, bone breaking, SD Immune to disease, Lang: none, Hon: Average, ML 5, TOP 15, 16, Crit BSL: Def AC +0, FF 5, Reference HoB 4 p 75)

- 1). HPs: 
 2). HPs: 

Latrine Ambusher “reinforcements” - use as necessary [30% chance for additional 1-3 per turn]

- [illegible]

Potential Yield:

- ☐ Slaying 2 Latrine Ambushers (EPV = 240)
- ☐ coinage (GPV = var.)

23. Implement Room

Encounter: none

Potential Yield: none

24. Liquor Cellar

Encounter: none

Potential Yield:

- ☐ (21) 1 pint bottles of Dead Viking Ale (2.1 gp)
- ☐ (35) 1 pint bottles of Honey Brew (35 gp)
- ☐ (63) 1 pint bottles of Stout Brown Grevan (44.1 gp)
- ☐ (3) 1 qt. bottles of Orluian Brandy (30 gp)
- ☐ (1) 1 qt. Bottle of Liver Squeezings (64 gp)
- ☐ (5) 6 gal bottles of Grog (144 gp)
- ☐ (14) 6 gal bottles of Bitter-Korn Whiskey (2,688 gp)
- ☐ (6) kegs (15.5 gal) of Kromian ale (7,440 gp)
- ☐ (2) kegs (15.5 gal) of Orluian mead (3,100 gp)
- ☐ (1) keg (15.5 gal) of Honey Brew (248 gp)
- ☐ (2) casks (8 gal) of Blackberry wine (256 gp)
- ☐ (1) cask (8 gal) of Elderberry wine (5,120 gp)
- ☐ (3) barrels (60 gal) of good wine (2,880 gp)
- ☐ (5) barrels (60 gal) of common wine (48 gp)

25. Warehouse

Encounter: none

Potential Yield:

- ☐ 1 set horse barding (full plate) (GPV = 2000)
- ☐ 2 sets horse barding (chain) (GPV = 1000)
- ☐ 2 sets horse barding (full scale) (GPV = 2000)
- ☐ 1 set horse barding (half brigandine) (GPV = 500)
- ☐ 1 sedan chair (GPV = 100)
- ☐ 17 galley oars (GPV = 170)
- ☐ 22 body shields (GPV = 2200)
- ☐ 24 medium shields (GPV = 1440)
- ☐ 5 small shields (GPV = 100)
- ☐ 4 suits plate mail (2 human sized, 2 dwarf sized) (GPV = 8000)
- ☐ 8 suits bronze plate mail (4 human-size, 3 elf-size, 1 halfling-size) (GPV = 8000)
- ☐ 12 suits of chain mail (all half-ogre sized) (GPV = 4200)
- ☐ 31 suits of brigandine armor (all human sized) (GPV = 3720)
- ☐ 53 suits of scale mail (all gnome sized) (GPV = 6360)
- ☐ 38 battle axes (GPV = 190)
- ☐ 32 light crossbows (GPV = 1120)
- ☐ 30 hand axes (GPV = 30)
- ☐ 30 morning stars (GPV = 300)
- ☐ 21 awl pikes (GPV = 105)
- ☐ 27 bardiches (GPV = 189)
- ☐ 17 bec de corbins (GPV = 136)
- ☐ 17 Fauchard forks (GPV = 136)
- ☐ 21 Glaive-guisarmes (GPV = 210)
- ☐ 29 Voulges (GPV = 145)
- ☐ 53 spears (GPV = 42.4)
- ☐ 10 bastard swords (GPV = 250)
- ☐ 25 broad swords (GPV = 250)
- ☐ 11 long swords (GPV = 165)
- ☐ 1 Trident (GPV = 15)

26. Chamber Under Clearance

Encounter: none

Potential Yield: none

27. Warehouse #2

Encounter: none

Potential Yield: none

28. False Treasure Room

Encounter: Trap: pressure plates trigger portcullises, simultaneously blocking the passageway to the north while freeing the Krueller in area 29.

Potential Yield:

- ❑ 17 large moonstones (1 genuine 50 gp stone) (GPV = 50 gp)
- ❑ 22 very large chrysoprase (apple green) (GPV = -)
- ❑ 47 pieces of jade (3 genuine, 100 gp each) (GPV = 300)

29. Prison

Encounter: Krueger (1) (HF 12, EP 975, AL CE, AC 5, MV 3", HD 8, hp 76, SZ L, #AT 1, D 4d6, SA may destroy weapons, jet of methane flame, SD: partial immunity to crushing weapons, Hon: Ave, ML 16, TOP 38, Crit BSL: Def AC+6, FF 6, Reference HOB 4 p 67).

1). HPs: 

Potential Yield:

- ❑ Slaying 1 Krueller (EPV = 975)

30. Petty Cash

Encounter: Trap: Chest #2, scything blade Chest #7, poison needle

Potential Yield:

- ❑ Chest #1: 13,951 cp (GPV = 139)

- ❑ Chest #2: Trap: (EPV = 12), 27,320 sp (GPV = 2,732)
- ❑ Chest #3: 7,140 ep, 1 Potion of Poison [Class E] (GPV = 100)
- ❑ Chest #4: 27 copper ingots (400 cp each) (GPV = 108)
- ❑ Chest #5: none
- ❑ Chest #6: 11 ivory tusks (1,000 gp each) (GPV = 11,000)
- ❑ Chest #7: Trap: (EPV = 48), 980 small turquoise stones (1 gp each)
(GPV = 980)

31. The Chief's Treasure Room

Encounter: Trap: spiked pit. Trap: yellow mold spores.

Potential Yield:

- ☐ Defeat Trap: spiked pit (GPV = var)
- ☐ Large Chest: coinage (23,840 gp) (GPV = 23,840)
- ☐ Iron Box (locked): coinage(4,139 pp) (GPV = 20,695)
- ☐ Small Coffre: 41 gems (100 gp each), 13 gems (500 gp each), 8 gems (1,000 gp each) (GPV = 18,600)
- ☐ Small Coffre #2: 17 pieces jewelry (500 gp each) (GPV= 8,500)
- ☐ Map of the “Glacial Cliff of the Frost Giant Karl”
- ☐ 1 obsidian box containing black metal chain and instructions.
- ☐ 6 Tracer Bolts in quarrel case (GPV = 200 ea)
- ☐ 1 Bolt of Devastation +8 (GPV = 400)
- ☐ 4 Bolts of Reaving +6 (GPV = 600 ea)
- ☐ 2 Bolts of Thermal Fury +1 (GPV = 400 ea)
- ☐ 1 Bolt of Throat Seeking +1 (GPV = 400)
- ☐ 2 Bolts of Woe +4 (GPV = 500 ea)
- ☐ 1 Spear of Impalement +3 (GPV = 20,000)
- ☐ 1 Long Sword +1, Flame Tongue “Fire Brand” (GPV = 15,000)
- ☐ 1 Bastard Sword +2, Giant Slayer “Jack” (GPV = 17,000)

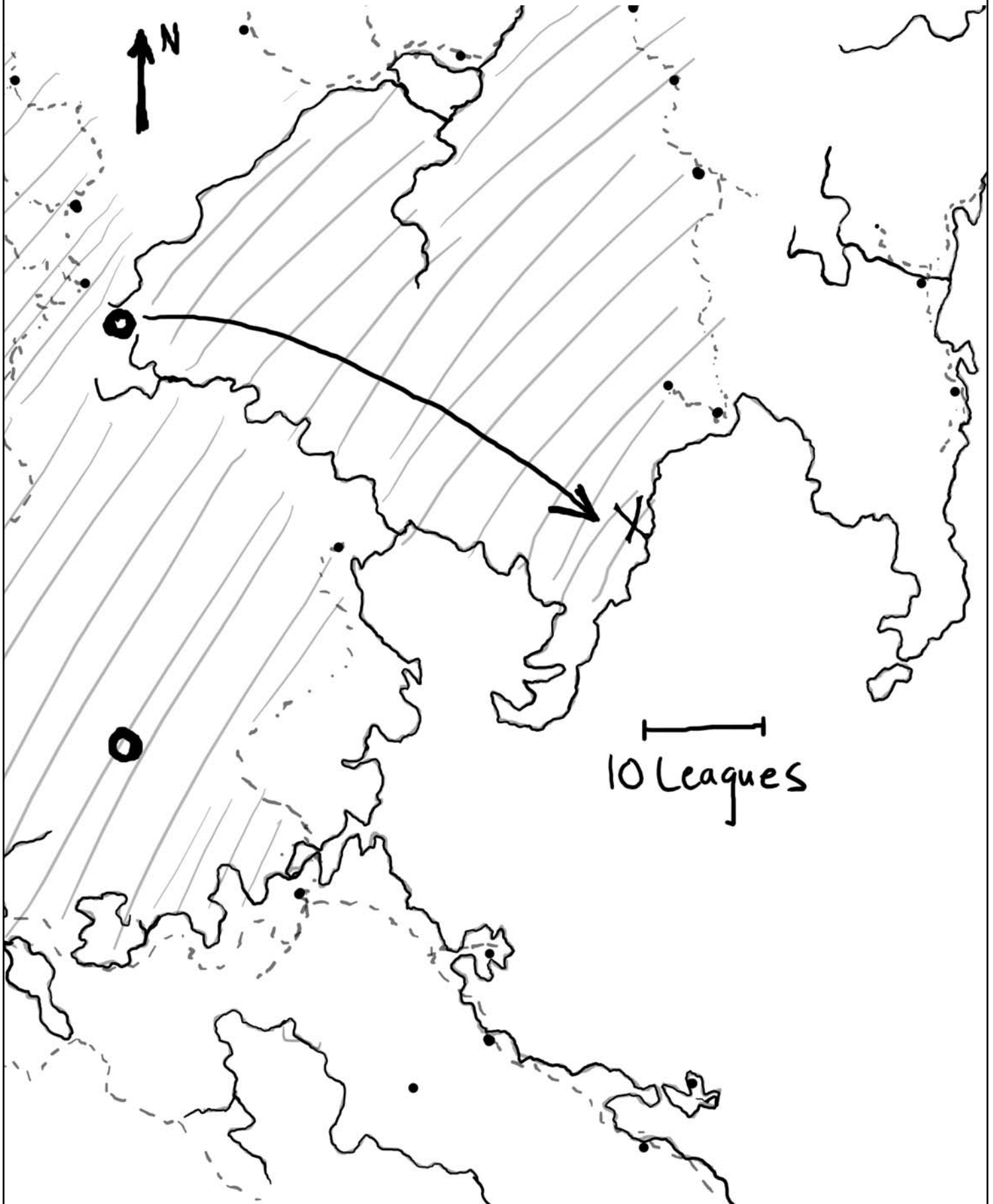
32. Well

Encounter: none

Potential Yield: none



Player Aid #3










Battlesheet G2

WILDERNESS ENCOUNTERS:

A. Ice Toad Ambush

Encounter: Ice Toads (5) (HF 7, EP 270 each, Int 10 (Average), AL N, AC 5, MV 9", 9" Hop, HD 5, hp 43, 45 x2, 46, 51, SZ L, #AT 1, D 3d4, SA Cold aura, SD Immune to cold, Lang: ice toad, Hon: Average, ML 10, TOP 21, 22 x2, 23, 25, Crit BSL: Def AC +3, FF 5, Reference HoB 8 p 12

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 






Potential Yield:

- ❑ Slaying 5 Ice Toads (EPV = 1,350)
- ❑ Toad-shaped ruby (GPV = 5,000)

B. Yeti Scouts

Encounter: Yeti (7)

Yeti, Arctic (6) (HF 7, EP 420 each, Int 6 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 44 each, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Average, ML 13, TOP 22, Crit BSL: Def AC +3, FF 9, Reference HoB 8 p 112)

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 

6). HPs: 

Yeti Leader (1) (HF 7, EP 420, Int 7 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 48, SZ L, #AT 2 or 1, D 1d6/1d6 or 1d6/1d8/1d12 +3 (**Long Sword Frost Brand +3 (+6 vs. fire-using/dwelling creatures)**), SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Great (+1 to all die rolls), ML 13, TOP 24, Crit BSL: Def AC +3 (claws), Def AC +6 (Frost Brand), Def AC +9 (Frost Brand vs. fire-using/dwelling creatures), FF 9, Reference HoB 8 p 112)

1). HPs: 


Potential Yield:


- ❑ Slaying Yeti (EPV = 2,940)
- ❑ Long Sword Frost Brand +3 (GPV = 35,000)
- ❑ Ivory tusks (GPV = 8,800)

C. Snow Leopards

Encounter: Leopard, Snow (5) (HF 5, EP 270 each, Int 4 (Semi-), AL N, AC 6, MV 15", HD 4 +2, hp 42 each, SZ L, #AT 3, D 1d4/1d4/1d6+1, SA Rear claws 1d4 x2, SD Surprised only 1 in 10, Lang: none, Hon: Average, ML 9, TOP 21, Crit BSL: Def AC +2, FF 7, Reference HoB 1 p 109)

1). HPs:

2). HPs: 

3). HPs: 

4). HPs: 

5). HPs: 

Potential Yield:

- ❑ Slaying Snow Leopards (EPV = 540)



D. Winter Wolf Pack

Encounter: Winter Wolves (7) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 45, 47, 48, 49, 50 x2, 51 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 22, 23, 24 x2, 25 x3, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

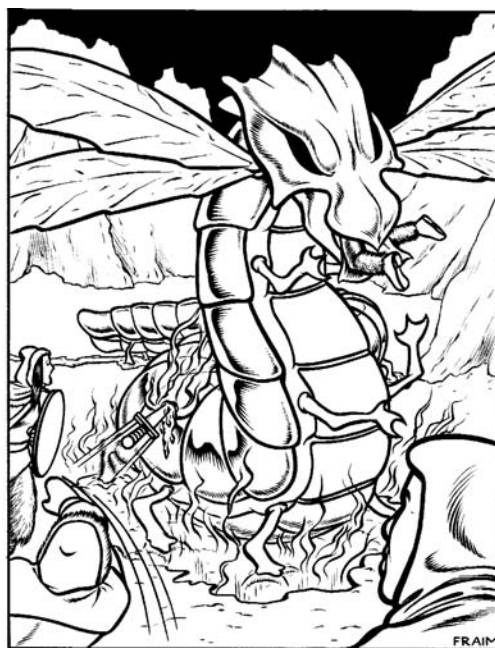
5). HPs: 

6). HPs:

7). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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Potential Yield:

- ❑ Slaying Winter Wolves (EPV = 6,825)



E. Remorhaz

Encounter: Remorhaz (1) (HF 51, EP 10,000, Int 1 (Animal), AL N, AC 0 (head 2, underbelly 4), MV 12", HD 14, hp 86, SZ G, #AT 1, D 6d6 (bite), SA Swallow whole, heat lash, SD Melt metal, Magic Resistance 75%, Lang: none, Hon: Average, ML 17, TOP 43, Crit BSL: Def AC +12, FF 4, Reference HoB p 121)

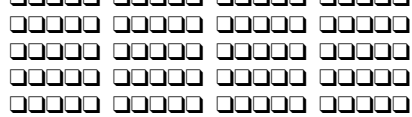
1). HPs: 

Potential Yield:


- ☐ Slaying Remorhaz (EPV = 10,000)
- ☐ Ring of Three Wishes (GPV = 25,000)
- ☐ Bastard Sword +2 Giant Slayer (GPV = 17,000)

F. White Dragon Lair

Encounter: White Dragon, very old male, "Fromitroxr" (1) (HF 81, EP 16,000, Int 7 (Low), AL CE, AC -4, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 605, SZ G (72 ft. long body, 68 ft. long tail), #AT 3+, D 1d6+9/1d6+9/2d8+9 (claw/claw/bite), SA Spells, dragon fear (105 feet, save at -1), breath weapon (9d6+9, frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 25%, Lang: common, frost giant, ogre, white dragon, Hon: Average, ML 16, TOP 302, Crit BSL: Def AC +9, FF 9, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day), Wall of Fog (3/day). Spells known (each 1/day): Animate Dead Animals, Yudder's Whistle of Hell's Gate

1). HPs: 

White Dragon, old female, "Garmytrizxr" (1) (HF 71, EP 14,000, Int 6 (Low), AL CE, AC -3, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 484, SZ G (68 ft. long body, 60 ft. long tail), #AT 3+, D 1d6+8/1d6+8/2d8+8 (claw/claw/bite), SA Dragon fear (90 feet, save at +0), breath weapon (8d6+8, frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 20%, Lang: common, frost giant, ogre, white dragon, can communicate with any intelligent creature, Hon: Average, ML 16, TOP 242, Crit BSL: Def AC +9, FF 8, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day). Spells known (each 1/day): Divining Rod, Metal Bug.

1). HPs: 

Potential Yield:

- ❑ Slaying male White Dragon (EPV = 16,000)
- ❑ Slaying female White Dragon (EPV = 14,000)
- ❑ Coinage (GPV = 34,033)
- ❑ 8 Silver boxes of ivory (GPV = 48,000)
- ❑ Alabaster statue (GPV = 4,000)
- ❑ Male's gems (GPV = 1,900)

- ☐ Female's gems (GPV = 12,000)
- ☐ Assorted mundane weapons (GPV = var.)
- ☐ Assorted mundane armor and shields (GPV = var.)
- ☐ **Dagger +2** (GPV = 5,000)
- ☐ **Chain Mail +3** (GPV = 7,850)
- ☐ **Potion of Fire Resistance** (GPV = 400)
- ☐ **Potion of Diminution** (GPV = 500)
- ☐ **Potion of Polymorph Self** (GPV = 350)
- ☐ **Split Stone Ring** (GPV = 5,000)
- ☐ **Scroll of Protection from Poison** (GPV = 2,500)
- ☐ **Short Sword +1** (GPV = 2,000)
- ☐ **Bedwarmer of Restful Sleep +3** (GPV = 15,000)
- ☐ **Dwarf-sized Field Plate +1** (GPV = 6,500)
- ☐ **Buford's Everfull Purse** (GPV = 40,000)
- ☐ **Carpet of Flying** (GPV = 45,000)
- ☐ **Medium Shield of Provocation +3** (GPV = 1,000)
- ☐ **Arrow of Slaying Gnomes** (GPV = 1,000)
- ☐ **2 Quetzalytochtli's Feather Tokens** (GPV = 10,000)
- ☐ **Frikey's Flask of Interminable Appeals** (GPV = 5,000)
- ☐ **Eversmoking Bottle** (GPV = 5,000)
- ☐ **Eyes of Petrification** (GPV = 25,000)
- ☐ **2 Bolts of Return-Upon-Command** (GPV = 800)
- ☐ **Long Bow +1** (GPV = 1,000)
- ☐ **2 sets of Bracers of Defense [AC 6 & AC 7]**(GPV = 35,000)
- ☐ **Boots of Elvenkind** (GPV = 15,000)
- ☐ **Boots of Contempt** (GPV = 30,000)
- ☐ **Bracers of Brachiation** (GPV = 10,000)



GLACIAL CLIFF OF THE FROST GIANT KARL**UPPER LEVEL WANDERING MONSTERS:****Wandering Encounter 1**

Encounter: Yeti, Arctic (1d4+1) (HF 7, EP 420 each, Int 6 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 44 each, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Average, ML 13, TOP 22, Crit BSL: Def AC +3, FF 9, Reference HoB 8 p 112)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:

Potential Yield:

☐ Slaying Arctic Yeti (EPV = var.)

Wandering Encounter 2

Encounter: Frost Giants (1d3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 80 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

- 2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

- 3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

☐ Slaying Frost Giants (EPV = var.)

☐ Huge battle axes (GPV = -)

Wandering Encounter 3

Encounter: Ogre, Common (4d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

- 1). HPs:

- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:

Potential Yield:

☐ Slaying Common Ogres (EPV = var.)

☐ Huge clubs (GPV = -)

Wandering Encounter 4

Encounter: Winter Wolves (2d4) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:

Potential Yield:

☐ Slaying Winter Wolves (EPV = var.)

UPPER LEVEL ENCOUNTER AREAS:**1. Guard Room Ice Cavern**

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, 86 x2, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43 x2, 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57

1). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

2). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

3). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

4). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 huge battle axes (GPV = -)
- ☐ 4 giant sacks (GPV = var.)

2. Guard Room Ice Caves

Encounter: Frost Giants (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 x2, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 45 x3, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

2). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

3). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Armor (Furs/Hides) AC:

0	1	2	3	4
00000	0000	000	00	0
00000	0000	000	00	0

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 21,000)
- ☐ 3 huge battle axes (GPV = -)
- ☐ 2 giant bags (GPV = var.)
- ☐ Silver belt (GPV = 1,600)
- ☐ Jeweled chain (GPV = 3,000)
- ☐ Coinage (GPV = 4,128)

3. Empty Ice Cave

Encounter: none

Potential Yield: none

4. Small Ice Cave

Encounter: Winter Wolves (5) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 40 x2, 45, 50 x2, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 20 x2, 22, 25 x2, Crit BSL: Def AC +4 (+7 when enraged), FF 5, Reference HoB 8 p 90

1). HPs:

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00000	00000	00000	00000	00000	00000

2). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

3). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

4). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

5). HPs:

00000	00000	00000	00000	00000	00000
00000	00000	00000	00000	00000	00000

Potential Yield:

- ☐ Slaying Winter Wolves (EPV = 4,875)

5. Ice Cavern

Encounter: None

Potential Yield:

- ☐ **Battle Axe +1** (GPV = 2,500)
- ☐ **Wand of Frost** (GPV = 20,000)
- ☐ Jeweled belt (GPV = 7,000)
- ☐ **Scroll of Protection from Elementals** (all) (GPV = 2,500)
- ☐ Gems (GPV = 370)
- ☐ **Ring of Fire Resistance** (GPV = 5,000)
- ☐ Coinage (GPV = 942)
- ☐ **Plate Mail of Vulnerability -2** (GPV = 2,000)

6. Ice Provisions Cave





Encounter: None

Potential Yield:

- ☐ Coinage (GPV = 3,000)
- ☐ Gems (GPV = 4,000)
- ☐ **Scroll of Cure Serious Wounds** (GPV = 1,200)
- ☐ Silver scroll tube (GPV = 300)

7. Cavern

Encounter: Ogres, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, hill giant, ogre, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)









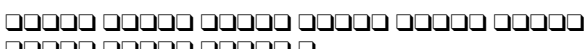
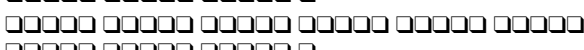
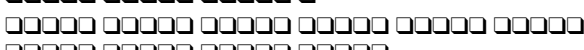
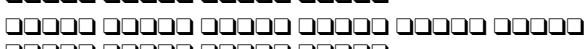
- 1). HPs: 
 2). HPs: 
 3). HPs: 
 4). HPs: 

Potential Yield:

- ☐ Slaying Common Ogres (EPV = 1,080)
- ☐ 4 huge clubs (GPV = -)
- ☐ Coinage (GPV = var.)
- ☐ Gems (GPV = var.)

8. South Cavern

Encounter: Ogres, Common (12) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 x10, 50 x2, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 23 x10, 25 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

- 1). HPs: 
 2). HPs: 
 3). HPs: 
 4). HPs: 
 5). HPs: 
 6). HPs: 
 7). HPs: 
 8). HPs: 
 9). HPs: 
 10). HPs: 
 11). HPs: 
 12). HPs: 

Potential Yield:

- ☐ Slaying Common Ogres (EPV = 3,240)
- ☐ 12 huge clubs (GPV = -)
- ☐ 2 Potions of Healing (GPV = 800)
- ☐ Gold armband (GPV = 2,000)
- Chest #4
- ☐ Coinage (GPV = 5,920.1)
- Sack #9
- ☐ Jewelry (GPV = var.)

9. Front Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost

giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: 

Armor (Furs/Hides) AC: 0 

- 2). HPs: 

Armor (Furs/Hides) AC: 0 

- 3). HPs: 

Armor (Furs/Hides) AC: 0 

- 4). HPs: 

Armor (Furs/Hides) AC: 0 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 gargantuan clubs (GPV = -)

10. Rear Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: 

Armor (Furs/Hides) AC: 0 

- 2). HPs: 

Armor (Furs/Hides) AC: 0 

- 3). HPs: 

Armor (Furs/Hides) AC: 0 

- 4). HPs: 

Armor (Furs/Hides) AC: 0 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 gargantuan clubs (GPV = -)

- ☐ 4 gold armbands (GPV = 8,000)
- ☐ Coinage (GPV = var.)
- ☐ Gems (GPV = 2,100)

11. Cave of Bones

Encounter: None

Potential Yield:

- Coinage (GPV = var.)

12. Misty Ice Cave

Encounter: none

Potential Yield: none

13. North Barracks West

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86, 90 x2, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 45 x2, 46 Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: 


Armor (Furs/Hides) AC: 0 1 2 3 4

- 2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- ❑ Slaying Frost Giants (EPV = 28,000)
- ❑ 4 gargantuan clubs (GPV = -)

14. North Barracks East


Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 x2, 94 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43 x2, 47 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: 


Armor (Furs/Hides) AC: 0 1 2 3 4

- 2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- ❑ Slaying Frost Giants (EPV = 28,000)
- ❑ 4 gargantuan clubs (GPV = -)

15. South Barracks West

Encounter: Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

- 5). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

6). HPs: 

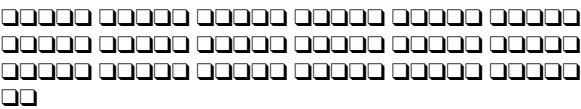
Armor (Furs/Hides) AC: 0  1  2  3  4 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 42,000)
- ☐ 6 gargantuan clubs (GPV = -)
- ☐ Rock crystals (GPV = 2,780)

16. South Barracks East

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

2). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 gargantuan clubs (GPV = -)

17. Ice Storage Cave

Encounter: none

Potential Yield: none

18. Ice Cavern

Encounter: none

Potential Yield: none

18a. Brown Mold Lair

Encounter: Brown Mold (1) (HF 0, EP 15, Int 0 (Non), AL N, AC 9, MV 1", HD n/a, HP n/a, SZ L, #AT 0, D n/a, SA freezing, SD absorb heat, Lang: none, Hon: Average, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB 5 p 36)

Potential Yield:

- ☐ Slaying Brown Mold (EPV = 15)

19. Guard Ice Cave

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

2). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 14,000)
- ☐ 2 gargantuan clubs (GPV = -)
- ☐ 2 giant sacks (GPV = var.)

20. Guard Cave

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 87, 88, 91, 96, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 44, 45, 48, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

2). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

3). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

4). HPs: 

Armor (Furs/Hides) AC: 0  1  2  3  4 

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 gargantuan clubs (GPV = -)
- ☐ 4 giant sacks (GPV = var.)

21. Visitors' Cave

Encounter: Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 80 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, hill giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Potential Yield:

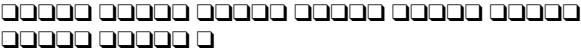
- ☐ Slaying Frost Giants (EPV = 28,000)
- ☐ 4 gargantuan clubs (GPV = -)

Wandering Encounter 2

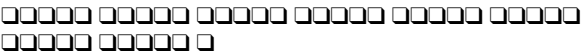
Ogres, Common (3d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs: 

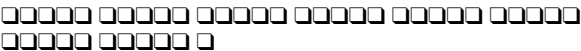
2). HPs: 

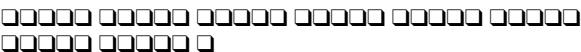
3). HPs: 

4). HPs: 


5). HPs: 

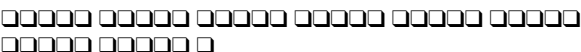
6). HPs: 

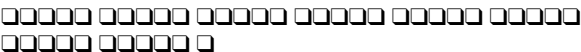
7). HPs: 

8). HPs: 

9). HPs: 

10). HPs: 

11). HPs: 

12). HPs: 

Potential Yield:

- ☐ Slaying Common Ogres (EPV = var.)
- ☐ Huge clubs (GPV = -)

Wandering Encounter 3

Encounter: Frost Giantess (1), Common Ogres (3)

Frost Giantess (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Ogres, Common (3) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs: 

2). HPs: 

3). HPs: 

Potential Yield:

- ☐ Slaying Frost Giantess (EPV = 7,000)
- ☐ Slaying Common Ogres (EPV = 810)
- ☐ Gargantuan club (GPV = -)
- ☐ 3 huge clubs (GPV = -)

Wandering Encounter 4

Encounter: Frost Giant (1), Winter Wolves (2-5)

Frost Giant (1) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Winter Wolves (1d4+1) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

5). HPs: 

Potential Yield:

- ☐ Slaying Frost Giant (EPV = 7,000)
- ☐ Slaying Winter Wolves (EPV = var.)
- ☐ Gargantuan club (GPV = -)
- ☐ Huge spear (GPV = -)

LOWER LEVEL ENCOUNTER AREAS:**1. Great Cavern Hall**

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Potential Yield:

- ☐ Slaying Frost Giants (EPV = 14,000)
- ☐ 2 huge clubs (GPV = -)
- ☐ 2 huge spears (GPV = -)

2. Kitchen

Encounter: Fire Giantess (3), Common Ogres (4)

Fire Giantesses (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, hp 70, 72, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6 +10 (gigantic meat cleaver + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 35, 36, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs: 

2). HPs: 

3). HPs: 

Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 37, 38, 42 x2 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 19 x2, 21 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

Potential Yield:

- ☐ Slaying Fire Giantess (EPV = 24,000)
- ☐ Slaying Common Ogres (EPV = 1,080)

3. Food Storage

Encounter: none

Potential Yield: none

4. Guard Area

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 85, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Potential Yield:

- ☐ Slaying Frost Giants (EPV = 14,000)
- ☐ 2 gargantuan clubs (GPV = -)

5. Smithy

Encounter: none

Potential Yield: none

6. Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81, 85, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, fire giant, Hon: Average, ML 14, TOP 40, 42, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


- ☐ Slaying Fire Giant males (EPV = 21,000)
- ☐ Slaying Fire Giant females (EPV = 28,000)
- ☐ Slaying Fire Giant young (EPV = 15,000)
- ☐ 3 huge battle axes (GPV = -)
- ☐ Coinage (GPV = var.)
- 3 armbands (GPV = 6,000)

Apartment C:

Encounter: Frost Giant males (2), Frost Giant females (2), Frost Giant young (6)

Frost Giant males (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

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Armor (Furs/Hides) AC:

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2). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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Frost Giant females (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 68, 71, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 34, 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

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Armor (Furs/Hides) AC:

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2). HPs:

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Armor (Furs/Hides) AC:

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Frost Giant young (6) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

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2). HPs:

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3). HPs:

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4). HPs:

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5). HPs:

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6). HPs:

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Potential Yield:

- ☐ Slaying Fire Giant males (EPV = 14,000)
- ☐ Slaying Fire Giant females (EPV = 14,000)
- ☐ Slaying Fire Giant young (EPV = 18,000)
- ☐ 2 huge battle axes (GPV = -)
- ☐ Coinage (GPV = var.)
- ☐ 2 armbands (GPV = 4,000)

Apartment D:

Encounter: none

Apartment E:

Encounter: Frost Giant males (9), Frost Giant females (11), Frost Giant young (8)

Frost Giant males (9) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 77, 78, 80 x2, 83, 85 x2, 87, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 38, 39, 40 x2, 41, 42 x2, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

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Armor (Furs/Hides) AC:

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2). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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3). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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4). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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5). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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6). HPs:

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Armor (Furs/Hides) AC:

0	1	2	3	4
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1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

5). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

6). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

7). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

8). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

9). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4



10). HPs:



Armor (Furs/Hides) AC: 0 1 2 3 4



11). HPs:



Armor (Furs/Hides) AC: 0 1 2 3 4


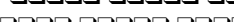
Frost Giant young (8) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, Hon: Aurling, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)



1). HPs: 




2). HPs: 




3). HPs: 


4). HPs: 


5). HPs: 


6). HPs: 


7). HPs: 


8). HPs: 


Potential Yield:

- ☐ Slaying Fire Giant males (EPV = 63,000)
- ☐ Slaying Fire Giant females (EPV = 77,000)
- ☐ Slaying Fire Giant young (EPV = 24,000)
- ☐ 9 huge battle axes (GPV = -)
- ☐ Coinage (GPV = var.)
- ☐ 9 armbands (GPV = 18,000)

Apartment F:

Encounter: none

Apartment G:

Encounter: Frost Giant males (5), Frost Giant females (1), Frost Giant young (12)

Frost Giant males (5) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, 83, 84, 86, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, Hon: Average, ML 14, TOP 41x2, 42, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 

2). HPs: 

Armor (Furs/Hides) AC: 0 

3). HPs: 

Armor (Furs/Hides) AC: 0 

4). HPs: 

Armor (Furs/Hides) AC: 0 

5). HPs: 

Armor (Furs/Hides) AC: 0 

Frost Giant females (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 

Frost Giant young (12) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

H. Male (1) and Females (4) with Young (5).

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

5). HPs: 

6). HPs: 

7). HPs: 

8). HPs: 

9). HPs: 

10). HPs: 

11). HPs: 

12). HPs: 

Potential Yield:

- ☐ Slaying Fire Giant males (EPV = 35,000)
- ☐ Slaying Fire Giant females (EPV = 7,000)
- ☐ Slaying Fire Giant young (EPV = 36,000)
- ☐ 5 huge battle axes (GPV = -)
- ☐ Coinage (GPV = var.)
- ☐ 5 armbands (GPV = 10,000)

Apartment H:

Encounter: Frost Giant male (1), Frost Giant females (4), Frost Giant young (5)

Frost Giant male (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

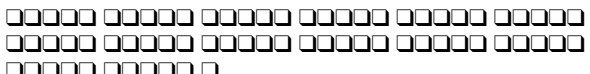
1). HPs: 

Armor (Furs/Hides) AC: 0 

Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, 71, 72, 74, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 35x2, 36, 37, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 

2). HPs: 

Armor (Furs/Hides) AC: 0 

3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

Frost Giant young (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: 

2). HPs: 

3). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4). HPs: 

[illegible]

Potential Yield:

- ❑ Slaying Fire Giant males (EPV = 7,000)



- ❑ Slaying Fire Giant females (EPV = 28,000)

- ❑ Slaying Fire Giant young (EPV = 15,000)

- ❑ Huge battle axes (GPV = -)

- Coinage (GPV = var.)

☐ Armbands (GPV = 2,000)

10. Armory

Encounter: None

Potential Yield:

- ❑ Mundane giant armor and weapons (GPV = -)

11. Work Room

Encounter: None

Potential Yield:

□ Metal polish (GPV = var.)

☐ Armor oil (GPV = var.)

12. Barracks

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 80, 83, 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, 41, 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

❑ Slaying Frost Giants (EPV = 28,000)

- ❑ 4 huge battle axes (GPV = -)

- ❑ Coinage (GPV = var.)

☐ Gems (GPV = var.)

13. Main Hall

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 87, 88, SZ H, #AT 1/2 or 1 (+4 to-hit for Strength), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

 Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

 Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- ☐ Slaying Frost Giants (EPV = 14,000)
- ☐ 2 gargantuan clubs (GPV = -)
- ☐ Throne (GPV = 100,000)
- ☐ White Dragon hide (GPV = var.)
- ☐ Polar Bear hide (GPV = var.)

14. Polar Bear Pack

Encounter: Polar Bears (4) (HF 10, EP 2,000 each, Int 4 (Semi-), AL N, AC 6, MV 12", Swim 9", HD 8 +8, hp 47, 49, 58, 60, SZ H, #AT 3, D 1d10/1d10/2d6 (claw/claw/bite), SA Hug, SD Nil, Lang: none, Hon: Average, ML 8, TOP 23, 24, 29, 30, Crit BSL: Def AC +7, FF 13, Reference HoB 1 p 55)

1). HPs:

 2). HPs:

 3). HPs:

 4). HPs:

Potential Yield:

- ☐ Slaying Polar Bears (EPV = 8,000)
- ☐ Males' collars (GPV = 1,600)
- ☐ Females' collars (GPV = 1,200)

15. Advisors' Area

Encounter: Drow (5)

Querti, male Drow 8th level fighter (1) (HF 30, EP 1,692, Fighter 8, Str 11/66, Dex 17/11, Con 11/54, Int 11/56, Wis 9/72, Cha 11/96, Com 13/63, AL CE, AC -5 (drow chain mail +3, drow buckler +3, Dex), MV 12", HD 8, hp 66, SZ M, #AT 2 (+5 to-hit) and 1 (+4 to-hit), D 1d6/1d8/1d12 +5 (drow long sword +3 + specialization) and 1d6-1/1d6/1d8 +3 (drow short sword +3), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 66%, Lang: common, drow, drow silent language, elven, uncommon, Hon: 51 (Average), ML 14, TOP 33, Crit BSL: Def AC +9 (drow long sword +3), Def AC +8 (drow short sword +3), FF 5, Age 119, Height 5'1", Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, basic leadership 21, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

 Chain AC: 2 3 4 5 6 7 8 9

 Mail +3

 Buckler +3 AC: +4 +3 +2 +1 0

Tiuu, male Drow magic-user (1) (HF 4, EP 950, Magic-user 7, Str 8/50, Dex 15/07, Con 12/37, Int 16/99, Wis 13/35, Cha 9/72, Com 9/44, AL CE, AC 3 (Bracers of Defense AC 5, Dex), MV 12", HD 7, HP 40, SZ M, #AT 1, D 1d6-1/1d6/1d8 +2 (Dagger of Hindsight +4, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 64%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 43 (Average), ML 14, TOP 20, Crit BSL: Def AC +1 (Dagger of Hindsight+4), FF 6, Age 159, Height 4'10", Weight 110 lbs., Quirks/Flaws: jerk, lisp Talents: none, Skills: arcane lore 51, spell craft 36)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

Spellbook (hidden under mattress): (1st) Detect Magic, Fireball Barrage, Firewater, Magic Missile, Magic Shield, Protection from Good, Read Magic; (2nd) Blur, Detect Invisibility, Glitterdust, Power Word: Belch, Stinking Cloud; (3rd) Bash Face, Hold Person, Pain Touch; (4th) Dimension Door, Stoneskin.

Spells Prepared: (1st - 6) Fireball Barrage, Firewater, Magic Missile x2, Magic Shield, Protection from Good; (2nd - 3) Blur, Glitterdust, Stinking Cloud; (3rd - 2) Bash Face, Hold Person; (4th - 1) Dimension Door.

Possessions: Dagger of Hindsight +4 (1 charge left), Scroll of Protection from Possession, Ring of Mind Shielding.

1). HPs:

Troi, male Drow cleric of Zyandal (1) (HF 10, EP 513, Cleric 5, Str 16/83, Dex 13/90, Con 12/77, Int 11/43, Wis 16/29, Cha 9/59, Com 11/02, AL CE, AC -2 (drow medium shield +2, drow chain mail +1, Dex), MV 12", HD 5 (+5), hp 48, SZ M, #AT 1, D 1d8/1d6/1d6+1 +6 (Strength, drow footman's mace +2), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 60%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 23 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (drow footman's mace +2), FF 6, Age 150, Height 5', Weight 101 lbs., Quirks/Flaws: lisp, Talents: none, Skills: general religion 44)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

Spells Prepared: (1st - 7) Befriend, Cause Light Wounds, Cure Light Wounds, Curse, Endure Cold (already cast), Purify Food & Drink, Sanctuary; (2nd - 5) Animate Corpse, Diminished Rite, Heal Light Wounds, Resist Cold, Silence 15' Radius; (3rd - 1) Ward Off Good.

1). HPs:

 Chain AC: 4 5 6 7 8 9

 Mail +1

 Shield +2: AC +5 +4 +3 +2 +1 0

Zarifeen, male Drow 6th level fighter/6th level thief (1) (HF 10, EP 726, Fighter 6/Thief 6, Str 16/05, Dex 19/39, Con 11/54, Int 10/18, Wis 10/81, Cha 10/84, Com 11/97, AL CE, AC 1 (attuned Cloak of Protection +5, Dex), MV 12", HD 6, hp 47, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D

1d6-1/1d6/1d8 +6 (drow short sword +2) and 1d6-1/1d6/1d8 +6 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 42 (Average), ML 14, TOP 23, Crit BSL: Def AC +7 (drow short sword +2), Def AC +6 (drow dagger +2), FF 5, Age 114, Height 5', Weight: 100 lbs., Quirks/Flaws: paranoid, lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, slip away into shadows 65, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 40, open locks 25, find traps 50, remove traps 45, move silently 95, hide in shadows 95, detect noise 70, climb walls 70, read languages 0.

Possessions: Zarifeen's Cloak of Protection +5 is attuned to evil elven thieves. To any character who is not an evil elven thief it is mundane, uncomfortable and not very stylish. He is paranoid that his companions may discover this is something other than a normal drow cloak. (In fact, they know it is something else, but they have more important concerns these days.)


1). HPs: 


Leika, Female drow 7th level assassin (1) (HF 9, EP 1,140, Assassin 7, Str 14/02, Dex 18/97, Con 15/10, Int 15/52, Wis 8/99, Cha 12/16, Com 12/06, AL CE, AC 0 (leather armor +2, Ring of Protection +2, Dex), MV 12", HD 7 (+14), hp 59, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D 1d6-1/1d6/1d8 +4 (drow short sword +2) and 1d6-1/1d6/1d8 +4 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 64%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 42 (Average), ML 14, TOP 29, Crit BSL: Def AC +4 (Short Sword +2), Def AC +3 (Dagger +2), FF 5, Age 114, Height 5', Weight: 99 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, intelligence gathering 43, skilled liar 56, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 60, open locks 20, find traps 45, remove traps 40, move silently 45, hide in shadows 50, detect noise 60, climb walls 80, read languages 0.

Assassin abilities: disguise, spying.

1). HPs: 

Leather AC: 6 7 8 9
Armor +2 

Potential Yield:

- ☐ Slaying drow (EPV = 5,021)
- ☐ Footlocker gems (GPV = var.)
- ☐ Drow Chain Mail +3 (GPV = var)
- ☐ Drow Buckler +3 (GPV = var)
- ☐ Drow Long Sword +3 (GPV = var)
- ☐ Drow Short Sword +3 (GPV = var)
- ☐ Bracers of Defense (GPV = 25,000)
- ☐ Dagger of Hindsight +4 (GPV = 4,500)
- ☐ Scroll of Protection from Possession (GPV = 5,000)
- ☐ Ring of Mind Shielding (GPV = 5,000)

- ❑ **Spell book** (GPV = 36,000)
- ❑ **Drow Medium Shield +2** (GPV = var)
- ❑ **Drow Chain Mail +1** (GPV = var)
- ❑ **Drow Footman's Mace +2** (GPV = var)
- ❑ **Cloak of Protection +5** (GPV = 25,000)
- ❑ **2 Drow Short Swords +2** (GPV = var)
- ❑ **2 Drow Daggers +2** (GPV = var)
- ❑ **Leather Armor +2** (GPV = 5,005)
- ❑ **Ring of Protection +2** (GPV = 10,000)

16. Prison

Encounter: Storm Giantess, Sabine (HF 59, EP 17,000, Int 15 (Exceptional), AL CG, AC 0, MV 15", 15" Swim, HD 19 +2, hp 108, SZ G, #AT 1 (+6 to-hit for Strength), D 1d10 +12 (fist + Strength), SA Spells, SD catch large missiles 65%, immune to electricity, breathe water (can use all abilities underwater without penalty), Lang: cloud giant, common, frost giant, storm giant, Hon: Average, ML 18, TOP 54, Crit BSL: Def AC +24, FF 11, Reference HoB 3 p 63)

5th level cleric abilities. Spells prepared (5/3/1): none.

1). HPs: 

Potential Yield:

- ☐ Slaying Storm Giantess (EPV = 0)
- ☐ Gold platters (GPV = 15,000)
- ☐ Silver bowls (GPV = 300)
- ☐ 2 flacons (GPV = 15,000)

17. Private Banquet Area and Trophy Hall

Encounter: None

Potential Yield:

- ☐ **Heavy Crossbow of Speed** (GPV = 15,000)
- ☐ 2 small shields (GPV = 40)
- ☐ 2 two-handed swords (GPV = 100)
- ☐ Trophies (GPV = var.)
- ☐ Long bow and arrows (GPV = 76)
- ☐ **Medium Shield +2** (GPV = 5,060)
- ☐ 2 spears (GPV = 1.6)
- ☐ Flail (GPV = 15)
- ☐ Large tapestry (GPV = 1,875)
- ☐ 11 **Bolts +2** (5,000)
- ☐ Plate mail (GPV = 2,000)
- ☐ Horn of Bubbles (GPV = 10,000)
- ☐ 2 Medium shields (GPV = 60)
- ☐ Splint mail (GPV = 600)
- ☐ Iron mace (GPV = 8)
- ☐ **Plate Mail +2** (GPV = 7,000)
- ☐ Small tapestry (GPV = 500)
- ☐ Light crossbow (GPV = 35)

18. Karl's Private Cavern

Encounter: Frost Giant Karl (1), Frost Giantess (1), Winter Wolves (2)

Karl Gustav, Frost Giant Jarl (1) (HF 34, EP 7,000 each, Int 10 (Average), AL CE, AC -6 (-9 vs. missiles) (heavy chain jack, huge Body Shield +1, +4 vs. Missiles), MV 12", HD 14 +3, hp 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +13 (huge Two-handed Sword +4 + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, hill giant, frost giant, fire giant, ogre, Hon: Average, ML 14, TOP 49, Crit BSL: Def AC +21 (huge Two-handed Sword +4), Def AC +17 (other), FF 8, Reference HoB 3 p 57)

1). HPs:

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Hvy Chain Jack AC: -1 0 1 2 3 4

Giagantic AC +5 +4 +3 +2 +1

0 Body Shield +1

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Frost Giantess, Klara (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, , SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6+2/2d6 +9 (huge footman's mace + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, hill giant, fire giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

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Armor (Furs/Hides) AC: 0 1 2 3 4

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Winter Wolves, Rikki & Roscoe (2) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 52, 54, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 26, 28, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs:

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2). HPs:

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Potential Yield:

- ☐ Slaying Frost Giant Karl (EPV = 7,000)
- ☐ Slaying Frost Giantess Klara (EPV = 7,000)
- ☐ Slaying Winter Wolves (EPV = 1,950)
- ☐ Giant Body Shield +1 (GPV = -)
- ☐ Huge Two-handed Sword +4 (GPV = -)
- ☐ Gold flagon (GPV = 6,000)
- ☐ Sabertooth hide (GPV = var.)
- ☐ Huge iron mace (GPV = -)

Chest #2

- ☐ Coinage (GPV = 19,000)

Chest #5

- ☐ Coinage (GPV = 15,570)

Box #4

- ☐ Potion of Speed (GPV = 450)
- ☐ Potion of Extra Healing (GPV = 800)
- ☐ Potion of Delusion (GPV = 150)

- ☐ Potion of Storm Giant Strength (GPV = 1,400)
- ☐ Potion of Poison (GPV = -)
- ☐ Oil of Slipperiness (GPV = 750)
- ☐ Potion of Healing (GPV = 400)
- ☐ Potion of Human Control (GPV = 900)

Coffer #2

- ☐ Jewelry (GPV = var.)

Coffer #6

- ☐ Gems (GPV = 39,300)

Trunk

- ☐ Cursed Scroll (GPV = -)
- ☐ Scroll of Protection from Magic (GPV = 5,000)
- ☐ Magic-user Scroll (GPV = 5,400)
- in Invisible iron box
- ☐ Hammer of Thunderbolts (GPV = 35,000)
- ☐ Pearl of Wisdom (GPV = 2,500)
- ☐ Nulur's Marvelous Pigments (GPV = 5,000)
- ☐ Ring of Invisibility (GPV = 7,500)
- ☐ Wand of Paralyzation (GPV = 25,000)

19. Emissaries' Cavern

Encounter: Ogre Magi (5) (HF 33, EP 650 each, Int 13 (High), AL LE, AC 4, MV 9", Fly 15" (B), HD 5 +2, hp 42, 45 x2, 47, 51, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 1d10/2d4/1d8 (guisarme) + 6 (Strength), SA Spells, SD Regeneration, Lang: common, frost giant, ogre, ogre magi, Hon: Average, ML 14, TOP 21, 22 x2, 23, 25, Crit BSL: Def AC +6, FF 7, Reference HoB 6 p 26)

1). HPs:

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2). HPs:

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3). HPs:

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5). HPs:

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Potential Yield:

- ☐ Slaying Ogre Magi (EPV = 3,250)
- ☐ 5 guisarmes (GPV = 25)
- ☐ Gems (GPV = 25,000)
- ☐ Trick box (GPV = 20,000)
- ☐ Coinage (GPV = 2,000)
- ☐ Potion of Hill Giant Control (GPV = 1,000)
- ☐ Potion of Cloud Giant Strength (GPV = 1,300)
- ☐ Necklace of Missiles (GPV = 13,500)

20. Guest's Cavern

Encounter: Cloud Giant (1) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, hp 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, frost giant, Hon: Average, ML 18, TOP 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Potential Yield:

☐ Slaying Cloud Giant (EPV = 10,000)

☐ Gargantuan club (GPV = -)

☐ Belt (GPV = 11,000)

21. Guest's Cavern

Encounter: Fire Giants (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 40 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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FG Banded Mail AC: -1 0 1 2 3 4

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Potential Yield:

☐ Slaying Fire Giants (EPV = 32,000)

☐ 4 suits of giant banded mail (GPV = -)

☐ 4 gargantuan two-handed swords (GPV = -)

22. Wood Storage Cave

Encounter: none

Potential Yield: none

23. Ogres' Quarters

Encounter: Ogres, Low, Common (16) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 40 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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15). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

16). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Potential Yield:

☐ Slaying Common Ogres (GPV = 4,320)

☐ 16 Ogre sacks (GPV = var.)

24. Dock

Encounter: Giant Gar (2) (HF 13, EP 1,300 each, Int 0 (Non), AL N, AC 3, MV Swim 30", HD 8, hp 70, 68, SZ G, #AT 1, D 5d4 (bite), SA swallow whole on a 20, SD Nil, Lang: none, Hon: Average, ML 15, TOP 35, 34, Crit BSL: Def AC +6, FF 15, Reference HoB 3 p 46)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

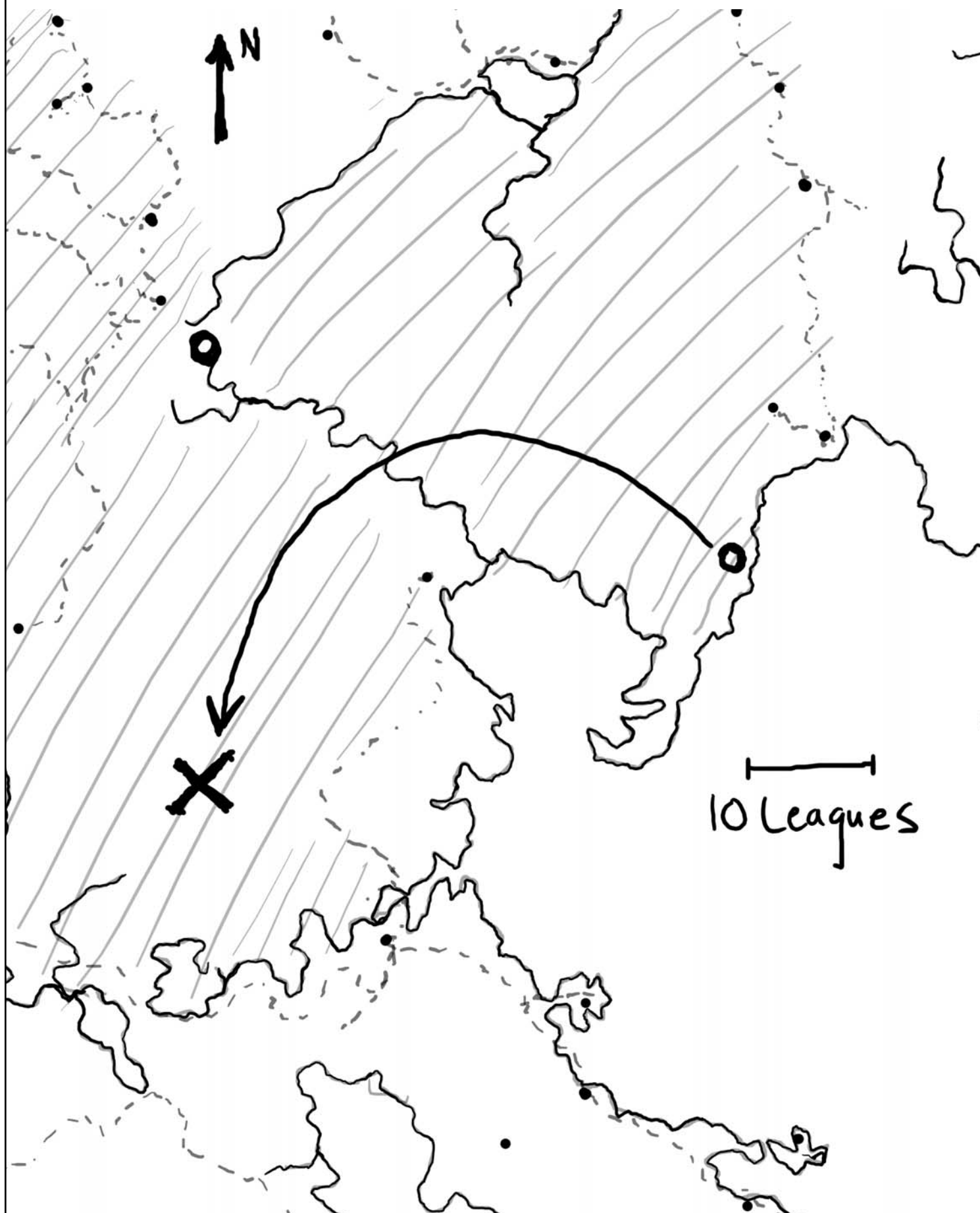
2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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Potential Yield:

☐ Galley (GPV = var.)

Player Aid #4



Battlesheet G3

WILDERNESS ENCOUNTER

Encounter: **Dragon, Red, very old** (age category 9) (1) (HF 170, EP 21,000, Int 16 (Exceptional), AL CE, AC -8, MV 9", Fly 30" (C), Jump 3", HD 15, HP 825, SZ G (150 ft. body, 138 ft. tail), #AT 3, D 1d10+9/1d10+9/3d10+9 (claw/claw/bite), SA breath weapon (fire) 18d10+9, spells, SD immune to fire, Magic Resistance 50%, spells, Lang: common, dragon, Dragon Speak, fire giant, giant, orcish, red dragon, can communicate with all intelligent creatures, ML 18, TOP 412, Crit BSL: Def AC +13, FF 13, Reference HoB 2 p 70 and 93)

Magic-user Spells Known (2/2/2, each once per day as an 18th level caster): (1st) Erase, Protection from Good, (2nd) ESP, Mirror Image, (3rd) Invisibility 10' Radius, Polymorph to Insect.

Spell-like Abilities (as an 18th level caster): Affect Normal Fires (1/day), Pyrotechnics (3/day), Heat Metal (1/day), Suggestion (1/day), Hypnotism (1day).

[illegible]

Potential Yield:

- ☐ Slaying Spazzemal (EPV = 21,000)
- ☐ copper coinage (GPV = 1,789.83)
- ☐ silver coinage (GPV = 49,601)
- ☐ electrum coinage (GPV = 89,350)
- ☐ gold coinage (GPV = 122,475)
- ☐ platinum coinage (GPV = 240,015)
- ☐ malachite box (GPV = 1,000)
- ☐ 'belly' gems (GPV = var)
- ☐ gems (GPV = 7,320)
- ☐ silver egg (GPV = 500)
- ☐ 31 pieces of jewelry (GPV = var)

- ☐ 11 jeweled weapons (GPV = var)
- ☐ jeweled necklace (GPV = 2,000)
- ☐ 2 silver mirrors (GPV = 600)
- ☐ 11 gold service pieces (GPV = var)
- ☐ 17 silver service items (GPV = var)
- ☐ 12 ivory statues (GPV = var)
- ☐ 4 jade carvings (GPV = var)
- ☐ bloodstone idol (GPV = 1,900)
- ☐ MU scroll (GPV = 13,500)
- ☐ crystal casket (GPV = 3,400)
- ☐ Red Dragon Slayer Long Sword +2 (GPV = 18,500)
- ☐ jeweled scabbard (GPV = 6000)
- ☐ Iron Flask (GPV = 10,500)
- ☐ 4 Potions of Fire Resistance (GPV = 1,600)
- ☐ 8 jars of rare unguents (GPV = var)
- ☐ human-sized Splint Mail +6 (GPV = 40,000)
- ☐ 2 Horseshoes of Speed (GPV = 0)
- ☐ Pipes of Pain (GPV = 10,000)
- ☐ Potion of Rainbow Hues (GPV = 800)
- ☐ Ring of Sustenance (GPV = 3,500)
- ☐ Ring of Teleportation (GPV = 20,000)
- ☐ Sacred Spatula of Healing (GPV = 5,000)
- ☐ Scroll of Protection from Plants (GPV = 2,500)
- ☐ Clerical scroll of Walking Corpse (GPV = 300)
- ☐ Wand of Enemy Detection (GPV = 10,000)
- ☐ Arrow of Barbarian Slaying (GPV = 400)
- ☐ Bolt of Bluntness (GPV = 1,000)
- ☐ Dagger Longtooth +2 (GPV = 2,000)
- ☐ (5) Darts +7 (GPV = 21,000)
- ☐ Medium Shield +2 (GPV = 2,000)
- ☐ human-sized Plate Mail of Vulnerability -4 (GPV = 2,000)
- ☐ Awl Pike of Speed +2 (GPV = 1,200)



HALL OF THE FIRE GIANT PRINCE

LEVEL 1: WANDERING ENCOUNTERS

Wandering Encounter 1

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 3d6-2/3d10/9d6 +10 (gigantic two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 44, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

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2). HPs:

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Potential Yield:

- ☐ Slaying Fire Giant guards (EPV = 16,000)
- ☐ 2 gargantuan two-handed swords (GPV = -)
- ☐ 2 suits of huge banded mail (GPV = -)

Wandering Encounter 2

Encounter: Fire Giantesses (2), Gnoll workers (12)

Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 70, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 35, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

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2). HPs:

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Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d6-2 (dagger), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

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2). HPs:

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3). HPs:

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4). HPs:

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5). HPs:

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7). HPs:

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12). HPs:

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Potential Yield:

- ☐ Slaying Fire Giantesses (EPV = 16,000)
- ☐ Slaying Gnoll workers (EPV = 780)
- ☐ 2 huge clubs (GPV = -)
- ☐ 12 daggers (GPV = 24)

Wandering Encounter 3

Encounter: Adolescent Fire Giants (4), Young HellHounds (1d4)

Adolescent Fire Giants (4) (HF 31, EP 7,000 each, Int 7 (Low), AL LE, AC 0 (hide armor), MV 12", HD 14 +2, HP 83 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 40%, Lang: common, giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54, fight as Frost Giants)

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Hide Armor AC: 0 1 2 3 4

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2). HPs:

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Hide Armor AC: 0 1 2 3 4

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4). HPs:

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Hide Armor AC: 0 1 2 3 4

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Young HellHounds (1d4) (HF 18, EP 420 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (4 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +2, FF n/a, Reference HoB 5 p 123)

1). HPs:

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3). HPs:

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4). HPs:


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Potential Yield:

- ☐ Slaying adolescent Fire Giants (EPV = 28,000)
- ☐ Slaying HellHounds (EPV = var.)
- ☐ 2 huge spears (GPV = -)
- ☐ 2 suits of huge hide armor (GPV = -)

Wandering Encounter 4

Encounter: Gorge Giant (1) (HF 23, EP 8,000, Int 10 (Average), AL CE, AC 2, MV 15", HD 16 +1, HP 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SD catch large missiles 65%, Lang: common, giant, Hon: Average, ML 16, TOP 49, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 58)

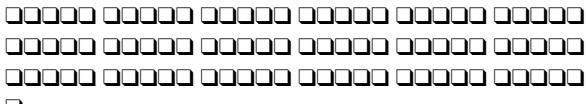
1). HPs: 

Potential Yield:



















- ☐ Slaying Gorge Giant (EPV = 8,000)
- ☐ Huge two-handed sword (GPV = -)

LEVEL I: ENCOUNTER AREAS**1. Entry Passage**

Encounter: Fire Giant (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1, D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54

1). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- ☐ Slaying Fire Giant (EPV = 8,000)
- ☐ Gargantuan club (GPV = -)
- ☐ Suit of Giant banded mail (GPV = -)

2. Grand Hall

Encounter: Ettins (2) (HF 12, EP 1,400, Int 6 (Low), AL CE, AC 3, MV 12", HD 10, HP 63, 67, SZ H, #AT 1 (missile) or 2 (melee) both at +1 to-hit from magic weaponry, D 2d6-1/2d6+1/2d8+1 (hurled huge spear) or 2d8+1/2d6+1/2d6 and 4d4+1/4d4/2d6+1 (huge Drow Footman's Mace +1 and huge Drow Morning Star +1) (melee), SA Nil, SD surprised only on 1 in 10, Lang: common, giant, Hon: Average, ML 15, TOP 31, 33, Crit BSL: Def AC +9, FF 6, Reference HoB 3 p 24)

1). HPs: 

2). HPs: 

Potential Yield:

- ☐ Slaying Ettins (EPV = 2,800)
- ☐ 2 Drow Morning Stars +1 (GPV = var)
- ☐ 2 Drow Spears +1 (GPV = var)
- ☐ 2 Drow Footman's Maces +1 (GPV = var)

3. Throne Room and Audience Chamber

Encounter: Fire Giants (4), HellHounds (2), Fire Giant Prince (1)

Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 each, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 4d4/4d4/4d4 +10 (huge battle axe + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries two huge throwing axes and a huge battle axe. They will hurl their axes before closing for melee.


















1). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4



















2). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4


















3). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4

4). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4

HellHounds (2) (HF 32, EP 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 7, HP 50 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

1). HPs: 

2). HPs: 

Prince Snørre, Fire Giant Prince (HF 45, EP 10,070, Int 12 (very), AL LE, AC -4 (giant banded mail +3), MV 12", HD 15 +3, HP 116, SZ H, #AT 1 (+5 to-hit for 23 Strength, +4 for magic sword), D 2d6-2/2d10/6d6 +17 (Huge Flaming Two-Handed Sword +6 + Strength, includes +6 for flame damage), SA hurling rocks 2-20, SD resistant to fire, +3 on saves vs. cold and 50% damage when wearing White Dragon hide cloak, catch large missiles 50%, Lang: frost giant, fire giant, drow elven, ogre, Hon: Average, ML 16, TOP 58, Crit BSL: Def AC +24, FF 8, Reference HoB 3 p 54). He carries a ring of keys that will open the trunks, chests and coffer in his treasure room (area #9). The keys are not identified in any way.

1). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

Snørre's AC: -4 -3 -2
Fire Giant
Sized Banded
Mail +3
-1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

Potential Yield:

- ☐ Slaying Fire Giants (EPV = 32,000)
- ☐ Slaying HellHounds (EPV = 2,800)
- ☐ Slaying Snørre (EPV = 10,070)
- ☐ 4 suits of Giant banded mail (GPV = -)
- ☐ 4 huge battle axes (GPV = -)
- ☐ 8 huge throwing axes (GPV = -)
- ☐ Giant Banded Mail +3 (GPV = 15,000)
- ☐ Huge Flaming Two-handed Sword +6 (GPV = 20,000)
- ☐ Coral skull necklace (GPV = 15,000)
- ☐ Giant leather belt (GPV = 6600)
- ☐ Cloak of White Dragon hide (GPV = 25,000)
- ☐ Snørre's crown (GPV = 30,000)
- ☐ Snørre's throne (GPV = 100,000)

4. Chamber of the Queen's Ladies in Waiting

Encounter: Fire Giantesses (8) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (banded mail), MV 12", HD 15 +2, HP 85 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

2). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

3). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

4). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

5). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

6). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

7). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

8). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

FG Banded Mail AC: -1 0 1 2 3 4

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

Potential Yield:

- ☐ Slaying Fire Giantesses (EPV = 64,000)
- ☐ 8 suits of Giant banded mail (GPV = -)
- ☐ 8 huge long swords (GPV = -)
- ☐ Hides (GPV = var.)
- ☐ Jewelry (GPV = var.)

5. Queen Frumpy's Boudoir

Encounter: Fire Giant Queen (1), Giant Weasels (2), Asps (2)

Fire Giant Queen Frumpy (HF 53, EP 12,000, Int 13/Wis 15 (High), AL LE, AC -1 (Black Dragon hide set with iron studs serves as giant banded mail), MV 12", HD 15+3, HP 92, SZ H, #AT 1 (+4 to-hit from Str), D 2d6/2d6/2d6 +9 (iron scepter serves as huge quarterstaff + Str), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, fire giant, drow elven Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54.

She is a 4th level Shaman with following spells:

1st: Cure Light Wounds (x3), Endure Cold/Heat, Protection from Good, Sanctuary, Walking Corpse, Alarm (already cast), Comprehend Languages, Protection from Good, Shocking Grasp, Unseen Servant (already cast),
2nd: Dust Devil, Silence 15' radius, Misdirection, Premonition

1). HPs:

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

Studded AC: -1 0 1 2 3 4
Black Dragon
Hide Armor

10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000
10000	10000	10000	10000	10000	10000

Giant Weasels, Fifi and Gigi (2) (HF 2, EP 144 each, Int 1 (Animal), AL N, AC 6 (natural), MV 18", HD 3 +3, HP 32, 37, SZ M, #AT 1, D 2d6 (bite), SA blood drain, SD nil, Lang: none, Hon: Average, ML 15, TOP 16, 18, Crit BSL: Def AC +2, FF 8, Reference HoB 8 p 77). Quirk: HackFrenzy (developed from years of abuse at the hands of Queen Frumpy, see the Hacklopedia of Beasts: Monster Matrix), triggered by taking damage equal to 20% of current hit point total in one round, see the PHB p 96).

50

Obee-Wann, turncoat mountain dwarf fighter/thief (HF 6 (without armor)/34 (fully equipped), EP 3,085, F9/T11, Str 18/94, Dex 16/27, Con 17/53, Int 18/41, Wis 18/03, Cha 16/72, Com 13/81, AL CN, AC 8 (Dex only) or -7 (Studded Leather +2, Medium Shield +2, Collar of Iron Skin, Dex), MV 6", hp 94 (114 with Collar), SZ M, #AT 3/2 (+3 to-hit for Strength), D 1d8/1d6/1d4 +9 (War Hammer +3 + Strength) OR 2d4/2d4/2d4 +7 (Battle Axe +1 + Strength), SA backstab +3 dice, +1 to-hit Orcs, half-orcs, Goblins and Hobgoblins, SD +4 to save against magical effects and poison; Ogres, Trolls, Ogre Magi, giants and Titans suffer -4 to-hit him, (with Collar - no damage from crushing weapons or unarmed attacks, opponents suffer 1d6 points of damage on a successful attack), Lang: common, dwarven, giant, gnomish, Hon: 60 (Average), ML 14, TOP 47, Crit BSL: Def AC +11 (War Hammer +3), Def AC +9 (Battle Axe +1), Def AC +8 (normal weapon), Def AC +7 (other), FF 8, Age 120, Height 4'5", Weight 155 lbs., Quirks/Flaws: none, Talents: stealth, Skills: glean information 63, slip away into shadows 71, stealthy movement 56. Thief Abilities (while in Studded Leather +2): pick pockets 35 (10), open locks 65 (55), find traps 65 (55), remove traps 55 (45), move silently 65 (50), hide in shadows 65 (50), detect noise 55 (50), climb walls 95 (70), read languages 50 (50); Possessions: Ring of Invisibility, Collar of Iron Skin.)

1). HPs:

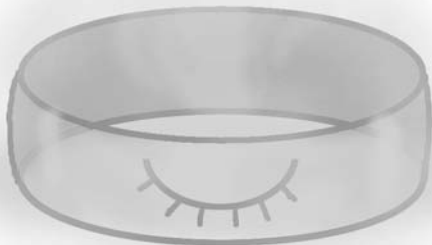
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□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Studded Leather +2 AC: 5 6 7 8 9
 Shield +2: AC +5 +4 +3 +2 +1 0

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Potential Yield:

- ☐ Slaying Gnolls (EPV = 520)
- ☐ Slaying Obee-Wann (EPV = 3,085)
- ☐ Gnolls' coinage (GPV = var.)
- ☐ Gems (GPV = 29,500)
- ☐ Studded Leather Armor +2 (GPV = 5,040)
- ☐ Medium Shield +2 (GPV = 5,030)
- ☐ Battle Axe +1 (GPV = 2,500)
- ☐ Warhammer +3 (GPV = 10,000)
- ☐ Collar of Iron Skin (GPV = 15,000)
- ☐ Ring of Invisibility (GPV = 7,500)
- ☐ Obee-Wann's treasure (GPV = 19,013)



15. Guard Post

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 85, 94, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

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 FG Banded Mail AC: -1 0 1 2 3 4

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2). HPs:

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FG Banded Mail AC: -1 0 1 2 3 4

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Potential Yield:

- ☐ Slaying Fire Giants (EPV = 16,000)
- ☐ 2 suits of Giant banded mail (GPV = -)
- ☐ 2 gargantuan two-handed swords (GPV = -)
- ☐ 2 huge spears (GPV = -)

16. Arsenal Complex

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 81, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 40, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

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□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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 FG Banded Mail AC: -1 0 1 2 3 4

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□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

2). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

 FG Banded Mail AC: -1 0 1 2 3 4

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□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Potential Yield:

- ☐ Slaying Fire Giants (EPV = 16,000)
- ☐ Assorted mundane Giant armor (GPV = -)
- ☐ Assorted mundane Giant weaponry (GPV = -)
- ☐ Greek fire (GPV = 15,500)
- ☐ Longbow +1 (GPV = 2,500)
- ☐ 20 Arrows of Thermal Fury +1 (GPV = 8,000)
- ☐ Shield of Missile Attraction -1 (GPV = 2,000)

17. Chimera Pen

Encounter: Chimera (HF 13, EP 5,000, Int 4 (Semi-), AL CE, AC 6/5/2 ("natural"), MV 9", Fly 18" (E), HD 9, HP 60, SZ L, #AT 6, D 1-3 x2 (front claws)/1-4 x2 (rear legs)/2-8 (lion bite)/3-12 (dragon bite), SA breath weapons, SD Nil, Lang: common, fire giant, red dragon, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC +7, FF 8, Reference HoB 2 p 22)

1). HPs:


Potential Yield:

- ❑ Slaying Chimera (EPV = 5,000)


18. Barracks

Encounter: Fire Giants (8)


Largest Fire Giant (1) (HF 45, EP 8,000, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 (huge spear + Strength) or 2d4/2d4/2d4 +11 (Battle Axe +3), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +18 (spear), Def AC +21 (Battle Axe +3), FF 8, Reference HoB 3 p 54)

1). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4




Fire Giant guards (7) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 74, 75 x2, 76, 78, 85, 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 37 x3, 38, 39, 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)


1). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4




2). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4




3). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4




4). HPs: 



FG Banded Mail AC: -1 0 1 2 3 4




5). HPs: 


FG Banded Mail AC: -1 0 1 2 3 4



6). HPs: 
 FG Banded Mail AC: -1 0 1 2 3 4


7). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



Potential Yield:

❑ Slaying Fire Giants (EPV = 64,000)

- ❑ 5 Giant bags (GPV = var.)

❑ Coinage (GPV = 7,842)

❑ Jewelry (GPV = 20,735)

❑ Huge Battle Axe +3 (GPV = 10,000)

❑ 8 suits of Giant banded mail (GPV = -)

❑ 8 huge spears (GPV = -)

- 7 gargantuan two-handed swords (GPV = -)



19. Giantesses' Quarters

Encounter: Fire Giantesses (8), HellCats (2)

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 59, 62 x2, 65 x3, 72, 75, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d6-2/2d6-4 +10 (huge daggers + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 29, 31 x2, 32 x3, 36, 37, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:

Pelle and Ludvig - HellCats (2) (HF 16, EP 1,400 each, Int 10 (average), AL LE, AC 6, MV 12", HD 7+2, HP 68, 64, SZ L, #AT 3, D 1d4+1/1d4+1/2d6 SD magic resistance 20%, Hon: Average, ML 15, TOP 34, 32, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 121)

- 1). HPs:
- 2). HPs:

Potential Yield:

- ☐ Slaying Fire Giantesses (EPV = 64,000)
- ☐ Slaying HellCats (EPV = 2,800)
- ☐ Jewelry (GPV = var.)
- ☐ 8 huge daggers (GPV = -)

20. Communal Quarters

Encounter: Fire Giantesses (5), Fire Giant young (15)

Fire Giantesses (5) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 64, 67, 72 x2, 78, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 32, 33, 36 x2, 39, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:

Fire Giant children (15) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (natural), MV 9", HD 4 +1, HP 25 x4, 28 x3, 30 x2, 31, 32, 36, 40, 41, 48, SZ L, #AT 1 (+3 to-hit for Strength), D 1d8/1d6+1/1d6 +7 (toys serve as footman's mace + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 12 x4, 14 x3, 15 x3, 16, 18, 20 x2, 24, Crit BSL: Def AC +5, FF4, Reference HoB 3 p 54, fight as Common Ogres)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:




Potential Yield:

- ☐ Slaying Fire Giantesses (EPV = 40,000)
- ☐ Slaying Fire Giant young (EPV = 4,050)
- ☐ Jewelry (GPV = var.)
- ☐ 5 huge long swords (GPV = -)

21. Entry Hall to the Kennels

Encounter: HellHounds (6) (HF 23, EP 650 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 5, HP 41, 42, 44, 46, 47, 50, SZ M, #AT 1, D 1-10, SA breathe fire (5 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +3, FF n/a, Reference HoB 5 p 123)

- 1). HPs:
- 2). HPs:
- 3). HPs:







- 4). HPs: 
- 5). HPs: 
- 6). HPs: 

Potential Yield:

- ❑ Slaying HellHounds (EPV = 3,900)

22. Kennel Chamber

Encounter: HellHounds (6) (HF 2 at 27, 4 at 32, EP 2 at 975 each, 4 at 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (6 or 7 points of damage: 1 per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +4 (at 6 HD), Def AC +5 (at 7 HD), FF n/a. Reference HoB 5 p 123)

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 
- 6). HPs: 

Potential Yield:


- ❑ Slaying HellHounds (EPV = 7,550)



23. Kennel Keeper's Quarters


Encounter: Fire Giant (1), Fire Giantess (1)

Kennel Keeper, Fire Giant (1) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8. Reference HoB 3 p 54)

- 1). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4

Aedna, Fire Giantess (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs: 
EG Banded Mail AC: -1 0 1 2 3 4

[illegible]


Potential Yield:











- ☐ Slaying Fire Giant (EPV = 8,000)
- ☐ Slaying Fire Giantess (EPV = 8,000)
- ☐ Giant bags (GPV = var.)
- ☐ Coinage (GPV = 995)
- ☐ Gems (GPV = 3,400)
- ☐ 4 Javelins of Lightning (GPV = 4,000)
- ☐ Cloak of Poisonousness (GPV = 18,000)
- ☐ Long Sword +2, Cursed Berserking (GPV = 2,800)
- ☐ Mundane weapons (GPV = -)

24. Grel Advocates


Encounter: Grel (4)

Rocko Thistleback (HF 95, EP 4,626, Int 15 (Exceptional), AL NE, AC -14 (elven chain mail, Drow Buckler +4, double Dex bonus, acrobatic skill suite, Ring of Protection +3), MV 15", Barbarian 10, HP 159, SZ M, #AT 3/2 (+6 to-hit due to magic weapon, Str, Great Honor and Spear bonus talent), D 1d6-1/1d6/1d8 + 7/8/10 (Spear of Wounding, Strength, Great Honor and Gorkrink tattoo), SD many – see PHB under Barbarian, Lang: common, giant, elven, Hon: Great, ML 20, TOP 79, Crit BSL: Def AC +12, FF 8) Equipment of Note: elven chain mail, Drow Buckler +4, Spear of Wounding, Dagger of Interrogation +5, Ring of Protection +3. If his shield is battered, he will drop it and employ his dagger instead.

- 1). HPs: 



























































































































Elven	AC: 5	6	7	8	9
Chain Mail					
Buckler +4	AC: +5	+4	+3	+2	+1
					







Guido and Chico – grel sergeants (HF 14, EP 395, Int 13 (Very), AL NE, AC –5 (field plate, Medium Shields +2, Dex bonus (16)), MV 9", Fighter 4, HP 49, 56, SZ M, #AT 3/2 (+3 to-hit due to weapon specialization, Str (15) and Spear bonus talent), D 1d6-1/1d6/1d8 + 5 (Spear plus Strength, weapon specialization), SD see PHB under grel, Lang: common, giant, elfen, Hon: Average, ML 20, TOP 24, 28, Crit BSL: Def AC +3, FF 7) Note: Their field plate is constructed from elfen steel which reduces its weight by half and bulkiness to 'fairly' as well as providing an extra armor HP per category.

1). HPs: 

[illegible]

2). HPs: 

Elven Steel AC: 2	3	4	5	6	7	8	9
Field Plate							
							
							
							
							
							
							
							
							
							
							
							
							
							
							
							
							
							

Shield +2: AC	+5	+4	+3	+2	+1	0
						

Vinny Tanglethorne (HF 16, EP 4,106, Int 18 (genius), AL NE, AC -1 (bracers, Dex bonus (19)), MV 12", Magic-User/Thief 9/10, HP 79 (88 due to Phantom Armor), SZ M, #AT 1 (+5 to-hit due to Long Sword +3, Frostbrand, Str (14) and Sword bonus talent), D 1d6/1d8/1d12 + 5 (magic sword plus Strength), SD see PHB under grel, Lang: common, giant, elven, Hon: Great, ML 20, TOP 39, Crit BSL: Def AC +3, FF 8) Equipment of Note: garments, Bracers of Defense AC 3, Wand of Frost (23 charges), Ring of Dire Straits, Long sword +3, Frost Brand, +6 vs. fire-using/dwelling creatures, Cloak of Elvenkind, Fanny Pack of Holding (containing his spellbook). Don't neglect the fact that he receives +1 on all die rolls (including spells cast and items employed) due to Great Honor.

Spells known (each once per day): (1) Alarm (already cast), Bash Door, Change Self, Conjure Mount, Magic Missile x2, Phantom Armor (already cast) (2) Cheetah Speed, Invisibility, Reveal Secret Portal, Wizard Lock (3) Fireball, Nondetection, Preemptive Strike (already cast), Sure Grip Snare (already cast) (4) Dimension Door, Fire Shield, Force Grenade (5) Teleport, Wall of Iron

1). HPs: 

Phantom Armor HPs:

Potential Yield:

- ☐ Slaying Rocko (EPV = 4,626)
- ☐ Slaying Guido and Chico (EPV = 790)
- ☐ Slaying Vinny (EPV = 4,106)
- ☐ Coinage (GPV = 1,000)
- ☐ **Cloak of Elvenkind (GPV = 10,000)**

- ☐ Wand of Frost (GPV = 20,000)
- ☐ Ring of Dire Straits (GPV = 20,000)
- ☐ Spear of Wounding (GPV = 35,000)
- ☐ Drow Buckler +4 (GPV = var)
- ☐ Ring of Protection +3 (GPV = 15,000)
- ☐ Dagger of Interrogation +5 (GPV = 4,000)
- ☐ 2 Medium Shields +2 (GPV = 10,060)
- ☐ Long Sword +3, Frostbrand (GPV = 35,000)
- ☐ Bracers of Defense AC 3 (GPV = 35,000)
- ☐ Fanny Pack of Holding (GPV = 9,500)
- ☐ Spellbook (GPV = 4,800)
- ☐ Elven chain mail (GPV = 700)
- ☐ 2 suits of field plate made of elven steel (GPV = 16,000)
- ☐ 2 spears (GPV = 1.6)

25. Barracks

Encounter: Fire Giant guards (6) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 78, 79 x2, 82, 86, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 39 x3, 41, 43, 44, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

























1). HPs: 

[illegible]

2). HPs: 

[illegible]

3). HPs: 

FG Banded Mail AC: -1	0	1	2	3	4
					
					
					
					
























4). HPs: 

[illegible]

5). HPs: 

[illegible]

6). HPs: 

FG Banded Mail AC: -1	0	1	2	3	4
					
					
					
					

Potential Yield:


- ❑ Slaying Fire Giants (EPV = 48,000)
- ❑ Giant weapons and Armor (GPV = -)
- ❑ Party fund (GPV = 4,167.14)

LEVEL 2: WANDERING MONSTERS

Wandering Encounter 1

Encounter: Fire Giants (2), Fire Giantesses (2)
































































Fire Giants (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs: 

[illegible]

2). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4

																																																																																																																											
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Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 79 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 39 each, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

1). HPs: 

2). HPs: 

Potential Yield:

- ❑ Slaying Fire Giants (EPV = 16,000)
- ❑ Slaying Fire Giantesses (EPV = 16,000)
- ❑ 2 suits of Giant banded mail (GPV = -)
- ❑ 2 gargantuan two-handed swords (GPV = -)
- ❑ 2 huge long swords (GPV = -)

Wandering Encounter 2

Encounter: Trolls, common (2), Hill Giants (3) or Mountain Giants (2) or Frost Giants (2)

Trolls, common (2) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 60 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Base: giant, trollkin gibberish, Hon: Average, ML 14, TOP 30 each, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

1). HPs: 

2). HPs: 

...escorting either:

Hill Giants (3) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 72 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6/2d8/2d12 +7 (huge long sword + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: hill giant, fire giant, Hon: Average, ML 14, TOP 36 each, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: 

Metal Armor AC: 1 2 3 4 5

□□□□ □□	□□□□ □	□□□□	□□	□
□□□□ □□	□□□□ □	□□□□	□□	□

2). HPs: 

Metal Armor AC: 1 2 3 4 5

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□□□□□ □□□	□□□□□ □	□□□□	□□	□


3). HPs: 

Metal Armor AC: 1 2 3 4 5

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

...or

Mountain Giants (2) (HF 24, EP 7,000, Int 9 (Average), AL CN, AC 4, MV 12", HD 15 +3, HP 93 each, SZ H, #AT 1 (+4 to-hit for Strength D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 30%, Lang: fire giant, mountain giant, Hon: Average, ML 16, TOP 46 each, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 60)

1). HPs: 

2). HPs: 

...or...

Frost Giants (2) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, fire giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 Chain AC: 3 4 5 6 7 8 9
 Mail +2 ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

...with 2d4 Were-Rats:

Were-Rat (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each, SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6/1d6+1/1d8+1 (Drow Short Sword +1), SA nil, SD silver or +1 to hit, Lang: common, drow elven, giant, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +1 [+2 when using weapon], FF 6, Reference HoB 4 p 107). Were-Rats travel in their hybrid form wielding black Drow Short Swords +1. Upon sustaining half or more of their hps in damage, they will transform to giant rat form (healing 10-60% of their damage in so doing) and continue to fight until reduced to 12 or fewer hps at which point they attempt to scurry away. If killed, the were-rats will transform back to their normal form – darkmen.

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 4). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 5). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 6). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 7). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 8). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Potential Yield:

- ☐ Slaying male drow fighter/magic-user (EPV = 1,285)
- ☐ Slaying Were-Rats (EPV = var.)
- ☐ Drow Chain Mail +2 (GPV = var)
- ☐ Drow Long Sword +2 (GPV = var)
- ☐ Drow Short Sword +2 (GPV = var)
- ☐ 2d4 Drow Short Swords +1 (GPV = var.)
- ☐ Spellbook (GPV = 3,700)

LEVEL 2: ENCOUNTER AREAS

1. Hall of Dead Kings

Encounter: none

Potential Yield: none

2. Ettin Guards' Chamber

Encounter: Ettins (4), Wild Cats (4)

Ettins (4) (HF 12, EP 1,400, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 10, HP 64, 66, 68, 73, SZ H, #AT 2, D 2d4+1/2d4/1d6+1 +1 (Huge Morning Star +1) or 2d6-1/2d6/2d8 (huge spear), SA Nil, SD surprised only on 1 in 10, Lang: common, giant, Hon: Average, ML 15, TOP 32, 33, 34, 36, Crit BSL: Def AC +8 (Def AC +9 with Morning Star +1), FF 6, Reference HoB 3 p 24)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 4). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Cat, Wild (4) (HF 1, EP 35, Int 1 (animal), AL N, AC 5, MV 18", HD 3-18 hp, HP 17, 10, 9, 8, SZ T, #AT 3, 1-2/1-2/1-2, SA rake for 1-2/1-2, SD surprised only 2 in 10, Hon: Average, ML 10, TOP 8, 5, 4, 4, Crit BSL: Def AC +1, FF 6, Reference HoB 2 p 8)

1). HPs: ☐☐☐☐ ☐☐
 2). HPs: ☐☐☐☐
 3). HPs: ☐☐☐☐
 4). HPs: ☐☐☐☐ ☐☐☐☐

Potential Yield:

- ☐ Slaying Ettins (EPV = 5,600)
- ☐ Slaying Wild Cats (EPV = 140)
- ☐ 4 huge spears (GPV = -)
- ☐ 4 Drow Morning Stars +1 (GPV = var)
- ☐ 6 Giant bags (GPV = var.)
- ☐ Coinage (GPV = 312)

3. Visitors' Chamber

Encounter: Stone Giants (4) (HF 31, EP 7,000, Int 9 (Average), AL N, AC 0 (natural), MV 12", HD 14 +2, HP 75, 80, 85, 89, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 90%, Lang: stone giant, fire giant, Hon: Average, ML 16, TOP 37, 40, 42, 44, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 63)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
 4). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Potential Yield:

- ☐ Slaying Stone Giants (EPV = 28,000)
- ☐ 4 huge stone clubs (GPV = -)
- ☐ 4 Giant sacks (GPV = var.)
- ☐ Coinage (GPV = var.)
- ☐ Gems (GPV = var.)

4. Storage Room

Encounter: Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 66, 70, 75, 81, 85, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: hill giant, fire giant, Hon: Average, ML 14, TOP 33, 35, 37, 40, 42, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Metal Armor AC:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

2). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Metal Armor AC:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

3). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Metal Armor AC:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

4). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Metal Armor AC:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

5). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Metal Armor AC:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Potential Yield:

- ☐ Slaying Hill Giants (EPV = 15,000)
- ☐ Coinage (GPV = var.)
- ☐ 5 suits of Giant chain mail
- ☐ 5 huge stone clubs

5. Community Quarters Chamber

Encounter: Fire Giant sergeant (1), Fire Giant guards (3) Fire Giantesses (8), Fire Giant children (8)

Fire Giant Sergeant (1) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

FG Banded Mail AC:

-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4

Fire Giant guards (3) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 75 x2, 79, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 37 x2, 39, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

FG Banded Mail AC:

-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4

2). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

FG Banded Mail AC:

-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4

3). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

FG Banded Mail AC:

-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4
-1	0	1	2	3	4

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 60, 61, 62, 64 x2, 67, 70, 73, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 14, TOP 30 x2, 31, 32 x2, 33, 35, 36, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

2). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

3). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

4). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

5). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

6). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

7). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

8). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Fire Giant children (8) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (no armor), MV 9", HD 4 +1, HP 29, 30 x3, 32 x2, 36, 41 SZ L, #AT 1 (+3 to-hit for Strength), D 1d6-1/1d10/3d6 +7 (normal two-handed sword + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 14, 15 x3, 16 x2, 18, 20, Crit BSL: Def AC +5, FF 4, Reference HoB 3 p 54, fight as Common Ogres)

1). HPs:

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

Potential Yield:

☐ Slaying Olina (EPV = 131)

2c) Encounter: High elf males (8) (HF 1, EP 78 each, F1, Str 11/43, Dex 12/13, Con 10/72, Int 10/72, Wis 11/64, Cha 11/81, Com 12/25, AL CG, AC 8 (Dex), MV 12", HD 2, hp 25 (currently 16 x2, 13 x3, 12 x2, 1 x8), SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon, SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: Dishonorable, ML 13, TOP 13, Crit BSL: Def AC -2 (long or short sword or bow), Def AC -3 (other), FF 4, Age 124, Height 5', Weight 100 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Possessions: none

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 7). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 8). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Potential Yield:

☐ Slaying High Elf males (EPV = 624)

3c) Encounter: Human merchant (1) (HF 1, EP 15, 0-level human male, Str 7/41, Dex 10/74, Con 8/63, Int 14/52, Wis 12/19, Cha 9/71, Com 10/93, AL NG, AC 10, MV 12", HD 1, hp 20 (currently 10), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon -2 (Strength), SA Nil, SD Nil, Lang: common, Hon: 10 (Average), ML 10, TOP 10, Crit BSL: Def AC -5 (melee), Def AC -4 (ranged), FF 4, Age 29, Height 5'6", Weight 168 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Possessions: none.

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Potential Yield:

☐ Slaying human merchant (EPV = 15)

5c) Encounter: Centaurs (2) (HF 2, EP 175 each, Int 10 (Average), AL CG, AC 5 (no armor), MV 18", HD 4, HP 47, 49, SZ L, #AT 3, D 1d6/1d6 (kick/kick) and by weapon, SA Nil, SD Nil, Lang: centaur, common, Hon: Average, ML 14, TOP 23, 24, Crit BSL: Def AC +2, FF 7, Reference HoB 2 p 15)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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Potential Yield:

☐ Slaying Centaurs (EPV = 350)

7c) Encounter: Gnolls (2) (HF 1, EP 65 each, Int 6 (Low), AL N, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Potential Yield:

☐ Slaying Gnolls (EPV = 130)

9c) Encounter: Troll, common (1) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 66, SZ L, #AT 3 (+2 to-hit for Strength, +1 for mindless rage), D 1d4/1d4/1d8 +5 (claw/claw/bite + Strength + mindless rage), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +8, FF 11, Reference HoB 8 p 23)

Potential Yield:

☐ Slaying Troll (EPV = 1,400)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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10c) Encounter: Gnolls (7) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 7). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Potential Yield:

☐ Slaying Gnolls (EPV = 455)

12c) Encounter: Jasmine, human female thief (1) (HF 6, EP 2,864, T11, Str 12/83, Dex 18/12, Con 14/38, Int 15/71, Wis 8/67, Cha 15/24, Com 18/02, AL CN, AC 6 (Dex), MV 12", HD 11, hp 75 (currently 63), SZ M, #AT 1, D punching or by weapon +1 (Strength), SA backstab +3 dice, SD Nil, Lang: common, Hon: 81 (Average), TOP 37, Crit BSL: Def AC +2 (melee), Def AC +6 (ranged), FF 6, Age 33, Height 5'5", Weight 108 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Thief abilities: (while in leather armor): pick pockets 45 (40), open locks 75 (75), find traps 85 (85), remove traps 80 (80), move silently 75 (65), hide in shadows 65 (60), detect noise 55 (55), climb walls 95 (85), read languages 45 (45). Possessions: none. Proficient in short sword and dagger.)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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Potential Yield:

☐ Slaying Jasmine (EPV = 2,864)

13c) Encounter: Gunnar the Fire Giant (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +4, HP 90, SZ H, #AT 1 (+4 to-hit for Strength), D 1d8 +10 (Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Hey E!



I saw the sweetest dress the other day,
a little black number that reminded me of you, and
I just knew I had to write. It looked exactly like that
dress you wore to the crush party at school.

It's been a long time since we've had any chance to
get together and raise a little hell like we did back in
our sorority days.

The word on the grapevine is that you've been
buried in some sort of secret project. I just happen to
have some free time on my hands, and was planning
on visiting Erie-Sinlo. You up for a drink?

Drop me a line and we'll relive the old days.

Hugs,
M

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conjugate inter

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conjugate inter

9,940

2,605

14,189

12,21

14,189

1,577

843

42

16,651

at the first rate

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the first rate

the first rate

the first rate

the first rate

Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 76%, +2 to save against all magic effects, Lang: common, drow, drow silent language, common giant, gnoll, trollkin, Hon: 125 (Great Honor), ML 18, TOP 39, Crit BSL: Def AC +11, FF 13, Age 160, Height 5'9", Weight 115 lbs., Quirks/Flaws: Animal Antipathy (cats), Nicotine addiction, Obsessive/Compulsive disorder (obsession with body image), Superstitious (believes black is lucky), Greedy, Talents: Acrobatic Skill Suite, Ambidextrous, Heat Resistance, Less Sleep, Magic Identification, Seeking Grasping Hands, Spell Ability, Sword Bonus, Skills: Bargain Sense (66), Forgery (89), Glean Information (74), Liar, Skilled (99), Reading/Writing (92), Seduction, Art of (107), Diplomacy (68), Graceful Entrance/Exit (87), Mingling (88), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), Leadership, Committee (63), Current Affairs (81), Administration (69). Possessions: See entry for NOT #5.

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Alarm (already cast), Befriend, Change Self, Hold Portal, Magic Missile x2 (2) Locate Object, Misdirection, Premonition, White Hot Metal (3) Clairaudience, Dispel Magic, Nondetection, Preemptive Strike (already cast), Wraithform (4) Detect Scrying, Dimension Door, Fire Shield, Magic Mirror (5) Cloudkill, Sending, Teleport, Zarba's Guardian Hand (6) Chain Lightning

Thieving Abilities: PP 95 [75]%, OL 95 [90]%, FT 95 [90]%, RT 95 [90]%, MS 30 [20]%, HS 30 [25]%, DN 60 [55]%, CW 95 [75]%, RL 95% (bracketed stats reflect that she is clad in drow elven chain mail)

1). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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	□□□□ □□□□ □□□□ □□□□
Chain Mail +5	AC: 0 1 2 3 4 5
	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
	6 7 8 9
	□□□□□ □□□□ □□ □□
Buckler +4	AC: +5 +4 +3 +2 +1 0
	□□□ □□□ □□□ □□□ □□□ □□

Potential Yield:

- ☐ Slaying Eclavdra (very unlikely!) (EPV = 9,422)
- ☐ Slaying Fire Elemental (EPV = 6,000)
- ☐ Ring of Sincerity (GPV = 5,000)
- ☐ Brazier of Sleep Smoke (GPV = 10,000)
- ☐ Drow Chain Mail +5 (GPV = var)
- ☐ Drow Buckler +4 (GPV = var)
- ☐ Short Sword of Life Stealing (GPV = 40,000)
- ☐ Magic-User Scroll (GPV = 2,700)
- ☐ Spellbook (GPV = 70,000)

10-12. Temple of Zyandal

Encounter: Phase Spiders (8) (HF 14, EP 1400 each, Int 7 (low), AL N, AC 7, MV 6", 15" web, HD 5+5, hp 50 each, SZ H, #AT 1, D 1d6 + class F poison (death/0) saves @ -2, SA phasing, SD phasing, Hon: Average, ML 20 (these particular spiders are fanatical guardians), TOP 25, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 99)

1). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
	□□□□ □□□□ □□□□ □□□□
3). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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5). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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6). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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7). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
	□□□□ □□□□ □□□□ □□□□
8). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
	□□□□ □□□□ □□□□ □□□□

Potential Yield:

- ☐ Slaying Phase Spiders (EPV = 11,200)

12. Priests' Area

Encounter: Type VIII Demon (1) (HF 59, EP 17,000, Int 16 (exceptional), AL CE, AC -4, MV 12", HD 10+10, hp 90, SZ H, #AT 9, D 1d6 x8/2d10 (scepter), SA tentacle grab, soul steal (scepter), spell abilities, SD +1 weapon or better to hit, magic resistance 85%, spell abilities, Hon: Average, ML 20 (fanatic), TOP n/a, Crit BSL: Def AC +9, FF n/a, Reference HoB 5 p 99)

Core HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Tentacle #1 HPs: □□□□ □□□□

Tentacle #2 HPs: □□□□ □□□□

Tentacle #3 HPs: □□□□ □□□□

Tentacle #4 HPs: □□□□ □□□□

Tentacle #5 HPs: □□□□ □□□□

Tentacle #6 HPs: □□□□ □□□□

Tentacle #7 HPs: □□□□ □□□□

Tentacle #8 HPs: □□□□ □□□□

Potential Yield:

- ☐ Slaying Type VIII Demon (EPV = 17,000)
- ☐ Platinum chimes (GPV = 8,000)

12a. Unholy of Unholies

Encounter: Koliz and Zaan, drow clerics (4th level) (2), Ezteban, drow high priest (1)

Koliz, male drow cleric of Zyandal (HF 10, EP 510, Cleric 4, Str 9/77, Dex 16/95, Con 15/23, Int 17/19, Wis 16/61, Cha 15/68, Com 13/59, AL CE, AC -3 (Drow Medium Shield +1, Drow Chain Mail +1, Dex), MV 12", HD 4 +8, hp 46, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (Lesser Rod of Arachnia) or 1d8/1d6/1d6+1 -1 (Strength, footman's mace), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 58%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC -1, FF 7, Age 160, Height 5'1", Weight 106 lbs., Quirks/Flaws: lisp, Talents: none, Skills: dirty fighting 49)

He is armed with a Lesser Rod of Arachnia.

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

Spells Prepared: (1st - 7) Cause Light Wounds, Command, Fear x2, Protection from Good, Sanctuary, Walking Corpse; (2nd - 4) Chant, Spider Charm, Rigor Mortis, Silence 15' Radius.

This male Drow wears black garments with violet trim. His eyebrow, lip and nose are all pierced.

2). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


3). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


4). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


5). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


6). HPs: 

Armor (Furs/Hides) AC: 0 1 2 3 4


Potential Yield:

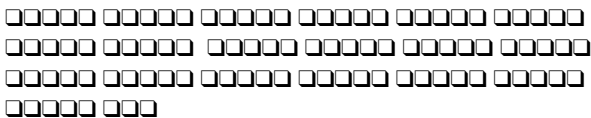
- ☐ Slaying Frost Giants (EPV = 42,000)
- ☐ 6 gargantuan clubs (GPV = -)

14. Guest Chamber

Encounter: Cloud Giants (2), Spotted Lions (2)

Cloud Giants (2) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, HP 80, 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, fire giant, Hon: Average, ML 18, TOP 40, 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

1). HPs: 

2). HPs: 

Spotted Lions (2) (HF 8, EP 975 each, Int 3 (Semi-), AL N, AC5/6 (front/back), MV 12", HD 6 +2, HP 49, 50, SZ M, #AT 3, D 1d4/1d4/1d12 (claw/claw/bite), SA rear claws 2-8 x2, SD surprised only one 1 in 10, Lang: none, Hon: Average, ML 9, TOP 24, 25, Crit BSL: Def AC +4, FF 7, Reference HoB 1 p 110)

1). HPs: 

2). HPs: 


Potential Yield:

- ☐ Slaying Cloud Giants (EPV = 20,000)
- ☐ Slaying Spotted Lions (EPV = 1,950)
- ☐ 2 decorated gargantuan clubs (GPV = -)
- ☐ Platinum box (GPV = 5,000)
- ☐ Gems (GPV = 7,800)

15. Trolls' Chamber

Encounter: Trolls, crested (18) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 65 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

5). HPs: 

6). HPs: 

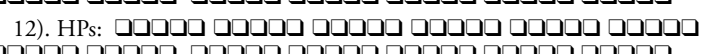
7). HPs: 

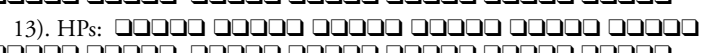
8). HPs: 

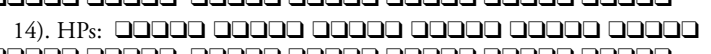
9). HPs: 

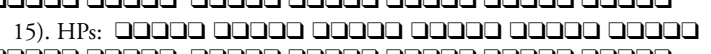
10). HPs: 

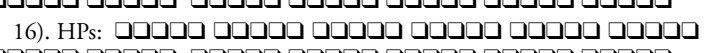
11). HPs: 

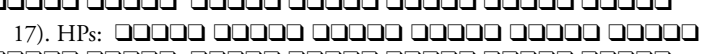
12). HPs: 

13). HPs: 

14). HPs: 

15). HPs: 

16). HPs: 

17). HPs: 

18). HPs: 

Potential Yield:

- ☐ Slaying Trolls (EPV 36,000)
- ☐ Coinage (GPV = var.)
- ☐ Assorted weaponry (GPV = -)

16. Thrall Pen

Encounter: Gnoll thralls (42) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- [illegible]

Potential Yield:

- ❑ Slaying Gnolls (GPV = 2,730)

17. Thrall Pen

Encounter: Gnoll thralls (28) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- 1). HPs:
- 2). HPs:

- | | | |
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| 3). | HPs: | |
| 4). | HPs: | |
| 5). | HPs: | |
| 6). | HPs: | |
| 7). | HPs: | |
| 8). | HPs: | |
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| 10). | HPs: | |
| 11). | HPs: | |
| 12). | HPs: | |
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| 22). | HPs: | |
| 23). | HPs: | |
| 24). | HPs: | |
| 25). | HPs: | |
| 26). | HPs: | |
| 27). | HPs: | |
| 28). | HPs: | |

Potential Yield:

- ❑ Slaying Gnolls (EPV = 1,820)



LEVEL 3: WANDERING MONSTERS

Wandering Encounter 1

Encounter: Trolls, crested (3d4) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 54 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

- 1). HPs:

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- 2). HPs:

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- 3). HPs:

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- 4). HPs:

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- 5). HPs:

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- 6). HPs:

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- 7). HPs:

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- 8). HPs:

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- 9). HPs:

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- 10). HPs:

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- 11). HPs:

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- 12). HPs:

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00000	00000	00000	00000	00000	00000

Potential Yield:

- ☐ Slaying Trolls (EPV = var.)

Wandering Encounter 2

Encounter: Fire Giant guards (2), HellHounds (2)

Fire Giant guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 45, 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:

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00000	00000	00000	00000	00000	00000

FG Banded Mail AC: -1 0 1 2 3 4

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000000	000000	0000	0000	0000	0000
000000	000000	0000	0000	0000	0000
- 2). HPs:

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00000	00000	00000	00000	00000	00000
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FG Banded Mail AC: -1 0 1 2 3 4

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HellHounds (2) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 52 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 26, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

- 1). HPs:

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- 2). HPs:

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00000	00000	00000	00000	00000	00000

Potential Yield:

- ☐ Slaying Fire Giants (EPV = 16,000)
- ☐ Slaying HellHounds (EPV = 2,800)
- ☐ 2 suits of Giant banded mail (GPV = -)
- ☐ 2 huge two-handed swords (GPV = -)

Wandering Encounter 3-4

Encounter: Male drow fighter/magic-user (1), male drow fighters (3)

Male Drow fighter/magic-user (HF 14, EP 2,396, F7/M-U8, Str 14/45, Dex 15/13, Con 12/30, Int 16/70, Wis 12/15, Cha 10/26, Com 10/49, AL CE, AC 0 (Drow Chain Mail +3, Dex), MV 12", HD 7 +7, HP 58, SZ M, #AT 3/2 and 1 (+1 to-hit for Strength), D 1d6/1d8/1d12 +4 (Strength, Drow Short Sword +2) and 1d6-1/1d6/1d8 +4 (Drow Dagger +2, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 66%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 53 (Average), ML 14, TOP 29, Crit BSL: Def AC +8 (Drow Short Sword +2), Def AC +7 (other), FF 6, Age 162, Height 5'2", Weight 103 lbs., Quirks/Flaws: sleep walker, lisp, Talents: voiceless casting, Skills: arcane lore 58, spell craft 41)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Detect Magic, Magic Missile, Phantasmal Force, Protection from Good, Read Magic, Run, Throw Voice, Write; (2nd) Cheetah Speed, Invisibility, Strength; (3rd) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th) Illusionary Wall, Polymorph Other, Wall of Acid.

Spells Prepared: (1st – 6) Magic Missile x2, Phantasmal Fireball, Protection from Good, Run, Throw Voice; (2nd – 3) Cheetah Speed, Invisibility, Strength; (3rd – 3) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th – 2) Polymorph Other, Wall of Acid.

- 1). HPs:





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

Chain AC: 2 3 4 5 6 7 8 9
Mail +3





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Male Drow 2nd level fighters (3) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0


2). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0


3). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0














Potential Yield:

- ☐ Slaying fighter/magic-user (EPV = 2,396)
- ☐ Slaying fighters (EPV = 648)
- ☐ Drow Chain Mail +3 (GPV = var)
- ☐ Drow Short Sword +2 (GPV = var)
- ☐ Drow Dagger +2 (GPV = var)
- ☐ 3 suits of Drow Chain Mail +1 (GPV = var)
- ☐ 3 Drow Bucklers +1 (GPV = var)
- ☐ 3 Drow Short Swords +1 (GPV = var)

LEVEL 3: ENCOUNTER AREAS

1. Cavern

Encounter: Ropers (3) (HF 41, EP 6,000, 7,000 and 8,000, Int 15 (Exceptional), AL CE, AC 0, MV 3", HD 10, 11, 12, HP 65, 69, 74 SZ L, #AT 1, D 5d4, SA Strength drain, opponents -2 on surprise, SD camouflage 80%, Magic Resistance 80%, Lang: none, Hon: Average, ML 15, TOP 32, 34, 37, Crit BSL: Def AC +8 (10 HD), +9, (11 HD) +10 (12 HD), FF 5, Reference HoB 7 p 18)

1). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 2). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 3). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0


Potential Yield:

- ☐ Slaying Ropers (EPV = 21,000)
- ☐ Gems (GPV = 3,300)

2. Glowing Cave

Encounter: Fire Beetles, Giant (12) (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)









1). HPs: 
 2). HPs: 
 3). HPs: 
 4). HPs: 
 5). HPs: 
 6). HPs: 
 7). HPs: 
 8). HPs: 
 9). HPs: 
 10). HPs: 
 11). HPs: 
 12). HPs: 

Potential Yield:

- ☐ Slaying Fire Beetles (EPV = 420)

3. Cavern

Encounter: Fire Lizards (2) (HF 17, EP 1,400 each, Int 1 (Animal), AL N, AC 3, MV 9", HD 10, HP 60, 70, SZ G, #AT 3, D 1d8/1d8/2d8 (claw/claw/bite), SA breathe fire 2d6 (25 ft. long by 5 ft. wide), SD immune to all fire and heat, Lang: none, Hon: Average, ML 14, TOP 30, 35, Crit BSL: Def AC +8, FF 5, Reference HoB 4 p 88)

















1). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 2). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0


Potential Yield:

- ☐ Slaying Fire Lizards (EPV = 2,800)

4. Cave

Encounter: HellHounds (4) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

1). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 2). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 3). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0

 4). HPs: 

 Chain Mail +1 AC: 4 5 6 7 8 9

 Buckler +1 AC: +2 +1 0


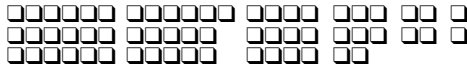
Potential Yield:

- ☐ Slaying HellHounds (EPV = 5,600)

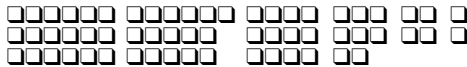
5. Guard Post

Encounter: Fire Giant guards (8) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: drow elven, fire giant, Hon: Average, ML 16, TOP 45 each, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54).

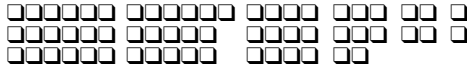
1). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



2). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



3). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



4). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



5). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4



6). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4


7). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4


8). HPs: 

FG Banded Mail AC: -1 0 1 2 3 4


Potential Yield:

- ☐ Slaying Fire Giants (EPV = 64,000)
- ☐ 8 suits of Giant banded mail (GPV = -)
- ☐ 8 huge two-handed swords (GPV = -)
- ☐ 9 huge spears (GPV = -)

6. Great Vaulted Cavern

Encounter: Goregon (1) (HF 18, EP 1,400, Int 1 (Animal), AL N, AC 2, MV 12", HD 8, HP 60, SZ L, #AT 1, D 2d6 (horns), SA breathe petrifying gas cone 4/day, SD Nil, Lang: none, Hon: Average, ML 18, TOP 30, Crit BSL: Def AC +6, FF 6, Reference HoB 3 p 96)

1). HPs: 

Potential Yield:

- ☐ Slaying Goregon (EPV = 1,400)

7. Empty Cave

Encounter: none

Potential Yield: none

8. Wide Passage

Encounter: Piercers (12) (HF 1/2/3/5, EP 15/35/65/125, Int 1 (Animal), AL N, AC 3, MV 1", HD 1 (2 Piercers), 2 (4 Piercers), 3 (4 Piercers), 4 (2 Piercers), HP 24 x2 (1 HD), 29 x4 (2 HD), 33 x4 (3 HD), 38 x2 (4 HD), SZ S/S/M/M, #AT 1, D 1d6 per Hit Die, SA 90% surprise, SD Nil, Lang: none, Hon: Average, ML 14, TOP 12 x2, 14 x4, 16 x4, 19 x2, Crit BSL: Def AC +6, FF 6, Reference HoB 6 p 70)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

5). HPs: 

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9). HPs: 

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11). HPs: 

12). HPs: 

Potential Yield:

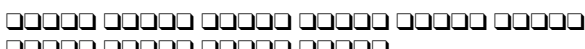
- ☐ Slaying Piercers (EPV = 680)
- ☐ Necklace (GPV = 1,100)





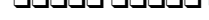





9. Stinking Caverns (1 of 3)

Encounter: Trolls, common (13) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4 (natural), MV 12", HD 6 +6, HP 47, 49, 50, 52 x2, 53 x3, 55, 57, 60, 61, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 23, 24, 25, 26 x5, 27, 28, 30 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

1). HPs: 

2). HPs: 

3). HPs: 

- 4). HPs: 
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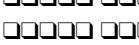
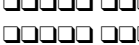





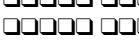
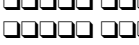







Potential Yield:

- ☐ Slaying Trolls (EPV = 18,200)
- ☐ Coinage (GPV = var.)

10. Stinking Caverns (2 of 3)

Encounter: Trolls, common (16) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4 (natural), MV 12", HD 6 +6, HP 50, 52 x3, 57 x3, 58 x2, 59, 61 x2, 63, 65 x2, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 25, 26 x3, 28 x3, 29 x3, 30 x2, 31, 32 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)



- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
- 4). HPs: 
- 5). HPs: 
- 6). HPs: 
- 7). HPs: 
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Potential Yield:






















- ☐ Slaying Trolls (EPV = 22,400)
- ☐ Coinage (GPV = var.)

11. Stinking Caverns (3 of 3)

Encounter: Trolls, common (26), Troll, giant two-headed (1)

Trolls, common (26) (HF 13, EP 1,400 each, Int 5-7 (low), AL CE, AC 4 (natural), MV 12", HD 6 + 6, HP 60 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 38, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

- 1). HPs: 
- 2). HPs: 
- 3). HPs: 
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- 5). HPs: 

- 6). HPs: 
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 - 26). HPs: 

Troll, giant two-headed (1) (HF 27, EP 3,000, Int 10 (average), AL CE, AC 4 (natural), MV 12", HD 10, HP 80, SZ H, #AT 4 (+3 to-hit for Strength), D 1d4+4/1d4+4/1d12/1d12 +4, SA split attacks, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 16, TOP 40, Crit BSL: Def AC +11, FF 11, Reference HoB 8 p 27)

- 1). HPs: 

Potential Yield:

- ☐ Slaying giant two-headed troll (EPV = 3,000)
- ☐ Slaying Trolls (EPV = 36,400)
- ☐ Coinage (GPV = var.)
- ☐ Gems (GPV = var.)
- ☐ Jeweled mace (GPV = 6500)

12. Narrow Cavern

Encounter: Green Slime, blue-colored variant (2) (HF 0, EP 35, Int 0 (Non-), AL N, AC 9, MV 0", HD 2, HP 24 each, SZ S/S/M/M, #AT 1, D Transformation, SA Transformation, SD Nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC n/a, FF n/a, Reference HoB 7 p 78)

- 1). HPs:  2). HPs:

Potential Yield:

- ☐ Slaying Green Slime (EPV = 70)
- ☐ Gems (GPV = 360)

13. Singing Chamber

Encounter: Crystal Ooze (2) (HF 11, EP 420, Int 1 (Animal), AL N, AC 8, MV 1", 3" swim, HD 4, HP 45, 44, SZ L, #AT 1, D 4d4, SA paralyzing poison, wood disintegration, SD acid, cold, heat and fire immunity, weapon resistance, Hon: Average, ML 18, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB p 29)

- 1). HPs: 
- 2). HPs: 

Potential Yield:


- ❑ Slaying Crystal Ooze (EPV = 840)




14. Cave

Encounter: Drow fighter (6th level) (1), Drow fighters (4th level) (2), Drow fighters (2nd level) (6)

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

- 1). HPs: 
- Chain AC: 4 5 6 7 8 9
- Mail +1

- 2). HPs: 
- Chain AC: 4 5 6 7 8 9
- Mail +1 
- Buckler +1 AC: +2 +1 0
- 

3). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Chain Mail +1

AC:	4	5	6	7	8	9
	□□	□□	□□	□□	□□	□□

Buckler +1 AC: +2 +1 0

4). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Chain Mail +1

AC:	4	5	6	7	8	9
	□□					
	□□□□	□□□□	□□□□	□□	□	□
		□□□□	□□□□	□□	□	

Buckler +1 AC: +2 +1 0
 ☐☐☐ ☐☐☐ ☐☐

5). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Chain Mail +1

AC:	4	5	6	7	8	9
	□□					
	□□□□	□□□□	□□□□	□□	□	□
	□□□□	□□□□	□□□□	□□	□	

Buckler +1 AC: +2 +1 0
 ☐☐☐ ☐☐☐ ☐☐

6). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

	AC:	4	5	6	7	8	9
Chain							
Mail +1							

Buckler +1	AC:	+2	+1	0
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Male Drow 4th level fighters (2) (HF 10, EP 460 each, F4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (Drow Long Sword +1), Def AC +2 (Drow Short Sword +1), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

	AC: 4	5	6	7	8	9
Chain						
Mail +1						

Buckler +1	AC:	+2	+1	0
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

	Chain Mail +1											
AC:	4	5	6	7	8	9						
	□□□□	□□□□	□□□□	□□	□	□						
	□□□□	□□□□	□□□□	□□	□	□						

Buckler +1 AC: +2 +1 0
 ☐☐☐ ☐☐☐ ☐☐

Male Drow 6th level fighter (1) (HF 28, EP 957 each, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (Drow Chain Mail +2, Drow Buckler +2, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (Drow Long Sword +2 +specialization) and 1d6-

1/1d6/1d8 +2 (Drow Short Sword +2) or 1 [missile] (+4 to-hit, D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (Drow Long Sword +2 and hand crossbow), Def AC +5 (Drow Short Sword +2), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

	AC: 3	4	5	6	7	8	9
Chain							
Mail +2							

Buckler +2	AC:	+3	+2	+1	0
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Potential Yield:

- ☐ Slaying 6th level fighter (EPV = 957)
- ☐ Slaying 4th level fighters (EPV = 920)
- ☐ Slaying 2nd level fighters (EPV = 1,296)
- ☐ Drow Chain Mail +2 (GPV = var)
- ☐ Drow Buckler +2 (GPV = var)
- ☐ Drow Long Sword +2 (GPV = var)
- ☐ Drow Short Sword +2 (GPV = var)
- ☐ 8 suits of Drow Chain Mail +1 (GPV = var)
- ☐ 8 Drow Bucklers +1 (GPV = var)
- ☐ 8 Drow Short Swords +1 (GPV = var)
- ☐ 2 Drow Long Swords +1 (GPV = var)
- ☐ 9 Drow Cloaks (GPV = 90,000)
- ☐ 9 hand crossbows (GPV = 2,700)

15. Gray Cavern

Encounter: Drow fighters (3rd level) (18), Drow fighter (5th level) (1), Dr'i'zz'ell, drow fighter (9th level) (1), Daraax, drow fighter/magic-user (6th level/6th level) (1)

Male Drow 3rd level fighters (18) (HF 8, EP 327 each, Fighter 3, Str 10/98, Dex 17/02, Con 11/73, Int 11/01, Wis 10/18, Cha 10/34, Com 14/61, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", hp 38, SZ M, #AT 3/2 (+3 to-hit) and 1 (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 56%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 25 (Average), ML 14, TOP 17, Crit BSL: Def AC +2 (Drow Long Sword +1), Def AC +1 (Drow Short Sword +1), FF 5, Age 102, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

[illegible]

Buckler +1 AC: +2 +1 0
 ☐☐☐ ☐☐☐ ☐☐

2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

4). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

5). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

6). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

7). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

8). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

9). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

10). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

11). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

12). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

13). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

14). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

15). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

16). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

17). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9

Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

18). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain AC: 4 5 6 7 8 9




Mail +1 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Buckler +1 AC: +2 +1 0

☐☐ ☐☐ ☐☐

Male Drow 5th level fighter [Lieutenant] (HF 13, EP 713, Fighter 5, Str 11/36, Dex 17/20, Con 11/95, Int 11/10, Wis 10/32, Cha 10/45, Com 14/74, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", hp 48, SZ M, #AT 3/2 (+3 to-hit), D 1d6-1/1d6/1d8 +3 (Drow Short Sword +1 + specialization), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 60%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 38 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (Drow Long Sword +1), Def AC +3 (Drow Short Sword +1), FF 5, Age 107, Height 5', Weight: 105 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.



1). HPs: 
Chain AC: 4 5 6 7 8 9
Mail +1 
Buckler +1 AC: +2 +1 0


Daraax, male drow fighter/magic-user 6/6 [Lieutenant] (HF 15, EP 1060, Fighter 6/Magic-User 6, Str 8/26, Dex 17/80, Con 10/03, Int 17/05, Wis 12/45, Cha 12/23, Com 10/90, AL CE, AC -3 (Drow Chain Mail +2, Ring of Protection +3, Dex), MV 12", HP 45, SZ M, #AT 1 (-1 to-hit for Strength), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +2, Strength) and 1d6/1d6-1/1d6-2 +2 (Drow Dagger +3, Strength, coated with drow sleep poison), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 48 (Average), ML 14, TOP 22, Crit BSL: Def AC +4 (Drow Short Sword +2 or Drow Dagger +3), FF 5, Age 158, Height 5', Weight 97 lbs., Quirks/Flaws: enmity towards half-elves, paranoid, lisp, Talents: photographic memory, Skills: arcane lore 51, spell craft 23). He also wears a Nose Ring of Viscid Globes.

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.


Spells known: (1st) Bash Door, Burning Hands, Color Spray, Detect Magic, Grease, Icy Sphere, Magic Missile, Read Magic, Throw Voice, Write; (2nd) Blindness, Mirror Image, Ray of Enfeeblement; (3rd) Blink, Dispel Magic, Ward Off Good.

Spells Prepared: (1st – 7) Bash Door, Burning Hands, Color Spray, Grease, Icy Sphere, Magic Missile, Throw Voice; (2nd – 3) Blindness, Mirror Image, Ray of Enfeeblement; (3rd – 3) Blink, Dispel Magic, Ward Off Good.


1). HPs: 
Chain AC: 3 4 5 6 7 8 9
Mail +2 

Dr'izz'ell Bo'rda, 9th level male Drow fighter [Captain] (HF 42, EP 3,014, Fighter 9, Str 14/96, Dex 19/57, Con 13/52, Int 9/35, Wis 11/87, Cha 13/55, Com 17/39, AL CN, AC -5 (Drow Chain Mail +5, Dex) (AC -6 with buckler), MV 12", hp 76, SZ M, #AT 2 and 1 (+1 to-hit for Strength), D 1d8/1d8/1d8 +10 (Scimitar +5 Defender + mastery + Strength, right hand) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +4 + Strength, left hand), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 68%, Lang: common, drow, drow silent language, elven, giant, orcish, undercommon, Hon: 34 (Average), ML 14, TOP 38, Crit BSL: Def AC +13 (Scimitar +5 Defender), Def AC +11 (Drow Short Sword +4), FF 6, Age 149, Height 5'4", Weight: 116 lbs., Quirks/Flaws: self-absorbed, stutter, lisp, Talents: ambidextrous, blind-fighting, sixth sense, sword bonus, Skills: armor maintenance, ballroom dancing 67, graceful entrance/exit 59, local history 46, shaving/grooming, weapon maintenance, weapon mastery (scimitar), weapon specialization (scimitar))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

1). HPs: 

Chain AC: 0 1 2 3 4 5

Mail +5 

6 7 8 9

Potential Yield:





- ☐ Slaying 3rd level fighters (EPV = 5,886)
- ☐ Slaying 5th level fighter (EPV = 713)
- ☐ Slaying Daraax (EPV = 1,060)
- ☐ Slaying Dr'izzell (EPV = 3,014)
- ☐ 19 suits of Drow Chain Mail +1 (GPV = var)
- ☐ 19 Drow Bucklers +1 (GPV = var)
- ☐ 19 Drow Long Swords +1 (GPV = var)
- ☐ 19 Drow Short Swords +1 (GPV = var)
- ☐ Drow Chain Mail +2 (GPV = var)
- ☐ **Ring of Protection** +3 (GPV = 15,000)
- ☐ Drow Short Sword +2 (GPV = var)
- ☐ Drow Dagger +3 (GPV = var)
- ☐ Nose Ring of Viscid Globbs (GPV = 8,000)
- ☐ Drow Chain Mail +5 (GPV = var)
- ☐ **Scimitar +5 Defender** (GPV = 50,000)
- ☐ Drow Short Sword +4 (GPV = var)
- ☐ Spellbook (GPV = 25,000)
- ☐ Coinage (GPV = var.)
- Gems (GPV = 2,600)


16. Small Cavern

Encounter: Drow fighters (8), Nedylene, drow assassin (1), Derek, drow cleric (1)


Female Drow 4th level fighters (8) (HF 10, EP 420 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -5 (Drow Chain Mail +2, Drow Medium Shield +2, Dex), MV 12", hp 43, SZ M, #AT 3/2 (+4 to-hit) 1d6-1/1d6/1d8 +4 (weapon specialization, Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +4, FF 5, Age 104, Height 5'6", Weight: 124 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.


1). HPs: 

Chain AC: 3 4 5 6 7 8 9
Mail +2 
Shield +2: AC +5 +4 +3 +2 +1 0



2). HPs: 

Chain AC: 3 4 5 6 7 8 9








Mail +2 

Shield +2: AC +5 +4 +3 +2 +1 0









3). HPs: 

Chain AC: 3 4 5 6 7 8 9

Mail +2       

Shield +2: AC +5 +4 +3 +2 +1 0

4). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 3	4	5	6	7	8	9	
Mail +2	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Shield +2:	AC +5	+4	+3	+2	+1	0		
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
5). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 3	4	5	6	7	8	9	
Mail +2	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Shield +2:	AC +5	+4	+3	+2	+1	0		
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
6). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 3	4	5	6	7	8	9	
Mail +2	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Shield +2:	AC +5	+4	+3	+2	+1	0		
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
7). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 3	4	5	6	7	8	9	
Mail +2	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Shield +2:	AC +5	+4	+3	+2	+1	0		
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
8). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 3	4	5	6	7	8	9	
Mail +2	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Shield +2:	AC +5	+4	+3	+2	+1	0		
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	

Nedylene, female drow assassin (HF 42, EP 4,766, Assassin 12, Str 14/20, Dex 19/67, Con 12/25, Int 19/40, Wis 13/47, Cha 8/03, Com 21/86, AL CE, AC -9 (Drow Buckler +3, Drow Chain Mail +5, Dex, acrobatic skill suite), MV 12", HP 76, SZ M, #AT 1 ranged (+9 to-hit for Hand Crossbow of Doom +3, Dex, Crossbow Bonus) or 1 melee (+3 to-hit for Short Sword +2, Nine Lives Stealer, Str), D 1d12/1d12/1d12 +4 ranged (Hand Crossbow of Doom +3, Bolt of Throat Seeking +1) or 1d6-1/1d6/1d8 +4 (Short Sword +2, Nine Lives Stealer), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 74%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trolkin, Hon: 95 (Average), ML 14, TOP 38, Crit BSL: Def AC +11 (Hand Crossbow of Doom +3) Def AC + 5 (Short Sword +2, Nine Lives Stealer), FF 6, Age 172, Height 4'8", Weight 87 lbs., Quirks/Flaws: Agoraphobia, Jerk, Obnoxious, Obsessive/Compulsive (counts everything), Sadistic, Talents: Acrobatic Skill Suite, Crossbow Bonus, Less Sleep, Relevant Skills: coin pile numerical approximation 105, jugular swipe 83, leadership, basic 75)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: Drow Chain Mail +5, Drow Buckler +3, Hand Crossbow of Doom +3, 20 Bolts of Throat Seeking, Bolt of the Month Pouch, Short Sword +2, Nine Lives Stealer, Ring of Invisibility, Drow Boots and Cloak, adamantite choker (75,000 gp), brooch in the shape of a copper staff bearing the engraved name Eilservs on the reverse.

1). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 0	1	2	3	4	5		
Mail +5	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
	6	7	8	9				
	□□□□□□	□□□□	□□□□	□□□□				
Buckler +3	AC: +4	+3	+2	+1	0			
	□□□□	□□□□	□□□□	□□□□	□□□□			

Derek, male drow cleric of Zyandal (Nedylene's sidekick) (HF 21, EP 1,156, Cleric 6, Str 15/64, Dex 16/06, Con 13/14, Int 14/68, Wis 19/67, Cha 12/02, Com 15/98, AL CE, AC -4 (Drow Chain Mail +4, Drow Buckler +2, Dex), MV 12", HP 57, SZ M, #AT 1 (+3 to-hit from Drow Footman's Mace +1, Mace Bonus talent, Str), D 1d8/1d6+1/1d6 +4 (Drow Footman's Mace +1, Str), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Hon: 45 (Average), ML 20 (if Nedylene present) 10 (without Nedylene), TOP 28, Crit BSL: Def AC+3, FF 6, Age 134, Height 5'3", Weight 102 lbs., Quirks/Flaws: Lisp, Clingy, Talents: Mace Bonus, Relevant Skills: religion 87, religion (Zyandal) 77, first aid skill suite 56,

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: Demon Staff, Drow Chain Mail +4, Drow Buckler +2, Drow Footman's Mace +1, Drow Boots and Cloak.

Spells Prepared: (1st - 8) Cure Light Wounds x 7, Protection From Good, (2nd - 5) Cure Moderate Wounds x 4, Rigor Mortis, (3rd - 4) Cure Nasty Wounds x 3, Dispell Magic

1). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
Chain	AC: 1	2	3	4	5			
Mail +4	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
	6	7	8	9				
	□□□□□□	□□□□	□□□□	□□□□				
Buckler +2	AC: +3	+2	+1	0				
	□□□□	□□□□	□□□□	□□□□				


Potential Yield:

- Slaying fighters (EPV = 3,360)
- Slaying Nedylene (EPV = 1,608)
- Slaying Derek (EPV = 1,156)
- 8 suits of Drow Chain Mail +2 (GPV = var)
- 8 Drow Medium Shields +2 (GPV = var)
- 8 Drow Short Swords +2 (GPV = var)
- 8 Drow Daggers +2 (GPV = var)
- 8 hand crossbows (GPV = 2,400)
- Drow Chain Mail +5 (GPV = var)
- Drow Buckler +3 (GPV = var)
- Hand Crossbow of Doom +3 (GPV = 12,000)
- Short Sword +2, Nine Lives Stealer (GPV = 30,000)
- Bolt of the Month Pouch (GPV = 5,000)
- 20 Bolts of Throat Seeking +1 (GPV = 400)
- Ring of Invisibility (GPV = 7,500)
- Drow Chain Mail + 4 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Footman's Mace +1 (GPV = var)
- Demon Staff (GPV = 45,000)
- Adamantite choker (GPV = 75,000)


17. Jeweled Cavern

Encounter: Mind Flayers (3) (HF 52, EP 7,000 each, Int 18 (Genius), AL LE, AC 5 (natural), MV 12", HD 8 +4, HP 56, 60, 63, SZ M, #AT 4, D 2 (tentacles remain attached once they strike), SA Mind Blast cone, brain sucking, psionic attack modes B/C/all defense modes, SD Magic Resistance 90%, Lang: common, giant, illithid, Hon: Average, ML 15, TOP 28, 30, 31, Crit BSL: Def AC +7, FF 9, Reference HoB 5 p 20)


1). HPs:	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	

3). HPs: 

Chain AC: 4 5 6 7 8 9

Mail +1 


Buckler +1 AC: +2 +1 0




K'nilith, male Darkman dark knight (HF 38, EP 2,296, Dark Knight 8, Str 17/34, Dex 14/89, Con 10/38, Int 12/89, Wis 13/70, Cha 17/27, Com 7/66, AL CE, AC -6 (Drow Chain Mail +5, Drow Buckler +4, Dex), MV 12", HD 8, hp 58, SZ M, #AT 3/2 (+3 to-hit for Strength and sword bonus), D 1d6/1d8/1d12 +8 (Long Sword +3 "Dumkal" + Strength), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), wuss slap 1/day (16 points of damage/lose 1-4 Honor), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, detect good intent 60 ft., immune to disease, aura of evil, command undead as 6th level cleric, Magic Resistance 36%, Lang: common, drow, drow silent language, elven, giant, gnome, orcish, uncommon, Hon: 60 (Average), ML 14, TOP 29, Crit BSL: Def AC +10 (Long Sword +3 "Dumkal"), Def AC +6 (Hand Crossbow +1), FF 5, Age 60, Height 5'9", Weight: 140 lbs., Quirks/Flaws: anosmia, inappropriate sense of humor, paranoid, Talents: ambidextrous, blind-fighting, sword bonus, Skills: administration 23, armor maintenance, basic leadership 42, intimidation 34, pimp slap 91, ride (equine) 79, shaving/grooming, torture 57, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.


Possessions: Long Sword +3 (“Dumkal” – Int 12, Ego 4, semi-empathy, detect “elevator”/shifting rooms/walls in a 10-foot radius), Hand Crossbow +1, 12 bolts with drow poison and 3 magical bolts: a Bolt of Stunning, a Bolt of Blinding and a Bolt of Vapors. K’nilith would prefer not to use the hand crossbow (which he’s always considered to be a sissy weapon) but will draw it out to cover Eclavdra’s escape – should that be necessary.

1). HPs: 

Chain AC: 0 1 2 3 4 5

Mail +5 

Buckler +4 AC: +5 +4 +3 +2 +1 0



Potential Yield:

- ☐ Slaying 2nd level fighters (EPV = 1,296)
- ☐ Slaying 4th level fighters (EPV = 1,380)
- ☐ Slaying K'nilit (EPV = 2,296)
- ☐ 9 suits of Drow Chain Mail +1 (GPV = var)
- ☐ 9 Drow Buckler +1 (GPV = var)
- ☐ 9 Drow Short Sword +1 (GPV = var)
- ☐ 3 Drow Long Sword +1 (GPV = var)
- ☐ Drow Chain Mail +5 (GPV = var)
- ☐ Drow Buckler +4 (GPV = var)
- ☐ Long Sword +3 "Dumkal" (GPV = 10,000)
- ☐ Hand Crossbow +1 (GPV = 2,500)
- ☐ Bolt of Stunning (GPV = 250)
- ☐ Bolt of Blinding (GPV = 300)
- ☐ Bolt of Vapors (GPV = 200)

- ☐ Coinage (GPV = 10,000)
- ☐ Gems (GPV = 20,000)
- ☐ 2 Potions of Speed (GPV = 900)
- ☐ 2 Potions of Extra Healing (GPV = 1,600)

A.

Encounter: Lurker Above (1) (HF 12, EP 2,000, Int 0 (Non-), AL N, AC 6, MV 1", Fly 9" (B), HD 10, HP 70, SZ H, #AT 1, D 1d6, SA Opponents -4 to surprise, SD Only 10% detectable on ceiling, Lang: none, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC +8, FF 4, Reference HoB 4 p 100)

1). HPs: 

Potential Yield:

- ❑ Slaying Lurker Above (EPV = 2,000)

