In addition, the central eye of the beholder projects an anti-magic ray for 140 yards in a 90 degree arc. Spells passing through this area automatically fail

HABITAT/SOCIETY: Lewd beholders are very solitary, and there will never be more than one in any dungeon or cave. How they multiply is a mystery to sages around Garweeze Wurld.

ECOLOGY The lewd beholder is a magically created variant of the common beholder created by the battle mage Du'Glest Adam. The lazy Du'Glest was trying to spawn an improved maid/butler to do his housework and various other chores for him. Since he needed a creature able to reach all the remote areas of his tower, he settled on a modified beholder. Using powerful magicks, he replaced two of the beholder's eyestalks with arms and added a rough, elongated tongue to improve cleaning effectiveness. And since the battle mage refused to have help that was unhappy, he gave his new servant a permanent smile.

Unfortunately for Du'Glest (and the rest of Garweeze Wurld), the new servant was quite taken with its new master. As a sign of affection it quickly grabbed the aging battle mage by the neck and administered a full facial licking. But because he had made the tongue especially rough to clean the toughest stains, the lick cut up Du'Glest's face. When the super-solvent saliva, which was designed to dissolve grease instantly, made its way into his bloodstream, his heart stopped and he died.

Since then, more lewd beholders have spawned, and the new generation has quite an attitude. Embittered by the humanoids who don't return their affection, the lewd beholder is now a creature of evil, licking and killing any creature it meets.

YIELD:

Medicinal: Nil

Spell Components: When an eyestalk is used as the material component for the spell it duplicates, it doubles the effective

caster level. Hide/Trophy Items: Nil

Treasure: A, S, T

Other: The tongue makes excellent sand paper.

BATTLE SHEET

C. The Svalich Woods

Encounter: Worgs (5 entering Morosevia)/ Worgs (25 leaving Morosevia) 5 or 25 Worgs: (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 35 ea., SZ L, #AT 1, D 2-8, SA Nil, SD Nil, Lang: none, Hon: Ave, ML 10, TOP 17, Crit BSL Def AC+3, FF 9, Reference HoB 8 p91)

- 2). HPs: 0000 0000 0000 0000 0000
- 4). HPs: 0000 0000 0000 0000 0000

- 7). HPs: 0000 0000 0000 0000 00000 00000

- 10). HPs: ----- ----- ----- ------ ------
- 12). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa
- 13). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa
- 15). HPs: 0000 0000 0000 0000 0000 0000
- 16). HPs: 0000 0000 0000 0000 00000 00000
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- 18). HPs: 0000 0000 0000 0000 00000

- 21). HPs: 00000 00000 00000 00000 00000
- 22). HPs: 00000 00000 00000 00000 00000
- 23). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa

Potential Yield:

- ☐ Kill Worgs (5) (EPV=875)
- ☐ Kill Worgs (25) (EPV=3525)
- □ Note

D. Logger's Camp

Encounter: Gargoyles (12)

- **12 Gargoyles** (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)
- 1). HPs: 00000 00000 00000 00000 00000
- 2). HPs: 0000 0000 0000 0000 0000
- 3). HPs: 0000 0000 0000 0000 0000

4), HPs: \(\text{\titt{\text{\ti}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\te

Parriwimple, merchant (fighter) (HF1, EP 420, Int 3, AL LN, AC 2 (chain mail and medium shield), MV 12", HD 9d10 (9th level fighter), HP 92, SZ M, #AT 2 with broad sword and +5 to-hit from Str and High Mastery), D 2d4+8 (broad sword with Str and High Mastery), SA: broadsword SF -1 due to High Mastery, SD: Nil, Lang: common Hon: Ave, ML 13, TOP 46, Crit BSL: Def AC+8 (broad sword), FF 9, Str 17/75, Dex 15/45, Con 18/10, Int 3/15, Wis 9/33, Cha 9/14, Com 10/61) Skills: brawler 45, kidney bruiser 38, muster resolve 39.

HPs: 0000 0000 0000 0000 0000 9 Hide Armor AC Medium Shield +5 +3+2 +1 2). HPs: 0000 0000 0000 0000 0000 ____ ___________ Chain Mail AC 5 Medium Shield +3 +2

Potential Yield:

- ☐ Kill Bildrath (EPV=330)
- \Box Kill Parriwimple (EPV=420)
- ☐ 1 Shortsword (GPV=10)
- ☐ Hide Armor (GPV=75)
- \square +2 Medium Shield (GPV=210) (EPV=1000)
- ☐ 1 Broadsword (GPV=10)
- ☐ Chain Mail Armor (GPV=350)
- \square Medium Shield (GPV=30)
- $lue{}$ Items on PHB shopping list

E2. "Blood of the Vine" Tavern

Encounter: Arik, barkeep, Gypsy Thieves (3), Ismark Berger Arik, Morosevian 0-level barkeep (HF 1, EP 27, Int 4, AL CN, AC 9 (clothes), MV 12", HD 1-1, HP 22, SZ M, #AT 1, D 1-6+1 (club, +1 to hit and damage due to Str), SA: hurled tankard (full), ROF 1; range 10/20/30, Anyone that is hit by a full tankard (hurled) must make a saving throw vs. breath weapon with a +2 bonus or be blinded for 1d4-1 rounds; D 1d6, SD: Nil, Lang: common, Hon: N/A, ML 6, TOP 11, Crit BSL: Def AC-4 (club), Def AC-5 (tankard), FF 6, Str 13/10, Dex 10/84, Con 12/40, Int 4/03, Wis 10/22, Cha 10/59, Com 9/41)

3 gypsy thieves (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3rd level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d6 (long swords/short bows and flight arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: low (-1 to ALL die rolls), ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). One of the gypsies has a Potion of Healing.

Ismark Berger (fighter), Morosevian (HF 2, EP 143, AL LG, AC 4 (studded leather and medium shield), MV 12", HD 2d10 (2nd level fighter), HP 36, SZ M, #AT 1, D 1-8+4 (+1 to hit and +4 to damage due to long sword specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC-1, FF 7, Str

4), HPs:
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Potential Yield:

☐ Kill Gargoyles (EPV=5040)

☐ Sacks with Gold Pieces (GPV=593)

E. The Village of Morosevia

Encounter: Hurudio, gypsy bard

Hurudio, gypsy bard: (HF 5, EP 1285, AL CN, AC 7 (Dex and clothing), MV 12", HD 7d6 (7th level bard), HP 56, SZ M, #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 28, Crit BSL: Def AC+0 (broad sword) or Def AC+2 (thrown daggers), FF 6, Str 12/38, Dex 15/45, Con 13/10, Int 13/75, Wis 8/86, Cha 15/25, Com 12/74) Skills and Talents: ambidextrous, singing 30, weapon maintenance, local history 48, climb walls 50%, detect noise 20%, pick pockets 95%, read languages 20%, identify magic 35%, know trivia 35%; Spells Memorized: First (3) Aura of Innocence, Shift Blame, Grease, Second (2) ESP, Invisibility, Third (1) Hold Person; Possessions: key to his personal chest back at the gypsy camp, Boots of Speed, Potion of Dwarf Control, broadsword, 4 daggers.

Clothing AC 9

Potential Yield:

- ☐ Kill Hurudio (EPV=1285)
- ☐ 1 Broadsword (GPV=10)
- ☐ 4 Daggers (GPV=8)
- ☐ Key to Chest (GPV=0)
- ☐ Boots of Speed (GPV=20,000) (EPV=2500)
- ☐ Potion of Dwarf Control (GPV=900) (EPV=500)
- □ +5 Ring of Protection (GPV=25,000) (EPV=5000)
- ☐ Coin Pouch with 50 gp (GPV=50)
- ☐ Letter

E1. Bildrath's Mercantile

Encounter: Bidrath, merchant (fighter), Parriwimple, merchant (fighter) **Bildrath, merchant (fighter)** (HF 5, EP 330, AL LN, AC 1 (hide armor and +2 Medium Shield), MV 12", HD 4d10 (4th level fighter), HP 48, SZ M, #AT 1(3/2 with short sword and +1 to-hit), D 1d6+3 (short sword

HACKMASTER: ROBINLOFT						
14/44, Dex 11/35, Con 14/89, Int 9/21, Wis 10/56, Cha 14/40, Com 14/17, cricket in the pea pod 26, armor maintenance, weapon maintenance, mingling 32).	Clothing AC 9					
1). HPs:	Buckler+1 □□□					
Clothing AC 9	Potential Yield: Kill Oksana Berger (EPV=295)					
2). HPs:	☐ Buckler (GPV=5) ☐ Broadsword (GPV=10)					
	E6a. The Church (Upper Level) Encounter: Laars, dwarven Morosevian cleric of Odin (HF 6, EP 474, AL					
3). HPs:	CG, AC 2 (chain mail, med. shield), MV 12", HD 5, HP 54, SZ M, #AT					
Clothing AC 9	1, D 2d4+1 (broadsword, +1 to hit and +1 to damage due to Str), SA: Nil, SD: turn undead, Lang: common, Morosevian, goblin, dwarven,					
4). HPs:	Hon: Ave, ML 14, TOP: 27, Crit BSL: Def AC+1, FF 7, Str 13/42, Dex 9/12, Con 15/23, Int 9/87, Wis 15/21, Cha 10/50, Com 7/35, Quirks					
Clothing AC 9	and Flaws: color blind, Skills and Talents: Dense skin (half damage from blunt) haggle 23, maintain self discipline 60, religion (general) 59, carpentry 45, set snares 51)					
5). HPs: 00000 00000 00000 00000 00000	First Level (7): Protection from Evil, Sanctuary, Detect Evil, Invisibility to Undead, Purify Food and Drink, Bless, Create Water					
Studded Leather AC 7 8 9	Second Level (4): Chant, Wyvern Watch, Premonition, Know Alignment Third Level (1): Prayer					
Medium Shield +3 +2 +1	1). HPs:					
	Chain Mail AC 5 6 7 8 9					
Potential Yield: ☐ Kill Arik (EPV=27) ☐ Kill Gypsy thieves (3) (EPV=714) ☐ Kill Ismark Berger (EPV=143)	Medium Shield +3 +2 +1					
☐ 4 Long swords (GPV=60) ☐ 3 Short bows (GPV-90)	Potential Yield: ☐ Kill Laars (EPV=474)					
☐ 36 Flight Arrows (GPV=9 sp)	☐ Broadsword (GPV=10)					
□ Potion of Healing (GPV=400) (EPV=200)□ Studded Leather Armor (GPV=40)	□ Chain Mail Armor (GPV=350)□ Medium Shield (GPV=30)					
☐ Medium Shield (GPV=30)	E6b. Church Cellar					
E3. Mad Mary's Townhouse Encounter: Mad Mary, 0-level Morosevian (HF 0, EP 5, Int 14, AL CN, AC 9 (clothes), MV 10", HD 1/2, HP 21, SZ M, #AT 1 (-2 to hit due to Str), D 1 (unarmed), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 3, TOP: 10, Crit BSL: Def AC-7, FF 7, Str 4/10, Dex 12/69, Con 10/23, Int 14/87, Wis 3/77, Cha 11/78, Com 7/25)	Encounter: 1 Morgue Prowler (HF 34, EP 1400, Int 9, AL CE, AC 2, MV 9", HD 7+2, HP 52, SZ S, #AT 3, D 1d4-2/1d4-2/1-12, SA: sever a limb on a 19 or 20 (if he hits with that roll), creates Morgue Prowlers by biting gnomes, SD: polymorph to burrowing mammal, can regenerate by eating a corpse, immune to Charm, Sleep and Hold spells, (weakness) driven away for 1-6 rounds by "gnomish puns", (weakness) takes 1-6 points of					
1). HPs:	damage per round from sunlight, Lang: gnome, common, Hon: Ave, ML 11, TOP: 26, Crit BSL: Def AC+5, FF N/A, Reference HoB 5 p45)					
Clothing AC 9	1). HPs: 0000 0000 0000 0000 0000					
Potential Yield: None	Potential Yield:					
E4. Bürgermeister Meister Berger's Home Encounter: Oksana Berger, (fighter) Morosevian (HF 1, EP 295, AL LG,	 □ Kill Morgue Prowler (EPV=1400) □ Holy Bopper +3 (GPV=40,000) (EPV=4000) □ Holy Water 					
AC 8 (clothes and buckler), MV 12", HD 4d10 (4 th level fighter), HP 41 (10 currently), SZ M, #AT 1, D 2d8+3 (+2 to hit and +3 to damage with broad sword due to specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 15, TOP: 20, Crit BSL:Def AC+2, FF 7, Str 13/10, Dex 12/69, Con 14/23, Int 14/87, Wis 9/77, Cha 15/78, Com 19/25, Quirks and Flaws: migraines, Skills and Talents: sibling empathy, groin punch 29, armor maintenance, weapon maintenance, singing 25, mocking jig 19, slip away into shadows 41.)	E7. Cemetery Encounter: Rogue Spirit (1), Vexing Spirits (3), Wild Spirits (10) 1 Rogue Spirit (HF 8, EP 120, Int 13, AL NG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)					

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Hullnod and 8 other loggers (rangers) Morosevian (HF 1, EP 153, AL LG,

AC 3 (Drow chainmail, buckler and Dex), MV 12", HP 40, SZ M, #AT

2 or 2, D 1d6 (dagger, +1 to hit due to Strength) and 1d6+1 (short sword,

+1 to hit due to Strength) or 1-3 (+1 to hit due to Dex. drow hand cross-

bow, poison save at -4 or unconscious for 2-8 hours), SA: fight two-hand-

15, TOP: 20, Crit BSL:Def AC-2 or Def AC+2 (ghouls), FF 7, Str 13/09,

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Dex 14/72. Con 14/21. Int 14/88. Wis 15/70. Cha 15/71. Com 16/35.

6 Villagers (HF 0, EP 7, Int 10, AL N, AC 10, MV 12", HD 1/2, HP 25 ea., SZ M, #AT 1, D 1d6 (club), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 5) 1). HPs: 0000 0000 0000 0000 0000

2). HPs: 0000 0000 0000 0000 0000

3). HPs: ____ __ ___ ____

4). HPs: 00000 00000 00000 00000 00000

5). HPs: ____ __ ___ ____

6). HPs: ____ __ ___ ____

Skills: Tracking 23%, Hide in Shadows 5%, Hunting 24%)

Drow Chain Mail AC 5

+1

+1

+1

+1

+1

Drow Buckler

Drow Buckler

Drow Buckler

Drow Buckler

Drow Buckler

ed with no penalty, +4 to hit favored enemy (ghouls), SD: animal empathy, Lang: common, Morosevian, Hon: Great (+1 to ALL die rolls), ML

- 3 Vexing Spirits (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)
- 10 Wild Spirits (HF 6, EP 270, Int 12, AL CE, AC 0, MV 12", HD 3+1, HP 35, SZ M, #AT 2, D 1-6 (ignores armor), SA: Fear touch vs. 2HD or less, roll randomly for a special additional power for each Spirit (see below), SD: +1 or better or holy weapon to hit, ethereal, immune to Charm, Sleep and

Hold spells, Lang: common, Hon: Ave, ML 8, TOP: N/A, Crit BSL: De AC+1, FF N/A, Reference HoB 7 p103)
Wild Spirit Special Powers (roll 1d100) 1-10 Telekinesis 10 pounds weight
11-20 Phantasmal Force three times per day 21-30 Chill Touch twice per day
31-40 Control undead as a 1st level cleric 41-50 Fear (as spell) by touch (creatures up to 8 Hit Die)
51-60 Telekinesis 50 pounds weight
61-70 Spiritual Hammer twice per day 71-80 Command twice per day
81-90 Magic Jar (two attempts per day)
91-95 Drain 1 Level by touch (increase EP value to 450) 96-100 Roll Twice, if rolled again, roll three times, if rolled again, roll four times, etc.
1). HPs:
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14). HPs:
Potential Yield: ☐ Kill Rogue Spirit (EPV=120) ☐ Kill Vexing Spirits (3) (EPV=360) ☐ Kill Wild Spirits (10) (EPV=2700)
E8. Logger's Bar

Encounter: Hullnod, Loggers (8), Villagers (6)

Drow Buckler +1 8). HPs:	Faun (3) (HF 6, EP 420, Int 8, AL N, AC 5, MV 15", HD 3, HP 33 ea., SZ S, #AT 1, D 1-6, SA: Music (charm, sleep or fear), SD: 35% magic resistance, Lang: common, elvish, pixie-fairy, Hon: Ave, ML 8, TOP: 16, Crit BSL: Def AC+1, FF 5, Reference HOB 7, p25) The fauns each carry 3 gems worth 500 gp each.
Drow Chain Mail AC 5 6 7 8 9 Drow Buckler +1 Drow Buckler -1 Drow Buckler -1	Ariel, half-elf (HF 2, EP 250, AL CN, AC 7 (Dex), MV 12", HD 4 (4th lvl thief), HP 32, SZ M, #AT 1, D unarmed, SA: backstab, SD: Infravision, 30% resistance to Sleep and Charm, Lang: common, Thieves' Cant, elvish, pixie-fairy, orc, Hon: Ave, ML 10, TOP 16, Crit BSL: Def AC-3, FF 6, Str 9/15, Dex 17/57, Con 12/40, Int 11/27, Wis 13/03, Cha 13/66, Com 14/46, Skills: PP 60, OL 35, FT 30, RT 20, MS 45, HS 50, DN 20, CW 70, RL 20,)
Drow Chain Mail AC 5 6 7 8 9 Drow Buckler +1 10). HPs: 0000 0000 0000 0000 0000 0000 0000 0	Shimone, half-elf (HF 4, EP 320, AL LG, AC 8 (Dex), MV 12", HD 4 (4th lvl knight errant), HP 46, SZ M, #AT 1, D 1d6+2 (club, +1 to hit and +2 to damage due to Str), SA: Nil, SD: Apology, Infravision, 30% resistance to Sleep and Charm, Lang: common, elvish, goblin, orc, Hon: Ave, ML 13, TOP 23, Crit BSL: Def AC+1, FF 8, Str 14/69, Dex 15/80, Con 16/01, Int 13/18, Wis 13/10, Cha 17/50, Com 15/43, Skills: riding (land based) 40, armorer 21, blind fighting, endurance 22, gaming 31, social etiquette 23, weaponsmithing 22, leatherworking 50, metalworking 50, blacksmithing 50.)
11). HPs:	Susan, human (HF 5, EP 400, AL NG, AC 8 (Dex), MV 15", HD 4(d12) (4th lvl barbarian), HP 62, SZ M, #AT 1, D unarmed (+1 to hit and +3 to damage due to Str), SA: can hit creatures requiring +1 or better weapon to hit, surprise 5 in 10, SD: surprised only 1 in 10, +4 save vs. poison, +3 vs. paralyzation (etc.), +2 versus rod, staff, wand, +1 vs. spells, detect backstab 20%, detect illusion 20%, detect magic 40%, Lang: common, elvish, gnomish, Hon: Ave, ML 10, TOP 31, Crit BSL: Def AC+1, FF 5, Str 15/24, Dex 14/44, Con 15/75, Int 13/89, Wis 9/13, Cha 13/10, Com 15/49, Skills and Talents: outdoor craft, climb walls 78, hide in natural surroundings 35, survival skill suite 26, first aid skill suite 27, tracking 31, animal handling 19)
14). HPs: 0000 0000 0000	1). HPs:
Clothing AC 9	2). HPs:
15). HPs:	3). HPs:
Clothing AC 9 □	4). HPs:
Potential Yield: □ Kill Hullnod (EPV=153)	5). HPs: 00000 00000 00000 00000 00000 00
☐ Kill Loggers (8) (EPV=1224) ☐ Kill Villagers (6) (EPV=42)	6). HPs:
 □ 9 Suits Drow Chain Mail (GPV=6300) □ 9 Drow Bucklers (GPV=45) □ 0 Drow Short growth (GPV 00) 	7). HPs:
 □ 9 Drow Short swords (GPV=90) □ 9 Drow Daggers (GPV=18) □ 9 Drow Hand Crossbows (GPV=2700) □ 108 Hand Crossbow Bolts (poisoned, Type S) (GPV=10908) □ 189 Silver Pieces (GPV=18) F. Road Side Jamboree Encounter: Satyr, Fauns (3), Ariel, Shimone, Susan Greater Satyr (HF 21, EP 1297, Int 11, AL N, AC 5, MV 18", HD 6+2, HP 63, SZ L, #AT 1, D 2d4+2, SA: Satyrical Music (charm, sleep or fear), SD: 50% magic resistance, Lang: common, pixie-fairy, bird, elvish, Hon: Ave, ML 13, TOP: 31, Crit BSL: Def AC+4, FF 5, Reference HoB 7, p25 and the Monster Matrix for large size variant, p16) Periapt of Proof Against Poison, 2 Elixirs of Health, Potion of Delusion (flying). 	Potential Yield: Kill Satyr (EPV=975) Kill Fauns (3) (EPV=1260) Kill Ariel (EPV=250) Kill Shimone (EPV=320) Kill Susan (EPV=400) Periapt of Proof Against Poison (GPV=10,000) (EPV=1500) Elixir of Health (2) (GP=4000) (EPV=700) Potion of Delusion (flying) (GPV=150) (EPV=0) Gems (9) (GPV=1500) Club (GPV=0)

								Lla ovMaa	D	ODWII OFT
G.Tser Pool Encarr	nment								IER: K	OBINLOFT
Encounter: Bruno, Horned simian bush grappler, Gypsy fighters (8), Gypsy thieves (8), Gypsy bards (4)					5). HPs: 👊 👊 🗓				ات حود	2000
N, AC 6, MV 9" ((see Table 12E PH	(12"), HD 3+ B for grapplin	1, HP 45, S 1g, bite), SA	Z L #AT 2 : Grapplin	2, EP 420, Int 3, AL 2 or 3, D 9+/9+/1-6 g (2 attacks per round n: Ave, ML 14, TOP:	Hide Armor AC	6	7	8	9	
22, Crit BSL: Def					Medium Shield	+3 	+2 □□□□	+1 		
8 gypsy fighters (HF 2, EP 180, Int 12, AL N, AC 2 (hide armor, acrobatics and medium shields), MV 12", HD 2d10 (2 nd level fighter), HP 40 ea., SZ			6). HPs:							
M, #AT 3/2 or 2, D 1d8+2/1d8 (+1 to hit and +2 to damage due to long sword specialization / short bows with sheaf arrows), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 12, TOP: 20, Crit BSL: Def AC-1 (melee). Def AC-2 (missile). FF 6. Skills and Talents: Acrobatic skill		Hide Armor AC	6	7	8	9				
AC-1 (melee), Def AC-2 (missile), FF 6, Skills and Talents: Acrobatic skill suite)				Medium Shield	+3	+2 □□□□	+1 			
8 gypsy thieves (HF and Dex), MV 12 or 2 (+3 to-hit wit	", HD 3d6 (3	erd level thi	eves), HP	32 ea., SZ M, #AT 1	7). HPs: 👊 👊 🗓		000	اماد ماد	ات حور	
sheaf arrows), SA:	backstab, SD	: Nil, Lang	common,		Hide Armor AC	6	7 	8	9	
15, CW 70, RL 0	, Acrobatic sk	ill suite). T	hese gypsi	MS 40, HS 40, DN les have the following	Medium Shield	+3	+2	+1		
potions, Attitude Adjustment, Elixir of Madness, Fire Breath, Clairaudience and Longevity.			8). HPs: 🗆 🗆 🗆							
MV 9" (12"), HD	5d6 (5th lev	el bard), H	P 48, SZ N	Dex and hide armor), M #AT 2 (broad broad sword and Str)	Hide Armor AC	6	7	8	9	
and 1d6 (melee da dam for Str), SA: Morosevian, Hon:	ngger) or 1d6 Performance, : Ave, ML 11,	(+2 to hit v SD: Count TOP 24, C	vith throw ersong, La Crit BSL: I	n daggers and +1 ng: common, Def AC-2 (broad	Medium Shield	+3	+2	+1		
sword) or Def AC+0 (thrown daggers), FF 6, Str 12/83, Dex 15/01, Con 12/09, Int 13/57, Wis 8/14, Cha 15/11, Com 13/46) Skills and Talent: ambidextrous, singing 28, weapon maintenance, local history 40, climb walls 50, detect noise 20, pick pockets 80, read languages 5, identify		9). HPs:								
magic 25, know tr	rivia 25.				Hide Armor AC	6	7 	8	9	
Spells Memorized: F (1) Invisibility.					Medium Shield	+3	+2	+1		
1). HPs: 🔾 🔾 🔾			امت مدر	<u> </u>	10). HPs: 🔾 🔾 🔾					
2). HPs: □□□□□ □			امت حمد		Clothing AC 9					
Hide Armor AC	6	7	8	9	11). HPs: 🔾 🔾 🔾 Clothing AC	9				
Medium Shield	+3	+2	+1							
3). HPs: 🗆 🗆 🗆		امت مدت	رمو مور		Clothing AC	9				
Hide Armor AC	6	7 	8	9	13). HPs: 🔾 🔾 🔾					
Medium Shield	+3	+2	+1			9				

Clothing AC

14). HPs: ____ __ __ ___ ____

4). HPs: 0000 0000 0000 0000 0000

+2

Hide Armor AC 6

Medium Shield +3

+1

HACKIVIASTER: ROBINLOFT				
Clothing AC 9	□ Potion of Clairaudience (EPV=250) (GPV=400) □ Potion of Longevity (EPV=500) (GPV=1000)			
16). HPs:	 □ Potion of Heroism (EPV=300) (GPV=500) □ Hurudio's Spellbook (EPV=5000) (GPV=10000) □ Lesser Bards' Spellbook (EPV=3500) (GPV=7000) 			
Clothing AC 9	G1. Madame Eva's Tent			
17). HPs: 00000 00000 00000 00000 00000	Encounter: Madam Eva, gypsy fighter 5 th / magic-user 4 th / druid 6th: (HF 9, EP 660, AL N, AC 2 (hide armor, buckler and cloak), MV 12", HD 5 (ave), HP 85, SZ M, #AT 2, D 1-8/1d6-1 (scimitar and sickle), SA: spells, SD: +2 to save vs. fire or electric effects, additional +1 bonus to			
Clothing AC 9	all magic saves, 25% magic resistance, only surprised 2 in 10, Lang: common, Morosevian, orc, pixie-fairy, elvish, druidic, gnome, dragon, manti-			
18). HPs:	core, Hon: Ave, ML 16, TOP: 42, Crit BSL: Def AC+1, FF 5, Str 10/10, Dex 10/32, Con 11/40, Int 13/77, Wis 18/61, Cha 15/22, Com 7/80, Quirks and Flaws: Migraines (out of commission one week per month			
Clothing AC 9	due to migraine pain), suffer -1 to all die rolls when exposed to bright sunlight or Continual Light, Skills and Talents: 90' Infravision, 90%			
19). HPs: 00000 00000 00000 00000 00000	resistant to Sleep and Charm, find secret doors 1 in 6, Move Silently 90% in natural terrain when alone, Identify plants, animals and pure water, pass without trace, Ambidextrous, Less Sleep, general upkeep, Muster			
Clothing AC 9	Resolve 35%, Haggle 45%, Liar (skilled) 59%.) Madame Eva wears a Cloak of Protection +3.			
20). HPs:	First (8): Entangle x 4, Speak with Animals, Cure Minor Injury x3 Second (5): Charm Person, Heat Metal, Cure Light Wounds, Obscurement Third (3): Neutralize Poison x2, Summon Insects			
Hide Armor AC 7 8 9	Fourth (2): Animal Summoning I, Dispel Magic			
21). HPs:	Magic-user First Level (5): Enlarge, Gabal's Magic Aura, Color Spray, Cromatic Orb, Change Self			
Hide Armor AC 7 8 9	Second Level (2): ESP, Invisibility			
22). HPs: □□□□□ □□□□□ □□□□□	Innate Drow Spells: Fairie Fire, Dancing Lights			
	1). HPs:			
Hide Armor AC 7 8 9	Hide Armor AC 6 7 8 9			
23). HPs:	Buckler +1			
Hide Armor AC 7 8 9				
Potential Yield:	Potential Yield: ☐ Kill Madame Eva (EPV=660)			
☐ Kill Bruno (EPV=420)	☐ Hide Armor (GPV=75)			
☐ Kill gypsy fighters (8) (EPV=1440)	☐ Scimitar (GPV=15)			
☐ Kill gypsy thieves (8) (EPV=1904)	□ Buckler (GPV=5)			
☐ Kill gypsy bards(4) (EPV=2352)	☐ Sickle (GPV=.6) ☐ Cloak of Protection +3 (EPV=3000) (GPV=15000)			
☐ Kill Hurudio (EPV=1285) ☐ Hide Armor (12) (GPV=900)	☐ Madame Eva's Spellbook (EPV=4500) (GPV=15000)			
☐ Medium Shield (8) (GPV=240)	□ 300pp (GPV=1500)			
☐ Longsword (16) (GPV=240)	☐ Zircon Gems (4) (GPV=400)			
☐ Short Bow (16) (GPV=480)	G2. Buried Treasure			
☐ Sheaf Arrows (320) (GPV=16)	Encounter: 4 Vampires, Horde (HF 16, EP 650, Int 2, AL CE, AC 4, MV			
☐ Broadsword (4) (GPV=40) ☐ Dagger (16) (GPV=32)	9", HD 5, HP 50 ea., SZ M, #AT 3, D 3-8/3-8/3-6 (claw/claw/bite), SA:			
$\square 220 \text{ hsp } (GPV=440)$	Nil, SD: regenerate 2 hp per round, Lang: none, Hon: low (-1 to ALL die rolls), ML 15, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB			
□ 280 cp (GPV=3)	8, p55, Weakness: Bright light or holy symbol forces morale check)			
□ 160 ep (GPV=80)	1). HPs: 0000 0000 0000 0000 0000			
□ 100gp (GPV=100)				
□ Potion of Attitude Adjustment (EPV=600) (GPV=2000)	2). HPs: 0000 0000 0000 0000 0000			
☐ Elixir of Madness (EPV=0) (GPV=0) ☐ Potion of Fire Breath (EPV=400) (GPV=4000)	2). Ars. 44444 44444 44444 44444 44444 44444 4444			

3). HPs:	Drow Buckler +2 +1
4). HPs:	3). HPs:
Potential Yield: ☐ Kill Horde Vampires (4) (EPV=2600) ☐ Potion of Sweet Water (7) (EPV=1400) (GPV=1750)	Drow Chain Mail AC4 5 6 7 8 9
H.Tser Falls and The River Ivlis Encounter: Drow fighters (9), Drow fighter/mage (1)	Drow Buckler +2 +1
5 drow fighters (2 nd level) (HF 4, EP 650, Int 17, AL CE, AC 2 (drow	4). HPs:
chainmail armor and buckler), MV 12", HD 2d10 (2^{nd} level fighter), HP 40 ea., SZ M, #AT 5/2, D 1d6+3 (shortsword, +3 to hit)/1d6 (dagger, +1	
to hit), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision,	Drow Chain Mail AC4 5 6 7 8 9 Drow Buckler +2 +1
90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 20, Crit BSL: Def AC+1 (sword), Def AC-1 (dagger), FF 5, Skills and	
Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness,	5). HPs:
Weakness: bright light (-2 to hit)) 4 drow fighters (2 nd level) (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chain-	Drow Chain Mail AC4 5 6 7 8 9
mail armor and buckler), MV 12", HD 2d10 (2 nd level fighter), HP 34 ea., SZ M, #AT 2, D 1d6+3 (shortsword, +3 to hit)/ (bolt, 1-3+poison), SA: (+1	Drow Buckler +2 +1
to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 52% magic resistance, +2 to saves vs. magic, +6 to	6). HPs:
save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common,	Drow Chain Mail AC4 5 6 7 8 9
drow, elven, Hon: Ave, ML 14, TOP: 17, Crit BSL: Def AC+1 (sword), Def AC-2 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights,	Drow Buckler $+2$ $+1$
Faerie Fire, Darkness, Weakness: bright light (-2 to hit)) 1 drow fighter/mage (3rd/3rd level) (HF 7, EP 650, Int 18, AL CE, AC -2	7). HPs:
(Dex, drow chainmail armor and buckler), MV 12", HD (3d10+3d4)/2 (3 rd level fighter/3 rd level magic-user), HP 44 ea., SZ M, #AT 2, D 1d6+2	Drow Chain Mail AC4 5 6 7 8 9
(shortsword, +3 to hit)/ (bolt, 1-3+poison, +2 to hit from Dex), SA: (+2 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 58% magic resistance, +2 to saves vs. magic,	Drow Buckler +2 +1 □□□ □□□
+6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang:	8). HPs:
common, drow, elven, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+2 (sword), Def AC+1 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing	Drow Chain Mail AC4 5 6 7 8 9
Lights, Faerie Fire, Darkness, First level (4): Chill Touch, Feather Fall, Jump, Taunt, Second Level (1): Tattoo of Shame, Weakness: bright light (-2 to hit))	Drow Buckler +2 +1
1). HPs:	9). HPs:
Drow Chain Mail AC4 5 6 7 8 9	Drow Chain Mail AC4 5 6 7 8 9
Drow Buckler +2 +1	Drow Buckler +2 +1
2). HPs:	10). HPs:
	Drow Chain Mail AC 3 4 5
Drow Chain Mail AC4 5 6 7 8 9	6 7 8 9

HackMaster: RobinLoft					
	4). HPs: 0000 0000 0000 0000				
Drow Buckler +3 +2 +1	5). HPs: 0000 0000 0000 0000 0000				
	6). HPs: 00000 00000 00000 00000 00000				
Potential Yield:					
☐ Kill Drow fighters (9) (EPV=5850)	7). HPs: 0000 0000 0000 0000 0000				
☐ Kill Drow fighter/mage (EPV=650)	8). HPs:				
 □ 9 drow shortswords (+1) (EPV=3600) (GPV=36000) □ 5 Drow daggers (+1) (EPV=2500) (GPV=1000) □ 9 Drow chainmail (+1) (EPV=4500) (GPV=18900) □ 9 Drow bucklers (+1) (EPV=1800) (GPV=360) □ 1 Drow shortsword (+2) (EPV=800) (GPV=4000) □ 1 Drow chainmail (+2) (EPV=1000) (GPV=2450) □ 1 Drow buckler (+2) (EPV=300) (GPV=45) □ 5 hand crossbows (GPV=1500) □ 10 doses of drow poison (GPV=500) □ 10 Drow cloaks (EPV=0 or 8000) (GPV=0 or 100,000) □ 10 Drow pair of boots (EPV=0 or 10000) (GPV=0 or 150,000) □ 30 hand crossbow bolts (GPV=30) □ traveling spell book with Chill Touch, Feather Fall, Jump, Taunt and Tattoo of Shame (EPV=3000) (GPV=6000) □ 200 pp (GPV=1000) □ 100 gp gems (25) (GPV=2500) I. Carriage Encounter: 2 heavy horses (HF 1, EP 120, Int 1, AL N, AC 7, MV 15", 	Potential Yield: Kill Puppet Golems (8) (EPV=1040) Greek Fire (20) (GPV=200) Tiny sword (8) (GPV=.8) (Anyone other than a pixie fairy who uses this item suffers a -1 hit to Honor) Dragon statues (4) (GPV=800) K8. Great Entry Encounter: 8 Gargirls (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA: nag, SD: +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft Appendix) 1). HPs:				
HD 3+3, HP 42 each, SZ L, #AT 3, D 1-3/1-8/1-8 (bite/hoof/hoof), SA: Nil, SD: Nil, Lang: None, Hon: N/A, ML 7, TOP: 21, Crit BSL: Def AC+2, FF 8, Reference HoB 1, p57)	4). HPs: 0000 0000 0000 0000 0000				
1). HPs:	5). HPs:				
2). HPs:	6). HPs:				
Potential Yield: ☐ Kill Heavy horses (2) (EPV=240) ☐ Carriage (GPV=7000)	7). HPs: 00000 00000 00000 00000 00000				
J.The Gates of Robinloft	8). HPs: 00000 00000 00000 00000				
Encounter: Green Slime (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation (in 1-4 rounds), SA: Transformation (eats through plate mail in 3 rounds), SD: Immune to most spells, Lang: None, Hon: N/A, ML 20, TOP: N/A, Crit BSL: N/A, FF N/A, Reference HoB 7, p78, Weaknesses: Cure Disease, Fire, Cold.)	Potential Yield: Kill Gargirls (8) (EPV=7488) Tahd Vlad'Neer's lucky tie tack (GPV=50)				
1). HPs:	K9. Guest's Hall Potential Yield:				
Potential Yield: ☐ Kill Green slime (EPV=35)	☐ Plate Mail Armor (GPV=2000) K10. Dining Hall				
K4. Carriage House Potential Yield: ☐ Carriage (same as area I) (GPV=7000)	Encounter: 1 Talking Zombie (HF 2, EP 175, Int 12, AL NE, AC 7, M 6", HD 2, HP 32, SZ M, #AT 1 D 1-8, SA: Nil, SD: Immune to Sleep, Charm, Hold, death magic, poison and cold based spells, Lang: common, Hon: low (-1 to ALL die rolls), ML 19, TOP: N/A, Crit BSL: Def AC+0,				
K7. Entry Encounter: 8 Puppet Golems (HF 2, EP 130, Int 4, AL N, AC 7, MV 3", HD 2, HP 30 ea., SZ T, #AT 1, D 1-2 (melee) or 2-12 (greek fire), SA:	FF N/A, Reference HOB 8, p122, Weakness; always attacks last.) 1). HPs: \(\text{O}				
Magic Missile twice per day as 10 th level caster, SD: Spring Legs (can leap 60 feet), Lang: common, Hon: Ave, ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 3, p90)	Potential Yield: ☐ Kill Talking Zombie (EPV=175)				
1). HPs:					
2). HPs; aaaa aaaa aaaa aaaa					

3). HPs: 00000 00000 00000 00000

K12. Turret Post Encounter: 8 Gargoyles (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15 Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: N SD: +1 or better to hit, immune to breathing effects, Lang: Nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)
1). HPs:
2). HPs:
3). HPs:
4). HPs: 00000 00000 00000 00000 00000
5). HPs: 00000 00000 00000 00000 00000
6). HPs: 00000 00000 00000 00000 00000
7). HPs: 00000 00000 00000 00000 00000
8). HPs: 00000 00000 00000 00000 00000
Potential Yield: ☐ Kill Gargoyles (8) (EPV=2560)
K15. Chapel of Robinloft Potential Yield: ☐ Icon of Robinloft (EPV=3000) (GPV=12,000)
K19. Grand Landing Potential Yield: ☐ Plate Mail Armor (2) (GPV=4000) ☐ Mace (2) (GPV=16)
K23. Servant's Entrance Potential Yield: ☐ Plate Mail Armor (2) (GPV=4000)
K24. Servant's Quarters Potential Yield: ☐ Chest, Large (GPV=2) ☐ 100 cp (GPV=1) ☐ 300 sp (GPV=30) ☐ Paintings of Landscapes (6) (GPV=300) ☐ Potion of Diminution (EPV=300) (GPV=500)
☐ Scroll of Dispel Magic (EPV=300) (GPV=900) ☐ Scroll of Restoration (EPV=700) (GPV=2100) ☐ Plate Mail Armor (GPV=2000) ☐ Body Shield (GPV=100)
☐ Chain Mail Armor (GPV=350) ☐ Locksmithing tools (GPV=100) ☐ Two-handed sword (GPV=50)

Encounter: 1 Vampire Hound (HF 4, EP 270, Int 10, AL LE, AC 5, MV

15", HD 3+3, HP 36, SZ S, #AT 1, D 5-10, SA: Fear (<2HD), SD: Regeneration, immune to darkness, immune to control spells, +2 on all

saving throws, Lang: Morosevian, common, Hon: Ave, ML 18, TOP:

N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55)

1). HPs: 00000 00000 00000 00000 00000

☐ Hand crossbow (GPV=300)

K27. Hall of Grace

Potential Yield:

☐ Kill Vampire Hound (EPV=270)

K28. King's Worship Place

Encounter: 2 Headlong Vampires (HF 13, EP 420, Int 10, AL LE, AC 10 or 8 (head form), MV 12"/12" fly (D), HD 4, HP 48 each, SZ M, #AT 1, D 1-6 and 1 point of Strength and Constitution, SA: Head detachment (save vs. spell or die, if save, still affected by Feeblemind - a second save negates), Blood drain (a bitten victim loses one hit point per night unless Dispel Evil is cast upon him), hypnosis (-3 to save), drips acid (1-4 points of damage), SD: Regeneration, immune to holy objects, cannot be turned, immune to control spells, Lang: Morosevian, common, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55, Weaknesses: Turned as wraith (while in head form), recoils from boldly presented holy symbols, helpless if touched by sunlight, head must reunite with body in seven hours or it dies.)

1). HPs: 0000 0000 0000 0000 0000	
2). HPs: 0000 0000 0000 0000	

Potential Yield:

☐ Kill Headlong Vampire (2) (EPV=840)

☐ Large ornate throne (2) (GPV=4000)

K30. Office of the King's Accountant

Encounter: Lief Lipsiege, Astral Searcher

Lief Lipsiege, Accountant, 0-lvl human male (HF 0, EP 7, AL LN, AC 10, MV 12", HD 1/2+1, HP 25, SZ M, #AT 1, D 1d6-2 (dagger, -1 to hit and -1 to damage due to Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 6, Str 8/22, Dex 10/14, Con 13/39, Int 14/98, Wis 12/01, Cha 8/45, Com 10/45)

Astral Searcher (HF 2, EP 85, AL CN, AC 10, MV 12", HD 2, HP 29, SZ M, #AT 1, D 1d6 (but damage fades in 3-12 rounds), SA: hit all victims as if AC5, If victim reduced to zero, mental possession occurs, SD: 50% magic resistance, Lang: common, Fangaerian, Hon: Ave, ML 7, TOP: N/A, Crit BSL: +5, FF N/A, Reference: HOB 1 p34)

1). HPs:	11 11

2)	HP_{c}		

Potential Yield:

- ☐ Kill Lief Lipsiege (EPV=7)
- ☐ Kill Astral searcher (EPV=85)
- □ 20,000 cp (GPV=200)
- □ 1000 gp (GPV=1000)
- □ 500 pp (GPV=2500)
- ☐ Reference books on accounting (100) (GPV=1000)

K32. Maid's Hall

Encounter: Helga, Mulo Vampire (HF 24, EP 8,000, Int 16, AL CE, AC 1, MV 9", HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Regeneration (3 hp/round), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. SD: +1 or better weapon to hit, can shapechange into a horse or sheep, immune to sunlight, Lang: common, Morosevian, elvish, Hon: Ave, ML 17, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p52, Skills: Maintenance/upkeep, shaving/grooming, cooking 82, orchestrate task 68. Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Nail through the neck or cutting off toes instantly kills.)

HACKMASTER: ROBINLOFT	
1). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aa	Clothing AC 9
Potential Yield: ☐ Kill Helga (EPV=8000)	Potential Yield: ☐ Kill Gertruda (EPV=7) ☐ Dagger (GPV=2)
K35. Facing Guardians Encounter: 2 Tin Soldiers (HF 9, EP 420, Int 0, AL N, AC 5, MV 9", HD 5, HP 43 ea., SZ M, #AT 1, D 1-10, SA: none, SD: immune to most spells, emit toxic fumes when melted (as Stinking Cloud 10' radius), Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF	K44. Closet Potential Yield: ☐ Capes (28) (GPV=22) ☐ Black Formal wear (GPV=100)
N/A, Reference HoB 8, p86, Weaknesses: double damage from heat spells and save at -2 against them) . HPs:	K48. Hall of Heroes Encounter: 10 Vexing Spirits (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to
2). HPs: 00000 00000 00000 00000 00000	Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)
Potential Yield: □ Kill Tin soldiers (2) (EPV=840) K37.The Study	1). HPs: 0000 0000 0000 0000 0000
Potential Yield: □ 50 Books (500 years old) (GPV=263)	2). HPs: 00000 00000 00000 00000 00000
□ Painting (with frame) (GPV=100) K38. False Treasury Potential Yield: □ Chest (GPV=2) □ 50 gp (GPV=50) □ 100 sp (GPV=20) □ 2000 cp (GPV=20)	3). HPs: 00000 00000 00000 00000 00000
	4). HPs: 00000 00000 00000 00000 00000
	5). HPs:
K40. The Belfry Encounter: 1 Manticore (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12"/18 Fly (E), HD 6+3, HP 53, SZ H, #AT 3, D 1-3/1-3/1-8, SA: 1-6 tail spikes (1d6 dmg each), SD: Nil, Lang: none, Hon: Ave, ML 14, TOP: 26,	6). HPs:
Crit BSL: Def AC+5, FF 8, Reference HoB 4, p 115) 1). HPs:	8). HPs: 0000 0000 0000 0000
0000 00000 00000 000	0000 9). HPs: 00000 00000 00000 00000
Potential Yield: □ Kill Manticore (EPV=975)	
K41. Treasury Potential Yield:	10). HPs:
□ 50,000 cp (GPV=500) □ 10,000 sp (GPV=2000)	Potential Yield: ☐ Kill Vexing Spirits (10) (EPV=1200)
□ 10,000 gp GPV=10000) □ 1,000 pp (GPV=5000) □ 15 100 gp gems (amber) (GPV=1500) □ 10 1,000 gp fire opals (GPV=10000) □ Broad sword +2 (EPV=800) (GPV=4000)	K46. Courtyard Overlook Encounter: 40 ScareRavens (HF 1, EP 35, Int 1, AL N(E), AC 7, MV 3"/15" fly (B), HD 1+2, HP 26 ea., SZ S, #AT 1, D 1d4, SA: fear gaze for 1-4 rounds, SD: Nil, Lang: none, Hon: N/A, ML 9, TOP: 13, Crit BSL: Def AC-1, FF 7, Reference HoB 7 p31)
□ Boomerang of Cleaving +5 (EPV=500) (GPV=1000)	1). HPs:
□ Dagger of Flesh Devouring +2 (EPV=500) (GPV=3000) □ Pain Giver Shortsword +2 (EPV=300) (GPV=5000)	2). HPs:
K42.The Bedchamber	3). HPs:
Encounter: Gertruda, Daughter of Mad Mary, 0-lvl human female (HF 0, EP 7, Int 10, AL NG, AC 8 (Dex and clothes), MV 12", HD 1/2, HP	4). HPs:
24, SZ M, #AT 1, D 1d6-1 (dagger), SA: Nil, SD: Nil, Lang: common,	5). HPs:
Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 4, Str 9/44, Dex 13/76, Con 9/48, Int 9/16, Wis 4/37, Cha 16/66, Com 15/72,	6). HPs:

7). HPs: 0000 0000 0000 0000 0

Quirks and Flaws: naive, Skills: cooking 68, maintenance/upkeep)

1). HPs: 0000 0000 0000 0000

8). HPs:	5). HPs: •••• 6). HPs: •••• 7). HPs: •••• 8). HPs: ••••
9). HPs:	9). HPs: □□□□ 10). HPs: □□□□ 11). HPs: □□□□ 12). HPs: □□□□
10). HPs:	13). HPs: •••• 14). HPs: •••• 15). HPs: •••• 16). HPs: ••••
11). HPs:	17). HPs: •••• 18). HPs: •••• 19). HPs: •••• 20). HPs: ••••
12). HPs: 👊 👊 👊 👊 👊 👊	Potential Yield:
13). HPs:	☐ Kill Crawling Claws (20) (EPV=700) ☐ Painting (GPV=300)
14). HPs:	K49. Lounge
15). HPs:	Potential Yield: ☐ Books (20) (GPV=2)
16). HPs:	K54. Familiar Room
17). HPs:	Encounter: Black cat familiar, Quasit familiar, Pit Bull familiar, Fire Demi-
18). HPs:	elemental familiar
19). HPs:	Black cat familiar (nocturnal) (HF 0, EP 7, Int 2, AL NE, AC 6, MV 9", HD 13 hit points, SZ T, #AT 3, D 1-2/1-2/1, SA: Rear claw rake 1-2 (if
20). HPs:	both front claws hit), surprise 8 in 10, SD: only surprised 2 in 10, speed boost (MV 18" for 1-10 rds), Lang: none, Hon: Ave, ML 8, TOP: 4, Crit
21). HPs:	BSL: Def AC-4, FF 2, Reference HoB 2, p8)
22). HPs:	Quasit familiar (grumpy) (HF 11, EP 2000, Int 5, AL CE, AC 2, MV 15",
23). HPs:	HD 3, HP 35, SZ T, #AT 3, D 1d2+4/1d2+4/1d4+4 (+2 to hit, +4 to damage due to 16/66 Strength), SA: poison (lose 1 point of Dex for 2-12
24). HPs:	rounds), SD: Blast of Fear (1/day), Commune (1/week), Darkness, Teleport Without Error, Gate, Detect Good, Detect Magic, Invisibility, + or better or cold iron weapon to hit, polymorph self, 25% magic resistance, save as 7 HD, immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 9, TOP: 17, Crit BSL: Def AC+3, FF N/A, Reference HoB 5, p 92)
25). HPs:	
26). HPs:	
27). HPs:	
28). HPs:	Pit Bull familiar (foul smelling) (HF 2, EP 125, Int 2, AL N(C)E, AC 6,
29). HPs:	MV 12", HD 2+5, HP 35, SZ M, #AT 1, D 1-8, SA: blood lust (+1 to hit, +3 to damage, +3 penalty to AC), rend flesh (double damage + effect
30). HPs:	of critical on a natural 20), SD: fear (<4HD save vs. spell or flee for 1d6 rounds) Lang: none, Hon: Ave, ML 17, TOP: 17, Crit BSL: Def AC+1 (normal), Def AC+2 (blood lust), FF 10, Reference HoB 6, p 78)
31). HPs:	
32). HPs:	Fire Demi-elemental familiar (magic resistance 20%, imparts to master, grants Fire Resistance to master) (HF 0, EP 120, Int 8, AL NE, AC 8,
33). HPs:	MV 12", HD <1-1 HP 10, SZ T, #AT 1, D 1-4, SA: will set flammable
34). HPs:	objects on fire, SD: +2 or better weapon to hit, 20% magic resistance, Lang: none, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC-4, FF N/A,
35). HPs:	Reference Spellslinger's Guide to Wurld Domination p 80)
36). HPs:	1). HPs: •••••••••••
37). HPs:	2). HPs: 0000 0000 0000 0000 0000
38). HPs:	() III
39). HPs:	3). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa
40). HPs:	4). HPs:
Potential Yield: □ Kill ScareRavens (40) (EPV=1400)	Potential Yield: ☐ Kill Black cat familiar (EPV=7)
K47. The Landing Encounter: 20 Crawling Claws (HF 1, EP 35, Int 0, AL N, AC 7, MV 9",	☐ Kill Quasit familiar (EPV=2000) ☐ Kill Pit Bull familiar (EPV=125)
HD <1-1, HP 4 ea., SZ T, #AT 1, D 1d4 (armored) or 1d6 (unarmored),	☐ Kill Fire Demi-elemental familiar (EPV=120)
SA: Nil, SD: half damage from edged weapons, immune to magic weapon enhancements, immune to immune to Sleep, Charm, Hold and death	K55. Element Room
magic, cannot be turned, controlled or damaged by holy water, Lang:	Potential Yield: ☐ Bottles of components (9) (GPV=18)
none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference HoB 2 p37, Weaknesses: cold spells cause +1 damage per die.)	☐ Sweet Water formula book (GPV=500)
1). HPs: 000 2). HPs: 000 3). HPs: 000 4). HPs: 000	K56. Caldron Frequence: Witches (4) Salt Water elemental

Witch #1, 5th level magic-user, human (HF 4, EP 479, AL CE, AC 5 (Dex, ring and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (black cat) Powers: night vision, +1 bonus to surprise rolls.)

Spells: 1st level (6): Burning Hands, Charm Person, Color Spray, Spook, Magic Missile (x2), 2nd level (2): Bind, Irritation, Third level (1) Bash Face.

Possessions: Ring of Protection +3

Witch #2, 5th level magic-user, human: (HF 4, EP 679, AL CE, AC 6 (Dex, tough hide and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/13, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (quasit) Powers: telepathy, infravision, 20% magic resistance, regenerate 1 hp per round, memorize and cast spells as if one level higher, +1 bonus to surprise rolls, Skills and Talents: Tough Hide)

Spells: 1st level (6): Dancing Lights, Detect Magic, Magic Missile (x3), Sleep, 2nd level (2): Fire Telekinesis, Magic Missile of Skewering, Third level (1) Bash Face, Murgain's Migraine.

Possessions: Ring of Hefty Spell Casting (can cast five spells simultaneously)

Witch #3, 5th level magic-user, human (HF 4, EP 479, AL CE, AC 5 (Dex, cloak and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/49, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (pit bull) Powers: telepathy, +1 bonus to surprise rolls.)

Spells: 1st level (6): Feather Fall, Friends, Grease, Protection from Good, Sleep, Smell Immunity, 2nd level (2): Glitterdust, Improved Phantasmal Force, Third level (1) Haste.

Possessions: Cloak of Displacement (first attack misses).

Witch #4, 5th level magic-user, human: (HF 4, EP 679, AL CE, AC 7 (Dex, acrobatic and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (demi-elemental) Powers: telepathy, 20% magic resistance, Fire Resistance, +1 bonus to surprise rolls, Skills and Talents: Acrobatic Skill Suite.)

Spells: 1st level (6): Hold Portal, Color Spray, Shocking Grasp, Run, Charm Person, Cromatic Orb, 2nd level (2): Ray of Enfeeblement, Munz's Bolt of Acid, Third level (1) Paralyzation

Possessions: Potion of Fire Breath, Potion of Polymorph to Insect

Salt Water Elemental (HF 27, EP 6000, AL NE, AC 8, MV 6"/18" swim, HD 12, HP 104, SZ L, #AT 1, D 5-30 (-5 due to fighting outside of water), SA: Nil, SD: +2 or better weapon to hit, Lang: none, Hon: Ave,

1). HPs: 00000 00000 00000 00000 00000		
Clothing AC 9 □		
2). HPs:		
Clothing AC 9		
3). HPs:		
Clothing AC 9		
4). HPs:		
Clothing AC 9		
5). HPs:		
Potential Yield: ☐ Kill Witch #1 (EPV=479) ☐ Kill Witch #2 (EPV=679) ☐ Kill Witch #3 (EPV=479) ☐ Kill Witch #4 (EPV=679) ☐ Dagger (4) (GPV=8) ☐ Sleep Elixir (4) (EPV=800) (GPV=1600) ☐ Ring of Protection +3 (EPV=3000) (GPV=15000) ☐ Ring of Hefty Spell Casting (EPV=1500) (GPV=50000) ☐ Cloak of Displacement (EPV=1500) (GPV=30000) ☐ Potion of Fire Breath (EPV=400) (GPV=4000) ☐ Potion of Polymorph to Insect (EPV=350) (GPV=500) ☐ Spell Book #1 (EPV=14000) (GPV=28000) ☐ Spell Book #2 (EPV=13000) (GPV=26000) ☐ Bowl of Commanding Water Elementals (EPV=2000) (GPV=25000)		
K60. Northtower Peak Encounter: DoppelMeister (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65, SZ H, #AT 1, D 2-24, SA: digestion 1d12, SD: Invisibility, Lang: none, Hon: Ave, ML 16, TOP: 33, Crit BSL: Def AC+8, FF 7, Reference HOB 2 p 66.)		
1). HPs:		
Potential Yield: ☐ Kill DoppelMeister (EPV=3000)		
K62. Servants' Hall Encounter: Cyrus Belview, Vampire Thrall (HF5, EP 420, AL CN, AC 9 (clothes), MV 12", HD 4+4, HP 44, SZ M, #AT 1, D 1d6+3 (club, +1 to hit and +3 to damage due to Strength), SA: Nil SD: regenerate 1 hp per turn, +2 on all saving throws, immunity to control spells Lang: common Morosevian, Hon: Ave, ML 17, TOP: 22, Crit BSL: Def AC+4, FF 9, Reference HOB 8 p 55, Str 15/12, Dex 8/04, Con 11/49, Int 11/52, Wis 3/10, Cha 7/31, Com 8/15,)		

1). HPs: 0000 0000 0000 0000 0000

ML 17, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HOB 3

Potential Yield: ☐ Kill Cyrus Belview (EPV=420)	Potential Yield: ☐ Kill Hordlings (3)
K65. Kitchen Encounter: 3 Monster Zombies (HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, HP 50, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p124)	K72. Office of Vengeance Encounter: Shadow Demon (HF 24, EP 1,075, Int 12, AL CE, AC 9/5/1 (depending on lighting conditions), MV 12" (possibly more), HD 7+3, HP 65, SZ M, #AT 3, D 1-8/1-6/1-6, SA: Darkness 10' radius (1/day), Fear 30' radius (1/day), Magic Jar (1/week), SD: immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 20/15/11/6 (depending on lighting conditions), TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 5, p126)
1). HPs:	
2). HPs: 0000 0000 0000 0000 00000 00000	1). HPs:
3). HPs:	Potential Yield: ☐ Kill Shadow Demon (EPV=1075)
Potential Yield: ☐ Kill Monster Zombies (3) (EPV=1950)	☐ 3 Longswords (GPV=45) ☐ 3 Jousting Lances (GPV=60)
K69. Guard's Quarters Encounter: 10 Screaming Skeletons (HF 2, EP 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 27 ea., SZ M, #AT 1, D 1-6, SA: Fear scream (40-foot radius, 1d6 rounds, save or flee), SD: hacking and puncturing weapons do only half damage, immune to Sleep, Charm, Hold, death magic, paralyzation, poison, fear, darkness, cold-based attacks and verbal abuse, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-1, FF N/A, Reference HoB 7, p66)	K74. North Dungeon Potential Yield: □ Cell a 6100 ep (GPV=3050) □ Cell b 5600 ep (GPV=2800) □ Cell c 600 pp (GPV=3000) □ Cell g 6900 ep (GPV=3450) □ Cell h Bastard Sword +2, Cursed Berserking (EPV=0) (GPV=2800)
1). HPs: 0000 0000 0000 0000 00	K75. South Dungeon Encounter: Werewolf (Cell a) (HF 5, EP 420, Int 10, AL CE, AC 5, MV
2). HPs: 👊 👊 👊 👊 👊 👊	15", HD 4+3, HP 47, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transform-
3). HPs:	ing, Lang: common, Hon: Ave, ML 12, TOP: 24, Crit BSL: Def AC+3,
4). HPs:	FF 8, Reference HoB 4, p108)
5). HPs:	1). HPs:
6). HPs:	Potential Yield:
7). HPs:	☐ Cell a Kill Werewolf (EPV=420) ☐ Cell b 650 pp (GPV=3250)
8). HPs:	K76. Torture Room
9). HPs:	Encounter: Coffer Corpse (6), Troll, Bürgermeister Meister Berger
10). HPs: 0000 0000 0000 0000 00	6 Coffer Corpses (HF 3, EP 65, Int 5, AL CE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1-6, SA: If struck for >5 points with any weapons, it
Potential Yield: ☐ Kill Screaming Skeletons (10) (EPV=1750)	falls to the ground then rises the next round creating a Fear effect (save versus paralyzation) for 1-6 rounds, stranglehold (16 or better to hit) causing automatic 1d6 points of damage per round, SD: +1 or better weapons
K70. Kingsman Hall Encounter: 3 Hordlings (HF 45, EP 650, Int 8, AL CE, AC 3, MV 9", HD 6+3, HP 54, SZ Large, #AT 3, D 1-3+4/1-3+4/1-6+4 (claw/claw/bite),	to hit, immune to Sleep, Charm, Hold, paralyzation, poison and death magic, turned as wraiths, Lang: none, Hon: Ave., ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HoB 2, p 32)
SA: Stinking Cloud (7 th level) once per day, Strangulation (if both claws hit in a single round, holding may automatically do 2-8 on subsequent rounds), +2 to hit and +4 to damage due to 16/66 Strength, SD: infravision, ultravision, Darkness, Teleport Without Error and Gate, half damage from electricity and fire, immune to cold, gas and poison, become 75% invisible if they concentrate for 1 turn, Lang: common (telepathy), nefari-	1 Troll (HF 13, EP 1,400, Int 7, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA: +2 to hit due to Strength, SD: regenerate 3 hp/round, climb walls 80, superior smell, 90-foot infravision, Lang: common, trollkin, Hon: Ave, ML 14, TOP: 28, Crit BSL: Def AC+7, FF 11, Reference HoB 8, p24)
an, Hon: Ave, ML 18, TOP: 27, Crit BSL: Def AC+7, FF N/A, Reference HOB 5 p87)	Bürgermeister Meister Berger (HF 0, EP 7, Int 10, AL LG, AC 10, MV 3" (due to injuries), HD 1/2, HP 1 (24), SZ M, #AT none, D none, SA: Nil
1). HPs:	SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 1, TOP: 12, Crit BSL: Def AC-5, FF 5)
2). HPs: 00000 00000 00000 00000 00000	1). HPs: 00000 00000 00000 00000 00000
	- 2. 6026. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.

4). HPs: 0000 0000 0000 0000

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5). HPs: 0000 0000 0000 0000	ML 15, TOP: N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p94)
6). HPs:	1). HPs: aaaaa aaaaa aaaaa aaaaa aaaaa
7). HPs:	
8). HPs:	Potential Yield:
Potential Yield: ☐ Kill Coffer Corpse (6) (EPV=390) ☐ Kill Troll (EPV=1400) ☐ Kill Bürgermeister Meister Berger (EPV=7) ☐ Holy Avenger BroadSword +2 (EPV=2400) (GPV=22000) ☐ 600 hsp (GPV=1200) ☐ 200 pp (GPV=1000)	☐ Kill Spectre (EPV=3000) ☐ 3400 gp (GPV=3400) ☐ Potion of Healing (2) (EPV=400) (GPV=800) ☐ 500 gp gems (3) (GPV=1500) Crypt 9. Potential Yield: ☐ 1550 cp (GPV=15)
K77. Observation Balcony	Crypt 10.
Potential Yield:	Potential Yield: ☐ Jewelry (3) (GPV=15000)
☐ Throne (2) (GPV=2000) ☐ 600 pp (GPV=3000) K78. Brazier Room	Crypt 13. Potential Yield: □ 500 pp (GPV=2500)
Encounter: 1 Vampiricat (HF 24, EP 14,00, Int 11, AL C(N)E, AC 3, MV 24", HD 5+5, HP 50, SZ S, #AT 3, D 4/4/4-5, SA: +1 to hit due to Strength, energy draining bite 1/day (save vs. spell), charm (if bitten, save vs. spell), SD: regeneration (1 hp/turn), immune to poison, paralysis, Charm, Sleep and Hold spells, Lang: none, Hon: Ave., ML 17, TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 3, p88)	Crypt 20. Encounter: Common Vampire (HF 36, EP 8,000, Int 16, AL CE, AC 1, MV 12"/18" Fly (C), HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 thit due to Strength, Energy Drain (2 levels), Charm Person Gaze (save a 2), SD: +1 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to Sleep, Charm and Hol
1). HPs: 0000 0000 0000 0000 0000 0000	spells, paralysis and poison. Half damage from cold and electricity attacks. Spider Climb at will. Can move with complete silence, Lang:
Potential Yield: Kill Vampiricat (EPV=1400) 300 pp (GPV=1500) 100 gp Gems (8) (GPV=800) 3 Small obsidian cat statues (GPV=300) Brazier (GPV=3) Bronze statue (GPV=400) K84. The Catacombs	common, Morosevian, elvish, Hon: Ave, ML 16, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p53, Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Recoil from mirrors. Repelled by the strong odor of garlic. Lawful good holy symbol presented boldly by a faithful believer causes reeling for 1-4 rounds. Cannot enter a home unless invited. Becomes powerless in sur light and suffers 5-20 points of damage per round of full exposure (may
Encounter: 3,000 Dire Robins (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP: 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)	regenerate but is killed after a turn of exposure in any case). 1). HPs: 0000 0000 0000 0000 0000 00000 00000
Potential Yield: ☐ Kill Dire Robins (EPV=24000)	Potential Yield: □ Kill Common Vampire (EPV=8000)
Crypt 4. Encounter: Ghost (HF 14, EP 7,000, Int 14, AL LE, AC 0 or 8, MV 9", HD 10, HP 80, SZ M, #AT 1, Age 10-40 years, SA: Magic Jar spell., SD: fear aura and age 10 years on sight, Lang: none, Hon: Ave., ML See description, TOP: N/A, Crit BSL: Def AC+8, FF N/A, Reference HOB 3, p50)	 □ 8000 sp (GPV=800) □ 1500 hsp (GPV=3000) □ Shortsword, Luck Blade +1 (EPV=1000) (GPV=20000) □ Scroll of Fireball, Hold Person, Haste, Lightning Bolt and Slow) (EPV=1500) (GPV=4500)
1). HPs:	Crypt 21. Encounter: Sivian Banshee (HF 51, EP 3,000, Int 14, AL LE, AC 2, MV 9", 12" Fly (C), HD 12, HP 68, SZ M, #AT 1, D Nil, SA: Wail of Despair, SD: +2 or better (or blessed or holy) to hit, Lang: common, elven, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+10, FF N/A,
☐ Kill Ghost (EPV=7000)	Reference HoB 7, p64)
☐ Morning Star of Glory +2 (EPV=750) (GPV=7500)	1). HPs:
Crypt 7. Encounter: Spectre (HF 30, EP 3,000, Int 13, AL LE, AC 2, MV 15"/30" Fly (B), HD 7+3, HP 70, SZ M, #AT 1, D 1-8, SA: Energy Drain (two levels), SD: +1 or better to hit, undead, immune to Sleep, Charm, Hold, or cold based spells, paralyzation and poison, Lang: common, Hon: N/A,	Potential Yield: ☐ Kill Sivian Banshee (EPV=3000) ☐ 500 pp (GPV=2500)

Crypt 35.

□ Scroll of Charm Monster, Polymorph to Amphibian and Polymorph Self) (EPV=1100) (GPV=3300)

Crypt 39.

Encounter: Nightmare (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 68, SZ L, #AT 3, D 4-10/4-10/3-8, SA: Burning hooves, SD: Noxious cloud, become Astral or Ethereal at will, Lang: none, Hon: Ave., ML 14, TOP: 34, Crit BSL: Def AC+5, FF 11, Reference HoB 6, p12)

1). HPs: 0000 0000 0000 0000 0000

1). HPs: 0000 0000 0000 0000 0000

Encounter: 12 Wights (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD

BSL: Def AC+3, FF N/A, Reference HoB 8, p86)

4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA: energy drain, SD: silver or +1

or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit

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	17). HPs:
D	18). HPs:
Potential Yield: ☐ Kill Nightmare (EPV=2000)	19). HPs:
K85. Tomb of Sergio Vlad'Neer	20). HPs:
Potential Yield: ☐ Plate Mail Armor +2 (EPV=1,000) (GPV=140,000) ☐ Statues (3) (GPV=3,000)	Potential Yield: ☐ Kill Tarantubats (20) (EPV=700)
K86. Tomb of Tahd Vlad'Neer Potential Yield: ☐ Pommel Stone of Vlad'Neer (EPV=3,000) (GPV=35,000)	K89. Room of Statues Potential Yield: □ Deck of Wondrous Things (EPV=0) (GPV=80,000)
□ Tahd's Spellbook (EPV=22,000) (GPV=45,000) K87. Guardians Encounter: 2 Clay Golems (HF 17, EP 5,000, Int 0, AL N, AC 7, MV 7", HD 11, HP 70, SZ L, #AT 1, D 3-30, SA: Haste for 3 rounds (1/day), Damage inflicted is permanent unless cured by a Heal spell (17 th level or higher), SD: +1 or better blunt weapon to hit, immune to spells except for Move Earth, Disintegrate and Earthquake, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 3, p 84) 1). HPs: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	K90. Lair of Choonie Encounter: Choonie, Lewd Beholder (HF 156, EP 4,173, Int 15, AL CE, AG -4/1/6 (shell / eye stalk / eye), MV 4" Fly (B), HD 11, HP 75, SZ M, #AT (arms or lick) or 2-5 (eye stalks), D 1d4-1 (arms) or 1d6 (lick), SA: Can gra upon a hit with both arms (2d8 crushing damage per round and furthe tongue attacks automatically hit), poison lick (class E poison - save at -4 (2d2 damage) or die, eye stalk powers listed below, SD: central eye emits anti-magi ray in 90 degree arc, +2 to all saving throws, Lang: common, Hon: Ave, M 18, TOP: 38, Crit BSL: Def AC+9, FF 11, Reference: Knights of the Dinne Table #63, Quirks and Flaws: Clingy, Reclusive, Short Term Memory Lost Hemophiliac, Talents: Defensive bonus (+1 to AC)) Eye Stalk powers (15th level magic-user) 1) Charm Person 2) Charm Monster 3) Sleep 4) Flesh to Stone Ray (30 yards) 5) Disintegrate Ray (20 yards) 6) Slow 7) Cause Serious Wounds (50 yards) 8) Death Ray (40 yards)
K88. Tomb of Barov and Ravenovia Encounter: 20 Tarantubats (HF 1, EP 35, Int 1, AL N, AC 7, MV 3"/12" Fly (B), HD 1/2, HP 24, SZ T, #AT 1, D 1, SA: poison (save or lose one point of Strength for 1 turn - if Strength goes to zero, victim is paralyzed for 2-12 hours), SD: web, Lang: none, Hon: N/A, ML 11, TOP: 12, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p 98) 1). HPs:	1). HPs:
10). HPs: 00000 00000 00000 00000 11). HPs: 00000 00000 00000 00000 12). HPs: 00000 00000 00000 00000 13). HPs: 00000 00000 00000 00000 14). HPs: 00000 00000 00000 00000 00000	

15). HPs: 0000 0000 0000 0000 0000 16). HPs: 0000 0000 0000 0000

Hail there of might and valor:

I, the Bürgermeister Meister Berger of Morosevia send you honor with despair.

My own daughter, the fair Oksana, has been bitten these past nights by a creature calling its race "Vampyr." For over 1,000 years he has drained this land of the life-blood of its people. Now, my dear Oksana languishes and dies from an unboly wound caused by this vile beast. Det I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let boly men call upon their power that the evil one may be contained within the walls of weeping Morosevia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Bürgermeister Meister Berger

Hail to thee of might and valor:

I, a lowly servant of the township of Morosevia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Oksana Berger, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and turns to a beast in the night, killing innocent townsfolk. She is afflicted with lycanthropy and must be cured. You must take her to the cemetery at night, by force if necessary, and have the Adept Remove this Curse while she is in were-form. She is sure to deny her nature and resist your efforts, but the one sure way to get her to change is to attack her. The stress of combat is sure to bring out the beast within her. She lives in the southernmost manor.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea. Come quickly for her time is at hand! All that I have shall be thine!

Bürgermeister Meister Berger