SUPPLEMENTAL MATERIAL FOR THE HACKMASTER ADVENTURE MODULE:

TEMPLE OF EXISTENTIAL EVIL

* GAMEMASTER'S EYES ONLY *

Credits

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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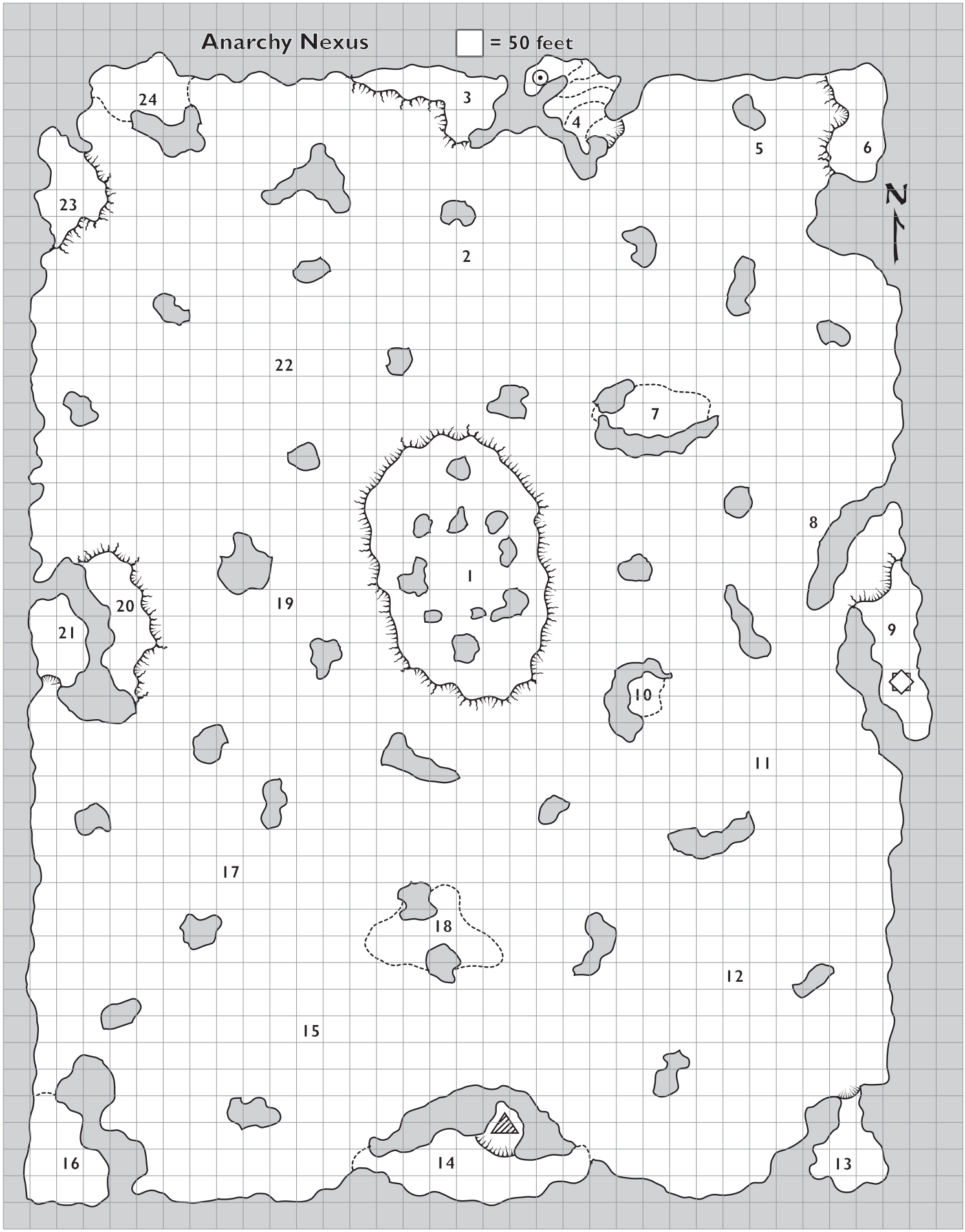
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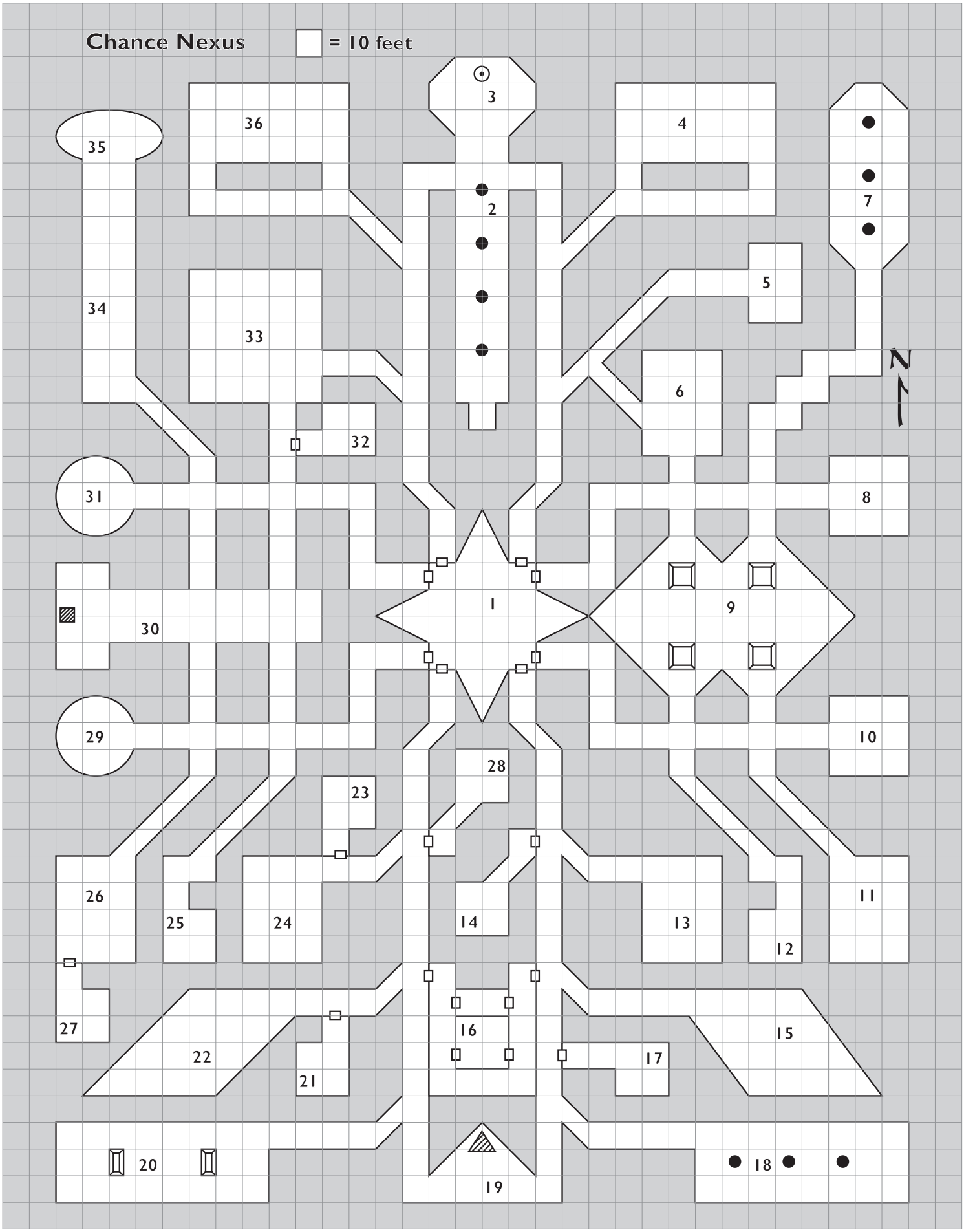
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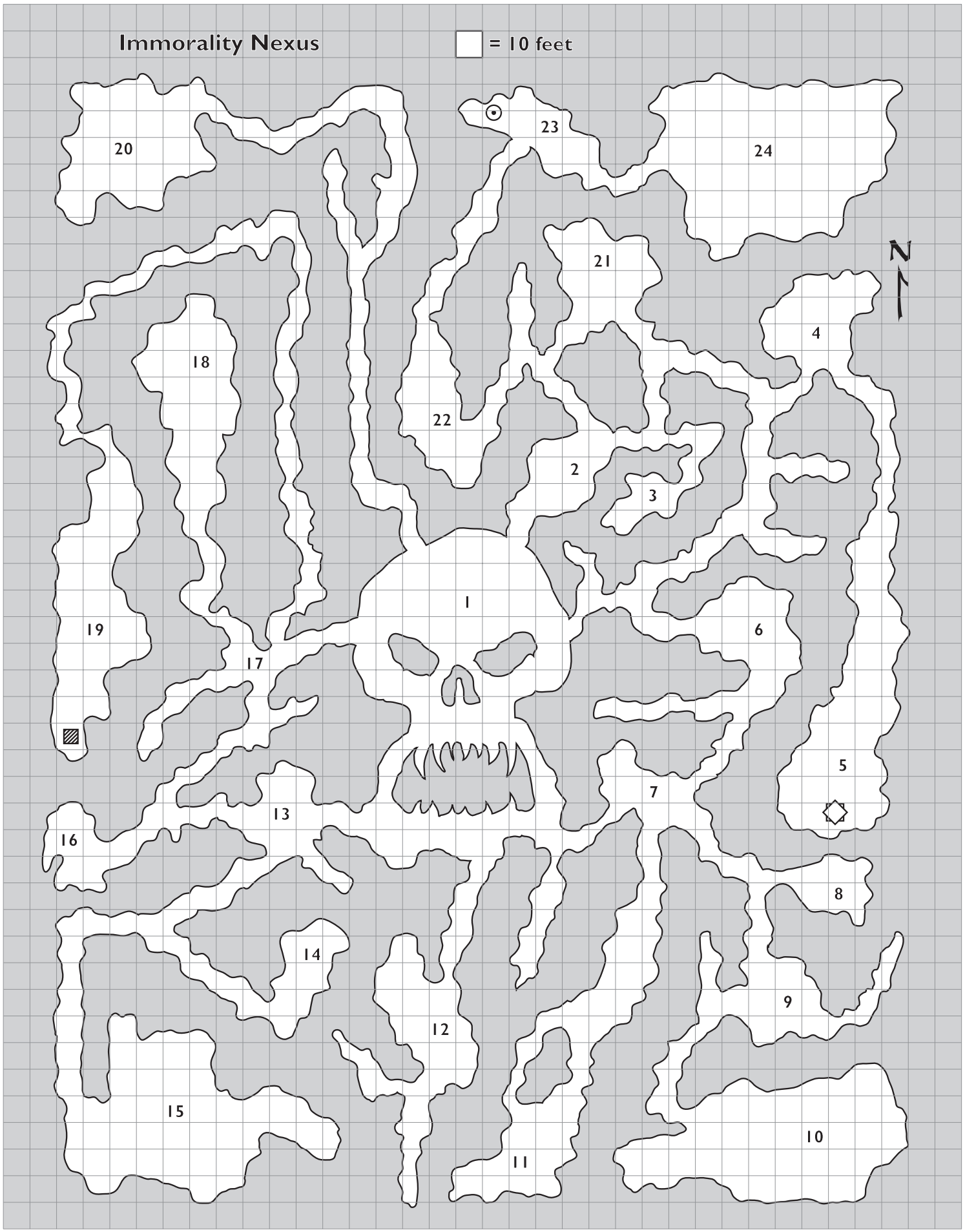
Immorality Nexus
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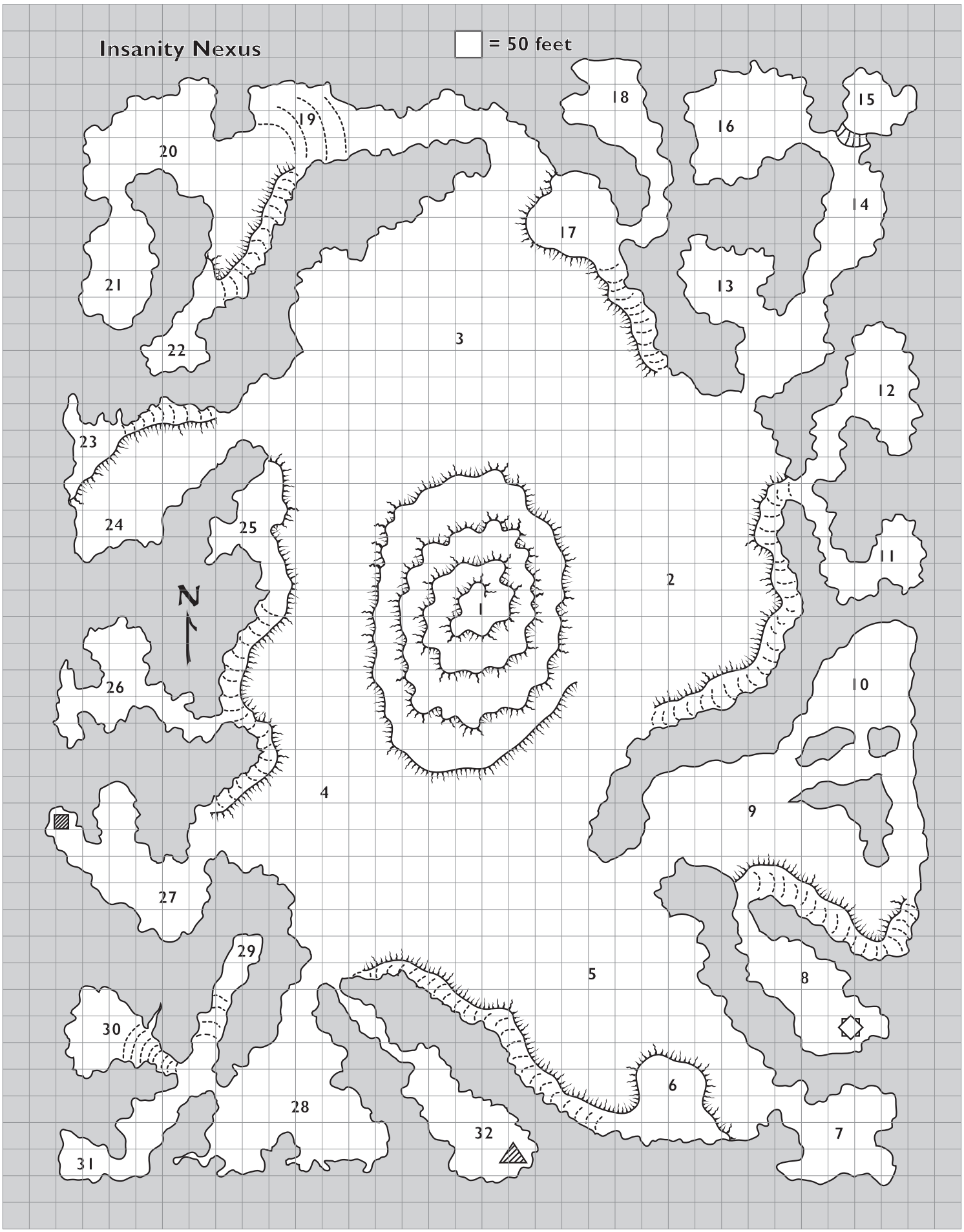
Insanity Nexus
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BATTLESHEET

THE HAMLET OF THARP

1. Prosperous Farm

Polina the goodwife (HF 0, EP 15, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6 (knife), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 11/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Dawg, Farm (2) (HF 1, EP 55, Int 3, AL N, AC 7, MV 18", HD 2+1, hp 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Vengro the farmer (HF 0, EP 15, Int 10, AL NG, AC 7 (ring mail), MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1-6 (flail) or 1-5 (dagger), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 11/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Ring mail: AC 7 8 9

❑❑❑❑❑ ❑ ❑❑ ❑

Blurg and Stardon (2), (HF 0, EP 15, Int 10, AL NG, AC 8 (leather), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6+2 (flail) or 1d6 (dagger), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-4, FF 6, STR 11/32, Dex 12/14, Con 12/44, Int 11/35, Wis 9/48, Cha 11/34, Com 10/10)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

2. Modest Farmhouse and Barn

Gryvar the farmer, 4th level Fighter, (HF 2, EP 340, Int 12, AL LG, AC 5 (scale mail), MV 12", HD 4, HP 50, SZ M, # AT 1, D 1d8+3 (long sword) 1d8 (crossbow), Lang: common, Hon: Ave , TOP: 25, Crit BSL: Def AC–0, FF 8, Str 15/84, Dex 12/22, Con 16/98, Int 12/45, Wis 16/89, Cha 11/94, Com 12/33)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Hulmar Gryvar's wife (HF 0, EP 29, Int 14, AL NG, AC 9 (buckler), MV 12", HD 1, HP 24, SZ M, # AT 1, D 1d6 (club), Lang: common, Hon: Ave, TOP: 12, Crit BSL Def AC-5, FF 5, Str 12/78, Dex 12/79, Con 9/95, Int 14/43, Wis 8/04, Cha 12/35, Com 7/3)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Buckler +1

(AC bonus) ❑❑❑

Elmo, 4th level ranger, (HF 5, EP 395, Int 15, AL CG, AC -3 (chain mail w/shield equipped and Dex), MV 12", HD 4, HP 61, SZ M, # AT 1, D 2d4+7 (Battle Axe +1) or 1d6+7 (Dagger +2), Lang: common, Hon: Ave, TOP: 31, Crit BSL: Def AC–0, FF 8, Str 18/43, Dex 16/40, Con 17/37, Int 15/19, Wis 16/44, Cha 11/92, Com 11/37, Quirks and Flaws: none.

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Chain mail +1: AC 4 5 6

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7 8 9

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Medium Shield +2: +5 +4 +3 +2 +1

(AC bonus) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

3. Woodcutter's Cottage

Briss (HF 0, EP 32, Int 9, AL NG, AC 8 (leather), MV 12", HD 1, HP 27, SZ M, # AT 1, D 2d8 (battle axe) or 1d8 (light crossbow quarrel), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 8, Str 10/69, Dex 8/56, Con 16/29, Int 9/22, Wis 11/63, Cha 9/59, Com 9/02)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

❑❑ ❑

4. Well Kept Farm

Rila the widow (HF 0, EP 15, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-1(knife), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 9/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hink and Pejo (2) (HF 0, EP 15, AL NG, AC 8 (leather), MV 12", HD 1/2, HP 21, SZ M, # AT 1, D 1d6 (hand axe or club), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 5, STR 11/23, Dex 8/54, Con 11/11, Int 9/12, Wis 10/65, Cha 10/32, Com 9/02)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9

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5. Prosperous Farmhouse

Tonor the farmer (HF 0, EP 34, Int 8, AL LG, AC 6 (leather and Dex), MV 12", HD 1, HP 29, SZ M, # AT 1, D 1d8 (long sword), Lang: common, Hon: Ave, TOP: 15, Crit BSL: Def AC-4, FF 6, Str 10/96, Dex 15/53, Con 12/03, Int 8/23, Wis 16/30, Cha 10/15, Com 15/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

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Bonmid the manservant (HF 0, EP 33, Int 7, AL LG, AC 10, MV 12", HD 1, HP 28, SZ M, #AT 1; D 2d4 (voulge), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 7, Str 10/58, Dex 10/7, Con 14/39, Int 9/76, Wis 8/38, Cha 14/5, Com 9/5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

6. Leatherworker's House

Gjost the leatherworker (HF 0, EP 30, Int 14, AL LG, AC 5 (leather, Dex, and buckler), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6-1 (sling) or 1d6

(axe), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 11/62, Dex 16/15, Con 11/61, Int 12/36, Wis 6/40, Cha 8/91, Com 8/01)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Letom eldest son (HF 0, EP 32 , Int 12, AL LG, AC 8 (leather), MV 12", HD 1, HP 27, SZ M, # AT 1, D 1d6-1 (dagger or sling), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 5, Str 9/02, Dex 13/20, Con 10/42, Int 14/20, Wis 12/69, Cha 15/24, Com 17/05)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

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8. Smithy Shed and House

Dirk the smith, 3rd level Druid, (HF 1, EP 216, Int 9, AL N, AC 6 (leather and Dex), MV 12", HD 3, hp 39; #AT 1, D 1d6+5 (staff) or 1d4+5 (smith's hammer) or by spell, Lang: common, Hon: Ave, TOP: 20, Crit BSL: Def AC-2, FF 7, Str 17/14, Dex 15/06, Con 15/44, Int 9/67, Wis 13/03, Cha 15/60, Com 10/43)

Spells: any (6 Level l, 2 Level 2, 1 Level 3, including Wisdom bonus)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

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9. Hall/Temporary Inn

Solaro (HF 0, EP 33, Int 8, AL LG, AC 6 (padded armor and Dex), MV 12", HD 1, HP 23, #AT 1, D 1d6+1 (spetum), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 10/99, Dex 15/98, Con 12/89, Int 8/60, Wis 10/52, Cha 12/05, Com 14/06)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Padded Armor: AC 8 9

❑❑ ❑

10. Weaver

Agrad the son-in-law (HF 0, EP 28, Int 13, AL LN, AC 7 (padded armor and buckler), MV 12", HD 3, hp 23. #AT 1, D 1d6-1 (dagger), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 11/99, Dex 13/44, Con 13/87, Int 12/95, Wis 8/63, Cha 12/89, Com 10/02)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9

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Buckler +1

(AC bonus) ❑❑❑

Burk, Jekle, Lemm, and Olman the apprentices (4) (HF 0, EP 27, Int 8, AL LN, AC 9 (Dex bonus), MV 12", HD 1, hp 22, SZ M, # AT 1, D 1d2 (improvised weapons), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF 7, Str 10/34, Dex 13/54, Con 12/27, Int 11/91, Wis 9/34, Cha 11/65, Com 11/12)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

11. Cottage

Chinnery (HF 1, EP 42, Int 11, AL LN, AC 9, MV 12", HD 1, HP 22, #AT 1; D 1d6+2 (knife) or 1d8+2 (light crossbow) [fights with these as if 7th level Fighter], Lang: common, gnomish, Hon: Ave, TOP: 11, Crit BSL: Def AC+2 with knife or crossbow, else Def AC -4, FF 6, Str 12/09, Dex 14/88, Con 13/70, Int 11/62, Wis 10/84, Cha 9/60, Com 10/01)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

12. Average Farm Building

Smid the farmer and Gondir (his son) (HF 0, EP 39, Int 12, AL NG, AC 7 (leather and shield), MV 12", HD 1, HP 27, #AT 1, D 1d6+5 (flail) or 2d4+4 (morning star), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 16/76 and 16/70 respectively, other abilities average.)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

13. Trading Post

Dawg, Rottweiler (3) (HF 1, EP 65 each, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 31, SZ M, # AT 1, D 2-5, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC-0, FF 15, HoB v2, pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Lazarou Davl, 10th level Thief (HF 9, EP 2166, Int 14, AL LE, AC -1 (Leather Armor +4, Ring of Protection +1, Dex), MV 12", HD 10, HP 68, #AT 1, D 1d6 (Dagger +1) or 1d6+1 (Short sword +1), SA backstab (PHB p.69), Lang: common, Hon: Ave, TOP: 34, Crit BSL: Def AC+1, FF 7, Str 8/71, Dex 18/25, Con 15/53, Int 14/80, Wis 9/10, Cha 7/25, Com 15/49)

Wears Leather Armor +4, Ring of Protection +1, Amulet of Proof Against Detection and Location (under his jerkin); carries a Dagger + 1, and keeps a Short sword +1 under the counter.

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leather Armor +4: AC 4 5 6 7 8 9

❑❑ ❑❑ ❑❑ ❑❑ ❑❑ ❑

Keef, 7th level assassin (HF 8, EP 1140, Int 12, AL NE, AC -2 (Leather Armor +4, Ring of Protection +2), MV 12", HD 7, HP 59, #AT 1; D 1d6+2 + poison (Dagger of Venom w/ 3 doses left), SA backstab (PHB p.69), Lang: common, drow, gnomish, Hon: Ave, TOP: 30, Crit BSL: Def AC, FF 7, Str 15/28, Dex 18/21, Con 15/22, Int 12/58, Wis 7/19, Cha 7/43, Com 10/49)

Has 3 pinches of Dust of Disappearance.

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor +4: AC 4 5 6 7 8 9

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Baron (HF 0, EP 29, Int 13. AL CE, AC 8 (leather and shield),MV 12", HD 1, HP 24, #AT 1; D 1d6 (spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-5, FF 4, Str 9/23, Dex 7/03, Con 9/68, Int 13/34, Wis 9/39, Cha 12/84, Com 16/6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Yoll (HF 0, EP 38, Int 11, AL NE, AC 8 (leather armor), MV 12", HD 1, HP 28, #AT 1 (sword) or 2 (bow), D 1d8+1 (longsword) or 1d6 (long bow w/ flight arrows), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 4, Str 13/61, Dex 11/72, Con 9/01, Int 11/06, Wis 10/23, Cha 15/89, Com 9/3)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

14. Carter

Sistal the carter (HF 0, EP 35, Int 12, AL LG, AC 6 (scale mail), MV 12", HD 1, HP 25, #AT 1, D 1d8 (fauchard-fork), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 11/28, Dex 13/12, Coin, 15/28, Int 12/10, Wis 11/81, Cha 5/44, Com 12/4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Banny, Sistal's son (HF 0, EP 36, Int 12. AL LG, AC 6 (ring mail and shield), MV 12", HD 1, HP 26, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5, Str 10/66, Dex 8/31, Con, 10/43, Int 12/21, Wis 10/10, Cha 7/48, Com 10/01)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Ring mail: AC 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

Zeg and Wendard the Drivers (2) (HF 0, EP 34 and 33, Int 12, AL LG, AC 8 (leather), MV 12", HD 1, HP 24 and 23, #AT 1; D 1d6 (club) and 1d8 (light crossbow). Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

15. Moneychanger's Shop

Chensi the guard, 3rd level Fighter (HF 2, EP 232, Int 9, AL LN, AC 4 (Scale mail), MV 12", HD 3, HP 43, #AT 1, D 1d8+1 (longsword) or 1d4 (light crossbow), Lang: common, Hon: Ave, TOP: 22, Crit BSL: Def AC-1, FF 7, Str 13/62, Dex 15/93, Con 15/82, Int 9/80, Wis 10/33, Cha 9/00, Com 17/93)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9

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Dawg, War (2) (HF 0, EP 65 each, Int 4 (Semi), AC 6, AL N, MV 12", HD 2 + 2, hp 28, 23, SZ M, #AT 1, D 2d4 (bite), SA Nil, SD nil, Lang: none, Hon: Ave, ML 9, TOP: 14, 12, Crit BSL Def AC-1. FF 4, HoB v2 pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Glish Melubb the Moneychanger, 3rd level Thief (HF 1, EP 188, Int 16, AL N, AC 4 (Leather +1), MV 12", HD 3, HP 32, #AT 1, D 1d6 (Dagger + 1) or 1d6+1 (Short Sword +1), Lang: common, gnomish, elven, dwarven, Hon: Ave, TOP: 16, Crit BSL: Def AC-3, FF 4, Str 9/92, Dex 16/57, Con 9/16, Int 16/63, Wis 13/67, Cha 10/12, Com 9/38)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

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16. Cabinetmaker's Shop

Denton the cabinet maker gnome (HF 0, EP 31, Int 9, AL NG, AC 6 (ring mail and shield), MV 12", HD 1, HP 26, #AT 1, D 2d4 (Morning star), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 13/29, Dex 11/17, Con 8/89, Int 9/32, Wis 17/21, Cha 7/20, Com 6/03)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Ring mail: AC 7 8 9

❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Benj apprentice cabinet maker gnome (HF 0, EP 28, Int 12, AL NG, AC 7 (Padded armor and shield), MV 12", HD 1, HP 23, #AT 1, D 1d6 (Spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/01, Dex 10/66, Con 10/43, Int 12/21, Wis 10/10, Cha 13/01, Com 14/48)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Padded Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

17. Potter

Dremi the potter (HF 0, EP 33, Int 13, AL LG, AC 7 (Padded armor and shield), MV 12", HD 1, HP 23, #AT 1, D 1d6 (glaive), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 12/12, Dex 13/29, Con 13/45, Int 13/85, Wis 9/86, Cha 15/37, Com 11/2)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Padded Armor: AC 8 9

❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Rai and Herr, Dremi's sons (2) (HF 0, EP 34, 32, Int 12, AL LG, 13, AC 8 (padded armor), MV 12", HD 1, HP 24, 22, #AT 1, D 1-6 (spear) or 1d8 (light crossbow/ 10 quarrels), Lang: common, Hon: Ave, TOP: 12, 11, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Padded Armor: AC 8 9

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Padded Armor: AC 8 9

❑❑ ❑

18. Brew House

Hull the braumeister (HF 0, EP 38, Int 12, AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 28, #AT 1, D 1d6+2 (Mace), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 8, Str 12/56, Dex 9/91, Con 16/34, Int 12/06, Wis 8/35, Cha 9/86, Com 11/5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Tonny, Hull's nephew (HF 0, EP 35, Int 13, AL NG, AC 6 (ring mail and shield), MV 12", HD 1, HP 25, #AT 1, D 1d6 (short sword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 7, Str 11/60, Dex 8/12, Con 15/90, Int 13/04, Wis 16/53, Cha 10/51, Com 8/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Ring mail: AC 7 8 9

❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Howard, Gursh, and Jarok the braumeister apprentices (HF 0, EP 15, Int 12, AL NG, NG, LG 10, 9, AC 9 (clothing), MV 12", HD 1, HP 24, 23, 23, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 8)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Dawg, War (2) (HF 0, EP 65 each, Int 4 (Semi), AC 6, AL N, MV 12", HD 2 + 2, hp 32, 30, SZ M, #AT 1, D 2d4 (bite), SA Nil, SD nil, Lang: none, Hon: Ave, ML 9, TOP: 16, 15, Crit BSL Def AC-1. FF 4, HoB v2 pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

19. Sargulio's Cottage

Dawg, Rottweiler (3) (if not encountered at #13) (HF 1, EP 65 each, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 31, SZ M, # AT 1, D 2-5, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC +1, FF 8, HoB v2 p 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Sargulio the herdsman, 2nd level knight errant (retired) (HF 2, EP 128, Int 13, AL NG, AC 2 (chain mail and shield), MV 12", HD 2, HP 31, #AT 1, D 1d6+5 (short sword) or 1d6 (long bow), Lang: common, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF 6, Str 17/11, Dex 15/12, Con 11/04, Int 13/42, Wis 12/70, Cha 10/26, Com 11/33)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

20. House of Pangrus

Kalmer, 3rd level gnome titan Cleric (HF 3, EP 196, Int 10, AL CN, AC 0 (plate mail and shield), MV 12", HD 3, HP 34, #AT 1, D 1d6+1 (mace), Lang: common, gnomish, Hon: Ave, TOP: 17, Crit BSL: Def AC-3, FF 4, Str 8/29, Dex 15/74, Con 9/24, Int 10/20, Wis 16/81, Cha 11/61, Com 14/6)

Spells memorized:

First level: Bless, Command, Detect Evil, Detect Magic

Second level: Chant, Know Alignment, Silence 15' Radius

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Plate mail: AC 3 4

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5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

Dijon, 6th level gnome titan Cleric (HF 7, EP 838, Int 10, AL CN, AC 2 (plate mail and shield), MV 12", HD 3, HP 61, #AT 1, D 1d6+2 (Mace +1), Lang: common, gnomish, Hon Ave, TOP: 31, Crit BSL: Def AC, FF 8, Str 11/72, Dex 12/34, Con 16/13, Int 10/33, Wis 16/84, Cha 9/22, Com 12/00)

Spells memorized:

First level: Bless, Command, Cure Light Wounds, Detect Magic, Sanctuary

Second level: Hold Person (x2), Know Alignment, Silence 15' Radius, Slow Poison

Third level: Cure Disease, Dispel Magic

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Plate mail: AC 3 4

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5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

21. Dairy

Tensh the farmer (HF 0, EP 35, Int 10, AL LG, AC 7 (leather and Dex), MV 12", HD 1, HP 25, #AT 1, D 1d6 (hand axe), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5, Str 10/66, Dex 14/30, Con 10/92, Int 10/73, Wis 10/82, Cha 13/43, Com 14/06)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

Vickon the eldest son (HF 0, EP 36, Int 13, AL LG, AC 5 (leather and Dex), MV 12", HD 1, HP 26, #AT 1, D 2d8 (morning star), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 12/42, Dex 16/61, Con 9/32, Int 13/47, Wis 7/16, Cha 11/23, Com 12/01)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9

❑❑ ❑

Blerry and Gunter (elder sons of Tensh) (2) (HF 0, EP 34, 33, Int 12, AL LG, AC 7 (leather and shield), MV 12", HD 1, HP 24, 23, #AT 1, D 2d4 (guisarme) or 1d6-1(sling stone), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/24, Dex 11/12, Con 10/20, Int 11/65, Wis 10/53, Cha 12/03, Com 10/21)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

22. Cottage and Small Barn

Tattsyp the farmer (HF 0, EP 34, Int 13, AL LN, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8 (fauchard fork), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 13/37, Dex 11/23, Con 11/42, Int 13/90, Wis 10/58, Cha 11/44, Com 12/05)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Tebbs the daughter (HF 0, EP 15, Int 10, AL LN, AC 9 (clothing), MV 12", HD 1/2, HP 21, #AT 1, D 1d6-1 (dagger) or 1d6 (sling bullet), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-3, FF 4, Str 13/94, Dex 10/93, Con 9/15, Int 10/61, Wis 11/86, Cha 8/02, Com 15/10)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Devvd the son (HF 0, EP 34, Int 10, AL LN, AC 8 (padded armor), MV 12", HD 1, HP 23, #AT 1, D 1d6-1 (dagger) or 1d6 (sling bullet), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 13/33, Dex 9/53, Con 13/09, Int 15/16, Wis 10/40, Cha 11/44, Com 12/53)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Padded Armor: AC 8 9
❑❑ ❑

23. MILL

Tymm the miller gnome (HF 0, EP 34, Int 10, AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d6 (short sword), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 9/11, Dex 12/80, Con 9/53, Int 10/37, Wis 9/85, Cha 9/89, Com 10/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Diezy the gnome, Tymm's wife (HF 0, EP 35, Int 11, AL NG, AC 10, MV 12", HD 1, HP 23, #AT 1, D 1d6-1 (dagger), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 10/46, Dex 11/81, Con 12/23, Int 13/33, Wis 10/14, Cha 11/31, Com 13/31)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Mikey (HF 0, EP 15, Int 10, AL LN, AC 1 (plate mail), MV 12", HD 1, HP 25, #AT 1, D 2d4 (battleaxe), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 11/41, Dex 11/51, Con 11/14, Int 12/42, Wis 10/31, Cha 10/23, Com 11/23)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Plate mail: AC 3 4
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Brin and Twist (HF 0, EP 15, Int 10, AL LN, AC 8 (padded armor), MV 12", HD 1, HP 25, #AT 1, D 1d6 (sling bullet), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 9/11, Dex 11/15, Con 11/05, Int 11/04, Wis 10/11, Cha 11/49, Com 11/45)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

Mashra and Ambar the gnome servants (2) (HF 0, EP 35, Int 11, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 25, #AT 1, D 1d6-1 (dagger), Lang: common, gnomish Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 11/86, Dex 15/36, Con 12/20, Int 11/47, Wis 8/42, Cha 9/43, Com 12/02)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

Farm Dawg (HF 1, EP 55, Int 3, AL N, AC 7, MV 18", HD 2+1, hp 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

24. Grove

Jaruks Ashpole, 7th level gnomeling Druid (follower of Baervan Wildwanderer) (HF 0, EP 1365, Int 10, AL LN, AC 6 (padded, Cloak of Protection +2), MV 12", HD 1, HP 64, #AT 1, D 1d8+1 (Scimitar +1) or spell, SA spells, SD spells, Lang: common, gnomish, Hon: Ave, TOP: 32, Crit BSL: Def AC+1, FF 7, Str 11/74, Dex 9/96, Con 15/84, Int 11/62, Wis 18/36, Cha 15/65, Com 16/98)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

Standard Druid abilities: Identify Plant Type, Animal Type, Pure Water (139 %); Pass Without Trace; Immune to Woodland Charm; Shapechange 3 times per day; +2 bonus to saving throws vs. lightning; PHB pg. 21.

Spells memorized:

First level: Detect Magic, Entangle, Faerie Fire, Invisibility to Animals, Pass Without Trace, Speak With Animals

Second level: Barkskin, Charm Person or Mammal, Cure Light Wounds, Heat Metal, Trip, Warp Wood

Third level: Cure Disease, Neutralize Poison, Summon Insects, Tree

Fourth level: Cure Serious Wound, Plant Door

Black Bear (HF 1, EP 175, Int 4, AL N, AC 7, MV 12", HD 3+3, hp 47, SZ L, # AT 3 (2 paw, 1 bite), D 1d3, 1d3. 1d6, SA hug on paw roll 18+ for 2d8, Hon: Ave, ML 8, TOP: 23, Crit BSL: Def AC +1, FF 4, HoB v1, pg. 56)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

25. Lester's Home and Barn

Lester the herdsman (HF 0, EP 34, Int 9, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 24, #AT 1, D 1d6 (hand axe), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 10/91, Dex 10/33, Con 11/62, Int 9/27, Wis 12/08, Cha 8/19, Com 10/05)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

Kett the son (HF 0, EP 34, Int 12, AL NG, AC 8 (leather), MV 12", HD 1, HP 24, #AT 1, D 1d6 (spear) or 1d6 (short bow w/10 flight arrows), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 12/32, Dex 10/87, Con 11/93, Int 12/94, Wis 7/26, Cha 15/2, Com 13/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

Rimmor the cousin (HF 0, EP 32, Int 15, AL NG, AC 9 (shield), MV 12", HD 1, HP 22, #AT 1, D 1d6 (spear) or 1d6 (short bow w/10 flight arrows), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 5, Str 12/32, Dex 10/87, Con 11/93, Int 12/94, Wis 7/26, Cha 15/2, Com 13/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Buckler +1

(AC bonus) ❑❑❑

Dawg, Farm (2) (HF 1, EP 55 each, Int 3, AL N, AC 7, MV 18", HD 2+1, hp 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

26. Wainwright's House/Shop

Bernard the gnome wainwright (HF 0, EP 36, Int 14, AL LG, AC 7 (leather and shield), MV 12", HD 1, HP 26, #AT 1, D 2d8 (battle axe), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 13/33, Dex 9/53, Con 13/09, Int 14/16, Wis 10/40, Cha 12/29, Com 9/53)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Fryn and Monny (gnome helpers) (2) (HF 0, EP 33, 32, Int 12, 13, AL LG, AC 8 (padded), MV 12", HD 1, HP 23, 22, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 11, 11, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

27. Walled Manor House

Humph, Claiborne, Wilbur and Shirl the children (4) (HF 0, EP 35, 34, 34, 33, Int Avg. (8-10), AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 25, 24, 24, 23, #AT 1, D 1d8 (longsword), Lang: common, Hon: Ave, TOP: 13, 12, 12, 12, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Harmon the hired hand (HF 0, EP 36, Int 10, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 26, #AT 1, D 1d6 (hand axe) or 2d4+1 (heavy x-bow w/10 quarrels), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 7, Str 13/75, Dex 9/06, Con 14/42, Int 10/79, Wis 10/81, Cha 11/44, Com 17/06)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Padded Armor: AC 8 9
❑❑ ❑

28. Carpenter's Shop

Pinch (HF 0, EP 34, Int 10, AL LG, AC 6 (studded leather and shield), MV 12", HD 1, HP 24, #AT 1, D 2d4 (battle axe), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 12/22, Dex 7/27, Con 8/88, Int 12/27, Wis 8/06, Cha 16/28, Com 12/04)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Studded Leather: AC 7 8 9
❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

29. Stonemason's House

Iga the stonemason gnome (HF 1, EP 36, Int 9, AL NG, AC 4 (chain mail and shield), MV 12", HD 1, HP 26, #AT 1, D 1d6+5 (footman's pick), Lang: common, gnome, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 16/75, Dex 10/22, Con 13/53, Int 9/86, Wis 15/66, Cha 13/90, Com 13/42)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Buckler	+1				
(AC bonus)	❑❑❑				

Bilda, Imain, and Howirth the stonemason gnome apprentices (3) (HF 0, EP 35, 33, 32, Int Avg. (8-10), AL NG, AC 4 (chain mail and shield), MV 12", HD 1, HP 25, 23, 22, #AT 1, D 1d6 (warhammer), Lang: common, gnome, Hon: Ave, TOP: 13,12,11, Crit BSL: Def AC-4, FF 6, Str 16/75, Dex 10/22, Con 13/53, Int 9/86, Wis 15/66, Cha 13/90, Com 13/42)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Buckler	+1				
(AC bonus)	❑❑❑				

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Buckler	+1				
(AC bonus)	❑❑❑				

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Buckler	+1				
(AC bonus)	❑❑❑				

30. Castle Foundation Trench

Workers (10) (HF 0, EP 15, Int 8, AL LG, AC 10, MV 12", HD 1, HP 22, #AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

31. Tower

Marble Mugger (13) (HF 1, EP 35, Int 5, AL NE, AC 2, MV 9", HD <1-1, HP 6 each, SZ M, #AT 2, D 2-5/2-5, SA surprise 7 in 10, SD merge with stone, Lang: none, Hon: Ave, ML 5, TOP: n/a, Crit BSL: Def AC-4, FF n/a, HoB v4, pg. 118)

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: ❑❑❑❑❑ ❑

Ernst, 8th level magic-user (HF 12, EP 3,000, Int 17, AL LG, AC 8 (Ring of Protection +2), MV 12", HD 8, HP 50, #AT 1, D 1d6 (Dagger +1) or by spell, Lang: common, Hon: Ave, TOP: 25, Crit BSL: Def AC +4, FF 7, Str 15/95, Dex 10/88, Con 15/16, Int 17/68, Wis 11/02, Cha 12/66, Com 15/43)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Spells*

First level: Burning Hands, Detect Magic, Feather Fall, Identify (Comprehend Languages, Light, Read Magic)

Second level: Levitate, Mirror Image, Scare (Darkness 15' Radius, Detect Invisibility, Strength)

Third level: Dispel Magic, Fireball, Tongues (Gust of Wind, Infravision)

Fourth level: Fumble, Wall of Fire (Dimension Door, Plant Growth)

*Spells normally carried are given first; other spells in Ernst's spellbook are given in parentheses.

Bertram, 6th level Fighter (HF 5, EP 641, Int 10, AL LG, AC 2 (Chain mail +1, Shield +1), MV 12", HD 6, HP 52, #AT 1, D 2d4+4 (Battle Axe +1), Lang: common, Hon: Ave, TOP: 26, Crit BSL: Def AC+3, FF 6, Str 15/96, Dex 12/95, Con 12/07, Int 10/19, Wis 10/21, Cha 14/90, Com 12/31)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail +1: AC	4	5	6
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑
	7	8	9
	❑❑❑❑	❑❑	❑
Buckler	+2	+1	
(AC bonus)	❑❑❑	❑❑❑	

31 - Area T1 (Main Hall).

Archie (HF 1, EP 104, Int 10, AL NG, AC 5 (scale mail and shield), MV 12", HD 2, HP 28, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/75, Dex 10/22, Con 12/53, Int 10/26, Wis 11/16, Cha 9/10, Com 15/12)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

31 - Area T4 (Hall and Ladder).

Fretob (HF 1, EP 104, Int 9, AL LG, AC 5 (scale mail and shield), MV 12", HD 2, HP 28, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/65, Dex 12/02, Con 13/52, Int 9/12, Wis 15/10, Cha 10/9, Com 12/51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

31 - Area T10 (Parapet)

Daryl (HF 1, EP 104, Int 11, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-3, FF 5, Str 16/87, Dex 10/24, Con 11/52, Int 11/12, Wis 15/10, Cha 10/9, Com 12/51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

Mantos (HF 1, EP 104, Int 11, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-3, FF 5, Str 16/52, Dex 11/12, Con 10/43, Int 11/21, Wis 10/15, Cha 9/09, Com 12/11)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

31 - Area T12 (Turret Roof)

Pentel (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 23, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC -3, FF 6, Str 16/77, Dex 10/65, Con 13/54, Int 10/19, Wis 11/21, Cha 11/33, Com 11/41)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

Captain Hans (HF 4, EP 336, Int 11, AL CN, AC 3 (scale mail, Dex and shield), MV 12", HD 5, HP 51, #AT 1, D 1d8+7 (Longsword +1) 1d8 (light crossbow), Lang: common, Hon: Ave, TOP: 26, Crit BSL: Def AC +2, FF 6, Str 18/52, Dex 15/42, Con 11/73, Int 11/54, Wis 13/21, Cha 14/11, Com 13/44)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+1			
(AC bonus)	❑❑❑			

Lieutenant Francis (HF 3, EP 336, Int 9, AL CN, AC 4 (scale mail, Shield +1), MV 12", HD 4, HP 48, #AT 1, D 1d8+7 (Longsword +1), 1d8 (light crossbow), Lang: common, Hon: Ave, TOP: 24, Crit BSL: Def AC +1, FF 6, Str 16/56, Dex 12/41, Con 15/44, Int 9/24, Wis 10/76, Cha 10/01, Com 11/32)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC	6	7	8	9
	❑❑❑❑❑ ❑❑	❑❑❑❑	❑❑	❑
Buckler	+2	+1		
(AC bonus)	❑❑❑	❑❑❑		

31 – Ernst's Eagles (9) – off-duty.

Ernst's Eagle (HF 1, EP 104, Int 9, AL CG, AC 10 (unarmored when off-duty), MV 12", HD 2, HP 28, #AT 1, D 1d6 (dagger), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/65, Dex 12/02, Con 13/52, Int 9/12, Wis 15/10, Cha 10/9, Com 12/51)

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

32. Tents and Wattle Huts

Engel the worker (agent of evil) (HF 0, EP 34, Int 10, AL LE, AC 10, MV 12", HD 1, HP 24, #AT 1, D 1d6+4 (Pick), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 17/12, Dex 8/37, Con 16/98, Int 12/17, Wis 7/32, Cha 11/22, Com 13/34)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

35. Abandoned Farmhouse

Brood Watcher (2) (HF 1, EP 650, Int 8, AL N, AC 1, MV 15", HD 5, hp 45, SZ L, # AT 2, D 2-12, SA Poison/Webbing, SD nil, ML 13, TOP: n/a, Crit BSL: Def AC +3, FF n/a, HoB v1, pg. 8)

1)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Aarakian Warrior (4) (HF 2, EP 175, Int 5, AL N, AC 3, MV 15", HD 3+3, hp 35, SZ M, # AT 1, D 2-16, SA Webbing, SD nil, ML 12, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v1, pg. 8)

1)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
3)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
4)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Workers, Aarakian (10) (HF 1, EP 35, Int 4, AL N, AC 5, MV 12",6" burrowing, HD 2, hp 28, SZ M, # AT 1, D 1-8, SA Burrowing, SD nil, ML 7, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v1, pg. 8)

1)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
4)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
6)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
7)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
8)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

9)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

10)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Aarakian Queen (HF 3, EP 1400, Int 13, AL N, AC 10, MV 0", HD 12, hp 80, SZ G, # AT 1, D 0, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +10, FF n/a, HoB v1, pg. 8)

1)HDs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

36. The Battlefield Graveyard

Tween (HF 0, EP 15, Int 11, AL N, AC 10, MV variable, HD 1, hp 24, SZ M, # AT 1, D 2d4 (bastard sword), SA Luck field, SD Ethereal, ML 18, TOP: n/a, Crit BSL: Def AC -2, FF n/a, HoB v8, pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Grave Scrounger (5) (HF 2, EP 175, Int 5, AL CE, AC 4, MV 9", HD 2+3, hp 31, SZ M, # AT 2, D 1-4/1-4, SA nil, SD nil, ML See text (flees from light), TOP: n/a , Crit BSL: Def AC, FF n/a, HoB v3, pg. 102)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

37. Bandit Attack

Gnarly Forest Bandit (10) (HF 1, EP 15, Int 9, AL CE, AC 6 (leather + Dex), MV 12", HD 1, hp 24, SZ M, # AT 1, D 1d6 (short sword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

THE MOAT HOUSE

Random Encounters

(if not encountered elsewhere in the Moat house)

Brigand (5) (HF 1, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27, 26, 25, 24, 23, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d6 (bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14,13,13,12,12, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Leather Armor: AC 8 9
❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

Rat, Giant (8) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 2)HPs: ❑❑❑❑❑ ❑❑❑❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 4)HPs: ❑❑❑❑❑ ❑❑❑❑❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 6)HPs: ❑❑❑❑❑ ❑❑❑❑❑
7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 8)HPs: ❑❑❑❑❑ ❑❑❑❑❑

Tick, Giant (blue variant) (HF 3, EP 65, Int 0, AL N, AC 3, MV 3", HD 2, HP 30 each, SZ S, #AT 1, D1d4, SA blood drain (automatic 1d6 per round), SD nil, Hon n/a, ML 19, TOP: n/a, Crit BSL: Def AC-0, FF n/a, HoB v7, pg. 142)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

1. Pool

Boobrie (HF 4, EP 2000, Int 2, AL N, AC 5, MV 15", 15" Fly (D), HD 9, HP 56 each, SZ H, #AT 3, D1-6x2/2-16, SA Ambush, SD nil, Hon n/a, ML 12, TOP: 28, Crit BSL: Def AC+7, FF 4, HoB v1, pg. 89)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4. Tower

Spider, Huge (HF 2, EP 270, Int 1, AL N, AC 6, MV 18", HD 2+2, HP 32, SZ M, #AT 1, D 1d6, SA poison Type B (+1 to save), SD nil, Lang: none, Hon n/a, ML 8, TOP: 16, Crit BSL: Def AC -0, FF n/a, HoB v7, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7. Brigands

Brigand Leader (HF 1, EP 15, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 2, hp 30, SZ M, #AT 1, D 2d8+3 (broad sword), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-2; FF 6, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1		
(AC bonus)	❑❑❑❑❑ ❑❑❑❑	❑❑❑			

Brigand subleader (HF 0, EP 15, Int 3-18, AL CE, AC 7 (leather armor + Dex), MV 12", HD 1, hp 27, SZ M, #AT 2 (ambidextrous), D 1d8 (long sword) and 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: Ave, ML 15, TOP: 14, Crit BSL: Def AC-2; FF 6, HoB v5 p 9).

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

Brigand (7) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d8 (long bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

7) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

11. Salon

Bat, Giant (2) (HF 1, EP 420, Int 0, AL N, AC 10 (2 while flying freely), MV 3" 18" Fly (C), HD 6, HP 50 each, SZ H, #AT 1, D 2-8, SA screech (1d6 damage to all within 20 feet, save versus paralyzation negates) SD nil, Hon n/a, ML 3, TOP: 1, Crit BSL: Def AC-4, FF 3 HoB v1, pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12. Corner Room

Snake, Giant Venomous (HF 7, EP 420, Int 1, AL N, AC 6, MV 15", HD 4+2, HP 42, SZ M, #AT 1, D1d4-1, SA poison (+1 to save, 1d4-2 points per round for 2-12 rounds), SD nil, Hon n/a, ML 9, TOP: 21, Crit BSL: Def AC+2, FF 7 HoB v7, pg. 85)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

13. Storeroom and Stairway

Rat, Giant (10) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 2)HPs: ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 4)HPs: ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 6)HPs: ❑❑❑❑❑ ❑❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 8)HPs: ❑❑❑❑❑ ❑❑❑❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 10)HPs: ❑❑❑❑❑ ❑❑❑❑❑

15. Domicile

Slime, Olive (HF 5, EP 450, Int 0, AL N, AC 9, MV 0", HD 2+2, HP 31, SZ S, #AT 1, D special, SA drops on victims (save vs. poison to notice), other have 50% chance to notice, victims eat twice normal and take 10% of victim's hp damage per day, then turn into Slime Host in 7-12 days, SD limited magic resistance (only affected by acid, cold, fire or Cure Disease), Lang: none, Hon n/a, TOP: n/a, Crit BSL n/a, FF n/a, HoB v7 p 79).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

16. Kitchen

Tick, Giant Blue (variant) (HF 3, EP 65, Int 0, AL N, AC 3, MV 3", HD 2, HP 30 each, SZ S, #AT 1, D1d4, SA blood drain (automatic 1d6 per round), SD nil, Hon n/a, ML 19, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7, pg. 142)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

17. Barracks

Lizard, Giant (2) (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1-8, SA nil, SD nil, ML 15, TOP: 23, Crit BSL: Def AC +1, FF 6, HoB v4, pg. 88)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

DUNGEON LEVEL RANDOM ENCOUNTERS

Bugbear (1-2) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Lizard, Giant (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1-8, SA nil, SD nil, ML 15, TOP: 23, Crit BSL: Def AC +1, FF 6, HoB v4, pg. 88)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Rat, Giant (3-12) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114

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

Slobgoblin (5) (HF 1, EP 35, Int 12, AL CE, AC 6 (hide), MV 9", HD 1+2, HP 28,24x4, SZ L, #AT 1, D 1d8-1 (longsword), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 12, TOP: 14,12x4, Crit BSL: Def AC -1, FF 5, HoB v7, pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Zombie, Common (2-8) (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, HP 26, SZ M, #AT 1, D 1-8, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v8, pg. 124)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

18. Stairway Arch

Slime, Green (2) (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation, SA Transformation, SD nil, ML 20, TOP: , Crit BSL: Def AC , FF , HoB v7, pg. 79)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

21. Corridor and Cells

Zombie (10), Brain Eating Zombie (1)

Zombie, Common (10) (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, HP 26, SZ M, #AT 1, D 1-8, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v8, pg. 124)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Zombie, Brain Eating (HF 6, EP 270, Int 7, AL NE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1d8, SA Brain eating (save vs. poison or become zombie), SD only takes damage from critical hits or called shots to appendages, slow regeneration, immune to cold and poison, cannot be turned, Lang: common ("brains"), Hon: Ave, TOP: n/a, Crit BSL Def AC+0, FF n/a, HoB v8 p 123).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑ ❑❑❑❑❑

24. Large Room

Ogre, Hedge (HF 2, EP 420, Int 8, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 2d4+7 (bardiche and +3/+7 from Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5 , FF 4, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

27. Recruits

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 37,34,33,31,31,29, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19,17,16,16,15, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

29. Odd Sideroom

Slobgoblin, Greater (HF 3, EP 120, Int 12, AL CE, AC 4 (hide), MV 12", HD 3+1, HP 36, SZ M, #AT 1, D 1d8-1 (longsword), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 16, TOP: 18, Crit BSL: Def AC +3, FF 6, HoB v7, pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Slobgoblin (9) (HF 1, EP 35, Int 12, AL CE, AC 6 (hide), MV 9", HD 1+2, HP 28,24x4,23x4, SZ S, #AT 1, D 1d6-1 (club), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 12, TOP: 14,12x8, Crit BSL: Def AC -1, FF 5, HoB v7, pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

30. Pool

Beetle, Predacious Diving (HF 3, EP 420, Int 0, AL N, AC 3, MV 6",12" swim, HD 5, HP 40, SZ S, #AT 1, D 3-12, SA saw attack (against ship hulls), SD nil, ML 14, TOP: 20, Crit BSL: Def AC +3, FF n/a, HoB v1, pg. 63)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

31. Burial Crypts

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD Immune to Sleep and Charm, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3, pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

31b. Lair of the Hydra

Hydra, Common 3-headed Variant (HF 4, EP 1,555, Int 2, AL N, AC 5, MV 9", HD 3, HP 44, SZ H, #AT 3, D 1d6-1, SA nil, SD never surprised, Hon dishonorable (-1 to ALL die rolls), ML 11, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v4, pg. 22 and Monster Matrix for size variant)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

33.Room and Corridor

Brownie, Quickling (HF 3, EP 2,000, Int 16, AL CE, AC -2, MV 96", HD 3, HP 29, #AT 3, D 1-3 , SA Spells, Poison, SD Nil, Lang: common, Pixie, Halfling, elven, Hon: Ave, TOP: 15, Crit BSL: Def AC +1, FF 4, HoB v1, pg. 94)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Guard, 1st level Fighter (6) (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 27,26,25x2,24x2, #AT 1, D 1d8 (Longsword),2d4+1 (Heavy Crossbow), Lang: common, Hon: Ave, TOP: 14,13x5,12x4, Crit BSL: Def AC-5, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑❑ ❑

Buckler +1
(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Sergeant (HF 1, EP 336, Int 11, AL CN, AC 4 (scale mail, +1 Dex and shield), MV 12", HD 2, HP 28, #AT 1, D 2d4 (morning star) 2d4+1 (heavy crossbow), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-3, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

34. Barracks and Chamber

Guard, 1st level Fighter (12) (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 26x4,25x4,24x4, #AT 1, D 1d6 (Spear),2d4+1 (Heavy Crossbow), Lang: common, Hon: Ave, TOP: 13x8,12x4, Crit BSL: Def AC-5, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

11)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

12)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Sergeant (2) (HF 1, EP 336, Int 11, AL CN, AC 4 (Scale,+1 Dex and shield), MV 12", HD 2, HP 28,27, #AT 1, D 2d4 (morning star) 2d4+1

(heavy crossbow), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-3, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

35. Chamber of the Newer Master

Golem, Guardian (2) (HF 2, EP 420, Int 0, AL N, AC 5, MV 6", HD 5, HP 22, #AT 1, D 2-8, SA Nil, SD Normal weapons 1/2 damage, breaking, Hon: Ave, TOP: 13x8,12x4, Crit BSL: Def AC-5, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

THE VILLAGE OF NULB

RANDOM ENCOUNTERS

Bargefolk (HF 0, EP 25, Int 9, AL NE, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6(knife), Lang: common, Hon: Ave, ML 9, TOP: 11, Crit BSL: Def AC-5, FF 4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Bargefolk Leader (HF 4, EP 390, Int 10, Al NE, AC 8 (padded), MV 12" HD 5, HP 40, SZ M, #AT 1, D 1d6(knife), Lang: common, Hon: Ave, ML 11, TOP: 13, Crit BSL: Def AC -4, FF4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Boar, Wild (HF 1, EP 120, Int 2, Al N, AC 7, MV 15" HD 3+3, HP 35, SZ M, #AT 1, D 3-12, SA nil, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +2, FF 8,HOB1 pg. 85)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Brigand (HF 1, EP 25, Int 3-18, AL NE, AC 8 (leather armor), MV 12", HD 1, hp 24, SZ M, #AT 1, D 1d8 (long sword or long bow), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14,13,13,12,12, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9

❑❑ ❑

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Crustacean Crayfish, Giant (HF 5, EP 175, Int 1, Al N, AC 4, MV 6",12" swim, HD 4+4, HP 40, SZ L, #AT 2, D 2-12/2-12, SA nil, SD surprise, ML 13, TOP: 20, Crit BSL: Def AC +3, FF 10,HOB2 pg. 45)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Frog, Giant Killer (HF 1, EP 35, Int 0, Al N, AC 8, MV 6",12" swim, HD 1+4, HP 28, SZ S, #AT 3, D 1d4-2,1d4-2/2-5, SA nil, SD nil, ML 6, TOP: 14, Crit BSL: Def AC +0, FF 9,HOB3 pg. 40)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Gar, Giant (HF 13, EP 1,300, Int 0, Al N, AC 3, MV 30"swim, HD 8, HP 52, SZ M, #AT 1, D 5-20, SA Swallow on a 20, SD nil, ML 15, TOP: 26, Crit BSL: Def AC +6, FF 3,HOB3 pg. 46)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Ghoul (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD Immune to Sleep and Charm, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3, pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Gnoll (HF 1, EP 65, Int 5, Al CE, AC 5 (chain mail), MV 9" HD 2, HP 28, SZ L, #AT 1, D 1d10 (halberd), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4,HOB3 pg. 73)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leech, Giant (HF 1/1/2/2, EP 25/35/65/120, Int 0, Al N, AC 9, MV 9" HD 1 to 4, HP 24/28/32/36, SZ M, #AT 1, D 1-4, SA blood drain, 50% disease, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HOB4 pg. 78)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Lizard Man (HF 1, EP 65, Int 5, Al N, AC 5, MV 6", 12" swim, HD 2+1, HP 29, SZ M, #AT 3, D 1-2/1-2/1-6, SA nil, SD nil, ML 14, TOP: 15, Crit BSL: Def AC +0, FF 6, HOB 4 pg. 92)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Lycanthrope, Werewolf (HF 5, EP 420, Int 8, Al CE, AC 5/5/7, MV 15"/15"/12", HD 4+3, HP 39, SZ M, #AT 3/3/1, D 1-4/1-4/2-8 or 1-3/1-3/1-6 or weapon, SA nil, SD nil, ML 12, TOP: 20, Crit BSL: Def AC +6, FF 8, HOB 4 pg. 108)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Merchant (HF 1, EP 25, Int 9, AL any, AC 5 (chain mail), MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6 (dagger), Lang: common, Hon: Ave, ML 11, TOP: 11, Crit BSL: Def AC-5, FF 4, HoB 5 pg. 11)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Pirate, River (HF 1, EP 25, Int 11, AL CE, AC 6 (leather and Dex), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC-3, FF 4, HoB 5 pg. 12)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9

❑❑ ❑

Wolf (HF 0, EP 65, Int 2, Al N, AC 7, MV 18" HD 3, HP 32, SZ S, #AT 1, D 2-5, SA nil, SD nil, ML 10, TOP: 16, Crit BSL: Def AC +1, FF 4,HOB8 pg. 91)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

1. The Waterside Hostel

Dala (3rd level Thief) (HF 2, EP 95, Int 11, AL NE, AC 6, MV 12", HD 3, HP 31, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC-2, FF 8, STR 11/13, Dex 18/71, Con 15/31, Int 11/22, Wis 10/33, Cha 13/83, Com 11/08) Thief Abilities: Pick Pocket 75%, Open Lock 20%, Find Traps 15%, Move Silently 35%, Hide in Shadows 35%, Detect Noise 25%, Climb Walls 60%)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Dick Rentsch, the barkeep (HF 1, EP 119, Int 9, AL NE, AC 10, MV 12", HD 2, HP 28, SZ M, #AT 1, D 1d6(short sword), Lang: common, Hon: Ave, ML 11, TOP: 14, Crit BSL: Def AC-3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hostlar (5th level Swashbuckler) (HF 4, EP 515, Int 10, AL NE, AC 1 (studded leather, Dex, and bonus), MV 12", HD 5, HP 40, SZ M, #AT 2, D 1d6+1(Rapier +1 (2)), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 20, Crit BSL: Def AC-5, FF 7, STR 17/59, Dex 15/84, Con 15/24, Int 10/25, Wis 13/88, Cha 7/39, Com 10/90) Skills: Snappy Come Back 45%, Two-Weapon Fighting Proficiency

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Studded Leather: AC 7 8 9
❑❑❑❑ ❑❑ ❑

Joe and Honp the manservants (HF 1, EP 35, Int 10, AL NE, AC 5 (chain mail), MV 12", HD 1, HP 26, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon: Ave, ML 11, TOP: 13, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Pearl (3rd level Thief) (HF 2, EP 89, Int 14, AL NE, AC 8, MV 12", HD 3, HP 31, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC-1, FF 6, STR 13/31, Dex 16/16, Con 12/21, Int 14/42, Wis 9/31, Cha 11/31, Com 11/81) Thief Abilities: Pick Pocket 50%, Open Lock 40%, Find Traps 15%, Move Silently 40%, Hide in Shadows 40%, Detect Noise 15%, Climb Walls 60%

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Wat, the Barman (Waghalter, 3rd level Assassin) (HF 0, EP 241, Int 12, AL NE, AC 5 (leather + Dex), MV 12", HD 3, HP 32, SZ M, #AT 1, D 1d6+3 (Dagger of Venom and Str bonus), Lang: common, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC +0, FF 6, STR 16/39, Dex 17/48, Con 12/13, Int 12/01, Wis 6/77, Cha 7/93, Com 9/19)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

2. Smithy and Stable

Chon, smith's boy (HF 0, EP 25, Int 6, AL NG, AC 10, MV 12", HD 1/2, HP 12, SZ S, #AT 1, D 1d6+3 (dagger and Str), Lang: common, Hon: Ave, ML 12, TOP: 6, Crit BSL: Def AC-3, FF 6, STR 16/22, Dex 12/43, Con 14/62, Int 6/31, Wis 8/51, Cha 10/97, Com 11/52)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Sammy, apprentice smith (HF 1, EP 38, Int 13, AL N, AC 4 (chain mail and buckler), MV 12", HD 1, HP 28, SZ S, #AT 1, D 1d6+4 (dagger and Str), Lang: common, Hon: Ave, ML 12, TOP: 14, Crit BSL: Def AC-3, FF 6, STR 17/23, Dex 8/56, Con 15/71, Int 13/88, Wis 9/43, Cha 10/79, Com 10/62)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Otis, the smith (10th level Fighter) (HF 7, EP 2,750, Int 6, AL NG, AC 0 (chain mail +2 and Dex), MV 12", HD 10, HP 100, SZ M, #AT 1, D 1d8+8 (Long Sword +2 and Str), Lang: common, elven, gnomish, ogre, sprite, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC-3, FF 7, STR 18/07, Dex 17/14, Con 18/27, Int 15/31, Wis 15/32, Cha 13/79, Com 12/76) Skills: Tracking, Wilderness Survival

1)HPs: ❑❑❑❑❑

Chain mail +2: AC 3 4
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Owl, Common (2) (HF 1, EP 65, Int 1, AL N, AC 5, MV 1", Fly 27" (D), HD <1-1, HP 4, SZ S, #AT 3, D 1d4-2/1d4-2/1, SA Swoop, surprise, SD nil, Lang: Owl, Hon: Ave, ML 5, TOP: 2, Crit BSL: Def AC, FF , HoB v6, pg. 49)

1)HPs: ❑❑❑❑

2)HPs: ❑❑❑❑

Sprite, Common (4) (HF 1, EP 270, Int 11, AL NG, AC 6, MV 9", 12" Fly (B), HD 1, HP 24, SZ S, #AT 1, D 1d6-1(dagger), SA Sleep, Poison, SD Invisibility, Lang: common, sprite, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC, FF , HoB v7, pg. 104)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3. Mother Screng's Herb Shop

Mother Screng (AKA B'dey), 6th level Cleric and herbmonger (HF 5, EP 3,978, Int 12, AL NG, AC 8, MV 12", HD 6, HP 50, #AT 1, D 1d6+1 (club and Str), Lang: common, gnomish, Hon: Ave, TOP: 25, Crit BSL: Def AC +2, FF 8, Str 13/95, Dex 15/88, Con 16/16, Int 12/68, Wis 17/02, Cha 13/66, Com 14/43)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Spells:

First level: Bless, Command, Cure Light Wounds, Detect Evil, Protection From Evil

Second level: Augury, Detect Charm, Hold Person, Know Alignment, Speak With Animals

Third level: Dispel Magic, Prayer, Remove Curse

Hruda, Mother Screng's daughter (AKA Raffles 2nd level Fighter) (HF 2, EP 256, Int 11, AL NG, AC 6, MV 12", HD 2+4, HP 32, #AT 1, D 1d6+3 (short sword and Str), Lang: common, gnomish, Hon: Ave, TOP: 16, Crit BSL: Def AC -2, FF 8, Str 15/35, Dex 18/21, Con 15/62, Int 11/16, Wis 11/72, Cha 14/63, Com 13/34)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4. Boatmen's Tavern and Nulb Market

Skole (5th level Swashbuckler smuggler) (HF 4, EP 515, Int 10, AL NE, AC 1 (studded leather, Dex, and bonus), MV 12", HD 5, HP 47, SZ M, #AT 2, D 1d6+5 (rapiers and Str), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 20, Crit BSL: Def AC-5, FF 7, STR 17/68, Dex 15/72, Con 13/17, Int 11/25, Wis 14/65, Cha 10/93, Com 11/41) Skills: Snappy Come Back 45%, Two-Weapon Fighting Proficiency

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Studded Leather: AC 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Brigand Guard (2) (HF 1, EP 35, Int 9, AL NE, AC 4 (chain mail and buckler), MV 12", HD 1, hp 26, 24, SZ M, #AT 1, D 1d6-1 or 1d8 (dagger or light crossbow), Lang: common, Hon: Ave, ML 13, TOP: 13, 12, Crit BSL: Def AC-4; FF 5,).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Buckler +1

(AC bonus) ❑❑❑

Lodriss the barmaid (HF 0, EP 25, Int 10, AL NE, AC 10, MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 13, Crit BSL: Def AC-5, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Tolub, 8th level pirate leader (HF 5, EP 1,848, Int 9, AL NE, AC 1 (Leather Armor +1, Ring of Protection +3, acrobatic, and Dex), MV 12", HD 8, HP 76, SZ M, #AT 1, D 1d6+6 (Dagger +2 and Str), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 13, Crit BSL: Def AC+5, FF 7, STR 17/21, Dex 15/07, Con 15/37, Int 9/15, Wis 10/56, Cha 17/23, Com 15/29) Special Abilities: Climb Walls 72%, AC Bonus +3 on boats, Acrobatic Skill Suite, Sailor Skill Set 82%, Swimming Dog Paddle 60%, Swimming 42%, Weather Sense 32%, Tightrope Walking 42%.

Carries a purse with 7 ep, 14 gp, and 10 pp; black opal ring worth 6,000 gp

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Grud Squinteye, 6th level pirate lieutenant myrmidon (HF 3, EP 804, Int 10, AL NE, AC 3 (Chain mail +1 and acrobatic), MV 12", HD 6, HP 50, SZ M, #AT 3/2, D 1d6+7 (Short Sword +1, specialization, and Str), Lang: common, Hon: Ave, ML 13, TOP: 25, Crit BSL: Def AC+2, FF 8, STR 17/21, Dex 15/07, Con 15/37, Int 9/15, Wis 10/56, Cha 17/23, Com 15/29) Special Abilities: Climb Walls 66%, AC Bonus +2 if on boats, Acrobatic Skill Suite, Sailor Skill Set 75%, Swimming Dog Paddle 55%, Swimming 22%, Weather Sense 28%, Tightrope Walking 24%, Military History 23%, Basic Leadership 12%, Campaign Logistics 18%, Military Battle Sense 21%. Talents: Endurance, Blind Fighting

Grud carries a purse with 71 ep, 114 gp, and 20 pp; black opal ring worth 6,000 gp; wears one earring (worth 600 gp) and a jeweled belt (worth 7, 300 gp).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail +1: AC 4 ❑❑❑❑❑ ❑❑❑ | 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Pirate, River (HF 1, EP 25, Int 11, AL CE, AC 6 (leather and Dex), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC-3, FF 4, HoB v5 pg. 12)

1) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

2) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

3) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

4) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

5) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

6) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

7) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

8) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

9) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

10) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 ❑❑ | 9 ❑

5. Cock Fights

Also possibly encounter 2 Gully Dwarves (from Area A)

Chickens (Varies) (HF 0, EP 7, Int 1, AL N, AC9, MV 3", HD -, HP 2, SZ S, #AT 1, D 1, SA nil, SD nil, TOP: 1, Crit BSL: Def AC -4, FF 1)

Bandy Tailed Fighting Cock (HF 4, EP 2,700, Int 8, AL CE, AC 8 (-1 legs), MV 18", HD 5+5, HP 45, #AT 3, D 1-8/1-8/1-10, SA Nil, SD Toxic Smoke, Hon: Ave, TOP: 23, Crit BSL: Def AC+9, FF 10, HoB v1,pg. 44)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

ROAD TO THE TEMPLE

Bat, Night Hunter (9) (HF 2, EP 420, Int 8, AL NE, AC 6, MV 2", 18" Fly (A), HD 2+2, HP 31 each, SZ M, #AT 4, D 1d4 / 1d2 / 1d2 / 1d6 or 3d4, SA nil, SD 120' Infravision, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC+0, FF 7, HoB v1, pg. 52)

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

RANDOM ENCOUNTERS

Bandit Leader (HF 4, EP 420, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 5, hp 45, SZ M, #AT 1, D 2d8+4 (Broad Sword +1), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC+2; FF 6, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1		
(AC bonus)	❑❑❑❑❑ ❑❑❑❑		❑❑❑		

Brigand (11) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d6 (spear), 1d8 (light crossbow), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
Leather Armor: AC 8 9
❑❑ ❑

7) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

8) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

9) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

10) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

11) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑

Rock Reptile (medium) (HF 5, EP 420, Int 1, AL N, AC 1, MV 6", HD 5+1, HP 26, SZ M, #AT 1, D 1-4, SA surprise 5 in 10, SD Chameleon powers, ML 14, TOP: 13, Crit BSL: Def AC+3, FF 7, HoB v7, pg. 14)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hawk, Large (16) (HF 0, EP 65, Int 2, AL N, AC 6, MV 1",33" Fly (B), HD 1, HP 23, SZ M, #AT 3, D 1-2/1-2/1, SA diving (+2 hit x2 damage + blindness), SD nil, ML 19, TOP: 12, Crit BSL: Def AC+, FF , HoB v1, pg. 77)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Giant Rat (40) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

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: ❑❑❑❑❑ ❑❑❑❑❑
31)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 32)HPs: ❑❑❑❑❑ ❑❑❑❑❑
33)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 34)HPs: ❑❑❑❑❑ ❑❑❑❑❑
35)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 36)HPs: ❑❑❑❑❑ ❑❑❑❑❑
37)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 38)HPs: ❑❑❑❑❑ ❑❑❑❑❑
39)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 40)HPs: ❑❑❑❑❑ ❑❑❑❑❑

Hippogriff (6) (HF 2, EP 175, Int 2, AL N, AC 5, MV 18", 36" Fly (C,D), HD 3+3, HP 27, SZ M, #AT 3, D 1-6/1-6/1-10, SA nil, SD nil, ML 9, TOP: 14, Crit BSL: Def AC+2, FF 8, HoB v3, pg. 127)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

TOWER

Random Encounters

Brigand Leader (HF 4, EP 420, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 5, hp 45, SZ M, #AT 1, D 2d8+4 (Broad Sword +1), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC+2; FF 6, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC	5	6	7	8	9
	❑❑❑❑❑ ❑❑❑	❑❑❑❑❑ ❑	❑❑❑❑	❑❑	❑

Medium Shield (AC bonus)	+3	+2	+1
	❑❑❑❑❑ ❑❑❑❑	❑❑❑	

Brigand (11) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d6 (spear), 1d8 (light crossbow), SA none, SD none, Lang: common, Hon: Dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC	8	9
	❑❑	❑

7) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

8) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

9) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

10) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

11) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC	8	9
	❑❑	❑

Rat, Giant (80) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

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: ❑❑❑❑❑ ❑❑❑❑❑
31)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 32)HPs: ❑❑❑❑❑ ❑❑❑❑❑

33)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 34)HPs: ❑❑❑❑❑ ❑❑❑❑❑
35)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 36)HPs: ❑❑❑❑❑ ❑❑❑❑❑
37)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 38)HPs: ❑❑❑❑❑ ❑❑❑❑❑
39)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 40)HPs: ❑❑❑❑❑ ❑❑❑❑❑
41)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 42)HPs: ❑❑❑❑❑ ❑❑❑❑❑
43)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 44)HPs: ❑❑❑❑❑ ❑❑❑❑❑
45)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 46)HPs: ❑❑❑❑❑ ❑❑❑❑❑
47)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 48)HPs: ❑❑❑❑❑ ❑❑❑❑❑
49)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 50)HPs: ❑❑❑❑❑ ❑❑❑❑❑
51)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 52)HPs: ❑❑❑❑❑ ❑❑❑❑❑
53)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 54)HPs: ❑❑❑❑❑ ❑❑❑❑❑
55)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 56)HPs: ❑❑❑❑❑ ❑❑❑❑❑
57)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 58)HPs: ❑❑❑❑❑ ❑❑❑❑❑
59)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 60)HPs: ❑❑❑❑❑ ❑❑❑❑❑
61)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 62)HPs: ❑❑❑❑❑ ❑❑❑❑❑
63)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 64)HPs: ❑❑❑❑❑ ❑❑❑❑❑
65)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 66)HPs: ❑❑❑❑❑ ❑❑❑❑❑
67)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 68)HPs: ❑❑❑❑❑ ❑❑❑❑❑
69)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 70)HPs: ❑❑❑❑❑ ❑❑❑❑❑
71)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 72)HPs: ❑❑❑❑❑ ❑❑❑❑❑
73)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 74)HPs: ❑❑❑❑❑ ❑❑❑❑❑
75)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 76)HPs: ❑❑❑❑❑ ❑❑❑❑❑
77)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 78)HPs: ❑❑❑❑❑ ❑❑❑❑❑
79)HPs: ❑❑❑❑❑ ❑❑❑❑❑ 80)HPs: ❑❑❑❑❑ ❑❑❑❑❑

Owlbear (HF 5, EP 900, Int 3, AL N, AC 5, MV 12", HD 5+2, HP 42, SZ L, #AT 1, D 1-6/1-6/2-12, SA hug, SD nil, ML 12, TOP: 21, Crit BSL: Def AC+1, FF 5, HoB v6, pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Rook, Giant (14) (HF 1, EP 175, Int 4, AL N, AC 4, MV 3", 18" Fly (D), HD 3+2, HP 36 each, SZ M, #AT 1, D 1d4+2, SA does called shot to the eye 10% of the time (-10 to hit), SD cannot be surprised in daylight, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v7, pg. 17)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

A. BROKEN TOWER

Tower Exterior

Rook, Giant (14) (HF 1, EP 175, Int 4, AL N, AC 4, MV 3", 18" Fly (D), HD 3+2, HP 36 each, SZ M, #AT 1, D 1d4+2, SA does called shot to the eye 10% of the time (-10 to hit), SD cannot be surprised in daylight, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v7, pg. 17)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Interior Tower

Footmen, Gully dwarf (8) (HF 1, EP 270, Int 6, AL CE, AC 5 (Hide and buckler), MV 6", HD 1+2, hp 27. #AT 1, D 1d6+1 (club and Str), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

7) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

8) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑ ❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Archer, Gully dwarf (8) (HF 0, EP 270, Int 7, AL CE, AC 6 (Hide), MV 6", HD 1+2, hp 26. #AT 2, D 1d6 (sling with 20 bullets or club), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

6) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

7) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

8) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Guards, Gully dwarf (5) (HF 0, EP 270, Int 8, AL CE, AC 6 (Hide), MV 6", HD 1+2, hp 26, #AT 1 or 2, D 2d4 or 1d6 (battle axe or sling with 20 bullets), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Sergeants, Gully dwarf (4) (HF 1, EP 270, Int 9, AL CE, AC 3 (Hide and medium shield), MV 6", HD 2+2, hp 32, #AT 1, D 1d8 (longsword), Lang: common, dwarven, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC-4, FF 6)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hide Armor: AC 6 7 8 9

❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

2) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

3) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

4) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

5) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hide Armor: AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

Leader, Gully dwarf (HF 4, EP 558, Int 10, AL CE, AC 0 (Plate mail and medium shield), MV 6", HD 6+2, hp 62, #AT 1, D 2d4+4 (Battle Axe +1 and Str), Lang: common, dwarven, Hon: Ave, ML 16, TOP: 31, Crit BSL: Def AC+2, FF 7, STR 15/26, Dex 13/40, Con 15/27, Int 10/03, Wis 12/87, Cha 15/32, Com 8/92)

1) HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Plate mail: AC 3 4
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

B. Building Ruins

Rat, Ravenous Zygom (15) (HF 0, EP 8, Int 1, AL NE, AC 7, MV 15", HD <1-1, HP 6, #AT 1, D 1d4-2, SA Swarm, SD nil, ML 14, TOP: 3, Crit BSL: Def AC -4, FF 9, HoB v6 pg. 116)

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: ❑❑❑❑❑ ❑

TEMPLE AREA

4. East Altar

Truculent Terrifier (HF 4, EP 3,000, Int 13, AL CE, AC 2, MV 9", HD 12, HP 95, SZ M, #AT 1 (see text), D Fireball, SA Fear, Fireball, SD Undead, ML 15, TOP: n/a, Crit BSL: Def AC +10, FF n/a, HoB v8 pg. 34)

1) HPs: ❑❑❑❑❑

DUNGEONS OF EXISTENTIAL EVIL

DUNGEON LEVEL ONE

Random Encounters

Brigand (2-7) (HF 1, EP 25, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27x2, 26x2, 25x2, 24x2, 23x4, SZ M, #AT 1, D 1d8 (long sword), or 1d6 (short bow w/ 10 flight arrows each), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14x2,13x4,12x6, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9
❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9
❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

Leader of Brigands, 3rd level Fighter (HF 2, EP 192, Int 10, AL CE, AC 7 (leather and buckler), MV 12", HD 3, HP 34, #AT 1, D 1d8+2 (Longsword and Str), Lang: common, Hon: Ave, TOP: 17, Crit BSL: Def AC+0, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Gnoll (2-5) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 1d6 (hand axe), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Ghoul (2-5) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Gelatinous Cube (HF 8, EP 725, Int 0, AL N, AC 8, MV 6", HD 4, HP 40, SZ L, #AT 1, D 2-8, SA paralyzation, surprise 3 in 6, SD partial immune to cold; immune to electricity, fear, hold spells, paralyzation, polymorph, and Sleep attacks, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Gray Ooze (HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA Metal disintegration, SD heat and cold immunity, weapon breakage, ML 19, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v6 pg. 30)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Ogre (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6+7 (club and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Men-at-Arms, 1st level Fighter (6) (HF 1, EP 104, Int 9, AL CE, AC 5 (scale mail and shield), MV 12", HD 1, HP 25x3,23x3, #AT 1, D 1d8 (Longsword), 2d4+1 (3 with Heavy Crossbow),1d6 (3 with a Javelin each), Lang: common, Hon: Ave, TOP: 12x3,11x3, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Leader of Men-at-Arms, 3rd level Fighter (HF 2, EP 200, Int 10, AL CE, AC 5 (scale mail and shield), MV 12", HD 3, HP 36, #AT 1, D 1d8+1 (Longsword and Str), 1d6+1 (2 Javelins, Str bonus), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-1, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

103. Pillared Hall

Harpy, Spiny-Backed Variant (2) (HF 9, EP 1,014, Int 6, AL CE, AC 5, MV 6", 15" Fly (C), HD 7, HP 48, SZ M, #AT 3, D 1-3/1-3/1-6 or 1d4-1 from back, SA singing and Charm, SD nil, ML 14, TOP: 24, Crit BSL: Def AC +5, FF 4, HoB v5 pg. 121)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

104. Room 30' x 20'

Ghoul (6) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

105. Room 30' x 30'

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

107. Room 20' x 20'

Ghast (2) (HF 8, EP 650, Int 11, AL CE, AC 4, MV 15", HD 4, HP 36, SZ M, #AT 3, D 1d4/1d4/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

108. Garbage Room

Rat, Ravenous - Large (man sized) Variant (5) (HF 1, EP 65, Int 1, AL NE, AC 7, MV 15", HD 2, HP 28, SZ M, #AT 1, D 1d4-1, SA swarm, SD nil, ML 14, TOP: 14, Crit BSL: Def AC -2, FF 8, HoB v6 pg. 116)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

114. Secured Door

Dottee (wife of Verbobonc merchant) (HF 0, EP 25, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d2, Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 11/95, Dex 12/24, Con 12/34, Int 10/31, Wis 7/11, Cha 9/21, Com 11/23)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Dwarven merchant (2) (HF 0, EP 35, Int 10, AL LE, AC 10, MV 6", HD 1, HP 24, SZ M, #AT 1, D 1d2, Lang: common, dwarven Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Servant (3) (HF 0, EP 32, Int 10, AL LE, AC 10, MV 12", HD 1/2, HP 21, SZ M, #AT 1, D 1d2, Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

River sailor gnome Victor (HF 0, EP 34, Int 10, AL LG, AC 10, MV 6", HD 1, HP 26, #AT 1, D 1d2, Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/21, Dex 12/92, Con 14/35, Int 10/25, Wis 9/05, Cha 11/19, Com 14/24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Men-at-Arms, 1st level Fighter (4) (HF 1, EP 85, Int 9, AL LE, AC 10, MV 12", HD 1, HP 25, #AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

115. Room 20' 6" x 30'

Ghoul (6) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

116. Room 30' x 21'

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

117. Ghast Room 20' x 20'

Ghast (2) (HF 8, EP 650, Int 11, AL CE, AC 4, MV 15", HD 4, HP 36, SZ M, #AT 3, D 1d4/1d4/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

118. Hall 10' x 30'

Ghast, Sabre-Toothed Variant (2) (HF 8, EP 675, Int 11, AL CE, AC 4, MV 15", HD 4, HP 44, SZ M, #AT 4, D 1d4/1d4/1-8/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

120. Kitchen

Snake, Venomous (HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1, HP 31, SZ S, #AT 1, D 1, SA poison, SD nil, ML 8, TOP: 15, Crit BSL: Def AC +0, FF 6, HoB v7 pg. 85)

1) HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

121. Stone Wall Room 20' x 20'

Gnoll (4) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (bastard sword), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

122. Chamber 20' x 20'

Gnoll (4) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (morning star), SA flaming oil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

123. Room With Alcove

Gnoll (5) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (morning star), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Hobgoblin (2) (HF 1, EP 35, Int 5, AL LE, AC 5 (chain mail), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8 (longsword) or 1d6 short bow (10 flight arrows each), SA nil, SD nil, ML 12, TOP: 13, Crit BSL: Def AC +2, FF 6, HoB v4 pg. 10)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

124. Ogre Room 20' x 20'

Ogre, Common Low (2) (HF 2, EP 270, Int 8, AL CE, AC 4 (Leather Armor +4), MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 2d4+7 (morning star and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor +4: AC 4 5 6 7 8 9

❑❑ ❑❑ ❑❑ ❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor +4: AC 4 5 6 7 8 9

❑❑ ❑❑ ❑❑ ❑❑ ❑❑ ❑

125. Corridor of Bones

Skeleton, Animated (10) (HF 1, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 24, SZ M, #AT 1, D 2d4 (4 morning stars, 6 broad swords), SA nil, SD immune to Sleep, darkness, fear, cold, taunting. 1/2 from hack and puncturing damage, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7 pg. 66)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

7)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

9)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

10)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Skeleton, Monster (2) (HF 11, EP 650, Int 0, AL N, AC 5 (buckler), MV 12", HD 6, HP 50, SZ L, #AT 1, D 1d6 (short sword), SA nil, SD immune to Sleep, darkness, fear, cold, taunting. 1/2 from hack and puncturing damage l, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7 pg. 66)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

126. Chief Room 20' x 20'

Leader, Ogre (HF 2, EP 650, Int 9, AL CE, AC 3 (plate mail), MV 9", HD 4+1, HP 48, SZ L, #AT 1, D 2d4+7 (battle axe and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 24, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Plate mail: AC 3 4

❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

127. L-Shaped Room

Gnoll (3) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (bastard sword), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

128. Gnoll Room 20' x 30'

Gnoll (7) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (battle axe), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

7)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

129. Guardroom

Guard (5) (HF 1, EP 34, Int 9, AL CE, AC 3 (chain mail and small shield), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 2d4+1 (heavy crossbow), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

130. Room with Trapezoidal Annex

Guard (5) (HF 1, EP 34, Int 9, AL CE, AC 3 (chain mail and small shield), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2

(AC bonus) ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2

(AC bonus) ❑❑❑❑

Fighter (2nd level) (3) (HF 1, EP 119, Int 8, AL CE, AC 2 (bronze plate mail and buckler), MV 9", HD 2, HP 28, SZ M, #AT 1, D 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Bronze plate mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Bronze plate mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Bronze plate mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Fighter Leader (4th level) (HF 3, EP 290, Int 10, AL CE, AC 2 (bronze plate mail and buckler), MV 9", HD 4, HP 40, SZ M, #AT 1, D 1d6+1 (Javelin of Lightning and Str), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Bronze plate mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

132. Hexagonal Room

Stirge (18) (HF 1, EP 175, Int 1, AL N, AC 8, MV 3" 18" Fly (C), HD 1+1, HP 25, SZ S, #AT 1, D 1d4-1, SA blood drain, SD nil, ML 8, TOP: n/a, Crit BSL: Def AC -1, FF n/a, HoB v7 pg. 112)

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. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

133. Anteroom

Guard (4) (HF 1, EP 34, Int 9, AL CE, AC 4 (chain mail and buckler), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or 1d6 (short bow w/9 flight arrows), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

134. Inner Chamber

Half Ogre Guard (HF 2, EP 270, Int 6, AL N, AC 2 (chain mail and medium shield), MV 12", HD 2+1, HP 30, SZ L, #AT 1, D 1d8+1 (longsword and +1 Str) or 1d8 (light crossbow w/10 quarrels), SA nil, SD nil, ML 7, TOP: 15, Crit BSL: Def AC +2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3

(AC bonus) ❑❑❑❑❑

Guard (7) (HF 1, EP 37, Int 9, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 1, HP 26 each , SZ M, #AT 1, D 1d8 (longsword) or 1d8 (light crossbow) or 1d6 (glaive), SA nil, SD nil, ML 12, TOP: 13x6,12 Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

135. Lounge

Guard (8) (HF 1, EP 35, Int 9, AL CE, AC 10 (AC 3 with chain mail and small shield), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or flaming oil, SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Small shield +2
(AC bonus) ❑❑❑❑

136. Inner Chamber

Commander (HF 4, EP 450, Int 12, AL CE, AC 1 (Chain Mail +1, medium shield), MV 12", HD 5, HP 50, SZ M, #AT 1, D 2d4+1 (Battle Axe +1), SA nil, SD nil, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail +1: AC 4 5 6
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑
7 8 9
❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

Lieutenant (HF 2, EP 188, Int 11, AL CE, AC 2 (Chain Mail +1, small shield), MV 12", HD 3, HP 32, SZ M, #AT 1, D 1d8+1 (longsword and +1/+1 Str), SA nil, SD nil, ML 15, TOP: 16, Crit BSL: Def AC +0, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail +1: AC 4 5 6

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑

7 8 9

❑❑❑❑ ❑❑ ❑

Small shield +2

(AC bonus) ❑❑❑❑

137. Sleeping Apartment

Romag (4th level Cleric) (HF 3, EP 321, Int 12, AL CE, AC 0 (Chain Mail +2 and Dex), MV 12", HD 4, HP 36, SZ M, #AT 1, D 1d6+1 (Mace +1), SA spells, SD nil, ML 12, TOP: 18, Crit BSL: Def AC -1, FF 6)

Prepared Spells:

First level: Command x 2, Cure Light Wounds x 2, Curse (opposite of Bless)

Second level: Rigor Mortis, Silence 15' radius

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail +2: AC 3 4

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑

5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Hartsch (2nd level Cleric) (HF 1, EP 99, Int 10, AL CE, AC 5 (chain mail), MV 12", HD 2, HP 28, SZ M, #AT 1, D 1d6 (Mace), SA spells, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -4, FF 5)

First level: Command, Cure Light Wounds (x3)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

145. The Immorality Temple

Golem, Flesh (2) (HF 11, EP 2000, Int 4, AL N, AC 9, MV 8", HD 9, HP 60, SZ L, #AT 2, D 2d8, ML 20, TOP: n/a, Crit BSL: Def AC +3, FF n/a, HoB v3 pg. 85)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

146. Rat Pit

Rat, Giant (144) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 8 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

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: ❑❑❑❑❑ ❑❑❑
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22)HPs: ❑❑❑❑❑ ❑❑❑
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25)HPs: ❑❑❑❑❑ ❑❑❑
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77)HPs: ❑❑❑❑❑ ❑❑❑
78)HPs: ❑❑❑❑❑ ❑❑❑
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90)HPs: ❑❑❑❑❑ ❑❑❑
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93)HPs: ❑❑❑❑❑ ❑❑❑
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101)HPs: ❑❑❑❑❑ ❑❑❑
102)HPs: ❑❑❑❑❑ ❑❑❑
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110)HPs: ❑❑❑❑❑ ❑❑❑
111)HPs: ❑❑❑❑❑ ❑❑❑
112)HPs: ❑❑❑❑❑ ❑❑❑
113)HPs: ❑❑❑❑❑ ❑❑❑
114)HPs: ❑❑❑❑❑ ❑❑❑

115)HPs: ❑❑❑❑❑ ❑❑❑ 116)HPs: ❑❑❑❑❑ ❑❑❑
117)HPs: ❑❑❑❑❑ ❑❑❑ 118)HPs: ❑❑❑❑❑ ❑❑❑
119)HPs: ❑❑❑❑❑ ❑❑❑ 120)HPs: ❑❑❑❑❑ ❑❑❑
121)HPs: ❑❑❑❑❑ ❑❑❑ 122)HPs: ❑❑❑❑❑ ❑❑❑
123)HPs: ❑❑❑❑❑ ❑❑❑ 124)HPs: ❑❑❑❑❑ ❑❑❑
125)HPs: ❑❑❑❑❑ ❑❑❑ 126)HPs: ❑❑❑❑❑ ❑❑❑
127)HPs: ❑❑❑❑❑ ❑❑❑ 128)HPs: ❑❑❑❑❑ ❑❑❑
129)HPs: ❑❑❑❑❑ ❑❑❑ 130)HPs: ❑❑❑❑❑ ❑❑❑
131)HPs: ❑❑❑❑❑ ❑❑❑ 132)HPs: ❑❑❑❑❑ ❑❑❑
133)HPs: ❑❑❑❑❑ ❑❑❑ 134)HPs: ❑❑❑❑❑ ❑❑❑
135)HPs: ❑❑❑❑❑ ❑❑❑ 136)HPs: ❑❑❑❑❑ ❑❑❑
137)HPs: ❑❑❑❑❑ ❑❑❑ 138)HPs: ❑❑❑❑❑ ❑❑❑
139)HPs: ❑❑❑❑❑ ❑❑❑ 140)HPs: ❑❑❑❑❑ ❑❑❑
141)HPs: ❑❑❑❑❑ ❑❑❑ 142)HPs: ❑❑❑❑❑ ❑❑❑
143)HPs: ❑❑❑❑❑ ❑❑❑ 144)HPs: ❑❑❑❑❑ ❑❑❑

147. Room 20' x 20'

Bugbear (3) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

149. Guard Room

Guard (18) (HF 1, EP 34, Int 8, AL CE, AC 4 (chain mail and buckler), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC -4, FF 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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
14)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
15)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
16)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
17)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
18)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1
(AC bonus) ❑❑❑

Leader (3) (HF 2, EP 200, Int 11, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 3, HP 32 each, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 16,17,18 Crit BSL: Def AC -1, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium shield +3
(AC bonus) ❑❑❑❑❑

150. Cells

Brain Eating Zombie (3) (HF 6, EP 270, Int 7, AL NE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1d8, SA Brain eating (save vs. poison or become Zombie), SD only takes damage from critical hits or called shots to appendages, slow regeneration, immune to cold and poison, cannot be turned, Lang: common (only say the word "brains"), Hon: Ave, TOP: n/a, Crit BSL Def AC+0, FF n/a, HoB v8 p 123).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Wonillon (4th level Fighter/4th level Thief gnome) (HF 4, EP 185, Int 12, AL CE, AC 7, MV 12", HD 1, HP 40, SZ M, #AT 1, D 1d2, SA nil, SD nil, ML 12, TOP: 20 Crit BSL: Def AC +1, FF 6, STR 17/21, INT 12/14, WIS 9/89, DEX 17/21, CON 16/75, CHA 10/62)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

152. Torture Chamber

Turnkey (5th level Fighter) (HF 4, EP 420, Int 11, AL CE, AC 2 (chain mail and Dex), MV 12", HD 5, HP 45, SZ M, #AT 1, D 1d6+4(+1d4) (Poker and Str + 1d4 fire damage), SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC +3, FF 5)

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Victim (man-at-arms) (HF 0, EP 25, Int 11, AL CE, AC 10, MV 3", HD 1, HP 6, SZ M, #AT 1, D 1d2, SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC -4, FF 5)

1)HPs: ❑❑❑❑❑ ❑

Dungeon Level Two

RANDOM ENCOUNTERS

Bandit (8) (HF 1, EP 25, Int 8, AL NE, AC 7 (leather armor and buckler), MV 12", HD 1, hp 27, SZ M, #AT 1, D 1d6 (short sword), or 2d4+1 (heavy crossbow), SA none, SD none, Lang: common, ML 12, TOP: 13, Crit BSL: Def AC-4; FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor: AC 8 9
❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Veteran (2) (HF 1, EP 78, Int 11, AL NE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 29, SZ M, #AT 1, D 1d8 (long sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Leader (HF 3, EP 310, Int 12, AL NE, AC 4 (plate mail and buckler), MV 6", HD 1, hp 44, SZ M, #AT 1, D 2d4 (broad sword) or 1d6 (short bow w/10 flight arrows), SA none, SD none, Lang: common, ML 16, TOP: 22, Crit BSL: Def AC +0; FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Plate mail: AC 3 4
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Bugbear (4-6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 2d4+2 (morning star +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Carrion Crawler (HF 3, EP 270, Int 0, AL N, AC 3/7, MV 12", HD 3+1, HP 33, SZ L, #AT 1, D 1d2, SA paralysis, SD nil, ML special, TOP: 16, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 106)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Ochre Jelly (HF 7, EP 270, Int 0, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA corrodes metal, SD nil, ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 45)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hedge Ogre (2-4) (HF 2, EP 270, Int 5, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 from Str), SA nil, SD nil, ML 10, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Troll (1-2) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Zuggtmoy: See #353.

202. Domed Chamber

Hydra, 5-Headed (HF 5, EP 2000, Int 2, AL N, AC 5, MV 9", HD 5, HP 45, SZ L, #AT 5, D 1d6, SA nil, SD never surprised, ML 11, TOP: 22, Crit BSL: Def AC +5, FF 6, HoB v4, pg. 22)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

203. Old Storeroom

Troll (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

204. Room 30' x 20'

Bugbear (5) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

205a. Anteroom

Half-orc (3rd level Cleric/3rd level Fighter) (HF 3, EP 315, Int 7, AL CE, AC 2 (plate mail and buckler), MV 6", HD 3, HP 32, SZ M, #AT 1, D 1d6+1 (mace and Str bonus), SA nil, SD nil, ML 12, TOP: 16, Crit BSL: Def AC -3, FF 5)

Prepared Spells:

First level: Cure light wounds x3, Protection from Good

Second level: Rigor Mortis

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Plate mail: AC 3 4
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

205b. Main Chamber

Carato (HF 3, EP 370, Int 11, AL CE, AC 4 (chain mail and buckler), MV 9", HD 4, HP 40, SZ M, #AT 1, D 1d6 (mace), SA nil, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +0, FF 6)

Prepared Spells

Level 1: Command, Darkness, Light, Sanctuary

Level 2: Rigor Mortis, Silence 15' Radius

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

205c. Western Side Room

Alrrem (5th level Cleric) (HF 4, EP 600, Int 5, AL CE, AC -1 (Chain Mail +2, Medium Shield +1, and Dex), MV 12", HD 5, HP 45, SZ L, #AT 1, D 1d6+2 (Mace +2), SA spells, SD nil, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 5)

Prepared Spells

First level: Command, Cure Light Wounds, Light, Resist Cold, Sanctuary

Second level: Rigor Mortis x2, Know Alignment, Resist Fire, Silence 15' Radius

Third level: Cause Blindness, Prayer

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail +2: AC 3 4
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3

(AC bonus) ❑❑❑❑❑

206. Audience Chamber

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Human Swashbuckler Commander (5th level) (HF 4, EP 600, Int 12, AL CE, AC 2 (leather, Dex, and swashbuckler bonus), MV 12", HD 5, HP 50, SZ M, #AT 1, D 1d8+1 (Longsword +1 Flametongue), SA Rope of Entanglement, SD witty comebacks, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9
❑❑ ❑

208. Secret Were-Goat Room

Lycanthrope: Were-Goat (4) (HF 4, EP 270, Int 8, AL CE, AC 6/6/7, MV 12"/12"/12", HD 3+2, HP 26, 22, 18, 15, SZ M, #AT 1, D 1-6 or weapon, SA ram for 2-12, SD only hit by silver or +1 weapons, ML 14, TOP: 13, 11, 9, 7 Crit BSL: Def AC +6, FF 4, HoB v4 pg. 105)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

210. Octagonal Chamber

Nefarian Type 1 Demon (2) (HF 22, EP 975, Int 5, AL CE, AC 0, MV 12" 18" Fly (D), HD 8, HP 60, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA create Darkness, Gate in another type 1 demon (10%), SD magic resistance 50%,telekinesis (200 lb.), ML 12, TOP: 30, 24, Crit BSL: Def AC +4, FF n/a, HoB v5 pg. 94)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

210.a Guardian

Drelb (HF 11, EP 975, Int 10, AL NE, AC 2, MV 6", HD 5+3, HP 53, SZ M, #AT 1, D 3-12, SA chilling touch, seems to be retreating (shrinking), SD only hit by magical weapons, ML 17, TOP: n/a, Crit BSL: Def AC +4, FF 9, HoB v2 pg. 110)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

212. Temple of Chance

Salamander (4) (HF 18, EP 975, Int 11, AL CE, AC 5/3, MV 9", HD 7+7, HP 62, SZ M, #AT 2, D 1-6/2-12 (spear and constriction), SA additional heat damage each round, SD +1 or better weapons to hit, immune to heat/fire, Sleep, Charm, and hold spells, ML 17, TOP: 31, Crit BSL: Def AC +6, FF 12, HoB v7 pg. 23)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

213. Hall Of Amethyst

Golem, Stone Hissing Variant (HF 27, EP 8080, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA slow, SD only hit by +2 or bet-

ter weapons, ML 20, TOP: n/a, Crit BSL: Def AC +12, FF n/a, HoB v3 pg. 91)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Gargoyle (2) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 42, 40, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

214. Lounge

Under-priest (2) (HF 2, EP 279, Int 10, AL CE, AC 3 (plate mail, buckler, -1 AC from Dex), MV 6", HD 3, HP 41, SZ M, #AT 1, D 1d6 (warhammer), SA spells, SD nil, ML 14, TOP: 20, Crit BSL: Def AC -2, FF 5)

Prepared Spells

First level: Command, Cure Light Wounds,Protection From Good

Second level: Rigor Mortis

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Plate mail: AC 3 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ 4 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑❑ 7 ❑❑❑❑❑ ❑ 8 ❑❑ 9 ❑

Buckler (AC bonus) +1 ❑❑❑

215. Salon

Belsornig (6th level Cleric) (HF 5, EP 1073, Int 14, AL NE, AC -3 (Plate Mail +1 and Dex), MV 12", HD 6, HP 56, SZ M, #AT 2, D 1d6+3/1d8+3 (mace/Str and rod), SA magic, SD nil, ML 16, TOP: 28, Crit BSL: Def AC +2, FF 6)

Prepared Spells

First level: Command, Cure Light Wounds, Darkness, Light, Sanctuary

Second level: Rigor Mortis (x2), Know Alignment, Resist Fire, Silence 15' Radius

Third level: Dispel Magic, Prayer

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Plate mail: AC 3 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ 4 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑❑ 7 ❑❑❑❑❑ ❑ 8 ❑❑ 9 ❑

216. The Pool Chamber

Nefarian Dopple-Water Elemental Variant (HF 20, EP 3430, Int 9, AL NE, AC 8, MV 6", 18" Swim, HD 8, HP 68, SZ L, #AT 1, D 5-30, SA Suggestion, SD Dopple ability, ML 17, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 8)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

217. Triangular Chamber

Owlbear (HF 5, EP 900, Int 3, AL N, AC 5, MV 12", HD 5+2, HP 41, SZ L, #AT 1, D 1-6/1-6/2-12, SA hug, SD nil, ML 12, TOP: 21, Crit BSL: Def AC+1, FF 5, HoB v6, pg. 51)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

218. Abandoned Storeroom

Troll (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

219. Room of Bones

Oohlgrist (Ancient Gnarled-Toothed Troll) (HF 24, EP 4000, Int 12, AL NE, AC 2, MV 15", HD 10+10, HP 90, SZ H, #AT 3, D 2d4+7/6-10/2-8 (Bastard Sword +2/Str, Bite and claws), SA nil, SD regeneration (3hp/round), ML 15, Lang: common, troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

220. Side Room

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 1d8+2 (military fork +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ ❑❑ 8 ❑ 9 ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ ❑❑ 8 ❑ 9 ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ ❑❑ 8 ❑ 9 ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ ❑❑ 8 ❑ 9 ❑

221. Inner Chamber

Hedge Ogre (HF 2, EP 420, Int 5, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 from Str), SA nil, SD nil, ML 10, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

222. Guard Room 20' x 20'

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (glaive-guisarme + bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Greater Bugbear Chief (HF 9, EP 2000, Int 12, AL CE, AC 3 (banded mail and bonus), MV 12", HD 8, HP 68, SZ L, #AT 3/2, D 2d4+7 (morning star +3/+7 bonus), SA surprise, Str 19, SD nil, ML 15, TOP: 34, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Banded mail: AC 4 5
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑

6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

223. Jumbled Room

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 1d6+2 (spear +bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

224. 20' x 20' Room Loaded With More Guys To Kill

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 6 (scale mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bardiche + bonus) or 1d6+2 (javelin), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Scale mail: AC 6 7 8 9
❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

Gnoll (2) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 28, SZ L, #AT 1, D 2d4 (battle axe) or 1d8 (sheaf arrows), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3, pg. 73)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

225. Grim Chamber

Kelno (5th level Cleric) (HF 4, EP 688, Int 12, AL CE, AC 1 (chain mail +1 and Dex), MV 9", HD 5, HP 48, SZ M, #AT 1, D 1d6+5 (Mace +2 and 15 Str bonus), SA spells, SD nil, ML 13, TOP: 24, Crit BSL: Def AC +3, FF 5)

Prepared spells:

First level: Command, Cure Light Wounds, Protection From Good, Purify Food and Drink, Sanctuary

Second level: Rigor Mortis, Resist Fire, Silence 15' Radius

Third level: Cause Blindness

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail +1: AC 4 ❑❑❑❑❑ ❑❑❑ | 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑

7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

226. Kitchen

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 2d4+2 (battle axe +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Goblin (4) (HF 0, EP 25, Int 6, AL LE, AC 10, MV 6", HD 1-1, HP 22, SZ L, #AT 1, D 1d6 (short sword), SA nil, SD nil, ML 10, TOP: 11, Crit BSL: Def AC -3, FF 4, HoB v3, pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

228. Prison Room

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

Ogre (HF 2, EP 270, Int 5, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6 (club +3/+7 from Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

228a. Cell Of The Anarchy Temple

Wood Elf (2) (HF 2, EP 420, Int 15, AL CG, AC 8 (15 Dex), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d2 or weapon, Lang: common, elven, Hon: Ave, ML 13, TOP: 13, Crit BSL: Def AC+0, FF 6, HoB v3, pg. 13)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Countess Tillahi of Celene (5th level Fighter/4th level Magic-user Elf) (HF 5, EP 850, Int 15, AL CG, AC 6 (18 Dex), MV 12", HD 5, HP 50, SZ M, #AT 1, D 1d2 or weapon, Lang: elven, common, Hon Great Honor, ML 17, TOP: 25, Crit BSL: Def AC+5, FF 6)

Spell Prepared: None

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Sir Juffer (4th level Fighter/4th level Cleric Elf) (HF 4, EP 425, Int 15, AL CG, AC 8 (16 Dex), MV 12", HD 4, HP 44, SZ M, #AT 1, D 1d2 or weapon, Lang: elven, common, Hon: Great, ML 16, TOP: 22, Crit BSL: Def AC+4, FF 6)

Spells Prepared: None

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

228b. Cell Of The Chance Temple

Brigand (HF 1, EP 34, Int 13, AL CE, AC 9 (Dex), MV 12", HD 1, hp 24, SZ M, #AT 1, D 1d2, SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 12, Crit BSL: Def AC-2; FF 5, STR 12/32, INT 13/44, WIS 12/71, CON 10/21, DEX 14/33, CHA 10/91, COM 12/06).

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Merchant (2) (HF 0, EP 25, Int 8, AL LG, AC 10, MV 12", HD 1-1, HP 22, SZ M, # AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

230. Garbage Room

Otyugh (HF 13, EP 650, Int 6, AL N, AC 3, MV 6", HD 6, HP 50, SZ M, #AT 1, D 1-8/1-8/2-5, SA Grab, disease, SD never surprised, ML 11, TOP: 25, Crit BSL: Def AC +6, FF 5, HoB v6, pg. 46)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

231. Room Of The Philosophies

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+2 (javelin +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

232. Salon

Bugbear (7) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (battle axe and bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
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4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Bugbear, Female (6) (HF 2, EP 175, Int 5, AL CE, AC 10, MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d6+3 (footman flail + bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

233. Side Chamber

Greater Bugbear leader (HF 9, EP 2000, Int 13, AL CE, AC 3 (black plate mail), MV 12", HD 8, HP 68, SZ L, #AT 1, D 2d4+7 (battle axe and bonus), SA surprise, +7 damage, SD nil, ML 15, TOP: 34, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Plate mail: AC 3 4
❑❑❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑ ❑❑❑❑❑ ❑ ❑❑ ❑

Bugbear Lieutenant (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 38, SZ L, #AT 1, D 2d4+2 (bardiche and bonus) or 1d6+2 (javelin and bonus), SA surprise, +2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Bugbear, Female (3) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 33, SZ L, #AT 1, D 2d4+2 (battle axe and bonus), SA surprise, +2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

234. Storage Chamber

Otyugh (HF 13, EP 650, Int 6, AL N, AC 3, MV 6", HD 6, HP 50, SZ M, #AT 1, D 1-8/1-8/2-5, SA Grab, disease, SD never surprised, ML 11, TOP: 25, Crit BSL: Def AC +6, FF 5, HoB v6, pg. 46)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

241. Side Chamber

Temple Guard (3) (HF 1, EP 39, Int 8, AL NE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 29, SZ M, #AT 1, D 1d8 (long sword) or 1d8 (light crossbow), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

242. Crooked Corridor

Temple Guard, Gully dwarf (3) (HF 1, EP 39, Int 8, AL NE, AC 4 (black chain mail and buckler), MV 6", HD 1, hp 27, SZ S, #AT 1, D 1d8 (long sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

Temple Guard Leader, Gully dwarf (3rd level Fighter) (HF 1, EP 92, Int 8, AL NE, AC 4 (black chain mail and buckler), MV 6", HD 3, hp 35, SZ S, #AT 1, D 2d4 (bastard sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

243. Room 20' x 30'

Bandit (2) (HF 1, EP 26, Int 9, AL CE, AC 6 (black leather + Dex), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Leather Armor: AC 8 9

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Bandit (2) (HF 1, EP 25, Int 9, AL CE, AC 4 (black scale mail + Dex), MV 9", HD 1, hp 25, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

❑❑❑❑❑ ❑❑ ❑❑❑❑ ❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scale mail: AC 6 7 8 9

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Bandit (4) (HF 1, EP 25, Int 9, AL CE, AC 2 (black chain, buckler + Dex), MV 9", HD 1, hp 24, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Buckler +1

(AC bonus) ❑❑❑

Bandit Sergeant (2) (HF 1, EP 68, Int 9, AL CE, AC 4 (black chain mail + buckler), MV 9", HD 2, hp 30, SZ M, # AT 1, D 1d8 (longsword), SA nil, SD nil, ML 12, TOP: 15, Crit BSL: Def AC -2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

243a. Commander's Quarters

Feldrin (HF 6, EP 25, Int 13, AL CE, AC 3 (Black Leather Armor +3 and Cloak of Protection +2), MV 12", HD 7, hp 55, SZ M, # AT 1, D 1d6+5 (Short sword +2/+4 vs. Regeneration and +1/+3 from Str), SA Thief Skills (+2 damage dice backstab), SD nil, ML 12, TOP: 12 , Crit BSL: Def AC +4, FF 5, STR 15/21, WIS 9/87, INT 13/56, DEX 12/87, CON 15/31, CHA 17/89, COM 16/31) Skills: 80% Pick Pockets, 45% Open Locks, 40% Find Traps, 40% Remove Traps, 45% Move Silently, 40% Hide in Shadows, 50% Detect Noise, 60% Climb walls.

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Leather Armor: AC 5 6 7 8 9

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243b. Lieutenant's Quarters

Brunk (4th level Fighter/4th level Thief half-orc) (HF 4, EP 370, Int 9, AL CE, AC 3 (Ring of Protection +2, leather, +Dex), MV 12", HD 4, hp 40, SZ M, # AT 1, D 1d8 (longsword) or 1d6-2 (dart) or 1d6+1 (Dagger +1) SA poison, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC +0, FF 6)) Skills: 75% Pick Pockets, 40% Open Locks, 35% Find Traps, 35% Remove Traps, 40% Move Silently, 35% Hide in Shadows, 45% Detect Noise, 60% Climb walls.

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Leather Armor: AC 8 9

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244. Lounge 2

Human Bandit (2) (HF 1, EP 25, Int 10, AL CE, AC 6 (black leather + Dex), MV 12", HD 1, hp 25, SZ M, # AT 1, D 1d6 (short sword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leather Armor: AC 8 9

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Half-orc Bandit (2) (HF 1, EP 26, Int 7, AL CE, AC 3 (black chain mail + buckler), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8+1 (longsword and Str), 1d6+1 (spear and Str), SA nil, SD nil, ML 13, TOP: 12 , Crit BSL: Def AC -2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

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Buckler +1

(AC bonus) ❑❑❑

Half-orc Swordsman (HF 2, EP 26, Int 10, AL CE, AC 3 (black field plate + buckler), MV 12", HD 3, hp 34, SZ M, # AT 1, D 2d4+5 (broad sword and +2/+5 Str), SA nil, SD nil, ML 14, TOP: 17 , Crit BSL: Def AC +0, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Field plate: AC 2

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Buckler +1

(AC bonus) ❑❑❑

245. Reception Hall

Minotaur (HF 8, EP 1400, Int 7, AL CE, AC 6, MV 12", HD 6+3, hp 53, SZ L, # AT 2, D 2-8/2-8, SA Grapple, Charge, SD +2 surprise, ML 13, TOP: 26 , Crit BSL: Def AC -2, FF 6)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Dungeon Level Three

RANDOM ENCOUNTERS

Black Pudding (HF 24, EP 5000, Int 0, AL N, AC 6, MV 6", HD 10, HP 70, SZ L, #AT 1, D 3-24, SA Dissolve wood/metal, SD immune to cold and acid, ML 13, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 98)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Ettin (1-2) (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Gargoyle (5-8) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 44, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better weapons to damage, ML 11, TOP: 22, Crit BSL: Def AC +3, FF 9, HoB v3, pg. 47)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hill Giant (2-3) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Ogre, Chub-Foot (1-2) (HF 8, EP 4000, Int 8, AL CE, AC 4, MV 6", HD 13+7, HP 85, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 Str), SA nil, SD nil, ML 16, TOP: 42, Crit BSL: Def AC +21, FF 4, HoB v6, pg. 22)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Troll (2-3) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil , SD regeneration (3hp/round), ML 14, TOP: 28, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

302-305. Rooms 30' x 20'

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil , SD regeneration (3hp/round), ML 14, TOP: 28, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

306. Square Chamber

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

307. Grotto

Leucrotta (2) (HF 9, EP 975, Int 8, AL CE, AC 4, MV 18", HD 6+1, HP 51, SZ L, #AT 1 or 2, D 3-18 or 1d6x2, SA bite through metal, imitate voices, SD kick in retreat, ML 14, TOP: 25, Crit BSL: Def AC +4, FF 6, HoB v4, pg. 84)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

309a. South Cubicle

Umber Hulk (HF 32, EP 4000, Int 8, AL CE, AC 2, MV 6", 1-6" burrow, HD 8+8, HP 76, SZ L, #AT 3, D 3-12/3-12/1-10, SA confusion, surprise 8 in 10, SD nil, ML 13, TOP: 38, Crit BSL: Def AC +7, FF 13, HoB v8, pg. 40)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

310. Sunlit Room

Gargoyle (4) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 44, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better weapons to damage, ML 11, TOP: 22, Crit BSL: Def AC +3, FF 9, HoB v3, pg. 47

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Jackalwere (2) (HF 6, EP 420, Int 11, AL CE, AC 4, MV 12", HD 4, HP 40, SZ M, #AT 2 or 1, D 1-8/1d6+1 (longsword and Dagger +2) or 1d6/1d6+1 (Mace and Dagger +2) or 2-8 (bite), SA Gaze, SD Iron or +1 or better weapons to damage, ML 12, TOP: 20, Crit BSL: Def AC +2, FF 5, HoB v4, pg. 40

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Jackal (20) (HF 0, EP 7, Int 5, AL CE, AC 7, MV 12", HD 1/2, HP 12, SZ M, #AT 1, D 1d4-2, SA nil, SD nil, ML 11, TOP: 6, Crit BSL: Def AC -4, FF 2, HoB v4, pg. 38

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

311. Chamber of Kewl Statues

Will-o-Wisp (4) (HF 59, EP 3000, Int 15, AL CE, AC -8, MV 18" Fly (A), HD 9, HP 65, SZ S, #AT 4, D 2-16, SA electrical discharge, SD immune to most spells, ML 17, TOP: n/a, Crit BSL: Def AC +7, FF n/a, HoB v8, pg. 87)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

312. Earth Floored Area

Lamia (HF 14, EP 3000, Int 13, AL CE, AC 3, MV 24", HD 9, HP 74, SZ M, #AT 2, D 1d6+2 (Short sword +1 and Str), SA wisdom drain, Charm, mirror image, suggestion, illusion, SD nil, ML 14, TOP: 37, Crit BSL: Def AC +7, FF 4, HoB v4, pg. 70)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

315. Hexagonal Chamber

Flat-footed Bugbear (variant) (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bardiche +bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

316. Hexagonal Leader Chamber

Greater Bugbear (HF 9, EP 2000, Int 8, AL CE, AC 4 (black chain mail), MV 12", HD 8, HP 60, SZ L, #AT 3/2, D 2d4+7 (bardiche +3/+7 Str bonus), SA surprise, SD nil, ML 15, TOP: 30, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail: AC 5 ❑❑❑❑❑ ❑❑❑ | 6 ❑❑❑❑❑ ❑ | 7 ❑❑❑❑ | 8 ❑❑ | 9 ❑

317. Chamber of Ultimate Pleasures

Ogre, Female (3) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 41, SZ L, #AT 1, D 2-8, SA nil, SD complaining, ML 11, TOP: 20, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Ogre Shaman, Female (HF 2, EP 345, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 37, SZ L, #AT 1, D 1d6+6 (Javelin+2 and +2/+4 Str bonus), SA spells, SD nil, ML 11, TOP: 18, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

Prepared Spells: Detect Magic, Light, Command

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

318. Scorpp's Chamber

Hill Giant Scorpp (HF 14, EP 3000, Int 5, AL CE, AC 4 (Hide), MV 12", HD 12+1-2, HP 79, SZ L, #AT 1, D 1d6 or rock, SA Hurl rock (2-16), SD nil, ML 14, TOP: 39, Crit BSL: Def AC +13, FF 6, HoB v3, pg. 59)

1)HPs: ❑❑❑❑❑ ❑❑❑❑

Wolf, Worg (Splot) (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 40, SZ L, #AT 1, D 2-8, SA nil, SD nil, ML 10, TOP: 20, Crit BSL: Def AC +2, FF 9, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

319. Another Room 20' x 20'

Gnoll (HF 1, EP 65, Int 5, AL CE, AC 10, MV 9", HD 2, HP 26, SZ L, #AT 1, D 1d2, SA nil, SD nil, ML 11, TOP: 13, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Goblin, Gibbering (3) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hobgoblin (HF 1, EP 35, Int 5, AL LE, AC 5 (chain mail), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8 (longsword) or 1d6 short bow (10 flight arrows each), SA nil, SD nil, ML 12, TOP: 13, Crit BSL: Def AC +2, FF 6, HoB v4 pg. 10)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

320. And Another Room, 20' x 30'

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 10, MV 9", HD 3+1, HP 30, SZ L, #AT 1, D 1d2+2, SA surprise, +2 damage, SD nil, ML 12, TOP: 15, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Gnoll (HF 1, EP 65, Int 5, AL CE, AC 10, MV 9", HD 2, HP 26, SZ L, #AT 1, D 1d2, SA nil, SD nil, ML 11, TOP: 13, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Ogre (2) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 33, SZ L, #AT 1, D 1d10, SA nil, SD nil, ML 11, TOP: 16, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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323. Scarlet Room

Common Shadow (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 35, SZ M, #AT 1, D 2-5, SA Strength drain, SD +1 or better weapon to hit, immune to cold, Sleep, Charm and hold, ML see text, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v7 pg. 48)

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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324. Black Room

Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 35, SZ M, #AT 1, D 2-5, SA Strength drain, SD +1 or better weapon to hit, immune to cold, Sleep, Charm and hold, ML see text, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v7 pg. 48)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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326. Opulent Bed Chamber

Banshee (HF 22, EP 4000, Int 15, AL CE, AC 0, MV 15", HD 7, HP 55, SZ M, #AT 1, D 1-8, SA Death wail, SD +1 or better weapon to hit, ML 13, TOP: n/a, Crit BSL: Def AC +5, FF n/a, HoB v1 pg. 45)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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330. Laboratory

Common Roper (HF 41, EP 6000, Int 15, AL CE, AC 0, MV 3", HD 10, HP 70, SZ L, #AT 1, D 5-20, SA Strength drain, SD body mutability, immune to electricity, 1/2 from cold, ML 15, TOP: 35, Crit BSL: Def AC +8, FF 5, HoB v7 pg. 18)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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332. Museum Room

Lurker Above (HF 12, EP 2000, Int 0, AL N, AC 6, MV 1", 9" Fly (B), HD 10, HP 80, SZ H, #AT 1, D 1-6, SA nil, SD nil, ML 11, TOP: 40, Crit BSL: Def AC +8, FF 4, HoB v4 pg. 101)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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336. North Room

Smirgamel Redhand (HF 6, EP 1325, Int 15, AL CE, AC -1 (Leather +1 and Dex), MV 12", HD 7, HP 61, SZ M, #AT 1, D 2-7, SA poison blade (class B), SD invisibility stored in ring, ML 14, TOP: 30, Crit BSL: Def AC +3, FF 5, STR 12/49, INT 15/81, WIS 7/28, DEX 16/44, CON 17/81, CHA 14/24, COM 15/44) Skills: Pick Pocket 45%, Open Lock 50%, Find Traps 45%, Move Silently 40%, Hide in Shadows 30%, Detect Noise 25%, Climb Walls 95%, Read Language 15%

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Leather Armor: AC 8 9
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337. South Room

Fal, 8th level Battlemage (HF 8, EP 4024, Int 17, AL CE, AC 3 (Bracers AC 5 and Dex), MV 12", HD 7, HP 47, SZ M, #AT 1, D 1d6-1 (dagger), SA spells, SD see text, ML 14, TOP: 30, Crit BSL: Def AC +3, FF 5, STR 10/94, INT 17/90, WIS 10/02, DEX 15/14, CON 15/87, CHA 12/42, COM 11/14)

Fal's prepared spells are:

First level: Burning Hands, Charm Person, Hold Portal, Jump

Second level: Darkness, 15' Radius, Mirror Image, Aname's Extra-Dimensional Mallet*

Third level: Hold Person, Invisibility 10' Radius, Lightning Bolt

Fourth level: Dimension Door, Minor Globe of Invulnerability

Fifth level: Wall of Force (from level gain due to faPolinar)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Kritche the Quasit (HF 11, EP 2000, Int 7, AL CE, AC 2, MV 15", HD 3, HP 32, SZ T, #AT 3, D 1-2/1-2/1-4, SA see text, SD see text, ML 9, TOP: 15, Crit BSL: Def AC +1, FF n/a, HoB v5, pg. 92)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

341. Place of Earth and Golden Chains

Violet Fungi (6) (HF 3, EP 270, Int 0, AL N, AC 7, MV 1", HD 3, HP 32, SZ S, #AT 1-4, D Rots Flesh, SA see text, SD see text, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v3, pg. 42)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

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6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Hooting Fungi (50) (HF 0, EP 8, Int 0, AL N, AC 10, MV 0", HD 3, HP 8, SZ T, #AT 0, D 0, SA Blindness, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -7, FF n/a)

1)HPs: ❑❑❑❑❑ ❑❑❑ 2)HPs: ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑ 4)HPs: ❑❑❑❑❑ ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑ 6)HPs: ❑❑❑❑❑ ❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑ 8)HPs: ❑❑❑❑❑ ❑❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑ 10)HPs: ❑❑❑❑❑ ❑❑❑

11)HPs: ❑❑❑❑❑ ❑❑❑ 12)HPs: ❑❑❑❑❑ ❑❑❑

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15)HPs: ❑❑❑❑❑ ❑❑❑ 16)HPs: ❑❑❑❑❑ ❑❑❑

17)HPs: ❑❑❑❑❑ ❑❑❑ 18)HPs: ❑❑❑❑❑ ❑❑❑

19)HPs: ❑❑❑❑❑ ❑❑❑ 20)HPs: ❑❑❑❑❑ ❑❑❑

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37)HPs: ❑❑❑❑❑ ❑❑❑ 38)HPs: ❑❑❑❑❑ ❑❑❑

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47)HPs: ❑❑❑❑❑ ❑❑❑ 48)HPs: ❑❑❑❑❑ ❑❑❑

49)HPs: ❑❑❑❑❑ ❑❑❑ 50)HPs: ❑❑❑❑❑ ❑❑❑

345. Hall of Glory

Animated Suits of Field Plate Armor (4) (HF 3, EP 815, Int 0, AL N, AC 2, MV 1", HD 7, HP 44, SZ M, #AT 1, D 1d10 (two-handed sword), SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +3, FF n/a)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Field plate: AC 2

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2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Field plate: AC 2

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3)HPs.❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Field plate: AC 2

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5 ❑❑❑❑❑ ❑❑❑

6 ❑❑❑❑❑ ❑❑

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8 ❑❑

9 ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Field plate: AC 2

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349. Comfy Room of Certain Death

Mold, Yellow (15 patches, each 10' square) (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ M, #AT 1, D n/a, SA cloud 10' cube (saving throw vs. poison or die), SD affected only by fire (destroys) and light (causes dormancy for 2-12 turns);, ML 20, TOP: n/a, Crit BSL: Def AC -, FF n/a, HoB v5, pg. 36)

Fungi, Violet (4) (HF 3, EP 270, Int 0, AL N, AC 7, MV 1", HD 3, HP 32, SZ S, #AT 1-4, D Rots Flesh, SA see text, SD see text, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v3, pg. 42)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Ooze, Gray (10) (HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA metal disintegration, SD heat and cold immunity, weapon breakage, ML 19, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v6, pg. 30)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
7)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
8)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
9)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
10)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Slime, Green (5) (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 1 (touch), D Transformation, SA Transformation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -, FF n/a, HoB v7, pg. 78)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Jelly, Ochre (8) (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 38, SZ M, #AT 1, D 2-16, SA corrodes metal, SD lightning divides in half, ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 45)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
7)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
8)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Black Pudding (3) (HF 20, EP 1400, Int 0, AL N, AC 3, MV 18", HD 8, HP 60, SZ M, #AT 2, D nil, SA Poison Gas, SD nil, ML 19, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 99)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

350. Hall of Sculpture

Shrieker (13) (HF 2, EP 120, Int 0, AL N, AC 7, MV 0", HD 3, HP 29, SZ M, #AT 0, D nil, SA shriek, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v7, pg. 59)

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. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

353. Great Hall of Zuggtmoy

Zuggtmoy (bound see description) (HF 240, EP 16960 to 33920, Int 18, AL CE, AC 0 (body) -2 (head), MV 15" (normal form), HD 49, HP 242, SZ M, #AT 2+2 or 2, D 2-8 each or 2-12 each, SA fear 15' radius, improved invisibility, programmed illusion, silence 15' radius, crushing damage or stun (see text), SD regenerate 1 HP per round (2 if in soil), damaged only by +2 or better, 85% magic resistance, ML 18, TOP: 35, Crit BSL: Def AC +8, FF n/a)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Dungeon Level Four

RANDOM ENCOUNTERS

Black Pudding (HF 20, EP 1400, Int 0, AL N, AC 3, MV 18", HD 8, HP 60, SZ M, #AT 2, D nil, SA Poison Gas, SD nil, ML 19, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 99)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Smirgamel Redhand: (See area 336)

Fal: (See area 337)

Kritche (quasit faPolinar See area 337)

Gargoyle (3-6) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 40, 42 SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hill Giant (1-2) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Ogre (1-4) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6+7 (club and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Bugbear (2-5) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

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Troll (1-2) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

402. East Wing

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

403. Study

Barkinar (7th level human Cleric) (HF 7, EP 1550, Int 16, AL CE, AC -4 (Field Plate +1 and Medium Shield +2), MV 6", HD 7, HP 55, SZ M, #AT 1, D by weapon (Staff of Striking), SA spells, turning/control undead, Boots of Levitation, SD nil, ML 15, Lang: common, ogre, Hon: Ave, TOP: 27, Crit BSL: Def AC +2, FF 5, STR 11/65, INT 16/54, WIS 17/43, DEX 10/32, CON 16/87, CHA 8/76, COM 12/99)

Spells Prepared:

First level: Command, Cure Light Wounds(x2), Remove Fear, Sanctuary

Second level: Rigor Mortis (x2), Resist Fire, Silence 15' Radius, Slow Poison

Third level: Dispel Magic, Prayer, Bestow Curse

Fourth level: Cure Serious Wounds

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Field plate: AC 2

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Medium Shield +2: +5 +4 +3 +2 +1

(AC bonus) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

Deggum (HF 4, EP 540, Int 15, AL CE, AC 3 (chain mail, medium shield, Dex), MV 9", HD 5, HP 40, SZ M , #AT 1, D 1d6-1 (dagger), SA spells, SD Ring of Fire Resistance, ML 12, Lang: common, troll, TOP: 20, Crit BSL: Def AC +0, FF 5, STR 12/11, INT 15/72, WIS 18/33, DEX 7/02, CON 10/81, CHA 11/75, COM 13/31)

Cleric spells Prepared:

First level: Bless, Cure Light Wounds (x2), Detect Magic, Sanctuary

Second level: Augury, Chant, Rigor Mortis, Poison, Spiritual Hammer

Third level: Continual Darkness, Animate Dead

Magic-user spells Prepared:

First level: Magic Missile (x3)

Second level: Invisibility (x2)

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Medium Shield +3 +2 +1

(AC bonus) ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

404. Decorated Room 20' x 30'

Common Purple Worm (HF 22, EP 13000, Int 0, AL N, AC 6, MV 9", 9" Burrow, HD 15, HP 110, SZ G, #AT 2, D 2-24/2-20, SA Swallow whole, Poison Tail, SD nil, ML 12, TOP: 55, Crit BSL: Def AC +13, FF 5, HoB v7, pg. 100)

1)HPs. ❑❑❑❑❑

Senshock (9th level Battlemage) (HF 11, EP 2758, Int 19, AL CE, AC 2 (Bracers AC +3, Ring of Protection +2), MV 12", HD 9, HP 47, SZ M, #AT 1, D 1d2, SA spells, SD Ring of Feather Falling, ML 16, Lang: common, elven, dwarven, bugbear, ogre, troll, TOP: 24, Crit BSL: Def AC +5, FF 4, STR 12/71, INT 19/21, WIS 9/88, CON 12/34, DEX 12/21, CHA 13/41, COM 13/82)

Spells Prepared:

Level 1: Detect Magic, Magic Missile (x5), Unseen Servant, Magic Shield

Level 2: Detect Invisibility, Invisibility, Web(x2), Fireball Skipping Betty (x2)

Level 3: Dispel Magic, Haste, Lightning Bolt (x3), Feign Death,

Level 4: Charm Monster, Polymorph Self, Dimension Door, Fire Shield

Level 5: Teleport, Minor Globe of Invulnerability

1)HPs. ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

405. Common Room

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9

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406. Sleeping Room, 20' x 10'

Ogre (8) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 41, SZ L, #AT 1, D 1d6+6 (club and +3/+7 Str bonus), SA nil, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +5, FF 4, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Bugbear Chief (HF 2, EP 185, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 42, SZ L, #AT 1, D 2d4+2 (morning star +bonus), SA surprise, SD nil, ML 12, TOP: 21, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

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Bugbear Sub-Chief (HF 2, EP 181, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail: AC 5 6 7 8 9

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407. Kitchen Room, 40' x 50'

Ogre Chieftain (HF 5, EP 975, Int 9, AL CE, AC 5, MV 9", HD 6+1, HP 51, SZ L, #AT 1, D 1d10+7 (two-handed sword and +5/+7 Str bonus),

SA nil, SD nil, ML 15, TOP: 25, Crit BSL: Def AC +9, FF 6, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Ogre Lord (2) (HF 3, EP 650, Int 9, AL CE, AC 5, MV 9", HD 5+1, HP 46, SZ L, #AT 1, D 1d6+6 (spear and +4/+7 Str bonus), SA nil, SD nil, ML 13, TOP: 23, Crit BSL: Def AC +7, FF 5, HoB v6, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Ogre Shaman (cook) (HF 4, EP 775, Int 9, AL CE, AC 5, MV 9", HD 5+1, HP 46, SZ L, #AT 1, D 1d6+6 (Large Wooden Spoon and +4/+7 Str bonus), SA spells, bad cooking, SD nil, ML 13, TOP: 23, Crit BSL: Def AC +7, FF 4, HoB v6, pg. 24)

Spells Prepared:

Level 1: Cure Light Wounds, Darkness

Level 2: Resist Fire

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

408. Barracks

Bugbear (12) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6/1d6 (flight arrows and long bow), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
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3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
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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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409. West Wing

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

410. Common Room

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

412. Secret Room

Half-Orc (HF 1, EP 193, Int 7, AL CN, AC 10, MV 12", HD 3, HP 32, SZ M, #AT 1, D 1-2, SA nil, SD nil, ML 9, TOP: 16, Crit BSL: Def AC -2, FF 4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Human (Doppleganger) (HF 5, EP 270, Int 12, AL N, AC 5, MV 12", HD 4, HP 44, SZ M, #AT 1, D 1-12, SA surprise, SD Immune to Sleep and Charm, ML 9, TOP: 22, Crit BSL: Def AC +2, FF 6, HoB v2, pg. 65)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

414. Large Room

Kella Dopple (variant) Half-Elf (9th level Druid) (HF 16, EP 3615, Int 11, AL NG, AC 8, MV 12", HD 9, HP 65, SZ H, #AT 1, D by form or weapon, SA spells, SD Dopple ability, ML 14, TOP: 32, Crit BSL: Def AC +5, FF 5, STR 12/38, INT 11/95, WIS 16/71, DEX 16/41, CON 13/78, CHA 15/31, COM 14/27)

Prepared Spells:

First level: Detect Magic (x2), Entangle, Faerie Fire (x2), Shillelagh, Speak with Animals

Second level: Barkskin, Charm Person or Mammal, Cure Light Wounds (x2), Fire Trap, Warp Wood

Third level: Cure Disease, Neutralize Poison, Protection From Fire, Water Breathing

Fourth level: Cure Serious Wounds, Dispel Magic, Protection From Lightning

Fifth level: Wall of Fire

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hill Giant (3) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

415. Large Room

Ettin (3) (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA hurl rock, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

417. Private Room of Hedrack

Commander Hedrack (HF 12, EP 4150, Int 10, AL CE, AC -9 (Field Plate +3, Medium Shield +3,Dex), MV 6", HD 9 (Cleric), HP 56, SZ M, #AT 1, D 1d6+5 (warhammer +2, Str +1/+3), SA spells, SD nil, ML 17, TOP: 28, Crit BSL: Def AC +7, FF 5, STR 15/09, INT 10/37, WIS 18/82, DEX 15/62, COM 12/17, CHA 16/63, COM 15/52)

Spells Prepared:

First level: Command (x3), Cause Light Wounds, Detect Magic, Protection From Good

Second level: Detect Charm (x2), Find Traps, Rigor Mortis (x2), Silence 15' Radius

Third level: Animate Dead, Continual Darkness, Dispel Magic, Bestow Curse

Fourth level: Detect Lie, Poison, Tongues

Fifth level: Dispel Good

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Field plate: AC 2

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6 ❑❑❑❑❑ ❑❑

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9 ❑

Servant, human (2) (HF 0, EP 15, Int 7, AL CE, AC 10, MV 12", HD <1-1, HP 8, SZ M, #AT 1, D 1-2, SA nil, SD nil, ML 12, TOP: 4, Crit BSL: Def AC -5, FF 3)

1)HPs: ❑❑❑❑❑ ❑❑❑ 2)HPs: ❑❑❑❑❑ ❑❑❑

419. The Greater Temple

Evil Violet Fungus Curtain (HF 8, EP 1510, Int 0, AL NE, AC 10, MV 0" (tentacles reach 10 feet), HD 6, HP 100, SZ L, #AT 24 (max 6 per PC), D 1, SA Disease, SD see text, ML n/a, TOP: n/a, Crit BSL: Def AC +1, FF n/a)

1)HPs: ❑❑❑❑❑

Gargoyle (12) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 40, 42 SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

11)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

420. Brown Corridor

Harpy (HF 9, EP 975, Int 5, AL CE, AC 7, MV 6" or 15" Fly (C), HD 7, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA singing and Charm, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +5, FF 5, HoB v3 pg. 121)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Sedusa (HF 22, EP 1400, Int 12, AL NE, AC 4, MV 12", HD 9, HP 40, SZ M, #AT 1, D 1d6 (short sword), SA Spells, poison bite (save (coma for 1-6 rounds) or die), SD immune to poison, ML 15, TOP: 20, Crit BSL: Def AC +7, FF 5, HoB v7 pg. 40)

Spells Prepared:

First level: Charm Person (x3), Hypnotism, Detect Magic, Protection From Good

Second level: Darkness, Fascinate (x3), Invisibility, Web

Third level: Dispel Magic, Feign Death, Hold Person, Paralyzation

Fourth level: Dimension Door, Enervation, Polymorph Self

Fifth level: Teleport

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

422. East Immorality Gate

Harpy (HF 9, EP 975, Int 5, AL CE, AC 7, MV 6" or 15" Fly (C), HD 7, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA singing and Charm, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +5, FF 5, HoB v3 pg. 121)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Sedusa (HF 22, EP 1400, Int 12, AL NE, AC 4, MV 12", HD 9, HP 40, SZ M, #AT 1, D 1d6 (short sword), SA Spells, poison bite (save (coma for 1-6 rounds) or die), SD immune to poison, ML 15, TOP: 20, Crit BSL: Def AC +7, FF 5, HoB v7 pg. 40)

Spells Prepared:

First level: Charm Person (x3), Hypnotism, Detect Magic, Protection From Good

Second level: Darkness, Fascinate (x3), Invisibility, Web

Third level: Dispel Magic, Feign Death, Hold Person, Paralyzation

Fourth level: Dimension Door, Enervation, Polymorph Self

Fifth level: Teleport

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

423. Multicolored Corridor

Goblin, Gibbering (**3**) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

424. East Insanity Gate

Goblin, Gibbering (**3**) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

425. West Insanity Gate

Goblin, Gibbering (**3**) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81))

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

426. Red Corridor

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

427. East Chance Gate

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail: AC 5 6 7 8 9
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428. West Chance Gate

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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429. Purple Corridor

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 72, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

430. Foyer

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 81, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Cockroach, Cheetah (2) (HF 1, EP 65, Int 4, AL N, AC 4, MV 3" or 18" Fly (C), HD 1+2, HP 28 each, SZ S, #AT 2, D 1d6+1/1d6+1, SA nil, SD nil, ML 17, TOP: 4, Crit BSL: Def AC -2, FF 8, HoB v2 pg. 29)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

434. Nexus

Iuz (lesser gawd) (HF n/a, EP n/a, Int 18, AL CE, AC -8, MV 18", HD -, HP 792, SZ M, #AT 1 or 2, D by weapon type or 2-5/2-5 (+9), SA strangulation, aging and withering spittle, shape change, multitask x5, can use all spells up to 6th level at will once per day, SD +1 or better weapon to hit, magic resistance 65%, plane travel at will,,sensing (within 10 miles), ML 21, TOP: 396, Crit BSL: Def AC +11 (unarmed), FF n/a, G&DG)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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Nefarian Type IV (HF 43, EP 12000, Int 11, AL CE, AC -1, MV 9" 12" Fly (D), HD 11, HP 75, SZ L, #AT 3, D 1-4/1-4/2-8, SA see text, SD +1 or better to hit, ML 16, TOP: 37, Crit BSL: Def AC +9, FF n/a, HoB v5, pg. 96)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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NEXI OF EXISTENTIAL EVIL

RANDOM ENCOUNTERS

Austen (6th level Cleric) (HF 5, EP 577, Int 10, AL CE, AC 5 (chain mail), MV 9", HD 6, HP 44, SZ M, #AT 1, D 1-2 or weapon, SA spells, SD nil, ML 13, TOP: 22, Crit BSL: Def AC +2, FF 6, STR 13/42, INT 10/61, WIS 17/73, DEX 9/59, CON 15/41, CHA 7/38, COM 9/49)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Bandit (7) (HF 1, EP 39, Int 8, AL NE, AC 8 (leather), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6 (short sword or short bow w/10 flight arrows), SA nil, SD nil, ML 13, TOP: 12, Crit BSL: Def AC -4, FF 4)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Leather Armor: AC 8 9
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Crank, bandit king/3rd level leader Cleric (HF 2, EP 249, Int 9, AL NE, AC 4 (chain and buckler), MV 9", HD 3, HP 32, SZ M, #AT 1, D 1d6+1 (mace and Str bonus), SA spells, SD nil, ML 15, TOP: 16, Crit BSL: Def AC -1, FF 5, STR 13/42, INT 10/77, WIS 16/82, DEX 12/09, CON 9/41, CHA 14/66, COM 13/61)

Prepared spells:

Spells: Cure Light Wounds (x4), Rigor Mortis, Resist Element (x2)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain mail: AC 5 6 7 8 9
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Buckler +1
(AC bonus) ❑❑❑

Daria (Demon Spawn, Nefarian Power Variant) (HF 8, EP 2552, Int10, AL CE, AC 10, MV 12", HD 6, HP 44, SZ M, #AT 1, D 1d2, SA Suggestion, Immune to Fire, Charm Person, Only hit by Iron (not steel) or magical weapons, SD Magic Resistance 30%, Improved Phantasmal Force, ML 15, TOP: 16, Crit BSL: Def AC +1, FF 5, STR 13/42, INT 10/77, WIS 16/82, DEX 12/09, CON 9/41, CHA 14/66, COM 13/61, HoB v5, Pg. 92)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Junor (HF 1, EP 40, Int14, AL N, AC 6 (padded and buckler), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6 (short sword), SA oil, SD nil, ML 15, TOP: 13, Crit BSL: Def AC -4, FF 4, STR 10/12, INT 14/37, WIS 13/28, DEX 12/90, CON 12/14, CHA 11/36, COM 12/16)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Padded Armor: AC 8 9
❑❑ ❑

Buckler +1
(AC bonus) ❑❑❑

Ming (5th level Painted Mage) (HF 5, EP 465, Int 16, AL LE, AC 10, MV 12", HD 5, HP 40, SZ M, #AT 1, D 1d6-1 (dagger), SA Spells, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +0, FF 5, STR 12/42, INT 16/07, WIS 9/21, DEX 10/79, CON 5/12, CHA 8/12, COM 10/65)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Gerk (7th level Half-Ogre Fighter) (HF 10, EP 925, Int 6, AL NG, AC 0 (field plate and Dex), MV 12", HD 7, HP 55, SZ L, #AT 1, D 1d8+7 (longsword +3/+7 Str), SA nil, SD nil, ML 14, TOP: 28, Crit BSL: Def AC +5, FF 5, STR 19/28, INT 6/17, WIS 8/92, DEX 10/92, CON 13/25, CHA 10/15, COM 8/52)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Field plate: AC 2
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ANARCHY NEXUS

Residents

Adapter (HF variable, EP as PCs, Int Unknown, AL CE, AC as PCs, MV as PCs, HD special, HP as PCs, SZ M, #AT 3, D as PCs, SA Adapting, SD Adapting, ML as PCs, TOP: as PCs, Crit BSL: as PCs, FF as PCs, HoB v1, pg. 11)

Basilisk, Greater (2) (HF 44, EP 7000, Int 5, AL NE, AC 2, MV 6", HD 10, HP 65, SZ L, #AT 3, D 1-6/1-6/2-16, SA poison claws (save at +4 or suffer 1d12 points of damage), SD surprised only on 1, ML 16, TOP: 27, Crit BSL: Def AC +8, FF 7, HoB v1, pg. 8)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Cockroach, Carnivorous Giant (2) (HF 6, EP 420, Int 2, AL N, AC 3, MV 3", 9" Fly (E), HD 5, HP 42 each, SZ M, #AT 3, D 1-2/1-2/1-2, SA nil, SD nil, ML 15, TOP: n/a, Crit BSL: Def AC +3, FF 6, HoB v2, pg. 29)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Cockroach, Giant Hair-Lipped (14) (HF 3, EP 120, Int 0, AL N, AC 6, MV 6", 6" Fly (D), HD 2, HP 29 each, SZ M, #AT 1, D 1-4, SA cause disease (saving throw vs. poison or contract in 1-4 days), SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF 5, HoB v2, pg. 30)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Cockroach, Winged Hissing (10) (HF 1, EP 15, Int 3, AL N, AC 3, MV 6", 12" Fly (D), HD 1+1, HP 25 each, SZ S, #AT 1, D 1-4, SA nil, SD nil, ML 12, TOP: n/a, Crit BSL: Def AC -1, FF 7, HoB v2, pg. 31)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Doppleganger-kin: Dopplemeister (6) (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65 each, SZ H, #AT 1, D 2-24, SA surprise 5 in 10, SD imitate ruins with 85% accuracy, ML 16, TOP: 22, Crit BSL: Def AC +11, FF 7, HoB v2, pg. 66)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 81, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

1)HPs: ❑❑❑❑❑ ❑

Lurker Within (40) (HF 4, EP 650, Int 13, AL N, AC 6, MV 1", 6" Fly (B), HD 6, HP 47, SZ L, #AT 1, D 1d4, SA nil, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +2, FF 3, HoB v4, pg. 101)

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: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

31)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

32)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

33)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

34)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

35)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

36)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

37)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

38)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

39)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

40)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Madger (13) (HF 5, EP 320, Int 8, AL CN, AC 6, MV 9", HD 4, HP 38, SZ M, #AT 3, D 1-6/1-6/1-8, SA goes berserk (+2 to-hit, +4 damage and –4 AC) if injured, creature with 4 HD or fewer must make morale check or flee, SD nil, ML 19, TOP: 19, Crit BSL: Def AC +2, FF 4, HoB v4, pg. 110)

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

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

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Meenlock (40) (HF 11, EP 270, Int 11, AL LE, AC 7, MV 9", HD 4, HP 38, SZ S, #AT 2, D 1-4/1-4, SA paralyzation touch (save negates), SD Dimension Door (3 or more Meenlocks together, up to 6 ft every other round, opponents receive –4 to-hit, ML 14, TOP: 19, Crit BSL: Def AC +9, FF 4, HoB v5, pg. 8)

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

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

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

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

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14)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

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16)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

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31)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

32)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

33)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

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36)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

37)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

38)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

39)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

40)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Nefarian: Nathraak (2) (HF 17, EP 770, Int 10, AL CE, AC 1, MV 12", HD 5+1, HP 43, SZ M, #AT 2, D 2-7/2-7, SA at will: Darkness 5' Radius, Fear (by touch), Fly, Telekinesis (100 lbs.) nil, SD 1/day: Teleport, ML 12, TOP: 21, Crit BSL: Def AC +14, FF n/a, HoB v5, pg. 90)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Pan-Dimensional Rover (HF 10, EP 975, Int 12, AL NG, AC 7, MV 12", HD 6, HP 47, SZ S, #AT 2, D dagger 1d6-1, SA nil, SD at will: Plane Shift, ML 12, TOP: 23, Crit BSL: Def AC +8, FF 4, HoB v6, pg. 53)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Provocator (10) (HF n/a, EP n/a, Int 1, AL N, AC n/a, MV 12", HD n/a, HP n/a, SZ n/a, #AT nil, D nil, SA nil, SD presence causes +1 to attack/damage rolls within 40 feet, and –10 to monsters reaction roll, and intelligent creatures edgy and agitated, ML 19, TOP: n/a, Crit BSL n/a, FF n/a, HoB v6, pg. 93)

Spirit Fiend (2) (HF 47, EP 3000, Int 13, AL CE, AC 0, MV 9", HD 10, HP 65, SZ M, #AT 1, D 0 (save vs. magic at –4 or possession), SA possession, SD blessed, holy or +3 or better weapons to hit; invisible, ML 19, TOP: n/a Crit BSL: n/a, FF n/a, HoB v7, pg. 101)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

CHANCE NEXUS

Residents

Chaos Feeder (HF 11, EP 650, Int 8, AL LE, AC 3, MV 18", HD 5, HP 42, SZ L, #AT 3, D 2-8/2-8/3-18, SA poison bite (save or paralyzation) and skinning teeth (if paralyzed, succeed at system shock roll or permanent loss of 1d4 Con), SD surprised only 1 in 10, ML 12, TOP: 21, Crit BSL: Def AC +3, FF 6, HoB v2, pg. 21)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Flailing Wailer (16) (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
9)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
10)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
11)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
12)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
13)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
14)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
15)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
16)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Gibbering Mouther (2) (HF 9, EP 420, Int 2, AL N, AC 1, MV 3" (6"), HD 4+3, HP 41, SZ M, #AT 6+, D 1 (x6) +1 per round, SA if hit by 3 mouths victim must roll 4 or less on 2d6 (Dex Reaction Adj. applies) or be knocked down and bitten by 12 mouths, SD babbling (if within 60 feet save vs. spell or be confused), ML 17, TOP: 20, Crit BSL: Def AC +7, FF 8, HoB v3, pg. 66)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Jaundiced Grappler (HF 10, EP 1400, Int 10, AL NE, AC 4, MV 6" Fly (D), HD 10, HP 65, SZ H, #AT 11, D 1-2x10/2-16, SA nil, SD nil, ML 14, TOP: 32, Crit BSL: Def AC +8, FF 5, HoB v4, pg. 43)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Masticator, Subterranean (6) (HF 17, EP 4000, Int 5, AL CE, AC 5, MV 6", 9" Burrow, HD 12, HP 74, SZ L, #AT 1, D 4-16, SA swallowing, SD nil, ML 16, TOP: 37, Crit BSL: Def AC +15, FF 4, HoB v4, pg. 124)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Modron: Icosahedrone Rogue (6) (HF 36, EP 7000, Int 13, AL CE, AC 3, MV 18", 6" Fly (D), HD 5+5, HP 47, SZ M, #AT 5, D 5-8(x5), SA crumble, paralyzing gas, SD never surprised, +1 or better weapons to hit, levitate, resistance to heat/cold/acid, ML 12, TOP: 23, Crit BSL: Def AC +3, FF 11, HoB v5, pg. 29)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Nefarian: Impling (24) (HF 3, EP 270, Int 8, AL LE, AC 4, MV 6, 12" Fly (D), HD 1+1, HP 25, SZ S, #AT 1, D 1-4, SA poison tail sting (save vs. poison or lose 10%-100% of current hp), SD nil, ML 9, TOP: 12, Crit BSL: Def AC +1, FF n/a, HoB v5, pg. 126)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Pan-Dimensional Rover: see Anarchy Nexus for statistics.

Peryton (4) (HF 9, EP 270, Int 10, AL CE, AC 7, MV 12", 21" Fly (C), HD 4, HP 38, SZ M, #AT 1, D 4-16, SA +2 to-hit, SD +1 or better weapons to hit, ML 16, TOP: 19, Crit BSL: Def AC +7, FF 4, HoB v6, pg. 65)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Rift Vortex (HF n/a, EP n/a, Int 0, AL N, AC 9, MV 9" to 15", HD n/a, HP n/a, SZ S, #AT n/a, D 0, SA bend bars/lift gates within 10 feet or become sucked in (from 11-40 ft open doors roll at +1 per ft above 10), SD grows 10% for every 100 hp absorbed, ML 20, TOP: n/a, Crit BSL: n/a, FF n/a, HoB v7, pg. 8)

Uarvax (3) (HF 7, EP 420, Int 5, AL N, AC 6, MV 18", HD 5+5, HP 47, SZ L, #AT 3, D 2-8/2-8/1-12, SA rear claw rake 2-8/2-8, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +5, FF 10, HoB v8, pg. 39)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

IMMORALITY NEXUS

Residents

Lamia, Common (2) (HF 14, EP 3000, Int 13, AL CE, AC 3, MV 24", HD 9, HP 60, SZ M, #AT 1, D 1-4, SA touch drains 1 pt of Wis (victim with Wis under 3 becomes willing slave), and 1/day: Charm Person, Mirror Image, Suggestion and Illusion (as wand), SD nil, ML 14, TOP: 30, Crit BSL: Def AC +12, FF 4, HoB v4, pg. 70)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Lamia, Great Horned (2) (HF 21, EP 3500, Int 15, AL CE, AC 3, MV 24", HD 9+5, HP 65, SZ L, #AT 1, D 2-8, SA touch drains 1 pt of Wis (victim with Wis under 3 becomes willing slave), and 1/day: Charm Animal, Charm Monster, Charm Person, Mirror Image, Suggestion and Illusion (as wand), SD nil, ML 16, TOP: 32, Crit BSL: Def AC +18, FF 10, HoB v4, pg. 71)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Leech, Giant Land Variant (6) (HF 2, EP 65, Int 0, AL N, AC 9, MV 9", HD 3, HP 33, SZ M, #AT 1, D 1-4, SA blood drain, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v4, pg. 78)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Leech, Groin (96) (HF 0, EP 15, Int 0, AL N, AC 8, MV 3", 6" Swim, HD 1-1, HP 23, SZ T, #AT 1, D 1-3, SA blood drain, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -3, FF n/a, HoB v4, pg. 79)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
31)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
32)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
33)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
34)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
35)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
36)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
37)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
38)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
39)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
40)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
41)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
42)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
43)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
44)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
45)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
46)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
47)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
48)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
49)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
50)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
51)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
52)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
53)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
54)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
55)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
56)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
57)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
58)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
59)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
60)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
61)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
62)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
63)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
64)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
65)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
66)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
67)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
68)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
69)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
70)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
71)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
72)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
73)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
74)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
75)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
76)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
77)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
78)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
79)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
80)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
81)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
82)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
83)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
84)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
85)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
86)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
87)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
88)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
89)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
90)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
91)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
92)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
93)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
94)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
95)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
96)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Luck Eater (2) (HF 4, EP 270, Int 5, AL N, AC 7, MV 15", HD 4, HP 38, SZ T, #AT nil, D nil, SA unlucky purr causes –2 on saves, to-hit and damage within 30 feet, SD surprise 8 in 10 and all within 30 feet must save vs. spell or become attracted to the beast (failed saves allow Luck Eater to remain for 2-5 hours regardless of condition), ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 97)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Mutable Juggernaut (4) (HF 83, EP 15000, Int 5, AL NE, AC 3/4/5/6/7, MV 6"/12"/18"/24"/30", HD 5/10/15/20/25, HP 42/64/86/108/130, SZ M to G, #AT 1, D 1-6/1-6 or 3-18 (plus bonuses), SA 1/hour: size change (for each change, add 7 feet, +5 HD, +1 to AC, +1 to-hit, +2 to damage and

+300 lbs., SD nil, ML 19, TOP: 21/32/43/54/65, Crit BSL: Def AC +3/+8/+13/+18/+18, FF 5, HoB v5, pg. 56)

1)7-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 14-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 21-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 28-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 35-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)7-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 14-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 21-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 28-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 35-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)7-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 14-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 21-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 28-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 35-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)7-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 14-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 21-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 28-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

+ 35-foot-tall HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Mynx (2) (HF 5, EP 270, Int 8, AL CN, AC 6 or 4, MV 9" or 12", HD 4, HP 38, SZ S (cat) or M (biped), #AT 2 or 3, D 1d6-4/1 or 1-4/1-4/1-4, SA +4 to initiative as biped, SD jump and tumbling at 90% skill mastery, climb any surface 90%, infravision 40 feet (cat) or 60 feet (biped) see and smell twice as accurately as human, can smell lycanthropes from 50 ft away, ML 10, TOP: 19, Crit BSL: Def AC +3, FF 4, HoB v5, pg. 59)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Nefarian: Dark Enchantress (6) (HF 31, EP 13,000, Int 15, AL CE, AC 3, MV 12", HD 10+2, HP 67, SZ M, #AT 2, D 1-8/1-8 (fingernails), SA 1/day: energy drain, 2/day: Charm Person, Darkness 5' Radius, Detect Magic, Legend Lore, Identify, Know Alignment, Telekinesis (200 lbs.), Teleport and Gate in a Type I-X Demon (45% chance), as an 11th-level magic-user, SD Sensitivity to Psychic Impressions and Probability Travel, ML 9, TOP: 33, Crit BSL: Def AC +8, FF n/a, HoB v5, pg. 86)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Nefarian: Prince Murgan (HF 185, EP 60000, Int 21, AL CE, AC -9, MV 12", HD 27, HP 186, SZ L, #AT 2, D 5-8 (sword, plus save vs. acid on a 20 or be disintegrated), SA at will: Alter Reality (for another), Chaos, Continual Darkness, Disintegrate (1/day), Dispel Magic, Duo-Dimension, Emotion, Magic Missile (5 missiles), Mirror Image, Polymorph Any Object (1/day), Polymorph Other (2/day), Polymorph Self, Read Languages, Read Magic, Telekinesis (1500 lbs.), Teleport, Trap the Soul (1/week), Vanish, Veil (1/day) and Water Breathing as 20th level caster, SD cause Fear (60 ft range) and Gate in 1-2 Type VI Demonesses (60%) or Ebony Deaths (40%) without fail, ML 20, TOP: n/a, Crit BSL: Def AC +18, FF n/a, HoB v5, pg. 83)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12 hp/round), SD immune to acid, ML 17, TOP: 41, Crit BSL: Def AC +12, FF 5, HoB v8, pg. 14)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

INSANITY NEXUS

RESIDENTS

Adarupikus (46) (HF -, EP 35, Int 2, AL NE, AC 4, MV 6" 3" on web, HD -, HP 1, SZ T, #AT 1, D 0 plus direction control, SA Direction Control (succeed at 50% chance on Intelligence check or be controlled), SD armor, ML 16, TOP: n/a, Crit BSL: n/a, FF n/a, HoB v1, pg. 12)

Babbler, Cantankerous (3) (HF 1, EP 65, Int 5, AL CN, AC 9, MV 12", HD -, HP 15, SZ M, #AT 1, D 1-2, SA babbling (negates morale gain, spell failure for magic-users 10% of the time, subtract 3 pts. of Honor from a party each day), SD nil, ML 14, TOP: 7, Crit BSL: Def AC -4, FF 4, HoB v1, pg. 39)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Banshee Lord (6) (HF 39, EP 7000, Int 17, AL LE, AC 0, MV 15", HD 9, HP 60, SZ M, #AT 1, D 1-12/1-20, SA death wail (save vs. magic or die), radiate fear (save or be paralyzed for 3 rounds, plus 75% that failures become mindless slave), SD +2 or better weapon to hit, ML 17, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v1, pg. 46)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Brain Mite, Carnivorous (40) (HF 1, EP 120, Int 0, AL N, AC 8, MV 1", HD -, HP 1, SZ T, #AT 1, D -, SA drain memories (save vs. death magic at –4 or notice nothing wrong, or forget things at 1% hour, then loss of 1 Int/day), SD tiny (20% chance that creature with 16+ Int will notice it, or 60% chance for anyone actively seeking it), ML 17, TOP: n/a, Crit BSL: Def AC -4, FF n/a, HoB v1, pg. 92)

Confusion Beast (5) (HF 12, EP 650, Int 2, AL N, AC 4, MV 15", HD 6, HP 44, SZ L, #AT 1 or 3, D 2-7 or 1-4/1-4/1-6, SA tail strike victims have % chance of falling unconscious equal to damage done, SD immune to Confusion or similar effects, ML 12, TOP: 22, Crit BSL: Def AC +4, FF 7, HoB v2, pg. 33)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Crouching Hopper (16) (HF 2, EP 65, Int 5, AL N, AC 7, MV 15" across, 4" up, 3" back, HD 1+4, HP 28, SZ S, #AT 3, D 1-4/1-4/2-8, SA opponents suffer –2 to surprise rolls, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -1, FF 10, HoB v2, pg. 43)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Goblin, Gibbering (24) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Mad Titterling (4) (HF 4, EP 125, Int 1, AL CN, AC 3 (0 if rolled up), MV 9", HD 1+4, HP 28, SZ S, #AT 1, D 1d4-2, SA maddening giggle (save vs. spell or become confused for 1d4 rounds, 2nd failure for 2d8 rounds, 3rd failure as if Feeblemind spell, plus confused for 1 hour), SD defensive posture, ML 14, TOP: 14, Crit BSL: Def AC -1, FF 9, HoB v4, pg. 109)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Nefarian: Bullweiller (8) (HF 8, EP 1400, Int 1, AL NE, AC 3, MV 18", HD 5, HP 42, SZ L, #AT 1, D 3-12, SA Death charge (deals double damage and tears off a limb on a natural 20), SD head is AC 1, Protection From Good, ML 16, TOP: 24, Crit BSL: Def AC +3, FF n/a, HoB v5, pg. 118)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Nefarian: Shadow Demon (4) (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 54, SZ M, #AT 3, D 1-8/1-6/1-6, SA 1/day: Darkness 10' Radius, Fear 30' Radius, 1/week: Magic Jar (failure stuns demon for 1-3 rounds), SD dark powers: darkness AC 9/gets +2 to-hit, torchlight AC 5/gets +1 to-hit, daylight AC 9/takes double damage, ML 20(darkness)/15(shadowy)/11(medium)/6(bright light), TOP: n/a, Crit BSL: Def AC +5, FF n/a, HoB v5, pg. 126)

1)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4)HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Pan-Dimensional Rover: see Anarchy Nexus for statistics.

Spirit, Demented (2) (HF 2, EP 120, Int 8, AL CN, AC 3, MV 12", HD 2, HP 9, SZ M, #AT 1, D 0, SA latch on to PC (80% chance), SD ethereal, ML 17, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7, pg. 100)

1)HPs: ❑❑❑❑❑ ❑❑❑❑ 2)HPs: ❑❑❑❑❑ ❑❑❑❑