



# WHITE DOOM MOUNTAIN

## BATTLESHEET APPENDIX

### \* GAMEMASTER'S EYES ONLY \*

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adventure S2 White Plume Mountain by Lawrence Schick

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## The Margoyle Niche

**Encounter:** Margoyles (3) (HF 11, EP420, Int 6, AL CE, AC 2, MV 6"/12" Fly (C), HD 6, HP 37, 59, 47, SZ M(6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA: None, SD: +1 or better weapon to hit; ML 14, TOP: n/a, Crit BSL: Def AC: Def AC +4, FF n/a; Reference HOB 4 p 119)

- 1). HPs:   

- 2). HPs:   

- 3). HPs:   


**Potential Yield:**

- ☐ Killing three Marigoyles (EPV=420 each)
- ☐ Two small rubies (GPV=120 g.p. each)
- ☐ Tapestry (GPV=650 g.p.)
- ☐ Coins (GPV=58)

### Curgledrim's Corridor

## 2.The Outer Palisade

**Encounter: Robold Guards (2)** (HF 0, EP 7, Int 8, AL CE, AC 7, MV 6", HD 1-1, HP 23, 21, 28, SZ S, #AT1, D 1d6-1 (shortsword) or 1d4 (sling), SA: None, SD: Nil, ML 11, TOP:11,10,14, Crit BSL: Def AC: Def AC -3, FF 5, Reference HOB 7 p 11)

- 1). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐  
 Studded Leather Armor: AC      7              8              9  
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- 2). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐  
 Studded Leather Armor: AC      7              8              9  
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- 3). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐  
 Studded Leather Armor: AC      7              8              9  
                                  ☐☐☐☐    ☐☐        ☐

**Potential Yield:**

- ☐ Robold warriors (EPV = 21)
- ☐ Shortswords (GPV = 15)
- ☐ Sling (GPV = 0)
- ☐ Slingstones (GPV = 0)

### 3. Robold Bivouac

**Encounter: Robold Guards (9), Robold Leader**

**Robold Guards (9)** (HF 0, EP 7, Int 8, AL CE, AC 7, MV 6", HD 1-1, HP 26, 25, 22, 24, 27, 28, 23, 21, 28, SZ S, #AT1, D 1d6-1 (shortsword) or 1d4 (sling), SA: None, SD: Nil, ML 11, TOP: 13,12,11,12,13, Crit BSL: Def AC Def AC -3, FF 5, Reference HOB 7 p 11)

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|---------------------------|---|---|---|--|--|
| 1). HPs:                  |   |   |   |  |  |
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| 2). HPs:                  |   |   |   |  |  |
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| 4). HPs:                  |   |   |   |  |  |
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| 5). HPs:                  |   |   |   |  |  |
| Studded Leather Armor: AC | 7 | 8 | 9 |  |  |
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- 7). HPs:            
Studded Leather Armor: AC      7                  8                  9
- 8). HPs:              
Studded Leather Armor: AC      7                  8                  9
- 9). HPs:              
Studded Leather Armor: AC      7                  8                  9

**Bergil Cobalt, Robold Leader** (HF 0, EP 7, Int 8, AL CE, AC 7, MV 6", HD 2, HP 33, SZ S, #AT 2, D 1d6, 1-6 (shortswords), SA: None, SD: Nil, ML 11, TOP: 16, Crit BSL: Def AC: Def AC -3, FF 5, Reference HOB 7 p 11)

- Studded Leather Armor: AC      7                  8                  9
- ☐☐☐☐    ☐☐    ☐☐☐☐    ☐☐☐☐☐

**Potential Yield:**

- ☐ Defeating Robold warriors (EPV=63)
- ☐ Defeating Bergil Cobalt (EPV=35)
- ☐ Coins (GPV=4)

### 3. Curgledrim's Hollow

**Encounter: Curgleddrim, Fomorian Giant** (1) (HF 24, EP 6000, Int 15, AL NE, AC 2, MV 7", HD 13+3, HP 101, SZ H (11' tall), #AT 1, D 1d6 v S, 2d8 v. M, X2, +8 Str bonus, SA Surprise, SD Surprised only on 1, ML 16, TOP: 50, Crit BSL: Def AC: Def AC +15, FF 8, Reference HOB 8 p. 56)

- 1). HPs; □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- ☐ Defeating Curgledrim (EPV=6,000)
- ☐ **Borlor's Bastion** (EPV=4,900 GPV=39,200)
- ☐ **Scroll of Invisibility** (EPV=300)
- ☐ **Scrolls of Bash Face** (2) (EPV=300 GPV=1500 each)
- ☐ **Scroll of Stone Passage** (EPV=400 GPV=1200)
- ☐ **Elixir of Health** (GMG p 224) (EPV=350)
- ☐ **Bracers of Defense AC 6** (EPV=2,000 GPV=8000)
- ☐ Jeweled Box (GPV=50)
- ☐ Ivory Smoking Pipe (GPV=25)
- ☐ Electrum and Jade Choker (GPV=50)
- ☐ Silver Anklet with Pieces of Amber (GPV=100)
- ☐ Coins (GPV=988)
- ☐ Green Chrysoberyl (GPV=110)
- ☐ Pieces of blue jasper (GPV=100)
- ☐ Topaz (GPV=500)
- ☐ Typhon Heart (GPV=2500)
- ☐ Shortsword of Superior Craftsmanship With a Garnet Set in the Hilt (GPV=600)\*
- ☐ Matched Throwing Knives of Superior Quality (2)(GMG p 142), with silver H on the pommel (GPV=60)\*
- ☐ Beaver Fur Belt Pouch (GPV=25)
- ☐ 2-Handed Sword of Decent Quality (GPV=56)
- ☐ Footman's Mace of Average Quality (GPV=8)
- ☐ Halfling-Sized Coat of Leather Armor (GPV=40)\*
- ☐ Elf-sized Snakeskin Boots of Tasteful Manufacture (and virtually no wear on the sole) (GPV=20)
- ☐ Pitons in a Double-Thick Cloth Sack (12)(GPV=0)
- ☐ Bars of Lavender-Scented Soap, Never Used (in fact, never touched) (4)(GPV=0)
- ☐ Lockpick Set & Locksmithing Tools in a Pouch on a Baldrick\* (GPV=150)
- ☐ Journal, 100 Vellum pages, 99 pages blank (GPV=0)
- ☐ Silver Jacketed Crossbow Bolts (4)(GPV=100)

\*Indicates these items will be claimed by Harlum Steadyfingers as his own. **THE**

**CALDERA LAKE****That Big-Assed Fish**

**Encounter:** Freshwater Jurynday (1) (HF 16, EP 4000, Int 1, AL N, AC 2, MV 3"/Swim15", HD 9, HP 76, SZ L (12' long), #AT 1 or 1 or 2, D 3-24 (ram) or 2-12 (bite) or 2-8/2-8 (claws), SA Ramming, SD Nil, ML 19, TOP: 38, Crit BSL: Def AC: Def AC +7, FF 5, Reference HOB 4 p. 59)

- 1). HPs:

**Potential Yield**

- ☐ Defeating Jurynday (EPV=4000) **WHITE DOOM MOUNTAIN**

**Salamander Winter Home**

**Encounter:** Salamander (1) (HF 18, EP 975, Int 12, AL CE, AC 2, MV 9", HD 7+7, HP 69, SZ M (7' tall), #AT 2, D 2-12 (spear + heat)/3-18 (tail grapple+heat), SA: Heat, SD: +1 or better weapon to hit, immune to heat and fire, immune to Sleep, Charm and Hold; ML 17, TOP: 35, Crit BSL: Def AC: Def AC +6, FF 12; Reference HOB 7 p 23)

- 1). HPs:

**Potential Yield**

- ☐ Defeating Salamander (EPV=975)  
☐ Peridots (GPV=3000)  
☐ Peridot Seam (GPV=2000-8000)

**The Watch-Post****Potential Yield:**

- ☐ Silver-Banded Spyglass Telescope (GPV=110)

**2. Sphinx Sentry**

**Encounter:** Criosphinx (1) (HF 18, EP 5,000, Int 10, AL N, AC 0, MV 12"/24" Fly (D), HD 10, HP 67, SZ L (7' tall), #AT 3, D 2-8/2-8 (claws)/3-18 (head butt), SA: Nil, SD: Nil; ML 16, TOP: 33, Crit BSL: Def AC: Def AC +6, FF 5; Reference HOB 7 p 95)

- 1). HPs:

**Potential Yield:**

- ☐ Defeating Criosphinx (EPV=5,000)  
☐ Ring of Fire Resistance (EPV=1000 GPV=5000)  
☐ Solid Silver Criosphinx Tooth (GPV=50)  
☐ Torque (GPV=0)

**3. Slimy Corridor**

**Encounter:** Lime Green Quivering Mass (1) (HF 5, EPV 420, Int 2, AL N, AC 10, MV 6", HD 5, HP 49, SZ M, #AT 1, D 1-12, SA Paralyzation, Surprises 7 in 10, SD No damage from blunt weapons, ML 14, TOP: n/a, Crit BSL: Def AC +8, FF n/a; Reference HOB 4 p. 96)

- 1). HPs:

**Potential Yield:**

- ☐ Defeating Lime Green Quivering Mass (EPV=420)

**5. The Globe Garden**

**Encounter:** Anti-Air Elemental (1), Insidious Ichor (1), Shadow Mastiffs (2)

**Anti-Air Elemental** (1) (HF 3, EPV 2,000, Int 7, AL NE, AC 8, MV 6", HD 8, HP 71, SZ L, #AT1, D 4-32, SA Suffocation, SD None \*suffers 1-8 dmg/rnd while in contact with air, ML 16, TOP: n/a, Crit BSL: Def AC +6, FF n/a; Reference HOB 1 p. 24)

- 1). HPs:

**Insidious Ichor** (1) (HF 3, EPV 420, Int 15, AL NE, AC 8, MV 6", HD 4, HP 31, SZ M, #AT 1, D special, SA special, SD special, ML 14, TOP: n/a, Crit BSL: Def AC +4, FF n/a; Reference HOB 4 p 31)

- 1). HPs:

The Insidious Ichor will attack anyone with a wound to get inside; victims struck must save vs. poison or the Ichor will begin seeping inside at 1 HD/round. Every HD of Ichor in the body causes the victim to save vs. magic or the Ichor takes over (+1 for 2 HD, 0 for 3 HD, -1 for each HD thereafter). Cure Disease drives it out, Heal or Holy Word kills it instantly. Suffer 2-12 damage from holy water, drains 1 Con/week from host.

**Shadow Mastiffs** (4) (HF 7, EPV 270, Int 3, AL NE, AC 6, MV 18", HD 4, HP 31, 44, 27, 50, SZ M, #AT 1, D 2-8, SA Panic Bay, SD Hide in shadows, ML 12, TOP: n/a, Crit BSL: Def AC +2, FF n/a; Reference HOB 4 p 124)

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

Shadow Mastiffs appear as shadows of common dawgs but take on a more substantial form when they attack. They are 40% invisible in low light conditions. Under bright light they cannot use this ability and are slowed by 50%. Panic Bay requires 4 shadow mastiffs; creatures hearing howl to save vs. spells or panic for 1-6 rounds (victim will drop whatever he is carrying and run away from the dawgs—save is +6 here, as there are only 4 dawgs. The range of the panic bay is a half mile, but this chamber has been enchanted to contain the noise. If they get loose in the complex it might present a pretty problem for the gnome titans...

**Potential Yield:**

- ☐ Defeating Negamental (EPV=2,000)  
☐ Defeating Shadow Mastiffs (EPV=270 each)  
☐ Defeating Insidious Ichor (EPV=420)  
☐ Tourmalines (GPV=1000)  
☐ Wand of Repel Attack (EPV=3,500 GPV=30,000)  
☐ Helm of the Dragonfly (EPV=1,750 GPV=33,000)  
☐ Gold Link Bracelet Set with Chips of Garnet and Lapis Lazuli (GPV=5000)  
☐ Cloth-of-Gold Chausable (GPV=500)  
☐ Silver Great Horned Owlbear Statuette (GPV=1200)  
☐ Diamond Studded Cloak Clasp (GPV=5300)  
☐ Potion of Healing (EPV=200 GPV=400)  
☐ Potion of Heroism (EPV=300 GPV=500)  
☐ Fake Glass Diamonds (GPV=0)  
☐ Fake Lead Painted Coins (300) (GPV=0)

**6. Golem Guesswork**

**Encounter:** Stone Golem (1), Screaming Skeletons (2), Animated Skeleton (1)

**Stone Golem** (HF 27, EPV 8000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L (9'), #AT 1, D 3-24, SA Slow, SD Hit by +2 weapons or better, ML 20, TOP: n/a, Crit BSL: Def AC +12, FF n/a; Reference HOB 3 pg 91)

Stone golems have an effective strength of 22. They can only be hit by +2 weapons or better. Transmute Stone to Mud slows the golem for 2-12 rounds and Transmute Flesh to Stone makes it vulnerable to all attacks the following rounds, including spells that do direct damage. The golem can cast a Slow spell on anyone within 10 feet every other round.

- 1). HPs:

**Screaming Skeletons**

(HF 2, EPV 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 25 each, SZ M (6'), #AT 1, D 1-6, SA Fear Scream, SD see below, ML 20, TOP: n/a, Crit BSL: Def AC -1, FF n/a; Reference HOB 7 pg 66)

Yelpin' Boners are immune to **Sleep, Charm, Hold, Darkness, Fear**, cold-based attacks and verbal abuse. Hacking and puncturing weapons only do half damage. Crushing weapons and fire do normal damage; holy water inflicts 2-8 hit points of damage. Their Fear Scream causes **Fear** (as the spell) against anyone in a 40-foot radius who does not successfully save vs. spell; durations is 1- rounds. Opponents who save on the first round are immune to further screams from that particular band of screaming skeletons. Clerics that can turn or control undead get +2 to saves, paladins are immune. Fear effect is telepathic and only in victim's mind. Silence 15' R stops it and psionics will block.

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

**Animated Skeleton**

(HF 2, EPV 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 23, SZ M (6'), #AT 1, D 1-6, SA None, SD see below, ML 20, TOP: n/a, Crit BSL: Def AC -2, FF n/a; Reference HOB 7 pg 66)

- 1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Skinnies are immune to **Sleep, Charm, Hold, Darkness, Fear**, cold-based attacks and verbal abuse. Hacking and puncturing weapons only do half damage. Crushing weapons and fire do normal damage; holy water inflicts 2-8 hit points of damage.

**Potential Yield:**

- ☐ Defeating Stone Golem (EPV=8000)
- ☐ Defeating Screaming Skeletons (EPV=175 each)
- ☐ Defeating Animated Skeleton (EPV=65)
- ☐ Sapphires (GPV=2000)
- ☐ One Pain Iron Key (to room #31)
- ☐ Three Jars of **Kaarnac's Ointment** (GMG p 258) (EPV=500 GPV=3000 each)

**7. Toll Booth and Turnstile**

**Encounter: Living Trap (1)** (HF 22, EPV 975, Int 15, AL CE, AC 2, MV 3", HD 8, HP 59, SZ L (10'x10'), #AT 1, D 3-12, SA Sticky, SD Camouflage, ML 11, TOP: n/a, Crit BSL: Def AC +6, FF n/a; Reference HOB 8 pg 17)

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

Like a mimic, creatures struck by the living trap will be stuck to it and can only be freed by pouring alcohol on it or killing the creature.

**Potential Yield:**

- ☐ Defeating Living Trap (EPV=975)

**8. Slaughter Room****Potential Yield:**

- ☐ Cured Hides (GPV=40)

**10. The Home of Kou Chiang**

**Encounter: Chiang Shi Vampire (1), Killer Koi (9)**

**Shi Vampire** (HF 33, EPV 8,000, Int 16, AL CE, AC 1, MV 12"/18" Fly (C), HD 8+3, HP 66, SZ M (5' 3"), #AT 3, D 5-10/5-10/5-10, SA See below, SD +1 or better weapon to hit + see below, ML 16, TOP: n/a, Crit BSL: Def AC +9 (open hand), Def AC +7 (bite), FF n/a; Reference HOB 8 pg 53)

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

A chiang shi vampire has great strength and receives +2 to hit with its two open hand attacks. It regenerates 3 hit points/round, but cannot regenerate damage from powerful holy weapons. It (Kou Chiang) can turn invisible at will and drains two levels though only with its bite. Mirrors and holy symbols have no affect on them, but garlic and salt water affects them as holy water affects western vampires. A line of rice or red beans

across a doorway will prevent them from crossing. The sound of thunder created by any lightning spell causes the creature to save vs. spell or be destroyed; it also suffers x2 damage from lightning attacks. Although Kou Chiang was a monk before his undeath, the alignment change to Chaotic Evil caused him to lose all his monastic abilities.

Don't forget that Kou Chiang has a pair of magic items. The **Bargua of Fong Li** gives him +2 to saves vs. evocation spells and +2 to armor class if a spell caster needs to roll a to-hit. It also allows him to cast Haste on himself if fleeing. The **Toe Ring of Dang Mo** allows him to fling himself at will up to 50' forward, 25' backward and 15' in height.

**Killer Koi (9)** (HF 1, EPV 20, Int 2, AL LN, AC 6, MV 9" Swim (2" flop), HD <1-1, HP 4, SZ T, #AT 1, D 1-4, SA Hurl, SD Nil, ML 15, TOP: n/a, Crit BSL: Def AC -4, FF n/a)

- 1). HPs: ☐☐☐☐☐☐☐☐☐☐  
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9). HPs: ☐☐☐☐☐☐☐☐☐☐

**Potential Yield:**

- ☐ **ThumpMuster** (EPV=5,500 GPV=71,500)
- ☐ Slaying the Kou Chiang (EPV=8,000)
- ☐ Slaying the Killer Koi (EPV=20 each)
- ☐ **Bagua of Fong Lin** (EPV=1,950 GPV=19,500)
- ☐ **Toe Ring of Dang Mao** (EPV=1,00 GPV=10,000)
- ☐ Rice Paper Wall Hanging (GPV=1,000)
- ☐ Silver Samovar (GPV=1,000)
- ☐ Carved Wooden Panda Box GPV=250)
- ☐ Silk and Jade Wind-Chime (GPV=100)
- ☐ Rare Tea (GPV=50)
- ☐ Red Spinel (GPV=240)
- ☐ Banded Agates (GPV=100)
- ☐ Malachite (GPV=20)
- ☐ Chrysoberyls (GPV=300)
- ☐ Moonstone (GPV=50)
- ☐ Back Pearl (GPV=500)
- ☐ 500 Copper Coins of Unknown Origin (GPV=5).

**11. The Steaming Pool**

**Encounter: Floating Eye (3), Paddlefooted Aquatic Masticator (1)**

**Paddlefooted Aquatic (Variant) Masticator** (HF 17, EPV 4260, Int 6, AL N, AC 4, MV 3"/9" swim, HD 10, HP 79, SZ L (8'), #AT 1, D 4-16, SA Swallowing, SD Nil, ML 15 TOP: 39, Crit BSL: Def AC +10, FF 4; Reference WDM Rustlers of the Night)

- 1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  
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On a to-hit roll of four or more or any natural 20 the victim is caught in the jaws of the creature and may lose a limb (10%, roll randomly), a head (5%) or bitten in half (1%). Any equipment, garb or armor in the area of the bite must save vs. crushing blow or be likewise bitten in half.

**Floating Eye** (HF 1, EPV 35, Int 1, AL N, AC 9, MV 30", HD 10hp, HP 10, SZ T (1'), #AT Nil, D Nil, SA Hypnotism, SD Nil, ML 3, TOP: 5, Crit BSL: Def AC -4, FF 2, Reference HOB 3 pg 25)

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

**Potential Yield:**

- ☐ Defeating Floating Eyes (EPV=35 each)
- ☐ Defeating Paddlefooted Aquatic Masticator (EPV=4,000)

**12. The Paddlefoot's Lair****Potential Yield:**

- ☐ Coins (GPV=1089)
- ☐ Onyx (GPV=50)
- ☐ Obsidian (GPV=20)

- ☐ Tourmaline (GPV=100)
- ☐ Pearl (GPV=100)
- ☐ Spinel (GPV=100)
- ☐ Fire Opal (GPV=1000)
- ☐ Silver statuette (GPV=300)
- ☐ Boots of Groin Kicking +5 (EPV=1,500, GPV=15,000)
- ☐ Potion of Rainbow Hues (EPV=200, GPV=800)
- ☐ Potion of Speed (EPV=200, GPV=450)

#### 14. The Brothers Grel

Encounter: Grel Mage (1), Were-Groat (1)

**Grunderk, Grel Mage** (HF 2, EPV 975, Int 14, AL CE, AC 5 (+2 Dex), MV 12", HD 7<sup>TH</sup> level, HP 32, SZ M (5 1/2'), #AT 1, D 1-4, SA Spells, SD Spells, ML 14, TOP: 16, Crit BSL: Def AC +6, FF 6, Reference HOB 3 p 15)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Grunderk has a wide variety of spells that may alter some vital numbers. He also carries the **Truncheon of Perdurable Frailty** (q.v.).

**Greflok, Were-Groat** (HF 6, EPV 550, Int 11, AL CE, AC 5/5/6; 4/4/5 vs. melee, MV 12"/12"/12", HD 4+4 level, HP 48, SZ M (5'), #AT 1 (+2 to hit) or 1, D 2-7+5 or by weapon +2, SA Ram for 2-12, SD Silver or +1 to hit, ML 14, TOP: 24, Crit BSL: Def AC +3, FF 7, Reference WDM Rustlers of the Night)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Were-Groats prefer to use their bite in combat. Were-Groats do not lose the grunge elf ability to move through the woods silently and unseen. Opponents get a -4 to surprise rolls, a -3 in animal or partial animal form. They maintain their 90% immunity to **Sleep** and **Charm** spells. A were-groat's bite does double damage to armor (see Armor HP, PHB p 117). Greflok has the **Tooth of Superlative Dentistry** in his mouth (+2 to hit and +3 damage to a bite attack). He also has two pixie-fairy tattoos, *Gorkrink* and *Ardkrin* (+2 to damage and +1 to AC vs. melee attacks, respectively).

#### Potential Yield:

- ☐ Defeating Greflok the Were-Groat (EPV=550)
- ☐ Defeating Grunderk the Grel Mage (possibly) (EPV=975)
- ☐ **Gold Tooth of Superlative Dentistry** (EPV=1,000 GPV=10,000)
- ☐ Shortbow (GPV=30)
- ☐ Quiver of Arrows (24) (GPV=14)
- ☐ Dagger (GPV=2)
- ☐ Jeweled Hammer, one of Grunderk's material components (If Grunderk is killed here) (GPV=325)
- ☐ **Zarba's Truncheon of Perdurable Frailty** (if Grunderk is killed here) (EPV=42/charge GPV=420/charge)

#### 15. Grel Sanctum

#### Potential Yield:

- ☐ Defeating Grunderk the Grel Mage (if not already killed) (EPV=975)
- ☐ **Zarba's Truncheon of Perdurable Frailty** (if Grunderk is killed here) (EPV=42/charge GPV=420/charge)
- ☐ Jeweled Hammer, one of Grunderk's material components (If Grunderk is killed here) GPV=325
- ☐ **Spellbook #1** (EPV=2800 GPV=8400)
- ☐ **Spellbook #2** (EPV=800 GPV=2400)
- ☐ Honey Brew (GPV=9)
- ☐ Elderberry Wine (GPV=40)
- ☐ One Wheel of Cheese (GPV=1)
- ☐ Torches (4) (GPV=4)
- ☐ Bedrolls (2) (GPV=1)

#### 17. The Boiling Lake

**Encounter: Storoper** (HF 22, EPV 1400, Int 13, AL CE, AC -2, MV 1", HD 6, HP 54, SZ M (6'), #AT 1, D 1-10, SA Strength drain, charm venom, SD Immune to normal missiles, ML 15, TOP: 27, Crit BSL: Def AC +4, FF 5, Reference HOB 7 p 18)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Opponents suffer -2 to surprise rolls (the creature is 50 to 80% undetectable). Storopers suffer x2 damage from spells. Victims hit by tentacles must save vs. poison or lose half current Str 1-3 rounds after hit for a duration of 2-8 turns. Victims are pulled 10' closer each round. When the victim is close enough the creature will bite. A strand/tentacle can be bend bars/lift gates (x2 normal chance) or severed (AC 0 HP 6 each). Storopers thrust out all six tentacles at once and can attack up to two opponents at a time. Victims struck are injected with a chemical rendering them immobile (no save) and appearing to petrify them. One round later the victim recovers but fights now for the Storoper. If the creature is killed its victims wander aimlessly until the venom wears off (10 turns). The Storoper can only inject venom twice per day. This Storoper wears **Ring of Protection +2** and can attack with the **Bracelet of Crackling Fingers**.

#### Potential Yield:

- ☐ **Skewersure** (EPV=4,150 GPV=68,475)
- ☐ Defeating the Storoper (EPV=1,200)
- ☐ **Ring of Protection +2** (EPV=2,000 GPV=10,000)
- ☐ **Bracelet of Shocking Crackling Fingers** (EPV=3,000 GPV=30,000)
- ☐ Coins (GPV=57)
- ☐ Blue Quartz (GPV=20)
- ☐ Star Rose Quartz (GPV=75)
- ☐ Amber (GPV=200)
- ☐ Blue Spinel (GPV=500)
- ☐ Spear (GPV=1)
- ☐ Shortsword (2)(GPV=20)

#### 19. Noisy Ghoul Pack

Encounter: Roaring Ghoul (1), Common Ghouls (3)

**Ghoul (3)**(HF 4, EPV 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M (6'), #AT 3, D 1-4/1d4-1/1-6, SA Paralyzation, SD Immune to Sleep and Charm, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, Reference HOB 3 p 51)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

**Roaring Ghoul** (HF 24, EPV 975, Int 7, AL CE, AC 2, MV 9", HD 6, HP 42, SZ M (6'), #AT 3, D 4-7/4-7/4-9, SA Paralyzation, roar cone, SD Undead, Immune to holy water damage, ML 20, TOP: n/a, Crit BSL: Def AC +4, FF n/a, Reference HOB 7 p 10)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Touch paralyzes humans and demi-humans except elves (save vs. paralyzation). Holy water does no damage but will cause the creature to stop and rub the water off. Roar cone starts 2' wide, 30' long and 20' wide at base, usable 3x/day. Anyone in the cone suffers 2-12 damage indoors. Also deafens all creatures in a 50-foot radius for 1-8 rounds. Note that the roar cone will typically cause structural damage—thankfully for everyone in the complex (monsters and PCs) the volcanic rock here is too strong to collapse.

#### Potential Yield:

- ☐ Defeating Roaring Ghoul (EPV=975)
- ☐ Defeating Ghouls (EPV=525)

**23. Titans Waiting**

Encounter: Gnome Titans (8-11)

*Note: Keraptorse maintains a strong band of his fanatical Gnome Titan bodyguards here in the White Doom Mountain complex. All are from the remnants of the now-scattered House Malice. There will be a varying number of these soldiers in their different posts; there is also a chance that some will be encountered as wandering monsters. Each room (and wandering monster check) is assigned its contingent of Gnome Titans will have the number that should be there. These should then be pulled at random from the duty roster listed below, in room # WD25, and their battlesheets used appropriately. In this and following rooms, read the description of the area and pull from the master list appropriately.*

**24. Battlelord's Quarters**

Encounter: Gnome Titan Battlelord

See WD23

**25. Gnome Titan Barracks**

Encounter: Gnome Titans (varies)

The unit currently assigned to the White Doom Mountain complex is #3/K Co. 1BN (Number 3 Platoon, Company K, 1<sup>ST</sup> Battalion House Malice). As House Malice has just a fraction of its former strength, so most of its units are unmanned. Number 3 platoon has 22 gnome titans assigned; a Battlelord commander, a Battlelord platoon sergeant, one sergeant, two corporals and 17 maniacal and bloodthirsty gnome titan soldiers. They currently have no Battlemage; he and two others were lost when a Mustard Jelly came oozing up through the grate in # 23. This is a tough and salty bunch of fighters—by tradition, it is Company K of each Malice battalion that provides the bodyguards for Keraptorse. As such they all bear his stylized *K* sigil on their uniform. When and if a party of PCs enters an encounter with gnome titans, the specific individuals should be chosen from the duty roster below. Gnome titan soldiers can not be replaced and they will not be reinforced during the period of time an adventuring company is in the area.

Remember, gnome titans fighting alongside other gnome titans receive a +1 to their to-hit and damage rolls because of the morale boost. They cannot be broken or routed as fighting as a group. All have infravision to 60' and fight at one level higher than their actual level.

**Marlbo Clincheft, Battlelord (Commander)** (HF 3, EP 300, Int 16, AL LE, AC 2 [splint mail + 15 Dex], MV 4", Ftr 6, HP 56 (CON 16), #AT 1 (footman's mace), D 1d8 (S) or 1d6+1 (M/L), SA Fights as 7<sup>th</sup> level, Groin Stomp, SD Fight 16 rounds at -1 HP, ML 18, TOP: 28, Crit BSL: Def AC +2, FF 5, Reference HOB 3)

\*Commander Clincheft has a **Horn of Fog** (EPV 400, GPV 5000) and **Potion of Hill Giant Strength** (EPV 550, GPV 3000)

1). HPs: 

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

Splint mail armor:

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

**Gorse Nokebrose, Battlelord (Platoon Sergeant)** (HF 2, EP 225, Int 14, AL LE, AC 3 [splint mail + 14 Dex], MV 4", Ftr 4, HP 47 (CON 17), #AT 1 (broadsword), D 1d10 (S) or 2d4 (M), SA Fights as 5<sup>th</sup> level, Groin Stomp, SD 17 rounds at -1 HP, ML 18, TOP: 23, Crit BSL: Def AC +0, FF 5, Reference HOB 3) \*Sergeant Nokebrose has a **Necklace of Jaded Peril** with 7 charges (EPV 2000, GPV 20,000).

1). HPs: 

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

Splint mail armor:

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

**Thumpit Lumpkin, (Sergeant)** (HF 2, EP 150, Int 14, AL LE, AC 3 [splint mail + 14 Dex], MV 4", Ftr 3, HP 33 (CON 18), #AT 1 (broadsword), D 1d10 (S) or 2d4 (M), SA Fights as 4<sup>th</sup> level, Groin Stomp, SD 18 rounds at -1 HP, ML 18, TOP: 16, Crit BSL: Def AC -1, FF 5, Reference HOB 3)

1). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Splint mail armor:

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

**Gnome Titan Corporals (2)** (HF 1, EP 100, Int 11, 13, AL LE, AC 4 [chain mail + 14 Dex], MV 6", Ftr 2, HP 21, 26 (CON 15), #AT 1 (broadsword), D 1d10 (S) or 2d4 (M), SA Fight as 3<sup>rd</sup> level, Groin Stomp, SD 15 rounds at -1 HP, ML 18, TOP: 10,13, Crit BSL: Def AC -2, FF 5, Reference HOB 3)

1). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	Chain mail armor:
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AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

2). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

**Gnome Titan Soldiers (17)** (HF 1, EP 65, Int Varies, AL LE, AC 4, MV 4.5", Ftr 1, HP 20 x 4, 21 x 4, 22, 23 x 5, 25, 26, 28, #AT 1, D by weapon: broadsword 1d10 (S) or 2d4 (M), footman's mace 1d8 (S) or 1d6+1 (M/L), spear 1d6-1, 1-8, SA Fight as 2<sup>nd</sup> level, Groin Stomp, SD fight # rounds = CON\* at -1 HP, ML 18, TOP: 10 x 8, 11 x 6, 12, 13, 14, Crit BSL: Def AC -3, FF 5, Reference HOB 3)

\* assume CON 11 for all

1). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□	Spear
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

2). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

3). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

4). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

5). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□	Spear
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

6). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

7). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

8). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□	Mace
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

9). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□	Sword
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

10). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□	Spear
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

11). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	Spear
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□

12). HPs: 

□□□□	□□□□	□□□□	□□□□	□□□□	□	Mace
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Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□	□□□□	□□□□□	□□□□	□□□







*Search ye where the Ragean sailors steer  
If ye hope to find aught of the three  
Listen closely, do more than hear—  
The weapons abide now with me.*

*North and west you'll travel, and carefully tread  
Past smoke that scours and rock that steams,  
White clouds will burn, you'll breathe with dread  
The fumes that will drown your dying screams.*

*For Skewer'Sher, you must do battle  
With the critters 'neath the boiling bubbles  
Across a big ole cave where chain-links rattle  
Lies ThumpMuster, past water-spouts double.*

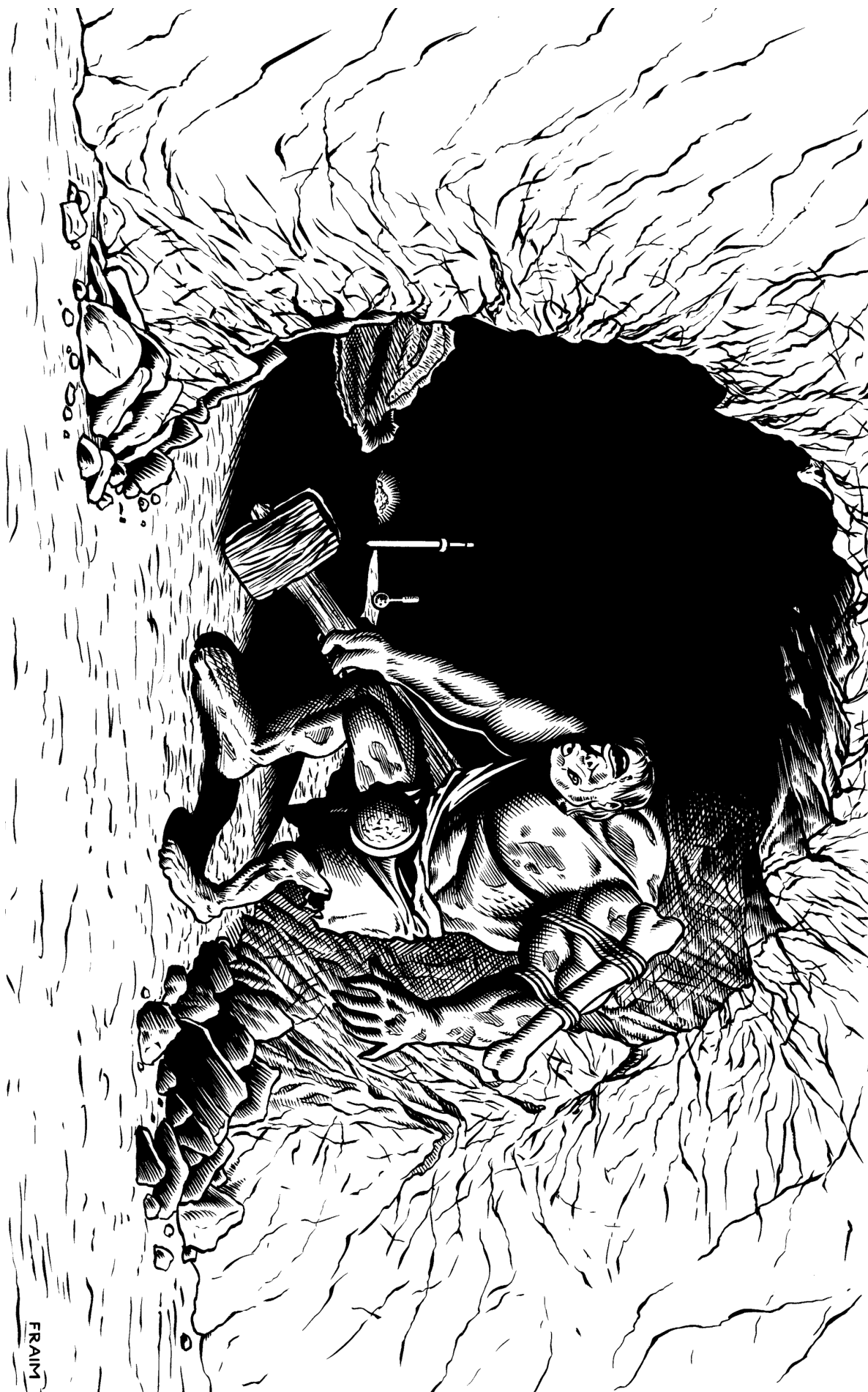
*Hackrazer remains yet to be won  
Beyond the terror'd tier,  
Take care to clean the mess you make  
leave no pieces there nor here.*

*I care not, oh adventurers brave  
What epic lives you may have led  
Though mighty, I'll make you all my slaves  
And tattoo my symbol on your head.*



### The Chronicles of the Spotted Dawg, Book the Third

We've reached Marlog Island and obtained a skilled guide from the nomadic Kangarai, a band of whom we encountered shortly after landfall. Our guide is a friendly enough fellow, and speaks the common tongue well. From the looks of things, he is going to be a good addition to our band. He seems to be quite the fighter, so even with Rolf gone I'm confident we can go through any critters we might encounter like a sharp knife through cheese. So confident am I of our prospects, in fact, that I can almost not bear to wait for our first fight! Sarnharl believes he saw gargoyles on the far side of the rim yesterday. We are carefully watching the sky. He is also still on this whole mystic/oracle kick, and swears to one and all that his dreams will guide us into the evil wizard's lair. I don't know whether to believe him or not, but he was right about the Kangarai... still, now he wants us to believe that the cave above is occupied by a huge flesh golem that has been sculpted into a monstrosity, and that there's a spell-slinging troll in there with Keraptorse. It's pretty hard to take that seriously. In any case we're ready for a good fight and cannot wait to get to the swordplay! I shall write more tomorrow before we venture down into the crater.



FRAM

