

ANNIHILATE THE GIANTS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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Annihilate the Giants is based on the

Advanced Dungeons and Dragons adventures G1-G3,
Steading of the Hill Giant Chief, The Glacial Rift of the Frost Giant Jarl and
Hall of the Fire Giant King by Gary Gygax.

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

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Battlesheet GI

The Scouts

Torwald Ookvie (HF 14, EP 1027, AL NG, AC -4, MV 12", Race: Human, Rng 6, HP 69, #AT 1 or ¹/₂; D 1d8+6 (sword) or 3d4 (12-gauge crossbow), Lang: common, elven, Hon: Ave, TOP: 35, Crit BSL: Def AC+6, FF 8, Str 16/53, Int 14/14, Wis 15/81, Dex 17/02, Con 16/88, Cha 13/28, Com 14/22, Notable Skills/Talents: Acrobatic Skill Suite, Resistance, species enemy: giants [+4 to-hit], Hide in Shadows [natural surroundings] 42%, Move Silently [natural surroundings] 52%, Botany 34%, Establish Ambush Zone 41%, Fire-building 24%, Hunting 63%, Identify Animal by Tracks 54%, Tracking 61%)

Possessions of note: elven chainmail, medium shield +2, longword +2, 12-gauge crossbow*, 30 heavy quarrels, potions of ESP & Flying

* see Griftmaster's Guide

Alajo Laävenia (HF 5, EP 755, AL CG, AC 0, MV 12", Race: Wood Elf, Ftr 5, HP 55, #AT 2; D 1d8+6/1d6+6 (swords) or 1d8+5 (longbow), Lang: common, elven, Hon: Ave, TOP: 28, Crit BSL: Def AC+4 (swords)/Def AC+9 (bow), FF 6, Str 17/01, Int 12/85, Wis 13/12, Dex 18/91, Con 12/41, Cha 11/48, Com 18/32, Notable Skills/Talents: Acrobatic Skill Suite, Ambidextrous, Bow bonus, Sword bonus, Forest Movement, Culinary Arts 48%, Forestry 44%, Glersee 67%, Cartography: Overland 43%, Map Sense 51%, Rope Use 35%)

Possessions of note: elven chainmail, longbow [built to accommodate 17 Str], 20 sheaf arrows, longsword +1, short sword +1, boots of varied tracks

Villa of the Hill Giant Chieftain

WANDERING MONSTERS: UPPER LEVEL

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

Encounter: 5-12 Orc servants - Orc, highland (1d8+4) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10 (unarmored), MV 12", HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 11, TOP 12, Crit BSL: Def AC -1, FF 4, Reference HoB 6 p 37)

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Potential Yield:

☐ Slaying Highland Orcs (EPV = 35 each)

Encounter: Hill Giants, lame, Sloshed (2) (from area #22)

Pull from roster in area 22

Potential Yield:

☐ Slaying 2 Hill Giants, lame, Sloshed (EPV = 6,000)

	Pull from roster in area 22 Potential Yield: ☐ Slaying 3 common Low Ogres (EPV = 810)
	☐ 3 huge spears (GPV = -) Encounter: Hill Giant, Sloshed (1) (from area #22)
	Pull from roster in area 22
	Potential Yield:
	☐ Slaying 1 Hill Giant, Sloshed (EPV = 3,000)
	Encounter: Hill Giants, Sloshed (1-4) (from area #22)
	Pull from roster in area 22
	Potential Yield:
	☐ Slaying Hill Giants, Sloshed (EPV = 3,000 each)
	Encounter: Mist Giant (1) (from area #22)
	Pull from roster in area 22
	Potential Yield:
	☐ Slaying 1 Mist Giant (EPV = 4,000)
	☐ 1 huge club (GPV = -)
	Encounter: Flat-footed High Ogre (1) (from area #22)
	Pull from roster in area 22
	Potential Yield:
	☐ Slaying 1 Flat-footed High Ogre (EPV = 3,000)
	☐ 1 huge throwing axe (GPV = 0)
	☐ 1 huge footman's flail (GPV = 0)
	Encounter: Hill Giantess, Chieftain's Wife (1) (from area #22)
	Pull from roster in area 22
	Potential Yield:
	☐ Slaying Hill Giantess (EPV = 3,000)
	☐ 1 suit giant hide armor (GPV = 0)
	Encounter: Hill Giant (1), Dire Wolves (1-4) on patrol
r	Hill Giant (1) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant carill), MV 12", HD 12 +1, hp 75, SZ H, #AT 1 (+3 to-hit for Strength

Encounter: Ogres, common Low (3) (from area #22)

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

1).HPs:		عد محمده مد	احددت حددا	احددد ح		
			احموم محمد	المحمود ح		
Metal Armor	* AC:	1	2	3	4	5
* 1 1:11 0:		1 1 01 /1				

Dire Wolves (1d4) (HF 1, EP 120 each, AL N, AC 6, MV 18", HD 3 +3, hp 42 each, SZ M, #AT 1, D 2d4, SA Nil, SD Nil, Hon: ave, ML 11, TOP 21 each, Crit BSL: Def AC +3; FF 8, Reference HOB 8 p 90).

). HPs:	

^{*} Hill Giant Metal Armor absorbs 2 hp/die (see Table E4)

Annihilate the Giants	Battle Sheet GI
2). HPs: 0000 0000 0000 0000 0000	Potential Yield:
<u></u>	☐ Slaying Hill Giant, wasted (EPV = 3,000)
3). HPs:	☐ 1 suit giant hide armor (GPV = 0)
	☐ belt buckle, gold set with 6 gems (100 gp each) (GPV = 1,400)
4). HPs: 0000 0000 0000 0000 0000	☐ 2 huge heavy crossbows (GPV = 0)
<u></u>	☐ 36 huge crossbow quarrels (GPV = 0)
Potential Yield:	3. Armory
☐ Slaying Hill Giant (EPV = 3,000)	Encounter: none
☐ Slaying Dire Wolves (EPV = 120 each)	Potential Yield:
☐ 1 Suit Giant Chain Mail (GPV = 0)	☐ 34 huge spears (GPV = -)
,	☐ 21 huge clubs (GPV = -)
Encounter: Hill Giants, young (2-8)	4 huge long swords (GPV = 0)
Pull from roster in area 5	☐ 2 huge footmans' maces (GPV = 0)
Potential Yield:	15 huge battle axes (GPV = 0)
☐ Slaying Young Hill Giants (EPV = 650 each)	☐ 21 huge javelins (GPV = 0) ☐ 26 huge shields (GPV = 0)
	☐ 1 normal-sized War Hammer +2 (GPV = 1000)
	☐ 1 normal-sized war frammer (with Magic Mouth) (GPV = 2)
	☐ 17 suits gigantic hide armor (GPV = 0)
ENCOUNTER AREAS: UPPER LEVEL	□ 8 suits gigantic chain mail (GPV = 0)
General note on Hill Giant Armor: Hill Giants wear two types or armor	□ 30 huge helmets (GPV = 0)
- metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavy-	☐ 4 huge light crossbows (GPV = 0)
weight contruction. An unarmored Hill Giant is AC 6.	☐ 4 huge crossbow quarrel cases (20 huge bolts each) (GPV = 0)
1. Entry and Cloak Room Hill Giants, wasted (2) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 80, 81, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58). 1). HPs:	4. Barracks Encounter: Hill Giant, wasted (2) (HF 14, EP 3000, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 63,68, SZ H, #AT 1 D 2d8 (huge long sword), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 31,34, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58). 1). HPs:
Potential Yield: ☐ Slaying 2 Hill Giants, wasted (EPV = 6,000) ☐ 2 suits giant hide armor (GPV = 0) ☐ Random bag contents (GPV = var.) 2. Watchtower Encounter Hill Giant, wasted (1) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 71, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def	Potential Yield: ☐ Slaying 2 Hill Giants, wasted (EPV = 6,000) ☐ 1 small pouch containing 110 pp (GPV = 550) 5. Playroom Encounter: Young Giants [as Giant, Verbeeg] (12) (HF 6, EP 650 each, AL CE, AC 6 (unarmored), MV 12", HD 5+5, hp 49 each, SZ M, #AT 1, D 1d6 (clubs), SA +3 to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14, TOP 24 each, Crit BSL: Def AC +7, FF 7, Reference HOB 3 p 65).

1). HPs: 0000 0000 0000 0000 0000

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AC+8; FF 7, Reference HOB 3 p 58).

Hill Giant Hide Armor*

1). HPs: 0000 0000 0000 0000 0000

2). HPs: 0000 0000 0000 0000 0000

3). HPs: 0000 0000 0000 0000

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Potential Yield:

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

6. Sub-Chief's Room

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

1). HPs:	

Potential Yield:

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

7. Main Guest Chamber

Encounter: none Potential Yield:

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

8. Chief's Smoking Lounge

Encounter: none Potential Yield:

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

9. Formal Dining Room

Encounter: none Potential Yield:

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

10.	Chamber	of the	Chief's	Wife

☐ 2 huge silver candlesticks (GPV = 300)

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

☐ 2 painted wooden troll statues (3' tall) (GPV = 1,000 - 1,200)

☐ 1 suit damaged human-sized full-plate armor (GPV = 5903)

Potential Yield:

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

11. Antechamber

Encounter: none

Potential Yield:

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

12. Chief's Bedroom

Encounter: none

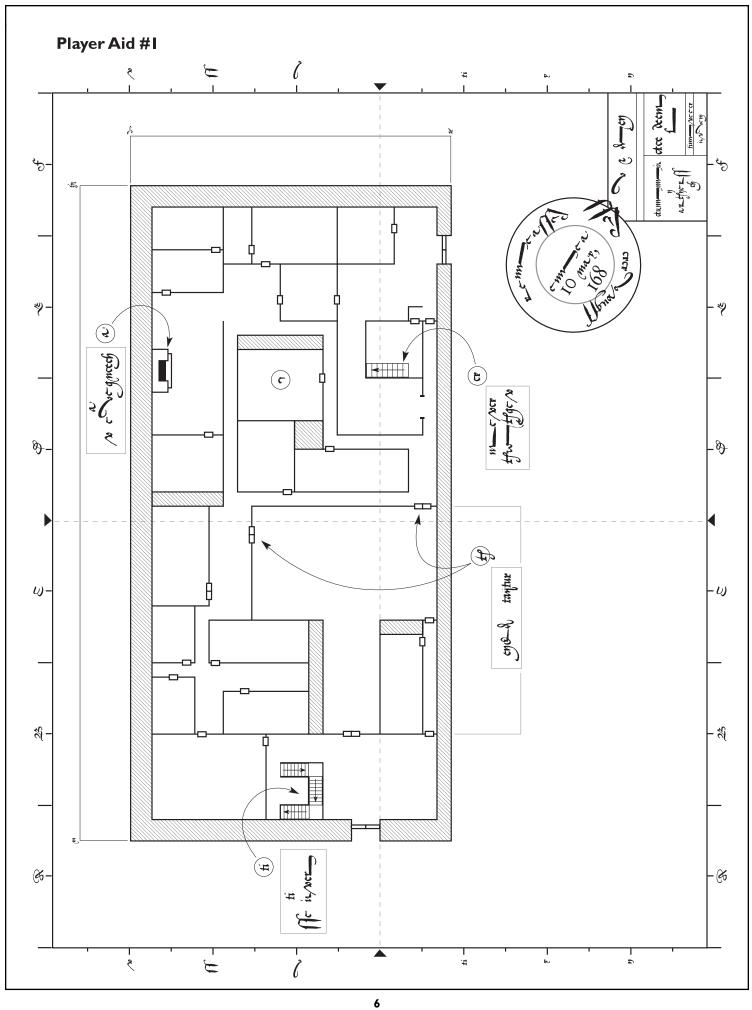
Potential Yield:

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

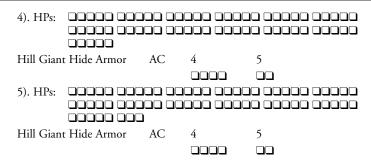
13. Servants' Quarters

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

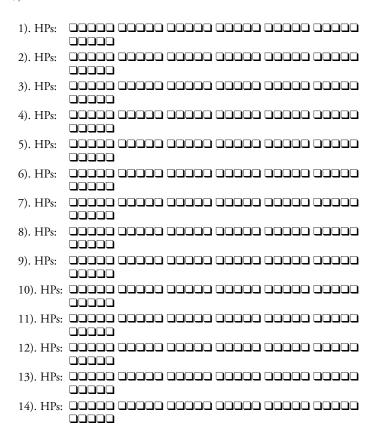
Annihilate the Giants	Battle Sheet GI
Metal Armor AC: 1 2 3 4 5	16. Conference Room
	Encounter: none
	Potential Yield:
Potential Yield:	☐ 1 giant-sized rough skin map (GPV = 0)
☐ Slaying 1 Hill Giant Warrior (EPV = 3,000)	17. Ogre Quarters
1 huge 2-handed sword (GPV = 0)	Encounter: Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AI
☐ 1 suit giant chain mail (GPV = 0)	CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for
14. Maid's Chamber	Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil,
Encounter: Hill Giantesses (4) (HF 14, EP 3,000 each, Int 6 (Low), AL	Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: De AC +5, FF 4, Reference HoB 6 p 23)
CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x2, 68, SZ H, #AT 1 (+3	The 19,11 1, Reference Flob o p 23)
o-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon:	1). HPs: 00000 00000 00000 00000 00000
werage, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference	
HoB 3 p 58)	2). HPs: 0000 0000 0000 0000 0000
1). HPs: 00000 00000 00000 00000	3). HPs: 00000 00000 00000 00000 00000
	4). HPs: 0000 0000 0000 0000 0000 0000
Hill Giant Hide Armor AC 4 5	
	Potential Yield:
2). HPs:	☐ Slaying 4 Common Low Ogres (EPV = 1,080)
	 □ Potion of Storm Giant Strength (GPV = 1300) □ Potion of Delusionary Extra-Healing (GPV = 300)
Hill Giant Hide Armor AC 4 5	\Box rotion of Delusionary Extra-Freating (GFV = 500) \Box coinage (381 cp, 955 sp, 705 gp, 79 pp) (GPV = 1,199)
3). HPs: 0000 0000 0000 0000 0000	☐ 1 gem on leather thong (GPV = 1,000)
3). HPs: 0000 0000 0000 0000 0000 0000 0000 0	☐ 3 sets of crude Ogre dice (GPV = 0)
Hill Giant Hide Armor AC 4 5	18. Kitchen Workroom
	Encounter: none
4). HPs: 0000 0000 0000 0000 0000 0000 0000 0	Potential Yield: none
Hill Giant Hide Armor AC 4 5	19. Pantry
	Encounter: none Potential Yield:
	□ 187 barrels (possible GPV = 2-20 gp each)
Potential Yield:	= 10, same (possess 31 / 1 20 gr vall)
☐ Slaying 4 Hill Giantesses (EPV = 12,000)	20. Kitchen
☐ 4 huge clubs (GPV = 0)	Encounter: Hill Giantesses (5), Ogre, Low (14), Orc, Highland (29)
4 suits giant hide armor (GPV = 0)	Hill Giantesses (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4
☐ 3 gem-studded gold bracelets (GPV = 26,213): #1 = 9,655 gp, #2 = 5,514 gp, #3 = 12,044 gp	(hide), MV 12", HD 12 +1, hp 64, 65 x3, 68, SZ H, #AT 1 (+3 to-hit for
\Box coinage (GPV = 3,030)	Strength), D 1d8/1d6/1d6-2 +7 (club + Strength), SA hurling rocks 2-16, SD
☐ Potion of Extra-Healing (GPV = 600)	catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOI 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference HoB 3 p 58)
□ Potion of Hill Giant Control (GPV = 3000)	32 x3, 31, Old Bob. Bel 110 + 13, 11 0, Reference 110B 3 p 30)
☐ Potion of Healing (GPV = 400)	1). HPs: 00000 00000 00000 00000 00000
☐ Potion of Poison [Class J] (GPV = 400)	
15. Storeroom	Hill Giant Hide Armor AC 4 5
Encounter: Trap: 5th and 6th tubes contain <i>Explosive Runes</i>	0000 00
Potential Yield:	2). HPs: 0000 0000 0000 0000 0000 00000
☐ Defeat 2 Traps: Explosive Runes (EPV = 60)	
\Box 6 scroll tubes (GPV = 0)	Hill Giant Hide Armor AC 4 5
☐ 1 map of the upper works [Player Aid #1] (GPV = 0)	2) III
☐ 3 giantish memos on vellum (GPV = 0)	3). HPs: 0000 0000 0000 0000 0000 00000
☐ 2 Scrolls of Explosive Runes (GPV = 0)	
	Hill Giant Hide Armor AC 4 5



Annihilate the Giants Battle Sheet GI



Ogre, Low, Common (14) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 35 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 +7 (fist + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 17, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)



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

Orc, Highland (29) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), 9" climb, HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 16, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

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Potential Yield:

- ☐ Slaying 5 Hill Giantesses (EPV = 15,000) ☐ Slaying 14 common Low Ogres (EPV = 3,780)
- ☐ Slaying 29 Highland Orcs (EPV = 1,015)
- \Box 5 suits giant hide armor (GPV = 0)
- \Box 5 huge clubs (GPV = 0)

21. Barracks

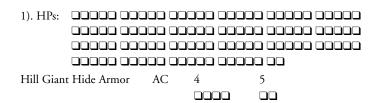
Encounter: none Potential Yield: none

22. Great Hall

Encounter: Chief Ivar, Hill Giant (NOT #3), Hill Giantess (1), Hill Giant Sub Chief Jimbo (NOT #4), Mist Giant Narm Herringbone (NOT #5), Flatfoot High Ogre Jaque (NOT #6), Cave Bear (1), Hill Giants (22), common Low Ogres (7), Low Ogre chieftain (1)

Chief Ivar (NOT #3) & wife:

Ivar, Hill Giant Chieftain (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12", HD 12+2, hp 112, SZ H, #AT ¹/₂ or 1 (+5 to-hit due to Str & +2 weapon), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d4/4d4/4d4 +10 (huge battle axe +2, Str), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+15; FF 12, Reference HOB 3 p 58).

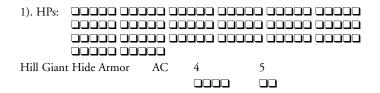


Ivar's Wife (HF 14, EP 3000, Int 11 (very), AL CE, AC 4 (hide armor), MV 12", HD 12+1, hp 70, SZ H, #AT 1 (+3 to-hit due to Str), D 2d8/2d6/2d6-2+7 (huge club), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).

1). HPs:)000 000 <u>(</u>	
			رووو ووور	
Hill Gian	t Hide Armor	AC	4	5

Jimbo the Sub-chief (NOT #4):

Hill Giant Sub-Chief (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12", HD 12+2, hp 100, SZ H, #AT 2 or1 (both +3 to-hit due to Str), D 2d6/2d6-2/2d6-4 +7(huge throwing daggers) or 2d6/2d8/2d12 +8 (huge longsword), SA Angawa Battle Cry, SD catch large missiles 30%, Hon: Great, ML 14, TOP 50, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).



Narm Herringbone, Mist Giant visitor (NOT #5):

Mist Giant (HF 28, EP 4,000, Int 11 (very), AL NE, AC 2, MV 9", HD 13, hp 80, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA cloud of mist, SD –1 die of damage from cold, Lang: common, giant, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +15, FF 10, Reference HoB 3 p 59)



Jaque, Flat-foot High Ogre visitor (NOT #6):

Ogre, Flat-foot High (HF 7, EP 3,000, Int 9 (Average), AL CE, AC 4, MV 9", HD 13+5, hp 82, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge throwing axe + Strength) or 2d6/2d6+2/4d4 +7 (huge footman's flail + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, orcish, Hon: Average, ML 16, TOP 41, Crit BSL: Def AC +15, FF 10, Reference HoB 6 p 21)



Cave bear: (beneath chief's table)

Cave Bear (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 56, SZ H, #AT 3, D d8,d8,2d6, SA hug, SD none, Hon: ave, ML 9, TOP 28, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).



22 Hill Giants:

Hill Giants (HF 14, EP 3000, AL CE, AC 4, MV 12" [10"], HD 12+2, hp 76 each, SZ H, #AT 1 (+3 [+1] to-hit due to Str), D 2d8/2d6/2d6-2+7 (huge clubs) or 2d6/2d6-2/2d6-4 +7 (hurled huge tankard, full), SA none, SD catch large missiles 30%, Hon: ave, ML 14 [16], TOP 38 each, Crit BSL: Def AC+13 [+11]; FF 12, Reference HOB 3 p 58). All of these giants are Sloshed (see p. 170 of the GMG). Bracketed stats reflect this.



Hill Giant	Hide Arr	nor	AC	4		5		
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2). HPs:								
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Hill Giant						 5		_
mili Giant	riide Arr	nor	AC) 		
a) IID								_
3). HPs:								
Hill Giant				4	_	5		
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4). HPs:								
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Hill Giant				4	_	5		
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5). HPs:								
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Hill Giant				4		5		
6). HPs:						 		
0). 1115.								
Hill Giant	Hide Arr	nor	AC	4		5		
7). HPs:								
, , . 1115.								
Hill Giant	Hide Arr	nor	AC	4		5		
8). HPs:			روو وو			مو د	ا حدد	
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Hill Giant	Hide Arr	nor	AC	4		5		
9). HPs:		المحمد الم	رمو مو			ەت د	ا دود	
Hill Giant	Hide Arr	nor	AC	4		5		
10). HPs:								
Hill Giant	Hide Arr	nor	AC	4		5		
11). HPs:								
					u			
Hill Giant	Hide Arr	nor	AC	4		5		
12). HPs:								
TI'll C'					_	_		
Hill Giant	Hide Arr	nor	AC	4		5		
13). HPs:								
						ال ال	الللل	
Hill C:					_	5		
Hill Giant	riide Arr	1101	AC	4	חח	5		

Annihilate the Giants Battle Sheet GI

14). HPs: ••••••••••••••••••••••••••••••••••••	احدد حددد	حددده حددده دد
ات محمده محمده		
اه حجوده حجوده		
Hill Giant Hide Armor AC	4	5
15). HPs: ••••••••••••••••••••••••••••••••••••	احدد حددد	
اه حصصت حصصت		
Hill Giant Hide Armor AC	4	5
16). HPs: ••••••••••••••••••••••••••••••••••••	احدد حددد	
اه محمده محمده		
Hill Giant Hide Armor AC	4	5
17). HPs: 🔲 🔲 🗬 🗬 🗬 🗬	احمد حمود	
17). HPs: 0000 0000 00		
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Hill Giant Hide Armor AC	1000 000 1000 0 4 0000	
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Hill Giant Hide Armor AC 18). HPs: 0000 0000 00	1000 000 1000 0 4 0000 000 1000 000 1000 0	5
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Hill Giant Hide Armor AC AC 18). HPs: COCOCOCOCOCOCOCOCOCOCOCOCOCOCOCOCOCOCO	4 	5 00 00 00 00 00 00 00 00 00 00 00 00
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Hill Giant Hide Armor AC 18). HPs: 0000 0000 00 Hill Giant Hide Armor AC 19). HPs: 0000 0000 0000 0000 0000 0000 0000 0	4 	5 00 00 00 00 00 00 00 00 00 00 00 00 00



20). HPs:			
Hill Giant Hide Armor	AC	4	5
21). HPs: 0000 0000			
Hill Giant Hide Armor	AC	4	5
22). HPs: ••••••••••••••••••••••••••••••••••••			
Hill Giant Hide Armor	AC	4	5

8 Ogres (one a 6 HD chief):

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

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

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

1). HPs: 00000 00000 00000 00000 00000

12 Orc servants:

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

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

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

Battle Sheet G2	Annihilate the Giants
8). HPs: 0000 0000 0000 0000 0000 0000 0000 0	+4 to hit, Hon: Great (+1 to all die rolls), ML 14, TOP 20, 19, Crit BSL: Def AC+1, FF 6, Reference HOB 3 p 80).
11). HPs: 0000 0000 0000 0000 0000	1). HPs: 00000 00000 00000 00000 00000
	2). HPs: 0000 0000 0000 0000 0000 0000
Potential Yield: Slaying 1 Hill Giant Chieftain (EPV = 3,000)	
☐ Slaying 1 Hill Giant Chieftain's Wife (EPV = 3,000)	Giant Nanny Goats (9) (HF 2, EP 270, AL N, AC 7, MV 18", HD 3+1,
☐ Slaying 1 Hill Giant Sub-Chief (EPV = 3,000)	hp 38, 37, 36 x2, 35 x2, 34, 33, 31, SZ L, #AT 1, D 2d8, SA charge inflicts
□ Slaying 1 Mist Giant (EPV = $4,000$)	6-20 points of damage and is +4 to hit, Hon: great, ML 14, TOP 19, 18 x3,
☐ Slaying 1 Flat-foot High Ogre (EPV = 3,000)	17 x3, 16, 15, Crit BSL: Def AC+1, FF 6, Reference HOB 3 p 80).
☐ Slaying 1 Cave bear (EPV = 650)	
☐ Slaying 22 Hill Giants (EPV = 66,000)	1). HPs: 00000 00000 00000 00000 00000
☐ Slaying 7 common Low Ogres (EPV = 1,890)	
☐ Slaying 1 Low Ogre chieftain (EPV = 975)	2). HPs: 00000 00000 00000 00000 00000
☐ jewelry (from Hill Giant Chieftain) (GPV = var.)	
☐ 3 suits giant hide armor (GPV = 0)	3). HPs:
☐ 1 huge Battle Axe +2 (GPV = 4000)	4). HPs: 0000 0000 0000 0000 0000
☐ 1 huge heavy crossbow (GPV = 0)	
☐ jewelry (from Hill Giant Chieftain's wife) (GPV = var.)	5). HPs: 00000 00000 00000 00000 00000
jewelry (giants other than Ivar, his wife and Sub-Chief) (GPV = var.)	
☐ 2 huge throwing daggers (GPV = 0)	6). HPs: 0000 0000 0000 0000 0000
☐ jewelry (from Ogres) (GPV = var.)	
studded collar with 6 1,000gp rubies (GPV = 6,000)	7). HPs: 00000 00000 00000 00000 00000
23. Barracks	8). HPs: 0000 0000 0000 0000 0000
Encounter: none	9). HPs: 0000 0000 0000 0000 0000
Potential Yield:	
☐ 1 earring with gem (GPV = 100)	
	Giant Kids (9) [per common goat] (HF 1, EP 35, AL N, AC 7, MV 15",
24. Outhouse	HD 1+2, hp 30 x2, 29 x2, 27 x2, 26, 25, 24, SZ M, #AT 1, D d3, Hon: ave,
Encounter: none	ML 12, TOP 15 x2, 14 x2, 13 x3, 12 x2, 11, Crit BSL: Def AC-1, FF 7, Reference HOB 3 p 80).
Potential Yield:	Reference 110b 3 p 80).
☐ 1 Spellbook Bound in Black Dragon Hide (GPV = 9000)	1). HPs: 0000 0000 0000 0000 0000
	2). HPs: 0000 0000 0000 0000 0000
25. Orc Slave Quarters	3). HPs: 0000 0000 0000 0000 0000
Note: These orcs were listed with excessive hit points in the printed copy of	4). HPs: 0000 0000 0000 0000 0000
Annihilate the Giants. Their corrected hit points appear here.	5). HPs: 0000 0000 0000 0000 00
Encounter: Orc, Highland (2) (HF 0, EP 35 each, Int 9 (Average), AL LE,	6). HPs: 0000 0000 0000 0000 0000 00
AC 10 (unarmored), MV 12", HD 1+1, hp 4 [25] each, SZ M, #AT 1, D	7). HPs:
ounching (use Table 12E: Punching and Wrestling Results on p. 135 of the	8). HPs: 0000 0000 0000 0000
PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12,	9). HPs:
ΓΟΡ 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)). III 6.
	Potential Yield:
1). HPs: ••••••••••••••••••••••••••••••••••••	☐ Slaying 2 Giant Billy Goats (EPV = 540)
2). HPs: ••••••••••••••••••••••••••••••••••••	
	☐ Slaying 9 Giant Nanny Goats (EPV = 2,430)
Potential Yield:	☐ Slaying 9 Giant Kids (EPV = 315)
☐ Slaying 2 Highland Orcs (EPV = 70)	
☐ 15 giant-sized silver utensils (GPV = 180)	27. Dairy
45 gold pieces (GPV = 45)	Encounter: none
	Potential Yield: none
26. Gruff Billy Goats	
Encounter: Giant Billy Goats (2), Giant Nanny Goats (9), Giant Kids (9)	28. Hayloft
(2) Same rate (2)	Encounter: none
Ciant Billy Coats (2) (HE 2 ED 270 ALN AC 7 MV 19" HD 3-1 hp	Potential Yield: none

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

Annihilate the Giants Battle Sheet GI

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Encounter: Ponies, Jumbo variants (6) (HF 1, EP 64, AL N, AC 7, MV 12", HD 4+4, hp 42 each, SZ H, #AT 1, D 1-2+3, Hon: ave, ML 6, TOP 21, Crit BSL: Def AC+3, Reference HOB 3 p 80 & Monster Matrix p. 16).

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

Potential Yield:

- ☐ Slaying 6 Jumbo Ponies (EPV = 384)
- ☐ 3 enormous wagons (GPV = var.)
- ☐ 122 pairs of boots (3 of snakeskin) (GPV = var.)
- ☐ 68 cloaks (65 good cloth, 3 fine fur) (GPV = var.)
- ☐ 43 pairs gloves (GPV = var.)
- □ 22 sets garments (18 shoddy, 2 common, 2 fine leather) (GPV = var.)
- ☐ 4 gowns (GPV = var.)
- ☐ 7 laced jerkins (GPV = var.)
- ☐ 77 mismatched sandals (GPV = var.)
- ☐ 103 woolen shirts (GPV = var.)
- ☐ 1 toga (GPV = var.)
- \square 13 tunics (GPV = var.)
- ☐ lot of household furniture (GPV = 560)
- ☐ 1 block and tackle (GPV = var.)
- ☐ 4 sets carpentry tools (GPV = var.)
- ☐ 3 crowbars (GPV = var.)
- ☐ 2 grappling hooks (GPV = var.)
- ☐ 1 portable forge (GPV = var.)
- ☐ 3 sets of merchant's scales (GPV = var.)
- ☐ 5 ladders (10' each) (GPV = var.)
- ☐ 422 feet of light chain (GPV = var.)
- ☐ 2 large tents (GPV = var.)
- ☐ 56 winter blankets (GPV = var.)

30. Barracks Room

Encounter: none Potential Yield: none

WANDERING MONSTERS: DUNGEON LEVEL

All Non-Natural Areas

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

1). HPs:	
2). HPs:	

3). HPs:	

4). HPs: 0000 0000 0000 0000 0000

Potential Yield:

- ☐ Slaying 4 common Low Ogres (EPV = 1080)
- ☐ 4 huge spears (GPV = -)

Encounter: Bugbears (6) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 5 (chain mail), MV 9", HD 3 +1, hp 36 each, SZ L, #AT 1, D 1d8/1d6+1/1d6 +2 (footman's mace), SA Surprise, +2 damage, SD Nil, Lang: bugbear, hill giant, ogre, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: 🔲 🗆)00 00000 0C	احمده حمدا			
Chain mail AC:	5	6	7	8	9
2). HPs: □□□	و ووووو وور	الأحماد الأحماد			
Chain mail AC:	5	6	7	8	9
3). HPs: □□□	و ووووو وور	احددد حددا			
Chain mail AC:	5	6	7	8	9
/\ TTD					
4). HPs: □□□		الاللال الاللال			
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·		6	7	8	9
		6 	7 	8 00	
	5 0000 0000 000		7 	8 00	9
Chain mail AC: 5). HPs:	5 		7 	8 00	9 □
Chain mail AC: 5). HPs:	5 		7 	8 	9
Chain mail AC: 5). HPs:	5 		, 		9 □
Chain mail AC: 5). HPs: Chain mail AC: Chain mail AC:	5 	6	, 		9
Chain mail AC: 5). HPs: Chain mail AC: Chain mail AC:	5 	6	, 		9

Potential Yield:

- ☐ Slaying 6 Bugbears (EPV = 875)
- ☐ 6 footman's maces (GPV = 48)
- ☐ 6 suits chain mail (GPV = up to 350 ea. if undamaged)

Encounter: Brigand Orcs (10), Brigand Orc crossbowmen (2)

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

Orc, Brigand (10) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 7 (medium shield), MV 12", HD 1+2, hp 27 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 14, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

7	8	9	10
7	8	9	10
	7 1	7 8 	 1000

3). HPs:	0a. Bedroom
Medium Wood Shield: AC 7 8 9 10	Encounter: none
	Potential Yield:
4). HPs: 00000 00000 00000 00000 00	☐ coinage (1,754 sp, 567 gp, 349 pp) (GPV = 2,487)
Medium Wood Shield: AC 7 8 9 10	= commge (1,7) 1 op, 507 gp, 515 pp, (61 + 2,167)
	1 M 1 III. A
5). HPs: 0000 0000 0000 0000 0000	1. Marshalling Area
Medium Wood Shield: AC 7 8 9 10	Encounter: none
	Potential Yield: none
6). HPs: 0000 0000 0000 0000 0000	
Medium Wood Shield: AC 7 8 9 10	2. Chamber of the Keeper
	Encounter: Alfhild the Keeper, Hill Giant (1), Apes, Carnivorous (2)
7). HPs:	1
Medium Wood Shield: AC 7 8 9 10	Alfhild the Keeper (HF 14, EP 3,000, Int 10 (average), AL CE, AC 1
	(giant chain mail), MV 12", HD 12 +2, hp 94, SZ H, #AT 1 (+3 to-hit for
	Strength, additional +3 to-hit for weapon), D 4d4/4d4/4d4 +11 (huge battle
8). HPs: 0000 0000 0000 0000 00	axe +3 + 20 Strength), SA hurling rocks 2-16, SD catch large missiles 30%,
Medium Wood Shield: AC 7 8 9 10	Lang: hill giant, orcish, bugbear, ogre, Hon: Average, ML 14, TOP 47, Crit
	BSL: Def AC +16, FF 7, Reference HoB 3 p 58)
9). HPs: 0000 0000 0000 0000 0000	
Medium Wood Shield: AC 7 8 9 10	1). HPs: 0000 0000 0000 0000 0000
10). HPs:	
Medium Wood Shield: AC 7 8 9 10	
	Metal Armor AC: 1 2 3 4 5
Orc, Brigand, crossbowmen (2) (HF 0, EP 35 each, Int 9 (Average), AL	
LE, AC 10, MV 12", HD 1+2, hp 27 each, SZ M, #AT 1, D 1d8/1d6/1d6-	A C ' (2) (HE / ED 255 1 L 57 /L) ALNI AC (NO.
2 (club) or 1d6/1d8/2d4+1 (light crossbow), SA 2 crossbow bolts coated with	Apes, Carnivorous (2) (HF 4, EP 275 each, Int 7 (Low), AL N, AC 6, MV
class C poison, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14,	12", 9" in trees, HD 5, hp 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA Rending,
TOP 14, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)	SD +2 on surprise roll, Lang: none, Hon: Average, ML 11, TOP 22, Crit
1). HPs: 0000 0000 0000 0000 00	BSL: Def AC +3, FF 5, Reference HoB 1 p 25)
2). HPs:	
2), 1110,	1). HPs: 00000 00000 00000 00000 00000
Potential Yield:	
☐ Slaying 10 Brigand Orcs (EPV = 350)	2). HPs: 00000 00000 00000 00000 00000
☐ Slaying 2 Brigand Orc crossbowmen (EPV = 70)	
☐ 10 medium shields (GPV = up to 30 ea. if undamaged)	Potential Yield:
12 clubs (GPV = -)	☐ Slaying Alfhild the Keeper (EPV = 3,000)
☐ 2 light crossbows (GPV = 70)	☐ Slaying 2 Carnivorous Apes (EPV = 550)
	☐ 1 suit giant chain mail (GPV = 0)
F A B	☐ 1 Huge Battle Axe +3 (GPV = 8000)
ENCOUNTER AREAS: DUNGEON LEVEL	\Box coinage (5,400 gp) (GPV = 5,400)
0. Engineering	☐ 5 gems (500 gp each) (GPV = 2,500)
Encounter: Kjell (HF 14, EP 3,000, Int 13 (high), AL LE, AC 6 (unar-	☐ 4 gems (100 gp each) (GPV = 400)
mored), MV 12", HD 12 +1, hp 75, SZ H, #AT 1 (+3 to-hit for Strength),	4 Potions of Water Breathing (GPV = 900 ea)
D 2d6/2d6-2/2d6-4 +9 (huge dagger +2 + Strength), SA hurling rocks 2-	
16, SD catch large missiles 30%, Lang: common, hill giant, drow elven, Hon:	3. Cell Block
Average, ML 14, TOP 37, Crit BSL: Def AC +15, FF 7, Reference HoB 3 p	
58)	Encounter: Bugbear guards (2) (HF 2, EP 270, AL CE, AC 2 (chain mail
	& metal medium shield), MV 9", HD 3+1, hp 41, 40, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spears), SA: surprise, +2 damage, Lang: orcish, bugbear, hill
1). HPs:	giant, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC+1, FF 6, Reference
	HOB 1 p 96).
n 137:11	1). HPs: 00000 00000 00000 00000 00000
Potential Yield:	
☐ Slaying 1 Hill Giant (EPV = 3,000)	Chain mail AC: 5 6 7 8 9
☐ 1 Huge Dagger +2 (GPV = 3000)	

 $\hfill \square$ 1 floorplan of the lower level [Player's Aid #2]

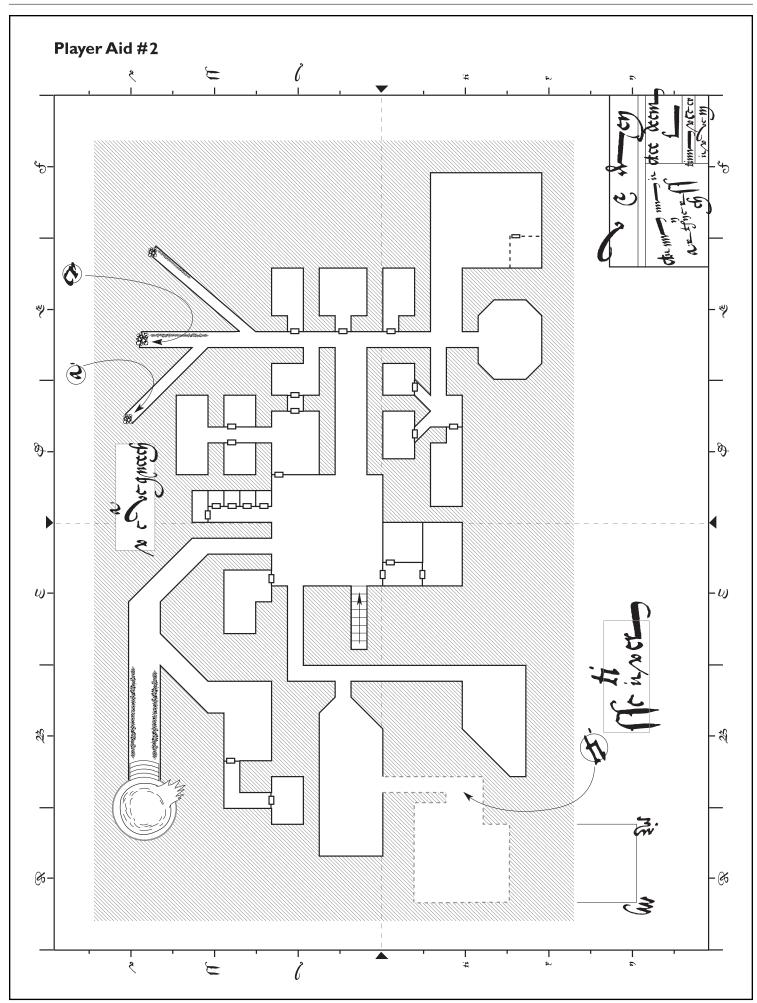
Medium Metal Shield: AC +3

+2

0

Annihilate the Giants

Battle Sheet GI



	7
2). HPs: 00000 00000 00000 00000 00000	1). HPs: 00000 00000 00000 00000 00000
Chain mail AC: 5 6 7 8 9	Chain mail AC: 5 6 7 8 9
Medium Metal Shield: AC +3 +2 +1 0	Medium Metal Shield: AC +3 +2 +1 0
	2). HPs: 0000 0000 0000 0000 0000
Potential Yield: ☐ Slaying 2 Bugbear guards (EPV = 540)	Chain mail AC: 5 6 7 8 9
☐ 2 suits chain mail (GPV = up to 350 ea. if undamaged) ☐ 2 body shields (GPV = up to 100 ea. if undamaged)	Medium Metal Shield: AC +3 +2 +1 0
	3). HPs: 00000 00000 00000 00000 00000
3a. Prisoner #1	Chain mail AC: 5 6 7 8 9
Encounter: human, delusional (1) Potential Yield: none (possible delusional porter)	
	Medium Metal Shield: AC +3 +2 +1 0
3b. Prisoner #2	4). HPs: 00000 00000 00000 00000 00000
Encounter: Maqsood Patel (NOT #14) Potential Yield: none	Chain mail AC: 5 6 7 8 9
Fotential Field. Holle	
3c. Prisoner #3	Medium Metal Shield: AC +3 +2 +1 0
Encounter: Carlono Oakland (NOT #12) Potential Yield: none	5). HPs: 0000 0000 0000 0000 0000
Total Total Hone	Chain mail AC: 5 6 7 8 9
3d. TRAP	Medium Metal Shield: AC +3 +2 +1 0
Encounter: Screaming Skeletons (3) (HF 2, EP 175, AL N, AC 7, MV 12", HD 1+2, hp 27 each, SZ M, #AT 1, D 1d6 (claws), SA: Fear scream,	
Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC+1, FF n/a, Reference HOB 7 p 65).	6). HPs: 0000 0000 0000 0000 0000
, r	Chain mail AC: 5 6 7 8 9
1). HPs: 00000 00000 00000 00000 00	Medium Metal Shield: AC +3 +2 +1 0
2). HPs: 0000 0000 0000 0000 0000 00	
3). HPs: 0000 0000 0000 0000 00	7). HPs: 0000 0000 0000 0000 0000
Potential Yield:	Chain mail AC: 5 6 7 8 9
☐ Slaying 3 Screaming Skeletons (EPV = 525)	Medium Metal Shield: AC +3 +2 +1 0
3e. Large cell with five captured Orc rebels.	8). HPs: 0000 0000 0000 0000 0000
Encounter: Orcs, Brigand (5) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), HD 1+2, hp 30 each [currently 16 each], SZ M, #AT	
1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of	Chain mail AC: 5 6 7 8 9
the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 14, TOP 15, Crit	Medium Metal Shield: AC +3 +2 +1 0
BSL: Def AC -1, FF 7, Reference HoB 6 p 35	
1). HPs: 0000 0000 0000 0000 0000	9). HPs: 0000 0000 0000 0000 0000
2). HPs: 0000 0000 0000 0000	Chain mail AC: 5 6 7 8 9
3). HPs: 0000 0000 0000 0000 0000	
4). HPs: 0000 0000 0000 0000 0000 0000	Medium Metal Shield: AC +3 +2 +1 0
Potential Yield:	10). HPs: 00000 00000 00000 00000 00000
☐ Slaying 5 Brigand Orcs (EPV = 175)	Chain mail AC: 5 6 7 8 9
, / 2 gand (21 1 - 1/2)	Medium Metal Shield: AC +3 +2 +1 0
4. Staging Area	
Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE,	11). HPs: 00000 00000 00000 00000 00000
AC 2 (chain mail and metal medium shield), MV 9", HD 3 +1, hp 36 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morn-	Chain mail AC: 5 6 7 8 9
ing star), SA Surprise, +2 damage, SD Nil, Lang: bugbear, hill giant, orcish,	
Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB	Medium Metal Shield: AC +3 +2 +1 0
1 p 96)	

1 p 96)

Annihilate the Giants	Battle Sheet GI
12). HPs: 0000 0000 0000 0000 0000	3). HPs: 0000 0000 0000 0000 0000
Chain mail AC: 5 6 7 8 9	4). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield: AC +3 +2 +1 0	5). HPs: 0000 0000 0000 0000 0000
Potential Yield:	6). HPs: 0000 0000 0000 0000 0000
☐ Slaying 12 Bugbears (EPV = 1,200)	7). HPs: 0000 0000 0000 0000 0000
 12 suits chain mail (GPV = up to 350 ea. if undamaged) 12 large shields (GPV = up to 30 ea. if undamaged) 	8). HPs: 0000 0000 0000 0000 0000
☐ 12 morning stars (GPV = 120)	9). HPs: 0000 0000 0000 0000 0000
☐ coinage (2-8 gp per Bugbear) (GPV = var.)	10). HPs: 0000 0000 0000 0000 0000
5. Sleeping Quarters Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE,	11). HPs: 0000 0000 0000 0000 0000
AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ocish, Hon: Average, ML 12, TOP 20,	12). HPs: 0000 0000 0000 0000 0000
Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)	Potential Yield:
	☐ Slaying 12 Bugbears (EPV = 2,100)
1). HPs: 00000 00000 00000 00000 00000	☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)
2). HPs: 0000 0000 0000 0000 0000	12 morning stars (GPV = XXXXXX)
3). HPs: 0000 0000 0000 0000 0000	7. Chamber of the Bugbear Captain
4). HPs: 0000 0000 0000 0000 0000	Encounter: Bugbear lieutenants (4), Greater Bugbear Captain Belko (1)
5). HPs: 0000 0000 0000 0000 0000	Bugbear lieutenants (4) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (bronze plate mail and medium shield), MV 9", HD 4, hp 45 each, SZ L
6). HPs: 0000 0000 0000 0000 0000	#AT 1, D 1d4/2d4/2d8 +3 (bastard sword), SA Surprise, +3 damage, SD Nil Lang: bugbear, hill giant, ogre, orcish, Hon: Average, ML 12, TOP 22, Cri
7). HPs: 00000 00000 00000 00000 00000	BSL: Def AC +1, FF 6, Reference HoB 1 p 96)
8). HPs: 0000 0000 0000 0000 0000	1). HPs: 0000 0000 0000 0000 0000 0000
9). HPs: 00000 00000 00000 00000 00000	Bronze Platemail AC: 4 5 6 7 8 9
10). HPs: 0000 0000 0000 0000 0000	Medium Metal Shield: AC +3 +2 +1 0
11). HPs: 0000 0000 0000 0000 0000	2). HPs: 0000 0000 0000 0000 0000
12). HPs: 0000 0000 0000 0000 0000	
Potential Yield:	Medium Metal Shield: AC $+3$ $+2$ $+1$ 0
☐ Slaying 12 Bugbears (EPV = 2,100)	
☐ 12 suits chain mail (GPV = up to 350 ea. if undamaged)	
☐ 12 morning stars (GPV = 120)	3). HPs: 0000 0000 0000 0000 0000
6. Sleeping Quarters	Bronze Platemail AC: 4 5 6 7 8 9
Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2	
(spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD	
Nil, Lang: common, bugbear, giant, orcish, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)	4). HPs: 0000 0000 0000 0000 0000
1). HPs: 0000 0000 0000 0000 0000	Bronze Platemail AC: 4 5 6 7 8 9
2). HPs: 00000 00000 00000 00000 00000	Medium Metal Shield: AC +3 +2 +1 0

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



Potential Yield:

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

8. Good Behavior Guard Post and Staging Area

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

,	 	احددد د		
Chain mail AC: 5	6	7	8	9
Body Shield: AC +4	+3 +2	+1	0	
				_
2). HPs: 🔲 🗆 🗆 🗆		احددد د		
Chain mail AC: 5	6	7	8	9

Body Shield:	AC	+4		+3		+2		+1	0	1
<i>5)</i> . 111 5. —					 					_
Chain mail		5 		6		חר	7 000	n_	8 	9
Body Shield:		+4		+3		+2		+1	0	_
1). 111 3. —		 100 00 100 01			000 000)00 1
Chain mail	AC: 5	5		6			7	.	8	9
Body Shield:		+4		+3		+2		+1	0	
5). HPs: \Box)00 0 100 0			ادد ادد)]
Chain mail A		10 000 5		6			7		8	9
Dody Shiold				+3				1 □ +1		
Body Shield:	AC	+4				+2		+1	0 1 🗆	ב
6). HPs: \Box										
Chain mail A	AC: 5			6 1 0		םם	7 		8	9 •
Body Shield:	AC	+4		+3		+2	1 רחר	+1	0	n .
/ /		 100 001 100 001			 					
Chain mail		; 		6			7 000	n_	8	9 □
Body Shield:		+4 		+3 □□		+2 □□□		 +1 		
8). HPs:										
Chain mail	AC: 5	5		6		םם	7		8	9 □
Body Shield:	AC	+4		+3		+2		+1	0	.
9). HPs: \Box		 100 00 100 01)00 C	 1001 001)00
Chain mail		5 30000		6		.	7 000	n_n	8	9 •
Body Shield:		+4 		+3		+2		 +1 	0	
10). HPs: 🗆					 					
Chain mail A	_			6		חר	7 DDC		8	9 □
Body Shield:	•	+4		+3		+2		+1	0	_
11). HPs: 🗆		 100 00 100 00	100 C))00 7
Chain mail	AC: 5	5		6			7	.	8	9
Body Shield:		+4		+3		+2		+1	0	
12). HPs: 🗆		0000 100 01 100 01)))
Chain mail	AC: 5			6		םם	7 	חר	8	9 □
Body Shield:	•	+4		+3 □□		+2		.u +1 	0	_

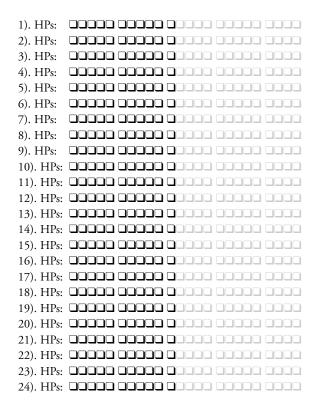
Annihilate the Giants Battle Sheet GI

Potential Yield:

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

9. Cell Block (Good Behavior Area)

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



Potential Yield:

☐ Slaying 24 unarmed Highland Orcs (EPV = 840)

10. Cell Block (Good Behavior Area)

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

02. 201110	3 1, 11 0, 101010100 1102 0 p 3/)
1). HPs:	
2). HPs:	
3). HPs:	
4). HPs:	
5). HPs:	
6). HPs:	
7). HPs:	
8). HPs:	
9). HPs:	
10). HPs:	
11). HPs:	
12). HPs:	

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

Potential Yield:

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

11. Cell Block (Good Behavior Area)

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

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1). HPs: 0000 0000 0000 0000
5). HPs: 0000 0000 0000 0000
7). HPs: 0000 0000 0000 0000
15). HPs: 0000 0000 0000 0000
24). HPs: •••••••••••••••••••••••••••••••
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Potential Yield:

☐ Slaying 24 unarmed Highland Orcs (EPV = 840)

12. Cell Block (Unruly)

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

1). HPs:						
Chain mail AC:	5	6		7	8	9
			ם כ			
Body Shield: AC	+4	+3	+2	+1	0	
2). HPs: □□□						
Chain mail AC:	5	6		7	8	9
			ם ם			
Body Shield: AC	+4	+3	+2	+1	0	
3). HPs: □□□						
Chain mail AC:	5	6		7	8	9
			ם ם			
Body Shield: AC	+4	+3	+2	+1	0	

Potential Yield:

- ☐ Slaying 3 Bugbears (EPV = 525)
- ☐ 3 suits chain mail (GPV = up to 350 ea. if undamaged)
- ☐ 3 body shields (GPV = up to 100 ea. if undamaged)
- \Box 6 hand axes (GPV = 6)
- ☐ 3 morningstars (GPV = 30)

13. Cell Block (Unruly)

Encounter: Orc, Highland (48) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

1). HPs:	
2). HPs:	
3). HPs:	
4). HPs:	
5). HPs:	
6). HPs:	
7). HPs:	
8). HPs:	
9). HPs:	
10). HPs:	
11). HPs:	
12). HPs:	
13). HPs:	
14). HPs:	
15). HPs:	
16). HPs:	
17). HPs:	
10\ LIDa.	

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:			

Potential Yield:

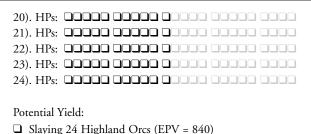
☐ Slaying 48 Highland Orcs (EPV = 1,680)

14. Cell Block (Unruly)

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

1). HPs:	
2). HPs:	
3). HPs:	
4). HPs:	
5). HPs:	
6). HPs:	
7). HPs:	
8). HPs:	
9). HPs:	
10). HPs:	
11). HPs:	
12). HPs:	
13). HPs:	
14). HPs:	
15). HPs:	
16). HPs:	
17). HPs:	
18). HPs:	
10) LID.	

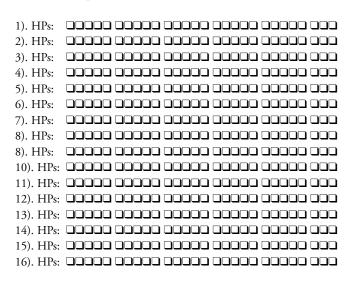
Annihilate the Giants Battle Sheet GI



15. Cell Block (Unruly)

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

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



Potential Yield:

☐ Slaying 16 Brigand Orcs (EPV = 560)

16. Torture Chamber

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

1). HPs:			عددد ددد	
Hill Gian	t Hide Armor	AC	4	5

Potential Yield:

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

 \Box 1 huge footman's mace (GPV = 0)

17. Armory and Smithy

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

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

1). HPs: 0000 0000			
Hill Giant Hide Armor	AC	4	5
2). HPs:			
Hill Giant Hide Armor	AC	4	5

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

1). HPs:	
2). HPs:	
3). HPs:	
4). HPs:	
5). HPs:	
6). HPs:	
Tarik (NO	OT 13)

Potential Yield:

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

18. Dwarf Cage

Encounter: none Potential Yield: none

19. Orc Rebel Redoubt

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

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

1). HPs:			ال الالا	
Leather Armor AC:	8	9		
Medium Wood Shield: AC	+3	+2	+1	0
2). HPs:	یمت محمد	عمم ممد	<u>ــــ</u> ــــــــــــــــــــــــــــــــ	حدددد حدد
Leather Armor AC:	8	9		
Medium Wood Shield: AC	+3	+2	+1	0
3). HPs:	یمت محمد	امو مود	وو وور	حددده حدد
Leather Armor AC:	8	9		
Medium Wood Shield: AC	+3	+2	+1	0

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

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

1). HPs:	امو موود	امد مدد		
Medium Wood Shield: AC	7	8	9	10
2). HPs:	امت محمد	یمو مود	ے مور	1000 000
Medium Wood Shield: AC	7	8	9	10
3). HPs: \(\sigma \sigma \sigm	امت محمد	یمت مود	ے مور	000 000
Medium Wood Shield: AC	7	8	9	10
4). HPs: \(\sigma \sigma \simu \sigma	امت متمد	روو ووو	ے مور	
Medium Wood Shield: AC	7	8	9	10
5). HPs: \(\sigma \sigma \simu \sigma	امت محمد	روو ووو	ے مور	مدد حددا
Medium Wood Shield: AC		8	9	10
6). HPs:	 	 		
Medium Wood Shield: AC	7	8	9	10
7). HPs: \(\sigma \sigma \simu \sigma	امت محمد	روو ووو	ے مور	مدد حددا
Medium Wood Shield: AC		8	9	10
8). HPs:	امم مممد	امم ممد		000 000
Medium Wood Shield: AC		8	9	10
9). HPs:	 	 		
Medium Wood Shield: AC	 ; 7	8	9	10
10). HPs: 🔲 🗀 🗀 🗀				_
Medium Wood Shield: AC		8 8	9	10

11). HPs: •••••		عمد ممد	وو وور	ممم ممم
Medium Wood Shield: AC	7	8	9	10
12). HPs: •••••	عمم مممد	عمم ممر	وو وور	محدد حدد
Medium Wood Shield: AC	7	8	9	10

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

1). HPs:		
3). HPs: 000000000000000000000000000000000000	1). HPs:	
4). HPs: 0000 0000 0000 0000 0 5). HPs: 0000 0000 0000 0000 0 6). HPs: 0000 0000 0000 0000 0	2). HPs:	
5). HPs: 0000 0000 0000 0000 0	3). HPs:	
6). HPs:	4). HPs:	
	5). HPs:	
7). HPs: 0000 0000 0000 0000 0	6). HPs:	
	7). HPs:	

Potential Yield:

- ☐ Slaying 3 Cloven-hoof Orcs (EPV = 360)
- ☐ Slaying 12 Brigand Orcs (EPV = 420)
- ☐ Slaying 7 Highland Orc crossbowmen (EPV = 245)
- ☐ 3 suits leather armor (GPV = up to 5 ea. if undamaged)
- ☐ 15 medium shields (GPV = up to 30 ea. if undamaged)
- \Box 3 longswords (GPV = 45)
- ☐ 12 clubs (GPV = -)
- ☐ 7 light crossbows (GPV = 245)



Annihilate the Giants Battle Sheet GI

20. Commone Area

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

Potential Yield:

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

21. Partially Cleared Passage to Cistern

Encounter: none Potential Yield: none

22. Cavern of the Latrine Ambushers

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

1). HPs:	
2). HPs:	

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

	o Per surrel
HPs:	
HPs:	
HPs:	
HPs:	
HPs:	

Potential Yield:

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

23. Implement Room

Encounter: none Potential Yield: none

24. Liquor Cellar

Encounter: none

Potential Yield:

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

25. Warehouse

Encounter: none

Potential Yield:

- ☐ 1 set horse barding (full plate) (GPV = 2000)
- ☐ 2 sets horse barding (chain) (GPV = 1000)
- ☐ 2 sets horse barding (full scale) (GPV = 2000)
- ☐ 1 set horse barding (half brigandine) (GPV = 500)
- ☐ 1 sedan chair (GPV = 100)
- ☐ 17 galley oars (GPV = 170)
- ☐ 22 body shields (GPV = 2200)
- ☐ 24 medium shields (GPV = 1440)
- ☐ 5 small shields (GPV = 100)
- ☐ 4 suits plate mail (2 human sized, 2 dwarf sized) (GPV = 8000)
- ☐ 8 suits bronze plate mail (4 human-size, 3 elf-size, 1 halfling-size) (GPV = 8000)
- ☐ 12 suits of chain mail (all half-ogre sized) (GPV = 4200)
- ☐ 31 suits of brigandine armor (all human sized) (GPV = 3720)
- □ 53 suits of scale mail (all gnome sized) (GPV = 6360)
- ☐ 38 battle axes (GPV = 190)
- ☐ 32 light crossbows (GPV = 1120)
- \square 30 hand axes (GPV = 30)
- ☐ 30 morning stars (GPV = 300)
- ☐ 21 awl pikes (GPV = 105)
- ☐ 27 bardiches (GPV = 189)
- ☐ 17 bec de corbins (GPV = 136)
- ☐ 17 Fauchard forks (GPV = 136)
- ☐ 21 Glaive-guisarmes (GPV = 210)
- ☐ 29 Voulges (GPV = 145)
- 2) vouiges (G1 v = 14))
- ☐ 53 spears (GPV = 42.4)
- ☐ 10 bastard swords (GPV = 250)
- ☐ 25 broad swords (GPV = 250)
- ☐ 11 long swords (GPV = 165)
- ☐ 1 Trident (GPV = 15)

26. Chamber Under Clearance

Encounter: none Potential Yield: none

27. Warehouse #2

Encounter: none Potential Yield: none

28. False Treasure Room

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

Potential Yield:

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

29. Prison

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

1). HPs:	

Potential Yield:

☐ Slaying 1 Krueller (EPV = 975)

30. Petty Cash

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

Potential Yield:

☐ Chest #1: 13,951 cp (GPV = 139)

	est #2:	Trap:	(EPV =	12), 2	7,320 s	p (GPV	= 2,732
--	---------	-------	--------	--------	---------	--------	---------

☐ Chest #3: 7,140 ep, 1 Potion of Poison [Class E] (GPV = 100)

☐ Chest #4: 27 copper ingots (400 cp each) (GPV = 108)

☐ Chest #5: none

☐ Chest #6: 11 ivory tusks (1,000 gp each) (GPV = 11,000)

 \Box Chest #7: Trap: (EPV = 48), 980 small turqoise stones (1 gp each) (GPV = 980)

31. The Chief's Treasure Room

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

Potential Yield:

☐ Defeat Trap: spiked pit (EPV = var)

☐ Large Chest: coinage (23,840 gp) (GPV = 23,840)

☐ Iron Box (locked): coinage(4,139 pp) (GPV = 20,695)

☐ Small Coffer: 41 gems (100 gp each), 13 gems (500 gp each), 8 gems (1,000 gp each) (GPV = 18,600)

☐ Small Coffer #2: 17 pieces jewelry (500 gp each) (GPV= 8,500)

☐ Map of the "Glacial Cliff of the Frost Giant Karl"

☐ 1 obsidian box containing black metal chain and instructions.

☐ 6 Tracer Bolts in quarrel case (GPV = 200 ea)

☐ 1 Bolt of Devastation +8 (GPV = 400)

☐ 4 Bolts of Reaving +6 (GPV = 600 ea)

☐ 2 Bolts of Thermal Fury +1 (GPV = 400 ea)

☐ 1 Bolt of Throat Seeking +1 (GPV = 400)

☐ 2 Bolts of Woe +4 (GPV = 500 ea)

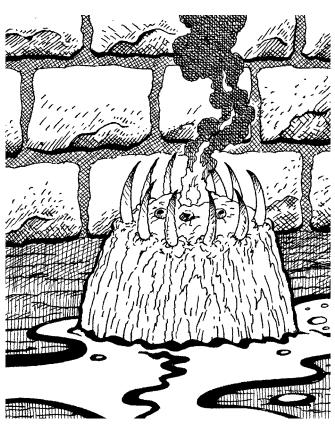
☐ 1 Spear of Impalement +3 (GPV = 20,000)

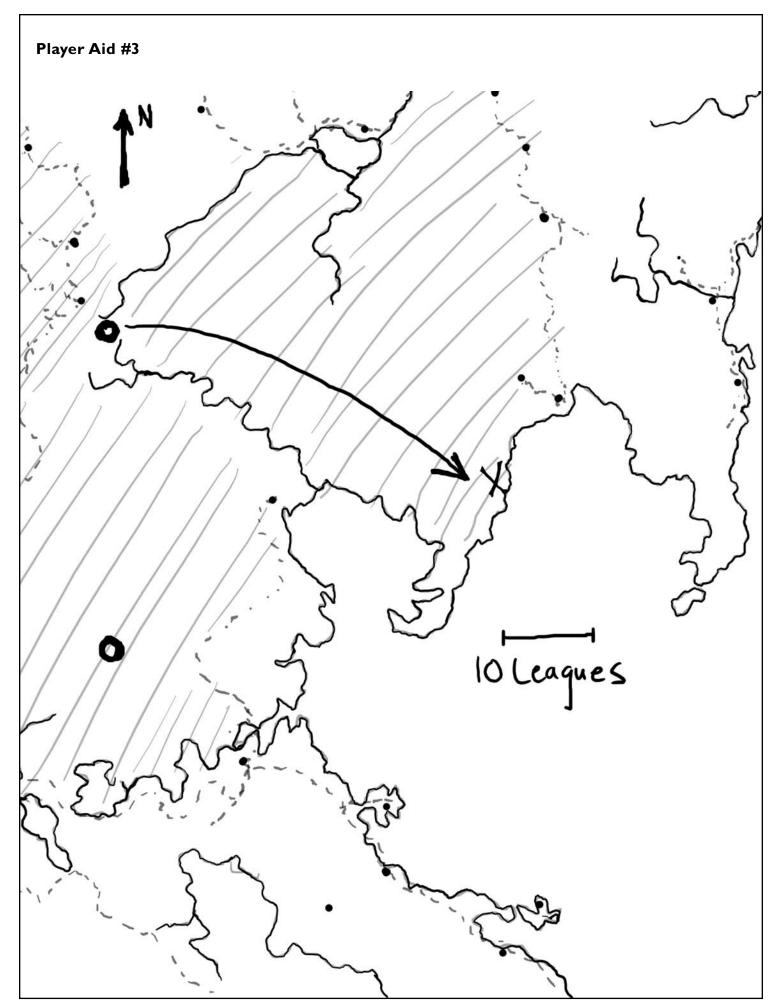
☐ 1 Long Sword +1, Flame Tongue "Fire Brand" (GPV = 15,000)

☐ 1 Bastard Sword +2, Giant Slayer "Jack" (GPV = 17,000)

32. Well

Encounter: none Potential Yield: none







Battlesheet G2

WILDERNESS ENCOUNTERS:

A. Ice Toad Ambush

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

- 1). HPs: 00000 00000 00000 00000 00000
- 2). HPs: 0000 0000 0000 0000 0000
- 3). HPs: 0000 0000 0000 0000 0000
- 4). HPs: 00000 00000 00000 00000 00000 00000
- 5). HPs: 0000 0000 0000 0000 0000

- Potential Yield:
- ☐ Slaying 5 Ice Toads (EPV = 1,350)
- ☐ Toad-shaped ruby (GPV = 5,000)

B. Yeti Scouts

Encounter: Yeti (7)

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

- 1). HPs: 0000 0000 0000 0000 0000
- 2). HPs: 0000 0000 0000 0000 0000
- 3). HPs: 0000 0000 0000 0000 0000
- 4). HPs: 0000 0000 0000 0000 0000
- 5). HPs: 0000 0000 0000 0000 0000

Annihilate the Giants Battle Sheet G2

6). HPs: 0000 0000 0000 0000 0000

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

1). HPs: 00000 00000 00000 00000 00000

Potential Yield:

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

C. Snow Leopards

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

Potential Yield:

☐ Slaying Snow Leopards (EPV = 540)

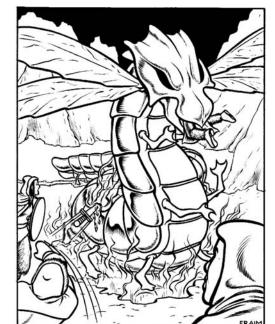


D. Winter Wolf Pack

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

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

☐ Slaying Winter Wolves (EPV = 6,825)



E. Remorhaz

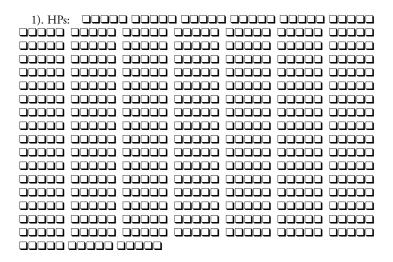
Encounter: Remorhaz (1) (HF 51, EP 10,000, Int 1 (Animal), AL N, AC 0 (head 2, underbelly 4), MV 12", HD 14, hp 86, SZ G, #AT 1, D 6d6 (bite), SA Swallow whole, heat lash, SD Melt metal, Magic Resistance 75%, Lang: none, Hon: Average, ML 17, TOP 43, Crit BSL: Def AC +12, FF 4, Reference HoB 6 p 121)

Potential Yield:

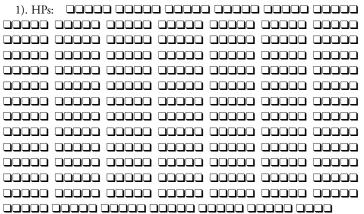
- ☐ Slaying Remorhaz (EPV = 10,000)
- \square Ring of Three Wishes (GPV = 25,000)
- ☐ Bastard Sword +2 Giant Slayer (GPV = 17,000)

F. White Dragon Lair

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



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



Potential Yield:

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

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



Annihilate the Giants Battle Sheet G2

glagial gliff of the frost giant karl

UPPER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

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

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

Potential Yield:

☐ Slaying Arctic Yeti (EPV = var.)

Wandering Encounter 2

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

1). HPs:						
		امو موو	امت مدر			
Armor (F	urs/Hides) AC:	0	1	2	3	4
2). HPs:		ادد ددد				
		اوو ووو		ات مود		
Armor (F	urs/Hides) AC:	0	1	2	3	4
Armor (F	urs/Hides) AC:	0 	1	2 	3 	4
Armor (For 3). HPs:	urs/Hides) AC:		1 		3 	4
·	urs/Hides) AC:		1 	2 		
·	urs/Hides) AC:	 				4 0 0 0 00000
3). HPs:	urs/Hides) AC:	 			3 	4
3). HPs:		 		2 	 	4

Potential Yield:

- ☐ Slaying Frost Giants (EPV = var.)
- ☐ Huge battle axes (GPV = -)

Wandering Encounter 3

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

1). HPs:	

3). HPs:	
4). HPs:	
5). HPs:	
6). HPs:	
7). HPs:	
8). HPs:	
9). HPs:	
10). HPs:	
11). HPs:	
12). HPs:	
13). HPs:	
14). HPs:	0000 0000 0000 0000 0000 0000
15). HPs:	
16). HPs:	

2). HPs: 0000 0000 0000 0000 0000

Potential Yield:

☐ Slaying Common Ogres (EPV = var.)

☐ Huge clubs (GPV = -)

Wandering Encounter 4

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

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

8). HPs: 0000 0000 0000 0000 0000

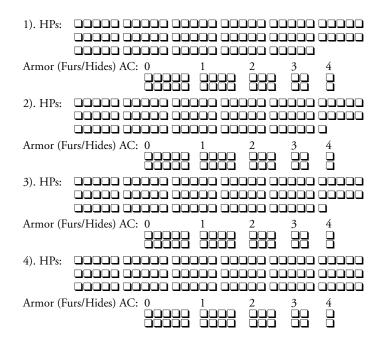
Potential Yield:

☐ Slaying Winter Wolves (EPV = var.)

UPPER LEVEL ENCOUNTER AREAS:

1. Guard Room Ice Cavern

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



Potential Yield:

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

2. Guard Room Ice Caves

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

1). HPs:		000 000 000 000	000 000 100 000	000 00 000 00		
Armor (F	urs/Hides) AC:			2 	3	4
2). HPs:		 		 100 00 100 00		_ 00000 00000
Armor (F	urs/Hides) AC:	0	1 0000	2	3	4
3). HPs:		000 000 000 000)00 00()00 00()00 00(000 00 000 00		
Armor (Fi	urs/Hides) AC:	0	1	2	3	4

Potential	

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

3. Empty Ice Cave

Encounter: none Potential Yield: none

4. Small Ice Cave

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

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

Potential Yield:

☐ Slaying Winter Wolves (EPV = 4,875)

5. Ice Cavern

Encounter: None Potential Yield:

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

6. Ice Provisions Cave

Encounter: None

Potential Yield:

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

7. Cavern

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

Battle Sheet G2

Annihilate the Giants	
1). HPs: 0000 0000 0000 0000 0000 0000 0000 0	100
4). HPs: 0000 0000 0000 0000 0000 000	
Potential Yield: Slaying Common Ogres (EPV = 1,080) 4 huge clubs (GPV = -) Coinage (GPV = var.) Gems (GPV = var.)	
8. South Cavern Encounter: Ogres, Common (12) (HF 2, EP 270 each, Int 8 (Low, CE, AC 5, MV 9", HD 4 +1, hp 46 x10, 50 x2, SZ L, #AT 1 (+3 to-h Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 23 x10, 2 Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)	it for A Nil,
1). HPs: 0000 0000 0000 0000 0000	
2). HPs: 0000 0000 0000 0000 0000 0000	
3). HPs: 0000 0000 0000 0000 0000 0000 0000 0	
5). HPs: 0000 0000 0000 0000 0000	
6). HPs: 0000 0000 0000 0000 0000 0000	
7). HPs: 00000 00000 00000 00000 0000	
8). HPs: 0000 0000 0000 0000 0000	
9). HPs: 0000 0000 0000 0000 0000	
10). HPs: 0000 0000 0000 0000 0000 000	
11). HPs: 0000 0000 0000 0000 0000 000	
12). HPs: 0000 0000 0000 0000 0000 000	
Potential Yield: Slaying Common Ogres (EPV = 3,240) 12 huge clubs (GPV = -) 2 Potions of Healing (GPV = 800) Gold armband (GPV = 2,000) Chest #4 Coinage (GPV = 5,920.1) Sack #9 Jewelry (GPV = var.)	

9. Front Guard Post

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

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

1). HPs: 0000 0000 0000 0000 0000

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Armor (F	urs/Hides) AC:	0	1	2	3	4	
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		روو ووور					
Armor (F	urs/Hides) AC:	0	1	2	3	4	
3). HPs:		روو ووور					
				ات مود			
Armor (F	urs/Hides) AC:	0	1	2	3	4	
`	,						
4). HPs:		روو ووور					
		روو ووور		ام مود			
Armor (F	urs/Hides) AC:	0	1	2	3	4	

☐ 4 gargantuan clubs (GPV = -) 10. Rear Guard Post

☐ Slaying Frost Giants (EPV = 28,000)

Potential Yield:

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

1). HPs:		امت متت	عمد معد	ے مور			
Armor (F	urs/Hides) AC:	0	1	2	3	4	
2). HPs:							
Armor (F	urs/Hides) AC:	0	1	2	3_	4	
3). HPs:							
Armor (F	urs/Hides) AC:	0	1	2	3	4	
4). HPs:							
Armor (F	urs/Hides) AC:	0	1	2	3_	4	

Potential Yield:

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

Battle Sheet G2	Annihilate the Giants
☐ 4 gold armbands (GPV = 8,000) ☐ Coinage (GPV = var.)	2). HPs: 0000 0000 0000 0000 0000 0000
☐ Gems (GPV = 2,100)	Amon (For (Hide) AC: 0
 11. Cave of Bones Encounter: None Potential Yield: □ Coinage (GPV = var.) 	Armor (Furs/Hides) AC: 0 1 2 3 4
12. Misty Ice Cave Encounter: none	Armor (Furs/Hides) AC: 0 1 2 3 4
Potential Yield: none	
13. North Barracks West	4). HPs: 0000 0000 0000 0000 0000 0000 0000 0
Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86, 90 x2, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR	Armor (Furs/Hides) AC: 0 1 2 3 4
2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 45 x2, 46 Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)	
101 43, 47 A2, 40 GHt BBL. Del AG +1/, 11 6, Reference 110B 3 p 3//	Potential Yield: ☐ Slaying Frost Giants (EPV = 28,000)
1). HPs: 00000 00000 00000 00000 00000 00000 0000	4 gargantuan clubs (GPV = -)
Armor (Furs/Hides) AC: 0 1 2 3 4	15. South Barracks West Encounter: Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE,
2). HPs: 0000 0000 0000 0000 0000 00000 00000 0000	AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch
Armor (Furs/Hides) AC: 0 1 2 3 4	large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)
3). HPs: 0000 0000 0000 0000 0000 0000 0000 0	1). HPs: 0000 0000 0000 0000 0000 0000 0000 0
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4
4). Ars: 00000 00000 00000 00000 00000 00000 0000	2). HPs: 0000 0000 0000 0000 0000 0000
Armor (Furs/Hides) AC: 0 1 2 3 4	
	Armor (Furs/Hides) AC: 0 1 2 3 4
Potential Yield:	
☐ Slaying Frost Giants (EPV = 28,000) ☐ 4 gargantuan clubs (GPV = -)	3). HPs:
14. North Barracks East	Armor (Furs/Hides) AC: 0 1 2 3 4
Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 x2, 94 x2, SZ H, #AT 1 (+4	00000 0000 000 00 0 00000 0000 0000 00
to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14,	
TOP 43 x2, 47 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)	Armor (Furs/Hides) AC: 0 1 2 3 4
1). HPs: 0000 0000 0000 0000 0000 0000 0000 0	5). HPs: 0000 0000 0000 0000 0000 0000 0000 0
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4

Annihilate the Giants	Battle Sheet G2
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6). HPs:)))	000 000 000 000				
Armor (F	urs/Hides) AC:	0	1	2	3	4	
Potential	Yield:						

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

16. South Barracks East

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

1). HPs:						
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Armor (F	urs/Hides) AC:	0	1	2	3	4
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Armor (F	urs/Hides) AC:	0	1	2	3	4
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Potential Yield:

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

17. Ice Storage Cave

Encounter: none
Potential Yield: none

18. Ice Cavern

Encounter: none Potential Yield: none

18a. Brown Mold Lair

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

Potential Yield:

☐ Slaying Brown Mold (EPV = 15)

19. Guard Ice Cave

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

1). HPs:		امو موو	امو مور	ے مور)
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Armor (F	urs/Hides) AC:	0	1	2	3	4	
2). HPs:		امو موو	امو مور	ے مور)
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		امو موو)
Armor (F	urs/Hides) AC:	0	1	2	3	4	

Potential Yield:

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

20. Guard Cave

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

1). HPs:						
Armor (F	urs/Hides) AC: 0	1	2	3	4	
2). HPs:						
Armor (F	urs/Hides) AC: 0	1	2	3	4	
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Armor (F	urs/Hides) AC: 0	1	2	3	4	
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Armor (F	urs/Hides) AC: 0	1	2	3	4	

Potential Yield:

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

21. Visitors' Cave

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

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		ات موقوق مور				
Metal Armo	r AC:	1	2	3	4	5
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		ره محمده محر		احددد د		
		ات موقوق مور				
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Metal Armo	r AC:	1	2	3	4	5
Metal Armo	r AC:		2	3	4	5
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Potential Yield:

- ☐ Slaying Hill Giants (EPV = 15,000)
- □ 5 suits of giant chain mail (GPV = -)
- \Box 5 huge clubs (GPV = -)
- ☐ 5 fur cloaks (GPV = var.)

22. Visitors' Cave

Encounter: Stone Giants (5) (HF 31, EP 7,000, Int 9 (Average), AL N, AC 0 (natural), MV 12", HD 14 +2, HP 80, 85, 86 x2, 98, SZ H, #AT 1 (+3 tohit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 90%, Lang: frost giant, stonegiant, Hon: Average, ML 16, TOP 40, 42, 43 x2, 49, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 63)

1). HPs:	
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3). HPs:	= = = = = = = = = = = = = = = = = = =
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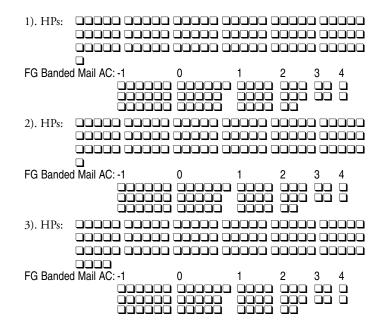
Potential Yield:

☐ Slaying Stone Giants (EPV = 35,000)

- \Box 5 huge stone clubs (GPV = -)
- ☐ Jeweled crown (GPV = 15,000)

23. Special Visitors' Cave

Encounter: Fire Giants (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 46 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)



Potential Yield:

- ☐ Slaying Fire Giants (EPV = 24,000)
- ☐ 3 suits of giant banded mail (GPV = -)
- ☐ 3 huge two-handed swords (GPV = -)
- ☐ Coinage (GPV = 9,000)
- ☐ 3 giant sacks (GPV = var.)
- ☐ Statue (GPV = 6,000)

LOWER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

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

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Armor (F	urs/Hides) AC:	0	1	2	3	4	
2). HPs:							۵
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Armor (F	urs/Hides) AC:	0	1	2	3	4	
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Annihilate the Giants	Battle Sheet G2
3). HPs: 0000 0000 0000 0000 0000 0000 0000 0	1). HPs: 00000 00000 00000 00000 00000 00000 0000
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4
4). HPs: 0000 0000 0000 0000 0000 0000 0000 0	Ogres, Common (3) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)
Potential Yield:	1 /
☐ Slaying Frost Giants (EPV = 28,000)	1). HPs:
☐ 4 gargantuan clubs (GPV = -)	2). HPs: 0000 0000 0000 0000 0000
Wandering Encounter 2	3). HPs:
Ogres, Common (3d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D	
2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference	Potential Yield:
HoB 6 p 23)	☐ Slaying Frost Giantess (EPV = 7,000)
r r	☐ Slaying Common Ogres (EPV = 810)
1). HPs: 00000 00000 00000 00000 00000	☐ Gargantuan club (GPV = -)☐ 3 huge clubs (GPV = -)
2). HPs: 0000 0000 0000 0000 0000	Wandering Encounter 4
3). HPs: 0000 0000 0000 0000 0000	Encounter: Frost Giant (1), Winter Wolves (2-5)
4). HPs: 0000 0000 0000 0000 0000	Frost Giant (1) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D
5). HPs: 0000 0000 0000 0000 0000	4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%,
6). HPs: 0000 0000 0000 0000 0000	immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)
7). HPs: 0000 0000 0000 0000 0000 0000	1). HPs: 0000 0000 0000 0000 0000
8). HPs: 0000 0000 0000 0000 0000	1): 111 s.
9). HPs: 00000 00000 00000 00000 00000	Armor (Furs/Hides) AC: 0 1 2 3 4
10). HPs:	
11). HPs: 00000 00000 00000 00000 00000	Winter Wolves (1d4+1) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD
12). HPs: 0000 0000 0000 0000 0000	Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)
Potential Yield:	1). HPs:
Claving Common Ocros (EDV year)	

☐ Slaying Common Ogres (EPV = var.)

☐ Huge clubs (GPV = -)

Wandering Encounter 3

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

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

Potential Yield:

4). HPs:

5). HPs:

☐ Slaying Frost Giant (EPV = 7,000)

2). HPs: 0000 0000 0000 0000 0000

- ☐ Slaying Winter Wolves (EPV = var.)
- ☐ Gargantuan club (GPV = -)
- ☐ Huge spear (GPV = -)

LOWER LEVEL ENCOUNTER AREAS:

1. Great Cavern Hall

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

1). HPs:			000 000	000 00 000 00		
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2). HPs:		امد مدد	روو وور	ات مود		
Armor (F	urs/Hides) AC:	0	1	2	3	4

Potential Yield:

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

2. Kitchen

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

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

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

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

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

Potential Yield:

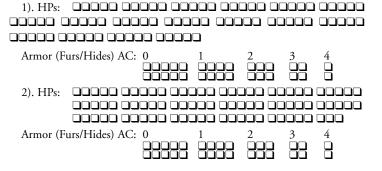
- ☐ Slaying Fire Giantess (EPV = 24,000)
- ☐ Slaying Common Ogres (EPV = 1,080)

3. Food Storage

Encounter: none Potential Yield: none

4. Guard Area

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



Potential Yield:

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

5. Smithy

Encounter: none Potential Yield: none

6. Guard Post

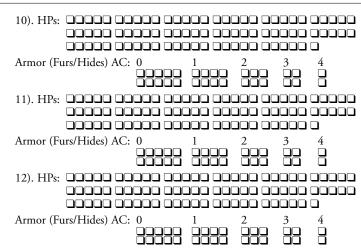
Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81, 85, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%,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

1). HPs:	
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Armor (E	urs/Hides) AC: 0 1 2 3 4
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2). HPs:	
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Armor (F	urs/Hides) AC: 0 1 2 3 4
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3). HPs:	
Armor (F	urs/Hides) AC: 0 1 2 3 4
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4). HPs:	
,	
Armor (F	urs/Hides) AC: 0 1 2 3 4
(2	

Annihilate the Giants Battle Sheet G2

Potential Yield: ☐ Slaying Frost Giants (EPV = 28,000) ☐ 4 huge clubs (GPV = -) ☐ 4 huge spears (GPV = -)	1). HPs: 0000 0000 0000 0000 0000 0000 0000 0
7. Barracks Encounter: Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81,84, 85, 86, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, 42 x2, 43, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p	Frost Giantesses (12) (HF 34, EP 7,000 each, Int 7 (Low), AL CE, AC (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoE 3 p 57)
1). HPs: 0000 0000 0000 0000 0000 0000 0000 0	1). HPs:
Armor (Furs/Hides) AC: 0 1 2 3 4	2). HPs: 0000 0000 0000 0000 0000
2). HPs: 0000 0000 0000 0000 0000 0000 0000 0	Armor (Furs/Hides) AC: 0 1 2 3 4
3). HPs:	3). HPs: 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4
4). HPs: 0000 0000 0000 0000 0000 0000 0000 0	4). Hrs:
Armor (Furs/Hides) AC: 0 1 2 3 4	5). HPs:
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4
6). HPs:	6). HPs: 00000 00000 00000 00000 00000 00000 0000
Armor (Furs/Hides) AC: 0 1 2 3 4	Armor (Furs/Hides) AC: 0 1 2 3 4
Potential Yield: ☐ Slaying Frost Giants (EPV = 42,000)	Armor (Furs/Hides) AC: 0 1 2 3 4
☐ 6 huge clubs (GPV = -) ☐ 6 huge spears (GPV = -)	8). HPs:
☐ Coinage (GPV = var.) ☐ Gems (GPV = var.)	Armor (Furs/Hides) AC: 0 1 2 3 4
8. Nursery Encounter: Frost Giant (1), Frost Giantesses (12), Frost Giant young (9) Frost Cient male, "Lappy" (1) (HE 34, EP 7,000 each lapt 6 (Lapp) Al	9). HPs:
Frost Giant male, "Lenny" (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit	Armor (Furs/Hides) AC: 0 1 2 3 4

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



Frost Giant young (9) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: 0000 0000 0000 0000 0000 2). HPs: 0000 0000 0000 0000 0000 3). HPs: 0000 0000 0000 0000 0000 4). HPs: 0000 0000 0000 0000 0000 5). HPs: 0000 0000 0000 0000 0000 6). HPs: 0000 0000 0000 0000 0000 7). HPs: 0000 0000 0000 0000 0000 8). HPs: 0000 0000 0000 0000 0000 9). HPs: 0000 0000 0000 0000 0000

Potential Yield:

- ☐ Slaying Frost Giant (EPV = 7,000)
- ☐ Slaying Frost Giantesses (EPV = 84,000)
- ☐ Slaying Frost Giant Young (EPV = 27,000)
- ☐ 9 giant bags (GPV = var.)
- ☐ Coinage (GPV = 19,560)

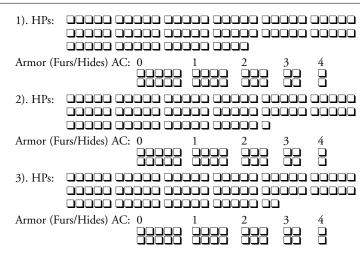
9. Family Housing

Apartment A: Encounter: none

Apartment B:

Encounter: Frost Giant males (3), Frost Giant females (4), Frost Giant young (5)

Frost Giant males (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)



Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 69, 70 x2, 72, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 34, 35 x2, 36, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:		000 000 1000 000	000 000 000 000			
Armor (F	urs/Hides) AC:		1 	2 	3	4
2). HPs:		1000 001 1000 000 1000 000	100 000 100 000	100 0C	1000 (1000 (
Armor (F	urs/Hides) AC:	0 	1 0000	2 	3	4
3). HPs:	00000 00 00000 00		000 000 000 000			
Armor (F	urs/Hides) AC:			2 000	3 	4
4). HPs:			000 000 000 000			
Armor (F	urs/Hides) AC:		1 	2 	3 	4

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

1). HPs:	
2). HPs:	
3). HPs:	
4). HPs:	
5). HPs:	
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Potential Yield:

Annihilate the Giants

Battle Sheet G2

Slaying Fire Giant males (EPV = 21,000)

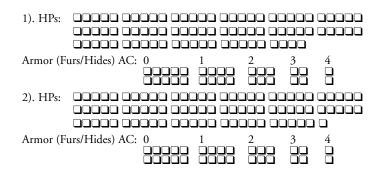
5). HPs:

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

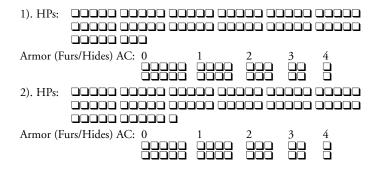
Apartment C:

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

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



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



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

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

5). HPs:	
6). HPs:	

Potential Yield:

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

Apartment D:

Encounter: none

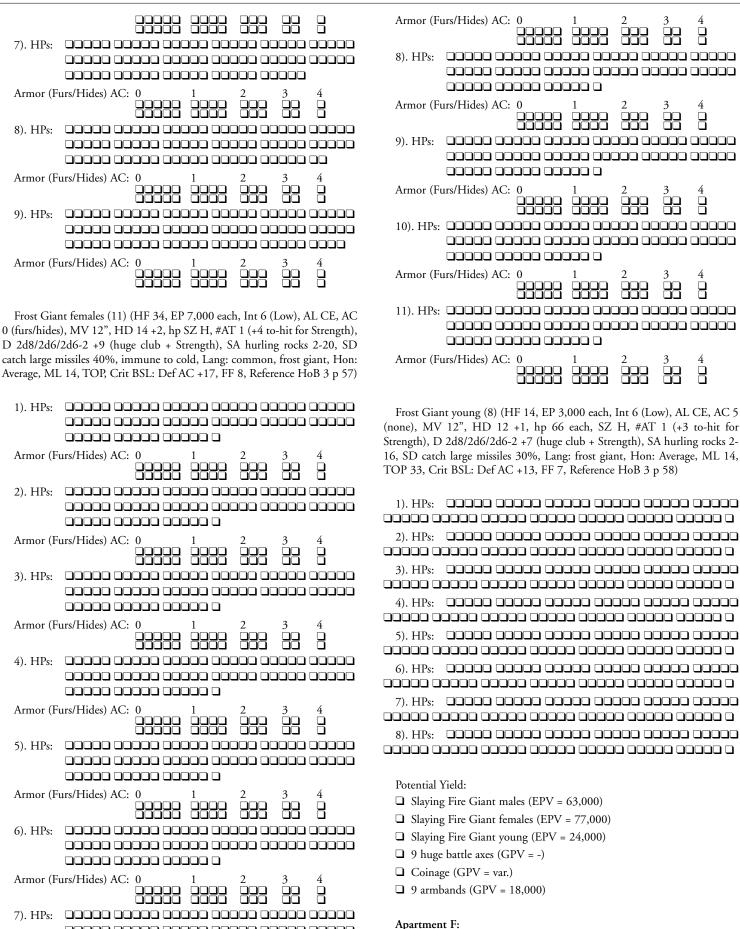
Apartment E:

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

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

7)	
1). HPs:	
Armor (Fu	urs/Hides) AC: 0 1 2 3 4
2). HPs:	
Armor (Fu	urs/Hides) AC: 0 1 2 3 4
3). HPs:	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000
Armor (Fu	urs/Hides) AC: 0 1 2 3 4
4). HPs:	0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
Armor (Fu	urs/Hides) AC: 0 1 2 3 4
5). HPs:	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 0000
Armor (Fu	urs/Hides) AC: 0 1 2 3 4
6). HPs:	0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000

Armor (Furs/Hides) AC: 0



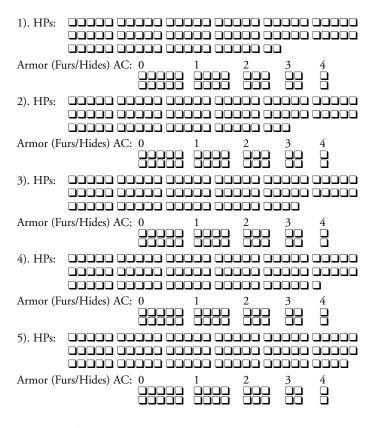
38

Encounter: none

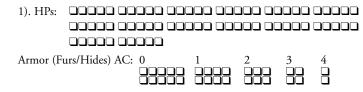
Apartment G:

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

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



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



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

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

1). HPs:					
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2). HPs:			احدد حدد		
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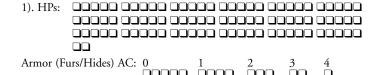
Potential Yield:

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

Apartment H:

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

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



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

1). HPs:	00000 00 00000 00		000 00C)00 OC		
Armor (F	urs/Hides) AC:	0	1	2	3	4
2). HPs:			000 000 000 000			
Armor (F	urs/Hides) AC:	0	1	2	3	4

3). HPs:		امم محمد	امد حدد	ام مود			םכ
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Armor (F	urs/Hides) AC:	0	1	2	3	4	
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Armor (F	urs/Hides) AC:	0	1	2	3	4	

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

Potential Yield:

☐ Slaying Fire Giant males (EPV = 7,000)



Slaving	Fire	Ciant	females	(FPV -	28.000)

- ☐ Slaying Fire Giant young (EPV = 15,000)
- ☐ Huge battle axes (GPV = -)
- ☐ Coinage (GPV = var.)
- ☐ Armbands (GPV = 2,000)

10. Armory

Encounter: None Potential Yield:

☐ Mundane giant armor and weapons (GPV = -)

11. Work Room

Encounter: None Potential Yield:

- ☐ Metal polish (GPV = var.)
- ☐ Armor oil (GPV = var.)

12. Barracks

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

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Armor (F	urs/Hides) AC:	0	1	2	3	4
2). HPs:		روو ووور				
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Armor (F	urs/Hides) AC:	0	1	2	3	4
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Armor (F	0000 00 0000 00 urs/Hides) AC:	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 000 001 1 000 001 0000	2 000 000 000 000 000 000		4 00000
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Armor (F 4). HPs:	urs/Hides) AC:	 				4 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Potential Yield:

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

13. Main Hall

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

1). HPs: 0000 0000 0000 0000 0000
Armor (Furs/Hides) AC: 0 1 2 3 4
2). HPs: 0000 0000 0000 0000 0000
Armor (Furs/Hides) AC: 0 1 2 3 4
Potential Yield:
☐ Slaying Frost Giants (EPV = 14,000)
☐ 2 gargantuan clubs (GPV = -)
☐ Throne (GPV = 100,000)
☐ White Dragon hide (GPV = var.)

14. Polar Bear Pack

☐ Polar Bear hide (GPV = var.)

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

1). HPs:	
2). HPs:	00000 00000 00000 00000 00000 00000
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4). HPs:	

Potential Yield:

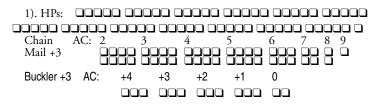
- ☐ Slaying Polar Bears (EPV = 8,000)
- ☐ Males' collars (GPV = 1,600)
- ☐ Females' collars (GPV = 1,200)

15. Advisors' Area

Encounter: Drow (5)

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

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



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

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

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

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

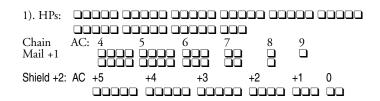
Possessions: Dagger of Hindsight +4 (1 charge left), Scroll of Protection from Possession, Ring of Mind Shielding.

1). HPs: 0000 0000 0000 0000 0000 0000

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

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

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



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

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

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

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

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

1). HPs: 00000 00000 00000 00000 00000

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

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

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

Assassin abilities: disguise, spying.

☐ Ring of Mind Shielding (GPV = 5,000)

1). HPs: 0000 0000 0000 0000 0000
Leather AC: 6 7 8 9
Armor +2
Potential Yield:
☐ Slaying drow (EPV = 5,021)
☐ Footlocker gems (GPV = var.)
☐ Drow Chain Mail +3 (GPV = var)
\Box Drow Buckler +3 (GPV = var)
☐ Drow Long Sword +3 (GPV = var)
☐ Drow Short Sword +3 (GPV = var)
☐ Bracers of Defense (GPV = 25,000)
☐ Dagger of Hindsight +4 (GPV = 4,500)
☐ Scroll of Protection from Possession (GPV = 5.000)

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

16. Prison

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

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

1). HPs:	

Potential Yield:

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

17. Private Banquet Area and Trophy Hall

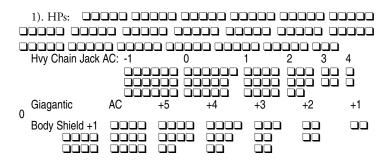
Encounter: None Potential Yield:

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

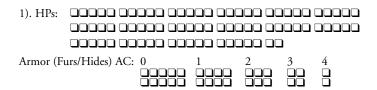
18. Karl's Private Cavern

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

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



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



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

2). HPs:	
1). HPs:	

Potential Yield:

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

Chest #2

☐ Coinage (GPV = 19,000)

Chest #5

☐ Coinage (GPV = 15,570)

Box #4

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

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

Coffer #2

☐ Jewelry (GPV = var.)

Coffer #6

☐ Gems (GPV = 39,300)

Trunk

- ☐ Cursed Scroll (GPV = -)
- ☐ Scroll of Protection from Magic (GPV = 5,000)
- ☐ Magic-user Scroll (GPV = 5,400)

in Invisible iron box

- ☐ Hammer of Thunderbolts (GPV = 35,000)
- ☐ Pearl of Wisdom (GPV = 2,500)
- ☐ Nulur's Marvelous Pigments (GPV = 5,000)
- ☐ Ring of Invisibility (GPV = 7,500)
- ☐ Wand of Paralyzation (GPV = 25,000)

19. Emissaries' Cavern

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

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

Potential Yield:

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

20. Guest's Cavern

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

1). HPs:	

Potential Yield:

- ☐ Slaying Cloud Giant (EPV = 10,000)
- ☐ Gargantuan club (GPV = -)
- ☐ Belt (GPV = 11,000)

21. Guest's Cavern

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

1). HPs:		ت محمدت	ا ددده			
			ا مووو			
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2). HPs:						
FG Bande	d Mail AC: -1	0	1	2	3	4
3). HPs:						
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FG Bande	d Mail AC: -1	0	1	2	3_	4
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4). HPs:						
FG Banda	d Mail AC: -1	0	1	2	3	4
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Potential Yield:

- ☐ Slaying Fire Giants (EPV = 32,000)
- ☐ 4 suits of giant banded mail (GPV = -)
- ☐ 4 gargantuan two-handed swords (GPV = -)

22. Wood Storage Cave

Encounter: none Potential Yield: none

23. Ogres' Quarters

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

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

Potential Yield:

- ☐ Slaying Common Ogres (GPV = 4,320)
- ☐ 16 Ogre sacks (GPV = var.)

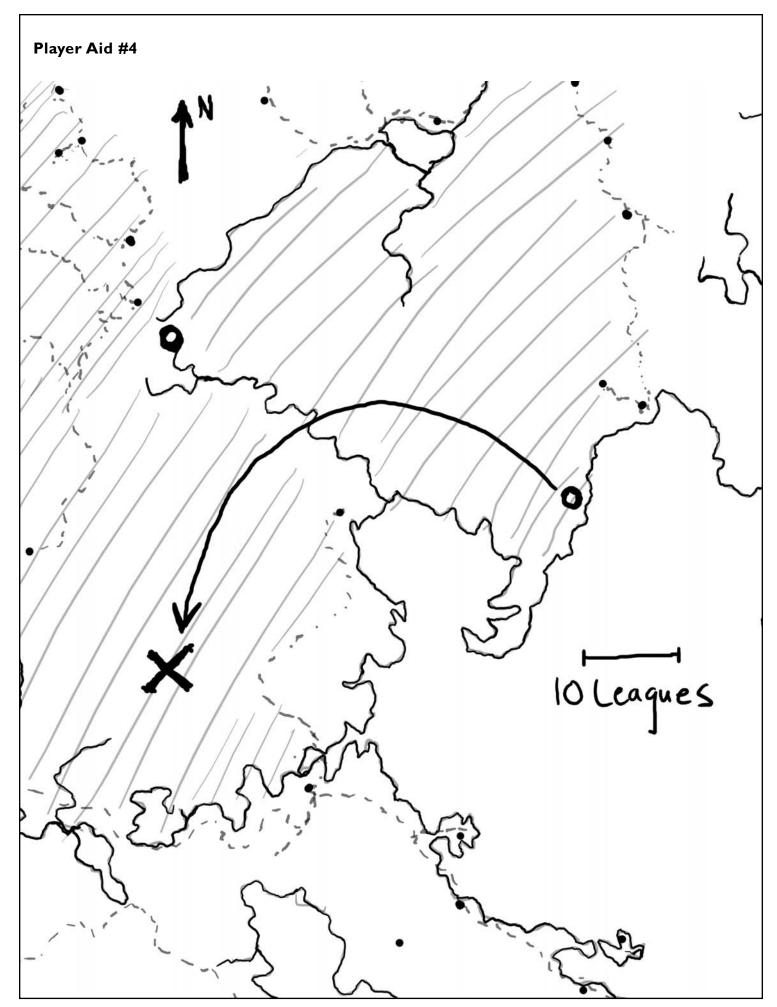
24. Dock

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

1). HPs:	
2). HPs:	

Potential Yield:

☐ Galley (GPV = var.)



Battlesheet G3

WILDERNESS ENCOUNTER

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

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

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

HPs: ----- ----- ----- ----- -----____ _______ ____ __________

Potential Yield:

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

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



HALL OF THE FIRE GIANT PRINCE

LEVEL I: WANDERING ENCOUNTERS

Wandering Encounter 1

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

1). HPs:		 					
FG Bande	d Mail AC	_	0	1	2 2	3	4
2). HPs:							
			_		_	_	
FG Bande	d Mail AC	: -1	0	1	2	3_	4

Potential Yield:

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

Wandering Encounter 2

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

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

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

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

10). HPs:			
11). HPs:			
12). HPs:			

Potential Yield:

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

Wandering Encounter 3

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

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

1). HPs:		روو وووو					
		روو وووو					
		یمت محمد					
Hide Arn	nor AC:	0	1	2	3	4	
2). HPs:		روو وووو					
		روو وووو					
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Hide Arn	nor AC:	0	1	2	3	4	
3). HPs:		روو وووو					
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Young HellHounds (1d4) (HF 18, EP 420 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (4 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +2, FF n/a, Reference HoB 5 p 123)

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

Potential Yield:

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

Wandering Encounter 4

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

Potential Yield:

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

LEVEL I: ENCOUNTER AREAS

1. Entry Passage

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

Potential Yield:

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

2. Grand Hall

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

Potential Yield:

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

3. Throne Room and Audience Chamber

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

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

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

1). HPs:	
2). HPs:	

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

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Snørre Fire G Sized Mail +									
Poten	al Yield:								
☐ Sla	ing Fire Giants (EPV = 32,000)								
☐ Sla	ing HellHounds (EPV = 2,800)								
☐ Sla	ing Snørre (EPV = 10,070)								
□ 4 s	its of Giant banded mail (GPV = -)								
□ 41	☐ 4 huge battle axes (GPV = -)								
3 8 1	ige throwing axes (GPV = -)								
☐ Gi	nt Banded Mail +3 (GPV = 15,000)								
☐ H	ge Flaming Two-handed Sword +6 (GPV = 20,000)								
☐ Co	al skull necklace (GPV = 15,000)								
	nt leather belt (GPV = 6600)								
	ak of White Dragon hide (GPV = 25,000)								
	rre's crown (GPV = $30,000$)								
\square Sn	rre's throne (GPV = 100.000)								

4. Chamber of the Queen's Ladies in Waiting

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

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6). HPs: 00000 00000 00000 00000 00000
FG Banded Mail AC: -1 0 1 2 3 4
7). HPs: 0000 0000 0000 0000 0000
FG Banded Mail AC: -1 0 1 2 3 4
8). HPs: 00000 00000 00000 00000 00000
FG Banded Mail AC: -1 0 1 2 3 4
Potential Yield:
☐ Slaying Fire Giantesses (EPV = 64,000)
■ 8 suits of Giant banded mail (GPV = -)
□ 8 huge long swords (GPV = -)
\Box Hides (GPV = var.)

5. Queen Frumpy's Boudoir

☐ Jewelry (GPV = var.)

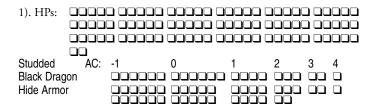
Encounter: Fire Giant Queen (1), Giant Weasels (2), Asps (2)

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

She is a 4th level Shaman with following spells:

1st: Cure Light Wounds (x3), Endure Cold/Heat, Protection from Good, Sanctuary, Walking Corpse, Alarm (already cast), Comprehend Languages, Protection from Good, Shocking Grasp, Unseen Servant (already cast),

2nd: Dust Devil, Silence 15' radius, Misdirection, Premonition



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

1). HPs:	
2). HPs:	

Asps (Venomous Snakes) (2) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), MV 15", HD 2 +1, HP 30, 35, SZ S, #AT 1, D 1 (bite), SA poison (save at –4 or death +1d6 points of damage, instantaneous), SD nil, Lang: none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6, Reference HoB 7 p 85 as "Venomous Snake")

1). HPs:	
2). HPs:	

Potential Yield:

- ☐ Slaying Fire Giant Queen Frumpy (EPV = 12,000)
- ☐ Slaying Giant Weasels (EPV = 288)
- ☐ Slaying Asps (EPV = 250)
- ☐ Suit of Studded Black Dragon hide armor (GPV = 1,000)
- ☐ Huge iron scepter (GPV = 200)
- ☐ Jewelry (GPV = 82,605)
- ☐ Giant Beaver furs (GPV = 4,200)
- \Box Silver mirror (GPV = 1,000)
- ☐ Potion of Fire Giant Control (GPV = 4,000)
- ☐ Potion of Delusion (GPV = 150)
- ☐ Potion of Animal Control (GPV = 400)
- ☐ Coinage (GPV = 20,040)
- \Box Jade box (GPV = 5,000)
- ☐ Scroll of Merrywether's Drastic Death and Merrywether's Frost Fist (GPV = 4,200)
 - ☐ Spellbook (GPV = 9,000)

6. Chamber of the Prince's Guards

Encounter: Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 77, 81, 83, 86, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 38, 40, 41, 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries one huge throwing axe and a huge long sword

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Potential Yield:

- ☐ Slaying Fire Giants (EPV = 32,000)
- ☐ 4 suits of Giant banded mail (GPV = -)
- ☐ 4 huge long swords (GPV = -)
- ☐ 4 huge throwing axes (GPV = -)
- ☐ Belt pouch coinage (GPV = 8,000)
- ☐ Footlocker coinage (GPV = var.)
- ☐ Gems (GPV = 4800)

7. Prince Snørre's Private Quarters

Encounter: HellHounds (6) (HF 2 at 18, 2 at 23, 2 at 27, EP 2 at 420 each, 2 at 650 each, 2 at 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 2 at 4, 2 at 5, 2 at 6, HP (4HD) 37, 38, (5 HD) 42, 46, (6 HD) 48, 54, SZ M, #AT 1, D 1-10, SA breathe fire (1 point of damage per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 18, 19, 21, 23, 24, 27, Crit BSL: Def AC +2 (4 HD), Def AC +3 (5 HD), Def AC +4 (6 HD), FF n/a, Reference HoB 5 p 123)

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Potential Yield:

- ☐ Slaying HellHounds (EPV = 4,940)
- ☐ Giant weapons (GPV = -)
- ☐ 5 suits of field plate (GPV = 20,000)
- ☐ 8 mink pelts (GPV = var.)
- ☐ Carnelian (GPV = 1,000)

8. Cave

Encounter: Pyro-Hydra (HF 13, EP 3,000, Int 3 (Semi-), AL N, AC 5, MV 9", HD 8, HP 84, SZ G, #AT 8, D (1-8 each head's bite), SA breathe fire (8 points of damage, each head 2/day), SD never surprised, Lang: none, Hon: Average, ML 11, TOP 42, Crit BSL: Def AC +6, FF 8, Reference HoB 4 p 22)

Head #1 HPs:	
Head #2 HPs:	
Head #3 HPs:	
Head #4 HPs:	
Head #5 HPs:	
Head #6 HPs:	
Head #7 HPs:	
Head #8 HPs:	
Body HPs:	

Potential Yield:	☐ Scroll of Protection from Magic (GPV = 5,000)
☐ Slaying Pyro-Hydra (EPV = 3,000)	☐ Scroll of Protection from Plants (GPV = 2,500)
	☐ Scroll of Protection from Undead (GPV = 3,750)
9. Prince Snørre's Treasure Cave	☐ Scroll of Protection from Water (GPV = 3,750)
	☐ Magic-user scroll (GPV = 8,700)
Encounter: Venomous Snakes (4), Yellow Mold (1)	☐ Cleric scroll (GPV = 3600)
V C 1 (/) (HE 2 ED 126 I 1 (A ' I) ALNI AC (/	Chest #5
Venomous Snakes (4) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), AV 15", HD 2 at 1 HB 20 and 57 S #AT 1 D 1 (bin) SA minutes	☐ Coinage (GPV = 17,315)
ral), MV 15", HD 2 +1, HP 30 each, SZ S, #AT 1, D 1 (bite), SA poison (save at -4 or death +1d6 points of damage, instantaneous), SD nil, Lang:	Chest #6
none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6,	☐ Drow Cloak (GPV = 10,000)
Reference HoB 7 p 85)	☐ Drow Boots (GPV = 15,000)
Telefolice Tiob / p o/)	Coffer #1
1). HPs: 00000 00000 00000 00000 00000	☐ Mundane gold rings (GPV = 1,340)
2). HPs: 0000 0000 0000 0000 0000	\square Ring of Protection +3 (GPV = 15,000)
3). HPs: 0000 0000 0000 0000 0000	☐ Ring of Contrariness (GPV = 1,000)
4). HPs: 0000 0000 0000 0000 0000	☐ Ring of Elemental (Water) Command (GPV = 25,000)
2)1 772 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	☐ Ring of Delusion (GPV = 2,000)
Yellow Mold (1) (HF 0, EP 65, Int 0 (Non-), AL N, AC 9 (natural), MV	☐ Ring of Wishes, Three (GPV = 25,000)
1", HD n/a, HP n/a, SZ S, #AT 1, D n/a, SA Poison spores (save vs. poison	Coffer #2
or die), SD vulnerable only to fire, susceptible to Continual Light, Lang:	☐ Coinage (GPV = 6627.52)
none, Hon: Average, ML n/a, TOP n/a, Crit BSL n/a, FF n/a, Reference HoB	Coffer #3
V p 36	☐ Unguent (GPV = 5,820)
	Coffer #4
Potential Yield:	☐ Cursed jewelry (GPV = 72,000)
☐ Loose coinage (GPV = 283.7)	Coffer #5
\Box Loose vases (GPV = 12,660)	\Box Gems (GPV = 42,168)
Trunk #1	
☐ Coinage (GPV = 7,240.9)	10. Kitchen
Trunk #3	Encounter: Fire Giantess matron (1), Fire Giantess cooks (4), Gnoll thrall
\Box Coinage (GPV = 600.9)	(12)
☐ Jewelry (GPV = 108,768)	
Trunk #4	Fire Giantess matron (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AG
\Box Teakwood (GPV = 8,000)	5 (natural), MV 12", HD 15 +2, HP 82, SZ H, #AT 1, D 2d8/2d6/2d6-
Trunk #5	+10 (rolling pin serves as huge club + Strength), SA hurling rocks 2-20, SI
\Box Silk (GPV = 1,000)	resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, M
Trunk #6	16, TOP 41, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)
☐ Coinage (GPV = 6668.5)	
Trunk #7	1). HPs:
12 giant walrus tusks (GPV = 1,500)	0000 0000 0000 0000 00
Trunk #8	
☐ Slaying Venomous Snakes (EPV = 500)	Fire Giantesses (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC
☐ Jewelry (GPV = 19,899)	(no armor), MV 12", HD 15 +2, HP 68, 71, 72, 74, SZ H, #AT 1 (+4 to
Chest #1	hit for Strength), D 2d4/2d4/2d4 +10 (oversized cleavers as normal battle ax
☐ Slaying Yellow Mold (EPV = 65) Chest #2	+ Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missile
☐ Rocks (GPV = 5,000)	50%, Lang: fire giant, Hon: Average, ML 16, TOP 34, 35 x2, 37, Crit BSI
Chest #3	Def AC +18, FF 8, Reference HoB 3 p 54)
☐ Oil of Acid Resistance (GPV = 5,000)	
☐ Oil of Timelessness (GPV = 2,000)	1). HPs: 0000 0000 0000 0000 0000
☐ Potions of Extra-Healing (GPV = 1,600)	
☐ Potion of Flying (GPV = 750)	
☐ Potion of Half-Orc Control (GPV = 900)	2). HPs: 0000 0000 0000 0000 0000
☐ Potion of Hill Giant Strength (GPV = 900)	
☐ Potion of Healing (GPV = 400)	0000 00000 0
☐ Potion of Polymorph to Insect (GPV = 500)	3). HPs: 0000 0000 0000 0000
☐ Potion of Spectre Control (GPV = 2,500)	
☐ Potion of Speed (GPV = 450)	00000 00000 00
☐ Potion of Water Breathing (GPV = 900)	4). HPs: 00000 00000 00000 00000 00000
☐ Scroll of Protection from Demons (GPV = 7,500)	
☐ Scroll of Protection from Gas (GPV = 5,000)	

Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 (meat cleavers serve as hand axes), SA Nil, SD Nil, Lang: fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

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Potential Yield:

- ☐ Slaying Fire Giantess matron (EPV = 8,000)
- ☐ Slaying Fire Giantesses (EPV = 32,000)
- ☐ Slaying Gnoll workers (EPV = 780)

11. Storage Chamber

Encounter: none Potential Yield: none

12. Door Guard

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, 44, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

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FG Bande	d Mail AC: -1 0 1 2 3 4

Potential Yield:

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

13. Council Room

Encounter: None Potential Yield:

☐ Coinage (GPV = 5,031.8)

14. Advisors' Chamber

Encounter: Gnolls (8), Obee-Wann, turncoat mountain dwarf (1)

Gnoll servants/bodyguards (8) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 2 (Drow Chain Mail +1 and Drow Buckler +1), MV 12", HD 2, HP 35 each, SZ L, #AT 1, D 1d6+1 (Drow Short Swords +1), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +1, FF 4, Reference HoB 3 p 73)

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Buckler +1	AC:	+2	+1	0			
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Buckler +1	AC:	+2	+1	0			
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Mail +1							Ц
Buckler +1	AC:	+2	+1	0			
() IID							
4). HPs:							
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Mail +1			مححد	ص			9
Buckler +1	AC:	+2	+1	0			
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Chain Mail +1 Buckler +1 6). HPs: Chain Mail +1 Buckler +1 7). HPs: Chain Mail +1 Buckler +1 8). HPs:	AC: 4	+2	5 			8	9 000 00000 9 000 00000

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

1). HPs:										
Studded L	eath	er +2	AC:	5		6	7	8	9	
Shield +2:	AC	+5	+4		+3		+2	+1	0	
) 00	

Potential Yield:

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



15. Guard Post

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

1). HPs:							
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2). HPs:							
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FG Bande	d Mail AC	: -1	0	1	2	3	4
Potential	Yield:						

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

16. Arsenal Complex

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

1). HPs: 0000 0000 0000 0000 0000
FG Banded Mail AC: -1 0 1 2 3 4
2). HPs: 0000 0000 0000 0000 0000
FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

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

17. Chimera Pen

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

1). HPs:	

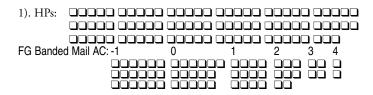
Potential Yield:

☐ Slaying Chimera (EPV = 5,000)

18. Barracks

Encounter: Fire Giants (8)

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



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

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FG Banded 4). HPs:	Mail AC: -1)		

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Potential Yield:

- ☐ Slaying Fire Giants (EPV = 64,000)
- ☐ 5 Giant bags (GPV = var.)
- ☐ Coinage (GPV = 7,842)
- ☐ Jewelry (GPV = 20,735)
- ☐ Huge Battle Axe +3 (GPV = 10,000)
- 8 suits of Giant banded mail (GPV = -)
- □ 8 huge spears (GPV = -)
- ☐ 7 gargantuan two-handed swords (GPV = -)

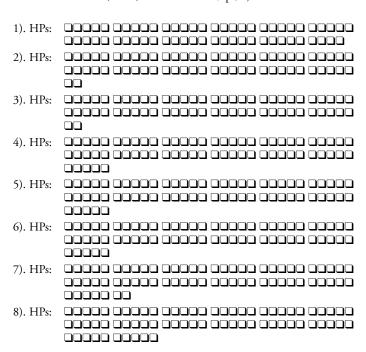


ANNIHILATE THE GIANTS **Battle Sheet G3**

19. Giantesses' Quarters

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

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



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

1). HPs:	
2). HPs:	

Potential Yield:

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

20. Communal Quarters

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

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

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

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

1). HPs:	
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4). HPs:	
5). HPs:	
6). HPs:	
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8). HPs:	
9). HPs:	
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12). HPs:	00000 00000 00000 00000 00000 00000
13). HPs:	
14). HPs:	
15). HPs:	

Potential Yield:

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

21. Entry Hall to the Kennels

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

1). HPs:	
2). HPs:	

3). HPs: 0000 0000 0000 0000 0000

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

Potential Yield:

☐ Slaying HellHounds (EPV = 3,900)

22. Kennel Chamber

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

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

Potential Yield:

☐ Slaying HellHounds (EPV = 7,550)



23. Kennel Keeper's Quarters

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

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

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

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

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Potential Yield:

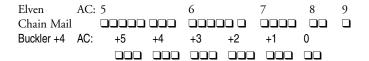
- ☐ Slaying Fire Giant (EPV = 8,000)
- ☐ Slaying Fire Giantess (EPV = 8,000)
- ☐ Giant bags (GPV = var.)
- ☐ Coinage (GPV = 995)
- ☐ Gems (GPV = 3,400)
- ☐ 4 Javelins of Lightning (GPV = 4,000)
- ☐ Cloak of Poisonousness (GPV = 18,000)
- ☐ Long Sword +2, Cursed Berserking (GPV = 2,800)
- ☐ Mundane weapons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

24. Grel Advocates

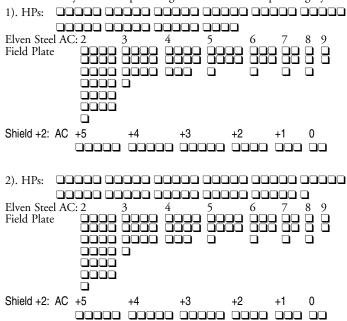
Encounter: Grel (4)

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

1). HPs:	



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



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

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

1). HPs:	

Phantom Armor HPs:

Potential Yield:

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

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

25. Barracks

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

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

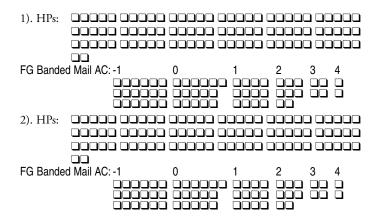
- ☐ Slaying Fire Giants (EPV = 48,000)
- ☐ Giant weapons and Armor (GPV = -)
- ☐ Party fund (GPV = 4,167.14)

LEVEL 2: WANDERING MONSTERS

Wandering Encounter 1

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

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



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

1). HPs:	
2). HPs:	

Potential Yield:

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

Wandering Encounter 2

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

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

1). HPs:	
2). HPs:	

...escorting either:

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

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Metal Armo	r AC:	1	2	3	4	5
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Metal Armo	. A.C.	1	2	3	4	5
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Mountain Giants (2) (HF 24, EP 7,000, Int 9 (Average), AL CN, AC 4, MV 12", HD 15 +3, HP 93 each, SZ H, #AT 1 (+4 to-hit for Strength D 4d8/6d4/6d4-6+10 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 30%, Lang: fire giant, mountain giant, Hon: Average, ML 16, TOP 46 each, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 60)

1). HPs:	
2). HPs:	

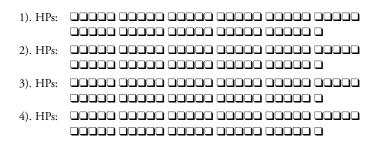
...or...

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

1). HPs:						
Armor (F	urs/Hides) AC:	0	1	2	3	4
2). HPs:		امو موو	امو مور	ام مود		
		امو موو	امو مور			
Armor (F	urs/Hides) AC:	0	1	2	3	4

Po	tential Yield:
	Slaying Trolls (EPV = 2,800)
	Slaying Hill Giants (EPV = 9,000)
	Slaying Mountain Giants (EPV = 14,000)
	Slaying Frost Giants (EPV = 14, 000)
	3 suits of Giant chain mail (GPV = -)
	3 huge long swords (GPV = -)
	2 Mountain Giant gargantuan clubs (GPV = -)
	2 Frost Giant gargantuan clubs (GPV = -)
	andering Encounter 3 counter: Trolls, common (4), Gnolls (4d4)

Trolls, common (4) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 56 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 28, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)



...with 4-16 armed and armored Gnolls:

Gnolls (4d4) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 5 (chain mail), MV 9", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d10/2d6 (halberd), SA Nil, SD Nil, Lang: common, fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

1). HPs:						
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Chain ma	il AC:	5	6	7	8	9
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Chain ma	il AC:	5	6	7	8	9
5). HPs:		aa aaaaa ac	احددد حددا	احددد د		
Chain ma	il AC:	5	6	7	8	9
6). HPs:		00 00000 00	احددد حددا	احددد د		
Chain ma	il AC:	5	6	7	8	9
7). HPs:		aa aaaaa ac	احددد حددا	احددد ح		
Chain ma	il AC:	5	6	7	8	9

Chain mail AC:	5	6	7	8	9
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Chain mail AC:	5	6	7	8	9
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Chain mail AC:	5	6	7	8	9
11). HPs: 🔲 🗆	ے محمود مصر ا		المحمود ح	عدد د	
Chain mail AC:	5	6	7	8	9
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Chain mail AC:	5	6	7	8	9
13). HPs: □□□	ے محمود مصر ا	احموم محمد	احددد ح		
Chain mail AC:	5	6	7	8	9
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Chain mail AC:	5	6	7	8	9
15). HPs: 🔲 🗆	ے محمود مصر ا		المحمود ح		
Chain mail AC:	5	6	7	8	9
16). HPs: □□□		محمد حجور	احددد ح		
Chain mail AC:	5	6	7	8	9

Potential Yield:

- ☐ Slaying Trolls (EPV = 5,600)
- ☐ Slaying Gnolls (EPV = var.)
- ☐ 4d4 suits of chain mail (GPV = var.)
- ☐ 4d4 halberds (GPV = var.)

Wandering Encounter 4

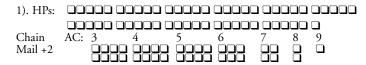
Encounter: Male drow fighter/magic-user (1), 2d4 Were-Rats

Male Drow fighter/magic-user (HF 15, EP 1,285, F7/M-U7, Str 16/14, Dex 15/13, Con 12/07, Int 18/25, Wis 15/45, Cha 7/83, Com 6/78, AL CE, AC 1 (Drow Chain Mail +2, Dex), MV 12", HD 7 +7, HP 56, SZ M, #AT 3/2 (+2 to-hit for Strength), D 1d6/1d8/1d12 +6 (Strength, Drow Long Sword +2) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +2, Strength), SA spells, opponents suffer –4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Skills: arcane lore 54, spell craft 34, Talents: photographic memory, Quirks/Flaws: none, Hon: 50 (Average), ML 14, TOP 28, Crit BSL: Def AC +7, FF 6)

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

Spells known: (1st) Detect Magic, Hold Portal, Magic Missile, Patternweave, Phantasmal Force, Read Magic, Resist Fire, Unseen Servant, Wizard Mark, Write; (2nd) Alter Self, Invisibility, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd) Haste, Lightning Bolt, Slow; (4th) Fire Shield, Improved Invisibility.

Spells Prepared: (1st – 7) Hold Portal, Magic Missile x2, Phantasmal Force x2, Resist Fire, Unseen Servant; (2nd – 4) Alter Self, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd – 3) Haste, Lightning Bolt, Slow; (4th – 2) Fire Shield, Improved Invisibility.



...with 2d4 Were-Rats:

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

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

Potential Yield:

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

LEVEL 2: ENCOUNTER AREAS

1. Hall of Dead Kings

Encounter: none Potential Yield: none

2. Ettin Guards' Chamber

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

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

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

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

1). HPs:	
2). HPs:	
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4). HPs:	

Potential Yield:

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

3. Visitors' Chamber

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

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

Potential Yield:

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

4. Storage Room

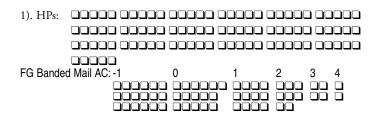
Encounter: Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 66, 70, 75, 81, 85, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: hill giant, fire giant, Hon: Average,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

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5. Community Quarters Chamber

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

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



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

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FG Bande	d Mail AC	: -1	0	1	2	3	4
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3). HPs:				ا مووو			
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FG Bande	d Mail AC	: -1	0	1	2	3	4
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Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 60, 61, 62, 64 x2, 67, 70, 73, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 14, TOP 30 x2, 31, 32 x2, 33, 35, 36, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

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8). HPs:	

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

1). HPs: 0000 0000 0000 0000 0000

2). HPs:	
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4). HPs:	
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Potential Yield:

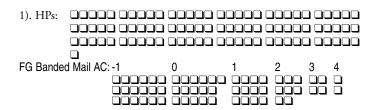
Ц	Slaying	Fire	Giant	sergeant	(EPV	= 8,000
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- ☐ Slaying Fire Giant guards (EPV = 24,000)
- ☐ Slaying Fire Giantesses (EPV = 64,000)
- ☐ Slaying Fire Giant children (EPV = 2,160)
- ☐ 7 Giant bags (GPV = var.)
- ☐ Coinage (GPV = var.)
- ☐ 4 suits of Giant banded mail (GPV = -)
- ☐ gargantuan two-handed sword (GPV = -)
- ☐ 11 huge long swords (GPV = -)
- ☐ 8 two-handed swords (GPV = 400)

6. Smithy

Encounter: Fire Giant smith (1), Iron Trolls (2)

Fire Giant smith (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +19, FF 8, Reference HoB 3 p 54)



Trolls, Iron (2) (HF 65, EP 10,000 each, Int 10 (average), AL CE, AC -2 (natural), MV 9", HD 12, HP 84, 80, SZ L, #AT 3 (+3 to-hit for Strength), D 1d4+7/1d4+7/2d6+7 (claw/claw/bite), SA hug attack destroys armor and restores HP to troll, SD +3 weapon required to hit it, lesser weapons may be absorbed, Lang: giant, trollkin gibberish, Hon: Average, ML 19, TOP 42, 40, Crit BSL: Def AC +10, FF 19, Reference HoB 8 p 27). These creatures will fight using their normal attack routine until injured at least 20 hp. They will then attempt hug attacks, both to destroy their obviously staunch opponent's armor as well as to regenerate damage.

1). HPs:	
2). HPs:	

Potential Yield:

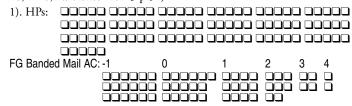
- ☐ Slaying Fire Giant (EPV = 8,000)
- ☐ Slaying Iron Trolls (EPV = 20,000)
- ☐ Mundane weapons and armor (GPV = -)

- ☐ Drow Footman's Mace +4 (GPV = var)
- ☐ Giant banded mail (GPV = -)
- ☐ Gargantuan club (GPV = -)

7. Torture Chamber

Encounter: Fire Giants (2)

Fire Giant (1) Prince's Torturer (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 3d6/3d10/3d12 +10 (gargantuan long sword employed two-handed + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +218, FF 8, Reference HoB 3 p 54)



Fire Giant (1) Royal Headsman (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +11 (huge Battle Axe of Sharpness + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +29, FF 8, Reference HoB 3 p 54).

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Potential Yield:

- ☐ Slaying Fire Giants (EPV = 16,000)
- ☐ Jewelry (GPV = var.)
- ☐ Gems (GPV = 2,630)
- ☐ Battle Axe of Sharpness (GPV = 38,000)
- ☐ 2 suits of Giant banded mail (GPV = -)
- ☐ gargantuan long sword (GPV = -)

CELLS

1c) Encounter: Olina, high elf cleric (HF 1, EP 131, Cleric 2, Str 8/31, Dex 15/64, Con 9/31, Int 11/46, Wis 15/83, Cha 12/71, Com 15/93, AL CG, AC 8 (Dex), MV 12", HD 2, hp 27 (currently 11), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) by weapon –1 (Strength), SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: 20 (Average), ML 13, TOP 13, Crit BSL: Def AC –3 (long or short sword), Def AC +1 (long or short bow), Def AC -4 (other melee), Def AC +0 (other ranged), FF 4, Age 140, Height 4'9", Weight 85 lbs., Quirks/Flaws: (if she survives, she will have a psychotic aversion to Fire Giants), Talents: none, Skills: knowledge of courtly affairs 53, social etiquette 59, mingling (balls, parties) 72, resist persuasion 66) Possessions: none.

Spells prepared (6): none.

1). HPs: 0000 0000 0000 0000 0000

Potential Yield:

☐ Slaying Olina (EPV = 131)

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

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Potential Yield:

☐ Slaying High Elf males (EPV = 624)

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

1). HPs:				
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Potential Yield:

☐ Slaying human merchant (EPV = 15)

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

1). HPs:	
2). HPs:	

Potential Yield:

☐ Slaying Centaurs (EPV = 350)

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

1). HPs:	
2) LID.,	

Potential Yield:

☐ Slaying Gnolls (EPV = 130)

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

Potential Yield:

☐ Slaying Troll (EPV = 1,400)



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

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Potential Yield:

☐ Slaying Gnolls (EPV = 455)

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

1). HPs:	

Potential Yield:

☐ Slaying Jasmine (EPV = 2,864)

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

Battle Sheet G3	Annihilate the Giants
1). HPs: 00000 00000 00000 00000 00000	☐ 3 Drow Short Swords +1 (GPV = var) ☐ Coinage (GPV = 1,828.5)
	☐ Brooch (GPV = 800)
Potential Yield:	8. Secret Room
☐ Slaying Gunnar (EPV = 8,000)	Encounter: Were-Rats (7) (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each,
14c) Encounter: Justinicus, Titan (of Kronos) (1) (HF 217, EP 21,000, Int	SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6-1/1d6/1d8 +1 (Drow Short Sword
19 (Supra-Genius), AL CG, AC 0, MV 36", HD 20, HP 128, SZ G, #AT 2,	+1), SA nil, SD silver or +1 to hit, Lang: common, giant, Hon: Average, ML
D by weapon type +14 (Strength), SA time blast 10-60 points of damage in	12, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 107)
15-foot radius at up to 100 feet, spells as 20th level cleric, effectively 20th	
level psionicist, PSP 100, psionic attack modes B, C, D, E, SD spells as 20th	1). HPs: 0000 0000 0000 0000 0000
level cleric, effectively 20th level psionicist, only harmed by magical weapons,	
immune to psionic attack, Magic Resistance 50%, Lang: common, giant (six	2). HPs: 0000 0000 0000 0000 0000
dialects), sylvan, titan, Hon: Dishonorable (-1 to all rolls), ML 18, TOP 64,	
Crit BSL: Def AC +17, FF 13, Reference HoB 8 p 11. Currently he has no	3). HPs: 0000 0000 0000 0000 0000
spells prepared.)	
	4). HPs: 0000 0000 0000 0000 0000
1). HPs:	

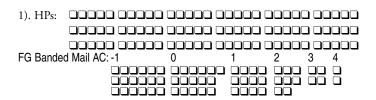
Potential Yield:

☐ Slaying Justinicus (EPV = 21,000) [This is a heinous act!]

G. Guard Room

Encounter: Fire Giant (1), Were-Rats (3)

Fire Giant (1) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, SZ H, #AT 1 (+5 to-hit for Strength, sword), D 2d6-2/2d10/6d6 +11 (gargantuan Two-handed Sword +1 + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)



Were-Rats (3) (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each, SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6-1/1d6/1d8 +1 (Drow Short Sword +1), SA nil, SD silver or +1 to hit, Lang: common, giant, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 107)

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

Potential Yield:

☐ Slaying Fire Giant (EPV = 8,000)

☐ Slaying Were-Rats (EPV = 810)

☐ Giant banded mail (GPV = -)

☐ Gargantuan Two-handed Sword +1 (GPV = 2,000)

Potential	V 10	и.

☐ Slaying Were-Rats (EPV = 1,890)

- ☐ Ring of Shooting Stars (GPV = 15,000)
- ☐ Rod of Cancellation (GPV = 15,000)
- ☐ Cleric Spell Scroll (GPV = 5,700)
- ☐ 2 Potions of Healing (GPV = 800)
- ☐ 2 Potions of Diminution (GPV = 500)
- ☐ Potion of Water Breathing (GPV = 900)
- ☐ Potion of Longevity (GPV = 1,000)
- ☐ Pipes of the Sewers (GPV = 15,000)

Chest #1

- ☐ Jewelry (GPV = var.)
- ☐ Coinage (GPV = 3,200)

Chest #2

- ☐ Potion of Poison (GPV = var.)
- ☐ Scroll of Protection from Lycanthropes (GPV = 2,500)
- ☐ Coinage (GPV = 9,113)

9. Eclavdra's Office

Encounter: Eclavdra, drow fighter/magic-user/thief (1)

Fire Elemental (conjured by brazier) (HF 27, EP 6,000, Int 6 (Low), AL NE, AC 8, MV 12", HD 12, HP 74, SZ H, #AT 1, D 3d8, SD +2 weapon required to hit, immune to fire, Hon: Average, ML 17, TOP 37, Crit BSL: Def AC +10, FF 8, Reference HoB 3 p 8)

5). HPs: 0000 0000 0000 0000 0000

6). HPs: 0000 0000 0000 0000 0000

7). HPs: 0000 0000 0000 0000 0000



Eclavdra, drow Villianess [NOT #5] (HF 64, EP 9,422, F/MU/Th 11/12/13, Str 14/37, Dex 18/25, Con 10/14, Int 18/61, Wis 17/14, Cha 18/27, Com 22/78, AL CE, AC -10 (Drow Buckler +4, Drow Chain Mail +5, Dex, acrobatic skill suite), MV 12", HP 79, SZ M, #AT 3/2 (+4 to-hit), D 1d6-1/1d6/1d8 +4 (Str + Short Sword of Life Stealing), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist

Hey E!

I saw the sweetest dress the other day,

a little black number that reminded me of you, and

I just knew I had to write. It looked exactly like that

dress you wore to the crush party at school.

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

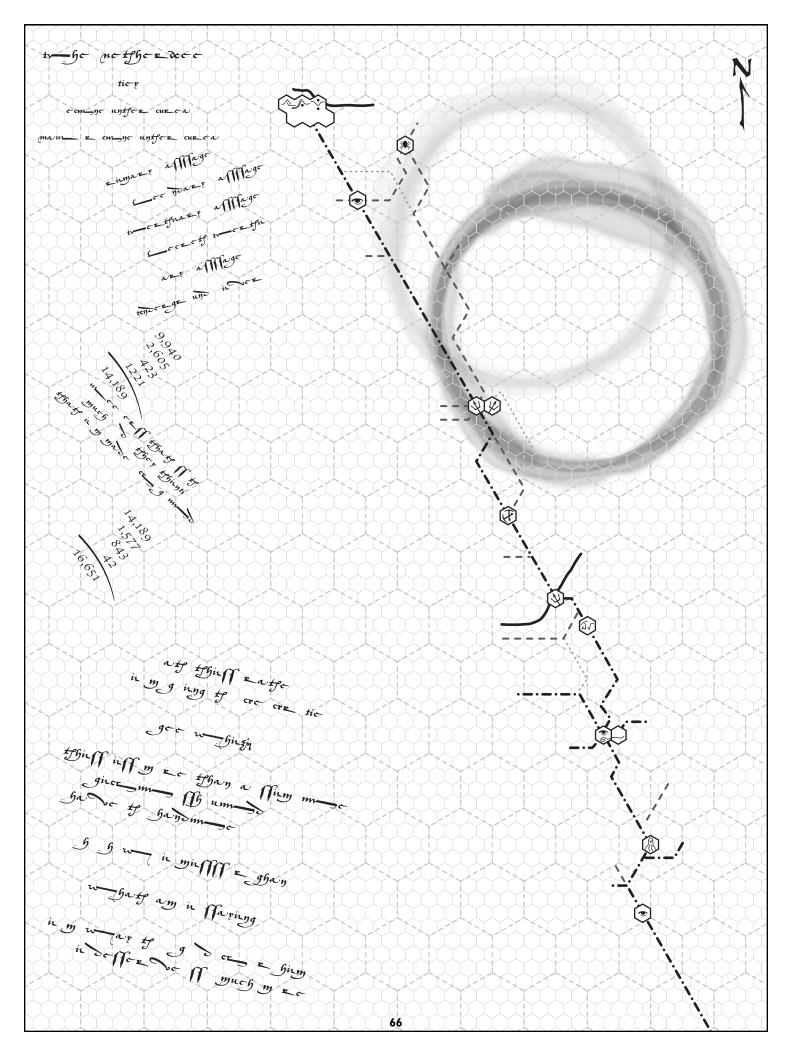
our sorority days.

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

On visiting Erie-Sinlo. You up for a drink?

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

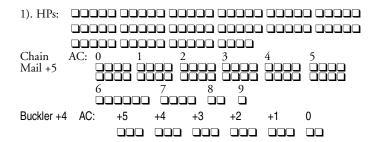
Hugs, M



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

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

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



Potential Yield:

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

10-12. Temple of Zyandal

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

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

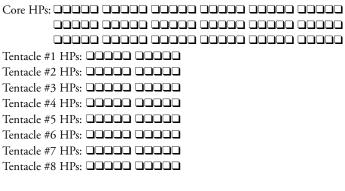
5). HPs:	
6). HPs:	
7). HPs:	
8). HPs:	

Potential Yield:

☐ Slaying Phase Spiders (EPV = 11,200)

12. Priests' Area

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



Potential Yield:

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

12a. Unholy of Unholies

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

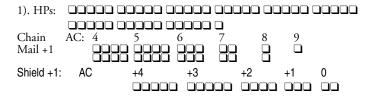
Koliz, male drow cleric of Zyandal (HF 10, EP 510, Cleric 4, Str 9/77, Dex 16/95, Con 15/23, Int 17/19, Wis 16/61, Cha 15/68, Com 13/59, AL CE, AC -3 (Drow Medium Shield +1, Drow Chain Mail +1, Dex), MV 12", HD 4 +8, hp 46, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (Lesser Rod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

He is armed with a Lesser Rod of Arachnia.

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

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

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



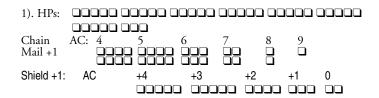
Zaan, male drow cleric of Zyandal (HF 12, EP 470, Cleric 4, Str 10/89, Dex 17/01, Con 10/71, Int 12/15, Wis 16/56, Cha 15/23, Com 13/91, AL CE, AC -4 (Drow Medium Shield +1, Drow Chain Mail +1, Dex, acrobatic skill suite), MV 12", HD 4, HP 38, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (Lesser Rod of Arachnia) or 1d8/1d6/1d6+1 (footman's mace), SA spells, opponents suffer –4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 58%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 29 (Average), ML 14, TOP 19, Crit BSL: Def AC –1, FF 5, Age 160, Height 5'2", Weight 99 lbs., Quirks/Flaws: agoraphobia, lisp, Talents: acrobatic skill suite, seeking grasping hands, Skills: eye gouge 32, pimp slap 50)

This male Drow also has a Lesser Rod of Arachnia.

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

Spells Prepared: (1st – 7) Cause Light Wounds, Command, Endure Heat, Fear, Protection from Good, Sanctuary, Walking Corpse; (2nd – 4) Resist Cold, Rigor Mortis, Silence 15' Radius, Snake Charm.

His stylish black robe has platinum threaded trim. He also wears black gogo boots with large silver buckles.



Ezteban, male drow cleric of Zyandal (HF 55, EP 3,698, Cleric 10, Str 10/16, Dex 18/16, Con 14/71, Int 12/61, Wis 18/11, Cha 15/66, Com 7/08, AL CE, AC -12 (Drow Medium Shield +4, Drow Chain Mail +4, Dex), MV 12", HP 82, SZ M, #AT 1, D 1d8/1d6+1/1d6 +4 (Drow Mace +4) or 1d8/1d8/1d8 + Class F poison (Death/0) (Greater Rod of Arachnia), SA spells, opponents suffer –4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 70%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: (Average), ML 14, TOP 19, Crit BSL: Def AC –1, FF 5, Age 160, Height 5'0", Weight 99 lbs., Quirks/Flaws: Animal Antipathy (dogs), Lisp, Male Pattern Baldness, Talents: Ambidextrous, Constitution/health bonus, Grace under pressure, Heat resistance, Less sleep, Spell Abilities, Skills: Reading/Writing (92), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), art appreciation:painting (47), religion (Zyandal) (102), Ulterior Motive (65)

Equipment of Note: Drow Chain Mail +4, Drow Medium Shield +4, Drow Mace +4, Greater Rod of Arachnia, Nipple Ring of Protection +2, brooch in the shape of a copper staff bearing the engraved name Eilservs on the reverse

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Befriend, Bless, Ceremony, Cure Light Wounds (x2), Curse, Protection from Good, Sanctuary (2) Aid, Cure Moderate Wounds (x2), Silence 15' Radius, Spider Charm, Withdraw (3) Dispel Magic, Lesser Reanimation, Locate Object, White Hot Metal (4) Heal Nasty Wounds, Spike Stones, Stones to Snakes, Touch of Death (5) Plane Shift, Rigor Mortis 10' Radius

1). HPs: 🔲		اده ددد	عمم ممد	اموو مور	
			امد حددا		محمده محد محمده محدد
	ے موسو				
Chain AC	: 1	2 3	4	5	
Mail +4					<u>)</u>
	6	7	8 9)	
				1	
Shield +4: AC	+7	+6	+5	+4	+3
	+2	+1	0		

Potential Yield:

- ☐ Slaying Koliz and Zaan (EPV = 980)
- ☐ Slaying Ezteban (EPV = 3,698)
- ☐ 2 Drow Medium Shields +1 (GPV = var)
- ☐ 2 suits of Drow Chain Mail +1 (GPV = var)
- ☐ Drow Medium Shield +4 (GPV = var)
- ☐ Drow Chain Mail +4 (GPV = var)
- ☐ Drow Mace +4 (GPV = var)
- ☐ 2 Lesser Rods of Arachnia (GPV = 60,000)
- ☐ Greater Rod of Arachnia (GPV = 50,000)
- ☐ Nipple Ring of Protection +2 (GPV = 10,000)
- \Box Ewer and basin sets (GPV = 6,000)
- ☐ Silver mirror (GPV = 500)
- ☐ Priest's vestement (GPV = 30,000)
- ☐ Cosmetic items (GPV = var.)
- ☐ Ewer, basin and goblet (GPV = 15,000)
- ☐ Ebony Screen (GPV = 1,500)

Coffer #1

- ☐ Clerical Scroll (GPV = 1,800)
- ☐ Adamantite bars (GPV = 10,500)

Coffer #2

- ☐ Coinage (GPV = 861)
- ☐ Gems (GPV = 5,000)

Gas Trapped Coffer

☐ Clerical Scroll (GPV = 6,300)

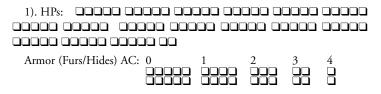
Bed Coffer

- ☐ Potion of Poison (GPV = var.)
- ☐ Potion of Fire Giant Control (GPV = 3,000)
- ☐ Potion of Human Control (GPV = 900)
- ☐ Philter of Love (GPV = 300)
- ☐ Potion of Polymorph Self (GPV = 350)
- ☐ Philter of Persuasiveness (GPV = 850)

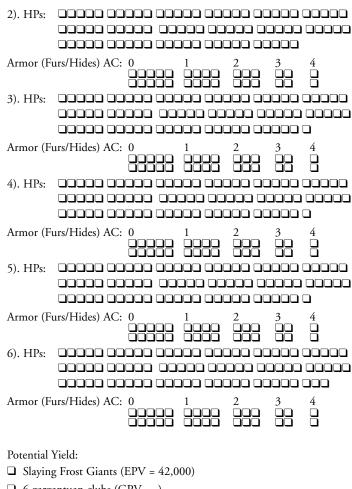
13. Guest Chamber

Encounter: Frost Giants (6) (or Frost Giant Karl, his girlfriend and 2 Frost Giant guards, see below)

Frost Giants (6) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 82, 85, 86 x3, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, fire giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)



ANNIHILATE THE GIANTS **Battle Sheet G3**



☐ 6 gargantuan clubs (GPV = -)

14. Guest Chamber

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

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



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



Potential Yield:

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

15. Trolls' Chamber

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

- 1). HPs: 0000 0000 0000 0000 0000 ----- ----- ----- ----- ------ ------2). HPs: 0000 0000 0000 0000 0000
- 3). HPs: 0000 0000 0000 0000 0000
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- 15). HPs: 0000 0000 0000 0000 0000
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- 18). HPs: 0000 0000 0000 0000 0000

Potential Yield:

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

16. Thrall Pen

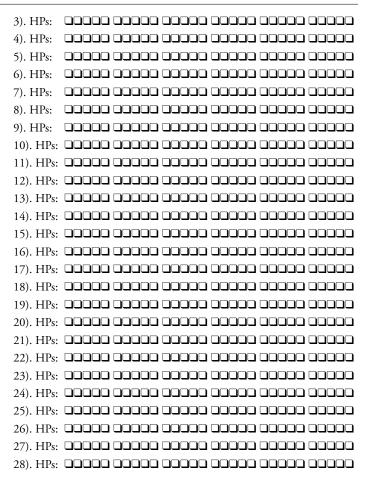
Encounter: Gnoll thralls (42) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference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

Potential Yield:

☐ Slaying Gnolls (GPV = 2,730)

17. Thrall Pen

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



Potential Yield:

☐ Slaying Gnolls (EPV = 1,820)



LEVEL 3: WANDERING MONSTERS

Wandering Encounter 1

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

1). HPs:	
2). HPs:	
3). HPs:	
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11). HPs:	
,	
12). HPs:	
,	

Potential Yield:

☐ Slaying Trolls (EPV = var.)

Wandering Encounter 2

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

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

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2). HPs:							
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FG Bande	d Mail AC:	:-1	0	1	2	3	4
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HellHounds (2) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 52 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 26, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

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2). HPs:	
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Potential Yield:

- □ Slaying Fire Giants (EPV = 16,000)
 □ Slaying HellHounds (EPV = 2,800)
 □ 2 suits of Giant banded mail (GPV = -)
 □ 2 huge two-handed swords (GPV = -)
- Wandering Encounter 3-4

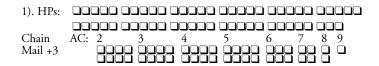
Encounter: Male drow fighter/magic-user (1), male drow fighters (3)

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

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

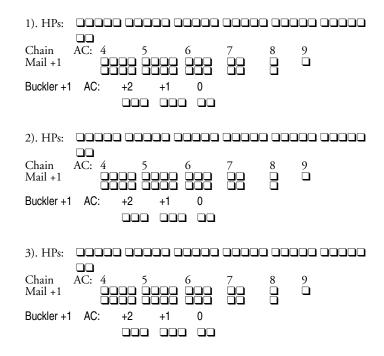
Spells known: (1st) Detect Magic, Magic Missile, Phantasmal Force, Protection from Good, Read Magic, Run, Throw Voice, Write; (2nd) Cheetah Speed, Invisibility, Strength; (3rd) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th) Illusionary Wall, Polymorph Other, Wall of Acid.

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



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

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



Potential Yield:

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

LEVEL 3: ENCOUNTER AREAS

1. Cavern

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

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

Potential Yield:

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

2. Glowing Cave

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

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Potential Yield:

☐ Slaying Fire Beetles (EPV = 420)

3. Cavern

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

1). HPs:	
2). HPs:	

Potential Yield:

☐ Slaying Fire Lizards (EPV = 2,800)

4. Cave

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

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

Potential Yield:

☐ Slaying HellHounds (EPV = 5,600)

5. Guard Post

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

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Potential Yield:

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

6. Great Vaulted Cavern

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

1). HPs:	

Potential Yield:

☐ Slaying Goregon (EPV = 1,400)

7. Empty Cave

Encounter: none Potential Yield: none

8. Wide Passage

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

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12). HPs: 0000 0000 0000 0000 0000

Potential Yield:

☐ Slaying Piercers (EPV = 680)

☐ Necklace (GPV = 1,100)

9. Stinking Caverns (1 of 3)

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

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Potential Yield:

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

10. Stinking Caverns (2 of 3)

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



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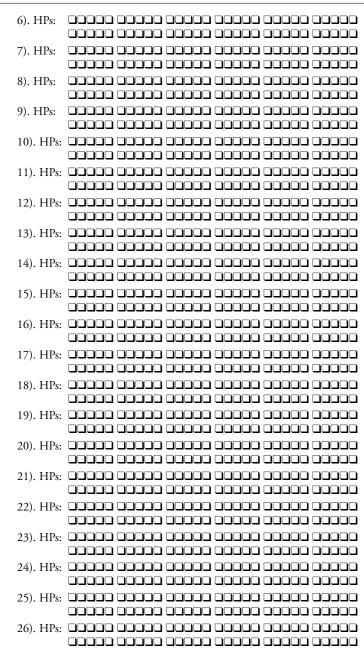
Potential Yield:

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

11. Stinking Caverns (3 of 3)

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

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



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



Potential Yield:

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

12. Narrow Cavern

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

1). HPs:	
2) HPs.	

Potential Yield:

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

13. Singing Chamber

Encounter: Crystal Ooze (2) (HF 11, EP 420, Int 1 (Animal), AL N, AC 8, MV 1",3" swim, HD 4, HP 45, 44, SZ L, #AT 1, D 4d4, SA paralyzing poison, wood disintegration, SD acid, cold, heat and fire immunity, weapon resistance, Hon: Average, ML 18, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 6 p 29)



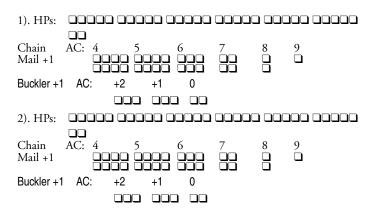
Potential Yield:

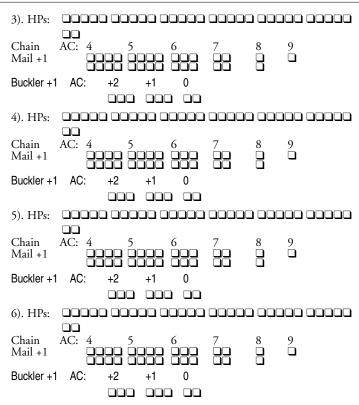
☐ Slaying Crystal Ooze (EPV = 840)

14 Cave

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

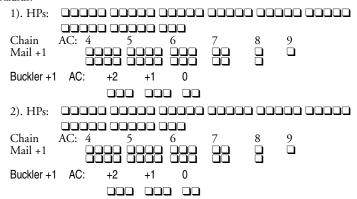
Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile]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





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

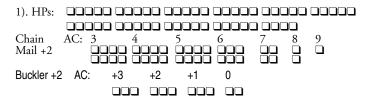
Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.



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

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

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



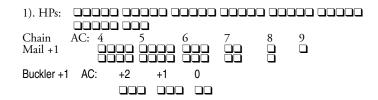
Potential Yield:

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

15. Gray Cavern

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

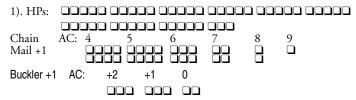
Male Drow 3rd level fighters (18) (HF 8, EP 327 each, Fighter 3, Str 10/98, Dex 17/02, Con 11/73, Int 11/01, Wis 10/18, Cha 10/34, Com 14/61, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", hp 38, SZ M, #AT 3/2 (+3 to-hit) and 1 (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization)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



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Chain AC: 4 Mail +1	5 6 3 0000 000	7 	8	9
Buckler +1 AC: +2	! +1 0 			
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Buckler +1 AC: +2 +1 0
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15). HPs: 0000 0000 0000 0000 0000
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Buckler +1 AC: +2 +1 0
16). HPs: 00000 00000 00000 00000 00000
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Buckler +1 AC: +2 +1 0
17). HPs: 00000 00000 00000 00000 00000
Chain AC: 4 5 6 7 8 9 Mail +1
Buckler +1 AC: +2 +1 0
18). HPs:
Chain AC: 4 5 6 7 8 9 Mail +1
Buckler +1 AC: +2 +1 0

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

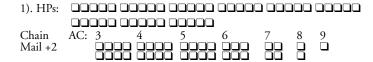


Daraax, male drow fighter/magic-user 6/6 [Lieutenant] (HF 15, EP 1060, Fighter 6/Magic-User 6, Str 8/26, Dex 17/80, Con 10/03, Int 17/05, Wis 12/45, Cha 12/23, Com 10/90, AL CE, AC -3 (Drow Chain Mail +2, Ring of Protection +3, Dex), MV 12", HP 45, SZ M, #AT 1 (-1 to-hit for Strength), D 1d6-1/1d6/1d8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

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

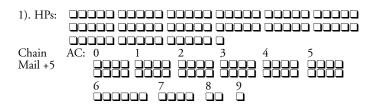
Spells known: (1st) Bash Door, Burning Hands, Color Spray, Detect Magic, Grease, Icy Sphere, Magic Missile, Read Magic, Throw Voice, Write; (2nd) Blindness, Mirror Image, Ray of Enfeeblement; (3rd) Blink, Dispel Magic, Ward Off Good.

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



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

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



Potential Yield:

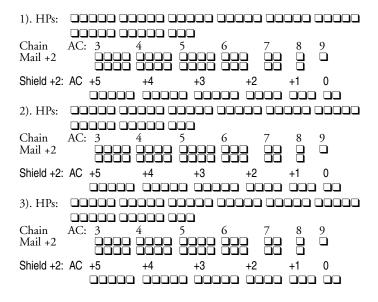
- ☐ Slaying 3rd level fighters (EPV = 5,886)
- ☐ Slaving 5th level fighter (EPV = 713)
- ☐ Slaying Daraax (EPV = 1,060)
- ☐ Slaying Dr'i'zz'ell (EPV = 3,014)
- ☐ 19 suits of Drow Chain Mail +1 (GPV = var)
- ☐ 19 Drow Bucklers +1 (GPV = var)
- ☐ 19 Drow Long Swords +1 (GPV = var)
- ☐ 19 Drow Short Swords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

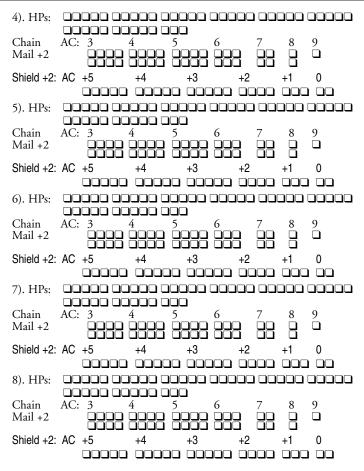
Gems (GPV = 2,600)

16. Small Cavern

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

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

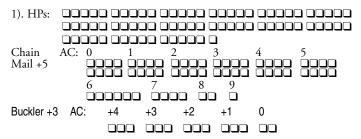




Nedylene, female drow assassin (HF 42, EP 4,766, Assassin 12, Str 14/20, Dex 19/67, Con 12/25, Int 19/40, Wis 13/47, Cha 8/03, Com 21/86, AL CE, AC -9 (Drow Buckler +3, Drow Chain Mail +5, Dex, acrobatic skill suite), MV 12", HP 76, SZ M, #AT 1 ranged (+9 to-hit for Hand Crossbow of Doom +3, Dex, Crossbow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

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

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

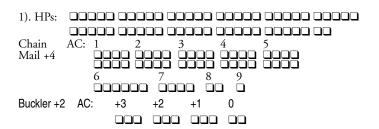


Derek, male drow cleric of Zyandal (Nedylene's sidekick) (HF 21, EP 1,156, Cleric 6, Str 15/64, Dex 16/06, Con 13/14, Int 14/68, Wis 19/67, Cha 12/02, Com 15/98, AL CE, AC -4 (Drow Chain Mail +4, Drow Buckler +2, Dex), MV 12", HP 57, SZ M, #AT 1 (+3 to-hit from Drow Footman's Mace +1, Mace Bonus talent,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

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

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

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



Potential Yield:

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

17. Jeweled Cavern

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



2). HPs:	
3). HPs:	

Potential Yield:

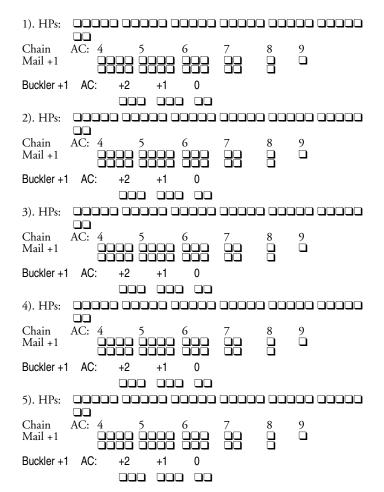
- ☐ Slaying Mind Flayers (EPV = 21,000)
- ☐ Gems (GPV = var.)
- ☐ 3 prolonged excursion bundles (GPV = 360)
- \square Amulet of the Planes (GPV = 30,000)
- ☐ Tome of Clear Thought (GPV = 30,000)

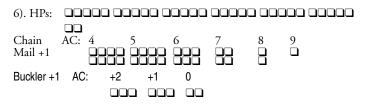
18. Small Cavern

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

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

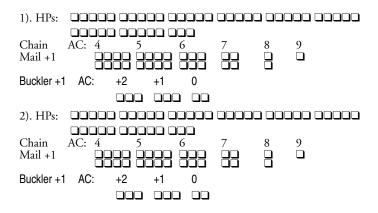
Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.





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

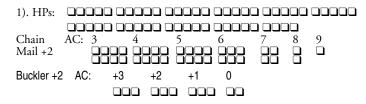
Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.



Male Drow 6th level fighter (1) (HF 20, EP 1,082, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (Drow Chain Mail +2, Drow Buckler +2, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (Drow Long Sword +2 + specialization) and 1d6-1/1d6/1d8 +2 (Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (Drow Long Sword +2 and hand crossbow), Def AC +5 (Drow Short Sword +2), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

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

Note: This drow will fight with only his long sword until his shield is destroyed, at which time he will draw his short sword and fight with two weapons.



Potential Yield:

- ☐ Slaying 2nd level fighters (EPV = 1,296)
- ☐ Slaying 4th level fighters (EPV = 920)
- ☐ Slaying 6th level fighter (EPV = 1,082)
- □ 8 suits of Drow Chain Mail +1 (GPV = var)
- □ 8 Drow Bucklers +1 (GPV = var)
- □ 8 Drow Short Swords +1 (GPV = var)
- ☐ 2 Drow Long Swords +1 (GPV = var)
- ☐ Drow Chain Mail +2 (GPV = var)
- ☐ Drow Buckler +2 (GPV = var)
- ☐ Drow Short Sword +2 (GPV = var)
- ☐ Drow Long Sword +2 (GPV = var)

19. Lower Lava River Bank

Encounter: Salamanders, common (2) (HF 18, EP 975, Int 11 (High), AL CE, AC 5/3 (upper body/lower body), MV 9", HD 7 +7, HP 59, 65, SZ M, #AT 2, D 1d6-1/1d6/1d8 (spear) +1d6 (heat)/2d6 (tail constriction) +1d6/round (heat), SA heat, SD immune to heat and fire, +1 or better weapons to hit, Lang: common, drow, giant, salamander, Hon: Average, ML 17, TOP 29, 32, Crit BSL: Def AC +6, FF 12, Reference HoB 7 p 23)

1). HPs:	
2). HPs:	

Potential Yield:

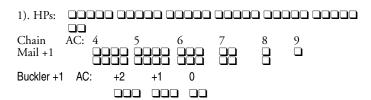
☐ Slaying Salamanders (EPV = 1,950)

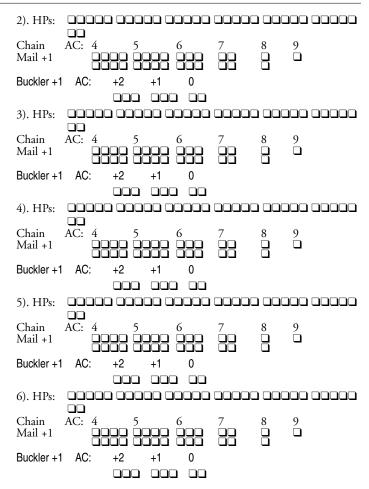
20. Upper Lava River Bank

Encounter: Drow male fighters (2nd level) (6), Drow male fighters (4th level) (3), K'nilith, darkman male dark knight (8th level) (1)

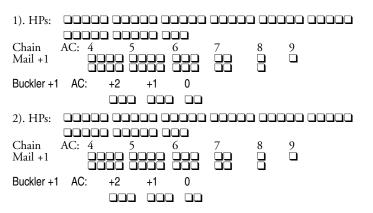
Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile]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

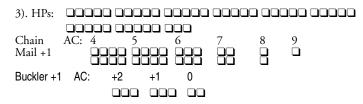
Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.





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

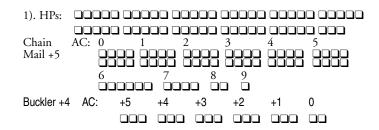




K'nilith, male Darkman dark knight (HF 38, EP 2,296, Dark Knight 8, Str 17/34, Dex 14/89, Con 10/38, Int 12/89, Wis 13/70, Cha 17/27, Com 7/66, AL CE, AC -6 (Drow Chain Mail +5, Drow Buckler +4, Dex), MV 12", HD 8, hp 58, SZ M, #AT 3/2 (+3 to-hit for Strength and sword bonus), D 1d6/1d8/1d12 +8 (Long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

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

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



Potential Yield:

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

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

A.

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

Potential Yield:

☐ Slaying Lurker Above (EPV = 2,000)

