

LOST CAYERNS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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use with GC21. The Lady with the Razor Blade Smile (p.27-29) 35

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PUBLISHER'S NOTE:

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A WARNING TO PLAYERS

What the hell are you doing? If you plan to play in this adventure and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster adventures is strictly for GameMaster's Eyes Only! Attempting to glean cues from this battlesheet will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HMA. Be a man (or woman as the case may be) of honor and put this adventure down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel – A GM's curse on your dice! May they fail you and consign you to an endless cycle of Player Character deaths! May misfortunes hound you every step of the game till the end of time.

WEI. BORDER PATROLS

A. Kettites (southern part of the map)

Captain (HF 5, EP 458, Int 12, AL LN, AC 2; MV 9"; F5; hp 53; SZ M, #AT 1; D 1d6+1 (lance) or 1d8 (scimitar), SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 27, Crit BSL: Def AC +1, FF: 5) armed with lance and scimitar. He is mounted on a medium war horse.

Mullah (HF 4, EP 385, Int 14, AL LN, AC 3; MV 9"; C4; hp 45; SZ M, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP:23, Crit BSL: Def AC -1, FF: 7) armed with a horseman's mace. He is mounted on a medium war horse (32 hp) and has the following spells

First Level: Command, Cure Light Wounds (x2), Light, Protection From Evil

6 Lancers (HF1, EP 15, Int 10, AL LN, AC 3; MV 9"; F1; hp 30, 29, 27 x 3, 26; SZ M, #AT 1; D 1d6+1 (lance) or 1d8 (scimitar), SD: Nil, Lang: Common, Hon: Ave, TOP: 2 x 15, 3 x 14, 13; Crit BSL: Def AC-3, FF: 5) armed with a lance and scimitar. They are mounted on medium war horses

Scale mail AC: 6 0000 00 7 0000 8 00 9 0

Sergeant (HF 3, EP 244, Int 11, AL LN, AC 5; MV 9"; F3; hp 41; SZ M, #AT 1 or 2; D 1d4 (dagger) or 1d6 (flight arrows), SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 21, Crit BSL: Def AC-1, FF: 5) armed with daggers and a composite short bow with arrows, plus 4 Flight Arrows +2. He is mounted on a medium war horse

12 Horse Archers (HF 1, EP 15, Int 10, AL LN, AC 5 [14 average DEX]; MV 9"; F1; hp 7 x 26, 5 x 25, SZ M, #AT 1; D 1d4 (dagger) or 1d6 (flight arrows), SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 12 x 13, Crit BSL: Def AC-3 (-1 w/ bows), FF: 5) armed with a daggers and a composite short bow with flight arrows. They have one Flight Arrow +1 each and are mounted on light warhorses.

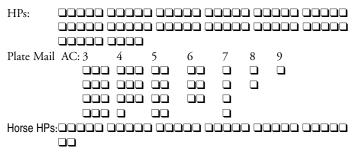
11) HPs:
Scale mail AC: 6 • • • • • • • • • • • • • • • • • •
Horse HPs:
12) HPs:
Scale mail AC: 6 00000 00 7 0000 8 00 9 0
Horse HPs: DDDDD DDDDD DDDDD DDDDD DDDDD

Medium Warhorses (HF 0, EP 65, Int 10, AL N, AC 7; MV 18"; HD 2+2; hp 32 ea; SZ L, #AT 3; D 1d3/1d6/1d6, SA: Nil, SD: Nil, Hon: Ave, TOP: 16, Crit BSL: Def AC -2, FF: 7).

Light Warhorses (HF 0, EP 35, Int 10, AL N, AC 7; MV 18"; HD2; hp 29 ea; SZ L, #AT 2; D 1d4/1d4, SD: N/A, Hon: Ave, TOP: 15, Crit BSL: Def AC-1 FF: 6).

B. Perrenlanders (northern part of the map)

Commander (HF 6, EP 1002, Int 14, AL CG, AC 3; MV 9"; F6; hp 69; SZ M, #AT 1; D 1d6+1, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 35, Crit BSL: Def AC-2, FF: 5 Reference HOB, 5 Page 13;) armed with lance and hand axe. He is mounted on a medium war horse.



Lieutenant (HF 4, EP 340, Int 12, AL CG, AC 4; MV 9"; F4; hp 50; SZ M, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 5; Reference HOB, 5 Page 13) armed with long sword and light crossbow with bolts. He is mounted on a medium war horse.

HPs:							
					1		
Bronze Pla	atemail AC:	4	5	6	7	8	9
Horse HPs							

12 Horse Archers (HF 1, EP 15, Int 10, AL CG, AC 5; MV 9"; F1, HP 2×27 , 2×26 , 4×25 , 4×24 ; SZ M, #AT 1 or 2; D 1d4 or 1d8, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 2×14 , 4×13 , 4×12 , Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with a daggers and a composite short bow with sheaf arrows. They have one Arrow +1, each. They are mounted on light warhorses.

6). HPs: 00000 00000 00000 00000
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs:
7). HPs: 0000 0000 0000 0000
Chain mail AC: 5 0000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs: 0000 0000 0000 0000 0000
8). HPs: 0000 0000 0000 0000
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs:
9). HPs: 0000 0000 0000 0000
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs:
10). HPs: ••••••••••••••••••••••••••••••••••••
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs:
11). HPs: 00000 00000 00000 00000
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs: 0000 0000 0000 0000 0000
12). HPs: 0000 0000 0000 0000
Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0
Horse HPs: 0000 0000 0000 0000

Elf Fighter/Magic-User (HF 8, EP 662, Int 16, AL CG, AC 4 [14 DEX]; MV 12"; F3/M3; hp 39; SZ M, #AT 1; D 1d8+1 (+1 to hit), SA: Spells SD: Elven abilities, Lang: Common, Elven, Hon: Ave, TOP: 20, Crit BSL: Def AC, FF: 6; Reference HOB, 3 Page 13) armed with longsword. She is mounted on a light warhorse (hp 29) and has the following spells.

First Level: Magic Missile, Sleep, Chill Touch, Feather Fall, Second Level: Stinking Cloud

HPs:						
)OO OOOO				
Elven	AC	: 5	6	7	8	9
Chain M	ſail					
Horse HF		זם בבפחם בבנ				

4 High Elven Scouts (HF 1, EP 420, Int 10, AL CG, AC 4 [14 DEX]; MV 12"; HD 1; hp 28, 2 x 27, 26; SZ M, #AT 1; D 1d6 (+1 to hit melee, +3 to hit missiles), SA: Elven abilities, SD: Elven abilities, Lang: Common, Elven, Hon: Ave, TOP: 3×14 , 13, Crit BSL: Def AC-1 melee, Def AC +2 missiles, FF: 6 Reference HOB, 3 Page 13) armed with short sword, dagger, and longbow with flight arrows. They have one +1 Arrow each and are mounted on light warhorses.

1) HPs:								
Elven	AC:	5	6	7	8	9		
Chain Ma	ail							
Horse HPs	s:🗆 🗆 🗆		محمد محمد					
2) HPs:			محمد محمد					
Elven	AC:	5	6	7	8	9		
Chain Ma	ail							
Horse HPs	s:🗆 🗆 🗆		محمد محمد					
3) HPs:			محمد محمد					
Elven	AC:	5	6	7	8	9		
Chain Ma	ail							
Horse HPs	s:🔲 🔲 🗆		محمد محمد					
4) HPs:			محمد محمد					
Elven	AC:	5	6	7	8	9		
Chain Ma	ail							
Horse HPs:								

Medium Warhorses (HF 0, EP 65, Int 10, AL N, AC 7; MV 18"; HD 2+2; hp 32 ea; SZ L, #AT 3; D 1d3/1d6/1d6, SA: Nil, SD: Nil, Lang: Horse, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF: 7).

Light Warhorses (HF 0, EP 35, Int 10, AL N, AC 7; MV 18"; HD2; hp 29 ea; SZ L, #AT 2; D 1d4/1d4, SD: N/A, Lang: Horse, Hon: Ave, TOP: 15, Crit BSL: Def AC-1 FF: 6).

WE4.THE PSEUDO-CAVE

Cave Chameleon (HF 12, EP 975, Int 6, AL N, AC 4; MV 2"; HD 6; hp 64; SZ L, #AT 1; D 3d4, SA: Surprise, SD: Nil, Lang: Cave Chameleon, Common, Hon: Low, TOP: 32, Crit BSL: Def AC+4, FF: 7)

_____ ______ HPs:

WE5.WE'VE SEEN BETTER DAYS

* All of these Gnolls have Low Honor (-1 to all die rolls).

Gnoll Sub Chief (HF 3, EP 178, Int 7, AL CE, AC 5; MV 9"; HD 3; hp 36; SZ L, #AT 1; D 1d10, SA: Nil, SD: Nil, Lang: Gnoll, Troll, Hon: Low, TOP: 18, Crit BSL: Def AC-1, FF: 4) armed with a halberd.

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0

6 Gnoll Archers (HF 2, EP 65, Int 6, AL CE, AC 5; MV 9"; HD 2; hp 34, 33, 32, 31 30, 28, SZ L, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Gnoll, Hobgoblin, Hon: Low, TOP: 2 x 17, 2 x 16, 15, 14, Crit BSL: Def AC-2, FF: 4 Reference HOB, 3 Page 73) armed with Longbows w/ flight arrows and clubs

1) HPs:

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0

Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 4) HPs: 0000 0000 0000 0000 0000

Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0 5) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0

Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0 10 Gnoll Polearmsmen (HF2, EP 65, Int 5, AL CE, AC 5; MV 9"; HD

2; hp 2 x 32, 2 x 31, 2 x 30, 4 x 29; SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll, Orc, Hon: Low, TOP: 4 x 16, 6 x 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with bill-guisarmes

1) HPs:

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 2) HPs: 0000 0000 0000 0000 0000

Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 4) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 5) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 6) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0

7) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 8) HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 9) HPs: 0000 0000 0000 0000 0000

Chain mail AC: 5 0000 000 6 00000 0 7 0000 8 00 9 0 10) HPs: 0000 0000 0000 0000 0000

Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0

3 Gnoll Swordsmen (HF 2, EP 65, Int 8, AL CE, AC 6; MV 9"; HD 2; hp 32, 31, 30; SZ L, #AT 1; D 1d10, SA: Nil, SD: Nil, Lang: Common, Gnarl-ron, Gnoll, Hon: Low, TOP: 2 x 16, 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with two-handed swords

1) HPs: 0000 0000 0000 0000 0000

Scale mail AC: 6 0000 00 7 0000 8 00 9 0 2) HPs:

3) HPs:

Scale mail AC: 6 00000 00 7 0000 8 00 9 0

3) HPs: 0000 0000 0000 0000 0000

Scale mail AC: 6 0000 00 7 0000 8 00 9 0

5 Gnoll Axemen (HF 2, EP 65, Int 8, AL CE, AC 6; MV 9"; HD 2; hp 33, 2 x 30, 29, 28, SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll; Hon: Ave, TOP:17, 3 x 15, 14, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with battle-axe.

Scale mail AC: 6 0000 00 7 0000 8 00 9 0 2) HPs:

Scale mail AC: 6 00000 00 7 0000 8 00 9 0

3) HPs: 0000 0000 0000 0000 0000 Scale mail AC: 6 0000 00 7 0000 8 00 9 0

4) HPs: 0000 0000 0000 0000 0000

Scale mail AC: 6 00000 00 7 0000 8 00 9 0

5) HPs: 0000 0000 0000 0000 0000

Scale mail AC: 6 0000 00 7 0000 8 00 9 0

7 Gnoll Scouts (HF 2, EP 65, Int 7, AL CE, AC 5; MV 12", HD 2, hp 32, 31, 3 x 30, 2 x 29; SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll, Hon: Low, TOP: 2 x 16, 5 x 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with morning star.

1) HPs:

Leather Armor AC: 8 □□ 9 □

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

2) HPs:

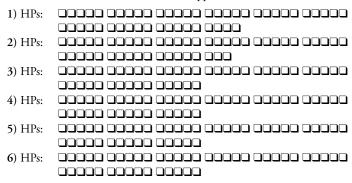
Leather Armor AC: 8 □□ 9 □

Medium Wood Shield AC: +3 \(\sigma \omega \omega +2 \omega \omega +1 \omega 0 \omega \)

3) HPs: 00000 00000 00000 00000 00000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □ 4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □ 5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □ 6) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □ 7) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □

WE6. EGHOUL EYRIE

Eghouls (HF 12, EP 395, 390, 375, 370, 365 360, Int 9, AL NE, AC 7,MV 3", 40", HD: 4, HP: 49, 48, 45x4, SZ L, #AT 3+SA, D 1d6/1d6/2d6, SA: Paralyzation, SD: Undead Immunities, Lang, Hon: N/A, TOP: n/a, Crit BSL: Def AC +2, FF: n/a, Reference: See Appendix #3: New Monsters).



Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

WE7. SWARTHY TRIBESMEN

Chief (HF 5, EP 510, Int 14, AL N, AC 5 [14 DEX]; MV 9"; F5; hp 60; SZ M, #AT 1; D 2d4 (two-handed), SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 30, Crit BSL: Def AC +2, FF: 5; Reference HOB, 5 Page 13) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to Strength.



Sub-chief (HF 4, EP 355, Int 12, AL N, AC 5 [14 DEX]; MV 9"; F4; hp 53; SZ M,, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 27, Crit BSL: Def AC (melee), Def AC +2 (missiles), FF: 5) armed with battle-axe, light crossbow with bolts, and a Bolt +3.



Warrior (HF 2, EP 142, Int 10, AL N, AC 6 [15 DEX]; MV 12"; F2; hp 39; SZ M, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 20, Crit BSL: Def AC -1 melee, FF: 5; Reference HOB, 5 Page 13) armed with a morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to Strength.

Medicine Man (HF 4, EP 519, Int 12, AL N, AC 6, leather armor, +2 due to 15 dexterity; MV 12"; D5; hp 49; SZ M, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 5, Reference HOB, 5 Page 13;) armed with staff, dagger, and three darts. He has the following spells available:

First Level: Animal Friendship, Entangle, Faerie Fire, Speak With Animals (x2), Detect Magic

Second Level: Charm Person Or Mammal, Cure Light Wounds (x2)

Third Level: Call Lightning, Neutralize Poison

HPs: 00000 00000 00000 00000 00000

Leather Armor AC: 8 □□ 9 □

8 Spearmen (HF 1, EP 35, Int 10, AL N, AC 6: MV 9" F1; hp 30, 29, 2x28, 2x27, 2x26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 2 x 15, 6 x 14, 2 x 13, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with spear and club

```
1) HPs: 0000 0000 0000 0000 0000
2) HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 \( \sigma \sigma \sigma \) 7 \( \sigma \sigma \sigma \) 8 \( \sigma \) 9 \( \sigma \)
3) HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 \( \text{O} \text{O} \text{O} \text{O} \) \( 7 \text{O} \text{O} \text{O} \) \( 8 \text{O} \text{O} \) \( 9 \text{O} \)
4) HPs: 0000 0000 0000 0000 0000
8) HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 \( \sigma \sum \) 7 \( \sigma \sum \) 8 \( \sup \) 9 \( \sup \)
```

4 Axemen (HF 1, EP 35, Int 10, AL: N, AC 7, MV 12" F1; hp 30, 28, 27, 26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 15, 2 x 14, 13, Crit BSL: Def AC-3, FF: 5, Reference HOB, 5 Page 13;) armed with hand axes.

1) HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
2) HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
3) HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
4) HPs: 00000 00000 00000 00000 0
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □

4 Crossbowmen (HF 1, EP35, Int 10, AL N, AC 8: MV 12" F1; hp 27, 26, 25, 24; SZ M, #AT1; D 1d8 or 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 14, 2 x 13, 12, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with Light Crossbows and clubs

1) HPs: □□	
Leather Armor	AC: 8 □□ 9 □
2) HPs:	
Leather Armor	AC: 8 □□ 9 □

Leather Armor AC: 8 □□ 9 □

WE9. Goblin Band

Leader (Common Goblin, HF 0, EP 55, Int 10, AL LE, AC 5; MV 6"; HD 2; hp 36; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Goblin, Common, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 4, Reference HOB, 3 Page 81). He wields a morning star.

4 Sub-Leaders (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 5; MV 6"; HD 1; hp 4x27; SZ M; #AT 1; D 1d6,SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 4 x 14, Crit BSL: Def AC-2, FF: 4, Reference HOB 3, Page 81). They are armed with short swords.

1) HPs: 0000 0000 0000 0000 0000 00

Small Wood Shield AC: +2 $\square\square\square$ +1 $\square\square$ 0 \square

2) HPs: 0000 0000 0000 0000 0000 00

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

Ring mail AC: 7 • 0 0 8 • 0 9 0 Small Wood Shield AC: +2 • 0 0 +1 • 0 0

4) HPs: 0000 0000 0000 0000 0000

Ring mail AC: 7 • 0 0 8 • 0 9 • Small Wood Shield AC: +2 • 0 0 +1 • 0 • 0

40 Regulars (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6"; HD 1-1; hp 5x27, 10x26, 10x25, 15x24, SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 5 x 14, 20 x 13, 15 x 12, Crit BSL: Def AC-3, FF: 4, Reference HOB 3, Page 81). They are armed with short swords.

1) HPs: 0000 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

2) HPs: 0000 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

3) HPs: 0000 0000 0000 0000 0000

Leather Armor AC: $8 \square \square 9 \square$

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

4) HPs: 0000 0000 0000 0000 0000 00

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 \(\sigma\omega\) +1 \(\sigma\omega\) 0 \(\sigma\)

6) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

7) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

8) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

9) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 \(\sum \omega \omega +1 \sum 0 \sum \)

11) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

12) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 DDD +1 DD 0 D

13) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

14) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

15) HPs: 0000 0000 0000 0000 0

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

16) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 DDD +1 DD 0 D

17) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

18) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)

19) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

21) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

23) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

24) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

25) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 DDD +1 DD 0 D

Leather Armor AC: 8 \square 9 \square

Small Wood Shield AC: +2 DDD +1 DD 0 D

27) HPs: 0000 0000 0000 0000

Leather Armor AC: 8 □□ 9 □

Small Wood Shield AC: +2 □□□ +1 □□ 0 □

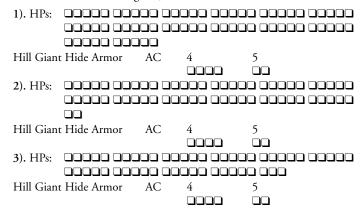
28) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 29) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 30) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 31) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 32) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 \(\sigma\omega\omega\) +1 \(\sigma\omega\) 0 \(\sigma\omega\) 33) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 34) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 35) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 36) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\) 37) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 38) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 39) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 40) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D

25 Skirmishers (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6"; HD 1-1; hp 5x26, 5x25, 5x24, 5x23, 5x22, SZ M; #AT 1; D1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Low, TOP 10 x 13, 10 x 12, 5 x 11, Crit BSL: Def AC-3, FF: 4, Reference HOB, Page 81) They are armed with hand axes.

6) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 7) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 8) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 \(\sigma\omega\omega\) +1 \(\sigma\omega\) 0 \(\sigma\omega\) 9) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 11) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 12) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 13) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 14) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\) 15) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 16) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 \(\sigma\omega\omega\) +1 \(\sigma\omega\) 0 \(\sigma\) 17) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 18) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 19) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 20) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 21) HPs: 0000 0000 0000 0000 00 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 22) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 \square 9 \square Small Wood Shield AC: +2 DDD +1 DD 0 D 23) HPs: 0000 0000 0000 0000 00 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\) 24) HPs: 0000 0000 0000 0000 00 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 DDD +1 DD 0 D 25) HPs: 0000 0000 0000 0000 Leather Armor AC: 8 □□ 9 □ Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)

WEI0. MOUNTAIN MARUADERS

3 Hill Giants (HF 14, EP 3000, Int 7, AC 4; MV 12"; HD 8 + 1-2; hp 70, 62, 53; SZ H; #AT 1; D2d8; SA: hurl rocks for 2d8 points of damage, SD: Nil: Lang: Common, Hon: Low, TOP: 25, 21, 17, Crit BSL: Def AC+9, FF: 7, Reference HOB 3, Page 59)



Note: These giants were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

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

WEII. FOXY LADY

1 Foxwoman (HF 18, EP 2000, Int 16, AL CE, AC 6; MV 24"/18"/12" by form; HD 8+1; hp 65, SZ M; #AT 1; d 1d4/1d2 or 2d6, SA: Charm, Spells; SD: Silver or +1 to hit, SZ M; #AT 1; Lang: Common, Elven, Hon: Low, TOP: 33, Crit BSL: Def AC+6, FF: 6, Reference HOB 4, Page 103).

HPs:	

4 Monks (HF 3, EP 163, Int , AL LN, AC 3; MV 16", M3; hp 32, 30, 28, 26; SZ M; #AT 5/4; D 1D6+1, SA: Intimidating Display, Improvise Weapon, SD: Pass Without Trace, Lang: Common, Hon: Ave, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: 5, Reference PHB, Page 55-56) armed with staves.

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

WEI2. MOUNTAIN DWARF BAND

Noble (HF 6, EP 753, Int 17, AL LG, AC 2; MV 9"; F6, hp 68; SZ M; #AT 1; D 1d6+5, SA: See text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 34, Crit BSL: Def AC+6 (warhammer), Def AC+5 (shortsword), FF: 7, Reference HOB 2, Page 121) armed with War Hammer +2 and Short Sword +1. He has a +2 bonus to hit and a +3 damage bonus due to Strength.

HPs:									
Field Plate	e AC:	2	3	4	5	6	7	8	9

Elder (HF6, EP 1,200, Int 17, AL LG, AC 2; MV 9"; C4/F4; hp 50; #AT 1; D 1d6+2, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 25, Crit BSL: Def AC+1, FF: 7, Reference HOB 2, Page 121) armed with a Footman's Mace +1. He has the following spells available:

First Level: Cure Light Wounds (x2), Detect Evil, Protection From Evil, Sanctuary

Second Level: Chant, Hold Pers	son			
HPs:	عمم محمور	رووو ووز		
	عمم معمون			
Chain mail AC: 5	6	7	8	9
Medium Metal Shield: AC +3	+2	+1 0		
			_	

2 Lieutenants (HF 3, EP 248, Int 12, AL LG, AC 3; MV 9", F3; hp 2 x 47; SZ M; #AT 1; D 2d4+1, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 2 x 24, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with battle-axe and war hammer. Each has a +1 damage bonus due to Strength.

1). HPs:		ادددد		ه مود	<u>م</u> وو			
		الالالالا						
Plate Mai	il AC: 3	4	5	6	7	8	9	
] 🗆						
2). HPs:								
2). HPs:								
2). HPs: Plate Mai							9	
,								
,			5 5			8		
,			5		7 	8		
,			5		7 	8		

10 Scouts (HF 1, EP 270, Int 10, AL LG, AC 5; MV 6"; HD 1 +1; hp 10 x 28; SZ M; #AT 1; D 1d6 or 1d8, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 10×14 , Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with short sword and light crossbow with bolts.

1). HPs:
Leather Armor AC: 8 □□ 9 □
Medium Metal Shield AC: +3 \(\begin{array}{cccccccccccccccccccccccccccccccccccc
2). HPs:
Medium Metal Shield AC: +3 \(\begin{array}{cccccccccccccccccccccccccccccccccccc
3). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 \(\begin{array}{cccccccccccccccccccccccccccccccccccc
4). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□
5). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 🔲 🗬 +2 🗬 🗝 +1 🗬 🗘 0 🗬
6). HPs:
Medium Metal Shield AC: +3 🔲 🗬 +2 🗬 🗝 +1 🗬 🗘 0 🗬
7). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 🔲 🗬 +2 🗬 🗝 +1 🗬 🗘 0 🗬
8). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 \(\begin{array}{cccccccccccccccccccccccccccccccccccc
9). HPs: 0000 0000 0000 0000 0000
Medium Metal Shield AC: +3 🔲 🗬 +2 🗬 🗝 +1 🗬 🗘 0 🗬
10). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Metal Shield AC: +3 DDDDD +2 DDDD +1 DDD 0 DD

```
8 Guards (HF 1, EP 270, Int 10, AL LG, AC 4; MV 4"; HD 1+1; hp 8 x 29; SZ M; #AT 1; D 2d4 or 1d8, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with battle axe and light crossbow with bolts.
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1). HPs:		ے موسود					
Bronze Pla	atemail AC:	4	5	6	7	8	9
2). HPs:							
Bronze Pla	atemail AC:	4	5	6	7	8	9
3). HPs:							
Bronze Pla	atemail AC:	4	5	6	7	8	9
/\							
*				الالالا	الالال		
Bronze Pla	atemail AC:	4	5	6	7	8	9
e/ 11D						Ч	
5). HPs:) - -		
- /	atemail AC:		1111 L 5	6	1 000 7	8 - -	9
- /					7 		9 0
Bronze Pl	atemail AC:	4 00000	5 0000	6 			
Bronze Plane 6). HPs:	atemail AC:	4 	5 0000 0000				
Bronze Plane 6). HPs:	atemail AC:	4 	5 0000	6 		8	9
Bronze Plane 6). HPs:	atemail AC:	4 	5 0000 0000			8	
Bronze Plane 6). HPs: Bronze Plane	atemail AC:		5 0000 0000			8	9
Bronze Plane 6). HPs: Bronze Plane 7). HPs:	atemail AC: atemail AC: atemail AC:		5 0000 1000 5 0000		7 00 7 00 00	8 0	9
Bronze Plane 6). HPs: Bronze Plane 7). HPs:	atemail AC:		5 0000 0000			8	9 0
Bronze Plane 6). HPs: Bronze Plane 7). HPs:	atemail AC: atemail AC: atemail AC:		5 0000 1000 5 0000		7 00 7 00 00	8 0 8 0 8	9
6). HPs: Bronze Planning Plann	atemail AC: atemail AC: atemail AC: atemail AC:		5 0000 1000 5 0000 1000 5		7 00 7 00 00	8	9 0
6). HPs: Bronze Pl. 7). HPs: Bronze Pl. 8). HPs:	atemail AC: atemail AC: atemail AC: atemail AC:		5 0000 1000 C 5 0000 C 5 0000 C 5		7 	8 0 8	
6). HPs: Bronze Pl. 7). HPs: Bronze Pl. 8). HPs:	atemail AC: atemail AC: atemail AC: atemail AC:		5 0000 1000 5 0000 1000 5		7 00 7 00 00	8 0 8 0 8 0 8 8	9 0 0 0 0 0 0 0
6). HPs: Bronze Pl. 7). HPs: Bronze Pl. 8). HPs:	atemail AC: atemail AC: atemail AC: atemail AC:		5 0000 1000 C 5 0000 C 5 0000 C 5		7 	8 0 8	

30 Spearmen (HF 1, EP 270, Int 10, AL LG, AC 4; MV 4 ¹/₂"; HD 1 +1; hp 30x26; SZ M; #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Dwarven, Hon: Ave, TOP: 30 x 13, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with spear and hand axe.

```
1). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 00000 8 00 9 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
2). HPs: 0000 0000 0000 0000 0000 0
Ring mail AC: 7 00000 8 00 9 0
Medium Metal Shield AC: +3 🗆 🗆 +2 🗆 +1 🗅 0 0
3). HPs: 0000 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 🗆 🗆 +2 🗆 🗆 +1 🗆 🗆 0 🗆
4). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 00000 8 00 9 0
Medium Metal Shield AC: +3 🗆 🗆 +2 🗆 🗆 +1 🗆 🗆 0 🗅
5). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 🗆 🗆 +2 🗆 🗆 +1 🗅 🗆 0 🗅
6). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□
7). HPs: 0000 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
8). HPs: 0000 0000 0000 0000 0000 0
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Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD

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9). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□
10). HPs: 00000 00000 00000 00000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
11). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
12). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
13). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 DDDDD 8 DD 9 D
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
14). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 \(\sigma\) \(\O\) \(\O\) \(\O\)
Medium Metal Shield AC: +3 \( \square\) +2 \( \square\) \( \square\) 0 \( \square\)
15). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 \( \square\) +2 \( \square\) \( \tau \) \( \tau \)
16). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 \(\sigma\) \(\sigma\) \(\sigma\) \(\sigma\) \(\sigma\)
Medium Metal Shield AC: +3 \( \square\) +2 \( \square\) \( \tau \) \( \tau \)
17). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 🗆 🗆 🗘 +2 🗅 🗅 🗘 +1 🗅 🗅 🗘 0
18). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□
19). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
20). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
21). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
22). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
23). HPs: 0000 0000 0000 0000 0
Ring mail AC: 7 \(\sigma\) \(\sigma\) 8 \(\sigma\) 9 \(\sigma\)
Medium Metal Shield AC: +3 \( \square\) +2 \( \square\) \( \tau \) \( \tau \)
24). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 🗆 🗆 🗘 +2 🗆 🗅 🗘 +1 🗅 🗅 🗘 0
25). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 \( \square\) +2 \( \square\) \( \tau \) \( \tau \)
26). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 □□□□□ +2 □□□□ +1 □□□ 0 □□
27). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 \quad \quad \quad \quad +2 \quad \quad \quad \quad +1 \quad \qu
28). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 DDDD +2 DDD +1 DDD 0 DD
29). HPs: 0000 0000 0000 0000 0
Medium Metal Shield AC: +3 \quad \quad \quad \quad +2 \quad \quad \quad \quad +1 \quad \qu
```

45 Infantry (HF1, EP 270, Int 8, AL LG, AC 4; MV 4"; HD 1+1; hp 45 x 28; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Dwarven, Hon: Ave, TOP: 45 x 14, Crit BSL: Def-3, FF: 7, Reference HOB 2, Page 121) armed with battle-axe. In addition, each of the following weapons is carried by one-third of the force: horseman's pick, mace, war hammer.

10 Banner bearers (HF 1, EP 270, Int 10, AL LG, AC 4; MV 9"; HD 1+1; hp 10x29; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil/A, Lang: Common, Dwarven, Hon: Ave, TOP: 10 x 15, Crit BSL: Def AC-3, FF: 7, Reference HOB 2, Page 121) armed with guisarme-voulge and longsword.

1). HPs:					الالالا		
Bronze Pl	atemail AC:	4	5	6	7	8	9
2). HPs:		ات حدددد					
Bronze Pl	atemail AC:	4	5	6	7	8	9
3). HPs:		ے موسود					ססטנ
Bronze Pl	atemail AC:	4	5	6	7	8	9
4). HPs:		ات حدددد					
Bronze Pl	atemail AC:	4	5	6	7	8	9
5). HPs:		ے موسود					
Bronze Pl	atemail AC:	4	5	6	7	8	9
6). HPs:							
Bronze Pl	atemail AC:	4	5	6	7	8	9

7). HPs: [ات مومود					
Bronze Plat	email AC:	4	5	6	7	8	9
8). HPs:							
Bronze Plat	email AC:	4	5	6	7	8	9
9). HPs: [
9). HPs: 5 Bronze Plat	email AC:	3000 OC 4	1 000 0	6) -	0 0 0 8	9
	email AC:	30000 00 4 000000	1000 0 5 0000	6 000	7 	8 •	9 0
	email AC:	30000 00 4 000000	1000 0 5 0000	6 000 000	7 	_	9
Bronze Plat		10000 00 4 000000 10000			7 		
Bronze Plat		 		6 6	7 		9 0
Bronze Plat 10). HPs: 5		 	 	000 000			Ó 1000

WEI3.The Fermented Hermit

Hermit (HF 1, EP 54, Int 11, AL N, AC 10; MV 11" (buzzed); HD 1/2; hp 24; SZ M, #AT 1; D unarmed, SA: Mass Domination (psionic), SD: Nil, Lang: Common, Hon: Low, TOP: 12, Crit BSL: Def AC-5, FF: 5)

HPs: 0000 0000 0000 0000

WEI4. Troll Rave

3 Trolls, Common (HF 13, EP 1,400, Int 7, AL CE, AC 4; MV 12"; HD 6+6; hp 3 X 56; SZ L, #AT 3; D 1d4+4, 1D4+4, 1D8+4, SA: Nil, SD: Regeneration, Lang: Troll, Hon: Low, TOP: 28, Crit BSL: Def AC+5, FF: 11)

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

WEI5. Wyvern's Roost

2 Wyverns (HF 15, EP 2000, Int 5, AL N (E), AC 3; MV 6", 24 Fly (E); HD 7+7; hp 2 x 59; SZ H; #AT 2; D 2d8/1d6, SA: Poison, Surprise 6 in 10, SD: Nil, Lang: N/A, Hon: Ave, TOP 2 x 20, Crit BSL: Def AC+6, FF: 12, Reference HOB 8, Page 106)

1). HPs:	
2). HPs:	

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

WEI6. HOBGOBLIN WAR PARTY

War Chief (HF 3, EP 120, Int 10, AL: LE, AC 2; MV 9"; HD 4; hp 42; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 18, Crit BSL: Def AC+2, FF: 6, Reference HOB 4, Page 10) armed with bastard sword and spear. He has a bonus of +1 to hit and +3 damage due to Strength.

HPs:	
Chain ma	il AC: 5
Medium '	Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □

2 Sub-Leaders (HF 2, EP 65, Int 8, AL: LE, AC 3; MV 9"; HD 2+1; hp 36 ea; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Ave, TOP: 18, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10) armed with longsword and whip. They have a bonus of +1 to hit and +2 damage due to Strength.

8 Guards (HF 2, EP35, Int 8, AL: LE, AC 4; MV 9"; HD 1+1; hp 8 x 29; SZ M; #AT 1 or 2; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC -1, FF: 6, Reference HOB 4, Page 10) armed with longswords and composite longbows with sheaf arrows.

```
1). HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
2). HPs: 0000 0000 0000 0000 0000
Ring mail AC: 7 \( \sigma \subseteq \sigma \) \( \text{8 \sigma} \) \( \text{9 \sigma} \)
Medium Wood Shield AC: +3 \(\sigma \omega \omega +2 \sqrt{\omega} +1 \sqrt{\omega} \omega 0 \sqrt{\omega}
3). HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 DDD +2 DD +1 DD 0 D
4). HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 DDD +2 DD +1 DD 0 D
Medium Wood Shield AC: +3 DDD +2 DD +1 DD 0 D
6). HPs: 0000 0000 0000 0000 0000
Ring mail AC: 7 \(\sigma\) \(\O\) \(\O\) \(\O\)
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
7). HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 DDD +2 DD +1 DD 0 D
8). HPs: 0000 0000 0000 0000 0000
Medium Wood Shield AC: +3 \(\sigma \omega \omega +2 \sqrt{\omega} +1 \sqrt{\omega} \omega 0 \sqrt{\omega}
```

8 Scouts (HF 2, EP 35, Int 10, AL: LE, AC 5; MV 12"; HD 1+1; hp 8 x 27; SZ M, #AT 1 or 2; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC -1, FF: 6, Reference HOB 4, Page 10) armed with longsword and composite longbow with sheaf arrows.

10 Spearmen (HF 2, EP 35, Int 8, AL: LE, AC 5; MV 12"; HD 1+1; hp 10 x 27; SZ M; #AT 1; D 1d-8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 10 x 14, Crit BSL: Def AC -1, FF: 6, Reference HOB 4, Page 10) armed with two throwing spears each.

```
1). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
2). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
3). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 🗆 🗆 +2 🗆 +1 🗅 🗆 0 🗅
4). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 \(\sigma \omega \omega + 2 \omega \omega + 1 \omega \omega 0 \omega
5). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 \( \square\) +2 \( \square\) +1 \( \square\) 0 \( \square\)
6). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
7). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 \( \square\) +2 \( \square\) +1 \( \square\) 0 \( \square\)
8). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
9). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma\) +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)
10). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 DDD +2 DD +1 DD 0 D
```

20 Infantry (HF 2, EP 35, Int 8, AL: LE, AC 5; MV 12"; HD 1+1; hp 20 x 27; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 20 x 14, Crit BSL: Def AC -1, FF: 6, Reference HOB 4, Page 10), armed with morning stars. They are also armed as follows: 50% carry a longsword, 50% carry a spear.

```
5). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma\) +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)
6). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
7). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma \opi \) +2 \(\sigma \opi \) +1 \(\sigma \opi \opi \)
8). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
9). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma \omega \omega +2 \omega \omega +1 \omega \omega 0 \omega
10). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
11). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
12). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
13). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
14). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma \opi \) +2 \(\sigma \opi \) +1 \(\sigma \opi \opi \)
15). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
16). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
17). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \(\sigma\) +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\)
18). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 □□ 9 □
Medium Wood Shield AC: +3 \(\sigma \omega \omega +2 \omega \omega +1 \omega \omega 0 \omega
19). HPs: 0000 0000 0000 0000 0000
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 □□□ +2 □□ +1 □□ 0 □
20). HPs: 0000 0000 0000 0000 00
Leather Armor AC: 8 \square 9 \square
Medium Wood Shield AC: +3 \( \square\) +2 \( \square\) +1 \( \square\) 0 \( \square\)
```

32 Polearmsmen (HF 2, EP 35, Int 8, AL: LE, AC 6; MV 9"; HD 1+1; hp 2 x 29, 4 x 28, 6 x 27, 6 x 26, 6x 25, 8 x 24; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Ave, TOP: 2 x 15, 10 x 14, 12 x 13, 8 x 12 Crit BSL: Def AC -1, FF: 6, Reference HOB 4, Page 10). The force is armed as follows: 25% have fauchard, 25% have fauchardfork, 25% have military fork, 25% have glaive-guisarme.

5). HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 □□□□□ 7 □□□□ 8 □□ 9 □
6). HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 □□□□□ 7 □□□□ 8 □□ 9 □
7). HPs: 0000 0000 0000 0000 0000 00
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
8). HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
9). HPs: 0000 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
10). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 👊
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
11). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 👊 👊
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
12). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 👊 👊
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
13). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
14). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
15). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
16). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
17). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
18). HPs: 0000 0000 0000 0000 0
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
19). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
20). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
21). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
22). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
23). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
24). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
25). HPs: •••••••••••••••••••••••
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
26). HPs: 👊 👊 🗠 🗠 🗠 🗠 🗠 🗠 🗠 🗠 🗠 🗠
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
27). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 👊 👊 🗠
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
28). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 👊 🗠 🗠
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
29). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 🗠 🗠
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
30). HPs: 👊 👊 👊 👊 👊 👊 👊 👊 🗠 🗠
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
31). HPs: 0000 0000 0000 0000
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •
32). HPs:
Hide Armor AC: 6 • • • • • • • • • • • • • • • • • •

WE17. OGRE DEN

6 Ogres, Common (HF 2, EP 270, Int 8, AL: CE, AC 5; MV 9";HD 4+1; hp 3 x 45, 3 x 42; #AT 1; D 1d6 (club) +3/+7 Strength; SA Nil; SD: Nil; Lang: Ogre, Goblin, Hon: Ave, TOP: 3 x 23, 3 x 22, Crit BSL: Def AC+5, FF: 4, Reference HOB 6, Page 24)

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

WEI8. GREY ELVEN WARDER BAND

Captain (HF 15, EP 2,636, Int 17, AL: CG, AC 2 (includes +3 Dexterity bonus); MV 12"; L F5/MU5; hp 49, SZ M; #AT 1; D 1d8+1 (+2 to hit), SA: See text, SD: See text, Lang: Common, Elven, High, Hon: High, TOP: 25, Crit BSL: Def AC+3, FF: 6, Reference HOB 3, Page 12) armed with Longsword +1 and Dagger +1. He has the following spells available:

First Level: Charm Person, Shocking Grasp, Spider Climb, Throw Voice, Color Spray, Melt

Second Level: Blindness, Mirror Image

Aide (HF 10, EP 877, Int 12, AL: CG, AC 3 (includes +2 Dexterity bonus); MV 12"; L F3/C3; hp 44; SZ M; #AT 1; D 1d6+2, SA: See text, SD: See text, Lang: Common, Elven, Hon: High, TOP: 22, Crit BSL: Def AC, FF: 6, Reference HOB 3, Page 13) armed with a Footman's Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds, Light, Protection From Evil

Second Level: Hold Person

Lieutenant (HF 5, EP 395, Int 12, AL: CG, AC 4 (includes +1 Dexterity bonus); MV 12"; L F4; hp 53; SZ M, #AT 1; D 1d6+1 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: High, TOP: 27, Crit BSL: Def AC+1, FF: 6, Reference HOB 3, Page 13) armed with Spear +1 and longsword.

12 Archers (HF 2, EP420, Int 12, AL: CG, AC 5; MV 12"; L F1; hp 28, 3 x 27, 3 x 26, 3 x 25, 2 x 24; SZ M, #AT 1 or 2; D 1d8 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 4 x 14, 6 x 13, 2 x 12, Crit BSL: Def AC-1, FF: 6, Reference HOB 3, Page 13) armed with longswords and longbows (sheaf arrows).

1). HPs:						
Elven	AC:	5	6	7	8	9
Chain Mai	1					

2). HPs: 🔲 🗆		عدده حدود			
Elven AC	C: 5	6	7	8	9
Chain Mail					
3). HPs: □□□	و ووووو ووو	عدده حدور	المحموم م		
Elven AC	2: 5	6	7	8	9
Chain Mail					
4). HPs: □□□	ء محمود مو د	عددد حددر			
Elven AC	D: 5	6	7	8	9
Chain Mail					
5). HPs: □□□		عددد حددر			
Elven AC	D: 5	6	7	8	9
Chain Mail					
6). HPs: □□□		عددد حددن	المحمود ف		
Elven AC	E: 5	6	7	8	9
Chain Mail					
7). HPs: □□□	و موموم مود	عددد حددن	المحمود ف		
Elven AC	: 5	6	7	8	9
Chain Mail					
8). HPs: □□□	و موموم مود	عددد حددن	المحمود ف		
Elven AC	2: 5	6	7	8	9
Chain Mail					
9). HPs: □□□	و موموم مود	عددد حددن	المحمود ف		
Elven AC	C: 5	6	7	8	9
Chain Mail					
10). HPs: □□□	و موموم مود	عددد حددن	المحمود ف		
Elven AC	C: 5	6	7	8	9
Chain Mail					
11). HPs: □□□		عدده حدد			
Elven AC	: 5	6	7	8	9
Chain Mail					
12). HPs: □□□	و ووووو ووو	عدده حددن			
Elven AC	: 5	6	7	8	9
Chain Mail					

12 Guard Infantry (HF 2, EP 420, Int 12, AL: CG, AC 5; MV 12"; SZ M; HD 1+1; hp 2 x 29, 2 x 28, 2 x 27, 4 x 26, 2 x 25; SZ M, #AT 1; D 1d10, SA: See text, SD: See text, Lang: Common, Elven, Hon: Ave, TOP: 2 x 15, 4 x 14, 6 x 12, Crit BSL: Def AC -1, FF: 6, Reference HOB 3, Page 13) armed with two-handed sword.

1). HPs: $\Box\Box$					
Elven AG	C: 5	6	7	8	9
Chain Mail					
2). HPs: □□		احموم مومر			
Elven AG	C: 5	6	7	8	9
Chain Mail					
3). HPs: □□		احددد حددا)
Elven AG	C: 5	6	7	8	9
Chain Mail					
4). HPs: □□		احموم مومور]
Elven AG	C: 5	6	7	8	9
Chain Mail					
5). HPs: □□		احموم مومور			
Elven AG	C: 5	6	7	8	9
$C1 \cdot M \cdot 1$					
Chain Mail					_
))			_
6). HPs: □□	 		7	8	9
6). HPs: □□			7	8	_
6). HPs: \square Elven A0 Chain Mail	C: 5			8 00	9
6). HPs: \square Elven A0 Chain Mail	C: 5	6		8 	9
6). HPs: \square Elven A0 Chain Mail 7). HPs: \square	C: 5				9
6). HPs: Cleven A(Chain Mail 7). HPs: Cleven	C: 5	6 		8	9 0
6). HPs: Delven Ac Chain Mail 7). HPs: Delven Ac Chain Mail 8). HPs: Delven Ac Chain Mail	C: 5 	6 		8	9 0

9). HPs: 0000 0000 0000 0000 0					
Elven AC	C: 5	6	7	8	9
Chain Mail					
10). HPs:					
Elven AG	C: 5	6	7	8	9
Chain Mail					
11). HPs: 0000 0000 0000 0000					
11). HPs: ⊔⊔		عددد حددر			
11). HPs: UU Elven AC		1000 0000 6	7	□ 8	9
Elven AG		6	7 	8 00	9
Elven AC Chain Mail	C: 5	6	7 0000	3 8 00 3	9
Elven AC Chain Mail	C: 5 	6	7 0000	3 8 00 1 8	9 ••• 9

24 Spearmen (HF 2, EP 420, Int 12, AL: CG, AC 4 [14 DEX]; MV 12"; SZ M; HD 1+1; hp 4 x 28, 4 x 27, 4 x 26, 8 x 25, 4 x 24; SZ M, #AT 1; D 1d6 (+1 to hit with shortsword), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 8 x 14, 12 x 13, 4 x 12, Crit BSL: Def AC-1 (spear), Def AC (sword), FF: 6, Reference HOB 3, Page 13) armed with spear and short sword.

```
1). HPs: 0000 0000 0000 0000 0000
Elven
    AC: 5
             6
Chain Mail
      2). HPs: 0000 0000 0000 0000 0000
Elven
    AC: 5
             6
                         9
                         Chain Mail
3). HPs: 0000 0000 0000 0000 0000
Elven
Chain Mail
      4). HPs:
Elven
Chain Mail
      5). HPs: 0000 0000 0000 0000 0000
Elven
    AC: 5
                         Chain Mail
      6). HPs: 0000 0000 0000 0000 0000
                         9
Elven
    AC: 5
                         Chain Mail
      7). HPs: 0000 0000 0000 0000 0000
                         9
Elven
Chain Mail
      8). HPs:
Elven
    AC: 5
      Chain Mail
9). HPs: 0000 0000 0000 0000 0
    AC: 5
                         9
Elven
             Chain Mail
      10). HPs: 0000 0000 0000 0000 0
Elven
                         9
                         Chain Mail
      11). HPs: 0000 0000 0000 0000 0
                         9
Elven
      Chain Mail
12). HPs: 0000 0000 0000 0000 0
Elven
Chain Mail
      13). HPs: 0000 0000 0000 0000
                         9
Elven
    AC: 5
             6
      Chain Mail
14). HPs: 0000 0000 0000 0000
Elven
             6
Chain Mail
      15). HPs: 0000 0000 0000 00000
Elven
    AC: 5
             6
Chain Mail
```

16). HPs: □□□	aa aaaaa ac	احددت حددا	امووو م		
Elven AC:	5	6	7	8	9
Chain Mail					
17). HPs: □□□		احموم مومر		_	
Elven AC:	5	6	7	8	9
Chain Mail					
18). HPs: □□□		احموم مومر			
Elven AC:	5	6	7	8	9
Chain Mail					
19). HPs: □□□		احمده حمدا	المحمول الم		
Elven AC:	5	6	7	8	9
Chain Mail					
20). HPs: □□□	aa aaaaa ac	احمده حمدا	احددد د		
Elven AC:	5	6	7	8	9
Chain Mail					
21). HPs: □□□		احموم محمر			
Elven AC:	5	6	7	8	9
Chain Mail					
22). HPs: □□□		احموم محمر			
Elven AC:	5	6	7	8	9
Chain Mail					
23). HPs: □□□	aa aaaaa ac	احمده حمدا			
Elven AC:	5	6	7	8	9
Chain Mail					
24). HPs: □□□		احمده حمدا			
Elven AC:	5	6	7	8	9
Chain Mail					

12 Scouts/Animal Handlers (HF 2, EP 420, Int 12, AL: CG, AC 5; MV 12"; SZ L; HD 1+1; hp 1 x 29, 3 x 27, 4 x 26, 4 x 25; #AT 1; D 1d6 (+1 to hit for longbow), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 1 x 15, 3 x 14, 8 x 13, Crit BSL: Def AC-1 (spear), Def AC (longbow), FF: 6, Reference HOB 3, Page 13) half armed with longbow (flight arrows), half armed with spear.

1). HPs:		UU UUUUU UU				
Elven	AC:	5	6	7	8	9
Chain Ma	il					
2). HPs:		aa aaaaa aa	روووو ووور	رمووو د		
Elven	AC:	5	6	7	8	9
Chain Ma	il					
3). HPs:						
Elven	AC:	5	6	7	8	9
Chain Ma	il					
4). HPs:						
Elven	AC:	5	6	7	8	9
Chain Ma	il					
5). HPs:					ם כ	
Elven	AC:	5	6	7	8	9
Chain Ma	il					
6). HPs:		aa aaaaa aa	رمومو موم	روووو د		
Elven	AC:	5	6	7	8	9
Chain Ma	il					
7). HPs:					ם כ	
Elven	AC:	5	6	7	8	9
Chain Ma	il					
8). HPs:					ם כ	
Elven	AC:	5	6	7	8	9
Chain Ma	il					
9). HPs:		aa aaaaa aa	رمومو موم	روووو د	ב	
Elven	AC:	5	6	7	8	9
Chain Ma	il					
10). HPs:		aa aaaaa aa	رمووو وووا	روووو د	ב	
Elven	AC:	5	6	7	8	9
Chain Ma	il					

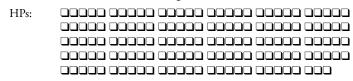
11). HPs: 0000 0000 0000 0000					
Elven	AC: 5	6	7	8	9
Chain Mail					
12). HPs: □		محمد حمدر			
Elven	AC: 5	6	7	8	9
Chain Mail					

3 Elven Wardawgs (HF 4, EP 125, Int 6, AL: NG, AC 6; MV 18"; SZ M, HD 3 + 1; hp 43, 41, 38, #AT 1; D 1d8, SA: See text; SD: See text ;Lang: Understands but does not speak Elven, Hon: Ave, TOP: 22, 21, 19, Crit BSL: Def AC+1, FF: 6, Reference HOB 3, Page 20)

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

WEI9.A DETERMINED DRAGON

Blue Dragon (Horny Ridged, Age Category 3) (HF 63, EP 10,000, Int 17, AL: LE, AC -2; MV 9", 30" Fly (C), 4" Burrow; SZ G; HD 16; hp 148; #AT 3; D 1d10+3/1d10+3/5d6+3, SA: Breath (6d10+3) 1per 3 rounds; SD: Create/Destroy Water 3xday, Immune to electricity, Dragon Senses, Lang: Blue Dragon, Common, Dragonspeak, Hon: Low, TOP: 74, Crit BSL: Def AC+14, FF: 12, Reference HOB 2, Page 80).



WE20. Stone Giant's Playground

2 Stone Giants (HF 31, EP 7000, Int 9, AL: N, AC 0; MV 12"; HD 14+1-3; hp 86, 83; #AT 1; D 2d6+8; SA hurl rocks for 3d10 points of damage; SD: See Text, Lang: Common, Stone Giant, Hon: Ave, TOP: 28. 27, Crit BSL: Def AC+16, FF: 7, Reference HOB 3, Page 63)

1). HPs:	
,	
2). HPs:	
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	

Note: These giants were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

WEA. IF IT'S NOT GNOMISH IT'S CRAP!

Battlesheet Editor's Note: A detailed battlesheet has not been developed for this encounter due to the large number of gnomes present and the page bloat that would ensue. It is intended to be a "safe haven" for the players. If your PCs insist on mounting an assault on the lands of Laird Gwaylar, you're on your own!

Chieftain (HF 9, EP 758, Int 14, AL: NG, AC 2; MV 6"; L F5; hp 51; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: High, TOP: 26, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with Short Sword +1 and spear.

Lieutenant (HF 4, EP 245, Int 12, AL: NG, AC 3; MV 6"; SZ S; F3, hp 40; #AT 1; D 1d6(+1/+1 for Strength), SA: Nil; SD: Nil Lang: Common, Gnome, Halfling; Hon: High, TOP: 20, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Cleric (HF 3, EP 237, Int 12, AL: NG, AC 3; MV 6"; SZ S; C3, hp 38; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Elven, Orc; Hon: High, TOP: 19, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with club. He has the following spells available:

First Level: Command, Cure Light Wounds (x3), Detect Evil, Detect Magic

Second Level: Hold Person, Know Alignment, Speak With Animals

4 Bodyguards (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2 x 34, 2 x 32,; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Orc; Hon: Ave, TOP: 2 x 17, 2 x 16, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Illusionist (HF 1, EP 117, Int 16, AL: NG, AC 5 which includes +3 due to Dexterity; MV 6"; SZ S; I1, hp 22; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Drow, Gnome; Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF: 3, Reference HOB 3, Page 75) armed with a staff. He wears bracers of defense (AC 8) and has the following spells available:

First Level: Color Spray, Wall of Fog, Change Self

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2x26, 8x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc; Hon: Ave, TOP: 10×13 , 10×12 , Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows. The strongest two have two Arrows +1 each.

20 Polearmsmen (HF 1, EP 65, Int 10, AL: NG, AC 5; MV 6"; SZ S; F1, hp 4x26, 6x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Hon: Ave, TOP: 10 x 13, 10 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with glaive and dagger.

10 Advanced Guards/Runners (HF 1, EP 65, Int 10, AL: NG, AC 7; MV 6"; SZ S; F1, hp 3x26, 4x25, 3x24; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 7 x 13, 3 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with club and sling with bullets.

Group I:

Laird Furduch Na'Gwaylar (HF 9, EP 669, Int 14, AL: NG, AC 1; MV 6"; SZ S; F5 hp 70; #AT 1; D 1d6+4, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc, Hon: High, TOP: 37, Crit BSL: Def AC+4, FF: 5, Reference HOB 3, Page 75) armed with Spear+2 and short sword. He has a bonus of +1 to hit and +2 damage due to Strength.

Captain (HF 6, EP 415, Int 14, AL: NG, AC 2; MV 6"; SZ S; F4 hp 57; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Halfling, Hon: High, TOP: 29, Crit BSL: Def AC, FF: 5, Reference HOB 3, Page 75) armed with spear and short sword.

2 Lieutenants (HF 3, EP 252, 240, Int 12, AL: NG, AC 4; MV 6"; SZ S; F3 hp 38, 35; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Elven, Gnome, Hon: Ave, TOP: 19, 18, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

40 Infantry (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 5 x 26, 10 x 25, 20 x 24, 5 x 23; #AT 1; D 1d6, SA: N/A; SD:N/A Lang: Common, Gnome, Elven, Hon: Ave, TOP: 15 x 13, 25 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Group 2:

The Laird Gwaylar (HF 7, EP 501, Int 14, AL: NG, AC 3; MV 6"; SZ S; F5; hp 46; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 23, Crit BSL: Def AC+1 (sword), Def AC+2 (bow), FF: 3, Reference HOB 3, Page 75) armed with short sword and Short Bow +1 with arrows.

Lieutenant (HF 4, EP 320, Int 14, AL: NG, AC 6; MV 6"; SZ S; F4; hp 38; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Hobgoblin, Hon: High, TOP: 19, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows.

Cleric #1 (HF 2, EP 221, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 34; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Elven, Hon: Ave, TOP: 17, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Cure Light Wounds (x4)

Second Level: Spiritual Hammer

Cleric #2 (HF 2, EP 209, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 31; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Gnome, Ettin, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Bless, Cure Light Wounds (x4), Remove Fear

Second Level: Chant, Speak With Animals

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 4 x 26, 8 x 25, 6 x 24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Elven, Hon: Ave, TOP: 12 x 13, 8 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow.

Group 3:

The Laird Gwaylar, clan chief (HF 13, EP 854, Int 14, AL: NG, AC –1 (shield, armor, +1 due to Dexterity); MV 6"; SZ S; F6; hp 63; #AT 1; D 1d8+4 (+3 to hit), SA: Nil; SD: Nil, Lang: Common, Dwarven, Gnome, Hon: High, TOP: 32, Crit BSL: Def AC+5, FF: 4, Reference HOB 3, Page 75) armed with Shield +1, Plate Mail +1, Longsword +1, and dagger. He has a bonus of +2 to hit and +3 damage due to Strength.

3 Sergeants (HF 3, EP245, 229, 217, Int 12, AL: NG, AC 6; MV 6"; SZ S; F3; hp 40, 36, 33; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Kobold, Hon: Ave, TOP: 20, 18, 17, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Chief Cleric (HF 11, EP 1,395, Int 13, AL: NG, AC 2; MV 6"; SZ S; C7; hp 57; #AT 1; D 1d6, SA: Nil; SD: Bonus spells Lang: Common, Gnome, Hill Giant, Hon: High, TOP: 29, Crit BSL: Def AC+1, FF:4, Reference HOB 3, Page 75) armed with staff. He has the following spells available:

First Level: Bless, Command, Cure Light Wounds(x3), Light, Sanctuary

Second Level: Hold Person (x2), Silence 15' r., Speak With Animals (x2)

Third Level: Dispel Magic, Prayer

Fourth Level: Cure Serious Wounds

Under Cleric (HF 4, EP 495, Int 13, AL: NG, AC 6; MV 6"; SZ S; C5; hp 45; #AT 1; D 1d6+1, SA: Nil; SD: Nil Lang: Common, Gnome, Goblin, Hon: High, TOP: 23, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with a Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds (x2), Detect Evil, Detect Magic

Second Level: Chant, Hold Person, Resist Fire

Third Level: Dispel Magic

4 Lesser Clerics (HF 2, EP 152, 146, 143, 137, Int 12, AL: NG, AC 6; MV 6"; SZ S; C2; hp 34, 32, 31, 29; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Stone Giant, Hon: High, TOP: 17, 2 x 16, 15, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with two clubs each. Each has the following spells:

First Level: Bless, Cure Light Wounds(x2), Protection from Evil

20 Infantry (HF 1, EP 65, Int 10, AL: NG, AC 1; MV 6"; SZ S; F1; hp 5 x 26, 10 x 25, 5 x 24; #AT 1; D 1d6, SA: Nil; SD: Nil. Lang: Common, Gnome, Elven, Hon: Ave, TOP: 15 x 13, 5 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

40 Militia (HF 1, EP 65, Int 12, AL: NG, AC 6; MV 6"; SZ S; F1; hp 5 x 26, 15 x 25, 5 x 24,15 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 20 x 13, 15 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and club.

12 Animals Handlers (HF 1, EP 65, Int 10, AL: NG, AC 5, MV 6"; SZ S; F1; hp 2 x 29, 4 x 28, 4 x 27, 2 x 26; #AT 1; D 1-6, SA: Nil; SD: Nil, Lang: Common, Gnome, Dwarven, Hon: Ave, TOP: 2 x 15, 8 x 14, 2 x 13, Crit BSL: Def AC-3, FF: 3 Reference HOB 3, Page 75) armed with short sword and club.

Group 4:

Captain (HF 5, EP 609, Int 14, AL: NG, AC 4; MV 6"; SZ S; F5; hp 64; #AT 1; D 1d6+1 (+1 to hit), SA: Nil; SD: Nil Lang: Common, Gnome, Hobgoblin, Hon: High, TOP: 32, Crit BSL: Def AC +2, FF: 5, Reference HOB 3, Page 75) and is armed with Short Sword +1 and sling.

Lieutenant (HF 4, EP 350, Int 14, AL: NG, AC 4; MV 6"; SZ S; F4; hp 44; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Elven, Hon: High, TOP: 22, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

2 Sergeants (HF 2, EP 149, 146, Int 12, AL: NG, AC 5; MV 6"; SZ S; F2; hp 33, 32; #AT 1; D 1d10, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc, Hon: Ave, TOP: 17, 16, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with spear and club.

30 Slingers (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 4; MV 6"; SZ S; F1; hp 30 x26; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 30 x 13, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with club and sling with stones.

100 Infantry (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 100 x 26; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 100 x 13, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) Thirty-three are armed with short sword and sixty-seven are armed with spear. All carry clubs as well.

Illusionist (HF 5, EP 1,155, Int 16, AL: NG, AC 4 (Ring of Protection, +4 bonus due to Dexterity); MV 9"; SZ S; I7; hp 33; #AT 1; D 1d6+1, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 17, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with Dagger+2 and a Ring of Protection +2. He has the following spells available:

First Level: Change Self, Color Spray, Detect Invisibility, Spook, Phantasmal Force, Audible Glamer

Second Level: Blindness, Hypnotic Pattern, Blur

Third Level: Invisibility 10' r., Paralyzation

Fourth Level: Fear

12 Guards (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 4; MV 6"; SZ S; F1; hp 12 x 27; #AT 1; D 1d8, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 12x 14, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with longsword and dagger.

200 Female Gnomes: Non-combatants

120 Gnome Children: Non-combatants

WEB.THE CRAGGY DELLS

9 Adult Hippogriffs (HF 2, EP 175, Int 3, AL: N, AC 5; MV 18", 36" Fly (C); SZ L, HD 3 + 3, ; hp 46, 40, 39, 38, 37, 36; 35, 2 x 34; #AT 2 claws, 1 bite; D 1d6/1d10, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 23, 2 x 20, 2 x 19, 2 x 18, 2 x 17, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127).

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

Boss (Half-orc Assassin, HF 12, EP 2,308, Int 15, AL: LE, AC 0 (includes +2 due to Dexterity, magic armor); MV 12"; SZ M, L F6/A6; hp 63; #AT 2 (crossbow) or bastard sword and dagger; D 1d8+3 (crossbow, +5 to hit), or 1d8 and 1d6-1, SA: Nil; SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Low, TOP: 32, Crit BSL: Def AC+7 (crossbow) or Def AC+2 (melee), FF: 5, Reference HOB 6, Page 37), Ambidextrous.

His assassin and thief abilities are listed below:

BOSS TABLE

Level of	Chance of	Thieving *	%	Armor
Victim	Assassination	Ability	Success	modifiers
4-5	60%	pick pockets	40%	-25%
6-7	50%	open locks	42%	-15%
8-9	35%	find traps	40%	-15%
10-11	20%	move silently	33%	-15%
		hide in shadow	25%	-15%
		hear noise	20%	-10%
		climb walls	93%	-25%
		read languages	10%	none

Surprise backstab = double damage*
Cannot be used while in metal armor

1). HPs:								
Splint Mail +2	AC: 2	3 	4	5 0000 0000	6	7 00	8	9

Number Two (Human, HF 7, EP 1,075, Int 12, AL: LE, AC 0 (includes +1 for Dexterity, magic shield); MV 9"; SZ M; F7; hp 80; #AT 3/2; D 1d6+1, SA: Nil; SD: Nil Lang: Common, goblin, Orc, Hon: Ave, TOP: 40, Crit BSL: Def AC+4, FF: 5, Reference HOB 5, Page 11) armed with Shield +1, flail, and short sword. He also has a Rope of Entanglement. He has a bonus of +1 to hit (Attack Bonus: Flail).

HPs:	
Chain ma	il AC: 5
Shield +1	: AC +4 0000 +3 0000 +2 000 +1 000 0 00

Number Three (Orcish Chieftain, HF 4, EP 224, Int 10, AL: NE, AC 3 (includes +1 due to Dexterity); MV 8"; SZ M; HD 3; hp 41; #AT 1; D 2d4+2 (+1 to hit), SA: Nil; SD: Nil, Lang: Common, Orc, Hon: Ave, TOP: 21, Crit BSL: Def AC+2, FF: 6, Reference HOB 6, Page 33) armed with bardiche and dagger. He has a bonus of +2 damage due to Strength. He is an orc chieftain.

HPs: Splint Mail AC:4 5 6 7 8 9

10 Brigands (human, HF 1, EP 15, Int 10, AL: LE, AC 7; MV 9"; HD 1+1; hp 10 x 27; #AT 1; D 1d6 or 1d8 (ranged), SA: Nil; SD: Nil; Lang: Common, Orcish, Hon: Ave, TOP: 10 x 14, Crit BSL: Def AC-3; FF: 5, Reference HOB 5, Page 9) armed with hand axe and light crossbow with bolts

1). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 \(\sigma \square \square \) 9 🗆 2). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 8 🗆 🗆 9 🗆 Ring mail AC: 7 8 🔲 9 🗆 4). HPs: 0000 0000 0000 0000 0000 8 🔲 Ring mail AC: 7 9 🗆 5). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 \(\square\) 8 🗆 9 🗆 6). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 8 🔲 9 🗆 7). HPs: 0000 0000 0000 0000 0000 00 Ring mail AC: 7 8 🔲 9 🗆 8). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 8 🔲 9 🗖 9). HPs: 0000 0000 0000 0000 0000 Ring mail AC: 7 8 🗆 🗆 9 🗆 10). HPs: 0000 0000 0000 0000 00 Ring mail AC: 7 \(\sigma\) 8 🗆 9 🗆

12 Brigands (human, EP 15, Int 10, AL: LE, AC 7; MV 9"; HD 1+1; hp 12 x 27; #AT 1; D 2d8 (sword) or 1d6 (spear), SA: Nil; SD: Nil; Lang: Common, Orcish, Hon: Ave, TOP: 12 x 14, Crit BSL: Def AC-3; FF: 5, Reference HOB 5, Page 9) armed with broadsword and spear.

1). HPs:

8). HPs: 0000 0000 0000 0000 0000

9). HPs: 0000 0000 0000 0000 0000

Studded Leather AC: 7 🗆 🗆 8 🗆 9 🗅

Studded Leather AC: 7 \(\sum \omega \omega

8 Orcs (Orcish Brigands, HF 0, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 1+1; hp 8 x 28; #AT 1; D 1d6 (ax) or 2d4 (guisarme-voulge), SA: Nil; SD: Nil; Lang: Orcish, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC+1; FF: 5, Reference HOB 6, Page 37) armed with guisarme-voulge and hand axe

1). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 2). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 3). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 4). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0 5). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 6). HPs: 0000 0000 0000 0000 0000 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 Chain mail AC: 5 00000 000 6 00000 0 7 0000 8 00 9 0 Chain mail AC: 5 0000 000 6 0000 0 7 0000 8 00 9 0

8 Orcs (Orcish Brigands, HF 0, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 1+1; hp 8 x 27; #AT 1; D 1d6, SA: Nil; SD: Nil; Lang: Orcish, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC+1; FF: 5, Reference HOB 6, Page 37) armed with spear and short sword

1). HPs: 0000 0000 0000 0000 00 Studded Leather AC: 7 🗆 🗆 8 🗅 9 🗅 Small Wood Shield AC: +2 DDD +1 DD 0 D 2). HPs: 0000 0000 0000 0000 0000 00 Studded Leather AC: 7 \(\sum \omega Small Wood Shield AC: +2 DDD +1 DD 0 D 3). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 DDD 8 DD 9 D Small Wood Shield AC: +2 \(\sigma\) +1 \(\sigma\) 0 \(\sigma\) 4). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 🗆 🗆 8 🗅 9 🗖 Small Wood Shield AC: +2 DDD +1 DD 0 D 5). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 \(\sum \omega Small Wood Shield AC: +2 □□□ +1 □□ 0 □ 6). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 DDD 8 DD 9 D Small Wood Shield AC: +2 DDD +1 DD 0 D 7). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 DDD 8 DD 9 D Small Wood Shield AC: +2 DDD +1 DD 0 D 8). HPs: 0000 0000 0000 0000 0000 Studded Leather AC: 7 🗆 🗆 8 🗆 9 🗅 Small Wood Shield AC: +2 DD +1 DD 0 D

4 Hippogriffs (HF 2, EP 175, Int 2, AL: N, AC 5; MV 18", 36" Fly (D); HD 3 + 3; hp 4 x 45; #AT 3; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A Hon: Ave, TOP: 4 x 23, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127)

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

3 Tamed Hippogriffs (HF 2, EP 175, Int 3, AL: N, AC 5; MV 18", 36" Fly (D); HD 3 + 3, hp 3 x 36; SZ L; hp 16 x 3; #AT 3; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 3 x 18, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127)

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

5 Fledgling Hippogriffs (HF 1, EP 85, Int 4, AL: N, AC 7; MV 12"/- Fly (D); SZ L; HD 1+1; hp 5 x 25; #AT 3; D 1d4-2/1d4-2/1d4, SA: Nil; SD: Nil Lang: N/A, Hon: Ave, TOP: 5 x 5, Crit BSL: Def AC+1, FF: 8, Reference HOB 3, Page 127)

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

LESSER CAVERN STATISTICS

LCA. I'll NEVER GET THIS SMELL OFF ME!

2 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12" Swim; HD2; hp 34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5', 2d8 within 10' and 1d8 within 15') once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

1). HPs:	
2). HPs:	

LCI. ENTRY CAVERNS

6 Sassy Magic Mouths (HF 0 EP 120, Int 9, AL CN, AC 3; MV These mouths do no travel; HD: Special; hp Special; SZ M, #AT 1; D 1d3, SA: See text; SD: See text, Lang: Common; Hon: Low, TOP: N/A, Crit BSL: Def AC-4, FF: n/a, Reference HOB4, Page 111).

6 Loogie Spit Demons (HF 13, EP 995, Int 12, AL CE, AC 0; MV 12"; HD5 + 5; hp 49; SZ S, #AT 3; D 1d4/1d4/1d6, SA: sinus attack on 18-19, %2xdamage of blindness on 20, hurl saliva; SD: Demonic immunities, Lang: Common, Nefarian; Hon: low, TOP: 5 x 25, Crit BSL: Def AC+4, FF: n/a; Reference HOB 5, Page 88).

1). HPs: 0000 0000 0000 0000 0000

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LC2. STREAKED CAVE

Bulette (HF 22, EP 4,000, Int 1, AL N, AC -2/4/6; MV 12" (3"); HD 9; hp 82; SZ L, #AT3; D 4d12/3d6/3d6, SA: 8' Jump; SD: Nil, Lang: Bulette; Hon: Ave, TOP: 41, Crit BSL: Def AC+7, FF:7; Reference HOB 1, Page 97).

HPs:	

Speckled Arvanger (HF 15, EP 2,000, Int 0, AL N, AC 2; MV 6", 24" Fly (D)"; HD8; hp 64; SZ H, #AT 3; D 1d6/ 1d6/ 2d8, SA: Acid Spew (4d8, 30 range); SD: Nil, Lang: None; Hon: Low, TOP: n/a, Crit BSL: Def AC+6, FF: n/a; Reference HOB 1, Page 33).

HPs:	

LC3. SLATE CHAMBERS

Clay Golem (HF 17, EP 5,000, Int 0, AL N, AC 7; MV 7"; HD 11; hp 70; SZ L, #AT 1; D 3d10, SA: Haste for 3 rounds (1/day), damage can only be cured by a Cure-All spell; SD: Immune to all but magical crushing weapons, immune to all spells except Move Earth, Disintegrate and Earthquake, Lang: Common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+9, FF: n/a; Reference HOB 3, Page 84).



LC4. A CRAPPY PLACE TO BE

8 Bat, Huge (HF 3, EP 270, Int 7, AL NE, AC 7; MV 3", 15" Fly (C); HD 4; hp 8 x 29; SZ S, #AT 1; D 1d4, SA: Rabies; SD: Missile weapons attack suffer a –3 to hit, Lang: Mobat; Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC+4, FF: 5; Reference HOB 1, Page 52).

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

LC5. LITTERED CAVE

Lurker Above (HF 12, EP 2,000, Int 0, AL N, AC 6; MV 1", 9" Fly (B); HD 10; hp 71; SZ H, #AT 1; D 1d6, SA: Surprise, Constriction; SD: Camouflage, Lang: N/A; Hon: Low, TOP: 36, Crit BSL: Def AC+8, FF: 4, Reference: HOB 4, Page 101).



LC6. DEPECH MODE

7 Pech (HF 3, EP 395, Int 12, AL N, AC 3; MV 9"; HD4; hp 7 x 38; SZ S, #AT 1; D 1d6+3 (+1 to hit), SA: Magic; SD: Stone Shape and Stone Tell 4/day, Wall of Stone spell in 3 rounds if 4 Pech are present, 25% MR, immune to petrification, Lang: Pech, common; Hon: Ave, TOP: 7 x 19, Crit BSL: Def AC+3, FF: 12, Reference: See Appendix #1: New Monsters).

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

LC7. FUNGI CAVERN

5 Dire Giant Cockroaches (HF 4, EP 120, Int 6, AL N, AC 4; MV 6", 12" Fly (D); HD2+3; hp 5 x 33; SZ S, #AT 1; D 1d8, SA: Nil; SD: Nil, Lang: Cockroach; Hon: Low, TOP: n/a, Crit BSL: Def AC+1, FF: 9; Reference: HOB 2, Page 30).

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

LC8.THE STINKING CAVE

4 Troll, Common (HF 13, EP 1,400, Int 5, AL CE, AC 4; MV 12"; HD 6+6; hp 4 x 59; SZ L, #AT 3 (+2 to hit); D 1d4+4/1d4+4/1d8+4, SA: Nil; SD: Regeneration, Lang: Common, Troll; Hon: Low, TOP: 4 x 20, Crit BSL: Def AC+7, FF: 11, Reference HOB 8, Page 24).

1). H	Ps:	
2). H	Ps:	
3). H	Ps:	
4). H	Ps:	
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LC9. BAT FLAMBE'

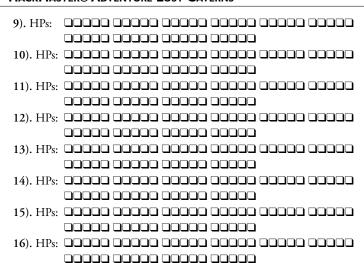
1000 Common Bats (HF 0, EP 15, Int 1, AL N, AC 8; MV $^{\circ}$ 1, 24 $^{\circ}$ Fly (B); HD1-2 hp; hp 600 x 2, 400 x 1; SZ T, #AT 1; D 1, SA: Disruption, blinding; SD: Nil, Lang: Bat; Hon: Ave, TOP: 1000 x 1, Crit BSL: Def AC-4, FF:3).

Battlesheet Editor's Note: You're on your own here.

LCII.THE LONG GALLERY

16 Giant Land Lampreys (HF 4, EP 420, Int 0, AL N, AC 6; MV 9"; HD5; hp 16 x 50; SZ M, #AT 1; D 1d6, SA: Blood Drain; SD: Nil, Lang: N/A; Hon: N/A, TOP: 5 x 25, Crit BSL: Def AC+3, FF: 7, Reference: HOB 4, Page 73).

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



LC12.A FACE ONLY A MOTHER COULD LOVE

Fomorian Giant (HF 24, EP 6,000, Int 19, AL NE, AC 3; MV 9"; HD 13 + 3; hp 75; SZ H, #AT 1; D 2d8 + 8 (+3 to hit), SA: Surprise; SD: Only surprised on a 1, Lang: Common, Kobold; Hon: Low, TOP: 38, Crit BSL: Def AC+15, FF: 8, Reference: HOB 3, Page 56).



LE14.THE UNDERGROUND LAKE

6 Piercers (HF1, EP 147, Int 1, AL N, AC 3; MV 1"; HD 2; hp 24, SA: 90% surprise; SD: Nil, SZ S, #AT 1; D 2d6, Lang: Piercer, Hon: ; Top: n/a; Crit BSL: Def AC, FF: n/a, Reference HOB 6, Page 70).

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

Giant Snapping Turtle (HF 18, EP 1,400, Int 1, AL N, AC0 (shell)/5; MV 3", 2" swim, HD 10; hp 60; SZ L; #A1; D 6d4, SA: Surprise 7 in 10, capsizing, SD: Retraction; Lang: N/A, Hon: Ave, TOP: 30; Crit BSL: Def AC+8, FF: 5, Reference: HOB 8, Page 37).

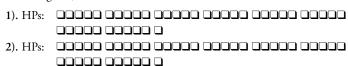
HPs:	

6 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12" Swim; HD2; hp 6x34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5', 2d8 within 10' and 1d8 within 15') once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

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

LC15.TASTES LIKE CHICKEN

2 Cockatrices (HF 11, EP 650, Int 1, AL N, AC 6; MV 6", 18" Fly (C); HD 5; hp 2 x 41; SZ S, #AT 1; D 1d3, SA: Stone Touch; SD: Nil, Lang: Cockatrice; Hon: Low, TOP: 2 x 16, Crit BSL: Def AC+3, FF: 4; Reference: HOB 2, Page 27).



Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

LCI6. RAINBOW CAVERN

Gorgimera (HF 29, EP 6,000, Int 4, AL N, AC 5; MV 12", 15" Fly (E); HD 10; hp 76, SZ L; #AT 5;D 1-1d3x2/2d4/2d4/3d4, SA: Breath Weapons (fire for 3d8 or petrification); SD: Nil, Lang: Common, Gorgimera, Hon: Ave, TOP: 38; Crit BSL: Def AC+8, FF: 8, Reference HOB 2, Page 22).



LCI8.A HASTY REFUGE

4 Dao (HF 24, EP 3,000, Int 12, AL NE, AC 3; MV 9", 6" Burrow, 15" Fly (B); HD 8+3; hp 4 x 60, SZ M; #AT 1; D 3D6, SA: Magic; SD: Can not be harmed by earth based spells, Lang: Common, Elven, Hon: Low, TOP 4 x 30; Crit BSL: Def AC+7, FF: 9, Reference HOB 2, Page 48).

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

LCI9.THE SMALL LAKE

Gas spore (HF 0, EP 120, Int 0, AL N, AC 9; MV 3" Fly (E); HD 1hp, SA: explosion (6d6 within 20'), disease; SD: Nil, SZ M; #AT 1; D Special; Lang: N/A; Hon: N/A, TOP N/A; Crit BSL: Def AC-4, FF: n/a, Reference HOB 3, Page 48).

HPs: □

LC20. BLACK WATER

6 Lacedons (HF 4, EP 175, Int 5, AL CE, AC 6; MV 9" Swim; HD 2; hp 6 x 28, SZ M; #AT 3; d 1d4/1d4/1d6; SA: Paralyzation; SD: Undead immunities; Lang: Common, Elven, Hon: Low, TOP n/a; Crit BSL: Def AC, FF: n/a, Reference HOB 3, Page 51).

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

LC21. CAVE OF CRYSTALS

3 Xorns (HF 37, EP 4,000, Int 9, AL N, AC -2; MV 9", 9" Burrow; HD 7+7; hp 59, SZ M; #AT 4; D 1d4/1d4/1d4/6d4SA: Surprise 5 in 10; SD: Immune to cold and fire, half damage from electricity, Lang: Xorn, Hon: Ave, TOP 3 x 30; Crit BSL: Def AC+6, FF: 12, Reference HOB 8, Page 108).



LC22. POOL CAVERN

Marid (HF 163, EP 16,000, Int 18, AL CN, AC 0; MV 9", 15" Fly (B), 24" Swim; HD 13; hp 81, SA: 60 yard water jet (2d6 + stunning); SD: Spells, immune to water and steam, cold resistance, SZ M; #AT 1; D 4D8, Lang: Common, Elven, Hon: Low, TOP n/a, Crit BSL: Def AC+11, FF: n/a, Reference HOB 4, Page 120).



GREATER CAVERN STATS

GCI. SMALL CAVE WITH MANY TUNNELS

9 Troglodyte males (HF 3, EP 120, Int 6, AL CE, AC 5; MV 12"; 9" swim HD 2; hp 9 x 24; SZ M, #AT 1; D 2d4 (+3 to hit), SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, troglodyte; Hon: Ave, TOP: 9 x 12, Crit BSL: Def AC+3, FF: 5; Reference: HOB 8, Page 23).

1). HPs:	
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6). HPs:	
7). HPs:	
8). HPs:	
9). HPs:	

8 Troglodyte females (HF 3, EP 120, Int 6, AL CE, AC 5; MV "12", 9" Swim; HD 1+1; hp 8 x 24; SZ M, #AT 3; D 1d4-2/1d4-2/1d4+1, SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 8 x 12, Crit BSL: Def AC-1, FF: 5; Reference: HOB 8, Page 23)



Troglodyte Hero (HF 4, EP 224, Int 5, AL CE AC; MV 12"; HD 3; hp 31; SZ M, #AT 1; D 2d4+1 (+1 to hit), SA: Weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 16, Crit BSL: Def AC+2, FF: 5; Reference: HOB 8, Page 23)

HPs:	

GC2.TEMPLE TO THE TROGLODYTE GAWD

Bodak (HF 19, EP 3,550, Int 18, AL CE, AC 5; MV 6"; HD: 9 + 9; hp 64; SZ M, #AT 1; D unarmed, SA: Death Gaze; SD: See text, Lang: Nefarian, common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a, Reference: See Appendix #1: New Monsters).

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HPs:			
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GC3.THE BLUE BAWLER

Behir (HF 34, EP 4,744, Int 5, AL NE, AC 4; MV 15"; HD 12; hp 84; SZ G, #AT 2 or 7; D 2d4/1d4+1 or 2d4/ 6 @ 1d6; SA: Swallow whole, breath weapon (lightning for 4d6+24); SD: See text, Lang: Behir; Hon: Ave, Crit BSL: Def AC+10, FF: 12; Reference: See new monster appendix).

HPs:	

GC4.AN UNFINISHED AUDITORIUM

4 Margoyles (HF 11, EP 420, Int 7, AL CE, AC 2; MV 6", 12" Fly (C); HD 6; hp 4 x 56; SZ M, #AT 4; D 1d6/1d6/2d4/2d4, SA: Nil; SD: +1 or better weapons to hit, Lang: Gargoyle, Margoyle; Hon: Ave, TOP: n/a, Crit BSL: Def AC+4, FF: n/a; Reference HOB 4, Page 119).

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

GC5. STANDING ON SHAKEY GROUND

Umber Hulk, Common (HF 32, EP 4,000, Int 8, AL CE, AC 2; MV 6", 1-6" Burrow,; HD 8+8; hp 70; SZ L, #AT 3; D 3d4/3d4/1d10, SA: Surprise 8 in 10, confusion; SD: Nil, Lang: Umber Hulk; Hon: Ave, TOP: 35, Crit BSL: Def AC+7, FF: 13; Reference HOB 8, Page 40).

HPs:	

CG6. A FORGOTTEN ALCOVE

Subterranean Lizard (HF 7, EP 420, Int 0, AL N, AC 5; MV 12", 12" climb; HD6; hp 60; SZ H, #AT 1; D 2d6, SA: Grab; SD: Nil, Lang: Subterranean Lizard; Hon: Ave, TOP: 30, Crit BSL: Def AC+4, FF: 5, Reference: HOB 4, Page 88).

	6 .
HPs:	

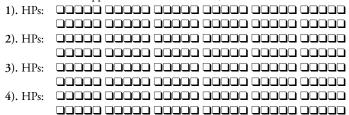
GC7. SINKHOLE SURPRISE

Beholder-kin, Director (HF 28, EP 10,000, Int 10, AL LE, AC 4; MV 3" Fly (A); HD 12; hp 67; SZ H, #AT 2; D 2d4/2d4, SA: Magic; SD: Deflection, 20% MR, Lang: Beholder, Common; Hon: Low, TOP: 34, Crit BSL: Def AC+10, FF: 7, Reference HOB 1 Page 73).

HPs:	

GC8. CAVERN OF STALAGMITES

4 Bar-Igura (HF 39, EP 1,985, Int 14, AL CE, AC -3; MV 9", 15" (Climb), 40 ft. leap; HD 6+6; hp 4 x 60; SZ M, #AT 3; D 1d6/1d6/2d6, SA: Magic; SD: Camouflage, half damage from cold, electricity, fire and gas, Lang: Nefarian, common; Hon: Ave, TOP: n/a, Crit BSL: Def AC+5, FF: n/a; Reference: See Appendix #1: New Monsters).



Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

GC9.1 THE SHADOWY LABYRNTH

2 Minotaurs, Common (HF 8, EP 1,400, Int 7, AL CE, AC 6; MV 12"; HD 6+3; hp 2 x 61; SZ L, #AT 2; D 2d8/2d8, SA: Grapple, charge; SD: +2 to Surprise, Lang: Common, Minotaur; Hon: High, TOP: 2 x 31, Crit BSL: Def AC+5, FF: 9, Reference HOB 5, Page 22).

1). HPs:	
2). HPs:	

2 Oxen (HF 2, EP 65, Int 1, AL N, AC 4; MV 9"; HD 5; hp 48; SZ , #AT 2; D 1d6/1d6, SA: Nil; SD: Nil; Lang: Oxen; Hon: Ave, TOP: 24, Crit BSL: Def AC +3, FF: 7, Reference HOB 1, Page 58).

GC9.2 THE FEM FATALES

3 Guardian Golems (HF 2, EP 420, Int 0, AL N, AC 5; MV 6"; HD 5; hp 42; SZ M, #AT 1; D 2d8, SA: Nil; SD: half damage from normal weapons, immune to magic weapon bonuses, break weapons; Lang: Understands common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+3, FF: n/a, Reference: HOB 3, Page 87).

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

GC9.3 CANYON OF CENTAURS

Centaurs (HF 2, EP 175, Int 10, AL N, AC 2; MV 18"; HD 4; hp 6 x 39; SZ L, #AT 3; D 1d6/1d6/1d8, SA: Nil; SD: Nil, Lang: Common, Centaur; Hon: High, TOP: 6 x 20, Crit BSL: Def AC+2, FF: 7, Reference: HOB 2, Page 15).

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GC10. JAGGED CAVERN

Chasme (HF 31, EP 1,985, Int 11, AL CE, AC -1; MV 6", 21" (C); HD 7+2; hp 3 x 56, SA: Magic, drone; SD: See text, SZ M, #AT 3; Lang: 2d4, 2d4, 1d4, Hon: Low; Top: 28; Crit BSL: Def AC+5, FF: n/a, Reference: See Appendix #1: New Monsters).



GCII. CAVE OF THE SKULL

Trapper (HF 38, EP 3,000, Int 13, AL N, AC 3; MV 3"; HD 12; hp 88; SZ L, #AT 1; D 4 + AC, SA: Automatic surprise if undetected; SD: Camouflage, resistant to cold and fire, Lang: Trapper; Hon: Low, TOP: 44, Crit BSL: Def AC+10, FF: 5; Reference: HOB 8, Page 17).

HPs:	

GC12. PILLARED CAVERN

2 Ropers, Common (HF 41, EP 6,000, Int 1, AL CE, AC 0; MV 3"; HD 11; hp 2 x 77, SZ L; #AT 1; D 5d4, SA: Strength drain; SD: See text; Lang: Roper, Hon: Low, TOP: 2 x 39; Crit BSL: Def AC+9, FF: 5, Reference HOB 7, Page 17).

1). HPs:	
2). HPs:	

GC13. LARGE CAVE OF ROTTING FUNGI

2 Shambling Mounds (HF 26, EP 6,000, Int 6, AL NE, AC 0; MV 6", 12" swim; HD 9; hp 2 x 70, SZ L; #AT 2; D 2d8/2d8 SA: Suffocation; SD: Stealth, Lang: Shambling Mound; Hon: Ave; TOP n/a; Crit BSL: Def AC+9, FF: n/a, Reference HOB 7, Page 49).

1). HPs:	
2). HPs:	

GC14.1 TO GO INTO THE UNKNOWN

TUNNEL A: THE PARAGOLEM

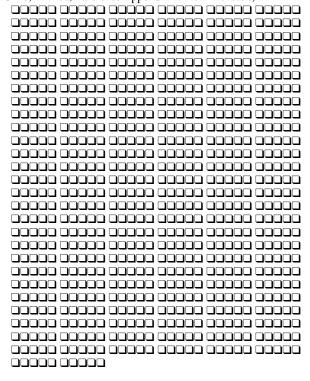
Paragolem (HF 37, EP 3,840, Int 7, AL N, AC 6; MV 18"; HD 10; hp 60; SZ L, #AT 5; D 2d8/2D8/2D8/2D8/1D8, SA: Haste; SD: See Appendix #1; New Monsters, Lang: Common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a)

HPs:	

TUNNEL B:THE CRYSTALINE MIRROR

Core Giant (HF 742, EP 43,720, Int 14, AL N, AC -2; MV 40"; HD 100; hp 820; SZ G, #AT 2; D 10d10/10d10, SA: None, SD: Elemental immunities, healed by fire spells, Lang: Earth elemental, Hon: Ave, TOP: n/a, Crit BSL: Def AC+18, FF: n/a, Reference Appendix 1: New Monsters)

HPc.



GC15. LARGE IRREGULAR CAVERN

Giant Rhinoceros Beetle (HF 10, EP 4,000, Int 0, AL N, AC 2; MV 6"; HD 12; hp 78; SA: Nil; SD: Nil; SZ L; #AT 2; D 3d6/2d8; Lang: Beetle; Hon: High; TOP 39; Crit BSL: Def AC+10, FF: n/a, Reference HOB 1, Page 67).

Hill Giant (HF 14, EP 3,000, Int 7, AL CE, AC 4 (6); MV 12"; HD 12+1-2; hp 67; SA: Hurling rocks 2-15; SD: Nil; SZ H; #AT 1; D 2d6+7 (+3 to hit); Lang: Common, Hill Giant; Hon: Ave; TOP 34; Crit BSL: Def AC+ 13, FF: 6, Reference HOB 3, Page 59).

HPs: 0000 0000 0000 0000 0000 0000

Hill Giant Hide Armor AC 4 5

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

GC16. FUNGI CAVE

8 Shriekers (HF 0, EP 120, Int 1, AL N, AC 7, MV 1"; HD 3; hp 8 x 30, SZ M; #AT 0; D 0; SA: Shriek; SD: Nil; Lang: Shrieker, Hon: n/a, TOP n/a; Crit BSL: n/a, FF: n/a, Reference HOB 7, Page 58).

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GC17. GREAT CAVERN

Dracolisk (HF30, EP 2,000, Int 8, AL CE, AC 3; MV 9", 15" fly (E); HD 7+3; hp 65, SZ H; #AT 1; D 1d6/1d6/3d4 (Also 4d6 w/acid spit), SA: Petrifaction, acid spit; SD: Nil, Lang: Dracolisk, Hon: High, TOP 33; Crit BSL: Def AC+6, FF: 8, Reference HOB 1, Page 49).

GC19. GROTTO OF THE PATRON GAWD OF FOOLS

Stone Golem (HF 27, EP 8,000, Int 0, AL N, AC 5; MV 6"; HD 14; hp 80, SZ L; #AT 1; D 3d8, SA: See text; SD: See text, Lang: understands common, Hon n/a, TOP n/a, Crit BSL: Def AC+12, FF: n/a, Reference HOB3, Page 91).

GC21.THE LADY WITH THE RAZOR BLADE SMILE

Vampire, Executioner (HF 42, EP 9,000, Int 16, AL CE, AC 0; MV 12", 18" fly "C"; HD 9+3; hp 65, SZ M; #AT 2 (sword) (high weapon mastery: +9 to hit with Strength and sword); Speed factor 2, or 1 attack (unarmed, +2 to hit), D 2d4+12 (sword) or 1d6+9 (unarmed), SA: Energy drain; SD: +1 or better weapon to hit, Lang: Common, Hon: Ave, TOP n/a, Crit BSL: Def AC+16 (sword) or Def AC+ 9 (unarmed), FF: n/a, Reference HOB 8, Page 53)

Xeg-yi (HF 25, EP 2,399, Int 14, AL N, AC 6; MV 6"; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Chilling; SD: +1 or better to hit, Lang: Xeg-yi, Hon: n/a, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

HPs: 0000 0000 0000 0000 0000 0000

Xag-ya (HF 25, EP 2399, Int 14, AL N, AC 6; MV 6"; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Energy surge; SD: +1 or better to hit, 15% MR, Lang: Xag-ya, Hon: Ave, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

HPs: 0000 0000 0000 0000 0000

^{*} Drelnza's natural AC is 0. The armor she wears will absorb damage but will not lessen her AC in doing so.

Player Wilderness Map

