

Adventurers 1

Samasistra (MU4): HD 4; HP 8; AC 9[10]; Atk staff (1d6); Move 12; Save 12; AL (any); CL/XP 5/240; Special: Spells (3/2), +2 save vs. magic.

Spells: *Charm person*, *magic missile*, *shield*, *web*.
Basic Gear: Robe, staff, dagger.

Aviax the Wanderer (Clr5): HD 5; HP 14; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: *Cure light wounds* x2, *hold person* x2.
Basic Gear: Plate mail, shield, heavy mace, holy symbol.

Hashato (Ftr5): HD 5; HP 28; AC 2[17]; Atk longsword (1d8); Move 9; Save 10; AL (any); CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, spear (on back), dagger, longbow, 20 arrows.

Limiothe (Th6): HD 6; HP 15; AC 7[12]; Atk longsword (1d8); Move 12; Save 10; AL N; CL/XP 6/400; Special: Backstab (x3 damage), Thief Abilities (Climb 90; Delicate Tasks 40; Hear 4 in 6; Hide 35; Move Silent 45; Open Locks 35).

Basic Gear: Leather armor, longsword, thief's tools.

N2 1

Adventurers 2

Karanto (Ftr3): HD 3; HP 14; AC 3[16]; Atk two-handed sword (1d10); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield (on back), two-handed sword, dagger, longbow, 20 arrows.

Tharm Tarn (Ftr3): HD 3; HP 15; AC 2[17]; Atk longsword (1d8); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

Preboime the Philosopher (MU3): HD 3; HP 7; AC 9[10]; Atk staff (1d6); Move 12; Save 13; AL (any); CL/XP 4/120; Special: Spells (2/1), +2 save vs. magic.

Spells: *Charm person* x2, *phantasmal force*.
Basic Gear: Robe, staff, dagger.

Wallace Mead (Clr4): HD 4; HP 16; AC 2[17]; Atk mace (1d6); Move 6; Save 12; AL L; CL/XP 5/240; Special: Spells (2/1), +2 save vs. paralysis and poison.

Spells: *Cure light wounds* x2, *hold person*.
Basic Gear: Plate mail, shield, heavy mace, holy symbol.

Men-at-Arms (4): HD 1; HP 1, 5, 3, 6, AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL (any); CL/XP 1/15; Special: None.

N2 2

Adventurers 3

Ylome (MU5): HD 5; HP 13; AC 9[10]; Atk staff (1d6); Move 12; Save 11; AL (any); CL/XP 6/400; Special: Spells (4/2/1), +2 save vs. magic.

Spells: *Charm person* x2, *magic missile*, *sleep*, *mirror image*, *phantasmal force*, *lightning bolt*.

Basic Gear: Robe, staff, dagger.

Jamaskio (Ftr5): HD 5; HP 22; AC 2[17]; Atk longsword (1d8); Move 6; Save 10; AL (any); CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

Gelri Magnusson (Clr6): HD 6; HP 20; AC 2[17]; Atk mace (1d6); Move 6; Save 10; AL L; CL/XP 7/600; Special: Spells (2/2/1/1), +2 save vs. paralysis and poison.

Spells: *Cure light wounds* x2, *bleed*, *hold person*, *continual light*, *cure serious wounds*.
Basic Gear: Plate mail, shield, heavy mace, holy symbol.

Peter Strong-Arm (Ftr4): HD 4; HP 23; AC 2[17]; Atk longsword (1d8); Move 6; Save 11; AL (any); CL/XP 4/120; Special: 4 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

N2 3

Adventurers 4

Calderes (Pal4): HD 4; HP 22; AC 2[17]; Atk longsword (1d8); Move 6; Save 9; AL L; CL/XP 4/120; Special: lay on hands (8hp), immune to disease.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

Haulisk (MU3): HD 3; HP 9; AC 9[10]; Atk staff (1d6); Move 12; Save 13; AL L; CL/XP 4/120; Special: Spells (2/1), +2 save vs. magic.

Spells: *Charm person*, *shield*, *phantasmal force*.

Basic Gear: Robe, staff, dagger.

Thomas Holyman (Clr5): HD 5; HP 20; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: *Cure light wounds* x2, *hold person*, *silence* 15ft radius.

Basic Gear: Plate mail, shield, heavy mace, holy symbol.

Ormalia the Fair (Ftr5): HD 5; HP 17; AC 2[17]; Atk longsword (1d8); Move 6; Save 10; AL L; CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

N2 4

Adventurers 5

Karista Tha (MU6): HD 6; HP 14; AC 9[10]; Atk staff (1d6); Move 12; Save 10; AL (any); CL/XP 7/600; Special: Spells (4/2/2), +2 save vs. magic.

Spells: Charm person, magic missile, shield, sleep, invisibility, phantasmal force, fireball, rope trick.

Basic Gear: Robe, staff, dagger.

Leeantha (Ftr3): HD 3; HP 13; AC 4[15];

Atk longsword (1d8); Move 9; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Chainmail, shield, longsword, spear (on back), 2 daggers, longbow, 20 arrows.

Ulm of Tyrth (Ftr3): HD 3; HP 14; AC 2[17];

Atk longsword (1d8); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, spear (on back), 2 daggers, longbow, 20 arrows.

Orric (Clr5): HD 5; HP 18; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, bless, hold person
Basic Gear: Plate mail, shield, heavy mace, holy symbol.

N2 5



Shadow

Shadow (1): HD 3+3; HP 16; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

N2 6



Pair of Hell Hounds

Hell Hounds (4HD) (2): HD 4; HP 11, 15; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8hp).

N2 7



Gargoyle

Gargoyle (1): HD 4; HP 20; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit.

N2 8



Shambling Mound

Shambling Mound (7HD): HD 7; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.

N2 9



Two Owlbears

Owlbears (2): HD 5+1; HP 27, 25; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

N2 10



Fire Elemental

Fire Elemental (8HD): HD 8; HP 37; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials.

N2 11



Ogre Camp

4 ogres (1 male, 3 female)
Ogres (4): HD 4+1; HP 17, 15, 27, 21; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

N2 12

Goblin Hunt

A large number of goblin-creatures, with a worg to track prey.

Bugbear (1): HD 3+1; HP 11; AC 5[14]; Atk 1 big axe (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents, 50% chance.

Hobgoblins (3): HD 1+1; HP 9, 7, 4; AC 5[14]; Atk 1 longsword (1d8) or short bow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Goblins (10): HD 1d6hp; HP 1, 2, 4, 1, 6, 3, 3, 1, 4, 6; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Worg (1): HD 4; HP 20; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

N2 13



Demons (Dretch)

Dretch Demons (2): HD 4; HP 19, 17; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: Magical abilities (stinking cloud, darkness, teleport, summon giant rats).

N2 14



Demon and Ghouls

A manes demon and two ghouls

Manes Demon (1): HD 1; HP 5; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C; CL/XP 2/30; Special: Half damage from non-magic weapons.

Ghouls (2): HD 2; HP 5, 11; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

N2 15



Giant Leeches and A nearby Zombie

Giant Leeches (1HD) (3): HD 1; HP 6, 4, 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1hp/round).

Giant Leech (2HD) (1): HD 2; HP 4; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2hp/round).

Zombie (1): HD 2; HP 11; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

N2 16



Rust Monster

Rust Monster (1): HD 5; HP 18;
AC 2[17]; Atk 2 antennae (special);
Move 12; Save 12; AL N;
CL/XP 5/240; Special: Cause rust.

N2 17



Minotaur

Minotaur (1): HD 6+4; HP 39;
AC 6[13]; Atk Head butt (2d4),
1 bite (1d3) and 1 axe (1d8);
Move 12; Save 11; AL C;
CL/XP 6/400; Special: Never get
lost in labyrinths.

N2 18



Lizardmen and Giant Lizards

Lizardmen (3): HD 2+1; HP 10, 13, 5;
AC 5[14]; Atk 2 claws (1d3), 1 bite
(1d6); Move 6 (Swim 12); Save 16;
AL C; CL/XP 2/30; Special: Breathe
underwater.
Giant Lizards (3): HD 3; HP 13, 9, 12;
AC 5[14]; Atk 1 bite (1d8); Move
12; Save 14; AL N; CL/XP 3/60;
Special: None.

N2 19



Gelatinous Cube

Gelatinous Cube (1): HD 4; HP 18;
AC 8[11]; Atk 1 (2d4); Move 6;
Save 13; AL N; CL/XP 5/240;
Special: Paralysis, immune to
lightning and cold.

N2 20



Wight

Wight (1): HD 3; HP 10; AC 5[14];
Atk 1 claw (1hp + level drain);
Move 9; Save 14; AL C;
CL/XP 5/240; Special: Drain 1 level
with hit, hit only by magic or silver
weapons.

N2 21



Troll

Troll (1): HD 6+3; HP 34; AC 4[15];
Atk 2 claws (1d4), 1 bite (1d8);
Move 12; Save 11; CL/XP 8/800;
Special: Regenerate 3hp/round.

N2 22

Zamul's Bandits

Zamul the Renegade (Clr4): HD 4;
HP 9; AC 2[17]; Atk mace (1d6);
Move 6; Save 12; AL C;
CL/XP 5/240; Special: Spells (2/1),
+2 save vs. paralysis and poison.
Spells: *Cause light wounds* x2,
hold person.

Basic Gear: Plate mail, shield,
heavy mace, unholy symbol.

Bandits (6): HD 1; HP 1, 1, 5, 1, 4, 5;
AC 7[12]; Atk 1 longsword (1d8) or
spear (1d6); Move 12; Save 17;
AL C; CL/XP 1/15; Special: None.

Bandit Archers (6): HD 1; HP 3, 2, 4,
1, 5, 4; AC 7[12]; Atk 1 short sword
(1d6) or short bow (1d6); Move 12;
Save 17; AL C; CL/XP 1/15;
Special: None.

N2 23



Berserker Gang

Wolfenflagon the Grim (4HD berserker):
HD 4; HP 30; AC 7[12]; Atk 1 longsword
(1d8); Move 12; Save 14; AL C; CL/XP
4/120; Special: +2 to hit in berserk state.

Berserkers (14): HD 1; HP 6, 4, 6, 3, 1,
5, 5, 3, 3, 3, 2, 3, 1, 5; AC 7[12]; Atk 1
longsword (1d8); Move 12; Save 17;
AL C; CL/XP 2/30; Special: +2 to hit in
berserk state.

N2 24



Ogre with Tiger

Orusk the Ogre (1): HD 4+1; HP 20; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: Owns a tiger.
Orusk's Tiger (1): HD 6; HP 28; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; AL N; CL/XP 7/600; Special: Rear claws

N2 25



18 Stirges

Stirges (18): HD 1+1; HP 3, 7, 7, 6, 8, 2, 5, 8, 3, 3, 2, 8, 5, 9, 8, 7, 7, 2; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

N2 26



Young Black Dragon

Zangathr, young black dragon: HD 6; HP 12; AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; AL C; CL/XP 5/240; Special: Spits acid

N2 27



Orc Phalanx

Orcs (18): HD 1; HP 5, 8, 3, 3, 3, 5, 7, 4, 5, 4, 8, 6, 8, 5, 4, 4, 6, 5; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Shield Symbol (1d6)

1. Red Moon
2. White Skull
3. Axe
4. Blue Wolf-head
5. Horned Skull
6. Yellow Eye

N2 28



Cockatrice

Cockatrice (1): HD 5; HP 30; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; AL N; CL/XP 7/600; Special: bite turns to stone.

N2 29

Giant Spiders

Giant Spider (1ft diameter) (4):

HD 1+1; HP 3, 5, 7, 6; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

Giant Spiders (4ft diameter) (2):

HD 2+2; HP 12, 14, AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Giant Spider (6ft diameter) (1):

HD 4+2; HP 10; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.

N2 30



Giant Constrictor Snake

Giant Constrictor Snake (1): HD 6; HP 27; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

N2 31



Ghoul Pack

Ghouls (4): HD 2; HP 7, 13, 2, 16; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghasts (2): HD 4; HP 21, 12; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

N2 32



Giant Beetle Exoskeleton

Giant Beetle Exoskeleton (1): HD 5; HP 18; AC 3[16]; Atk 1 bite (2d6); Move 6; Save 12; CL/XP 5/240; Special: Immune to turning, unaffected by sleep, hold, and charm, immune to non-blunt weapons.

N2 33

Goblin Small-Horde

Goblins (20): HD 1d6hp; HP 6, 5, 5, 6, 6, 4, 5, 5, 2, 6, 4, 4, 1, 1, 5, 3, 1, 1, 4, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Goblin Sergeants (2): HD 1; HP 8, 8; AC 6[13]; HP 7; Atk scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight.

Goblin Horde-Captain (1): HD 2; HP 12; AC 5[14]; Atk 1 scimitar (1d8); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight.

N2 34



Giant Crabs

Giant Crabs (2): HD 3; HP 15, 11; AC 3[16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; Special: None.

N2 35



A Bask of Crocodiles

Crocodiles (4): HD 3; HP 18, 20; 11, 15; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None.

N2 36

Necromancer and Minions

Necromancer (MU5): HD 5; HP 11; AC 9[10]; Atk staff (1d6); Move 12; Save 11; AL C; CL/XP 7/600; Special: Spells (4/2/1), +2 save vs. magic.
 Spells: Charm person x2, shield, sleep, invisibility, web, lightning bolt.
 Basic Gear: Robe, staff, dagger.
Ghouls (2): HD 2; HP 5, 6; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.
Skeletons (2): HD 1; HP 4, 5; AC 7[12]; Atk 1 short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.
Zombies (2): HD 2; HP 11, 3; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

N2 37

Gnoll Pack (leader, gnolls, hyenas, spellcaster)

Pack Leader Akhar Khao (4HD Gnoll): HD 4; HP 17; AC 5[14]; Atk 1 halberd (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.
Jakuak of the Bones (Gnoll shaman): HD 2; HP 8; AC 5[14]; Atk 1 halberd (1d10) or sword (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: Spells (cause light wounds x1, cure light wounds x1).
Gnolls (8): HD 2; HP 6, 15, 10, 5, 13, 10, 11, 4; AC 5[14]; Atk 1 halberd (1d10) or sword (1d8); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.
Hyenas (3): HD 1; 4, 5, 2; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

N2 38

Orcs and Shaman

Gwathra, Orcish Shaman: HD 2; HP 8; AC 4[15]; Atk 1 scimitar (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: Spells (cause light wounds x1, cure light wounds x1).
 Note: Gwathra's cause light wounds spell may be cast at range.
Orcs (12): HD 1; HP 7, 4, 2, 2, 5, 4, 8, 7, 8, 8, 7, 4; AC 6[13]; Atk scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Shield Symbol (1d6)

1. Red Moon
2. White Skull
3. Axe
4. Blue Wolf-head
5. Horned Skull
6. Yellow Eye

N2 39



Dwarf Patrol with Giant Badgers

Dwarfs (3): HD 1; HP 4, 4, 2; AC 4[15]; Atk 1 axe (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Detect attributes of stonework.
Giant Badgers (2): HD 3; HP 22, 21; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: None.

N2 40



Giant Toads

Giant Toads (4): HD 3; HP 13, 10, 13, 16; AC 6[13]; Atk 1 bite (1d8); Move 6 (Hop 30ft); Save 14; AL N; CL/XP 3/60; Special: Hop.

N2 41



Ghost and Nearby Stirges

Ghost (1): HD 4; HP 15; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Stirges (6): HD 1+1; HP 5, 4, 7, 4, 6, 6; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

N2 42



Kobolds and Pet

Kobolds (6): HD 1d4hp; HP 4, 1, 1, 2, 1, 2; AC 6[13]; Atk 1 spear (1d6) or 1 javelin (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

Sabre-tooth Tiger (1): HD 7; HP 33; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws.

N2 43

Orcs and Ogre

Ogre (1): HD 4+1; HP 18; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Orcs (10): HD 1; HP 4, 2, 1, 6, 7, 2, 2, 2, 8, 5; AC 6[13]; Atk scimitar (1d8) or spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Orcs' Shield Symbol (1d6)

1. Red Moon
2. White Skull
3. Axe
4. Blue Wolf-head
5. Horned Skull
6. Yellow Eye

N2 44



Black Knight with Rats

Black Knight (Ftr5): HD 5; HP 36; AC 3[16]; Atk Two-handed sword (1d10+1); Move 6; Save 10; AL C; CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die, controls giant rats.

Basic Gear: Plate mail, shield, two-handed sword, longsword, dagger, longbow, 20 arrows.

Giant Rats (10): HD 1d4hp; HP 2, 4, 2, 3, 2, 4, 3, 1, 3, 3; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

N2 45



Mummy

Mummy (1): HD 6+4; HP 24; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; AL C; CL/XP 7/600; Special: Rot, hit only by magic weapons.

N2 46



Clay Golem*

Clay Golem (1): HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP: 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

*The golem is guarding something and will not attack unless the adventurers deliberately antagonize it.

N2 47



Giant Fire Beetles (12)

Giant Fire Beetles (12): HD 1+3; HP 10, 9, 11, 11, 5, 5, 4, 7, 9, 8, 8, 4; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

N2 48



Mimic

Mimic (1): HD 7; HP 31; AC 6[13];
Atk 1 smashing blow (2d6);
Move 2; Save 9; CL/XP 8/800;
Special: Mimicry, glue.

N2 49



Lizard Samurai and Lizardman Troops

Lizardmen (4): HD 2+1; HP 11, 14, 10, 11;
AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6);
Move 6 (Swim 12); Save 16; AL C;
CL/XP 2/30; Special: Breathe underwater.

Lizard Samurai (3): HD 3; HP 16; AC 3[16];
Atk 1 sword (1d8) or 2 arrows (1d6);
Move 9; Save 13; AL C; CL/XP 3/60;
Special: Improved saving throw.

N2 50



Salamander

Salamander (1): HD 7; HP 23; AC 5
[14] (torso); 3[16] (serpent body);
Atk Touch and constrict (2d8 + 1d6
heat), 1 weapon (1d6); Move 9;
Save 9; AL C; CL/XP 8/800;
Special: Heat, constrict.

N2 51



Xorn

Xorn (1): HD 7; HP 32; AC -2[21];
Atk 3 claws (1d3), 1 bite (4d6);
Move 9; Save 9; AL N; CL/XP 8/800;
Special: Immune to fire and cold,
half damage from electricity,
travel through stone.

N2 52

