



DEMON TOWER OF MADNESS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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Demon Tower of Madness is based in part on the AD&D adventure Ghost Tower of Inverness by Allan Hammack.

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ROUND I

DAY I

Temperate Yeti (2) (HF 9, EP 650, Int 7, AL N, AC 6, MV 15", HD 4+4, HP 30, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Hide in shadows, fright, Lang: Yeti, ML 13, TOP 15, Crit BSL: Def AC +3, FF 9, HoB 8 p 113)

- 1)HPs:
- 2)HPs:

NIGHT I

Wild Spirits (2) (HF 6, EP 270, Int 12, AL CN, AC 0, MV 12", HD 3+1, HP 36, SZ M, #AT 2, D 1d6/1d6, SA Fear, chill, spells, SD Insubstantial, undead, immune to non-magical weapons, Lang: Nil, ML 8, TOP n/a, Crit BSL: Def AC +1, FF n/a, HoB 7 p 103)

- 1)HPs:
- 2)HPs:

DAY 2

Hired Human Assassins (2) (HF 8, EP 327, S 13/60, D 18/11, C 10/15, I 11/24, W 11/37, Cha 9/13, Com 10/26, AL CE, AC 4 (leather, Dex bonus), MV 12", HD 3, HP 38,37, SZ M, #AT 1, D 1d6 by short-sword + Str bonus (+1hit/+1damage), SA Nil, SD Nil, Lang: Common, Goblin, Hon: Ave, ML 7, TOP 17,18, Crit BSL: Def AC -1, FF 5)

- 1)HPs:

Leather Armor AC	8	9
	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

- 2)HPs:

Leather Armor AC	8	9
	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

THE UPPER KEEP

No monsters are encountered in these areas.

THE CAVERNS BELOW

3. Watery Lair

Death Watch Beetle (HF 14, EP 1000 (reduced for missing ability), Int 1, AL N, AC3, MV 12", HD 9, HP 55, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 14, TOP 27, Crit BSL: Def AC +7, FF n/a, HoB 1 p 63)

Loot: None, although the water is quite drinkable if not spoiled with beetle guts.

- 1)HPs:

5. Bullette Fighting

Bullette (HF 22, EP 4000, Int 1, AL N, AC -2/4/6, MV 14" (3" dig), HD 9, HP 82, SZ L, #AT 3, D 4d12/3d6/3d6, SA Nil, SD Nil, ML 20, TOP 41, Crit BSL: Def AC +7, FF 3 (tired from digging; if allowed to dig for 15 minutes, FF should be 0), HoB 1 p 97)

- 1)HPs:

7. Cricket's End

Whooping Cave Cricket (12) (HF 0, EP 1, Int 0, AL N, AC 8, MV 12", HD .5, HP 11, SZ S, #AT 1, D 1d6-4, SA Whoop, SD Nil, ML 2, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference Hackjournal 1 p 13.)

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

8. Bowler Alley

Bowlers (8) (HF 1, EP 25, Int 3, AL N, AC 4, MV 6" + special, HD 3, HP 20, SZ M, #AT 1, D 5, SA Crush, SD Nil, ML 8, TOP 10, Crit BSL: Def AC +1, FF n/a, HoB 1 p 91)

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

10. Guzzler of Blood

Blood Guzzler (HF 23, EP 8000, Int 11, AL CE, AC -2, MV 9", HD 13, HP 72 (already wounded), SZ L, #AT 2, D 1d6+10/1-6+10, SA Ripping, SD Nil, ML 12, TOP 36, Crit BSL: Def AC +15, FF 6, HoB 1 p 81)

Blood Guzzlers have Fire Giant Strength, and attack with a +4 to hit and a +10 to damage with their claws.

- 1)HPs:

11c. A Little Trouble

Agnor the Bugbear (HF 2, EP 175, Int 8, AL CE, AC 2 (hide armor, small shield.), MV 9", HD 3 + 1, HP 45, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 22, Crit BSL: Def AC -1; FF 8, HoB 1 p 96)

- 1)HPs:

Hide Armor AC :	6	7	8	9
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Small Shield	+2	+1	+0
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

ROUND 2

THE DUNGEON LEVEL

18. Evil Bulls

Bullweiler Critical Hit Table (1d12)		
1d12	Limb Torn Off	Effect
1-3	Right Arm	(-4 to hit, loses use of weapon or shield as appropriate)
4-6	Left Arm	(-4 to hit, loses use of weapon or shield as appropriate)
7-8	Right Leg	(has 25% movement, loses all Dex bonuses)
9-10	Left Leg	(has 25% movement, loses all Dex bonuses)
11	Groin	(Men - has 50% movement, loses 75% of honor) (Women - no special effect)
12	Head Impaled	(instant death)

Nefarian Bullweiler (2) (HF 8, EP 1400, Int 1, AL NE, AC 3, MV 18", HD 5, HP 45, SZ L, #AT 1, D 3d4, SA Death charge, SD Head is AC 1, protection from good, ML 16, TOP 22, Crit BSL: Def AC +3, FF n/a, HoB 5 p 118)

- 1)HPs:
- 2)HPs:

19. The Cell

Nefarian Face Seeking Claw (1) (HF 42, EP 2000, Int 5, AL CE, AC 3, MV 9" Fly (D), HD 10, HP 69, SZ S, #AT 1 or 1, D 2d6 or grab, SA See Text, SD See Text, ML 19, TOP 34, Crit BSL: Def AC +8, FF n/a, HoB 5 p 120)

- 1)HPs:

20. The Monster Squares

Monster Squares	
Tile Stepped On	Monster
1	Hellhound
2	Giant Lizard
3	Giant Spider
4	Leucrotta
5	Rust Monster
7	Spitting Serpent Snake

Venom Table (for Spitting Serpents)				
Roll	Modifier to Save	Damage	Per	Effect Time
1-4	+3	Debilitating for 2-8 days	-	1-4 turns
5-6	+2	Death	-	2-5 rounds
7-11	+1	1d4-2 points/round	2-12 rounds	-
12-14	none	1d4-1 points/round	1-6 rounds	-
15-16	-1	Debilitating for 1-4 days	-	2-8 rounds
17-18	-2	Debilitating for 1-12 days	-	1-4 rounds
19	-3	Death	-	1 round
20	-4	Death plus 1-6 points	-	Instantaneous

Hellhound (HF 18, EP 420, Int 5, AL LE, AC 4, MV 12", HD 4, HP 38, SZ L, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

- 1)HPs:

Lizard, Giant (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1d8, SA Nil, SD Nil, ML 15, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 4 p 88)

- 1)HPs:

Spider, Giant (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

- 1)HPs:

Leucrotta (HF 9, EP 975, Int 8, AL CE, AC 4, MV 18", HD 6+1, HP 51, SZ L, #AT 1 or 2, D 3d6 or 1d6x2, SA Bite through metal (save vs. crushing blow), SD Kick in retreat, ML 14, TOP 25, Crit BSL: Def AC +4; FF 6, HoB 4 p 84)

- 1)HPs:

Rust Monster (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 44, SZ M, #AT 2, D Nil, SA Rusting,, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 7 p 21)

- 1)HPs:

Snake, Spitting Serpent (HF 5, EP 650, Int 11, AL N, AC 5, MV 12", HD 4+2, HP 40, SZ M, #AT 1, D 1d4-1, SA Poison, spit, SD Nil, ML 11, TOP 20, Crit BSL: Def AC +2, FF 7, HoB 7 p 85)

- 1)HPs:

Spitting Serpents may spit their venom at a single target within 30 feet. The poison from the spit or bite has an effect determined by the table to the lower right. (For tournament use, assume a 12 was rolled.) The spittle additionally blinds victims who fail a save vs. poison. The blindness wears off after 2-12 hours.

23. Bugbear Room (Show Illustration 7 on IQ4)

Bugbears (15) (HF 2, EP 175, Int 7, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2, SA +2 damage, surprise, SD: Nil, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 1 p 96)

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

- 8)HPs:
- 9)HPs:
- 10)HPs:
- 11)HPs:
- 12)HPs:
- 13)HPs:
- 14)HPs:
- 15)HPs:

Greater Bugbear Chieftain (HF 9, EP 2000, Int 9, AL CE, AC 5, MV 12", HD 8, HP 60, SZ L, #AT 3/2, D 2d4+7, SA Surprise, Strength 19, SD Nil, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, HoB 1 p 96)

- 1)HPs:

Vital Treasure:

- Key #1

24. Kitty & Ball of String

Nefarian Hellcat (HF 16, EP 1400, Int 8, AL LE, AC 6, MV 12", HD 7+2, HP 57, SZ L, #AT 3, D 2-5/2-5/2-12, SA Nil, SD See text, ML 15, TOP 26, Crit BSL: Def AC +5, FF n/a, HoB 5 p 121)

- 1)HPs:

30. Rubble Room

Manticore (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6+3, HP 53, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes, SD Nil, ML 14, TOP 26, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

- 1)HPs:

Vital Treasure:

- Key #2

31. Imp Room

Spider, Giant (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

- 1)HPs:

Nefarian Imp (HF 13, EP 1400, Int 8, AL LE, AC 2, MV 6", 18" Fly (A), HD 2+2, HP 32, SZ T, #AT 1, D 1d4, SA See text, SD See text, ML 9, TOP 16, Crit BSL: Def AC -1, FF n/a, HoB 5 p 125)

- 1)HPs:

32. Hellhound Room

Nefarian Hellhound (2) (HF 18, EP 420, Int 5, AL LE, AC 4, -1 (Collar), MV 12", HD 4, HP 52, 72 (Collar) SZ L, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

- 1)HPs:
- 2)HPs:

33. Spider Nest

Nefarian HellSpider (4) (HF 4, EP 130, Int 1, AL N, AC 6, MV 9", HD 2, HP 28, SZ S, #AT 1, D 1d6, SA See text, SD Immune to fire, ML 10, TOP 14, Crit BSL: Def AC +0, FF n/a, HoB 5 p 124)

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

34. The Tunnel Room

Random Character Reactions	
Die Roll	Action
1	Wander away for 1 turn
2-6	Stand confused for 1 round, unable to attack
7-8	Attack nearest creature for 1 round
9-10	Attack the umber hulk for 1 round

Umbur Hulk (2) (HF 32, EP 4000, Int 9, AL CE, AC 2, MV 6", 1-6" Burrow, HD 8+8, HP 68, SZ L, #AT 3, D 3d4/3d4/1d10, SA Surprise 8 in 10, confusion, SD Nil, ML 13, TOP 34, Crit BSL: Def AC +7, FF 13, HoB 8 p 40)

- 1)HPs:
- 2)HPs:

Vital Treasure:

- Key #3

35. Ebony Death Legion Room

Ebony Death (4) (HF 40, EP 4000, Int 12, AL CE, AC -3, MV 15", HD 7+14, HP 60, SZ M, #AT 1 or 3, D 1-6 +7 (spear +7 from Strength) or 2-5/2-5/2-8, SA +3 to hit from strength, see text, SD See text, ML 16, TOP 30, Crit BSL: Def AC +9, FF n/a, HoB 5 p 87)

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

4)HPs:

36. Fire Room

Type II Demon (HF 33, EP 2000, Int 5, AL CE, AC -2, MV 6", 12" Swim, HD 9, HP 65, SZ L, #AT 3, D 1d4-1(x2)/4d4, SA +3 to hit, see text, SD See text, ML 14, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 94)

1)HPs:

37. Devil Minion Troop Room (Show Illustration 6 on IQ4)

Bone Devils (4) (HF 44, EP 5000, Int 11, AL LE, AC -1, MV 15", HD 9, HP 65, SZ L, #AT 1 or 2, D 3d4 or 2d4/2d4, SA See text, SD See text, ML 15, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 111)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

38. Training Room

Stygian Face Slapper (2) (HF 26, EP 1400, Int 11, AL LE, AC 2 (Padded Armor + Bonuses), MV 12", 15" Fly (D), HD 9, HP 65, SZ M, #AT 2, D 1d8 (by saber, speed factor -2), SA Rage, SD Immune to mundane weapons, ML 17, TOP 32, Crit BSL: Def AC +7, FF 4, HoB 7 p 119)

1)HPs:

Padded Armor AC: 8 9

2)HPs:

Padded Armor AC: 8 9

38b. The Crystal Pedestal

Ape, Carnivorous (HF 4, EP 275, Int 7, AL N, AC 6, MV 12", HD 5, HP 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA rending if both hands hit for D 1d8 additional, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 1 p 25)

1)HPs:

Ice Toad (HF 7, EP 270, Int 8, AL N, AC 6, MV 9", 9" Hop, HD 5, HP 40, SZ L, #AT 1, D 3d4, SA Radiate Cold, SD Nil, ML 10, TOP 20, Crit BSL: Def AC +3, FF 5, HoB 8 p 13)

1)HPs:

Minotaur (HF 8, EP 1400, Int 5, AL CE, AC 6, MV 12", HD 6+3, HP 53, SZ L, #AT 2, D 2d8/2d8, SA Grapple, charge, SD +2 surprise, ML 13, TOP 26, Crit BSL: Def AC +5, FF 9, HoB 5 p 22)

1)HPs:

Owlbear (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, HP 47, SZ L, #AT 3, D 1d6/1d6/2d6, SA Hug, SD Nil, ML 12, TOP 23, Crit BSL: Def AC +3, FF 7, HoB 6 p 51)

1)HPs:

40. The Bead Curtain

Surprise Effects		
Die	Degree of Roll Surprise	Effect
1	Complete	2 free attacks by monster
2-4	Partial	1 free attack by monster
5-6	none	none (normal initiative)

Gnolls (6) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4+1 (morning star), SA Nil, SD Nil, ML 11, TOP 15, Crit BSL: Def AC -2, FF 3, HoB 3 p 73)

1)HPs:

Chain mail AC 5 6 7 8 9

2)HPs:

Chain mail AC 5 6 7 8 9

3)HPs:

Chain mail AC 5 6 7 8 9

4)HPs:

Chain mail AC 5 6 7 8 9

5)HPs:

Chain mail AC 5 6 7 8 9

6)HPs:

Chain mail AC 5 6 7 8 9

2nd Encounter: 6 Bugbears, each with 12 sp, 10 ep and 4 gp.

Bugbears (6) (HF 2, EP 175, Int 8, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d8 + 2 (great spear) 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 1 p 96.)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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6)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
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3rd Encounter: 4 Ogres, each with 50 gp.

Ogres (4) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1d10, SA Nil, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +5, FF 4, HoB 6 p 24)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4th Encounter: 3 Gargoyles, each with 60 gp.

Gargoyle (3) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9" 15" Fly (C), HD 4+4, HP 48, SZ M, #AT 4, D 1d4-1(x2)/1d6/1d4, SA Nil, SD +1 or better to hit, ML 11, TOP 24, Crit BSL: Def AC +3, FF 9, HoB 3 p 47)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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42. The Chess Room

Vital Treasure:

□ Key #4

ROUND 3

THE TOWER

45. The Hieracosphinx

Hieracosphinx (HF 14, EP 1400, Int 5, AL CE, AC 1, MV 9", 36" Fly (C), HD 9, HP 76, SZ L, #AT 3, D 2d4/2d4/1d10, SA Swoop, SD Nil, ML 13, TOP 38, Crit BSL: Def AC +7, FF 5, HoB 7 p 95)

- 1)HPs: [grid]
[grid]
[grid]

46a. Pteranodons

Jurassic Creature: Pteranodon (3) (HF 3, EP 175, Int 1, AL N, AC 7, MV 3", 15" Fly (B), HD 3+3, HP 38, SZ L, #AT 1, D 2d4, SA Skewer, SD Nil, ML 9, TOP 19, Crit BSL: Def AC +2, FF 8, HoB 4 p 56)

- 1)HPs: [grid]
[grid]
2)HPs: [grid]
[grid]
3)HPs: [grid]
[grid]

47. THE EARTH LEVEL

Su-Monster (3) (HF 14, EP 650, Int 8, AL CE, AC 6, MV 9", 9" climb, HD 5+5, HP 46, SZ M, #AT 5, D 1d4(x4)/2d4, SA Surprise 6 in 10, haste rage, SD Nil, ML 10, TOP 23, Crit BSL: Def AC +4, FF 10, HoB 7 p 119)

- 1)HPs: [grid]
[grid]
2)HPs: [grid]
[grid]
3)HPs: [grid]
[grid]

48a. Monkey Attack

Poison Money (3) (HF 7, EP 420, Int 5, AL CE, AC 6, MV 6", 9" Climb, HD 3+1, HP 35, SZ S, #AT 5, D 1d4-2(x2)/1d4-1(x3), SA Poison, SD Immune to poison, ML 15, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 5 p 41)

- 1)HPs: [grid]
[grid]
2)HPs: [grid]
[grid]
3)HPs: [grid]
[grid]

48b. The Tree of Death

Stump Horror (1) (HF 16, EP 975, Int 5, AL N, AC 3 (tentacle), 5 (body), 7 (eyestalk), MV 1", HD 9, HP 65 (body), SZ L, #AT 3, D 1d4(x3), SA Entanglement, surprise 9 in 10, SD Camouflage, ML 14, TOP n/a, Crit BSL: Def AC +7, FF n/a, HoB 7 p 117)

Bunny:

- 1)HPs: [grid]

Root Tentacles:

- 1)HPs: [grid]

- 2)HPs: [grid]

- 3)HPs: [grid]

Body:

- 1)HPs: [grid]
[grid]
[grid]

Heel Borer (10) (HF 2, EP 120, Int 1, AL N, AC 2, MV 3", HD 2, HP 26, SZ T, #AT 1, D 1d8, SA See text, SD Nil, ML 12, TOP 13, Crit BSL: Def AC +4, FF n/a, HoB 3 p 124)

- 1)HPs: [grid]

- 2)HPs: [grid]

- 3)HPs: [grid]

- 4)HPs: [grid]

- 5)HPs: [grid]

- 6)HPs: [grid]

- 7)HPs: [grid]

- 8)HPs: [grid]

- 8)HPs: [grid]

- 10)HPs: [grid]

48c. Shadowy Area

Nefarian Shadow Demons (4) (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 58, SZ M, #AT 3, D 1d8/1d6/1d6, SA See text, SD See text, ML See text, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 5 p 126)

- 1)HPs: [grid]
[grid]

- 2)HPs: [grid]
[grid]

- 3)HPs: [grid]
[grid]

- 4)HPs: [grid]
[grid]

49. The Medusa's Garden (Show Illustration 4 on IQ3)

Lesser Medusa (HF 14, EP 2000, Int 11, AL LE, AC 5, MV 9", HD 6, HP 50, SZ M, #AT 1, D 1d4, SA Poison, petrification, SD Nil, ML 13, TOP 25, Crit BSL: Def AC +4, FF 4, HoB 4 p 127)

- 1)HPs: [grid]
[grid]

Strangle Tomato Plant (HF 16, EP 1080, Int Variable (starts at 12), AL CE, AC 6, MV Nil, HD 6, HP 60, SZ M, #AT 3-12 (see text), D See text, SA Strangulation, SD See text, ML Variable, TOP n/a, Crit BSL: Def AC +16, FF n/a, HoB 7 p 116)

- 1)HPs: [grid]
[grid]

52. The Flame Creatures

Bat, Fire (11) (HF 1, EP 65, Int 2, AL NE, AC 8, MV 6", 20" Fly (B), HD 2, HP 26, SZ S, #AT 1, D 2d4, SA Nil, SD Immune to fire, ML 6, TOP 13, Crit BSL: Def AC +0, FF 6, HoB 1 p 51)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 6)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 10)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 11)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

53. The Fire Giant

Fire Giant (HF 45, EP 8000, Int 8, AL LE, AC -1 (banded mail), MV 12", HD 15+2-5, HP 125, SZ H, #AT 1, D 1d8+10 (if disarmed) or by two-handed sword (2d10+10 against medium sized, +10 from strength), SA Hurl rock (2d10), SD Resistant to fire, ML 16, TOP 62, Crit BSL: Def AC +18, FF 7-10, HoB 3 p 54)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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56. The Great Fish

Ichthyosaurus (HF 6, EP 975, Int 1, AL N, AC 7, MV 21" Swim, HD 8, HP 60, SZ H, #AT 1, D 3d6, SA Nil, SD Nil, ML 3, TOP 30, Crit BSL: Def AC +6, FF 5, HoB 4 p 54)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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57. The Island

Nefarian Impling (HF 3, EP 270, Int 12, AL LE, AC 4, MV 6", 12" fly(D), HD 1+1, HP 28, SZ S, #AT 1, D 1d6 (short sword) or 1d4+Poison, SA Poison tail, SD Nil, ML 9, TOP 14, Crit BSL: Def AC -1, FF n/a, HoB 5 p 126)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

58. The Reef - The Ixixachitl Lair

Ixixachitl (15) (HF 0, EP 65, Int 10, AL CE, AC 6, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 12, TOP 14, Crit BSL: Def AC -1, FF 5, HoB 4 p 37)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 6)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 10)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 11)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 12)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 13)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 14)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 15)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Ixixachitl Cleric (HF 4, EP 120, Int 12, AL CE, AC 3, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Cause Light Wounds(2), SD Nil, ML 9, TOP 14, Crit BSL: Def AC +2, FF 5, HoB 4 p 37)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

60. THE JEWEL ROOM

Gem Effects	
d6	Effect on hand (Unless magical gloves are possessed)
1-2	Loss of one finger (1d2 damage)
3-4	Loss of two fingers (1d3 damage)
5	Loss of two finger and thumb (1d4 damage)
6	Hand severed at wrist (1d6 damage this round and next, person is no longer gripping gem)

ROUND 4

62. The Lodge (Show Illustration 3 on IQ2)

Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 1, D 1d4+1, SA Strength drain (1 point), SD +1 or better to hit, immune to cold, ML 15 (dusk), TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 7 p 47). Note that shadows fear light and avoid it when possible.

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

62a. The Latrine

Latrine Ambusher (HF 2, EP 120, Int 6, AL N, AC 7, MV 6", 12" Swim, HD 2, HP 36, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise 5 in 10, if hits with 1 claw victim makes BB/LG roll at x2 to avoid being pulled in, if hit with 2 claws, victim is pulled in: 40% chance of disease, 25% chance of broken bones, SD Nil, ML 5, TOP 18, Crit BSL: Def AC +0, FF 5, HoB 4 p 75)

- 1)HPs:

63. Trouble

Cantankerous Babblers (HF 1, EP 65, Int 7, AL CN, AC 9, MV 12", HD 1-1, HP 15, SZ M, #AT 1, D 1-2, SA Babbling (negates bardic effects, 10% chance of spell failure), SD Nil, ML 14, TOP 7, Crit BSL: Def AC -4, FF 4, HoB 1 p 39)

- 1)HPs:

64. Weasel Attack!

Acid Weasels (12) (HF 2, EP 120, Int 4, AL NE, AC 7, MV 12", 6" Climb, HD 2, HP 30, SZ S, #AT 1 or 1, D 1d4 or 2d6, SA Acid Spit (every other round), SD Immune to acid, ML 10, TOP 15, Crit BSL: Def AC +0, FF 5, HoB 8 p 77)

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

- 11)HPs:
- 12)HPs:

66. Timmy!

Wood Hunched Shocker (HF 9, EP 672, Int 6, AL N, AC 4, MV 9", HD 6, HP 48, SZ L, #AT 1, D 1d8+8, SA Shock (maximum damage is 50 points, then he falls asleep), net, SD Electrical immunity, ML 12, TOP 24, Crit BSL: Def AC +4, FF 5, HoB 4 p 21)

- 1)HPs:

67. The Bridge That Wasn't a Bridge

Manticores (2) (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6 +3, HP 50, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes (1-6 spikes for 1d6 each), SD Nil, ML 14, TOP 25, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

- 1)HPs:
- 2)HPs:

DoppelMeister (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 70, SZ H, #AT 1, D 2d12, SA Surprise 5 in 10, SD See text, ML 16, TOP 35, Crit BSL: Def AC +8, FF 7, HoB 2 p 66)

- 1)HPs:

68. Cave

Bear, Grizzly (HF 5, EP 420, Int 3, AL N, AC 6, MV 12", HD 5 +5, HP 51 SZ L, #AT 3, D 1d6/1d6/1d8, SA: Hug SD Nil, ML 10, TOP 25, Crit BSL: Def AC +4, FF 10, HoB 1 p 56)

- 1)HPs:

69. Wood Worm

Lunger, Hedgerow (HF 7, EP 650, Int 3, AL N, AC 4, MV 9", HD 6+6, HP 56, SZ M, #AT 2, D 1d10/Entangle (BB/LG +20% to avoid entanglement), SA See text, SD Nil, ML 12, TOP 28, Crit BSL: Def AC +5, FF 11, HoB 4 p 99)

- 1)HPs:

70. Bunny Field

Jackalope (18) (HF 0, EP 15, Int 1, AL N, AC 6, MV 18", HD 1, HP 24, SZ S, #AT 1, D 1d4, SA Nil, SD Nil, ML 3, TOP 12, Crit BSL: Def AC -2, FF 3, HoB 4 p 39)


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



78. The Grand Finale

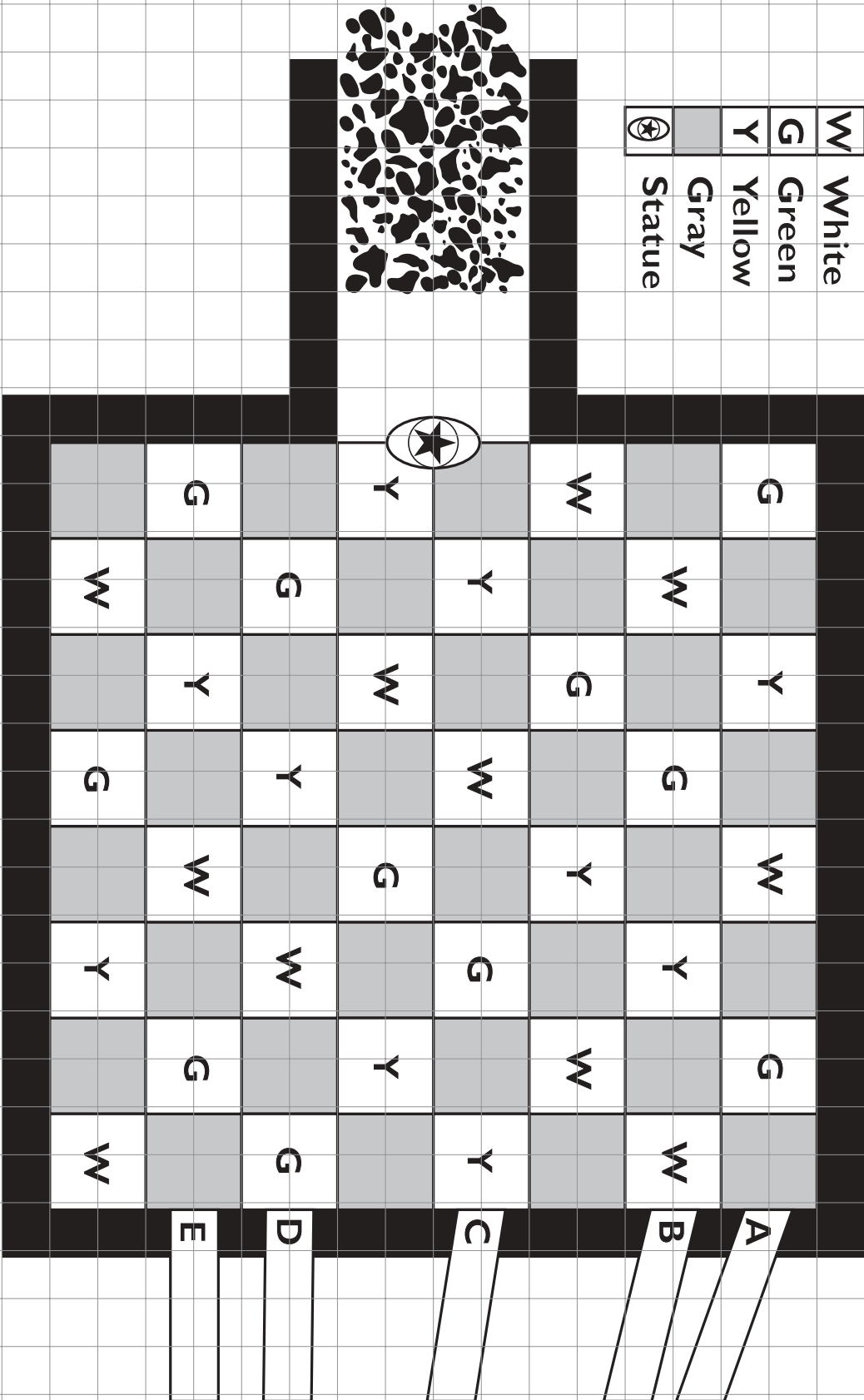
Quadrielemental Demon (HF 27, EP 12000, Int 8, AL CE, AC 0 to 3, MV 6", HD 16, HP 118, SZ L, #AT 4, D 3d6/2d6/2d6/1d6 + special, SA See Appendix, SD See Appendix, +1 or better to hit, ML 16, TOP n/a, Crit BSL: Def AC +14, FF n/a)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Visual Aid #2

 = 5 feet

W	White
G	Green
Y	Yellow
	Gray
	Statue



Visual Aid #4

