



# Smackdown the Slavers

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-7

**\* FOR GAMEMASTER'S EYES ONLY! \***

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**Smackdown the Slavers** is based on the TSR book *Scourge of the Savelords* by David Cook, Allen Hammack, Harold Johnson, Tom Moldvay, Lawrence Schick and Ed Carmien.

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This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.



identify magic items 10%, know trivia 10%, SD Nil, Lang: Common, Hon: 20 (ave), TOP 14, Crit BSL Def AC-4, FF 5, Age 25, Height 5' 6", Weight 155 lbs., Quirks and Flaws: none, Talents: none, Skills: climb walls 60, detect noise 20, pick pockets 30, read languages 25, singing 32, wind instrument proficiency, liar: skilled 84)

Spells Known: Aura of Innocence, Befriend, Charm Person, Read Magic, Shift Blame.

Spells Memorized: none.

Possessions: 100 gp in a small sack and a dagger. Bersilus keeps his spell book in his home in the City of Melet.

HPs

Garments: AC 9

**Dorn, male human thief**

(HF 1, EP 76, T1, S 10/87, D 16/85, C 9/93, I 11/28, W 10/85, Cha 12/03, Com 12/24, AL NE, AC 6 (garments, Dex), MV 12", HD 1, hp 24 (15), SZ M, #AT 1, D 2d8 (broad sword), SA Backstab, SD Nil, Lang: common, thieves' cant, Hon: 15 (ave), TOP 12, Crit BSL Def AC-5, FF 5, Age 20, Height 5' 8", Weight 170 lbs., Quirks and Flaws: Enmity towards illusionists, Talents: sibling empathy, Skills: climb walls 70, detect noise 20, find traps 5, hide in shadows 30, pick pockets 35, move silently 30, open locks 15, read languages 25, remove traps 5, eye gouge 40, feign toughness 19, liar: skilled 59)

Possessions: backpack, broad sword, waterskin, 3 days standard rations.

Note that if Dorn is seriously injured or killed, his sibling empathy reveals his distress and likely sends members of his family hunting for clues as to what happened. If the clues are sufficient, it is possible that the PCs might earn the enmity of his family if the party played a significant role in his death.

HPs

Garments: AC 9

**100 Dwarves**

(HF 1, EP 175, Int Ave (8-10), AL LG to N, AC 4 (chain mail and buckler), MV 6", HD 1, hp 25, SZ M, #AT 1, D 1d6 (short sword or club), SA Nil, SD magic and poison save bonus, Lang: Common, Dwarf, Hon: Ave, TOP 12, Crit BSL Def AC-2, FF 5, Quirks and Flaws: variable, Talents: variable, Skills: variable)

**RAIDERS**

**Encounter:** Raiding party

**Potential Yield:**

- Slaying Dergrenche (1 half-orc cleric) (EPV = 405)
- Slaying 4 Ettin bodyguards (EPV = 5,600)
- Slaying attack group 1 (24 Goblins) (EPV = 360)
- Slaying attack groups 2 & 3 (3 Bugbears and 3 war dawgs each) (EPV = 720 each)
- Slaying attack groups 4 & 5 (3 Orgs and 12 Orcs each) (EPV = 540 each)
- Various coins: 2,000 cp; 1,830 sp; 1,057 gp, 120 hsp; 50 pp (GPV = 1,750) (nearly 506 pounds weight)
- Three weeks iron rations (GPV = 15)
- maps of the Neer Hozmel Pass region and environs (GPV = 50)
- a giant sized sun-umbrella (GPV = 10)
- small pamphlet on battle tactics written in the common tongue (GPV = 25).
- six 50 gp pearls in Dergrenche's pouches (GPV = 300)
- 100 gp hidden in Dergrenche's bedroll (GPV = 100)

**Dergrenche, male half-orc cleric of Francor'Dieus**

(HF 11, EP 405, C4/F9, S 15/75 I 8/01 W 16/20 D 11/45 C 14/30, Cha 10/92 Com 8/14, AL LE, AC 4 (Chain Mail+1), MV 12", HD 4, hp 48, SZ M, #AT 3/2, D 1d8+4 (long sword + Strength + magic, +2 to-hit due to Strength and magic), SA Spells, SD Spells, +2 save vs. mind affecting spells, Lang: common, orcish, Hon: 42 (Great: +1 to ALL die rolls), TOP 24, Crit BSL Def AC-0, FF 7, Age 29, Height 5'9", Weight 181 lbs., Quirks and Flaws: flatulent, allergic to cats, Talents: none, Skills: jugular swipe 50)

Spells: 1st (7) Command, Cure Light Wounds (x3), Light, Cause Fear, Protection from Good, 2nd (4) Heal Light Wounds, Hold Person, Diminished Rite, Silence 15' Radius.

Possessions: Dergrenche owns a **Long sword +1** and wears **Chain Mail + 1**. In a pouch at his belt he carries a **Potion of Super-Heroism** and a **Potion of Extra Healing**. In a life or death situation, he may risk potion miscibility as a last option (See GMG page 221).

HPs

Chain Mail +1

AC 4 5 6 7 8 9

**Dergrenche's bodyguard (4 male Ettins)**

(HF 12, EP 1,400 each, Int 5, AL CE, AC 3, MV 12", HD 10, hp 65 each, SZ H, #AT 2 or 2, D 2-16/3-18 (melee) or 2-12 (thrown rocks), SA Nil, SD Surprised only on a 1, ML 15, Lang: ettin, orcish, Hon: Ave, TOP 32 each, Crit BSL Def AC+8, FF 6, Reference HOB 3 p24)

HPs

- 1)
- 2)
- 3)
- 4)

**Attack Group 1**

24 male Goblins (HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor and small wooden shield), MV 6", HD 1-1, hp 24 each, SZ S, #AT 1, D 1d6-1 (dagger) or 1d6 (short bow), SA Nil, SD Nil, ML 10, Lang: goblin, orcish, Hon: Ave, TOP 12 each, Crit BSL Def AC-3, FF 6, Reference HOB 3 p81)

1) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

2) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

3) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

4) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

5) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

6) HPs

Leather Armor: AC 8 9

Small Shield +2 +1

7) HPs

Leather Armor: AC 8 9

Small Shield +2 +1





9) HPs

Hide Armor: AC 6 7 8 9

10) HPs

Hide Armor: AC 6 7 8 9

11) HPs

Hide Armor: AC 6 7 8 9

12) HPs

Hide Armor: AC 6 7 8 9

**THE SPY OF LINNARD**

**The Mad One, male grel**

(HF 6, EP 942, MU4/T6, S 11/91, D 14/47, C 10/34, I 15/22, W 12/64, Cha 9/91, Com 14/12, AL CN, AC 8 (garments, Dex), MV 12", HD 4/6, hp 36, SZ M, #AT 1, D 1d6-1 (dagger), SA spells, grel battle cry (save against fear (vs. spell) a -5 or lose first attack) +1 to-hit with spear or bow, backstab (+2 damage dice), SD spells, infravision 75 feet, 90% resistance to Sleep and charm-related spells, only surprised 1 in 10, opponents suffer a -4 penalty to surprise rolls (-2 if he must open a door or screen to attack), detect secret doors 1 on 1d6 on just passing by, detect secret doors 1-2 in 6 when searching, detect concealed doors 1-3 on 1d6, move through undergrowth as if in open terrain, Lang: common, grel, Hon: 41 (ave), TOP 18, Crit BSL: Def AC+0 (melee dagger), Def AC+3 (missile dagger), FF 5, Age 143, Height 5'2", Weight 110 lbs., Quirks and Flaws: tone deaf, delusional (minor - believes he is a child of destiny), Talents: keen sight, dagger bonus, less sleep,

Skills: shaving/grooming 95, street cred 71, tracking 59. Thief abilities: pick pockets 45 (+5 in no armor), open locks 5, find traps 10, remove traps 5, move silently 65 (+10 in no armor), hide in shadows 65 (+5 in no armor), detect noise 75, climb walls 75 (+10 in no armor), read languages 10.

Spells known: (1st) Alarm, Aura of Innocence, Charm Person, Copy, Detect Illusion, Detect Magic, Message, Push, Read Magic, Sleep, Write, (2nd) Dancing Shadows, Fire Telekinesis, Invisibility, Spy of Derijnah.

Spells prepared (default): 5/2 (1st) Aura of Innocence, Charm Person, Copy, Detect Magic, Sleep, (2nd) Fire Telekinesis, Invisibility.

Possessions: The Mad One carries two hidden daggers on his person and wears an **Amulet of ESP**. He keeps his spell book and other belongings very well hidden.

HPs

Garments: AC 9

**THE ROAD TO ROARK**

**ROAD ENCOUNTERS**

**The Thief in the Hamlet:**

**Stirgo, male human thief**

(HF 1, EP 192, T3, S 9/52, D 16/72, C 9/89, I 11/22, W 10/36, Cha 12/83, Com 12/20, AL N, AC 5 (garments, Dex, acrobatic skill suite), MV 12", HD 3, hp 33, SZ M, #AT 1, D 1d6 (**Dagger +1**), SA backstab (+1 damage die), SD Nil, Lang: common, Hon: 20 (ave), TOP 16, Crit BSL: Def AC-2 (melee dagger), Def AC+2 (missile dagger), FF 4, Age 24, Height 5'7", Weight 154 lbs., Quirks and Flaws: color blind, Talents: acrobatic skill suite, hit point bonus, Skills: botany 39, eye gouge 22, swimming 20, tumbling 41. Thief abilities: pick pockets 40 (+5 in no armor), open locks 25, find traps 22, remove traps 16, move silently 27 (+10 in no armor), hide in shadows 35 (+5 in no armor), detect noise 35, climb walls 80 (+10 in no armor), read languages 5.); Possessions: **Dagger +1**.

HPs

Garments: AC 9

**Roving Orc War-Band:**

**100 male Orcs (Bottomland)**

(HF 0, EP 15, Int 8, AL LE, AC 6 (hide armor), MV 9", HD 1+1, hp 25 each, SZ M, #AT 1, D 1d6 (spear), SA Nil, SD Nil, Lang: orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1 (spear), FF 6, Reference: HoB 6 p33) Possessions: Each Orc carries two spears. The first is thrown in a volley. The second is kept for melee combat. All Bottomland Orcs are also equipped with flint and tinder and a flask of oil. After a battle, they believe in burning their fallen Bottomland Orc brethren at the site of their death.

**Orc Scouts**

1) HPs

Hide Armor: AC 6 7 8 9

2) HPs

Hide Armor: AC 6 7 8 9

3) HPs

Hide Armor: AC 6 7 8 9

4) HPs

Hide Armor: AC 6 7 8 9

5) HPs

Hide Armor: AC 6 7 8 9

**Skirmish Squad**

1) HPs

Hide Armor: AC 6 7 8 9

2) HPs

Hide Armor: AC 6 7 8 9

3) HPs

Hide Armor: AC 6 7 8 9

4) HPs

Hide Armor: AC 6 7 8 9

5) HPs

Hide Armor: AC 6 7 8 9

6) HPs

Hide Armor: AC 6 7 8 9

7) HPs

Hide Armor: AC 6 7 8 9

8) HPs

Hide Armor: AC 6 7 8 9

9) HPs

Hide Armor: AC 6 7 8 9

10) HPs

Hide Armor: AC 6 7 8 9







Height 5'8", Weight 147 lbs., Quirks and Flaws: acute allergies (pollen), Talents: fast cast, Skills: arcane lore 63, spellcraft 60)  
 Spells prepared: (1st: 6) Affect Normal Fires, Magic Missile, Unseen Servant, Ventriloquism; (2nd: 3) Fool's Gold, Invisibility, Strength; (3rd: 3) Haste, Morton's Minute Meteors, Suggestion; (4th: 2) Dimension Door, Polymorph Self; (5th: 1) Teleport.

Traveling spells: (1st) Affect Normal Fires, Magic Missile, Phantasmal Fireball, Protection from Sunburn, Unseen Servant, Ventriloquism; (2nd) Fool's Gold, Invisibility, Sidewinder Magic Missile, Strength; (3rd) Haste, Morton's Minute Meteors, Suggestion; (4th) Dimension Door, Polymorph Self, Silver Globes; (5th) Power Word: Charm, Teleport.

Possessions: **Bracers of Defense AC 5, Ring of Free Action, Wand of Negation** (25 charges), dagger, 20 sp, 5 gp and 2 pp on his person.

Note: Although his garments do not convey an AC bonus owing to the superior defensive capability of his bracers, they will still absorb 1 hp of damage.

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Knocker, male human**

(HF 2, EP 469, T5, S 10/35, D 18/01, C 14/79, I 14/80, W 10/30, Cha 9/74, Com 10/77, AL CN, AC 4 (leather, Dex), MV 12", HD 5, hp 47, SZ M, #AT 1, D 1d6 (short sword), SA backstab +2 damage dice, SD nil, Lang: common, Hon: 29 (ave), TOP 23, Crit BSL Def AC -2 (melee), Def AC +2 (ranged), FF 7, Age 24, Height 5'8", Weight 150 lbs., Quirks and Flaws: none, Talents: acute alertness, Skills: appraising 45, idle gossip 39, street cred 25, Thief abilities: pick pockets 60, open locks 45, find traps 40, remove traps 25, move silently 70, hide in shadows 65, detect noise 30, climb walls 80, read languages 0.); Possessions: Leather armor, short sword, dagger, thieves' tools and 12 gp on his person.

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Leather Armor: AC 8 9  
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**Minor Agents**

**Orrin, male human**

(HF 2, EP 265, T4, S 9/76, D 15/12, C 11/38, I 13/42, W 12/87, Cha 12/64, Com 13/31, AL NE, AC 7 (garments, Dex), MV 12", HD 4, hp 35, SZ M, #AT 1, D 1d6-1 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 29 (ave), TOP 17, Crit BSL Def AC -3 (melee), Def AC -1 (ranged), FF 5, Age 25, Height 5'9", Weight 155 lbs., Quirks and Flaws: none, Talents: none, Skills: stealthy movement 63, Thief abilities: pick pockets 62, open locks 22, find traps 13, remove traps 15, move silently 47, hide in shadows 38, detect noise 28, climb walls 82, read languages 8; Possessions: short sword, dagger, thieves' tools, 13 sp and 12 gp on his person.)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Minor agents, (Stukko, Milar, Jobo), 3 male humans**

(HF 1, EP 119 each, T2, AL NE, AC 9 (garments), MV 12", HD 2, hp 28 each, #AT 1, D 1-6 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 20 (ave), TOP 14, Crit BSL Def AC -4, FF 5, Age 24, Quirks and Flaws: none, Talents: none, Skills: none, Thief abilities: pick pockets 40, open locks 15, find traps 8, remove traps 10, move silently 45, hide in shadows 50, detect noise 17, climb walls 70, read languages 0. Possessions: short sword, dagger, 1d8 sp.)

**Stukko**

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Milar**

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Jobo**

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Ambush!**

**Thugs, male humans (10)**

(HF 1, EP 66 each, F1, AL NE, AC 9 (garments), MV 12", HD 1, hp 23 each, #AT 1, D 1-6 (club), ML 12, Hon: 10 (ave), FF 5, ToP 11, Crit BSL Def AC -3)

1) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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2) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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3) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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4) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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5) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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6) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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7) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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8) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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9) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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10) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
 Garments: AC 9  
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**Leaving Town**

**Caravan Master, male human**

(HF 8, EP 1,752, F8, S 18/57, D 12/79, C 14/35, I 11/56, W 13/08, Cha 13/40, Com 12/73, AL N, AC 3 (**ChainMail +2**), MV 12", HD 8, hp 96, SZ M, #AT 3/2, D 1d8+7 (**Long Sword +1**, +4 to-hit), SA nil, SD nil, Lang: common, Hon: 60 (ave), TOP 11, Crit BSL Def AC +8 (**Long Sword +1**), FF 7, Age 34, Height 5'10", Weight 167 lbs., Quirks and Flaws: claustrophobia, Talents: none, Skills: haggle 82, animal handling 73, animal lore 72; Possessions: **Chain Mail +2, Long Sword +1, Potion of Heroism, Figurine of Wondrous Power** (golden lions).)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████  
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Chain Mail +2  
 AC 3 4  
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 AC 5 6 7 8 9  
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████



Leather Armor: AC 8 9
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5) HPs □□□□ □□□□ □□□□ □□□□ □□

Leather Armor: AC 8 9
□□ □

6) HPs □□□□ □□□□ □□□□ □□□□ □□

Leather Armor: AC 8 9
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7) HPs □□□□ □□□□ □□□□ □□□□ □□

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

Leather Armor: AC 8 9
□□ □

9) HPs □□□□ □□□□ □□□□ □□□□ □□

Leather Armor: AC 8 9
□□ □

5'9", Weight 160 lbs., Quirks and Flaws: none, Talents: none, Skills: armor maintenance, weapon maintenance); Possessions: Each has chain mail, a buckler, a long bow, 20 sheaf arrows, a long sword, a dagger and 2-12 sp.

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
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Buckler +1
(AC bonus) □□□

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
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Buckler +1
(AC bonus) □□□

3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
□□□□ □□ □□□□ □ □□□ □□ □

Buckler +1
(AC bonus) □□□

4) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
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Buckler +1
(AC bonus) □□□

5) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
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Buckler +1
(AC bonus) □□□

6) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
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Buckler +1
(AC bonus) □□□

7) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
□□□□ □□ □□□□ □ □□□ □□ □

Buckler +1
(AC bonus) □□□

8) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
□□□□ □□ □□□□ □ □□□ □□ □

Buckler +1
(AC bonus) □□□

9) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
□□□□ □□ □□□□ □ □□□ □□ □

Buckler +1
(AC bonus) □□□

10) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

Chain mail

AC 5 6 7 8 9
□□□□ □□ □□□□ □ □□□ □□ □

Buckler +1
(AC bonus) □□□

ENCOUNTERS ON THE TRIP TO ROARK

Giant Ticks

Encounter: 4 Giant Ticks

Potential Yield:

- Slaying Giant Ticks (EPV = 535)

Common Giant Ticks (4)

(HF 3, EP 65, 120, 175, 175, Int 0, AL N, AC 3 (natural), MV 3", HD 2, 3, 4, 4, hp 27, 29, 33, 39, SZ S, #AT 1, D 1-4, SA blood drain, 2 and 3 HD ticks carry a blood disease, SD nil, Lang: none, Hon: Ave, ML 19, TOP 13, 14, 16, 19, Crit BSL: Def AC +0 (2 HD), +1 (3 HD), +2 (4 HD), FF n/a, Reference HoB 7 p142)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□
2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
4) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Yack Worm

Encounter: 4 Yack Worms

Potential Yield:

- Slaying Yack Worms (EPV = 1,080)
□ four garnets worth 1,000 gp each (GPV = 4,000)
□ Scale Mail +2 (GPV = 5,120) (EPV = 1,000)
□ Gold Tooth of Purify Beverage (EPV = 1,000) (GPV = 15,000)
□ Eyes of Minute Seeing (EPV = 1,000) (GPV = 20,000)

Four Yack Worms

(HF 5, EP 270 each, Int Non-(0), AL N, AC 9, MV 3", 6" Burrow, HD 3, HP 36, 33, 30, 26, SZ M, #AT 1, D 2d8, SA acid spit, surprise others 5 in 10, SD Nil, Lang: none, Hon: Ave, ML 19, TOP 18, 16, 15, 13, Crit BSL: Def AC+1, FF 5, Reference HoB 8 p100)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
4) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Bushwhacked

Soldiers, male humans (40)

(HF 1, EP 72 each, F1, S 13/23, I 10/34, W 8/52, D 11/45, C 13/07, Cha 11/59, Com 12/92, AL LE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 27 each, SZ M, #AT 3/2 (long sword), 2 (long bow), 1 (other weapon), D 1d8+3 (long sword + specialization + Strength, +2 to-hit), 1d8 (long bow sheaf arrow), SA weapon specialization (long sword), SD nil, Lang: common, Hon: 13 (ave), TOP 13, Crit BSL Def AC-2, FF 6, Age 25, Height



33) HPs       
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

34) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

35) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

36) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

37) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

38) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

39) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

40) HPs      
 Chain mail  
 AC 5 6 7 8 9  
     
 Buckler +1  
 (AC bonus)

**Korru, male human**

(HF 1, EP 197, MU3, S 9/04, D 9/47, C 10/07, I 17/39, W 8/52, Cha 8/19, Com 12/40, AL NE, AC 9 (robes), MV 12", HD 3, hp 28, SZ M, #AT 1, D 1d6 (quarterstaff), SA spells, SD spells, 30% resist Sleep or charm-related spells, Lang: common, Hon: 23 (ave), TOP 14, Crit BSL Def AC-4, FF 5, Age 31, Height 5'7", Weight 140 lbs., Quirks and Flaws: superstitious (believes he's lucky and refuses to let anyone touch him as they'd steal his luck), Talents: less sleep, photographic memory, resistance, Skills: alchemy 31, arcane lore 79, intelligence gathering 19, spellcraft 54)  
 Spells prepared: 1st level (5) – Color Spray, Detect Magic, Kachirut's Exploding Palm, Magic Missile, Magic Stone; 2nd level (2) – Mirror Image, Spectral Hand  
 Spells known: 1st level – Color Spray, Detect Magic, Kachirut's Exploding Palm, Light, Magic Missile, Magic Stone, Read Magic, Write. 2nd level – Mirror Image, Shield Screen, Spectral Hand.  
 Possessions: **Scroll of Massmorph**, quarterstaff, 23 sp, 12 gp, 6 hsp and spell components on his person.

HPs      
 Garments: AC 9

**Cleric leaders (3), male humans (Aurris, Larem, Erol)**

(HF 4, EP 483, 453, 423, C5, S 14/19, D 10/69, C 11/57, I 8/53, W 15/86, Cha 11/33, Com 11/74, AL LE, AC 5 (chain mail), MV 9", HD 5, hp 43, 38, 33; #AT 1, D 1d6+3 (footman's mace + strength, +1 to-hit due to strength), SA spells, SD spells, Lang: common, Hon: 35 (ave), TOP 21, 19, 16, Crit BSL Def AC +1, FF 5, Age 29, Height 5'8", Weight 161 lbs., Quirks and Flaws: none, Talents: none, Skills: armor maintenance, divine lore 33, religion (general) 41, weapon maintenance.  
 Spells prepared: (1st: 7) Bless, Command Cure Light Wounds (x2), Detect Magic, Remove Fear, Sanctuary (2nd: 4) Find Traps, Rigor Mortis, Silence 15' Radius, Spiritual Hammer (3rd: 1) Animate Dead; Possessions: Chain mail, footman's mace, unholy symbol (a tiny wooded mining pick - Francor'Dieus).

**Aurris**

HPs      
 Chain mail  
 AC 5 6 7 8 9

**Larem**

HPs      
 Chain mail  
 AC 5 6 7 8 9

**Erol**

HPs      
 Chain mail  
 AC 5 6 7 8 9

**12 Common Ghouls**

(HF 4, EP 175 each, Int 5, AL CE, AC 6, MV 9", HD 2, hp 33, 32 (x2), 30, 29 (x6), 28, 26, SZ M, #AT 3, D 1d4-1/1d4-1/1d6, SA Paralyzation, SD (undead), Lang: none, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p50)

- 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 Spite Sprites**

(HF 1, EP 270, Int 11, AL N(e), AC 6, MV 9", 18" Fly (MC:B), HD 1, hp 24 each, SZ S, #AT 1, D 1d6-1(dagger) or 1d6-3 (arrows), SA sleep poison, SD nil, Lang: sprite, common, elven, Hon: Ave, ML 16, TOP 12, Crit BSL: Def AC +0, FF 5, Reference HoB 7 p104)

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

TRAVELING BY SEA

ENCOUNTERS ON THE WAVES

Octopi!

Octopi (3)

(HF 23, EP 2,000 each, Int 1, AL N, AC 7, MV 3", 12" Swim, HD 8, hp 58, 55, 54, SZ L, #AT 7, D 1d4 (x6)/2-12 (beak), SA constriction, SD ink, color change, Lang: none, Hon: Ave, ML 13, TOP 29, 27, 27, Crit BSL: Def AC +9, FF 6, Reference HoB 6 p19)

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

Shanghaied!

Encounter: Sahuagin clerics (5), Lacedon Ghouls (12), Spite Sprites (8), human thugs (7), Nono the fighter (1), Karden the thief (1), Monk the monk (1)

Potential Yield:

- ☐ Slaying 5Sahuagin clerics (EPV = 1,920)
☐ Slaying 12 Lacedon Ghouls (EPV = 2,100)
☐ Slaying 8 Spite Sprites (EPV = 2,160)
☐ Slaying 7 marine thugs (EPV = 434)
☐ Slaying Nono the fighter (EPV = 1,596)
☐ Slaying Karden the thief (EPV = 980)
☐ Slaying Monk the monk (EPV = 726)
☐ 19 pp (GPV = 95)
☐ 22 gp (GPV = 22)
☐ 5 daggers (GPV = 10)
☐ 40 crossbow bolts (GPV = 8)
☐ 2 nets (GPV = 10)
☐ 2 heavy crossbows (GPV = 100)
☐ 4 spears (GPV = 3.2)
☐ short sword (GPV = 10)
☐ trident (GPV = 15)
☐ leather armor (GPV = 5)
☐ Chain Mail +4 (GPV = market price) (EPV =2,000)
☐ Long Sword +1 (GPV = 2,000) (EPV = 400)
☐ Net of Entrapment (EPV = 1,000) (GPV =10,000)
☐ Potion of Human Control (EPV = 500) (GPV = 900)
☐ Rope of Entanglement (EPV = 1,500) (GPV = 5,000)
☐ Stone of Good Luck (EPV = 2,000) (GPV = 25,000)

5 Common Sahuagin clerics (reference HoB 7 p22)

Sahuagin 1st level cleric

(HF 5, EP 240, C1, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 2+2, hp 31, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 1d6+1 (trident) or 1d6 (spear), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 15, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)

Spells prepared: (1st) Bless, Cure Light Wounds, Protection from Good
Possessions: Trident, spear, net, dagger scabbard and 4 pp on his person.

HPs [grid]

Sahuagin 2nd level cleric

(HF 5, EP 240, C2, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 2+2, hp 32, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 1d6 (spear) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 16, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)

Spells prepared: (1st) Command, Cure Light Wounds, Protection from Good, Walking Corpse
Possessions: Spear, net, dagger and 3 pp on his person.

HPs [grid]

Sahuagin 3rd level cleric

(HF 5, EP 360, C3, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 3, hp 35, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 2d4+1 (heavy crossbow bolt) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 17, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)

Spells prepared: (1st) Cure Light Wounds, Detect Magic, Protection from Good, Sanctuary, (2nd) Rigor Mortis

Possessions: heavy crossbow, 20 bolts, dagger and 4 pp on his person.

HPs [grid]

Sahuagin 4th level cleric,

(HF 5, EP 480, C4, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 4, hp 40, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 2d4+1 (heavy crossbow bolt) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 20, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)

Spells prepared: (1st) Bless, Command, Cure Light Wounds, Protection from Good, Walking Corpse, (2nd) Enthrall, Rigor Mortis.

Possessions: heavy crossbow, 20 bolts, dagger and 2 pp on his person.

HPs [grid]

Sahuagin 8th level cleric

(HF 5, EP 600, C8, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 8, hp 56, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 1d6 (spear) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 28, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)

Spells prepared: (1st) Bless, Command, Cure Light Wounds, Protection from Good, Walking Corpse, (2nd) Animate Corpse, Enthrall, Silence 15' Radius, (3rd) Cause Blindness, Dispel Magic, White Hot Metal, (4th) Neutralize Poison, Touch of Death.

Possessions: spear, dagger and 6 pp on his person.

HPs [grid]

12 Lacedons Ghouls

(HF 4, EP 175 each, Int 5, AL CE, AC 6, MV 9", 9" Swim, HD 2, hp 29 each, SZ M, #AT 3, D 1d4-1/1d4-1/1d6, SA Paralyzation, SD (undead), Lang: none, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p50)

- 1) HPs [grid]
2) HPs [grid]
3) HPs [grid]
4) HPs [grid]
5) HPs [grid]
6) HPs [grid]
7) HPs [grid]
8) HPs [grid]
9) HPs [grid]
10) HPs [grid]
11) HPs [grid]
12) HPs [grid]

8 Spite Sprites

(HF 1, EP 270 each, Int 11, AL N(e), AC 6, MV 9", 18" Fly (MC:B), HD 1, hp 24 each, SZ S, #AT 1, D 1d6-1(dagger) or 1d6-3 (arrows), SA sleep poison, SD nil, Lang: sprite, common, elven, Hon: Ave, ML 16, TOP 12, Crit BSL: Def AC +0, FF 5, Reference HoB 7 p104)

- 1) HPs [grid]
2) HPs [grid]
3) HPs [grid]
4) HPs [grid]
5) HPs [grid]
6) HPs [grid]
7) HPs [grid]
8) HPs [grid]



















- Two sets of large-sized hide armor (GPV = 75 each)
- Eight sets of chain mail (GPV = 350 each)
- Eight clubs (GPV = 0)
- Coinage (GPV = 331)
- Silver comb (GPV = 25)
- Ruby - tiny, excellent-quality (GPV = 500)

**Greater Bugbears (2)**

(HF 9, EP 2000, Int 10, AL CE, AC 3, MV 12", HD 8, HP 60, 48, SZ L, #AT 3/2 (+3 "to hit" due to Str), D 2d4+7 (broad sword, Str), SA Nil, SD Surprise 5 in 10, Lang: Bugbear, Orc, Hon: Ave, ML 15, TOP 30, 24, Crit BSL: Def AC+9, FF 7, Reference HoB 1 p 96.) *Note: These creatures have a natural AC of 9. Their armor cannot provide an AC in excess of its capability [AC 6] but will continue to absorb damage and offer a minor defensive bonus at the tail end of its service life.*

1) HPs:

Hide Armor: AC 6 7 8 8

Medium Shield  
 (AC bonus) +3 +2 +1

2) HPs:

Hide Armor: AC 6 7 8 8

Medium Shield  
 (AC bonus) +3 +2 +1

**Common Bugbears (8)**

(HF 2, EP 175, Int 6, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 45, 40, 37, 36, 34, 32, 32, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 1d6+2 (club, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 22, 20, 20, 18, 18, 17, 16, 16, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

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

7) HPs:

Chain mail  
 AC 5 6 7 8 9

8) HPs:

Chain mail  
 AC 5 6 7 8 9

**13. Witch-Doctor's Camp**

Traps: Collapsing ledge trap, 2d6 damage (TOURNAMENT: 6 points)

Encounter: Bugbears (14), Bugbear Shaman (1)

**Potential Yield:**

- Slaying Bugbear shaman (EPV = 300)
- Slaying Bugbears (EPV = 175 each)
- 7 suits of hide armor (GPV = 75 each)
- 8 suits of studded leather (GPV = 40 each)
- 1 club (GPV = 0)
- 8 short swords (GPV = 10 each)
- 6 broad swords (GPV = 10 each)
- Coinage (GPV = 73 gp, 5 sp, 4 cp)
- 3 Potions of Extra-Healing (EPV = 400, GPV = 800)
- +3 Dagger of Vital Organ Seeking (EPV = 500) (GPV = 3,000)
- Ring of Protection +1 (EPV = 1,000) (GPV = 5,000)
- Platinum ingot (GPV = 500 pp)
- Bloodstone - average size, perfect quality (GPV = 5,000)

**Common Bugbears (8)**

(HF 2, EP 175, Int 6, AL CE, AC 7 (studded leather), MV 9", HD 3+1, HP 43, 38, 38, 35, 33, 33, 31, 30, SZ L, #AT 1 (+1 to-hit to melee attacks due to Str), D 1d6+2 (short sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 21, 19, 19, 17, 16, 16, 15, 15, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

1) HPs:

Studded Leather Armor: AC 7 8 9

2) HPs:

Studded Leather Armor: AC 7 8 9

3) HPs:

Studded Leather Armor: AC 7 8 9

4) HPs:

Studded Leather Armor: AC 7 8 9

5) HPs:

Studded Leather Armor: AC 7 8 9

6) HPs:

Studded Leather Armor: AC 7 8 9

7) HPs:

Studded Leather Armor: AC 7 8 9

8) HPs:

Studded Leather Armor: AC 7 8 9

**Common Bugbears (6) - Shaman's Guards**

(HF 2, EP 175, Int 6, AL CE, AC 6 (hide armor), MV 9", HD 3+1, HP 40, 37, 36, 35, 34, 33, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 2d4+2 (broad sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, 18, 18, 17, 17, 16, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

1) HPs:

Hide Armor: AC 6 7 8 9

2) HPs:

Hide Armor: AC 6 7 8 9

3) HPs:

Hide Armor: AC 6 7 8 9

4) HPs:

Hide Armor: AC 6 7 8 9

5) HPs:

Hide Armor: AC 6 7 8 9

6) HPs:

Hide Armor: AC 6 7 8 9

**Bugbear Shaman (1)**

(HF 3, EP 300, Int 10, AL CE, AC 4 (hide armor, **Ring of Protection +2**), MV 9", HD 3+1, HP 40, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 1d6+2 (club, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

Spells memorized:

1st Level: Cause Fear (PHB p 256), Command (PHB p 254), Endure Heat/Endure Cold (PHB p 255), Protection from Good (PHB p 256), Sanctuary (PHB p 256)

1) HPs:

Hide Armor: AC 6 7 8 9

**15. Slave Pits**

**Encounter:** Rogue Hoar-Daa Bulls (2)

**Potential Yield:**

- Slaying Rogue Hoar-Daa Bulls (EPV = 1,200)
- Four long swords (total GPV = 60)
- Four bucklers (total GPV = 20)
- 24 darts (total GPV = 12)

**Hoar-Daa Bulls (2)**

(HF 13, EP 600, Int 11, AL N, AC 1, MV 15", HD 6, HP 47 each, SZ M, #AT 2 (-1 "to hit" due to Honor), D 1d8-1 (long sword x2, Honor), SA Nil, SD Immune to electrical and cold, half damage from fire, Lang: Common, Hon: Low (-1 to all die rolls), ML 19, TOP 23, Crit BSL: Def AC+3, FF n/a, Reference HoB 4 p 8.)

1) HPs:

Buckler #1 +1  
 (AC bonus)   
 Buckler #2 +1  
 (AC bonus)

2) HPs:

Buckler #1 +1  
 (AC bonus)   
 Buckler #2 +1  
 (AC bonus)

**16. Trap Door Control Room**

**Encounter:** Rogue Hoar-Daa Bull (1)

**Potential Yield:**

- Slaying rogue Hoar-Daa Bull (EPV = 600)
- Long sword (GPV = 15)
- Two bucklers (total GPV = 10)
- Two belts (total GPV = 1)
- Periapt of Health** (GPV = 6,000) (EPV = 1,000)

**Hoar-Daa Bulls (2)**

(HF 13, EP 600, Int 11, AL N, AC 1, MV 15", HD 6, HP 40 each, SZ M, #AT 1 (-1 "to hit" due to Honor), D 1d8-1 (long sword, Honor), SA Nil, SD Immune to electrical and cold, half damage from fire, Lang: Common, Hon: Low (-1 to all die rolls), ML 19, TOP 20, Crit BSL: Def AC+3, FF n/a, Reference HoB 4 p 8.)

1) HPs:

Buckler #1 +1  
 (AC bonus)   
 Buckler #2 +1  
 (AC bonus)

2) HPs:

Buckler #1 +1  
 (AC bonus)   
 Buckler #2 +1  
 (AC bonus)

**18. Slave Lord's Chamber**

**Encounter:** Dire Giant Cockroaches (5), Human Assassin (1), Bugbears (6)

**Potential Yield:**

- Slaying Dire Giant Cockroaches (EPV = 120 each)
- Slaying human assassin (EPV = 702)
- Slaying Bugbears (EPV = 175 each)
- Coinage (GPV = 5,000)
- Black opal ring (GPV = 1,000)
- Star ruby ring (GPV = 1,000)
- Garnet ring (GPV = 1,000)
- Potion of Invisibility** (GPV = 500) (EPV = 250)
- Dagger (GPV = 2)
- Six broad swords (GPV = 10 each) o Six light crossbows (GPV = 35 each)
- 30 Light crossbow bolts (GPV = 1 sp each)
- Six suits of hide armor (GPV = 75 each)
- Leather armor (GPV = 5)
- Short sword (GVP = 10)
- Four +3 Darts of Homing** (EPV = 450 each) (GPV = 2,000 each)
- Ring of Protection +2** (EPV = 2,000) (GPV = 10,000)

**Rogiro, human assassin**

(HF 5, EP 702, Int 12, AL LE, AC 3 (leather armor, Dex, **Ring of Protection +2**), MV 12", HD 6d6 (6th level assassin), HP 44, SZ M, #AT 1 (+3 "to hit" for melee attacks due to Str and Honor, +5 "to hit" for ranged attacks due to Dex and Honor), D 1d6+8 (**Dart of Homing +3**, Str, Honor) or 1d6+5 (short sword, Str, Honor), SA backstab, SD thief skills, Lang: Common, Bugbear, Orc, Gnome, Hon: Great (+1 to all die rolls), ML 16, TOP 22, Crit BSL: Def AC (melee) or Def AC+2 (ranged), FF 5, Str 16/40, Dex 17/32, Con 10/08, Int 12/29, Wis 8/82, Cha 16/93, Com 17/31) Thieving skills: Pick Pockets 40, Open Locks 40, Find Traps 30, Remove Traps 30, Move Silently 25, Hide in Shadows 45, Detect Noise 20, Climb Walls 80, Read Languages 10. Talents: none. Skills: Appraisal: Gemstone 34, Appraising 73, Anatomy, Basic 65, Anatomy, Vital (Human) 54, Feign Toughness 55, First Aid: Cauterize Wound 51, First Aid: Sew Own Wounds 51, First Aid: Sew Wounds 51, Glean Information 70, Jugular Swipe 48. Quirks/Flaws: Lisp.











**Potential Yield:**

- Slaying Black Rose (EPV = 35)
- Slaying Pseudo-Pseudo-Dragon (EPV = 425)
- Coinage (total GPV = 5)
- 10 pearls (total GPV = 1,000)
- partially charged **Wand of Magic Missiles** (GPV = 1,250) (EPV = 100)

**Pixie-Fairy Slaver**

(Black Rose - commoner pixie-fairy) (HF 0, EP 35, S 5/99, D 15/30, C 12/14, I 16/02, W 15/01, Cha 19/49, Com 21/60,, AL CN, AC 7 (garments & Dex), MV 4", 18" Fly (B), HD < 0 level, HP 12, SZ T, #AT 1, D 1d4+1 (wand) +2 to-hit due to Dex, SA spell abilities (Farie Phantom 1/day), SD Invisibility 1/day, cannot be surprised, Tarkrin tattoo (-2 to all attacks from evil creatures), 35% magic resistance imparted by pseudo-pseudo dragon, Lang common, pixie, elven, butterfly, bird, Hon Ave, TOP 6, Crit BSL Def AC -3, FF 13, Reference PHB)

HPs     
 Garments AC 9

**Pseudo-Pseudo-Dragon**

(HF 5, EP 425, Int 10, AL N(E), AC 2, MV 6", 24" Fly (B), HD 2, HP 35, SZ T, #AT 1, D 1d4-1, SA +4 to-hit, poison SD 80% chance to become invisible, can see invisible objects, 35% magic resistance, telepathy Lang Pixie, Pixie-Fairy, elven, common, Hon Ave, ML 13, TOP 17, Crit BSL Def AC +4, FF 13, Reference HOB6 p 95)

HPs

**22. Servants' Barracks**

**Encounter:** Goblins (13), Hairfoot Halfling (1), Otterman (1)

**Potential Yield:**

- Slaying Goblins (total EPV = 195)
- Slaying Otterman (EPV = 35)
- Slaying 'Dying' Halfling (EPV = 10)
- 13 Clubs (total GPV = 1)
- Assorted Coinage (total GPV = 15 approx)

**Goblins (13)**

(HF 0, EP 15, Int 8, AL LE, AC 10, MV 6", HD 1-1, HP 22, SZ S, #AT 1, D 1-6 (club), SA Nil, SD Nil, Hon Ave, Lang hobgoblin, goblin, common, ML 10, TOP 11, Crit BSL Def AC -3, FF 4, Reference HOB3 p 81)

- 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

**Otterman**

(HF 2, EP 35, Int 15, AL CG, AC 7, MV 6", 18" swim, HD 2, HP 29 [26], SZ S, #AT 1, D 1d4 (bite) or punch (see PHB p. 135), SA Nil, SD Nil, Hon Ave, Lang otterman, common, ML 13, TOP 14, Crit BSL Def AC, FF 13, Reference HOB6 p 46)

**Halfling**

(HF 1, EP 35, Int 11, AL LG, AC 10, MV 6", HD 1, HP 25 [19], SZ S, #AT 1, D punch (see PHB p. 135), SA Nil, SD Nil, Hon Ave, Lang common, ML 12, TOP 12, Crit BSL Def AC -2, FF 12, Reference HOB3 p 118)

**23. Daedul's Quarters**

**Door Trap:** Poison Dart Trap. Location: The door handle. Effect: 1d6 damage + Type D poison. Trigger: Opening the door without using Daedul's keys or disarming the trap.

**Encounter:** Sirine (1)

**Potential Yield:**

- Defeating Trap (EPV = 54)
- Slaying Sirene (EPV = 2,000)
- Assorted Coinage (total GPV = 412)
- 10 Carnelian - Semi-precious stones (total GPV = 500)
- 10 silver and obsidian bracelets (total GPV = 1,000)
- Potion of Gnome Gibberish** (GPV = 500) (EPV = 150)
- Potion of Diminution** (GPV = 500) (EPV = 300)
- Magic Scroll** (GPV = 5,700) (EPV = 1,900)
- Ring of Warmth** (GPV = 5,000) (EPV = 1,000)
- Dust of Dryness** (GPV = 10,000) (EPV = 1,000)
- Ring of Friendship** (GPV = 3,000) (EPV = 1,500)

**Sirine (1)**

(HF 20, EP 2,000, Int 13, AL N, AC 3, MV 12" 24" swim, HD 4, HP 40, SZ M, #AT 1, D unarmed, SA Charm Song, stupidity touch, SD Spells, Hon Ave, Lang common, elven, ML 20, TOP 20, Crit BSL Def AC +2, FF 5, Reference HOB7 p 63)

HPs:

**Fort Strategy Dungeon Level**

**KEY TO THE DUNGEON**

**1. Entry Hall**

**Encounter:** none

**Potential Yield:**

- Locating Secret Door (EPV = 2)
- Spiking Secret Door Shut (individual EPV = 20)
- Bullseye lantern (GPV = 12)

**2. Secret Guardroom**

**Encounter:** Gnolls (6)

**Potential Yield:**

- Slaying Gnolls (total EPV = 210)
- 8 pole arms/halberds (total GPV = 80)
- 4 battle axes (total GPV = 20)
- 6 short swords (total GPV = 60)
- 3 sets of ring mail armor (total GPV = 195)
- 1 set of brigandine armor (GPV = 120)
- Barrel of pitons/iron spikes (total GPV = 35 approx.)

**Gnolls (6)**

(HF 1, EP 65, Int 5, AL CE, AC 5 (leather armor, medium wooden shields), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 1d6 (wooden clubs), SA Nil, SD Nil, Lang: common, gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 4, Reference HOB 3 p 72).

1) HPs      
 Leather Armor: AC 8 9

Medium Shield  
 (AC bonus) +3 +2 +1

2) HPs      
 Leather Armor: AC 8 9

Medium Shield  
 (AC bonus) +3 +2 +1

3) HPs      
 Leather Armor: AC 8 9

Medium Shield  
(AC bonus) +3 +2 +1  
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4) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Leather Armor: AC 8 9  
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Medium Shield  
(AC bonus) +3 +2 +1  
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5) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Leather Armor: AC 8 9  
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Medium Shield  
(AC bonus) +3 +2 +1  
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6) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Leather Armor: AC 8 9  
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Medium Shield  
(AC bonus) +3 +2 +1  
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3. Magnetic Rust Monster

Encounter: Magnetic Rust Monster (1)

Potential Yield:

- Slaying Magnetic Rust Monster (EPV = 420)

Magnetic Rust Monster

(HF 13, EP 420, Int animal (1), AL N, AC 2, MV 12", HD 6, HP 48, SZ M, #AT 2, D nil, SA rusting, magnetism, SD Nil, Hon: Ave, ML 12, TOP 24, Crit BSL: Def AC, FF, Reference HOB 7 p 20).

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
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5. Pit Traps

Trap: Pit Trap. Location: every 10'. Dimension: 8' by 8' by 10'. Effect: 1d6+4 falling damage. Trigger: stepping on cover.

Encounter: none

Potential Yield:

- Defeating Traps (total EPV = 60)
- Assorted coinage (total GPV = 14 approx)

6a. Storeroom

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Encounter: none

Potential Yield:

- 9 suits of leather armor (total GPV = 45)
- Assorted tools (total GPV = 17)
- Assorted torture equipment (total GPV = 10)

6b. Storeroom

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Trap: Stuffed 'unicorn' on platform. Effect: 1d10 striking damage. Trigger: opening door.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 10)

6c. Pantry

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Encounter: none

Potential Yield:

- 4 barrels of cheese (total GPV = 1,000)
- 3 barrels of honey (total GPV = 1,500)

- 6 crates of eggs (total GPV = 24 approx)
- 4 bags of salt (total GPV = 4)
- 5 barrels of pickled fish (total GPV = 15)
- 18 crates of salted fish (total GPV = 22 approx)
- 7 crates of corn dodgers (total GPV = 35)
- 3 crates of blood sausage (total GPV = 9)
- 4 crates of sailor's sausage (total GPV = 32)
- 9 barrels of ale (total GPV = 18)

6d. Slave Pens

Door Trap: Poison Dart Trap. Location: The door handle. Effect: 1d8 damage + Type D poison. Trigger: Opening the door without disarming the trap. Also, the lock is excellent quality as per Table 16H: Lock Quality on page 202 of the GameMaster's Guide, thus giving a 20% penalty to Open Locks checks. The door can be unlocked with Kristina's or the Gnarl-ron's key, a successful pick locks roll or an open locked doors roll.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 32)

7. Torture Chamber

Encounter: Standard Gnoll (6), Common Bugbear (2)

Potential Yield:

- Slaying Gnolls (total EPV = 390)
- Slaying Bugbears (total EPV = 350)
- 2 battle axes (total GPV = 10)
- 3 pole arms (halberds) (total GPV = 30)
- 1 short sword (GPV = 10)
- 3 coils of rope (total GPV = 3)
- Assorted torture equipment (total GPV = 124)

Standard Gnoll (6)

(HF 1, EP 65, Int 5, AL CE, AC 6 (hide armor), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 2d4 (battle axe x2), 1d10 (halberd x3), 1d6+2 (short sword), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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2) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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3) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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4) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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5) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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6) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
Hide Armor: AC 6 7 8 9  
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Common Bugbear (2)

(HF 2, EP 175, Int 8, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 34 each, SZ L, #AT 1, D 1d6+2 (spear), 1d6+2 (short sword), SA surprise, +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Ave, ML 12, TOP 16, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 97).

1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
□□□□□  
Hide Armor: AC 6 7 8 9  
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Small Shield +2 +1  
(AC bonus) □□□□ □□□



**Battle Sheets**

**HackMaster: Smackdown the Slavers**

- 4) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
                  □□ □
- 5) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 6) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 7) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 8) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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Leather Armor: AC 8 9  
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- 11) HPs ██████ ██████ ██████ ██████ ██████ ██████  
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- 12) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 13) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 14) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 15) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 16) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor  
AC 8 9  
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- 17) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 18) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 19) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
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- 20) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Leather Armor: AC 8 9  
                  □□ □

**Gnarl-ron (1)**

(Gnarl-ron Leader: HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 35, SZ L, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hob-goblin, Hon: Ave, ML 11, TOP 17, CRIT BSL: Def AC+2, FF 7, Reference HOB 3 p 71).

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
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- Ring mail: AC 7 8 9  
                  □□□□□ □□ □
- Small Shield +2 +1  
(AC bonus) □□□□ □□□

**13. Gelatinous Cube**

**Trap:** Sliding wall. Location: 10-foot area in the center of the corridor.  
Effect: Wall slides down to release Gelatinous Cube into corridor behind PCs. Trigger: Over 300 pounds stepping on trigger plate.

**Encounter:** Gelatinous Cube (1)

**Potential Yield:**

- Defeating Trap (EPV = 50)
- Slaying Gelatinous Cube (EPV = 725)
- Pole arm (halberd), partially digested (GPV = 6)
- Assorted coinage (total GPV = 4 approx)

**Gelatinous Cube (1)**

(HF 8, EP 25, Int non, AL N, AC 8, MV 6", HD 4, HP 32, SZ L, #AT 1, D 2-8, SA Paralyzation, Surprise 3 in 6, SD see HOB, Hon: Ave, ML 20, TOP n/a, CRIT BSL: Def AC+2, FF n/a, Reference HOB 3 p 48).

- HPs ██████ ██████ ██████ ██████ ██████ ██████

**14. Kristina's Laboratory**

**Encounter:** Kristina (MU6), Great Horned Owlbear (2), Goblin (14), Goblin chief (1), insane slave (1)

**Potential Yield:**

- Slaying Kristina (EPV = 723)
- Slaying Great Horned Owlbears (total EPV = 2,200)
- Slaying Goblins (total EPV = 210)
- Slaying Goblin chief (EPV = 35)
- Slaying insane slave (EPV = 15)
- 13 short swords (total GPV = 130)
- 4 short bows (total GPV = 120)
- 16 sheaf arrows (total GPV = 1 approx)
- golden bracers (GPV = 400)
- platinum necklace (GPV = 1,200)
- **Leather Armor +1** (GPV = 1,500) (EPV = 500)
- **Scimitar of Speed +2** (GPV = 2,000) (EPV = 3,000)
- **Flask with Potion of Fog Cloud** (GPV = 900) (EPV = 300)
- Alchemist Supplies (total GPV to another alchemist = 3,000)
- Parchments (total GPV = 0)

**Kristina, female grel**

(HF 5, EP 723, F/MU 6/6, S 12/53, D 14/35, C 11/35, I 18/95, W 13/32, Cha 16/67, Com 12/15, AL NE, AC 5 (**Leather Armor +1**, Dex, Acrobatic skill suite), MV 12", HD 6, HP 62, SZ M, #AT 2, D 1d8 +2 (**Scimitar of Speed +2**), SA Spells, SD Nil, Lang elven, common, pixie fairy, Hon 30, TOP 31, Crit BSL Def AC +4, FF 12), Quirks & Flaws: sadistic, color blind, tone deaf, Talents: acrobatic skill suite, acute (high) alertness, dagger bonus, keen Sight (long distance), less sleep, magic identification, photographic memory, sixth sense, Skills: arcane lore 41, alchemy 38, basic anatomy 79, ancient history 31, astrology 51, surgery tools/suture kit 88, evil speak 40, first aid: cauterize wound 45, First Aid: Sew Own Wounds 45, first aid: sew wounds 45, torture 114, Spells: Protection from Good, Magic Missile (x3), Shocking Grasp (x2), Darkness, Preserve, Lightning Bolt, Phantom Steed.

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
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- Leather Armor +1: AC 7 8 9  
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**Great Horned Owlbear (2)**

(HF 5, EP 1100, Int 7, AL N, AC 5, MV 12", HD 5+2, HP 45 each, SZ L, #AT 5, D 1d6 (claw x2), 2d6 (bite), 1d4 (horn x2) SA Charge, SD Nil, ML 13,





- 3) HPs
- 4) HPs
- 5) HPs
- 6) HPs
- 7) HPs
- 8) HPs
- 9) HPs
- 10) HPs

**3. The Piercer Cavern**

**Encounter:** Piercers (30)

**Potential Yield:**

- Slaying 30 Piercers (EPV = 125 each)

**Piercers (30)**

(HF 5, EP 125, Int 1, AL N, AC 3, MV 1", HD 4, HP 40 each, SZ M, #AT 1, D 4-24, SA 90% Surprise, SD Nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference: HoB 6 p 70.)

- 1) HPs
- 2) HPs
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- 29) HPs
- 30) HPs

**4. Prancing Pigdawg Feeding Time**

**Encounter:** Prancing Pigdawgs (4), Orgs (5)

**Potential Yield:**

- Slaying 4 Pigdawgs (EPV = 120 each)
- Slaying 5 Orgs (EPV = 120 each)
- Coinage (each Org has 10 gp and 5 ep) (GPV = 62.5)
- 10 heavy crossbows (GPV = 50 each)
- 5 broad swords (GPV = 10 each)
- 30 crossbow bolts (GPV = 6)
- Ring of Free Action** (GPV = 5000, EPV = 1000)

**Prancing Pigdawgs (4)**

(HF 2, EP 120, Int 2-4, AL CE, AC 6, MV 18", HD 3+4, HP 37 each, SZ M, #AT 1, D 2-12 (bite), SA Surprise 7 in 10, SD Surprised only on a 1 in 20, Lang: none, Hon: Average, ML 17, TOP 18, Crit BSL: Def AC+4 (charge), Def AC+2 (melee), FF 9, Reference: HoB 6 p 72.)

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

**Orgs (5)**

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 34 each, SZ M, #AT 1, D 2d4+4 (broadsword, +2 to hit due to Strength) / 2d4+1 (heavy crossbow, -2 to hit due to non-proficiency), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP 17, Crit BSL: Def AC+4 (broadsword), Def AC+0 (crossbow), FF 6, Reference: HoB 6 p 43.)

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

**5. Ozone room**

**Encounter:** Bony Ridged Leeches (2), Groin Leeches (2), Luck-draining Muck Leeches (2), Sinus Leeches (2), Giant Leeches (2)

**Potential Yield:**

- Slaying Bony Ridged Leeches (EPV = 45 each)
- Slaying Groin Leeches (EPV = 15 each)
- Slaying Luck-draining Muck Leeches (EPV = 7 each)
- Slaying Sinus Leeches (EPV = 3 each)
- Slaying Giant Leeches (EPV = 120 each)

**Bony Ridged Leeches (2)**

(HF 2, EP 45, Int 0, AL N, AC 9, MV 4.5", HD 1, HP 24 each, SZ T, #AT 2, D

1-4 (bony ridge) / 1-4 (suction), SA Suction, SD Nil, Lang: none, Hon: N/A, ML 10, TOP N/A, Crit BSL: Def AC-2, FF N/A, Reference: HoB 4 p 77.)

- 1) HPs
- 2) HPs

**Groin Leeches (2)**

(HF 0, EP 15, Int 0, AL N, AC 8, MV 3", HD 1-1, HP 23 each, SZ T, #AT 1, D 1-3 (blood drain), SA Suction, SD bite 90% unnoticeable, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-3, FF N/A, Reference: HoB 4 p 79.)

- 1) HPs
- 2) HPs

**Luck-draining Muck Leeches (2)**

(HF 0, EP 7, Int 0, AL N, AC 8, MV 1/4", HD 1/4, HP 21 each, SZ T, #AT 1, D special (luck drain), SA luck drain (-1 to-hit and -1 to saves), SD gains luck as a Luckstone (See GMG p 265), Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference: HoB 4 p 80.)

- 1) HPs
- 2) HPs

**Sinus Leeches (2)**

(HF 0, EP 3, Int 0, AL N, AC 10, MV 1.5", HD <1-1, HP 1 hp each, SZ T, #AT 1, D special (suffocation), SA suffocation (3 rounds causes difficulty breathing, 6 rounds causes suffocation - Character will die in a number of rounds equal to his Constitution divided by 3. Character will black out on the second to last round.), SD Nil, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference: HoB 4 p 81.) A sinus leech attacks its victim inside the throat such that when it becomes engorged with blood, it begins to choke off the windpipe. Swallowing dangerous items like poison, acid, flaming oil, torches or swords are likely to kill the leech on a successful hit. If the victim can relax using the Grace Under Pressure talent, Maintain Self Discipline skill (difficult, 0% modifier), inherent monk class self discipline, or reproduce the same with a spell or spell like effect, the leech can be pulled out with a successful hit and a Dexterity check.

- 1) HP
- 2) HP

**Giant Leeches (2)**

(HF 2, EP 120, Int 0, AL N, AC 9, MV 4.5", HD 4, HP 40 each, SZ M, #AT 1, D 4 (blood drain), SA blood drain, 50% chance of inflicting a blood disease - for purposes of the tournament the PC's fatigue factor drops to 1, SD attack 99% unnoticeable, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference: HoB 4 p 78.)

- 1) HPs
- 2) HPs

**7. The Training Room**

**Encounter:** Player Character Duplicates (variable), Roper (1)

**Potential Yield:**

- Slaying Player Character Duplicate (EPV = 350 each)
- Slaying Roper (EPV = 6,000 each)

**Roper (1)**

(HF 41, EP 6000, Int 15, AL CE, AC 0, MV 3", HD 10, HP 69, SZ L, #AT 1, D 5-20 (bite), SA can shoot up to 6 sticky strands one per round, a hit causes a 50% Strength loss 1-3 rounds later that lasts for 2-8 turns, victims hit are pulled to the Roper at a rate of 10 feet per round, SD 80% undetectable, -2 to opponent's surprise rolls, immune to lightning, half damage from cold attacks, -4 save against fire, Lang: Roper, Hon: Average, ML 15, TOP 34, Crit BSL: Def AC+8, FF 5, Reference: HoB 7 p 18.) Note that a single strand from the Roper can be pulled or broken off by a successful bend bars/lift gates roll. It can also be severed by a single hit from an edged weapon that does more than 6 HP of damage (AC 0).

HPs

**8. The Spiked Door (Wimple's quarters)**

**Encounter:** Trap

**Potential Yield:**

- Silver amulet (GPV = 10)

**9. The Throne Room**

This room is locked. The lock must be picked or shattered (one turn smashing with weapons) before entering.

**Encounter:** Orgs (5), Wimple Huey (1), Rust Monster (1), Ankylosaurus (1)

**Potential Yield:**

- Slaying Orgs (EPV = 120 each)
- Slaying Rust Monster (EPV = 270)
- Slaying Ankylosaurus (EPV = 1400)
- Slaying Wimple Huey (EPV = 1480)
- Bracers of Defense AC 4 (GPV = 30,000, EPV = 3000)
- Dagger + 2 (GPV = 5000, EPV = 1000)

**Ankylosaurus (1)**

(HF 3, EP 1400, Int 1, AL N, AC 6, MV 6", HD 9, HP 65, SZ H, #AT 1, D 3-18, SA Nil, SD Nil, Lang: none, Hon: Ave., ML 20, TOP 32, Crit BSL: Def AC+7, FF 5, Reference: HoB 4 p 50.)

HPs

**Rust Monster (1) ( as "Triceratops" before illusion is revealed)**

(HF 22, EP 270, Int 1, AL N, AC 2/6, MV 9", HD 16, HP see below, SZ H, #AT 3, D 1-8 / 1-12 / 1-12 (illusionary - damage negated if illusion is revealed), SA Rusting (magic items have a 10% change per plus of resisting rust attacks), the rust attack in NOT illusionary which may cause some doubt as to the beast's true identity, SD Nil, Lang: none, Hon: Average, ML 20, TOP 23, Crit BSL: Def AC+14, FF 5, Reference: HoB 4 p 56 - Triceratops.)

**Rust Monster (1) (after illusion is revealed)**

(HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 47, SZ M, #AT 2, D nil proficiency, SA Rusting (magic items have a 10% change per plus of resisting rust attacks), SD Nil, Lang: none, Hon: Average, ML 20, TOP 23, Crit BSL: Def AC+3, FF 5, Reference: HoB 7 p 21.)

HPs

**Wimple Huey**

(human male magic-user) (S 7/03, D 18/30, (-4 AC, -4 RA, +4 MA), C 16/49 I 17/92, W 14/03, Cha 12/13, Com 13/15, EP 1480, AL NE, AC 0 (Bracers of Defense AC 4, Dex), MV 12", HD 7th level MU, HP 48, SZ M, #AT 1, D 1d6-1 (+2 Dagger including -2 for Strength), SA Spells, SD Spells, Lang: common, orcish, goblin, roper, Hon: Average, ML 20, TOP 24, Crit BSL: Def AC+1, FF 8, Fatigue Check 15, SF -7 (dagger and Dexterity), Quirks and Flaws: flatulence, Talents: photographic memory (memorize 1 extra spell per level), Skills: muster resolve 32, skilled liar 29

Spells Memorized: First (6+1) – Charm Person, Color spray x2, Grease, Light, Read Magic, Write  
 Second (3+1) – Blur, Blindness x2, Darkness 15' Radius  
 Third (3+1) – Dispel Magic, Paralyzation, Spectral Force x2  
 Fourth (1+1) – Fear, Emotion

HPs

**Orgs (5)**

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 40 each, SZ M, #AT 1, D 2d4+4 (broadsword, +2 to hit due to Strength) / 1d8 (short bow with sheaf arrows, -2 to hit due to non-proficiency), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP 20, Crit BSL: Def AC+4 (broadsword), Def AC+0 (shortbow), FF 6, Reference: HoB 6 p 43.)

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

**Illusionary Orgs (6)**

(HF 1, EP 0, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 0, SZ M, #AT 1, D 1d10+4 (halberd, +2 to hit due to Strength, SF +4), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP N/A, Crit BSL: Def AC+4 (halberd), FF N/A, Reference: HoB 6 p 43.)

**Illusionary Ghouls (6)**

(HF 4, EP 0, Int 5-7, AL CE, AC 6, MV 9", HD 2, HP 0, SZ M, #AT 3, D 1d4-1 / 1d4-1 / 1-6 (claw/claw/bite), SA Paralyzation touch, SD Nil, Lang: common, Hon: Average, ML 20, TOP N/A, Crit BSL: Def AC+0, FF N/A, Reference: HoB 3 p 51.) Note that the GM should ask the PCs if they have fought Ghouls before. If their answer is yes, then the illusions will be capable of illusionary paralyzation (lasting for 3-8 rounds or until the illusion is revealed).

## The Hidden City of Strugelhauf

### SLAVE BUYER'S CARAVAN

**Guard/bearers, male humans (12)**

(HF 1, EP 35, Int 9, AL N, AC 7 (medium shield), MV 12", HD 1, hp 24 each, #AT 1, D 1-6 (club or quarterstaff), Lang: common, Hon: Ave, ML 11, ToP 12, Crit BSL Def AC -3, FF 5; Possessions: Each has a medium shield, a club and/or quarterstaff, and carries 1-10 cp. Reference HoB 5 p10 "caravan guard".)

- 1) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 2) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 3) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 4) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 5) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 6) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████

- 7) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 8) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 9) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 10) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 11) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████
- 12) HPs ██████ ██████ ██████ ██████ ██████  
Medium Shield  
(AC bonus) +3 +2 +1  
██████ ██████ ████

### NOTES ON STRUGELHAUF

**Guard Patrols:** Guard patrols on the city walls consist of six soldiers each. They ceaselessly pace the great square formed by the city walls. The positions of the patrols are noted on the map, as is their direction of movement. If a party or character attempts to scale a section of the wall, the GM should note the relative position of the nearest patrol moving toward that area. Patrols move 60 feet per turn, and see up to 60 feet with the bullseye lanterns they carry. All soldiers on patrol carry whistles with which to sound an alarm, and each tower contains 20 guardsmen and a 3rd level (fighter) sergeant.

**Wall patrol (six 1st level fighters)**

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 24 each, SZ M, #AT 1, D 2d8 (broadsword) or 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL Def AC-3, FF 5, Reference HoB 5 p13.)

- 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  
 □□□□ □□ □□□□ □ □□□ □□ □

Guard patrols in the streets consist of 10 militia police, one of whom will act as a spokesman for the group. Their movement should be checked (as the wall patrols previously described) whenever the party enters a street currently under patrol.

**Militia police (ten 1st level fighters)**

(HF 1, EP 15, Int 10, AL LN, AC 4 (scale mail + small shield), MV 9", HD 1, HP 24 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

3) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

4) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

5) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

6) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

7) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

8) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

9) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

10) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

**1. Main Gate**

Encounter: Guards (10)

**Potential Yield:**

- Slaying guards (total EPV = 240)
- 10 suits scale mail (total GPV = 1,200)
- 10 small shields (total GPV = 200)
- 10 broad swords (total GPV = 100)
- Assorted coins from guards (total GPV = 8)

**Guards (ten 1st level fighters)**

(HF 1, EP 15, Int 10, AL LN, AC 4 (scale mail + small shield), MV 9", HD 1, HP 24 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

3) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

4) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

5) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

6) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

7) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

8) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

9) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

10) HPs □□□□ □□□□ □□□□ □□□□ □□□□  
 Scale mail: AC 6 7 8 9  
 □□□□ □□ □□□□ □□ □  
 Small Shield +2 +1  
 (AC bonus) □□□□ □□□

2. Guard Towers

Encounter: Guardsmen (20), Sergeant

Potential Yield:

- Slaying Guardsmen (total EPV = 480)
- Slaying Sergeant (EPV = 237)
- 20 suits scale (total GPV = 2,400)
- Suit chain mail (GPV = 350)
- 20 small shields (total GPV = 400)
- 21 broad swords (total GPV = 210)
- Short bow (GPV = 30)
- 24 flight arrows (total GPV = 0.6)
- Assorted coins from guards (total GPV = 11)

Tower guardsmen (20 1st level fighters) - statistics as Wall Patrol guards.

1) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

2) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

3) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

4) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

5) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

6) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

7) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

8) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

9) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

10) HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

11) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

12) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

13) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

14) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

15) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

16) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

17) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

18) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

19) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

20) HPs       
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

Tower sergeant (3rd level fighter)

(HF 2, EP 237, Int 12, AL LN, AC 5 (chain mail), MV 9", HD 3, HP 38, SZ M, #AT 3/2, D 2d8+2 (broadsword, +1 to-hit due to specialization) / 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: Common, Hon: Average, ML 14, TOP 19, Crit BSL Def AC+0 (broad sword), Def AC-1 (short bow), FF 6)

HPs      
  
 Chain mail  
 AC 5 6 7 8 9

3. Slave Auction Arena

Encounter: Guards (10)

Potential Yield:

- Slaying guards (total EPV = 240)
- 10 suits scale mail (total GPV = 1,200)







- 10) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 11) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 12) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 13) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 14) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 15) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 16) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 17) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 18) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 19) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)
- 20) HPs     
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

- Long sword (GPV = 15)
- Fine jewelry (total GPV = 486)
- Rough gems (total GPV = 875)
- Unworked metal bars (total GPV = 55)

**Security guard (3d level fighter)**

(HF 1, EP 240, Int 13, AL LN, AC 7 (ring mail), MV 9", HD 3, hp 45, SZ M, #AT 3/2, D 1d8+2 (long sword, +1 to-hit due to specialization), SA Nil, SD Nil, Lang: common, Hon: Average, ML 10, TOP 22, Crit BSL: Def AC+0 (long sword), FF 6.)

HPs    
  
 Ring mail: AC 7 8 9

**59. Slave Lords' Stronghold**

**Encounter:** Guards (14), Minotaur lizards (4)

**Potential Yield:**

- Slaying guards (total EPV = 210)
- Slaying Minotaur Lizards (total EPV = 2,600)
- 12 suits chain mail (total GPV = 4,200)
- 4 bucklers (total GPV = 20)
- 14 broad swords (total GPV = 140)
- 10 short bows (total GPV = 300)
- 120 flight arrows (total GPV = 3.6)

**Guards (4) (2nd level fighters)**

(HF 1, EP 15, Int 10, AL LN, AC 4 (chain mail and buckler), MV 9", HD 1, hp 36 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Average, ML 16, TOP 18, Crit BSL: Def AC-2, FF 5.)

1) HPs

**Chain Mail**

AC: 5 6 7 8 9

**Buckler +1**

2) HPs

**Chain Mail**

AC: 5 6 7 8 9

**Buckler +1**

3) HPs

**Chain Mail**

AC: 5 6 7 8 9

**Buckler +1**

4) HPs

**Chain Mail**

AC: 5 6 7 8 9

**Buckler +1**

**Guards (10) (1st level fighters)**

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 28 each, SZ M, #AT 1, D 2d8 (broad sword) / 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: common, Hon: Average, ML 16, TOP 14, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs

**Chain mail**

AC 5 6 7 8 9

**55. Jeweler's Shop**

**Encounter:** Security guard

**Potential Yield:**

- Slaying guard (EPV = 240)
- Ring mail (GPV = 65)

- 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  
██████ █████ █████████ █████ █████
- 7) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Chain mail  
AC 5 6 7 8 9  
██████ █████ █████████ █████ █████
- 8) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Chain mail  
AC 5 6 7 8 9  
██████ █████ █████████ █████ █████
- 9) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Chain mail  
AC 5 6 7 8 9  
██████ █████ █████████ █████ █████
- 10) HPs ██████ ██████ ██████ ██████ ██████ ██████  
Chain mail  
AC 5 6 7 8 9  
██████ █████ █████████ █████ █████

Minotaur Lizards (4)

(HF 10, EP 650, Int 1, AL N, AC 5, MV 6", HD 8, hp 52 each, SZ G (40' long), #AT 3, D 2-12/2-12/3-18 (claw/claw/bite), SA Surprise 7 in 10, Shake on natural 20, SD Nil, Lang: none, Hon: Average, ML 18, TOP 26, Crit BSL: Def AC+6, FF 8, Reference: HoB 4 p 88.)

- 1) ██████ ██████ ██████ ██████ ██████ ██████  
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- 2) ██████ ██████ ██████ ██████ ██████ ██████  
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- 3) ██████ ██████ ██████ ██████ ██████ ██████  
██████ █████████ █████████ █████████ █████████
- 4) ██████ ██████ ██████ ██████ ██████ ██████  
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Blood Golem

(HF 10, EP 925, Int 0, AL N, AC 6, MV 15", HD 6, hp 50, SZ S, #AT 2, D 1-8/1-8, SA Blood drain – hit with both attacks forces save vs. spell or Blood Golem absorbs 1-10 hp from victim, SD Weapons do half damage, Lang: none, Hon: Average, ML 20, TOP 22, Crit BSL: Def AC+4, FF n/a, Reference: HoB 4 p 84, SF -4.)

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
██████ █████████ █████████ █████████ █████████

Gristle Golem:

(HF 19, EP 8,000, Int 0, AL N, AC 10, MV 15", HD 16, hp 90, SZ H (13' tall), #AT 2, D 1-12/1-12, SA Hit twice forces victim to make Dexterity check to hold items, SD Regeneration (1 hp/turn), After 3 rounds of combat, area effectively under Grease spell, immune to cold and acid, Lang: none, Hon: Average, ML 20, TOP 45, Crit BSL: Def AC+14, FF n/a, Reference: HoB 3 p 86.)

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
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3. Lurker Room

Encounter: Lurker Within, lurker Above, Lurker Below

Potential Yield:

- Slaying Lurker Within (EPV = 650)
- Slaying Lurker Above (EPV = 2,000)
- Slaying Lurker Below (EPV = 2,000)
- Coins (total GPV = 600)
- Emeralds (total GPV = 2,000)
- Ring of Warmth (EPV = 1,000 GPV = 5,000)

Lurker Within:

(HF 4, EP 650, Int 13, AL N, AC 6, MV 6" Fly, HD 6, hp 45, SZ L (10' diameter), #AT 1, D 1-4, SA Surprise 9 in 10, Suffocation 2-12 rounds, SD Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: common, Hon: Average, ML 11, TOP 22, Crit BSL: Def AC+4, FF 7, Reference: HoB 4 p 101.)

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
██████ █████████ █████████

Lurker Above:

(HF 12, EP 2,000 Int 0, AL N, AC 6, MV 9" Fly, HD 10, hp 70, SZ H (20' diameter), #AT 1, D 1-6, SA -4 to victim's surprise roll, Suffocation 2-12 rounds, SD 90% undetectable on ceiling, Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: n/a, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC+8, FF 7, Reference: HoB 4 p 101.)

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
██████ █████████ █████████ █████████ █████████ █████████

Lurker Below:

(HF 12, EP 2,000, Int 0, AL N, AC 6, MV 9" Fly, HD 10, hp 70, SZ H (20' diameter), #AT 1, D 1-6, SA Suffocation 2-12 rounds, SD Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: common, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC+8, FF 7, Reference: HoB 4 p 101.)

- HPs ██████ ██████ ██████ ██████ ██████ ██████  
██████ █████████ █████████ █████████ █████████ █████████

THE CATACOMBS OF STRUGELHAUF

KEY TO THE CATACOMBS

1. Guardian Area

Encounter: Blood Golem, Gristle Golem

Potential Yield:

- Slaying Blood Golem (EPV = 925)
- Slaying Gristle Golem (EPV = 8,000)

4. The Winter Wolves' Way

Encounter: Winter Wolves (2)

Potential Yield:

- Slaying Winter Wolves (total EPV = 1,950)
- Diamonds in collars (total GPV = 9,000)

Winter Wolves (2)

(HF 8, EP 975 each, Int 8, AL NE, AC 5, MV 18", HD 6, HP 50 each, SZ L, #AT 1, D 2-8, SA Frost breath 6-24 (1/turn), SD Immune to cold, Lang: Winter Wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC+4, FF 7, Reference: HoB 8 p 91.)

- 1) HPs
- 2) HPs

5. Minotox Task

Encounter: Minotox

Potential Yield:

- Slaying Minotox (EPV = 2,000)
- Warhammer +2** (EPV = 1,000, GPV = 5,000)
- Minotox sized **Chain Mail +2** (EPV = 1,000, GPV = 5,000)
- Minotox sized Huge crossbow (GPV = 50)
- Assorted coins (total GPV = 710)
- Assorted gems (total GPV = 2,750)
- Dust of Disappearance** (EPV = 2,000) (GPV = 20,000)

c. Minotox's Lair

Minotox (1)

(HF 12, EP 2,000, Int 5, AL CE, AC 3 (**Chain Mail +2**), MV 12", HD 9+4, hp 60, SZ L, #AT 2 or 1, D 1d8+10 / 1d8+10 (**Warhammer +2**, +5 to hit due to 20 Strength and +2 magic bonus) or huge crossbow: d10/3d4/4d4 (S/M/L), SA Charge (2-20), SD +1 to Surprise, Lang: minotaur, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC+13 (warhammer), Def AC+8 (crossbow), FF 7, Reference: HoB 5 p 23.)

Massive **Warhammer +2**: d10/d8/d6 (S/M/L) Speed Factor 0, Size L

- HPs
- Chain Mail +2
- AC 3                      4
- 
- AC 5                      6                      7                      8                      9
- 

6. Cunning Gelatinous Cubes

Encounter: Gelatinous Cube (2)

Potential Yield:

- Slaying Gelatinous cubes (total EPV = 1,450)
- Assorted coins (total GPV = 70)
- Long Sword +3** (EPV = 1,400) (GPV = 7,000)
- Chain Mail +1** (EPV = 500, GPV = 2,500)
- Ioun Stone** (EPV = 300 GPV = 25,000)

Gelatinous cubes (2)

(HF 8, EP 725, Int 0, AL N, AC 8, MV 6", HD 4, hp 25 and 30, SZ L, #AT 1, D 2-8, SA paralyzation, surprise 5 in 10, SD immune to cold, electricity, fear, old, paralyzation, polymorph and sleep, Lang: n/a, Hon: n/a, ML 20, TOP 18, Crit BSL: Def AC+2, FF 7, Reference: HoB 3 p 48.)

- 1) HPs
- 2) HPs

7. Grotto of Terror

Encounter: Lamprey (24), Myconids (6), Shambling Mound (1)

Potential Yield:

- Slaying Lamprey (total EPV 1,560)
- Slaying Myconids (total EPV = 680)
- Slaying Shambling Mound (EPV = 6,000)
- Potion of Extra Healing** (EPV = 400, GPV = 800)
- Gauntlets of Dexterity** (EPV = 1,000, GPV = 15,000)
- Broad sword +2** (EPV = 800, GPV = 4,000)

a. The Black Lake

Lamprey (24)

(HF 1, EP 65, Int 0, AL N, AC 7, MV 12" swim, HD 1+2, hp 26 each, SZ S, #AT 1, D 1d4-2, SA Blood drain (1-2 hp per round for 3 rounds), SD Nil, Lang: none, Hon: n/a, ML 14, TOP 13, Crit BSL: Def AC-1, FF 5, Reference: HoB 4 p 73.)

- 1) HPs
- 2) HPs
- 3) HPs
- 4) HPs
- 5) HPs
- 6) HPs
- 7) HPs
- 8) HPs
- 9) HPs
- 10) HPs
- 11) HPs
- 12) HPs
- 13) HPs
- 14) HPs
- 15) HPs
- 16) HPs
- 17) HPs
- 18) HPs
- 19) HPs
- 20) HPs
- 21) HPs
- 22) HPs
- 23) HPs
- 24) HPs

b. Mushroom Forest

Myconids: (6 – one of each Hit Die type)

(HF 3-13, EP 15, 35, 65, 120, 175, 270, Int 8, AL LN, AC 10, MV 9", HD 1, 2, 3, 4, 5, 6, hp 24, 28, 32, 36, 40, 44, SZ S, S, M, L, L, L, #AT 1, D 1d4 per Hit Die, SA Spit spores up to 30 yards once per day per Hit Die, SD Spores, Lang: Myconid, Hon: Average, ML 12, TOP 12, 14, 16, 18, 20, 22, Crit BSL: Def AC-2, Def AC+0, Def AC+1, Def AC+2 Def AC+3 Def AC+4, FF 7, Reference: HoB 5 p 58.)

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

d. From the Muck

Shambling Mound (1)

(HF 26, EP 6,000, Int 5, AL NE, AC 0, MV 6", 12" swim, HD 8, hp 57, SZ L, #AT 2, D 2d8 / 2d8, SA suffocation (if victim is hit with both attacks, it suffocates in 1d4+3 rounds unless it makes a successful BB/LG roll or Mound is killed, SD opponents suffer -3 to surprise rolls, immune to crushing weapons, half damage from all others, immune to fire, half damage from cold attacks, electrical attacks cause it to grow by one foot and gain 1 HD, Lang: Shambling Mound, Hon: Average, ML 20, TOP 28, Crit BSL: Def AC+4, FF 7, Reference: HoB 7 p 49.)

- HPs
-



8. Giant Harvester Termites' Lair

Encounter: potentially none, otherwise 7 worker termites and 2 soldiers [initially]

Potential Yield:

- Steel ladder

Giant Harvester Worker Termites

(HF 2, EP 35, AC 2/10 (head/body), MV 9", HD 1, HP 24 each, #AT 1, D d4-2, Hon:Ave, TOP 12, Crit BSL: Def AC -2, Reference HOB 7 p. 134)

- HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]

Giant Harvester Soldier Termites

(HF 2, EP 65, AC 2/8 (head/body), MV 9", HD 2+2, HP 32 each, #AT 1, D d4, SA: spew blinding fluid, Hon: Ave, TOP 16, Crit BSL: Def AC, Reference HOB 7 p. 134)

- HPs: [dice rolls]
HPs: [dice rolls]

Giant Harvester Queen Termite

(HF 9, EP 1400, AC 4 (head/body), MV 3", HD 8+8, HP 67, #AT 1, D 5d6, Hon: Honorable, TOP 33, Crit BSL: Def AC +7, Reference HOB 7 p. 134)

- HPs: [dice rolls]

9. Hanging Roots

Encounter: Sinewy Mugger

Potential Yield:

- Slaying Sinewy Mugger (EPV=65)
(6) 10' lengths of rope

Sinewy Mugger

(HF 2, EP 65, AC 4, MV 3", HD 2, HP 27 each, #AT 6, D 1 each, SA: Once hit a PC is held automatically sustaining 1 hp/rnd until dead, Hon: Ave, TOP 13, Crit BSL: Def AC, Reference HOB 7 p. 62)

- HPs: [dice rolls]

10. Crawdad's Tunnels (exit)

Encounter: 2 giant crayfish

Potential Yield:

- Slaying crayfish (EPV=175 each)
Freedom!

Crayfish, Giant

(HF 5, EP 175, AC 4, MV 6", 12" swimming, HD 4+4, HP 44, #AT 2, D 2d6/2d6, Hon: Ave, TOP 22, Crit BSL: Def AC+3, Reference HOB 2 p. 44)

- HPs: [dice rolls]

The Detail Map (area 10)

Area 10B

Crayfish, Giant

(HF 5, EP 175, AC 4, MV 6", 12" swimming, HD 4+4, HP 34, #AT 2, D 2d6/2d6, SA: -2 to opponents surprise roll, Hon: Ave, TOP 17, Crit BSL: Def AC+3, Reference HOB 2 p. 44)

- HPs: [dice rolls]

11. Fearsome Fungus

Encounter: 2 Dark Seethers, 3 Glow Worms

Potential Yield:

- Slaying Glow Worms (assess a 100 EP penalty for each glow worm killed)

- Slaying Dark Seethers (EPV=240)
19 stone clubs
illumination

Glow Worms

(HF 0, EP 7, AC 9, MV 6", HD 1, HP 22 each, #AT 1, D 1-2, Hon: Ave, TOP 11, Crit BSL: Def AC-2, Reference HOB 3 p. 71)

- HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]

Dark Seethers

(HF 3, EP 120, AC 10, MV 0", HD 4+3, HP 30, 28, #AT 0, D 0, SA: spores, Hon: Ave, TOP 15, 14, Crit BSL: n/a, Reference HOB 2 p. 49)

- HPs: [dice rolls]
HPs: [dice rolls]

12. Bug Bath

Encounter: Giant Predacious Diving Beetle

Potential Yield:

- Slaying Giant Predacious Diving Beetle (EPV=650)

Giant Predacious Diving Beetle

(HF 3, EP 650, AC 3, MV 6", 12" swimming, HD 5, HP 40, #AT 1, D 3d4, SD: translucent (difficult to spot), Hon: Great Honor (+1 To ALL die rolls), TOP 20, Crit BSL: Def AC+3, Reference HOB 1 p. 63)

- HPs: [dice rolls]

13. Mineral Corner

Encounter: none

Potential Yield:

- flint

14. The Goofy Gopher

Encounter: "Chuckie" the Sewer Gopher

Potential Yield:

- Slaying "Chuckie" (EPV=175)
information

Sewer Gopher

(HF 3, EP 175, AC 6, MV 9", HD 3+2, HP 36, #AT 3, D 1d4/1d4/1d6, SA: 25% chance to decapitate on a '20', SD: attackers suffer -1 'to-hit' from stench, Lang: Common, Hon: Dishonorable (-1 to ALL die rolls), TOP 18, Crit BSL: Def AC-1, Reference HOB 3 p. 93)

- HPs: [dice rolls]

15. Mushroom Garden

Encounter: 3 Fire Beetles

Potential Yield:

- Slaying Fire Beetles (EPV=105)
illumination
Mushroom logs

Fire Beetles (3)

(HF 0, EP 35, AC 4, MV 12" flying, HD 1+2, HP 29, 28, 24, #AT 1, D 2d4, Hon: Ave, TOP 14 (x2) 12, Crit BSL: Def AC-2, Reference HOB 1 p. 67)

- HPs: [dice rolls]
HPs: [dice rolls]
HPs: [dice rolls]

16. ABODE OF THE GRIMLOCKS

16A. Welcoming Committee

Encounter: 2 Grimlock guards

Potential Yield:

- Slaying Grimlocks (EPV=130)

**Grimlocks (2)**

(HF 3, EP 65, AC 5, MV 12", HD 2, HP 34, 32, #AT 1, D 1d6 (club), SD: save as 6th level fighter, immune to visual spells, Hon: Ave, TOP 17, 16, Crit BSL: Def AC, Reference HOB 3 p. 108)

HPs:       
 HPs:

**16B. Common Room**

**Grimlocks (2)**

(HF 3, EP 65, AC 5, MV 12", HD 2, HP 30 (x2), #AT 1, D 1d6 (bare hands), SD: save as 6th level fighter, immune to visual spells, Hon: Ave, TOP 15, Crit BSL: Def AC, Reference HOB 3 p. 108)

HPs:      
 HPs:

**Female Grimlocks (3)**

(HF 2, EP 35, AC 5, MV 12", HD 1, HP 26, 25 (x2), #AT 1, D 1d6 (bare hands), SD: save as 6th level fighter, immune to visual spells, Hon: Ave, TOP 13, 12 (x2), Crit BSL: Def AC-2, Reference HOB 3 p. 108)

HPs:      
 HPs:      
 HPs:

**16c. Leader's Room**

**Encounter:** Grimlock leader

**Potential Yield:**

- Slaying Grimlock leader (EPV=120)
- Elixir of Health (GPV = 2,000, EPV = 350)
- Elixir of Madness (GPV = 0, EPV = 0)

**Grimlock Leader**

(HF 3, EP 120, AC 4, MV 12", HD 3, HP 39, #AT 1, D 1d8 (battle axe), SD: save as 6th level fighter, immune to visual spells, Hon: Ave, TOP 19, Crit BSL: Def AC, Reference HOB 3 p. 108)

HPs:

**17. Doper's Lair**

**Encounter:** Doper (new monster, see appendix)

**Potential Yield:**

- Slaying Doper (EPV=1400)
- Assorted coins (GPV = approx 42)

**Doper**

(HF 22, EP 1400, AC 0, MV 1", HD 6, HP 46, #AT 1, D 1d10, SA: Intoxicating touch and breath, SD: camouflage, spell resistance, Hon: Ave, TOP 23, Crit BSL: Def AC+4, Reference: attachment)

HPs:

**19. Chimney (exit)**

**Encounter:** Cling Mold, Stink Skink

**Potential Yield:**

- Slaying Stink Skink (EPV=50)
- 27 hard silver pieces
- 2 gems
- Freedom!

**Stink Skink**

(HF 1, EP 50, AC 7, MV 9", HD 1, HP 24, #AT 1, D d4, SA: Stinking Cloud (three times/day), Hon: Ave, TOP 12, Crit BSL: Def AC-2, Reference HOB 7 p. 69)

HPs:

**20. Trouble Underfoot**

**Encounter:** 4 Heel Borers

**Potential Yield:**

- Slaying Heel Borers (EPV=480)

**Heel Borers (4)**

(HF 2, EP 120, AC 2, MV 3", HD 2, HP 26 each, #AT 1, D d8, SA: impaling, burrow towards vital organs, podiatric damage, Hon: Ave, TOP 13, Crit BSL: Def AC, Reference HOB 3 p. 124)

HPs:      
 HPs:      
 HPs:      
 HPs:

**21. The Chasm (exit)**

**Encounter:** Stun Jelly

**Potential Yield:**

- Slaying Stun Jelly (EPV=270)
- Freedom!

**Stun Jelly**

(HF 5, EP 270, AC 8, MV 3", HD 4, HP 36, #AT 1, D 2d4, SA: Paralysis, Hon: Ave, TOP n/a, Crit BSL: Def AC+2, Reference HOB 7 p. 118)

HPs:

**Strugelhauf in Flames!**

**KEY TO THE ISLAND**

**ENCOUNTERS**

The letters on the map indicate the approximate locations of these encounters.

**A. Green Slime**

**Encounter:** Green Slime (1)

**Potential Yield:**

- Slaying Green Slime (EPV = 35)

**Green Slime**

(HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 35, SZ S, #AT 0, D transformation (1-4 rounds), SA transformation, SD immune to most spells, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: n/a, FF n/a, Reference: HoB 7 p 78.)

HPs

**B. A Good Walk Spoiled**

**Encounter:** Triloblight (1)

**Potential Yield:**

- Slaying Triloblight (EPV = 375)

**Triloblight (Jurassic Creature)**

(HF 19, EP 375, Int 1, AL N, AC 0, MV 12" swim, HD 7, HP 75, SZ L, #AT 2 or 3, D 1d3 (tentacle x2) / 2-12 (bite), SA Paralysis, SD Nil, Lang: none, Hon: Average, ML 19, TOP 37, Crit BSL: Def AC+5, FF 5, Reference: HoB 4 p 57.)

HPs

**D. Frenzied Goats**

**Encounter:** Giant Goats (4)

**Potential Yield:**

- Slaying Giant Goats (EPV = 270 each)

**Giant Goats (4)**

(HF 12, EP 270, Int 3, AL N, AC 7, MV 18", HD 3+1, HP 36, SZ L, #AT 1, D 2-16, SA Charge (6-20 points), SD Nil, Lang: none, Hon: Average, ML 14, TOP 18, Crit BSL: Def AC+1, Def AC+5 (charge), FF 6, Reference: HoB 3 p 80.)

1) HPs

2) HPs

3) HPs

4) HPs

**D. Squad of Looters**

**Encounter:** town guardsmen (2), Hobgoblins (2), Gnoll (1), Orc archer (1), human bandit (1)

**Potential Yield:**

- Slaying town guardsmen (EPV = 15 each)
- Slaying Hobgoblins (EPV = 35 each)
- Slaying Gnoll (EPV = 65)
- Slaying Orc archer (EPV = 120)
- Slaying Bandit (EPV = 30)
- Assorted coins and gems (GPV = 164)

**Town Guardsmen (2)**

(HF 1, EP 15 Int 10, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1 (first level fighters), HP 24 each, SZ M, #AT 3/2, D 2d4+2 (broadsword, +1 to hit +2 to damage due to specialization), SA Specialization, SD Nil, Lang: Common, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC-2, FF 5, Reference: HoB 5 p 13.)

1) HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

2) HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

**Hobgoblins (2)**

(HF 0, EP 35 Int 9, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1+1, HP 26 each, SZ M, #AT 1, D 2d4 (broadsword), SA Nil, SD Nil, Lang: Hobgoblin, Common, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC-1, FF 6, Reference: HoB 4 p 10.)

1) HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

2) HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

**Gnoll**

(HF 1, EP 65 Int 5, AL CE, AC 4 (Scale mail + small shield), MV 9", HD 2, HP 30, SZ M, #AT 1, D 2d4 (broadsword), SA Nil, SD Nil, Lang: Gnoll, Common, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC+0, FF 6, Reference: HoB 3 p 73.)

HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

**Orc**

(HF 1, EP 120 Int 8, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1, HP 24, SZ M, #AT 2 (bow) or 1 (sword), D 1d8+4 (longbow and 20 flight arrows) or 2d4+4 (broadsword), SA Strength 16/49 (+4 to damage due to Strength with special bow), SD Nil, Lang: Orc, Common, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC-1, FF 5, Reference: HoB 6 p37.)

HPs      
 Scale mail: AC 6 7 8 9  
    
 Small Shield +2 +1  
 (AC bonus)

**Human Bandit, "Biff"**

(HF 0, EP 30, Int 10, AL NE, AC 6 (hide armor), MV 9", HD 1/2, HP 24, SZ M, #AT 1, D 2d4 (broadsword), SA combat skill, SD Nil, Lang: common, Hon: Great (+1 to ALL die rolls), ML 12, TOP 12, Crit BSL: Def AC-2, FF 5, Reference: HoB 5 p 9, Skills: jugular swipe 52, who's your mamma ankle wrench 49%, berate 21.)

HPs      
 Hide Armor: AC 6 7 8 9

**The looters have the listed treasure:**

- Guard #1: 5 gp
- Guard #2: 5 gp
- Hobgoblin #1: 2 ep, 7 gp, 10 gp gem
- Hobgoblin #2: 12 gp, 2 pp
- Gnoll: 15 gp, 3 sp
- Bandit: 2 ep, 8 sp
- Orc: 12 ep, 3 pp, 25 gp, 10 sp, 50 gp gem

**E. Rampaging Fire Lizard**

**Encounter:** Fire Lizard (1)

**Potential Yield:**

- Slaying Fire Lizard (EPV = 1400)

**Fire Lizard**

(HF 17, EP 1,400, Int 1, AL N, AC 3, MV 9", HD 10, HP 70, SZ G, #AT 3, D 1d8/1d8 (claws) and 2-16 (bite), SA fire breath (25 ft. long, 5 ft. wide) 2-12 points, SD immune to fire and heat, Lang: none, Hon: average, ML 14, TOP 35, Crit BSL: Def AC+8, FF 5, Reference: HoB 4 p 88)

HPs

**F. Slaves' Revenge**

**Encounter:** Human Slaves (19)

**Potential Yield:**

- Slaying Unruly Slaves (EPV = 15 each)

**Human Slaves (19)**

(HF 0, EP 15, Int varies, AL varies, AC 10, MV 12", HD 1/2, HP 23 each, SZ M, #AT 1, D 1d6-1 (dagger), SA Nil, SD Nil, Lang: Common, Hon: Dishonorable (-1 to ALL die rolls), ML 14, TOP 11, Crit BSL: Def AC-5, FF 5, Reference: HoB 5 p 9, Skills: varies.)

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

G. A Friend Indeed

Encounter: Escaped Slaves (variable)

Potential Yield:

- Clerical scroll (GPV = 2,100, EPV = 700)
Magic-user scroll (GPV = 3,300, EPV = 1,100)
Crystal Monocle of Reading Magic (GPV = 5,000, EPV = 700)

H. The Water Dragon

Encounter: Slave Lords (6), Sergeants (2), Men-at-arms (8), High Ogres (2)

Potential Yield:

- Defeating 6 Slave Lords (EPV = 9,364)
Defeating Men-at-arms (EPV = 15 each)
Defeating Ogres (EPV = 4,000 each)
Defeating Sergeants (EPV = 145 each)
2 two-handed swords (GPV = 100)
8 broad swords (GPV = 80)
40 sheaf arrows (GPV = 2)
96 flight arrows (GPV = 24 sp)
10 chain mail (GPV = 3,500)
2 long swords (GPV = 30)
2 19 Strength long bows (GPV = 150)
8 short bows (GPV = 240)
jeweled idol of Tiamat (GPV = 4,000)
Miscellaneous coinage (GPV = 50 pp)
diamond (GPV = 1,000)
5 drow brooches (GPV = 2,500)
deed to mining rights(GPV = 200)
Traveling spell book (GPV = 24,000, see GMG p85)
pair of earrings (GPV = 1400)
jeweled dagger (GPV = 900)
locked wooden chest (GPV = 2)
a gold brooch with gems (GPV = 3,000)
a platinum ring set with a fire opal (GPV = 5,000)
a gem-studded ceremonial silver dagger of the Tiamat cult (GPV = 1,100)
a scroll of drawings of the demons of the Abyss by the great drow artist Ool Eurts (GPV = 900)
a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (base 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald, (base 1,000 gp).
Miscellaneous trade goods (GPV = 350)

High Ogres, Club-foot (2)

(HF 8, EP 4,000, Int 8, AL NE, AC 4, MV 6", HD 13+7, HP 92 each, SZ L, #AT 1, D 1d10+7 (two-handed sword, +3 to hit due to Strength) or 1d8+7 (special longbow with sheaf arrow (20 each) and Strength), SA Nil, SD Nil, Lang: Common, Ogre, Hon: Great (+1 to ALL die rolls), ML 16, TOP 46, Crit BSL: Def AC+15, FF 12, Reference: HoB 6 p 22.)

- 1) HPs [dice]
2) HPs [dice]

Sergeants, 2nd level fighters (2)

(HF 1, EP 145, Int 8, AL LN, AC 5 (chain mail), MV 9", HD 2, hp 34 each, SZ M, #AT 3/2, D 1d8 (long sword with Strength and specialization, +3 to hit/+6 to damage), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 14, TOP 17, Crit BSL: Def AC-1, FF 6.)

- 1) HPs [dice]
Chain mail
AC 5 6 7 8 9
2) HPs [dice]

Chain mail

Table with 5 columns (AC 5-9) and 2 rows of dice representations.

Men-at-arms, 1st level fighters (8)

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 24 each, SZ M, #AT 1, D 2d8 (broadsword) or 1d6 (short bow, flight arrows (12 each)), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL Def AC-3, FF 5, Reference HoB 5 p13.)

- 1) HPs [dice] Chain mail AC 5 6 7 8 9
2) HPs [dice] Chain mail AC 5 6 7 8 9
3) HPs [dice] Chain mail AC 5 6 7 8 9
4) HPs [dice] Chain mail AC 5 6 7 8 9
5) HPs [dice] Chain mail AC 5 6 7 8 9
6) HPs [dice] Chain mail AC 5 6 7 8 9
7) HPs [dice] Chain mail AC 5 6 7 8 9
8) HPs [dice] Chain mail AC 5 6 7 8 9

Brother Kerin

(7th level monk - EPs for 8th level): HF 8, EP 1,445, Monk7, S 15/48, D 15/06, C 16/85, I 12/96, W 16/41, Cha 10/58, Com 8/94, AL LE, AC 1 (monk, tough hide), MV 18", HD 8, hp (72) currently 31, SZ M, #AT 3/2, D 2d4 +4 (open hand, Strength), SA stunning, additional +3.5 damage with any weapon, SD only surprised 18%, missile deflection, no damage on successful save against attack form (e.g. Fireball), fall up to 30 feet without damage, Lang: common, orcish, Hon: 63 (Ave), TOP 36, Crit BSL Def AC +4 (open hand), FF 8, Age 27, Height 5'7", Weight 151 lbs., Quirks and Flaws: none, Talents: tough hide, Skills: crane 61, cricket-in-the-peapod 45; Thief abilities: find traps 31, move silently 50, hide in shadows 45, detect noise 24, climb walls 74. Other monk abilities (PHB p54): intimidating display, improvise weapon, pass without trace, self-healing (1d4+4), really intimidating display, weapon strike, resist disease; Possessions: dagger.

HPs [dice]

L. Magmen on the March

Magma Para-Elementals (3)

(HF 18, EP 1,400, Int 5, AL N, AC 3, MV 6", HD 8, hp 70 each, SZ L, #AT 1,



D 4-24, SA Combustion touch, SD Heat Metal spell 20' radius (minimum of 1-4 points if not using metal), immune to heat and fire, Lang: elemental, Hon: Ave, ML 20, TOP n/a, Crit BSL Def AC+6, FF n/a, Reference HoB 6 p55.)

1) HPs ██████ ██████ ██████ ██████ ██████ ██████  
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**THE SLAVE LORDS**

Listed below are the statistics and crucial information concerning the nine slave lords of the Inner Council. In addition to these nine, there are a number of minor slave lords who handle important operations in the field. However, these nine decide all matters of policy.

When the slave lords are encountered at the docks, spells, magical items, and hit points listed in parentheses are not available to them. Spell casters do not have their entire spell book library with them, as they had many well-hidden before the earthquake and eruption. If they survive, they may seek out hidden caches elsewhere in Garweeze Wurd.

**Eanwulf, male human 10th level fighter**

HF 24, EP 2,806, F10, S 16/22, D 14/76, C 15/69, I 15/75, W 11/52, Cha 17/92 Com 11/79, AL NE, AC -4 (**Chain Mail +2, Medium Shield +2**, Dex), MV 12", HD 9+3, hp 104, SZ M, #AT 3 (scimitar), 3/2 (other melee weapon), D 1d8 +9 (**Scimitar +2**, Strength, grand mastery), SA nil, SD 30% resist Sleep and charm-related spells, Lang: common, orcish, bugbear, Hon: 86 (Ave), TOP 52, Crit BSL Def AC +13 (**Scimitar +2**), Def AC +8 (other melee weapon), FF 14, Age 39, Height 6'1", Weight 200 lbs., Quirks and Flaws: facial scar, trick knee, major delusion (thinks he is royalty), Talents: detect secret doors (as elf: 1 in 6 pass by, 2 in 6 search, concealed on 3 in 6), endurance, less sleep, resistance, Skills: attitude adjustment 76, armor maintenance, basic leadership 53, berate 32, committee leadership 41, diplomacy 51, pimp slap 78, read/write (common) 100, read/write (orcish) 57, weapon maintenance

Possessions: **Chain Mail +2, Medium Shield +2, Scimitar +2** (Speed Factor -2), **Fanny Pack of Holding**, heavy crossbow, 20 bolts, throwing axe.

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 Chain Mail +2  
 AC 3 4  
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 AC 5 6 7 8 9  
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 Medium Shield +2  
 (AC bonus) +5 +4 +3 +2 +1  
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**Nerelas, female human 11th level assassin**

HF 10, EP 3,280, A11, S 16/08, D 17/79, C 13/06, I 14/21, W 17/57, Cha 15/01 Com 13/67, AL NE, AC 1 (**Leather Armor +1, Ring of Protection +2**, Dex, acrobatic skill suite (melee only)), MV 12", HD 11, hp 80, SZ M, #AT 1, D 1d8 +5 (**Long Sword +1**, Strength), SA assassination (with surprise), backstab +3 damage dice, SD disguise, spying, Lang: common, orcish, Hon: 57 (Ave), TOP 40, Crit BSL Def AC +5 (**Long Sword +1**), Def AC +4 (other melee weapon), FF 6, Age 31, Height 5'7", Weight 160 lbs., Quirks and Flaws: none, Talents: acrobatic skill suite, less sleep, Skills: armor maintenance, evil speak 50, eye gouge 40, heraldry 31, map sense 64, mimic dialect 71, read lips 69, read/write (common) 91, read/write (orcish) 20, religion (general) 20, social etiquette 52, weapon maintenance; Thief abilities: pick pocket 75, open locks 70, find traps 25, remove traps 25, move silently 95, hide in shad-

ows 90, detect noise 60, climb walls 80, read languages 10  
 Possessions: **Leather Armor +1, Ring of Protection +2, Dagger +1** (complete with class C poison), vial of class C poison (1 dose left), **Potion of Invisibility**.

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 Leather Armor +1: AC 7 8 9  
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**Stalin Kim, male human 11th level cleric of Tiamat**

HF 13, EP 2,260, C11, S 15/98, D 17/67, C 13/68, I 14/85, W 17/29, Cha 11/95 Com 12/45, AL LE, AC 3 (**Bracers of Defense AC 6**, dexterity), MV 12", HD 11, hp (65) 44, SZ M, #AT 1, D 1d6 +3 (**Footman's Mace +2**), SA spells, SD spells, Lang: common, orcish, Hon: 91 (Ave), TOP 32, Crit BSL Def AC +7 (**Footman's Mace +2**), FF 6, Age 34, Height 5'7", Weight 168 lbs., Quirks and Flaws: paranoid, self-absorbed, jerk, Talents: none, Skills: armor maintenance, art of beating 44, diplomacy 55, divine lore 45, religion (general) 59, ulterior motive )

Spells: 1st (9) Command (x2), (Cure Light Wounds, Detect Good, Light), Purify Food & Drink, Remove Fear, Sanctuary, Walking Corpse, 2nd (6) Chant, Continual Light, (Resist Fire, Slow Poison), Silence 15' Radius, Withdraw, 3rd (5) Feign Death, (Meld into Stone, Negative Plane Protection), Tongues, (Ward Off Good), 4th (3) Divination, Minor Raise Dead, Neutralize Poison, Touch of Death, 5th (2) (Flame Strike), True Seeing.

Possessions: **Footman's Mace +2, Bracers of Defense AC 6, (Ring of Spell Storing** with Word of Recall), jeweled idol of Tiamat worth 4,000 gp.

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**Ajakstu, female human 9th level magic-user**

HF 6, EP 2,580, MU9, S 13/07, D 16/54, C 11/64, I 18/36, W 10/08, Cha 14/62, Com 12/39, AL LE, AC 3 (**Cloak of Protection +2, Staff of Power**, Dex), MV 12", HD 9, hp 45, SZ M, #AT 1, D 1d6+1 (**Dagger +1**), SA spells, SD spells, +2 on all saving throws, Lang: common, elven, orcish, bugbear, Hon: 66 (Ave), TOP 22, Crit BSL Def AC +2 (**Dagger +1**), FF 5, Age 41, Height 5'10", Weight 170 lbs., Quirks and Flaws: know-it-all, security blanket (Resist Cold), Talents: less sleep, photographic memory, voiceless casting, Skills: arcane lore 59, arcane speak 56, basic leadership 63, committee leadership 48, diplomacy 76, speed reading 46, spellcraft 79.

Spells prepared: 1st (7) Armor, Charm Person, Copy, Identify, Magic Missile, Resist Cold, Taunt, 2nd (4) Disable Foot, ESP, Irritation, Scare, 3rd (4) Blink, Dispel Silence, Fireball, Slow, 4th (3) Fireball (sidewinder factor 4), Polymorph Self, Zargosa's Tentacled Fury, 5th (2) Cone of Cold, Jorel's Private Sanctum.

Spells known: 1st Armor, Charm Person, Copy, Detect Magic, Disable Hand, Identify, Magic Missile, Minor Sphere of Perturbation, Read Magic, Resist Cold, Smell Immunity, Taunt, Write, 2nd Detect Life, Disable Foot, ESP, Find Traps, Irritation, Scare, 3rd Blink, Dispel Silence, Extract Truth, Fireball, Rot Dawgs, Slow, 4th Fireball (sidewinder factor 4), Polymorph Self, Silver Globes, Zargosa's Tentacled Fury, 5th Cone of Cold, Jorel's Private Sanctum, Wizard's Oracle.

Possessions: **Cloak of Protection +2, Staff of Power** (3 charges), **B Crystal Ball** (with Clairaudience), **Ring of Spell Storing** (with Dispel Magic, Shocking Grasp, Wall of Force, all cast at 9th level), Belt of Diminished Size.

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**Edralve, female drow 5th level cleric (of Zyandal)/5th level fighter**

HF 6, EP 743, C5/F5, S 10/30, D 16/65, C 17/49, I 17/27, W 11/24, Cha 17/92 Com 14/30, AL CE, AC 3 (black leather armor, black small shield, Dex), MV 12", HD 5, hp 53, SZ M, #AT 1, D 1d6 +2 (**Short Sword of Quickness +2**), SA spells, +1 to-hit with crossbow, dart, long or short sword, opponents suffer -4 on surprise rolls (-2 if she must move door or screen to attack), SD spells, infravision 120 feet, +2 save against all

magical attacks, +1 to save against heat or fire, 90% resistance to Sleep or charm-related spells, Magic Resistance 60%, Lang: drow, common, subterranean common, gnome, elven, orcish, bugbear, Hon: 44 (Ave), TOP 26, Crit BSL Def AC +3 (**Short Sword of Quickness +2**), FF 8, Age 159, Height 5'2", Weight 89 lbs., Quirks and Flaws: color blind, tone deaf, Talents: grace under pressure, heat resistance, Skills: armor maintenance, basic leadership 38, diplomacy 45, dirty fighting 72, divine lore 39, eye gouge 51, religion (general) 59, read/write (common, drow) 100, read/write (orcish, elven) 54, skilled liar 66, weapon maintenance

Spells: 1st (5) Befriend, (Command), Protection from Good, Purify Food & Drink, Walking Corpse, 2nd (3) Rigor Mortis, Silence 15' Radius, Spiritual Hammer, 3rd (1) White Hot Metal.

Drow spell-like abilities (each once per day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

In bright light, she has AC 5, Dex 14/65 and suffers a -2 on all attack rolls.

Possessions: black leather armor, black small shield, 4 daggers, light cross-bow, 12 bolts, **Ring of Warmth**, **Short Sword of Quickness +2**, **Dagger +3**, **Potion of Extra-Healing**, **Potion of Invisibility**, **Scroll of Cure Moderate Wounds**, 5 drow brooches worth 500 gp each.

Edralve was ousted from drow society decades ago. Since then, she has put her faith in Zyandal to guide her so that she can wreak horrible vengeance on both the drow and the surface world. Her plans are far-reaching and grow ever more complex with each passing decade. Recently, she has begun to learn more about the teachings of Arnuya and Yi'gor. Whether Zyandal find this offensive or not has yet to be determined.

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 Leather Armor: AC 8 9  
 Small Shield +2 +1  
 (AC bonus) ██████████ ██████████

**Brother Milerjoi, male human 9th level monk**

HF 12, EP 2,246, Monk9, S 15/04, D 15/40, C 13/57, I 14/84, W 15/59, Cha 11/15, Com 10/05, AL LE, AC 1, MV 19", HD 10, hp 64, SZ M, #AT 2, D 3d4 +1 (Strength), SA stunning, automatic kill chance, additional +4.5 damage with any weapon. SD only surprised 14%, missile deflection, half damage even on failed save (e.g. against Fireball), fall up to 30 feet without damage, Lang: common, orcish, Hon: 55 (Ave), TOP 32, Crit BSL Def AC +6, FF 12, Age 29, Height 5'6", Weight 142 lbs., Quirks and Flaws: none, Talents: endurance, Skills: crane 76, cricket-in-the-peapod 65; Thief abilities: find traps 37, move silently 60, hide in shadows 55, detect noise 28, climb walls 78. Other monk abilities: intimidating display, improvise weapon, pass without trace, self-healing (1d4+6), really intimidating display, weapon strike, resist disease, painful strike, resist spells (50% to Beguiling, Charm, Hypnotism, Suggestion)

Possessions: dagger.

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**Theg Narlot, male half-orc 7th level fighter/7th level assassin**

HF 4, EP 1,260, F7/A7, S 17/75, D 12/35, C 17/94, I 16/87, W 12/51, Cha 7/23, Com 11/31, AL LE, AC 5 (leather armor and medium shield), MV 12", HD 7, hp (71) 50, SZ M, #AT 3/2, D 1d8 +5 (long sword, Strength), SA assassination (with surprise), backstab +2 damage dice, SD disguise, spying, half damage from crushing weapons, Lang: common, orcish, Hon: 37 (Ave), TOP 35, Crit BSL Def AC +5 (long sword), FF 16, Age 32, Height 5'8", Weight 175 lbs., Quirks and Flaws: loss of ear, facial scar, Talents: dense skin, endurance, Skills: armor maintenance, brawl 81, dirty fighting 44, groin punch 64, weapon maintenance; Thief abilities: pick pocket 45, open locks 50, find traps 20, remove traps 20, move silently 59, hide in shadows 51, detect noise 20, climb walls 65, read languages 25

Possessions: leather armor, medium shield, long sword (with class D poison), 5 belt vials (1 dose of class D poison each; Theg can re-coat his sword in 1 round), 5 daggers, 50 pp and a diamond worth 1,000 gp in hidden belt pouch, scroll listing all of the slave lords' agents among the

lords of the northeastern Goremunya area, and an order for the assassination of all the relatives of the adventurers that can be found (signed by Edralve).

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 Leather Armor: AC 8 9  
 Medium Shield  
 (AC bonus) +3 +2 +1  
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**Lamonsten the Lazy, male human 8th level illusionist**

HF 3, EP 1,452, Ill8, S 7/57, D 17/31, C 15/09, I 16/77, W 10/51, Cha 12/33, Com 18/39, AL LE, AC 7 (Dex), MV 12", HD 8, hp 46, SZ M, #AT 1, D 1d6 -2 (**Dagger +1**), SA spells, others at -1 to save against his illusions, spell-jack x2, SD spells, +1 save vs. illusion, Lang: common, orcish, bugbear, Hon: 80 (Great, +1 to all die rolls), TOP 23, Crit BSL Def AC -1 (melee **Dagger +1**), Def AC +3 (missile **Dagger +1**), FF 7, Age 34, Height 5'5", Weight 181 lbs., Quirks and Flaws: none, Talents: grace under pressure, Skills: arcane lore 51, art appreciation: subset painting 45, read/write (common) 99, read/write (orcish) 78, spellcraft 59.

Spells prepared: 1st (7) (Change Self, Detect Illusion, Detect Magic, Hypnotism, Imaginary Friend, Phantasmal Force, Wall of Fog), 2nd (4) (Blindness, Detect Invisibility), Hypnotic Pattern, Invisibility, 3rd (4) (Dispel Magic, Paralyzation, Tongues, Wraithform), 4th (3) Fear, (Illusionary Wall), Improved Invisibility

Spells known: 1st Audible Glamer, Change Self, Detect Illusion, Detect Magic, Faerie Phantoms, Hypnotism, Imaginary Friend, Phantasmal Fireball, Phantasmal Force, Read Magic, Wall of Fog, Write, 2nd Blindness, Detect Invisibility, Hypnotic Pattern, Invisibility, Misdirection, 3rd Dispel Magic, Illusionary Script, Paralyzation, Tongues, Wraithform, 4th Fear, Illusionary Wall, Improved Invisibility, Phantasmal Killer.

Possessions: **Dagger +1**, **Cloak of Displacement**, deed to mining rights in the hills near Roark (worth 1,200 gp, in waterproof case on his back) and traveling spell book. In traveling spell book:

First level: Change Self, Detect Illusion, Detect Magic, Hypnotism, Imaginary Friend, Phantasmal Force, Wall of Fog.  
 Second level: Detect Invisibility, Hypnotic Pattern, Invisibility.  
 Third level: Dispel Magic.  
 Fourth level: Fear, Improved Invisibility, Phantasmal Killer.

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**Slippery Ketta, female human 10th level thief**

HF 7, EP 2,204, T10, S 10/21, D 18/42, C 12/23, I 15/34, W 13/73, Cha 16/86, Com 12/80, AL NE, AC 2 (**Leather Armor +2**, Dex), MV 12", HD 10, hp 61, SZ M, #AT 1, D 1d8 +1 (long sword, Strength), SA backstab +3 damage dice, SD nil, Lang: common, orcish, Hon: 49 (Ave), TOP 30, Crit BSL Def AC +1 (melee), Def AC +5 (missile), FF 6, Age 28, Height 5'10", Weight 173 lbs., Quirks and Flaws: values privacy, Talents: opportunist, Skills: read/write (common) 78, read/write (orcish) 52; Thief abilities: pick pockets 60, open locks 50, find traps 45, remove traps 45, move silently 95, hide in shadows 90, detect noise 50, climb walls 90, read languages 35.

Possessions: **Leather Armor +2**, **Dagger of Flesh Devouring +2**, long sword, **Gauntlets of Swimming and Climbing**, pair of earrings worth 700 gp each, jeweled dagger worth 900 gp.

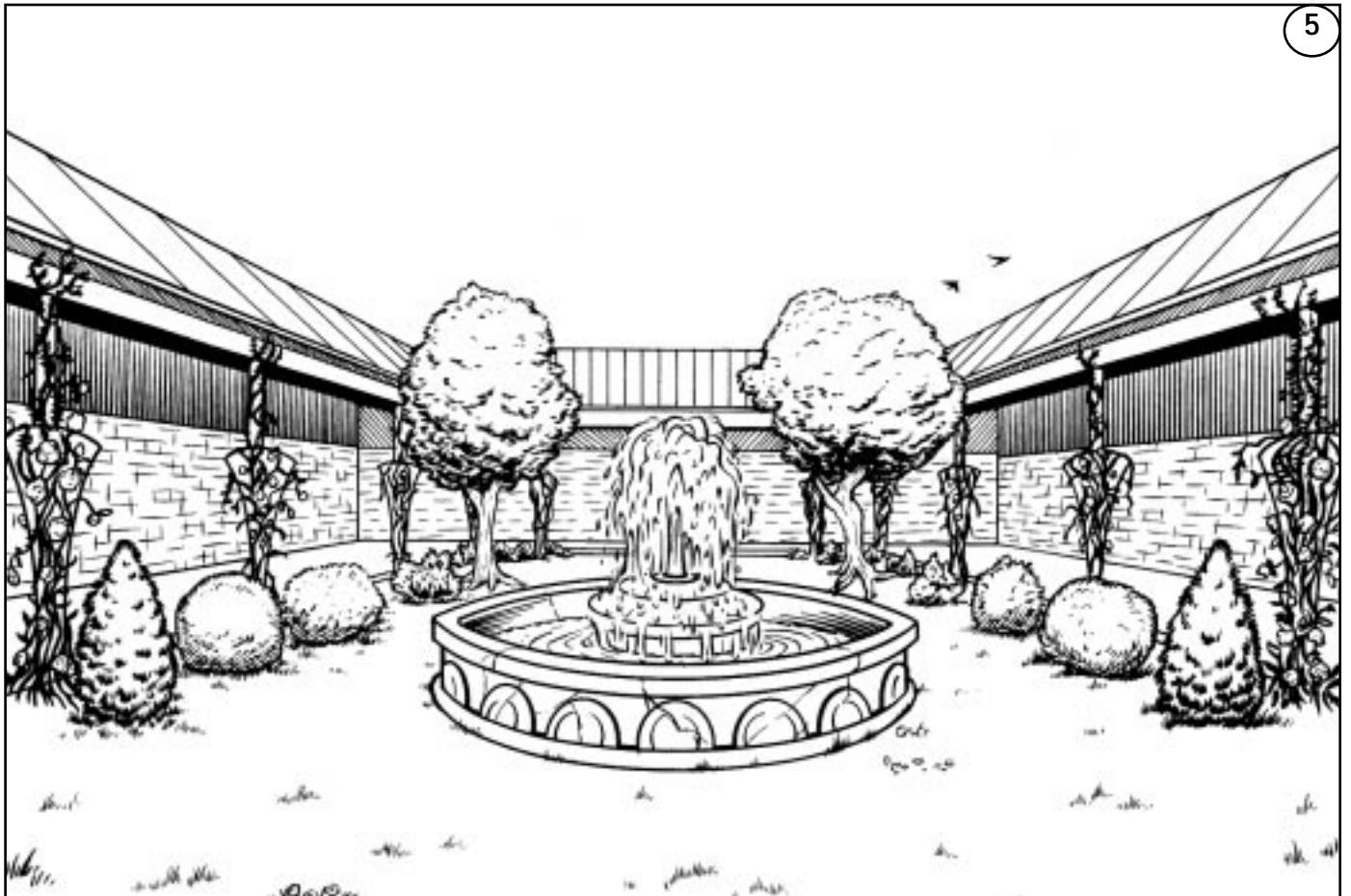
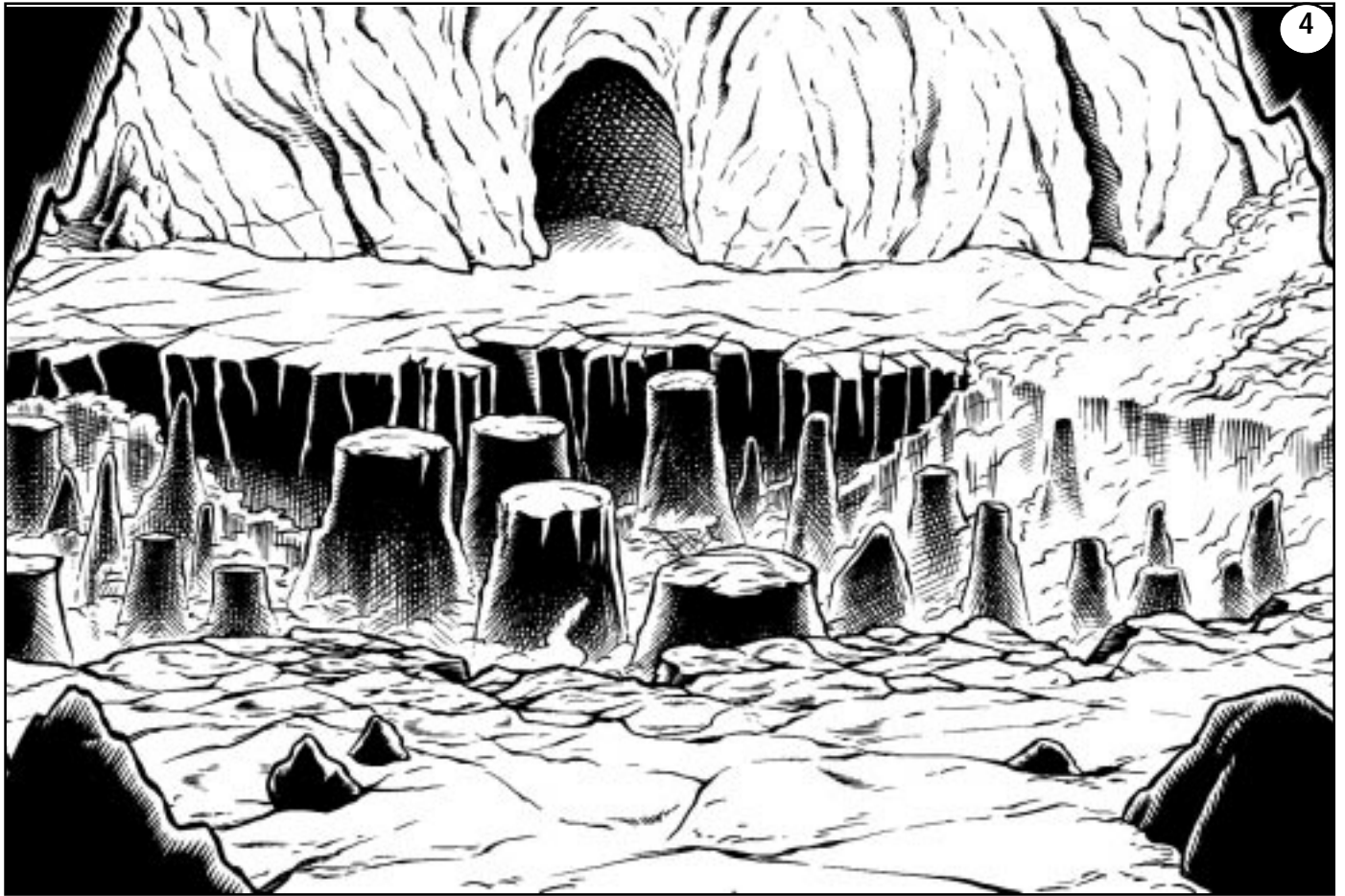
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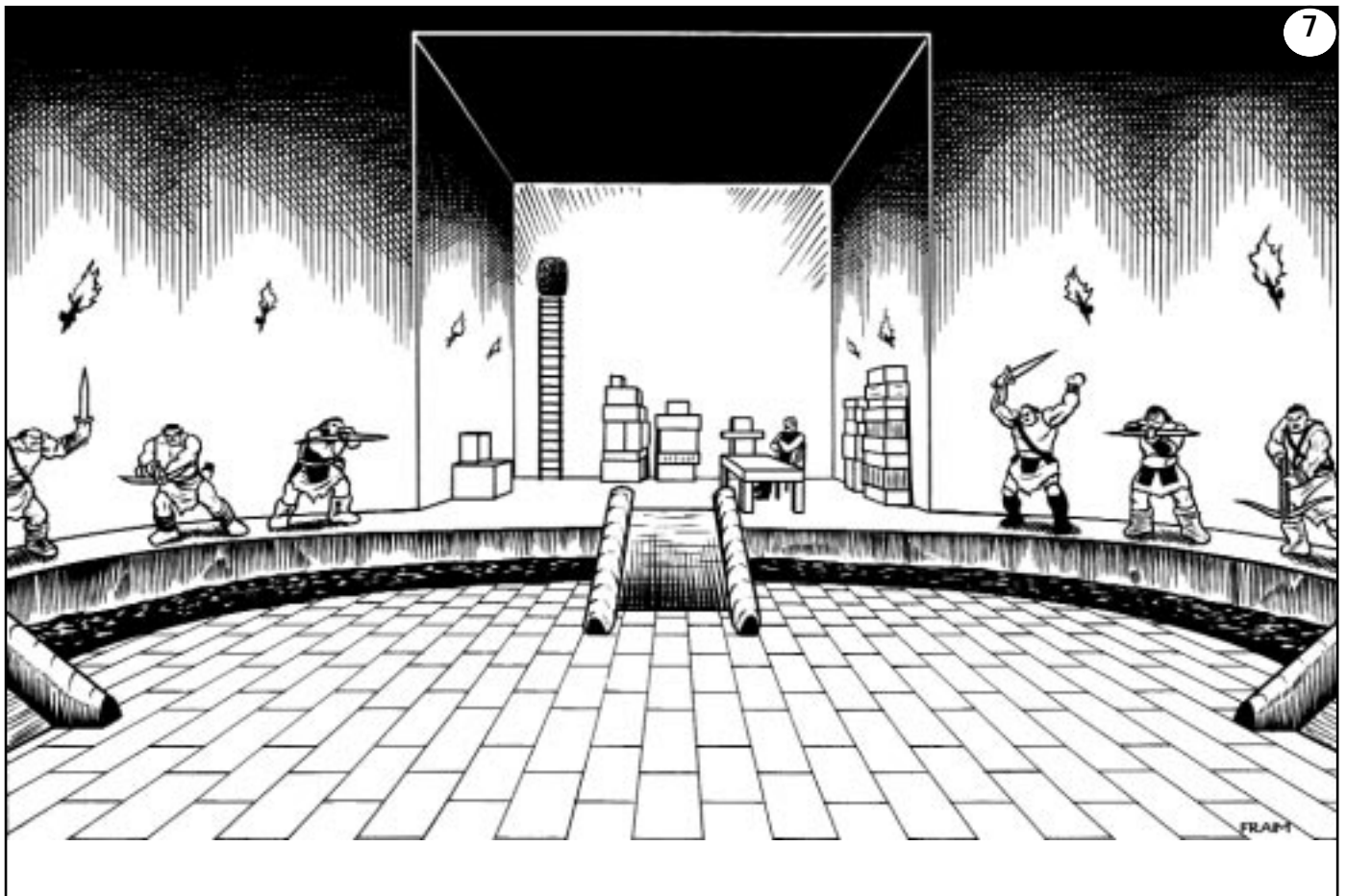
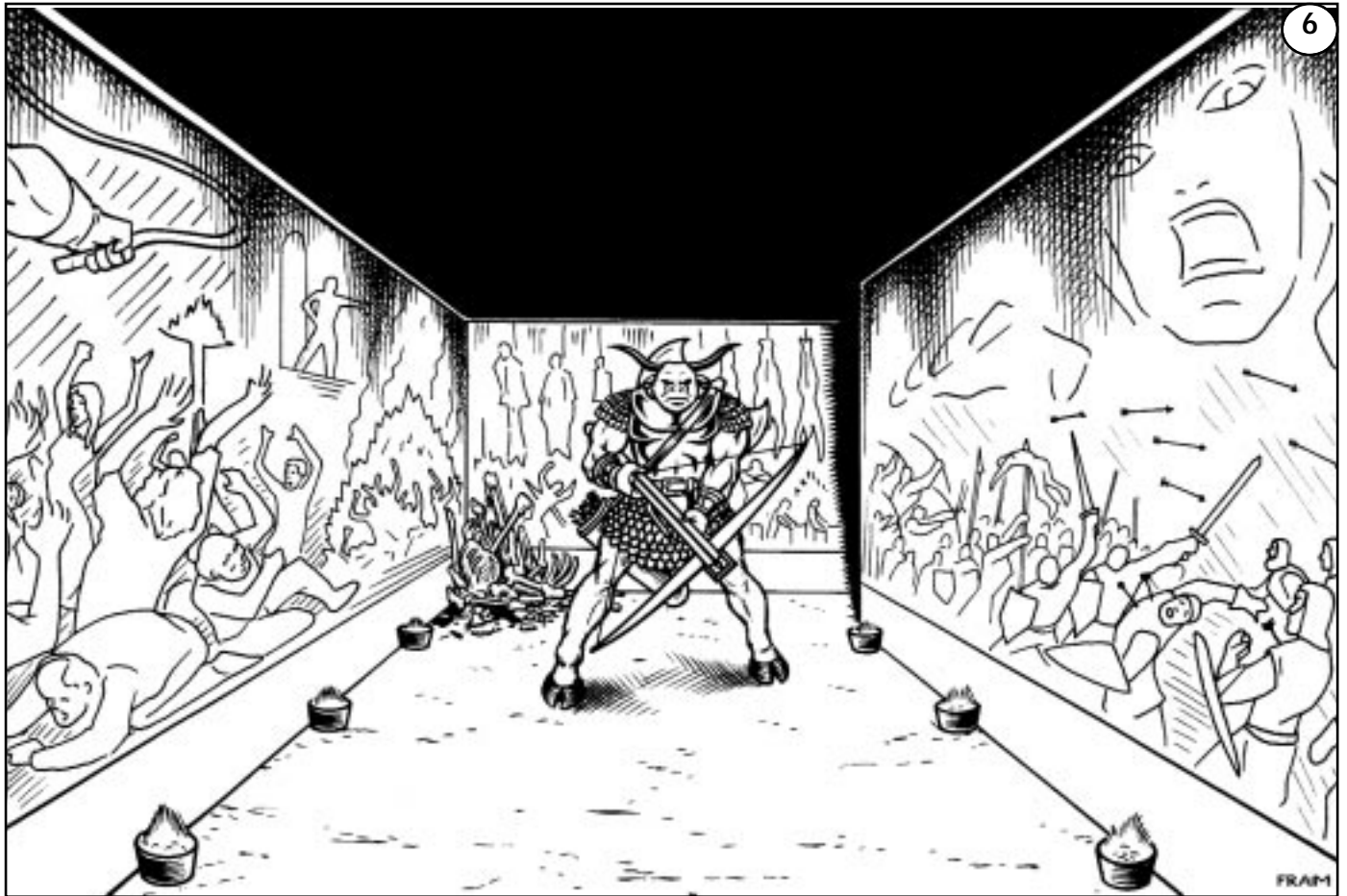
The ImageQuest™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. GMs should also fold the page so that only one image is visible when showing the players. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

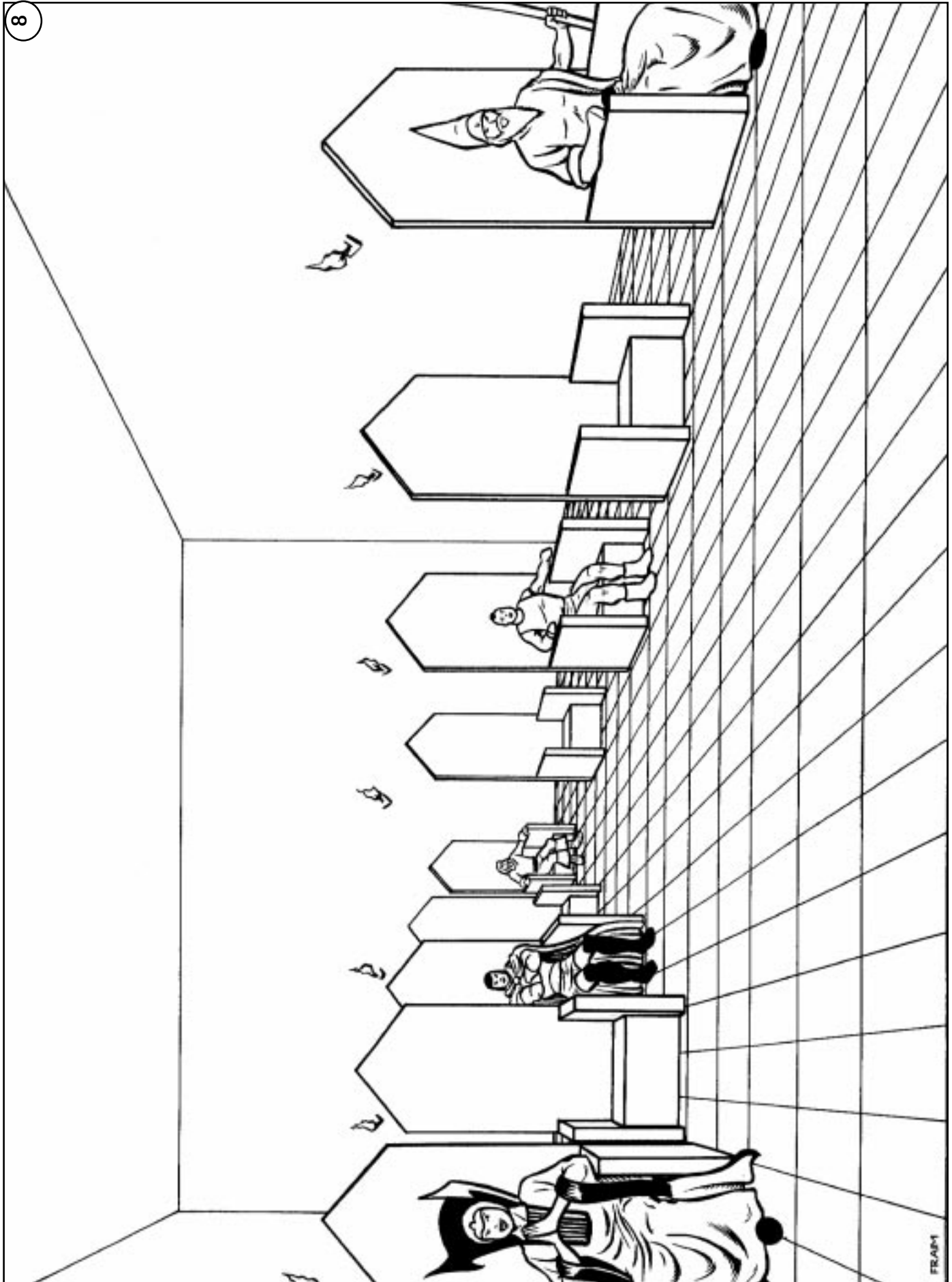




















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