# Descent Into the NetherDeep

## An Adventure Module for Characters level 9-12

## * GAMEMASTER'S EYES ONLY *

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The Descent Into the NetherDeep adventure is based on the Advanced Dungeons & Dragons adventures D1 Descent Into the Depths of the Earth and D2 Shrine of the Kuo-Toa by E. Gary Gygax

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**An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition**

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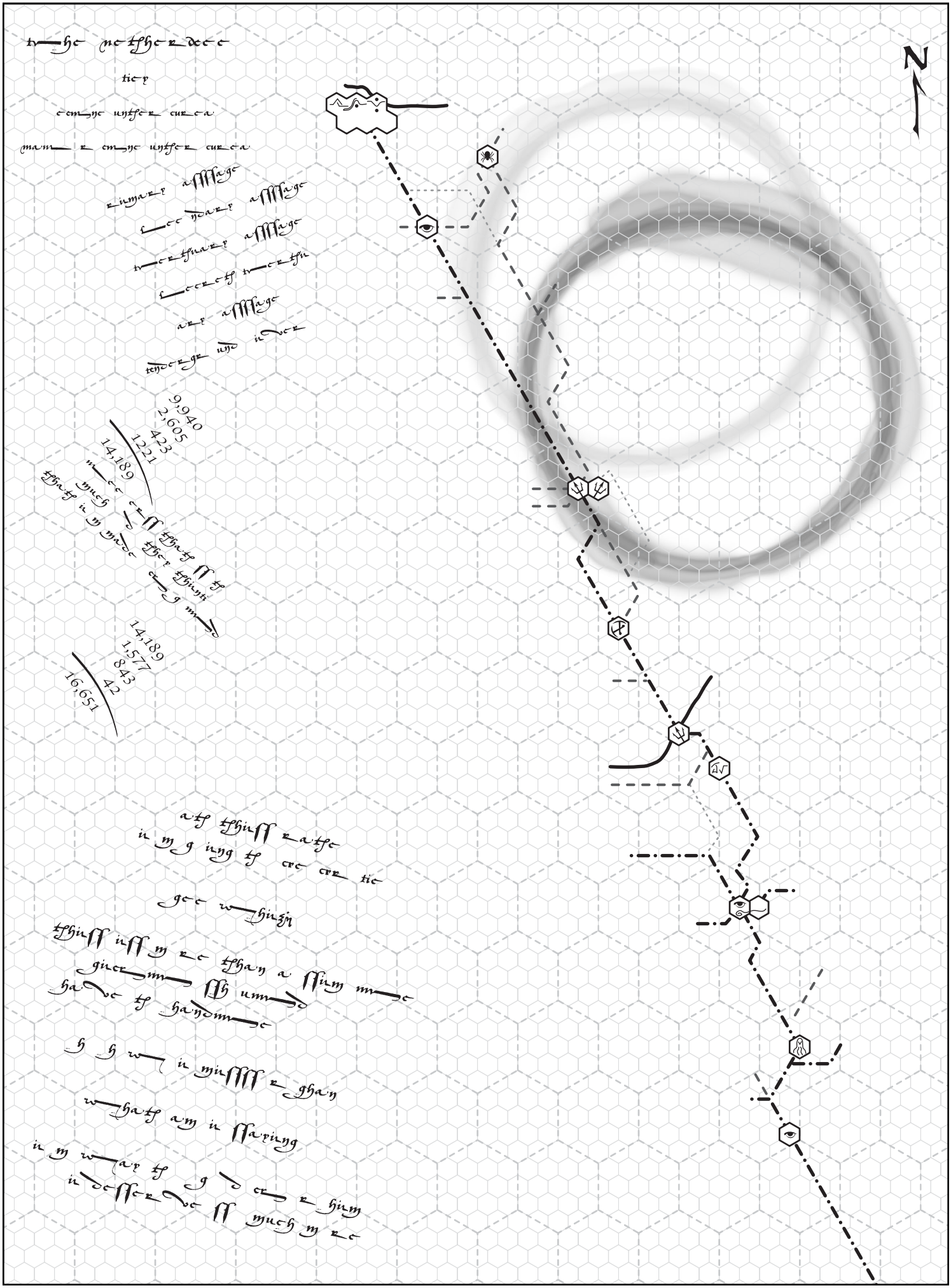
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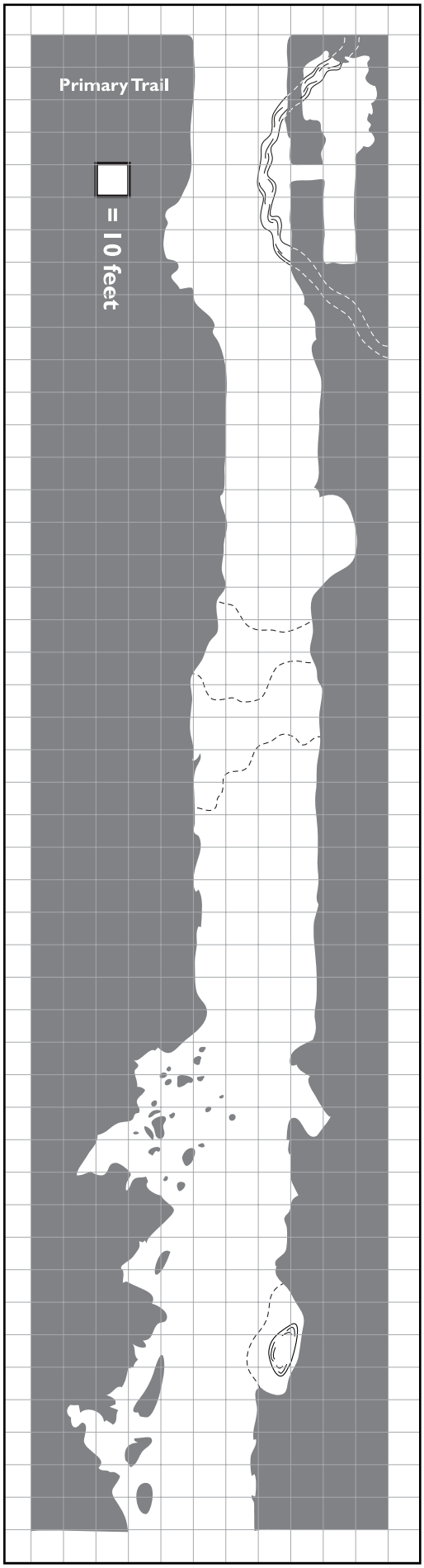
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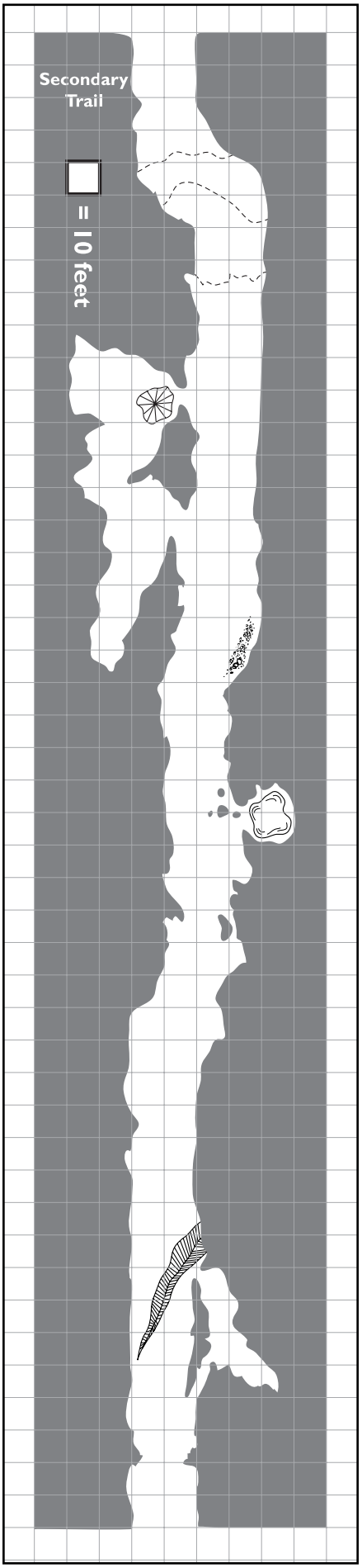
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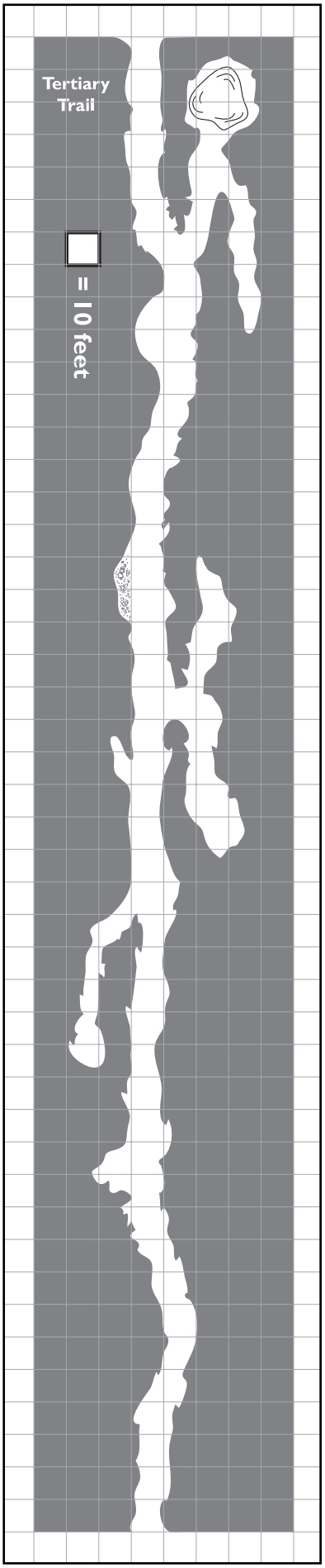
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# Battle Sheet

## RANDOM ENCOUNTERS

Drow Patrol Encounter: Darkmen-At-Arms (8), Common Quaggoths (12), Drowtaur Magic-User, Lieutenant, Orkin Lowland Ponies (3)

**Darkmen-at-arms** (8): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 13 each, Crit BSL: Def AC –4 (short sword), Def AC –3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 5, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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**Quaggoths, common (12):** (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7+' tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)) , SA berserk frenzy, SD immune to poison, Lang: undercommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

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**Drowtaur magic-user:** (HF 7, EP 975 each, MU 5, Int 18 (Genius), AL CE, AC 6, MV 24", HD 4, hp 40, SZ L, #AT 1, D 1d6+2/1d6+1/1d6 (**Drow Dagger +2**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 30%, Lang: drow, drow sign language, undercommon, Hon: Average, ML 13, TOP 20, Crit BSL: Def AC, FF 7, Reference HoB 2 p 114)

**Spells: First Level:** Charm Person, Color Spray, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x3). **Second Level:** Know Alignment, Levitate, Mirror Image, Stinking Cloud. **Third Level:** Slow

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**Lieutenant (male drow 4th level fighter):** (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC –3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", 43, SZ M, #AT 5/2 or 2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow Poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow (100), drow silent language (100), common (47), elven (55), undercommon (100), bugbear (76), Hon: 30 (Average), ML 14, TOP 22, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 6, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, military: battle sense (56), military: small unit tactics (44), Proficiencies: weapon specialization (long sword)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

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Drow Chain mail +2: AC:

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| Drow Buckler (AC bonus) | +1 | +2 | +3 |
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**Orkin Lowland Ponies (3):** (HF 1, EP 120 ea, Int 1 (animal), AL M, AC 8, MV 15", HD 2+2, hp 31, SZ L, #AT 1, D 1-8, SA nil, SD poison/disease resistance, Lang: none, Hon: Average, ML 11, TOP 16, Crit BSL: Def AC +0, FF 8, Reference HoB 6 p 42). These sturdy beasts are laden down with food, water and miscellaneous supplies for the troops. They will attack if approached.

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**Potential Yield:**

❑ Defeating Quaggoths (2100 EPV)
❑ Defeating Drowtaur (975 EPV)
❑ Defeating Lieutenant (460 EPV)
❑ Defeating Orkin Lowland Ponies (120 EPV)
❑ Drow Dagger +1 (var GPV)
❑ Drow Dagger +2 (var GPV)
❑ Drow Chain Mail +2 (var GPV)
❑ Drow Buckler +2 (var GPV)
❑ Drow Long Sword +1 (var GPV)
❑ Drow Short Sword +1 (var GPV)

**Auxiliary Patrol Type One:**

**Trogolodytes male, spiny-backed feral variants** (1d8+8): (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

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**Trolls, Common** (1d4): (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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**Potential Yield:**

❑ Defeating Trogolodytes (2560 EPV)
❑ Defeating Trolls (5600 EPV)

**Auxiliary Patrol Type Two:**

**Bugbear, Common (5d4):** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 9", HD 3+1, hp 35 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (**Drow Spear +1**), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain mail +1

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| Large Sheild (AC bonus) | +4 | +3 | +2 | +1 |
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12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

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17). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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18). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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19). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
❑ Defeating Bugbears (3500 EPV)
❑ Drow Chain Mail +1 (20) (var GPV)
❑ Drow Spear +1 (20) (var GPV)

**Encounter: Cave Spiders (2d6):** (HF 9, EP 370 ea, AC 6, MV 6"/12", HD 4+4, HP 42 ea, #AT 1, D 1d8, SA: shoot webs, poison, Hon: Ave, TOP 21, Crit BSL: Def AC+3, Reference: HoB 7 p 98)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑
10). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑
11). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑
12). HPs:❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
Defeating Cave Spiders (4440 EPV)

**Dopers (1d3):** (HF 22, EP 1400, Int 15 (exceptional, AL CN, AC 0, MV 1", HD 6, HP 46 ea, #AT 1, D 1d10, SA: Intoxicating touch and breath, SD: camouflage, spell resistance, Hon: Ave, TOP 23, Crit BSL: Def AC+4, Reference: Hacklopedia Field Manual)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
❑ Defeating Dopers (4200 EPV)

**Encounter:** Fire Beetles (12)

**Fire Beetles, Giant (2d6):** (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

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

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Ghastly Skirmishers:**

**Ghouls (1d8+8):** (HF 4, EP 175 each, Int 5 (Low), AL CE, AC 6, MV 9", HD 2, hp 29 ea, SZ M (5-6' tall), #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD immune to cold, poison, disease, Sleep and Charm spells, Hon: Avg., ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p 51)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Ghasts (1d4+1):** (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 38 ea, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

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

**Potential Yield:**

Defeating Ghouls (2800 EPV)
Defeating Ghasts (3250 EPV)

**Impalers, Crimson (5d4):** (HF 1, EP 15 ea, Int 7 (Low), AL LE, AC 5, MV 9", HD 1, hp 25 ea, SZ S, #AT 1, D 1-6, SA impaling, SD fight until –10 hp, Hon: Average, ML 9, TOP n/a, Crit BSL: Def AC -2, FF n/a, Reference HoB 4 p 27)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Crimson Impalers (300 EPV)

**Margoyles (2d4):** (HF 11, EP 420 each, Int 6 (Low), AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 50 ea, SZ M (6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better to hit, Lang: margoyle, (halting) gargoyle, (passable) drow, Hon: Average, ML 14, TOP 25, Crit BSL: Def AC +4, FF n/a, Reference HoB 4 p 119)

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

❑ Defeating Margoyles (3360 EPV)

**Piercers (2d4):** (HF 3, EP 65, Int 1 (Animal), AL N, AC 3, MV 1", HD 3, hp 26 ea, SZ M, #AT 1, D 3-18, SA 90% surprise, SD nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +1, FF n/a, Reference HoB 6 p 70)

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

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Potential Yield:**

❑ Defeating Piercers (208 EPV)

**Pudding, Deadly (1):** (HF 24, EP 5000 each, Int 0 (non), AL N, AC 3, MV 18", HD 8, hp 54 ea, SZ M (5' around), #AT 2, D nil, SA destroy metal, poison gas, Hon: Average, ML 19, TOP n/a, Crit BSL: Def n/a, FF n/a, Reference HoB 6 p 99)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Potential Yield:**

❑ Defeating Pudding (5000 EPV)

**Rust Monsters (1d4):** (HF 8, EP 270 ea, Int 1 (animal), AL N, AC 2, MV 18", HD 5, hp 42 ea, SZ M, #AT 2, D rusting, Hon: Average, ML 11, TOP 21, Crit BSL: Def AC n/a, FF 5, Reference HoB 7 p 21)

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

**Potential Yield:**

❑ Defeating Rust Monsters (2160 EPV)

**Slug, Giant (1):** (HF 45, EP 5,000, Int 0 (Non-), AL N, AC 8, MV 6", HD 12, hp 80, SZ G (33' long), #AT 1, D 1-12, SA acid spit, SD immune to crushing weapons, Lang: none, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +10, FF 5, Reference HoB 7 p 83)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Giant Slug (5000 EPV)

**Lizards, Subterranean (1d6):** (HF 7, EP 420 ea, AC 5, MV 12", HD 6, HP 47 ea, #AT 1, D 2d6, Hon: Ave, TOP 24, Crit BSL: Def AC+4, Reference: HoB 4 p 88)

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

**Potential Yield:**

❑ Defeating Lizards (2520 EPV)

## TERTIARY TRAIL ENCOUNTERS

**Derro Search & Destroy Patrol:** Derro Warriors (8), Derro Crossbowmen (8), Duergar Scouts (6), Derro Sergeants (5), Derro Commander, Derro Student Savant

**Derro Warriors (8):** (HF 1, EP 255, Dex 15, Int 13 (very), AL CE, AC 6 (leather + Dex), MV 9", HD 3, hp 38, 37, 34 (x3), 29 (x2), 24, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 19 (x2), 17 (x3), 15 (x2), 12, Crit BSL: Def AC +1, FF 5, Talent: Blind Fighting, Reference HoB 2 p 118)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Leather Armor: AC 8 9
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2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Leather Armor: AC 8 9
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
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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
❑❑ ❑❑

**Derro Crossbowmen (8):** (HF 1, EP 295, Dex 15, Int 13 (very), AL CE, AC 6 (leather + Dex), MV 9", HD 3, hp 38, 37, 34 (x3), 29 (x2), 24, SZ S, #AT 2 or 1, D 1d6/1d3/1d6-3 + Derro type P poison (Derro Semi-Automatic crossbow) or 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA: poison, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 19 (x2), 17 (x3), 15 (x2), 12, Crit BSL: Def AC +3 (crossbow) or +1 (secari), FF 5, Talent: Blind Fighting, Reference HoB 2 p 118)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Leather Armor: AC 8 9
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2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Leather Armor: AC 8 9
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
❑❑ ❑❑

**Duergar Scouts (6):** (HF 0, EP 120, Ftr/Th 1/1, Dex 16/60, Int 9 (ave), AL NE, AC 5 (leather + Dex), MV 6", hp 28, 26, 25, 24, 22, 21, SZ S, #AT 1, D 1d6-1/1d6/1d8 + Derro type T poison (short sword), SA poison, spells, -2 to enemy's surprise roll SD: surprised only 1 in 10, +4 to saves vs. magic, immune to paralysis, illusions & poison, Lang: derro, Hon: Ave, ML 13, TOP 14, 13 (x2), 12 (x2), 11 (x2), Crit BSL: Def AC -3, FF 8, Reference HoB 2 p 119)

**Spells:** Enlarge (or Reduce), Invisibility

**Thieving Abilities:** PP 15%, OL 25%, FT 25%, RT 30%, MS 20%, HS 10%, CW 90%

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Leather Armor: AC 8 9
❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
Leather Armor: AC 8 9
❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Leather Armor: AC 8 9
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
Leather Armor: AC 8 9
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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Leather Armor: AC 8 9
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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
Leather Armor: AC 8 9
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**Derro Sergeants (5):** (HF 2, EP 260, Dex 15, Int 13 (very), AL CE, AC 4 (scale mail + Dex), MV 6", HD 4, hp 42, 35, 34, 28, 26, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 21, 18, 17, 14, 13, Crit BSL: Def AC +2, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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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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**Derro Commander (1):** (HF 7, EP 975, Dex 15, Int 13 (very), AL CE, AC 1 (plate mail + Dex), MV 6", HD 7, hp 60, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +4 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, 30, Crit BSL: Def AC +5, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Derro Student Savant (1):** (HF 6, EP 527, Dex 15, Int 17 (Genius), AL CE, AC 8 (Dex), MV 9", HD 5, hp 42, SZ S, #AT 1, D 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA spells, Lang: derro, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC +3, FF 6, Talent: Blind Casting, Reference HoB 2 p 118)

**Spells:** Comprehend Languages (at will), Read Magic (at will), Lightning Bolt, Wall of Fog

**Notable Items:** Potion of Invisibility

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Potion of Invisibility (250 EPV 500 GPV)
❑ Defeating Derro Warriors (2040 EPV)
❑ Defeating Derro Crossbowmen (23060 EPV)
❑ Defeating Duergar Scouts (1300 EPV)
❑ Defeating Derro Commander (975 EPV)
❑ Defeating Derro Student Savant (527 EPV)

**Ants:** Giant Worker Ants (1d20 +10), Giant Warrior Ants (1d4+4)

**Giant Worker Ants (1d20+10):** (HF 1, EP 35, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 1, D 1d6, SA pincers continue to inflict 1d3 damage/round after a hit, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Giant Warrior Ants (1d4+4):** (HF 3, EP 120, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 2, D 1d6/1d3 (pincers/sting), SA pincers continue to inflict 1d3 damage/round after a hit, Poison, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

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

❑ Defeating Giant Worker Ants (1050 EPV)
❑ Defeating Giant Warrior Ants (960 EPV)

**Bulette, Hammerhead (1d2):** (HF 22, EP 4000 ea, Int 1 (animal), AL N, AC –2/4/6, MV 12", 3", HD 9, hp 80 ea, SZ L, #AT 3, D 4d12/3d6/3d6, SA ramming, SD only surprised 2 in 10, Hon: Average, ML 20, TOP 40, Crit BSL: Def AC +7, FF 7, Reference HoB 1 p 97)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Bulette (8000 EPV)

**Gougers, Cave (2d6):** (HF 2, EP 150 ea, Int 6 (Low), AL CN, AC 7, MV 7", HD 2, hp 29 ea, SZ M, #AT 2, D 1-6/1-6, SA gouge from above, SD never surprised, Lang: gouger, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 3, Reference HoB 3 p 99)

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

**Potential Yield:**
❑ Defeating Cave Gougers (1800 EPV)

**Cerebral Maulers (1d3):** (HF 12, EP 975 ea, Int 14 (High), AL CE, AC 5, MV 6" Fly (D), HD 3+3, hp 38 ea, SZ M, #AT 2+special, D 1-8/1-8 + special, SA spinal bore control, paralyzation pulses, psionics, SD psionics, Hon: Average, ML 16, TOP 19, Crit BSL: Def AC +2, FF 9, Reference HoB 2 p 19)

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

**Potential Yield:**
❑ Defeating cerebral Maulers (2925 EPV)

**Dungeon Anemones (1d6):** (HF 5, EP 650 ea, Int 4 (Semi-), AL N, AC 8, MV 3" Fly (D), HD 6, hp 53 ea, SZ M, #AT 8, D 1-4 x8, SA paralyzing poison, digestion, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +4, FF 4, Reference HoB 2 p 116)

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

**Potential Yield:**
❑ Defeating Dungeon Anemones (3900 EPV)

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

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Potential Yield:**
❑ Defeating Giant Fire Beetles (840 EPV)

**Impaler, Purple (1d4+1):** (HF 4, EP 85 ea, Int 4 (Semi-), AL NE, AC 4, MV 12", HD 4, hp 42 ea, SZ L, #AT 1, D 1-12, SA impaling, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 27)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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**Potential Yield:**
❑ Defeating Purple Impaler (425 EPV)

**Impaler, Rainbow (1):** (HF 7, EP 205, Int 14 (High), AL CE, AC 6, MV 9", HD 8, hp 65, SZ H, #AT 1, D 3-24, SA impaling, SD nil, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 4 p 27)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Rainbow Impaler (205 EPV)

**Kruellers (1d3):** (HF 12, EP 975, Int 6 (low), AL CE, AC 5, MV 3", HD 8, hp 75 each, SZ L, #AT 1, D 4d6, SA may destroy weapons, jet of methane flame, SD: partial immunity to crushing weapons, Hon: Ave, ML 16, TOP 38, Crit BSL: Def AC+6, FF 6, Reference HOB 4 p 67)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Kruellers (2925 EPV)

**Mea-Zels (1d4):** (HF 7, EP 120, Int 7 (Low), AL CE, AC 8, MV 12", HD 4, hp 38 each, SZ M, #AT 2 or 1, D 1-4/1-4 or strangulation, SA 4th level thief abilities (standard: move silently 95%, hide in shadows 90%), SD nil, Lang: mea-zel, undercommon, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +2, FF 4, Reference HoB 4 p 126)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Mea-Zels (480 EPV)

**Moss, Shimmer:** (HF 1, EP 7, Int 0 (Non-), AL N, AC 9, MV nil, HD 1, hp 25, SZ S, #AT nil, D nil, SA fascination, SD nil, Lang: none, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 5 p 48)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Shimmer Moss (7 EPV)

**Mute-Screecher:** (HF 6, EP 270, Int 16 (Exc), AL NE, AC 8, MV 15", HD 5, hp 50, SZ M, #AT 1, D 1-8, SA psionics, SD nil, Lang: mute-screecher, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +3, FF 4, Reference HoB 5 p 57)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

**Truculent Terrifier (1):** (HF 4, EP 3,000, Int 14 (High), AL CE, AC 2, MV 9", HD 12, hp 83, SZ M, #AT 1, D Fear or Fireball, SA Fear, Fireball, SD go ethereal, reflect Blindness attacks, undead immunities, Lang: common, elven, Hon: Average, ML 15, TOP n/a, Crit BSL: Def AC +10, FF n/a, Reference HoB 8 p 34) It wears a **Ring of Human Influence** which it will use to maximum effect in persuading PCs to do its bidding.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Truculent Terrifier (3000 EPV)

❑ Ring of Human Influence (2000 EPV 10000 GPV)

**Hook Horrors/Uarvaxi:** Hook Hoors (1d8),Uarvax (1d8)

**Hook Horrors (1d8):** (HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 50 ea, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 25 ea, Crit BSL: Def AC + 3; FF 5, Reference HOB 4 p 13)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Uarvax (1d8):** (HF 4, EP 3,000 ea, Int 6 (Low), AL N, AC 6, MV 18", HD 5+5, hp 57, SZ L, #AT 3, D 2-8/2-8/1-12, SA rear claw rake 2-8/2-8, SD nil, Lang: common (27), undercommon, Hon: Average, ML 11, TOP 29, Crit BSL: Def AC +4, FF 10, Reference HoB 8 p 39)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Hook Horrors (960 EPV)

❑ Defeating Uarvax (24000 EPV)

**Xorn (1d4+1):** (HF 37, EP 4,000 each, Int 9 (ave), AL N, AC -2, MV 9", 9" burrow, HD 7+7, hp 55, SZ M, #AT 4, D 1d4/1d4/1d4/6d4, SD immune to cold & fire, half damage from electricity, Hon: Average, ML 16, TOP 28, Crit BSL: Def AC +6, FF 12, Reference HoB 8 p 108)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Xorn (20000 EPV)

## Encounter Area 1: Checkpoint Charlie

**Encounter:** Darkmen-at-arms (8), Quaggoths (4), Drow Lieutenant, Blondril, Drow fighters (female) (8), Jacque

**Darkmen-at-arms (8):** (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC –4 (short sword), Def AC –3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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 ❑

**Quaggoths (4):** (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7+' tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)) , SA berserk frenzy, SD immune to poison, Lang: undercommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

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

**Drow Lieutenant (male):** (HF 4, EP 302, Ftr 3, Str 12/09, Dex 17/13, AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", hp 38, SZ M, #AT 5/2, D 1d6+3/1d6+4/1d8+4 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**), SA sword bonus, short sword specialization (+1/+2 3/2 attacks), spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, undercommon, Hon: Ave, ML 14, TOP 19, Crit BSL: Def AC (Def AC +2 with sword), FF 5, Talents: ambidextrous, sword bonus, spell abilities, Skills: armor maintenance, weapon maintenance, military: battle sense (61), military: small unit tactics (57), short sword specialization)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

**Potential Yield:**

- ❑ Defeating Darkmen (872 EPV)
- ❑ Defeating Quaggoths (700 EPV)
- ❑ Defeating Lieutenant (302 EPV)
- ❑ Drow Dagger +1 (var GPV)
- ❑ Drow Chain Mail +1 (var GPV)
- ❑ Drow Buckler +1 (var GPV)
- ❑ Drow Short Sword +1 (var GPV)

## The Minefield

**Larantula (1):** (HF 7, EP 400, Int 12, AL NE, AC 4, MV 12", HD 4, HP 35, SZ M, #AT 1, D 1-4, SA poison SD: Nil, ML 5, TOP 17, Crit BSL: Def AC + 2; FF 7, Reference HOB 4 p 74)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

- ❑ Defeating Larantula (400 EPV)

## Off-duty Contingent

**Encounter:** Blondril, Drow Fighters (Female) (8), Jacque

**Blondril:** (HF 11, EP 4516, MU 9, Str 7/04, Dex 19/22, Con 12/29, Int 18/17, Wis 15/45, Cha 13/15, Com 17/35, AL CE, AC –3 (Phantom Armor, Dex, Acrobatic Skill Suite), MV 12", hp 51, SZ M, #AT 2, D 1d6+1/1d6/1d6-1 (**Drow Daggers +3**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 68%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 50 (Average), ML 5, TOP 26, Crit BSL: Def AC +2, FF 5, Quirks/Flaws: wuss-of-heart, Talents: acrobatic skill suite, ambidextrous, eagle eye, fast cast, spell abilities

**Spells: First Level:** Comprehend Languages, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x2), Phantom Armor (already cast), Run, Shift Blame. **Second Level:** Detect Invisibility, Heat Seeking Fist of Thunder, Know Alignment, Levitate, White Hot Metal. **Third Level:** Continual Darkness, Dispel Magic, Polymorph to Primate. **Fourth Level:** Ice Storm, Solid Fog. **Fifth Level:** Torrential Fireball

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Drow fighters (female) (8):** (HF 5, EP 247 ea, Ftr 2, Dex 16/86, Int 12/51, AL CE, AC –3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", hp 36 ea, SZ M, #AT 3/2 or 2, D 1d6+2/1d6+3/1d8+2 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with type Drow-S poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, gnome, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +2, FF 4, Talents: ambidextrous, sword bonus, Skills: short sword specialization

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 |
|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ |

**Jacque:** (HF 19, EP 1252, Cl 6, Str 12/03, Dex 17/95, Con 14/09, Int 11/21, Wis 17/25, Cha 6/16, Com 9/45, AL CE, AC –6 (**Drow Chainmail +3, Drow Buckler +3**, Dex), MV 12", hp 69, SZ M, #AT 1, D 1d8+3/1d6+4/1d6+3 (**Drow Footman's Mace +2**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 62%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 55 (Average), ML 20, TOP 34, Crit BSL: Def AC +2, FF 7, Quirks/Flaws: jerk, lisp, Talents: ambidextrous, cold resistance, grace under pressure, spell abilities

**Spells: First Level:** Command, Cure Light Wounds (x3), Dancing Lights, Darkness, Detect Magic, Faerie Fire, Invisibility to Undead, Purify Food & Drink, Remove Fear. **Second Level:** Aid, Dust Devil, Know Alignment, Levitate, Rigor Mortis (x2), Silence 15' Radius. **Third Level:** Continual Darkness, Cure Nasty Wounds, Clairvoyance, Dispel Magic, Suggestion, White Hot Metal. **Fourth Level:** Detect Lie.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +3

| AC | 2 | 3 | 4 |
|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ |

| 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 | +3 | +4 |
|---|---|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ | ❑❑❑ | ❑❑❑ |

**Potential Yield:**

❑ Drow Dagger +3 (var GPV)
❑ Drow Dagger +3 (var GPV)
❑ Drow Cloak and Boots (10,000 GPV)
❑ Traveling Spell Book #1 (4025 GPV 2000 EPV)
❑ Traveling Spell Book #2 (15,025 GPV 7500 EPV)
❑ Traveling Spell Book #3 (13025 GPV 6500 EPV)
❑ Despana Brooch (2 GPV)
❑ Platinum Ring (11,000 GPV)
❑ Platinum Necklace (3,124 GPV)
❑ Drow Chainmail +3 (var GPV)
❑ Drow Buckler +3 (var GPV)
❑ Drow Footman's Mace +2 (var GPV)
❑ Drow Cloak & Boots (10,000 GPV)
❑ Zandal Brooch (2 GPV)
❑ Coins (80-800 GPV)
❑ Defeating Blondril (4516 EPV)
❑ Defeating Drow Fighters (1976 EPV)
❑ Defeating Jacque (1252 EPV)

## Encounter Area 2: Illithid Watchers

**Encounter:** Jackalweres (12), Mind Flayer (2)

**Jackalweres (12):** (HF 6, EP 420 ea, Int 11 (very), AL CE, AC 4, MV 12", HD 4, hp 38 ea, SZ M, #AT 1, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**), SA sleep gaze, SD iron or +1 weapons to hit, Lang: illithid, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +4, FF 5, Reference HoB 4 p 40)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Mind Flayer, Arcane "Squiggy"** (HF 47, EP 9000, Int 17 (Genius), AL LE, AC 5 (chain mail, large shield), MV 12", HD 8+4, hp 60, SZ M, #AT 4, D 2 each, SA spells, target(s) of spells save at -4, brain sucking, mind blast, SD 90% MR, Lang: illithid, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +7, FF 9, Quirks/flaws: animal antipathy (apes), glutton, Reference HoB 5 p 20)

**Spells** (each) as 9th level caster: **First level:** Charm Person. **Second level:** ESP, Levitate. **Third level:** Suggestion. **Fourth level:** Charm Monster. **Fifth level:** Plane Shift.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Large Sheild (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

**Mind Flayer, Arcane "Lenny"** (HF 47, EP 9000, Int 17 (Genius), AL LE, AC 5 (Chain Mail, large shield), MV 12", HD 8+4, hp 63, SZ M, #AT 4, D 2 each, SA spells, target(s) of spells save at -4, brain sucking, mind blast, SD 90% MR, Lang: illithid, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +7, FF 9, Quirks/flaws: inappropriate sense of humor, obnoxious, Skills: interpret/perform mime (78), Reference HoB 5 p 20)

**Spells** (each) as 9th level caster: **First level:** Charm Person. **Second level:** ESP, Levitate. **Third level:** Suggestion. **Fourth level:** Charm Monster. **Fifth level:** Plane Shift.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild (AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

**Potential Yield:**

❑ Philter of Glibness (500 EPV 2500 GPV)
❑ Coins (933 GPV)
❑ Potion of Polymorph to Insect (350 EPV 500 GPV)
❑ Scarab of Insanity (1000 EPV 5000 GPV)
❑ Black Sapphire (5000 GPV)
❑ Silver Ignots (30 GPV)
❑ Scroll of Protection from Undead (750 EPV 3750 GPV)
❑ Scroll of Intruriating Demons (1500 EPV 7500 GPV)
❑ Defeating Squiggy (9000 EPV)
❑ Defeating Lenny (9000 EPV)
❑ Defeating Jackalweres (5040 EPV)

## Encounter Area 3: Cavern of the Rust Bats

**Rust Bats (18)** (HF 1, EP 85 each, Int 1 (animal), AL N, AC 6, MV 2"/14" fly, HD 2, hp 28 ea, SZ S, #AT 1, D rusting, Hon: Average, ML 15, TOP 14, Crit BSL: Def AC n/a, FF 4, Reference appendix)

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

**Potential Yield:**

❑ Defeating Rust Bats (1530 EPV)

## Encounter Area 4: The Caves and Warrens of the Mogs

**Drow fighters (male 2nd level fighters) (8)** (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Drow Buckler (AC bonus) +1 ❑❑❑ +2 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Drow Buckler (AC bonus) +1 ❑❑❑ +2 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Drow Buckler (AC bonus) +1 ❑❑❑ +2 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Drow Buckler (AC bonus) +1 ❑❑❑ +2 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

**Potential Yield:**

❑ Defeating Drow Fighters (1696 EPV)

**Drow male fighter 3rd/magic-user 3rd (1)** (HF 5, EP 347, Fighter 3/Magic-user 3, Str 12/09, Dex 17/10, Con 11/32, Int 13/24, Wis 10/44, Cha 10/91, Com 10/71 AL CE, AC 0 (**Drow Chain Mail +1, Cloak of Protection +1**, Dex), MV 12", HD 3, hp 33, SZ M, #AT 2, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) or 1d6+1/1d6/1d6-1 (**Drow Dagger +1**), SA spells, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 26 (Average), ML 14, TOP 15, Crit BSL: Def AC +0, FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, less sleep, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First level:** Burning Hands, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Hold Portal, Magic Shield, Protection from Good, Read Magic, Sleep. **Second level:** Magic Missile of Skewering, Strength

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

**Potential Yield:**

❑ Defeating Drow Fighter/Magic-User (347 EPV)

**Drow female cleric 4th (1)** (HF 7, EP 420, Cleric 3, Str 10/29, Dex 16/09, Con 11/42, Int 10/43, Wis 14/48, Cha 14/77, Com 11/54 AL CE, AC 1 (**Drow Chain Mail +2**, Dex), MV 12", HD 4, hp 35, SZ M, #AT 1, D 1d8+1/1d6+2/1d6+1 (**Drow Footman's Mace +2**) or 1d6+1/1d6/1d6-1 (**Dagger +1**), SA spells, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 58%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, Crit BSL: Def AC +1 (**Drow Footman's Mace +2**) or Def AC +0 (**Dagger +1**), FF 5, Age 129, Height 5' 3", Weight 114 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, Skills: armor maintenance, general religion 67, religion (Zyandal) 51, weapon maintenance, Reference HoB 2 p 111)

**Spells: First level:** Bless, Command, Cause Light Wounds, Cure Light Wounds, Dancing Lights, Darkness, Detect Magic, Endure Heat, Faerie Fire, Protection from Good, Walking Corpse. **Second level:** Cause Moderate Wounds, Know Alignment, Levitate, Rigor Mortis. **Third Level:** Clairvoyance, Dispel Magic, Suggestion. **Fourth Level:** Detect Lie.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain mail +2: AC:

3 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

**Potential Yield:**

❑ Defeating Drow Female Cleric 4th (420 EPV)

**Small Drow Logistics Train:** Four darkman men-at-arms (see Area 6); One 2nd level fighter drow quartermaster (see Drow Patrol above)

**Darkmen-at-arms (4):** (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC –4 (short sword), Def AC –3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

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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
❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Potential Yield
❑ Defeating Darkmen (436 EPV)
❑ Defeating Drow Fighter (212 EPV)

**Drow Quartermaster (male 2nd level fighters)** (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Drow Chain mail +1
AC 4 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑
Drow Buckler +1 +2
(AC bonus) ❑❑❑ ❑❑❑

**Medium Drow Logistics Train:** Six darkman men-at-arms; One 2nd level fighter drow assistant quartermaster, One 4th level fighter drow quartermaster

**Darkmen-at-arms (6):** (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC –4 (short sword), Def AC –3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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
❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

**Drow assistant quartermaster (male 2nd level fighter)** (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
Drow Chain mail +1
AC 4 5 6 7 8 9
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑
Drow Buckler +1 +2
(AC bonus) ❑❑❑ ❑❑❑

**Drow Quartermaster (male drow 4th level fighter)** (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC –3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 5/2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 5, Age 118, Height 5' 3", Weight 109 lbs., Quirks/Flaws: color blind, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (long sword), Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

**Potential Yield:**

❑ Defeating Drow Commander (460 EPV)

❑ Defeating Drow Fighter (212 EPV)

❑ Defeating Darkmen (654 EPV)

❑ Coins (7 GPV)

Large Drow Logistics Train:

**Large Drow Logistics Train:** 12 darkman men-at-arms, Two 2nd fighter drow guards (see under Drow Patrol below); One 4th level fighter male drow quartermaster (use stats for Lieutenant Commander in Area 6), One 4th level fighter drow female leader (use stats for female fighters in Area 6)

**Darkmen-at-arms (12):** (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, undercommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC –4 (short sword), Def AC –3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

| AC 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

| AC 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

| AC 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

| AC 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

**Drow fighter guards (male 2nd level fighter)** (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

**Drow Quartermaster (male drow 4th level fighter)** (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC –3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 5/2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 5, Age 118, Height 5' 3", Weight 109 lbs., Quirks/Flaws: color blind, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (long sword), Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +2: AC:

3 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

**Drow female leader (female 4th level fighters)** (HF 10, EP 425, Fighter 4, Str 11/76, Dex 17/46, Con 10/54, Int 11/27, Wis 11/68, Cha 13/09, Com 14/24, AL CE, AC –4 (**Drow Chain Mail +2, Drow Small Shield +2**, Dex), MV 12", HD 4, hp 44 each, SZ M, #AT 3/2, D 1d8+4/1d6+5/1d6+3 (**Drow Footman's Mace +2**, specialized) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelins, 4 each), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 32 (Average), ML 14, TOP 22 each, Crit BSL: Def AC +4 (**Drow Footman's Mace +2**), FF 5, Age 112, Height 5' 4", Weight 113 lbs., Quirks/Flaws: sadistic, Talents: ambidextrous, mace bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (footman's mace), Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

3 4 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Drow Small Sheild +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑

❑❑❑

**Potential Yield:**

❑ Defeating Darkmen (1308 EPV)

❑ Defeating Drow Female Fighter (425 EPV)

❑ Defeating Commander (460 EPV)

❑ Coins (20 GPV)

**Bugbear, Common** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (Chain Mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |
| (AC bonus) | +4 | +3 | +2 | +1 | |
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ ❑❑❑❑ | | ❑❑❑ | |

**Potential Yield:**

❑ Defeating Bugbears (2100 EPV)

**Gargoyle, Common** (HF 4, EP 420 each, Int 6 (Low), AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, hp 42 each, SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, drow, Hon: Average, ML 11, TOP 21, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**

❑ Defeating Gargoyles (3360 EPV)

**Trogolodyte male, spiny-backed feral variant** (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

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

**Potential Yield:**

❑ Defeating Troglodytes(2880 EPV)

**Troll, Common** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

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

**Potential Yield:**

❑ Defeating Trolls (7000 EPV)

## AREAS 1-40

### Area 1. Entrance to the Grand Cavern

**Bugbears, Common (5)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (**Drow Spear +1**), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Large Sheild
(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Large Sheild
(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Large Sheild
(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
Drow Chain mail +1
AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Large Sheild
(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

**Drow fighters (male 2nd level fighters), "Duroy", "Elien", "Garot", "Nordin" (4)** (HF 5, EP 222, 216 x2, 207, Fighter 2, Str 13/99, Dex 17/38, Con 10/44, Int 11/51, Wis 12/24, Cha 10/07, Com 10/65 AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", HD 2, hp 35, 32 x2, 29, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 16 x2, 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 106, Height 5' 2", Weight 107 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

**Potential Yield:**

❑ Drow Spear +1 (5) (var GPV)
❑ Drow Chain Mail +1 (9) (var GPV)
❑ Drow Buckler +1 (4) (var GPV)
❑ Drow Short Sword +1 (4) (var GPV)
❑ Drow Dagger +1 (4) (var GPV)
❑ Defeating Drow Fighters (861 EPV)
❑ Defeating Bugbears (875 EPV)

## Area 2. South Gallery

**Piercers (14)** (HF 1 x3/2 x3/3 x4/5 x4, EP 15 x3/35 x3/65 x4/125 x4, Int 1 (Animal), AL N, AC 3, MV 1", HD 1 x3, 2 x3. 3 x4, 4 x4, hp 25 x3, 30 x3, 34 x4, 39 x4, SZ S x6, M x8, #AT 1, D 1-6 (x3), 2-12 (x3), 3-18 (x4), 4-24 (x4), SA 90% surprise, SD nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC –2 (1 HD), +0 (2 HD), +1 (3 HD), +2 (4 HD), FF n/a, Reference HoB 6 p 70)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Piecers (910 EPV)

## Area 3. Glittering Cave

**Trapper (1)** (HF 38, EP 3,000, Int 13 (High), AL N, AC 3, MV 3", HD 12, hp 76, SZ L (400 sq. ft.), #AT 1, D 4 + AC, SA automatic surprise if undetected, SD camouflage, resistant to cold and fire, Lang: goblin, drow, Hon: Average, ML 17, TOP 38, Crit BSL: Def AC +10, FF 5, Reference HoB 8 p 17)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Potenial Yield:

❑ Defeating Trapper (3000 EPV)

## 4. Side Cavern

**Encounter:** Common Gargoyles (15), Gargoyle Lord

**Gargoyles, Common (15)** (HF 4, EP 420 each, Int 6 (Low), AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, hp 49, 48 x2, 47, 45 x2, 42 x5, 41 x2, 40, 38, SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, drow, Hon: Average, ML 11, TOP 25, 24 x3, 23 x2, 21 x7, 20, 19, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

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: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Gargoyle Lord (1)** (HF 17, EP 1,500, Int 14 (High), AL CE, AC 0, MV 12", 15" Fly (B), HD 8+8, hp 60, SZ L (9' tall), #AT 4, D 1-3/1-3/1-6/1-4 (+7 for 19 STR), SA nil, SD +2 or better to hit, MR 20%, Lang: gargoyle, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +10, FF 13, Reference HoB 3 p 47)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Common Gargoyles (6300 EPV)

❑ Defeating Gargoyle Lord (1500 EPV)

## 5. Spur Cavern

**Encounter: Worm, Common Purple (1)** (HF 22, EP 13,000, Int 0 (Non-), AL N, AC 6, MV 9", 9" Burrow, HD 15, hp 110, SZ G (28' long), #AT 2, D 2-24/2-20, SA swallow whole, poisonous tail, SD nil, Lang: none, Hon: Average, ML 12, TOP 55, Crit BSL: Def AC +13, FF 5, Reference HoB 8 p 100)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Worm, Common Purple (13000 EPV)

❑ Purple Amethysts (700 GPV)

❑ Garnets (400 GPV)

❑ Vials of Holy Water (0 GPV)

## Area 6. Uncle Scam Wants You

Encounter: Darkmen privates (10), Farkwar, Drow Fighters (4), Grosklod, Drow fighters (8), Clarice, Nightmare, Pack Ape

**Darkmen privates (men-at-arms) (10)** (HF 1, EP 35 each, Fighter 0, Str 10/37, Dex 15/30, Con 10/90, Int 10/52, Wis 10/29, Cha 11/16, Com 9/14, AL CE, AC 1 (chain mail, buckler, Dex), MV 9",hp 25, SZ M, #AT 2, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**), SA nil, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, MR 20%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 10 (Average), ML 14, TOP 13 each, Crit BSL: Def AC –3 (short sword) or Def AC –2 (**Drow Dagger +1**), FF 4, Age 39, Height 5' 5", Weight 140 lbs., Quirks/Flaws: none, Talents: ambidextrous, Skills: armor maintenance, weapon maintenance, Reference Annihilate the Giants p 95)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Chain mail
AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Buckler +1 (AC bonus) ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Chain mail
AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑
Buckler +1 (AC bonus) ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Buckler +1
(AC bonus) ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Buckler +1
(AC bonus) ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Buckler +1
(AC bonus) ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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(AC bonus) ❑❑❑

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Buckler +1
(AC bonus) ❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Buckler +1
(AC bonus) ❑❑❑

**Darkman bard/recruiting agent (8th level bard), "Farkwar"** (HF 7, EP 1,500, Bard 8, Str 12/37, Dex 14/02, Con 8/99, Int 14/59, Wis 10/32, Cha 18/74, Com 15/20, AL CN, AC 6 (**Ring of Protection +3**, Dex), MV 12", HD 8, hp 50, SZ M, #AT 1, D 1d6+2/1d6+3/1d8+3 (**Drow Short Sword +3**) or 1d6+2/1d6+1/1d6 (**Dagger +2**), SA inspiration, countersong, SD 30% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +1 save against all magical effects, 40% know-it-all-ism, MR 28%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 55 (Average), ML 14, TOP 25, Crit BSL: Def AC +3 (**Drow Short Sword +3**) or Def AC +2 (**Dagger +2**) , FF 4, Age 52, Height 5' 7", Weight 136 lbs., Quirks/Flaws: none, Talents: acute alertness, photographic memory, seeking grasping hands, sixth sense, Skills: diplomacy 84, graceful entrance/exit 46, haggle 64, joke telling 78, resist persuasion 70, skilled liar 108, street cred 94, ulterior motive 51, Reference Annihilate the Giants p 95)

**Thieving Skills:** pick pockets 75, detect noise 70, climb walls 65, read languages 15.

**Possessions: Bag of Tricks** (Type A), **Belt of Ladder Weaving**

**Spells: First level:** Charm Person, Dancing Lights, Darkness, Faerie Fire, Gabal's Magic Aura, Imaginary Friend. **Second level:** Alter Self, Deepen Shadows, Vocalize. **Third level:** Dispel Magic

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Drow fighters (male 2nd level fighters), "Djamell", "Ivellin", "Jerom", "Sedrik" (4)** (HF 5, EP 225, 219, 216, 210, Fighter 2, Str 11/26, Dex 16/86, Con 10/08, Int 12/51, Wis 11/38, Cha 11/14, Com 11/08, AL CE, AC –1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", HD 2, hp 35, 33, 32, 30, SZ M, #AT 2, D 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, gnome, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +0, FF 4, Age 109, Height 5' 1", Weight 110 lbs., Quirks/Flaws: tone deaf, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Faerie Fire.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Drow Chain mail +1
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Drow Buckler +1 +2
(AC bonus) ❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Drow Chain mail +1
AC 4 5 6 7 8 9
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Drow Buckler +1 +2
(AC bonus) ❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain mail +1

AC 4 5 6 7 8 9

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

**Lieutenant Commander "Grosklod" (male drow 4th level fighter)** (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC –3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 5/2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, undercommon, bugbear, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 5, Age 118, Height 5' 3", Weight 109 lbs., Quirks/Flaws: color blind, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (long sword), Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +2: AC:

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Drow Buckler +1 +2

(AC bonus) ❑❑❑ ❑❑❑

**Drow fighters (female 4th level fighters) (8)** (HF 10, EP 425 each, Fighter 4, Str 11/76, Dex 17/46, Con 10/54, Int 11/27, Wis 11/68, Cha 13/09, Com 14/24, AL CE, AC –4 (**Drow Chain Mail +2, Drow Small Shield +2**, Dex), MV 12", HD 4, hp 44 each, SZ M, #AT 3/2, D 1d8+4/1d6+5/1d6+3 (**Drow Footman's Mace +2**, specialized) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelins, 4 each), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, undercommon, Hon: 32 (Average), ML 14, TOP 22 each, Crit BSL: Def AC +4 (**Drow Footman's Mace +2**), FF 5, Age 112, Height 5' 4", Weight 113 lbs., Quirks/Flaws: sadistic, Talents: ambidextrous, mace bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (footman's mace), Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain mail +2: AC:

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Drow Small Shield +2: +1 +2 +3 +4

(AC bonus) ❑❑❑❑ ❑❑❑❑ ❑❑❑ ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Drow Chain mail +2: AC:

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| Drow Small Shield +2: | +1 | +2 | +3 | +4 |
|---|---|---|---|---|
| (AC bonus) | ❑❑❑❑ | ❑❑❑❑ | ❑❑❑ | ❑❑❑ |

**Drow Captain "Clarice" (female 7th level fighter)** (HF 28, EP 1,515, Fighter 7, Str 15/66, Dex 19/17, Con 12/08, Int 11/36, Wis 13/94, Cha 11/50, Com 13/77, AL CE, AC –4 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", HD 7 +7, hp 79, SZ M, #AT 3, D 1d6+8/1d8+8/1d12+8 (+6 to-hit, 2/1 atks, **Drow Long Sword +2**, mastered) and 1d6+4/1d6+5/1d8+5 (+1 to-hit, 1/1 atk, **Drow Short Sword +2**) or 1d6+3/1d6+3/1d6+3 (+5 to-hit, Class S Drow poisoned javelins, 4), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 64%, Lang: drow, drow silent language, common, elven, bugbear, trollkin gibberish, undercommon, Hon: 32 (Average), ML 14, TOP 40, Crit BSL: Def AC +9 (**Drow Long Sword +2**) or Def AC +6 (**Drow Short Sword +2**) or Def AC +8 (javelin), FF 6, Age 129, Height 5' 4", Weight 113 lbs., Quirks/Flaws: self-absorbed, temper, Talents: ambidextrous, long sword bonus, Skills: armor maintenance, ride (horse) 89, weapon maintenance, Proficiencies: weapon specialization & weapon mastery (long sword), Reference HoB 2 p 111)

**Possessions: Death Lance**

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Drow Chain mail +2: AC:

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| Drow Buckler | +1 | +2 |
|---|---|---|
| (AC bonus) | ❑❑❑ | ❑❑❑ |

**Nightmare "Starling" (1)** (HF 32, EP 2,000, Int 11 (Very), AL NE, AC -4, MV 15", 36" Fly (C), HD 6+6, hp 60, SZ L (6' tall at shoulder), #AT 3, D 4-10/4-10/3-8, SA burning hooves, SD paralyzing cloud, Lang: understands drow, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC +5, FF 11, Reference HoB 6 p 12)

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**Pack Ape, subterranean black variant (1)** (HF 3, EP 179, Int 7 (Low), AL N, AC 6, MV 12", 9" Brachiate, HD 4+1, hp 40, SZ M (6'+ very broad), #AT 3, D 1-4/1-6/1-6, SA squeeze, SD nil, Lang: understands drow, Hon: Average, ML 9, TOP 20, Crit BSL: Def AC +2, FF 6, Variant modifiers: underground survival 85, move silently underground 50% of the time, 30-foot infravision, Reference HoB 1 p 26)

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**Potential Yield:**

- ❑ Defeating Darkmen Privates (350 EPV)
- ❑ Defeating Darkman Bard (1500 EPV)
- ❑ Defeating Drow Fighters (870 EPV)
- ❑ Defeating Commander (460 EPV)
- ❑ Defeating Drow Fighters (3400 EPV)
- ❑ Defeating Drow Captain (1515 EPV)
- ❑ Defeating Nightmare (2000 EPV)
- ❑ Defeating Pack Ape (179 EPV)
- ❑ Drow Dagger +1 (14) (var GPV)
- ❑ Ring of Protection +3 (3000 EPV 15000 GPV)
- ❑ Drow Short Sword +3 (var GPV)
- ❑ Dagger +2 (1000 EPV 4000 GPV)
- ❑ Drow Short Sword +1 (5) (var GPV)
- ❑ Drow Chain Mail +2 (10) (var GPV)
- ❑ Drow Long Sword +1 (var GPV)
- ❑ Drow Buckler +2 (2) (var GPV)
- ❑ Drow Small Sheild +2 (8) (var GPV)
- ❑ Drow Footman Mace +2 (8) (var GPV)
- ❑ Drow Long Sword +2 (var GPV)
- ❑ Drow Short Sword +2 (var GPV)
- ❑ Death Lance (500 EPV 4000 GPV)
- ❑ Bag of Tricks (1500 EPV 20000 GPV)
- ❑ Belt of Ladder Weaving (1500 EPV 25000 GPV)
- ❑ Coins (2100 GPV)
- ❑ Crimson Corals (1200 GPV)
- ❑ Red Spinels (840 GPV)
- ❑ Amber Stones (200 GPV)
- ❑ Diamond Choker (5000 GPV)
- ❑ Platinum Medallion (5000 GPV)
- ❑ Ivory Case (250 GPV)
- ❑ Bottles of Drow Wine (2 GPV)
- ❑ Potion of Extra-Healing (400 EPV 800 GPV)
- ❑ Potion of Healing (200 EPV 400 GPV)
- ❑ Potion of Poison (50 GPV)
- ❑ Potion of Polymorph to Insect (350 EPV 500 GPV)

## 7. Sunken Cave/Lich Labyrinth

B. Bronze Door

Encounter: Trap - Fire Trap

**Potential Yield:**

- ❑ Avoiding/Disarming Fire Trap (19 EPV)

## F. Caged in Area

**Rat(s), Dire Albino (6)** (HF 0, EP 15 ea, Int 3 (Semi-), AL N(e), AC 7, MV 12", HD 1, hp 25, SZ S, #AT 1, D 1-4, SA nil, SD nil, Hon: Average, ML 10, TOP 13, Crit BSL: Def AC -2, FF 4, Reference HoB 6 p 114)

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**Potential Yield:**
❑ Cheese (19 GPV)

J. Library
**Potential Yield:**
❑ Portable Hole (2000 EPV 35500 GPV)
❑ Dust of Sneezing and Choking (1000 EPV 10000 GPV)
❑ Staff of Striking (3000 EPV 20000 GPV)
❑ Potion of Longevity (500 EPV 1000 GPV)
❑ Scarab of Protection from Evil Clerics (2500 EPV 15000 GPV)
❑ MU scroll (3300 EPV 9900 GPV

L. Bedroom

**Azberdies the Drow Lich (1)** (HF 112, EP 18,976, Magic-user 18, Str 11/04, Dex 19/67, Con 12/57, Int 20/88, Wis 16/44, Ch 13/14, Co -12, AL NE, AC -9 (**Ring of Protection +3**, Dex, acrobatic skill suite), MV 6", hp 85, SZ M, #AT 1 or 2, D 1-10 or 1d6+6/1d6+5/1d6+4 (**Dagger of Hindsight +6)** and 1d6+3/1d6+2/1d6+1 (**Dagger of Vital Organ Seeking +3**), SA spells, fear, chilling paralysis touch, SD surprised only on a 1 on 1d10, +2 save against all magical effects, +1 or better to hit, immune to Sleep, enfeeblement, polymorph, cold, insanity and death magic, MR 86%, 99% chance to see invisible creatures (based on level and intelligence) Lang: drow, drow silent language, elven, undercommon, Hon: 168 (Great), ML 18, TOP n/a, Crit BSL: Def AC +9 (claw) or Def AC +15 (**Dagger of Hindsight +6**) and Def AC +12 (**Dagger of Vital Organ Seeking +3**), FF n/a, Height 5' 2", Weight 91 lbs., Flaws/Quirks: amputee (leg), anosmia*, blind (color), blind (one eye), male pattern baldness*, scar (facial)*, tone deaf, animal phobia (cattle), psychotic aversion to dragons, value privacy (reclusive) Talents: acrobatic skill suite, ambidextrous, blind casting, dagger bonus, photographic memory Skills: arcane lore (121), alchemy (95), ancient history (103), geology (36), herbalism (72), history, local (78), history, world (49), maintenance/upkeep, weapon maintenance, poetry, writing and comprehension/interpretation (61), cartography (47), complex geometric estimation (103), construction: defense works (48), forgery (71), map sense (66), mining (13), reading/writing -drow (124) –common (97) –elven (87) –undercommon (68), seduction, art of (64)*, survival, underground (82), spell craft (114), Reference HoB 4 p 85)

* these flaws/skills are no longer relevant since Azberdies became a lich

**Spells Known (prepared): First level:** Change Self, Chromatic Orb (x2), Dancing Lights, Darkness, Detect Magic, Faerie Fire, Fog Vision, Magic Missile (x3), Message. **Second level:** Cheetah Speed, Know Alignment, Levitate, Magic Missile of Skewering, Premonition, Shatter, Tattoo of Shame, White Hot Metal. **Third level:** Delude, Dispel Magic, Lightning Bolt (x2), Murgain's Migraine, Preemptive Strike. **Fourth level:** Detect Scrying, Dimension Door, Hurl Animal, Ice Storm, Stoneskin, Wizard Eye. **Fifth level:** Cloudkill, False Vision, Feeblemind, Hyptor's Faithful Bitch Hound, Lyggl's Cone of Cold, Teleport. **Sixth level:** Chain Lightning, Guards & Wards, Project Image, Zarba's Shoving Hand. **Seventh level:** Fireball, Delayed Blast; Forcecage, Spell Turning, Volley. **Eighth level:** Fireball, Death Brusher; Gandles' Spell Immunity, Monster Summoning VI. **Ninth level:** Death Rune, Monster Summoning VII.

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**Potential Yield:**
❑ Ring of Protection +3 (3000 EPV 15000 GPV)
❑ Dagger of Hindsight +6 (600 EPV 4500 GPV)
❑ Dagger of Vital Organ Seeking +3 (500 EPV 3000 GPV)
❑ Ioun Stone (300 EPV 25000 GPV)
❑ Drow Cloak (10000 GPV)
❑ Brooch of Sheilding (1500 EPV 8000 GPV)
❑ Defeating Drow Lich (18976 EPV)

## Area 8. Side Cavern

**Margoyles (23)** (HF 11, EP 420 each, Int 6 (Low), AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 60, 54, 52 x2, 51 x3, 50 x2, 49, 48 x2, 47 x6, 46, 45 x3, 42, SZ M (6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better to hit, Lang: margoyle, (halting) gargoyle, (passable) drow, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 4 p 119)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Margoyles (9660 EPV)

## Area 9. Cavern Stable

**Lizards, Subterranean (somewhat domesticated) (6)** (HF 7, EP 420 each, Int 0 (Non-), AL N, AC 5, MV 12", HD 6, hp 54, 50 x2, 48 x2, 46, SZ H (20' long), #AT 1, D 2-12, SA move freely along walls and ceilings, SD nil, Lang: none, Hon: Average, ML 14, TOP 27, 25 x2, 24 x2, 23, Crit BSL: Def AC +4, FF 5, Reference HoB 4 p 88)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Potential Yield:**

❑ Defeating Lizard (2520 EPV)

## Area 10. Ghoul Pack

**Ghouls (32)** (HF 4, EP 175 each, Int 5 (Low), AL CE, AC 6, MV 9", HD 2, hp 34, 33, 32 x2, 31 x2, 30 x3, 29 x12, 28 x5, 27, 26 x3, 25, 24, SZ M (5-6' tall), #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p 51). The Ghouls are still clad in ragged clothing. Each has 1d6 gp.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Potential Yield:**

❑ Defeating Ghouls (5600 EPV)

## Area 11. Ghast Chamber

**Ghasts (4)** (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 43, 41, 38 x2, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49). Three of the four Ghasts have swallowed two 100 gp green chrysoberyls; the fourth could only find one so he is jealous and angry.

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

Pontential Yield:
- ❑ Defeating Ghasts (2600 EPV)
- ❑ Green Chrysoberyls (700 GPV)

## Area 12. Ghast Cave

**Ghasts (2)** (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 42 x2, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**
- ❑ Defeating Ghasts (1300 EPV)
- ❑ Gold Tiara (5000 GPV)
- ❑ Pair of Platinum Braclets (3000 GPV)
- ❑ Silver Belt (1800 GPV)
- ❑ Cleric Scroll (1100 EPV 3300 GPV)

## Area 13. Ghast Lair

**Ghasts (4)** (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 44, 42, 38, 37, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

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

**Potential Yield:**
- ❑ Defeating Ghasts (2600 EPV)
- ❑ Coins (300 GPV)
- ❑ Black Obsidian (180 GPV)

## Area 14. Giant Slug

**Slug, Giant (1)** (HF 45, EP 5,000, Int 0 (Non-), AL N, AC 8, MV 6", HD 12, hp 80, SZ G (33' long), #AT 1, D 1-12, SA acid spit, SD immune to crushing weapons, Lang: none, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +10, FF 5, Reference HoB 7 p 83)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**
- ❑ Defeating Giant Slug (5000 EPV)

## Area 15. Hundred-Foot High Shelf

**Hieracosphinxes, "Hayda" and "Zylda" (2)** (HF 14, EP 1,400 each, Int 6 (Low), AL CE, AC 1, MV 9", 36" Fly (C), HD 9, hp 66, 62, SZ L (7' tall), #AT 3, D 2-8/2-8/1-10, SA swoop, SD nil, Lang: sphinx, drow, Hon: Average, ML 13, TOP 33, 31, Crit BSL: Def AC +7, FF 5, Reference HoB 7 p 95)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**
- ❑ Staff with Emeralds (24000 GPV)
- ❑ Defeating Hieracosphinxes (2800 EPV)

## Area 16. Troll Hole

**Trolls, Common (10)** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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**Potential Yield:**
- ❑ Defeating Trolls (14000 EPV)

## Area 17. Troll Cave

**Trolls, Common (16)** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Trolls (22400 EPV)

## Area 18. Troll Lair

**Trolls, Common (18)** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Trolls (25200 EPV)

# 19-23. CAVE WARREN

## Area 19. Bugbear Guardpost

**Bugbears, Common (8)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each carries 11 gp and 5 sp.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

Potential Yield

❑ Coins (92 GPV)

❑ Defeating Bugbears (1400 EPV)

## Area 20. Bugbear Quarters

**Bugbears, Common (8)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 13 gp on his person.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Potential Yield

❑ Coins (104 GPV)

❑ Defeating Bugbears (1400 EPV)

## Area 21. Bugbear Quarters

**Bugbears, Common (8)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 16 gp on his person.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

**Potential Yield:**

❑ Defeating Bugbears (1400 EPV)

❑ Coins (128 GPV)

## Area 22. Bugbear Retreat

**Bugbears, Common (12)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 40 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 22 gp.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

**Potential Yield:**

❑ Defeating Bugbears (2100 EPV)

❑ Coins (264 GPV)

❑ Barrel of Bugbear Gut Bruiser (120 GPV)

## Area 23. Bugaboo Cave

**Bugbears, Common (14)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 14 gp on his person.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

❑❑❑❑❑ ❑❑❑ ❑❑❑❑ ❑❑ ❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

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8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

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9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

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12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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Large Sheild

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14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

**Potential Yield:**

❑ Defeating Bugbears (2450 EPV)

❑ Coins (196 GPV)

## Area 24. Huge Cave

**Encounter:** Common Bugbears (14), Female Bugbears (45), Bugbear Young (62),

**Bugbears, Common (14)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has but 4 gp on his person.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

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Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

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Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

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Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

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Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Chain mail

AC 5 6 7 8 9

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Large Sheild

(AC bonus) +4 +3 +2 +1

❑❑❑❑❑ ❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑❑

**Bugbear Females (45)** (HF 0, EP 35 each, Int 7 (Low), AL CE, AC 7 (large shield), MV 9", HD 1+1, hp 26 each, SZ L (7' tall), #AT 1, D 1d8/1d6/1d6-2 (club), SA nil, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 1 p 96, fight as Hobgoblins).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

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2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Large Sheild

(AC bonus) +4 +3 +2 +1

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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Large Sheild

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27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Bugbear Young (62)** (HF 0, EP 7 each, Int 5 (Low), AL CE, AC 10, MV 9", HD 1/2, hp 22 each, SZ L (3 1/2' tall), #AT 1, D 1d8/1d6/1d6-2 (club), SA nil, SD nil, Lang: bugbear, Hon: Average, ML 6, TOP 11, Crit BSL: Def AC -4, FF 3, Reference HoB 1 p 96, fight as Kobolds).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
33). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
34). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
35). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
36). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
37). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
38). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
39). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
40). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
41). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
42). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
43). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
44). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
45). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
46). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
47). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
48). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
49). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

50). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
51). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
52). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
53). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
54). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
55). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
56). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
57). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
58). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
59). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
60). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
61). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
62). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**

❑ Coins (222 GPV)
❑ Jade Orchid (125 GPV)
❑ Brooch of Fireball Backblast Protection (800 EPV 5000 GPV)
❑ Defeating Common Bugbears (2450 EPV)
❑ Defeating Female Bugbears (1575 EPV)
❑ Defeating Young Bugbears (434 EPV)

## Area 25: Chief's Den

**Encounter:** Greater Bugbear (2), Common Bugbears (2), Large Spider

**Bugbear, Greater, "Grabowski" (1)** (HF 9, EP 2,000, Int 13 (High), AL CE, AC -1 (**Drow Chain Mail +3**, large shield), MV 12", HD 8, hp 70, SZ L (10' tall), #AT 3/2, D 2d6+12 (huge **Drow Footman's Mace +2**, see Appendix) or 2-8 +8, SA surprise 5 in 10, 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Great (+1 to ALL die rolls), ML 19, TOP 35, Crit BSL: Def AC +10, FF 7, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

Drow Chain mail +3

| AC | 2 | 3 | 4 | | |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | | |
| | 5 | 6 | 7 | 8 | 9 |
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

**Bugbear, Greater, "Burtkus" (1)** (HF 9, EP 2,000, Int 11 (Very), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 12", HD 8, hp 66, SZ L (10' tall), #AT 3/2, D 2d6+9 (huge footman's mace) or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Average, ML 19, TOP 33, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑

Drow Chain mail +1

| AC | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

**Bugbears, "Aliss" and "Flo" (Female consorts) (2)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 34 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑

Chain mail

| AC | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|
| | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

Large Sheild

| (AC bonus) | +4 | +3 | +2 | +1 |
|---|---|---|---|---|
| | ❑❑❑❑❑ ❑ | ❑❑❑❑❑ | ❑❑❑❑ | ❑❑❑ |

**Spider, Large (1)** (HF 1, EP 175, Int 0 (Non-), AL N, AC 8, MV 6", 15" Web, HD 1+1, hp 27, SZ S (2' across), #AT 1, D 1, SA poison (Class B), SD nil, Lang: none, Hon: Average, ML 7, TOP 14, Crit BSL: Def AC -1, FF n/a, Reference HoB 7 p 97)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**

❑ Defeating Large Spider (175 EPV)
❑ Defeating Female Bugbears (350 EPV)
❑ Defeating Burtkus (2000 EPV)
❑ Defeating Garbowski (2000 EPV)
❑ Drow Chain Mail +3 (var GPV)
❑ Drow Chain Mail +1 (var GPV)
❑ Drow Footman's Mace +2 (var GPV)
❑ Coins (3114 GPV)
❑ Gold and Platinum Chalice(6000 GPV)

## Area 26: Additional Bugbear Warren

**Bugbears, Common (12)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has but 4 gp on his person.

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

**Potential Yield:**

❑ Defeating Bugbears (2100 EPV)
❑ Coins (48 GPV)

## Area 27: Sub-Cheief's Cave

**Encounter:** Greater Bugbear, Common Bugbear

**Bugbear, Greater, "Ruddiger" (1)** (HF 9, EP 2,000, Int 10 (Average), AL CE, AC 1 **(Drow Chain Mail +1**, large shield), MV 12", HD 8, hp 68, SZ L (9' tall), #AT 3/2, D 2d6+9 (huge footman's mace or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 19, TOP 34, Crit BSL: Def AC +9, FF 7, Quirks/Flaws: obsession with cloth, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +1

AC 4 ❑❑❑❑❑ ❑❑❑ 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑ 7 ❑❑ 8 ❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

**Bugbear, Common, "Rocco" and "Norbert" (Ruddiger's bodyguards) (2)** (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (banded mail, large shield), MV 9", HD 4, hp 48, 47, SZ L (7' tall), #AT 1, D 4-13 (two-handed sword wielded in one hand (Large creature)) or 5-10 (Drow Spear +1), SA surprise (5 in 10), natural +3 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 24 x2, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Banded mail

AC 4 ❑❑❑❑❑ ❑❑❑❑ 5 ❑❑❑❑❑ ❑❑ 6 ❑❑❑❑❑ 7 ❑❑❑ 8 ❑❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Banded mail

AC 4 ❑❑❑❑❑ ❑❑❑❑ 5 ❑❑❑❑❑ ❑❑ 6 ❑❑❑❑❑ 7 ❑❑❑ 8 ❑❑ 9 ❑

Large Sheild

(AC bonus) +4 ❑❑❑❑❑ ❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

**Potential Yield:**

❑ Defeating Greater Bugbear (2000 EPV)
❑ Defeating Bugbear (175 EPV)
❑ Drow Chain Mail +1 (var GPV)
❑ Rock Crystal (350 GPV)
❑ Coins (393 GPV)

# 28-30. TROGLODYTE CAVES

## Area 28: Long Cave

**Encounter: Trogolodytes male, spiny-backed feral variant (36)** (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

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

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
33). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
34). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
35). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
36). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Potential Yield:**

❑ Defeating Male Trogolodytes (5760 EPV)

## Area 29: Den Leaders

**Encounter:** Spiny-Backed Feral Trogolodyte Leaders (4), Spiny-Backed Feral Economy-Sized Trogolodyte Elders (2)

**Trogolodyte leaders, spiny-backed feral variant (4)** (HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 49, 45, 39, 38, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 25, 23, 20, 19, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

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

**Trogolodyte elders (sub-chief stats), spiny-backed feral Economy-sized variant (2)** (HF 8, EP 480, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 6+2, hp 56, 53, SZ L (8' tall), #AT 3 or 1, D 1d4+1/1d4+1/1d4+4 or 1d10+3/2d4+5/1d6+4 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 28, 27, Crit BSL: Def AC +7, FF 5, Reference HoB 8 p 23)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Potential Yield:**

❑ Gold Skull Medallions (80 GPV)
❑ Gold Skull Medallions with Blue Quartz (60 GPV)
❑ Defeating Trogolodyte Leaders (932 EPV)
❑ Defeating Trogolodyte Elders (960 EPV)

### Area 30: Communal Cave

**Encounter: Trogolodytes, female spiny-backed feral variant (8)** (HF 2, EP 47 each, Int 8 (Average), AL CE, AC 5, MV 12", 9" Swim, HD 2+1, hp 30 each, SZ M (6' tall), #AT 3, D 1d4/1d4/1d4+3, SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 5, Reference HoB 8 p 23)

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

**Potential Yield:**
❑ Defeating Female Trogolodytes (376 EPV)

### Area 31: Eastern Cavern

**Potential Yield:**
❑ Ruby (10000 GPV)
❑ Efreeti Bottle (4000 EPV 55000 GPV)
❑ Zargosa's Party Jug (150 EPV 4000 GPV)

## 32-35. TROLLS' DEN

### Area 32: Chief's Den

**Encounter:** Common Trolls (5), Jumbo-Sized Common Troll (1)

**Trolls, Common Jumbo-sized variant, "Cheef" (1)** (HF 16, EP 2,100, Int 7 (Low), AL CE, AC 4, MV 12", HD 8+7, hp 70, SZ H (13' tall), #AT 3, D 7-10 (1d4+6)/7-10 (1d4+6)/7-14 (1d8+6), SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +9, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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❑❑❑❑❑ ❑❑❑❑❑

**Trolls, Common, "Kamma", "Nizzu", "Sitra", "Tamag" and "Umm" (5)** (HF 13, EP 1,400, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 60, 59, 57, 54, 52, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 30 x2, 29, 27, 26, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
❑ Defeating Common Trolls (7000 EPV)
❑ Defeating Jumbo-Sized Troll (2100 EPV)
❑ Coins (2642 GPV)
❑ Imitation Jewelry (1400 GPV)
❑ Gold Bracelet (1000 GPV)
❑ Garnets (380 GPV)
❑ Potion of Healing (200 EPV 400 GPV)
❑ Bronze Statuette (9500 GPV)

## 33-35. TROLL LAIRS

### Area 33: Troll Grotto

**Encounter: Trolls, Common (8)** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
❑ Defeating Trolls (11200 EPV)

### Area 34: Troll Spot

**Encounter: Trolls, Common (10)** (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Trolls (14000 EPV)

### Area 35: Much Cave

**Encounter: Trolls, Muck (10)** (HF 9, EP 975 each, Int 4 (Semi-), AL CE, AC 8, MV 3", 9" Swim, HD 4+4, hp 46 each, SZ L (9' tall), #AT 3, D 2-5/2-5/2-7, SA suffocation in muck, SD regenerate 6 hp/round (only in muck), fire resistance, Lang: trollkin gibberish, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 30)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Potential Yield:**

❑ Defeating Muck Trolls (9750 EPV)

## 36-38. ADDITIONAL TROGLODYTE WARREN

### Area 36: Guards' Quarters

**Encounter: Trogolodyte large guards, spiny-backed feral variant (4)** (HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 44, 42, 38, 34, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword) or 1d6+2/1d6+2/1d6+2 (javelin, 3 each), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 22, 21, 19, 17, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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**Potential Yield:**

❑ Defeating Trogolodytes (932 EPV)

### Area 37: Guards' Quarters

**Encounter: Trogolodyte guards, spiny-backed feral variant (4)** (HF 4, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 41, 39, 38 x2, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 21, 20, 19 x2, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

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

❑ Defeating Trogolodyte Guards (932 EPV)

### Area 38: Trog Chief's Lair

**Encounter: "Da Mog", Trogolodyte chief, spiny-backed feral variant** (HF 10, EP 867, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 7, hp 62, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (**Broad Sword +2**) or 1d6+2/1d6+2/1d6+2 (javelin, 2) or 1d6+2+20 electricity (**Javelin of Lightning**, 2), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 31, Crit BSL: Def AC +8, FF 5, Quirks/Flaws: HackFrenzy, Reference HoB 8 p 23)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**
- ❑ Defeating Trogolodyte Chief (867 EPV)
- ❑ Javelin of Lightning (2) (500 EPV 1000 GPV)
- ❑ Broad Sword +2 (800 EPV 4000 GPV)
- ❑ Potion of Plant Control (250 EPV 300 GPV)
- ❑ Potion of Attitude Adjustment 600 EPV 2000 GPV)
- ❑ Potion of Gnome Gibberish (150 EPV 500 GPV)
- ❑ Pearls (2300 GPV)
- ❑ Corals (300 GPV)
- ❑ Garnet (100 GPV)
- ❑ Silver Ignots (50 GPV)
- ❑ Gold Ignots (600 GPV)
- ❑ Platinum Ignot (1000 GPV)
- ❑ Platinum Necklace (7600 GPV)

## Area 39: Side Gallery

**Encounter: Wyverns (2)** (HF 15, EP 2,000 each, Int 6 (Low), AL N(e), AC 3, MV 6", 24" Fly (E), HD 7+7, hp 64, 60, SZ G (35' long), #AT 2, D 2-16/1-6, SA poison, surprise 6 in 10, SD nil, Lang: wyvern, Hon: Average, ML 14, TOP 32, 30, Crit BSL: Def AC +6, FF 12, Reference HoB 8 p 106)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

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**Potential Yield:**
- ❑ Defeating Wyverns (4000 EPV)
- ❑ Huge Footman's Mace +2 (400 EPV 2000 GPV)

## Area 40: Magic Pool

**Potential Yield:**
- ❑ Gems (890 GPV)

## Encounter Area 6: River Crossing

**Encounter: Sewer Snappers** (HF 0, EP 7, Int 1 (animal), AL N, AC 8, MV 9" Swim, HD 1/2, hp 10 each, SZ S, #AT 1, D 1d4-2, SA frenzy, ML 10, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 7 p 47)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑
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20). HPs: ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**
- ❑ Defeating Sewer Snappers (140 EPV)
- ❑ Coins (8330 GPV)
- ❑ Gems (770 GPV)
- ❑ Karnaac's Ointment (500 EPV 3000 GPV)
- ❑ Potion of Extra-Healing (350 EPV 2000 GPV)
- ❑ Black Medallion (1 GPV)
- ❑ Cloak of Vulnerability -3 (0 EPV 6000 GPV)
- ❑ Globe of Cold (Necklace of Icy Missiles) (50 EPV 1800 GPV)

## Encounter Area 7: The Svirfs

**Encounter:** Svirf Prospectors (5). Svirf Lieutenants (2), Pappa

**Svirf Prospectors (5)** (HF 3, EP 420, Fighter 1, Str 16/02, Dex 15/07, Con 14/22, AL NG, AC 2 (banded mail, Dex), MV 7", hp 27, 26, 25, 25, 23, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or 2d4+1d6-1/2d4+1d6-2/2d4+1d6-4 (acid darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 13, TOP 18, 17, 16, 15, Crit BSL: Def AC +2 (pick) or Def AC -1 (darts), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

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**Svirf Lieutenants (2)** (HF 8, EP 650, Fighter 3, Str 16/49, Dex 15/94, Con 14/61, AL NG, AC 2 (banded mail, Dex), MV 7", hp 45, 44, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or special (svifneblin stun darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 15, TOP 23, 22, Crit BSL: Def AC +4 (pick), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Pappa** (HF 32, EP 1500, Cleric 6, Str 15/22, Dex 16/07, Con 16/22, Wis 16/72, AL NG, AC -1 (**plate mail +2**, Dex), MV 6", hp 63, SZ S, #AT 1, D 1d6+4/1d6+5/2d4+4 (non-magical pick +1), SA spells, summon earth elemental SD all saves made at +3 save poison which is at +2, MR 35%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 16, TOP 32, Crit BSL: Def AC +3 (pick), FF 8, Talents: Close to the Earth, Evaluate Gems, Freeze, Mining Sense, Pick Bonus, Skills of note: first aid skill suite, singing)

**Spells: First level:** Bless, Create Water, Cure Light Wounds (x2), Invisibility to Undead, Light, Remove Fear. **Second level:** Augury, Cure Moderate Wounds (x2), Find Traps, Silence 15' Radius. **Third level:** Locate Object, Remove Paralysis

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Plate Mail +2

AC 1: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ — 2: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

AC 3: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑ — 4: ❑❑❑❑❑ ❑❑❑❑❑

| AC 5 | 6 | 7 | 8 | 9 |
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**Potential Yield:**
- ❑ Defeating Svirf Prospectors (2100 EPV)
- ❑ Defeating Svirf Lieutenants (5200 EPV)
- ❑ Defeating Pappa (EPV 1500)
- ❑ Plate Mail +2 (3000 EPV 15000 GPV)

## Encounter Area 8: Impeded Passage

**Encounter: Great Lucid Impeder, "Bubba"** (HF 33, EP 4,200, Int 6 (Low), AL N, AC 4, MV 3", HD 10+100, hp 180, SZ H, #AT 1 or 1, D 2-12 (to front and front flank) or 1-6 (+blinding, to rear and rear flank), SA blinding nauseating spray, crushing inflation, SD blockage, MR 50% (reflective), Lang: halting common, Hon: Average, ML 17, TOP 90, Crit BSL: Def AC +9, FF 15, Reference HoB 4 p 28)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**
- ❑ Defeating Great Impeder (4200 EPV)

## ENCOUNTER AREA 9: SHRINE OF THE KUO-TOANS

### A. Pilgrim Apartment:

**Encounter:** Kou-Toa Male (3-5 each apartment, 29 rooms, 87-145 total), Kou-Toa Female (1 each per 5 males, 29 rooms, 29 total)

**Km: Kuo-Toa male, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 28, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

(per room)
1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
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**Kf: Kuo-Toa female, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Potential Yield:**
- ❑ Defeating Km: Kou-Toa Males (per room) (525 - 875 EPV)
- ❑ Defeating Kf: Kou-Toa Female (per room) (175 EPV)
- ❑ Coins (20-488 GPV)

## B. Barracks

**Encounter:** Km3: Kuo-Toa Male (24 in 3 barracks and 32 in 2 barracks, 144 total), Km4: Kuo-Toa Male (1 in each barracks, 5 total)

**Km3: Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

(Per 24 Barracks)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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(Per 32 Barracks)

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5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

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**Potential Yield:**

❑ Defeating Km3: Kou-Toa Males (6096-8128 EPV per barracks, 5 barracks, 34544 EPV total)

❑ Defeating Km4: Kou-Toa Males (370 EPV per barracks, 5 barracks,1850 EPV total)

## BF. Barracks, Female

**Encounter:** Kf2: Kou-Toa female (16 per barracks, 2 BF barracks, 32 total), Kf3: Kou-Toa female (2 per barracks, 2 BF barracks, 4 total)

**Kf2: Kuo-Toa female, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

**Kf3: Kuo-Toa female, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 34, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

(per BF barracks)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

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7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Potential Yield:**

❑ Defeating Kf2: Kou-Toa Females (2800 EPV per BF barracks)

❑ Defeating Kf3: Kou-Toa Females (508 EPV per BF barracks)

## C. Common Room:

**Encounter:** Km: Kou-Toa Males (1-4 per room, 4 rooms, 4-16 total), Kf: Kou-Toa Males (0-4 per room, 4 rooms, 0-16 total)

**Km: Kuo-Toa male, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 28, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

(per common room)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Kf: Kuo-Toa female, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Potential Yield:**

❑ Defeating Km: Kou-Toa Males (175-700 EPV per room, 2800 EPV total)

❑ Defeating Kf: Kou-Toa Females (0-700 EPV per room, 2800 EPV total)

## M. Monitor Position:

**Encounter:** Kmon: Kou-Toa, Monitor (1 per encounter, 4 total)

**KMon: Kuo-Toa, Monitor** (HF 16, EP 2,000, Int 13 (High), AL NE (lawful tend.), AC 1, MV 9", 18" Swim, HD 7, hp 55, SZ M, #AT 4, D 2-8/2-8/2-5/2-5 fist/fist/bite/bite, SA subdual +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP 28, Crit BSL: Def AC +3, FF 8, Reference HoB 4 p 68)

(per encounter)
1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Kmon: Kou-Toa, Monitor (2000 EPV per encounter, 8000 EPV total)

## 2. Ramp and Stairs

**Encounter:** Giant Leech (325), Luck-Draining Muck Leech (90)

**Leech, Giant** (HF 1, EP 15 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1, hp 24 each, SZ S, #AT 1, D 1-4, SA blood drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 78)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
33). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
34). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
35). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
36). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
37). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
38). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
39). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
40). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
41). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
42). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
43). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
44). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
45). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
46). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
47). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
48). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
49). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
50). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
51). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
52). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
53). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
54). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
55). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
56). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
57). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
58). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
59). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
60). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
61). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
62). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
63). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
64). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
65). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

66). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
67). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
68). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
69). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
70). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
71). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
72). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
73). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
74). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
75). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
76). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
77). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
78). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
79). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
80). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
81). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
82). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
83). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
84). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
85). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
86). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
87). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
88). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
89). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
90). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
91). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
92). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
93). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
94). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
95). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
96). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
97). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
98). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
99). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
100). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
101). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
102). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
103). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
104). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
105). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
106). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
107). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
108). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
109). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
110). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
111). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
112). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
113). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
114). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
115). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
116). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
117). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
118). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
119). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
120). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
121). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
122). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
123). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
124). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
125). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
127). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
128). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
129). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
130). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
131). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
132). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
133). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
134). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
135). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
136). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
137). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
138). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
139). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
140). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
141). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
142). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
143). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
144). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
145). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
146). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
147). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
148). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
149). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
150). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
150). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
151). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
152). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
153). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
154). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
155). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
156). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
157). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
158). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
159). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
160). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
161). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
162). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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165). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
166). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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168). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
169). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
170). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
171). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
172). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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174). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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176). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
177). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
178). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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183). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
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185). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
186). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
187). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
188). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
189). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
190). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
191). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
192). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
193). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
194). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
195). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
196). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
197). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
198). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
199). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
200). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
201). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
202). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
203). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
204). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
205). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
206). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
207). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
208). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
209). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
210). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
211). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
212). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
213). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
214). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
215). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
216). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
217). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
218). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
219). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
220). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
221). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
222). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
223). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
224). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
225). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
226). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
227). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
228). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
229). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
230). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
231). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
232). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
233). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
234). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
235). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
236). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
237). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
238). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
239). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
240). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
241). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
242). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
243). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
244). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
245). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
246). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
247). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
248). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
249). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
250). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
251). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
252). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
253). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
254). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
255). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
256). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
257). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
258). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
259). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
260). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
261). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
262). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
263). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
264). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
265). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
266). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
267). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
268). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
269). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
270). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
271). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
272). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
273). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
274). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
275). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
276). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
277). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
278). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
279). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
280). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
281). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

282). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
283). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
284). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
285). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
286). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
287). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
288). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
289). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
290). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
291). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
292). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
293). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
294). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
295). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
296). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
297). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
298). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
299). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
300). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
301). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
302). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
303). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
304). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
305). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
306). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
307). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
308). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
309). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
310). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
311). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
312). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
313). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
314). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
315). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
316). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
317). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
318). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
319). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
320). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
321). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
322). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
323). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
324). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
325). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Leech, Luck-Draining Muck (many)** (HF 1, EP 7 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1/4, hp 21, SZ S, #AT 1, D 1/2 hit point, bad luck (-1 to-hit and –1 on saves), SA luck drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 4 p 80)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
33). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
34). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
35). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
36). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
37). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
38). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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46). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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48). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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54). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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56). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
57). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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59). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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69). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
70). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
71). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
72). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
73). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
74). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
75). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
76). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
77). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
78). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
79). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
80). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
81). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
82). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
83). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
84). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
85). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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87). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
88). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
89). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
90). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Potential Yield:**

❑ Defeating Giant Leeches (4875 EPV)

❑ Defeatting Luck-Draining Leeches (630 EPV)

## 3. Steps of the Ziggurat

**Potential Yield:**

❑ Coins (1123 GPV)

❑ Moss Agates (180 GPV)

❑ White Pearls (2400 GPV)

❑ Black Pearls (8000 GPV)

## 5. Guard Post

**Encounter:** Km2: Kou-Toa males (8), Km3: Kou-Toa males (2)

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Km3: Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Potential Yield:**

❑ Defeating Km2: Kou-Toa Males (1400 EPV)

❑ Defeating Km3: Kou-Toa Males (508 EPV)

## 6. Palace of the Priest-Prince

**Encounter:** Km2: Kou-Toa males (8), Km3: Kou-Toa males (2), Km6: Kou-Toa Male

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Km3: Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Km6: Kuo-Toa male, Common, Herald, "Bruce Haddock"** (HF 11, EP 747, Fighter 6, S 13/52, D 11/35, C 14/34, I 13/25, W 11/24, Ch 9/14, Com 12/13, AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 59, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 30, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Potential Yield:**

❑ Defeating Km2: Kou-Toa Males (1400 EPV)
❑ Defeating Km3: Kou-Toa Males (508 EPV)
❑ Defeating Km6: Kou-Toa Male (747 EPV)

## 7. Throne Room of Eel Sharkton

**Encounter: KWp6: Kuo-Toa, Whips (6)** (HF 10, EP 1,034 each, Cleric 6/Assassin 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 48 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +1 damage die, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 24, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 15, open locks 10, find traps 5, remove traps 5, move silently 70, hide in shadows 65, detect noise 30, climb walls 60.

**Spells Prepared** (5/3/2): **First level:** Bless, Cause Light Wounds, Cure Light Wounds, Magical Stone, Purify Food & Drink. **Second level:** Know Alignment, Rigor Mortis, Silence 15' Radius. **Third level:** Blindness, Dispel Magic.

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

❑ Defeating KWp6: Kou-Toa (6204 EPV)
❑ Light-Colored Pearls (3200 GPV)
❑ Dark-Colored Pearls (8000 GPV)
❑ Red Crabs (24000 GPV)
❑ Statues (0 GPV)

## 8. Private Wing

**Encounter:** Kf: Kou-Toa Female (2-5), Km4: Koa-Toa Male (2), Priest-Prince and High Aquarch of Kou-Toa

**Kf: Kuo-Toa female, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**"Eel Sharkton" the Mighty, Priest-Prince and High Aquarch of the Kuo-Toa (1)** (HF 34, EP 5,530, C12/F12/Ass14, Str 18/96, Dex 15/64, Con 12/99, Int 16/05, Wis 17/33, Cha 14/36, Com 6/70, AL NE, AC 2, MV 9", 18" Swim, HD 12, hp 80, SZ L, #AT 1 or 2, D 1d4+7 bite and 1d6+6/1d6+5/1d6+4 dagger OR 1d6+6/2d4+6/2d6+6 and possible stun with harpoon, SA +3 to-hit/+6 to damage for Strength, backstab +3 damage dice, assassination, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, troglodyte, troll, common, Hon: 127 (Great; +1 on all die rolls), ML 13, TOP 40, Crit BSL: Def AC +11, FF 6, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 75, open locks 50, find traps 65, remove traps 65, move silently 95, hide in shadows 95, detect noise 95, climb walls 60, read languages 50.

**Spells Prepared** (10/7/6/3/2/2): **First level:** Befriend, Bless, Create Water, Cause Light Wounds, Cure Light Wounds, Detect Magic,. Endure Heat, Protection from Good, Sanctuary, Walking Corpse. **Second level:** Animate Corpse, Cure Moderate Wounds, Resist Fire, Rigor Mortis, Silence 15' Radius, Slow Poison, Spiritual Hammer. **Third level:** Animate Dead, Continual Darkness, Dispel Magic, Heal Moderate Wounds, Stirring Sermon, White Hot Metal. **Fourth level:** Cause Serious Wounds, Heal Nasty Wounds, Neutralize Poison. **Fifth level:** True Seeing, Plane Shift. **Sixth level:** Blade Barrier, Harm (reversed Cure-All).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

- ❑ Defeating Eel Sharkton (5530 GPV)
- ❑ Defeating Kf: Kou-Toa Females (350-875 EPV)
- ❑ Defeating Km4: Kou-Toa Males (740 EPV)
- ❑ Boots of Speed (2500 EPV 20000 GPV)
- ❑ Ring of Protection +3 (3000 EPV 15000 GPV)
- ❑ Trident of Submission (1500 EPV 10000 GPV)
- ❑ Black Pearls (10000 GPV)
- ❑ Ceremonial Robe #1 (1000 GPV)
- ❑ Ceremonial Robe #2 (1600 GPV)
- ❑ Ceremonial Robe #3 (2750 GPV)
- ❑ Rose Lens (0 GPV)
- ❑ Brooch Pins (2 GPV)
- ❑ Coins (11-1110 GPV)
- ❑ Small Pearls (100-600 GPV)
- ❑ Liquer Cognac (4 GPV)

## 9. Passage to the Slave Quarters

**Encounter:** Km2: Kou-Toa Male (4), Km4: Kou-Toa Male

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Gnolls** (3) (HF 1, EP 65, Int 6 (Low), AL CE, AC 10, MV 9", HD 2, hp 28, SZ L, #AT 1, D by weapon (1-2 fist), SA Nil, SD nil, Lang Gnoll, common, Hon: Average, TOP 4, Crit: BSL: Def AC +0, FF y, HoB 3, p 73)

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

**Half-Orc "Billy Joe"** (HF 0, EP 65, Int 6 (Low), AL N, AC 10, MV 9" (12"), HD 1, hp 23, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang common, Hon Average, TOP ?, Crit BSL: Def AC -2, FF , HoB 6, p 37)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Hobgoblins** (2) (HF 0, EP 35, Int 8 (Average), AL LE, AC 10, MV 9", HD 1+1, hp 26, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang Common, Hobgoblin, Hon Average, TOP 6, Crit BSL: Def AC +2, FF y,Hob 4, p 10)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Lizardmen, Common** (2) (HF 1, EP 65, Int 6 (Low), AL N, AC 5, MV 6", HD 2+1, hp 30, SZ M, #AT 3, D 1-2/1-2/1-6, SA nil, SD nil, Lang Common, Lizardman, Hon Average, TOP 6, Crit BSL: Def AC + 0, FF y,Hob 4, p 92)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Orcs, Common** (9) (HF 0, EP 15, Int 8 (Average), AL LE, AC 10, MV 9" (12"), HD 1, hp 24, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang Orc, Common, Hon Average, TOP 4, Crit BSL: Def: AC -2, FF y,HoB 6, p 33)

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

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Trogs** (8) (HF 3, EP 120, Int 5 (Low), AL CE, AC 5, MV 12", HD 2, hp 30, SZ M, # AT 3, D 1d4-2/1d4-2/2-5, SA nil, SD nil, Lang Trog, Common, Hon Average, TOP 5, Crit BSL: Def AC +3, FF y,HoB 8, p 23)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Hill Dwarves** (2)(HF 1, EP 175, Int 17 (Genius), AL LG, AC (10), MV 6", HD 1, hp 26, SZ S, #AT 1, D by weapon (1-2 fist), SA see HoB, SD see Hob, Lang Dwarf, Common, Hon Average, TOP 6, Crit BSL: Def AC -1, FF y,HoB 2 p 121)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Svirfnebli** (3) (HF 3, EP 420, Int 9 (Average), AL N, AC 2, MV 9", HD 1, hp23, SZ S, #AT 1, D 1-2 Fist, SA Stun darts, SD See HoB, Lang Gnome, Common, Hon Average, TOP 3, Crit BSl: Def AC +0, FF y, HoB 3, p 75)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
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**21 humans** (8 man-at-arm guards – not very good ones – hp 24 each, 9 merchants hp 24 each, and one runaway teenager , hp 23 (with a psychotic aversion to step-dad quirk))

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

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

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Fennettar, male human (8th level bard)** (HF 6, EP 1,836, Bard 8, Str 17/36, Dex 17/77, Con 10/86, Int 14/25, Wis 12/80, Cha 17/28, Com 14/17, AL CN, AC 7 (Dex), MV 12", hp 58, SZ M, #AT 1, D unarmed, SA inspiration, countersong, SD 40% know-it-all-ism, Lang: common, drow, elven, kuo-toa, Hon: 48 (Average), TOP 29, Crit BSL: Def AC +2, FF 5, Age 33, Height 5' 9", Weight 172 lbs., Quirks/Flaws: no depth perception, self absorbed, Talents: hit point bonus, opportunist, Skills: feign toughness 88, intimidation 72, diplomacy 13, graceful entrance/exit 27, knowledge of courtly affairs 44, secret persona 72, skilled liar 91, ulterior motive 51)

**Spells known: First level:** Detect Evil, Protection from Evil, Remove Fear. **Second level:** Alter Self, Strength, White Hot Metal. **Third level:** Bash Face.

**Thieving Skills:** climb walls 75, detect noise 75, pick pockets 65, read languages 45.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Berragle Oriander, male high elf (8th/9th fighter/magic-user)** (HF 8, EP 2,062, Ftr 8/MU 9, Str 16/01, Dex 12/91, Con 17/33, Int 13/85, Wis 11/77, Cha 12/44, Com 12/76, AL LG, AC 10, MV 12", hp 49, SZ M, #AT 3/2, D by weapon +4, SA spells, SD spells, 90% resist Sleep and Charm, Lang: common, drow, elven, gnome, Hon: 50 (Average), TOP 24, Crit BSL: Def AC +6, FF 8, Age 171, Height 5', Weight 105 lbs., Quirks/Flaws: color blind, gullible, Talents: less sleep, Skills: arcane lore 75, arcane speak 56, armor maintenance, botany 49, clever packer 57, graceful entrance/exit 23, spellcraft 51, weapon maintenance, Proficiencies: dagger, halberd, light crossbow, long bow, long sword, quarterstaff)

**Spells known: First level:** Charm Person, Detect Magic, Feather Fall, Identify, Magic Missile, Protection from Evil, Push, Read Magic, Remove Thirst. **Second level:** Detect Life (SSG), Find Traps, Levitate, Mirror Image, Rope Trick. **Third level:** Alternate Reality, Dispel Magic, Fly, Force Hammer (SSG), Lightning Bolt. **Fourth level:** Delayed Magic Missile (SSG), Ice Storm, Stoneskin. **Fifth level:** Lyggl's Cone of Cold. Obviously he does not have his spell book. Only Feather Fall remains prepared in his memory.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Koray, male human (7th level fighter)** (HF 7, EP 1,445, Fighter 7, Str 15/54, Dex 17/34, Con 15/62, Int 8/96, Wis 12/87, Cha 10/18, Com 9/02, AL NG, AC 5 (Dex, tough hide), MV 12", hp 72, SZ M, #AT 3/2 (2/1 with long sword), D by weapon +3 (+6 with long sword), SA long sword mastery, SD nil, Lang: common, elven, ogre, Hon: 52 (Average), TOP 36, Crit BSL: Def AC +4 (+6 with battle axe), FF 7, Age 35, Height 5'8", Weight 135 lbs., Quirks/Flaws: psychotic aversion to worms, Talents: tough hide, Skills: ballroom dance 32, weapon maintenance, Proficiencies: advanced two-weapon fighting (from Combatant's Guide to Slaughtering Foes), long sword (specialization, mastery), hand axe, short bow)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

**Bugbears, Common** (2) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

**Trolls, Common** (2) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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**Ghasts** (2) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 38, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Drow Merchant** (HF 5, EP 247 ea, Ftr 2, Dex 16/86, Int 12/51, AL CE, AC –3 (Drow Chain Mail +2, Drow Buckler +2, Dex), MV 12", HP 28 ea, SZ M, #AT 3/2 or 2, D 1d6+2/1d6+3/1d8+2 (Drow Short Sword +1) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with type Drow-S poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, gnome, undercommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +2, FF 4, Talents: ambidextrous, sword bonus, Skills: short sword specialization

Spells: First Level: Dancing Lights, Darkness, Faerie Fire

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Drow Chain mail +2: AC:

| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|
| ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑❑ ❑❑❑ | ❑❑❑❑ | ❑❑ | ❑ | ❑ |

**Potential Yield:**

❑ Defeating Km2: Kou-Tuo Males (700 EPV)
❑ Defeating Km4: Kuo-Tuo Male (370 EPV)
❑ Drow Chain Mail +2 (var GPV)
❑ Drow Buckler +2 (var GPV)
❑ Drow Short Sword +1 (var GPV)

## 10. Meditation Rooms

**Potential Yield:**

❑ Scrolls (1000 GPV)
❑ Books (2500 GPV)

## 12. Fighting Instruction Rooms

**Encounter:** Km2: Kou-Toa Males (4), Km5: Kou-Toa Males (2)

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Km5: Kuo-Toa male, Common** (HF 9, EP 618, Fighter 5, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 5, hp 53, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 27, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
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**Potential Yield:**

❑ Defeating Km2: Kou-Toa Males (700 EPV)
❑ Defeating KM5: Kou-Toa Males (1236 EPV)

## 13. Library

**Potential Yield:**

❑ Manual of Gainful Exercise (2500 EPV 20000 GPV)
❑ Tome of Understanding (2000 EPV 30000 GPV)
❑ Grim Grimoire (2500 EPV 25000 GPV)

## 14. Breeding Pool

**Encounter:** Kf: Kuo-Toa Female (4), Km2: Kou-Toa Male (11)

**Kf: Kuo-Toa female, Common** (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
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**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Kf: Kuo-Toa Females (700 EPV)
❑ Defeating Km2:: Kuo-Toa Males (1925 EPV)
❑ Jade Intact(19,000 GPV)
❑ Black Pearl Eyes (2000 GPV)

## 15. Offerings Pool

**Encounter:** Km2: Kuo-Toa Male (8), Ka3: Kuo-Toa Male (2)

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Ka3 (2): Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 35, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d8/2d4+1 light crossbow, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1 (melee) or Def AC +0 (crossbow), FF 6, Reference HoB 4 p 68) Each has 12 light quarrels.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

❑ Defeating Km2: Kuo-Toa Males (1400 EPV)
❑ Defeating Ka3: Kuo-Toa Males (508 EPV)

## 16. Finderling Pool

**Encounter: Kf2: Kuo-Toa female, Common** (4) (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Potential Yield:**

Defeating Kf2: Kuo-Toa Females (700 EPV)

## 17. Royal Spawning Pool

**Encounter: Kf4 (6): Kuo-Toa female, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Kf4: Kuo-Toa Females (2220 EPV)

❑ Large Gems (31100 GPV)

## 18. Royal Fingerling Pool

**Potential Yield:**

❑ Basins (11600 GPV)

## 19. Guard Room

**Encounter: Kf4 (6): Kuo-Toa female, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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**Potential Yield:**

❑ Defeating Kf4: KuoTou Females (2220 EPV)

## 20. Seraglio

**Encounter:** Kuo-Toa Female Cleric 9/Assassin 9, Kf2: Kuo-Toa Female (5)

**Kf2: Kuo-Toa female, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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**Kuo-Toa, Common female cleric 9/assassin 9, Goldielox** (HF 15, EP 3,090, Cleric 10/Assassin 10, S 13/03, D 13/52, C 10/34, I 17/44, W 1/45, Ch 15/32, Com 16/33, AL NE, AC 3, MV 9", 18" Swim, HD 9, hp 60, SZ M, #AT 1, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +2 damage dice, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 30, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 80, open locks 20, find traps 25, remove traps 25, move silently 70, hide in shadows 90, detect noise 70, climb walls 50, read languages 45.

**Spells Prepared** (6/4/3/2/1): **First level:** Command, Cure Light Wounds (x2), Endure Cold, Endure Heat, Protection from Good. **Second level:** Cure Moderate Wounds, Resist Fire, Silence 15' Radius, Slow Poison. **Third level:** Continual Darkness, Dispel Magic, Ward Off Good. **Fourth level:** Free Action, Neutralize Poison. **Fifth level:** Plane Shift.

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**Potential Yield:**

❑ Defeating Goldielox (3090 EPV)

❑ Defeating Kf2: Kuo-Tua Female (875 EPV)

❑ Gold Necklace (5000 GPV)

❑ Armband (2000 GPV)

❑ Fin-clips (1800 GPV)

❑ Gold Vessels (4950 GPV)

❑ Silver Vessels (1050 GPV)

## 21. Common Pool

**Encounter:** Km2: Kuo-Toa Males (13), Kf2: Kuo-Toa Females (3)

**Kf2: Kuo-Toa female, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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**Potential Yield:**

❑ Defeating Kf2: Kuo-Toa Females (525 EPV)

❑ Defeating Km2: Kuo-Toa Males (2275 EPV)

## 22. Officer's Quarters

**Encounter:** KC: Kuo-Toa, Captain, "Gilman Watters", KL: Kuo-Toa, Lieutenant, "Jonnee Gefelta" and "Hal Ibett"

**KC: Kuo-Toa, Captain, "Gilman Watters" (1)** (HF 20, EP 3,510, F10, S 17/89, D 13/83, C 11/34, I 16/24, W 10/41, Ch 12/87, Com 9/23, AL NE, AC 3, MV 9", 18" Swim, HD 10, hp 90, SZ L, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (high mastery, 2 per round, +3/+3, speed factor 1), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 45, Crit BSL: Def AC +10 (harpoon) or Def AC +7 (bite), FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**KL: Kuo-Toa, Lieutenant, "Jonnee Gefelta" and "Hal Ibett", (2)** (HF 16, EP 2,364 each, F8, Int 14 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 8, hp 72, SZ M, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (mastery +2/3), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 36, Crit BSL: Def AC +7 (harpoon) or Def AC +5 (bite), FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

❑ Defeating Kuo-Toa Captain (3510 EPV)

❑ Defeating Kuo-Toa Lieutenants (4728 EPV)

❑ Yellow Pearls (4000 GPV)

❑ Coins (222 GPV)

## 23. Sergeants' Quarters

**Encounter:** Km3: Kuo-Toa Males (5), Km4: Kuo-Toa Males (4), Km5: Kuo-Toa Males (2), Km6: Kuo-Toa Male

**Km3: Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

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**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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**Km5: Kuo-Toa male, Common** (HF 9, EP 618, Fighter 5, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 5, hp 53, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 27, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Km6: Kuo-Toa male, Common** (HF 11, EP 939, Fighter 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 58, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 27, Crit BSL: Def AC +4, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Potential Yield:**

Defeating Km3: Kuo-Toa Males (1270 EPV)
Defeating Km4: Kuo-Toa Males (1480 EPV)
Defeating Km5: Kuo-Toa Males (1236 EPV)
Defeating Km6: Kuo-Toa Male (939 EPV)
Coins (1524 GPV)

## 24. Quarters of Eel Sharkton Female Guards

**Encounter: Kf4 (16): Kuo-Toa female, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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

**Potential Yield:**

❑ Defeating Kf4: Kuo-Toa Female (5920 EPV)
❑ Coins (1600 GPV)
❑ Pearls (6400 GPV)

## 25. Armory

**Potential Yield:**

❑ Net of Snaring (1000 EPV 10000 GPV)
❑ Drow Bucklers +1 (12) (var GPV)
❑ Drow Short Swords +1 (12) (var GPV)
❑ Drow Daggers +1 (14) (var GPV)
❑ Dagger +1 (500 EPV 2500 GPV)
❑ Short Sword +2 (800 EPV 4000 GPV)

## 27. Monitors' Quarters

**Encounter: KMon: Kuo-Toa, Monitor** (6) (HF 16, EP 2,000, Int 13 (High), AL NE (lawful tend.), AC 1, MV 9", 18" Swim, HD 7, hp 55, SZ M, #AT 4, D 2-8/2-8/2-5/2-5 fist/fist/bite/bite, SA subdual +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP 28, Crit BSL: Def AC +3, FF 8, Reference HoB 4 p 68)

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

**Potential Yield:**

❑ Crystal Hynosis Ball (800 EPV 10000 GPV)
❑ Pain Giver +2 Short Sword (300 EPV 5000 GPV)
❑ Defeating Kmon: Kuo-Toa Monitors (12000 EPV)

## 29. Secret Sunken Chamber

**Encounter:** Bound Spectre, Standard Spectre

**Spectre, Bound, "Wade Codmus Pike" (1)** (HF 46, EP 4,000, Int 16 (Exc), AL NE, AC 0, MV 15î, 30î Fly (B), HD 8+4, hp 66, SZ M, #AT 1, D 2-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none), Lang: kuo-toan, subterranean common, Hon: Average, ML 19, TOP n/a, Crit BSL: Def AC +7, FF n/a, Reference HoB 7 p 94)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Spectre, Standard, "Tommy Dorsal" (1)** (HF 30, EP 3,000 each, Int 14 (High), AL NE, AC 2, MV 15î, 30î Fly (B), HD 7+3, hp 60 , SZ M, #AT 1, D 1-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none) , Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 7 p 94)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

- ❑ Defeating Bound Spectre (4000 EPV)
- ❑ Defeating Standard Spectre (3000 EPV)
- ❑ Coins (78428 GPV)
- ❑ Silk Altar Cloth (60,000 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potion Of Water Breathing (400 EPV 900 GPV)
- ❑ Potions of Sweet Water (200 EPV 250 GPV)
- ❑ Potions of Sweet Water (200 EPV 250 GPV)
- ❑ Potions of Sweet Water (200 EPV 250 GPV)
- ❑ Potions of Sweet Water (200 EPV 250 GPV)
- ❑ Potion of Rainbow Hues (200 EPV 800 GPV)
- ❑ Potion of Polymorph to Gnome ( 650 EPV 900 GPV)
- ❑ Potion of Poison (var GPV)
- ❑ Potion of Poison (var GPV)
- ❑ Dust of Dryness (1000 EPV 10000 GPV)
- ❑ Helm of Underwater Action (1000 EPV 15000 GPV)
- ❑ Gauntlets of Swimming and Climbing (1000 EPV 5000 GPV)
- ❑ Coral Coffer (1000 GPV)
- ❑ Lapis Lazuli Stones (1880 GPV)
- ❑ Platinum Ignots (23780 GPV)
- ❑ Gold Bracelets (2000 GPV)
- ❑ Platinum Bracelets (1000 GPV)
- ❑ Gold Brooches (2000 GPV)
- ❑ Jade Comb (500 GPV)
- ❑ Platinum Headband (500 GPV)
- ❑ Cleric Scroll (1600 EPV 4800 GPV)
- ❑ Cursed Scroll (0 EPV 1000 GPV)
- ❑ Idol of Bilbdoolpoolp (500 EPV 1000 GPV)
- ❑ Silver Chest (2400 GPV)
- ❑ Jeweled Medallion (25000 GPV)

## 30. Guard Post

**Encounter:** Kf2: Kuo-Toa Females (8), Kf4: Kuo-Toa Females (2)

**Kf2: Kuo-Toa female, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

**Encounter: Kf4 (6): Kuo-Toa female, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Potential Yield:**

- ❑ Defeating Kf2: Kuo-Toa Females (1400 EPV)
- ❑ Defeating KF4: Kuo-Toa Females (740 EPV)

## 31. Guarded Stairs Up

**Encounter:** Km3: Kuo-Toa Males (8), Km4: Kuo-Toa Males (2)

**Km3: Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

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

**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
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**Potential Yield:**

❑ Defeating Km3: Kuo-Toa Male (2032 EPV)

❑ Defeating Km4: Kuo-Toa Male (740 EPV)

## 32. Guard Post

**Encounter:** Km2: Kuo-Toa Male (8), Ka3: Kuo-Toa Male (4), Km4: Kuo-Toa Male (2)

**Km2: Kuo-Toa male, Common** (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

**Ka3 (2): Kuo-Toa male, Common** (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 35, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d8/2d4+1 light crossbow, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1 (melee) or Def AC +0 (crossbow), FF 6, Reference HoB 4 p 68) Each has 12 light quarrels.

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

**Km4: Kuo-Toa male, Common** (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

**Potential Yield:**

❑ Defeating Km2: Kuo-Toa Males (1400 EPV)

❑ Defeating Ka3: Kuo-Toa Males (1016 EPV)

❑ Defeating Km4: Kuo-Toa-Males (740 EPV)

## 33. Quarters of the Whips

**Encounter: KWp6: Kuo-Toa, Whips (6)** (HF 10, EP 1,034 each, Cleric 6/Assassin 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 48 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +1 damage die, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 24, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 15, open locks 10, find traps 5, remove traps 5, move silently 70, hide in shadows 65, detect noise 30, climb walls 60.

**Spells Prepared** (5/3/2): **First level:** Bless, Cause Light Wounds, Cure Light Wounds, Magical Stone, Purify Food & Drink. **Second level:** Know Alignment, Rigor Mortis, Silence 15' Radius. **Third level:** Blindness, Dispel Magic.

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

**KWp (3): Kuo-Toa, Whip** (HF 8, EP 475 each, Fighter 4/Assassin 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 36 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 30, open locks 10, find traps 10, remove traps 5, move silently 45, hide in shadows 50, detect noise 50, climb walls 60.

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

**Potential Yield:**

❑ Defeating KWp: Kuo-Toa Whips (6204 EPV)
❑ Defeating KWp: Kuo-Toa Whips (1425 EPV)
❑ Pearls (6300 GPV)
❑ Coins (799 GPV)

## 34. Chamber of the Chief Whip

**Encounter:** Kuo-Toa Chief, Shadows (1-4)

**Kuo-Toa, Chief "Majority" Whip, Newt Kingfish** (HF 13, EP 1,060, Fighter 7/Assassin 7, S 13/59, D 15/90, C 14/34, I 13/02, W 12/17, Ch 11/18, Com 4/41, AL NE (chaotic tend.), AC 2, MV 9", 18" Swim, HD 7, hp 53, SZ L, #AT 1 or 2, D 2-5 bite and 1d6+3/1d6+2/1d6+1 **Drow Dagger +2** OR 1d6+2/1d6+3/1d8 +3 **Drow Short Sword +2** OR garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: 72 Great (+1 on all die rolls), ML 13, TOP 27, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

**Thief Skills:** pick pockets 10, open locks 10, find traps 35, remove traps 35, move silently 45 (75 with Drow boots), hide in shadows 70 (80 with Cape), detect noise 50, climb walls 65.

**Possessions: Ring of Invisibility, Drow Boots** and a **Cape of Shadow Weaving.**

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

**Shadows, Common, (1d4)** (HF 5, EP 420 each, Int 5-7 (Low), AL CE, AC 7, MV 12", HD 3+3, hp 46, 29, 28, 31, SZ M, #AT 1, D 2-5, SA strength drain, SD +1 or better to hit, immune to cold & sleep, charm, hold spells, Hon: Average, ML 20/15/11/6 (depending on lighting - Typical illumination in the Shrine is average to twilight), TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 7 p 47)

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

**Potential Yield:**

❑ Defeating Shadows (420-1680 EPV)
❑ Defeating Kuo-Toa Chief (1060 EPV)
❑ Cape of Shadow Weaving (1000 EPV 20000 GPV)
❑ Ring of Invisibility (1500 EPV 7500 GPV)
❑ Drow Boots (10000 GPV)
❑ Drow Short Sward +2(var GPV)
❑ Drow Dagger +2 (var GPV)
❑ Giant Pearls (18500 GPV)
❑ White Pearls (1200 GPV)
❑ Coins 1321 (GPV)

## 35. Locked Room

**Encounter: Drow female fighter 9th, "Elodie"** (HF 14, EP 3,588, Fighter 9, S 17/89, D 18/90, C 14/34, I 16/61, W 13/45, Ch 17/56, Com 18/68, AL CE, AC 5 (Dex, acrobatic skill suite), MV 12", HD 9 [+18], hp 92, SZ M, #AT 2 or 3, D (by weapon), SA high mastery of short sword (2 attacks/round, +3 to-hit/+3 to damage, speed factor –3), SD 90% resist Sleep and charm effect, surprised only on a 1 on 1d10, +2 on all saves against magic, MR 68%, Lang: drow, drow sign language, elven, common, undercommon, Hon: 64 (Average), ML 14, TOP 46, Crit BSL: Def AC +7 (melee) or Def AC +10 (missile) or Def AC +11 (if she can acquire a short sword), FF 7, Age 137, Height 5' 5", Weight 100 lbs., Skills: armor maintenance, dirty fighting 100, knowledge of courtly affairs 72, diplomacy 61, ulterior motive 99, weapon maintenance, wuss slap 64, Proficiencies: short sword (high mastery), dagger, long sword, hand crossbow, Talents: acrobatic skill suite, ambidextrous, short sword bonus, Reference HoB 2 p 111)

**Spells: First Level:** Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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**Potential Yield:**

Defeating Drow Female Fighter (3588 EPV)