











G. Tser Pool Encampment

**Encounter:** Bruno, Horned simian bush grappler, Gypsy fighters (8), Gypsy thieves (8), Gypsy bards (4)

**Bruno, male adult Horned Simian Bush Grappler** (HF 2, EP 420, Int 3, AL N, AC 6, MV 9" (12"), HD 3+1, HP 45, SZ L #AT 2 or 3, D 9+/9+/1-6 (see Table 12E PHB for grappling, bite), SA: Grappling (2 attacks per round per Table 12E in the PHB), SD: Nil, Lang: None, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+3, FF 6, Str 20, Reference HoB 4, p15)

**8 gypsy fighters** (HF 2, EP 180, Int 12, AL N, AC 2 (hide armor, acrobatics and medium shields), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 40 ea., SZ M, #AT 3/2 or 2, D 1d8+2/1d8 (+1 to hit and +2 to damage due to long sword specialization / short bows with sheaf arrows), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 12, TOP: 20, Crit BSL: Def AC-1 (melee), Def AC-2 (missile), FF 6, Skills and Talents: Acrobatic skill suite)

**8 gypsy thieves** (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3<sup>rd</sup> level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d8 (long swords/short bows and sheaf arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, Skills and Talents: PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). These gypsies have the **following potions, Attitude Adjustment, Elixir of Madness, Fire Breath, Clairaudience and Longevity.**

**4 gypsy bards** (5<sup>th</sup> level) (HF 1, 588, AL CN, AC 4 (Dex and hide armor), MV 9" (12"), HD 5d6 (5<sup>th</sup> level bard), HP 48, SZ M #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC-2 (broad sword) or Def AC+0 (thrown daggers), FF 6, Str 12/83, Dex 15/01, Con 12/09, Int 13/57, Wis 8/14, Cha 15/11, Com 13/46) Skills and Talent: ambidextrous, singing 28, weapon maintenance, local history 40, climb walls 50, detect noise 20, pick pockets 80, read languages 5, identify magic 25, know trivia 25.

**Spells Memorized:** First (3) Aura of Innocence, Shift Blame, Grease, Second (1) Invisibility.

1). HPs:

2). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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3). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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4). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	

5). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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6). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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7). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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8). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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9). HPs:

Hide Armor AC	6	7	8	9
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Medium Shield	+3	+2	+1	
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10). HPs:

Clothing AC 9

11). HPs:

Clothing AC 9

12). HPs:

Clothing AC 9

13). HPs:

Clothing AC 9

14). HPs:

Clothing AC 9

15). HPs:



3). HPs:

4). HPs:

**Potential Yield:**

- Kill Horde Vampires (4) (EPV=2600)
- Potion of Sweet Water (7) (EPV=1400) (GPV=1750)

**H. Tser Falls and The River Ivlis**

**Encounter:** Drow fighters (9), Drow fighter/mage (1)

**5 drow fighters (2<sup>nd</sup> level)** (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 40 ea., SZ M, #AT 5/2, D 1d6+3 (shortsword, +3 to hit)/1d6 (dagger, +1 to hit), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 20, Crit BSL: Def AC+1 (sword), Def AC-1 (dagger), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

**4 drow fighters (2<sup>nd</sup> level)** (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 34 ea., SZ M, #AT 2, D 1d6+3 (shortsword, +3 to hit)/ (bolt, 1-3+poison), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 17, Crit BSL: Def AC+1 (sword), Def AC-2 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

**1 drow fighter/mage (3<sup>rd</sup>/3<sup>rd</sup> level)** (HF 7, EP 650, Int 18, AL CE, AC -2 (Dex, drow chainmail armor and buckler), MV 12", HD (3d10+3d4)/2 (3<sup>rd</sup> level fighter/3<sup>rd</sup> level magic-user), HP 44 ea., SZ M, #AT 2, D 1d6+2 (shortsword, +3 to hit)/ (bolt, 1-3+poison, +2 to hit from Dex), SA: (+2 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 58% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+2 (sword), Def AC+1 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, First level (4): Chill Touch, Feather Fall, Jump, Taunt, Second Level (1): Tattoo of Shame, Weakness: bright light (-2 to hit))

1). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

2). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

3). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

4). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

5). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

6). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

7). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

8). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

9). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1  
                   

10). HPs:

Drow Chain Mail AC 3                    4                    5

6                    7                    8                    9



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Drow Buckler +3	+2	+1	
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**Potential Yield:**

- Kill Drow fighters (9) (EPV=5850)
- Kill Drow fighter/mage (EPV=650)
- 9 drow shortwords (+1) (EPV=3600) (GPV=36000)
- 5 Drow daggers (+1) (EPV=2500) (GPV=1000)
- 9 Drow chainmail (+1) (EPV=4500) (GPV=18900)
- 9 Drow bucklers (+1) (EPV=1800) (GPV=360)
- 1 Drow shortword (+2) (EPV=800) (GPV=4000)
- 1 Drow chainmail (+2) (EPV=1000) (GPV=2450)
- 1 Drow buckler (+2) (EPV=300) (GPV=45)
- 5 hand crossbows (GPV=1500)
- 10 doses of drow poison (GPV=500)
- 10 Drow cloaks (EPV=0 or 8000) (GPV=0 or 100,000)
- 10 Drow pair of boots (EPV=0 or 10000) (GPV=0 or 150,000)
- 30 hand crossbow bolts (GPV=30)
- traveling spell book with Chill Touch, Feather Fall, Jump, Taunt and Tattoo of Shame (EPV=3000) (GPV=6000)
- 200 pp (GPV=1000)
- 100 gp gems (25) (GPV=2500)

**I. Carriage**

**Encounter: 2 heavy horses** (HF 1, EP 120, Int 1, AL N, AC 7, MV 15", HD 3+3, HP 42 each, SZ L, #AT 3, D 1-3/1-8/1-8 (bite/hoof/hoof), SA: Nil, SD: Nil, Lang: None, Hon: N/A, ML 7, TOP: 21, Crit BSL: Def AC+2, FF 8, Reference HoB 1, p57)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
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- 2). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
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**Potential Yield:**

- Kill Heavy horses (2) (EPV=240)
- Carriage (GPV=7000)

**J. The Gates of Robinloft**

**Encounter: Green Slime** (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation (in 1-4 rounds), SA: Transformation (eats through plate mail in 3 rounds), SD: Immune to most spells, Lang: None, Hon: N/A, ML 20, TOP: N/A, Crit BSL: N/A, FF N/A, Reference HoB 7, p78, Weaknesses: Cure Disease, Fire, Cold.)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

**Potential Yield:**

- Kill Green slime (EPV=35)

**K4. Carriage House**

**Potential Yield:**

- Carriage (same as area I) (GPV=7000)

**K7. Entry**

**Encounter: 8 Puppet Golems** (HF 2, EP 130, Int 4, AL N, AC 7, MV 3", HD 2, HP 30 ea., SZ T, #AT 1, D 1-2 (melee) or 2-12 (greek fire), SA: Magic Missile twice per day as 10<sup>th</sup> level caster, SD: Spring Legs (can leap 60 feet), Lang: common, Hon: Ave, ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 3, p90)

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

- 4). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 5). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 6). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 7). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 8). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

**Potential Yield:**

- Kill Puppet Golems (8) (EPV=1040)
- Greek Fire (20) (GPV=200)
- Tiny sword (8) (GPV=.8) (Anyone other than a pixie fairy who uses this item suffers a -1 hit to Honor)
- Dragon statues (4) (GPV=800)

**K8. Great Entry**

**Encounter: 8 Gargirls** (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA: nag, SD: +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft Appendix)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□  
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**Potential Yield:**

- Kill Gargirls (8) (EPV=7488)
- Tahd Vlad'Neer's lucky tie tack (GPV=50)

**K9. Guest's Hall**

**Potential Yield:**

- Plate Mail Armor (GPV=2000)

**K10. Dining Hall**

**Encounter: 1 Talking Zombie** (HF 2, EP 175, Int 12, AL NE, AC 7, M 6", HD 2, HP 32, SZ M, #AT 1 D 1-8, SA: Nil, SD: Immune to Sleep, Charm, Hold, death magic, poison and cold based spells, Lang: common, Hon: low (-1 to ALL die rolls), ML 19, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 8, p122, Weakness; always attacks last.)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

**Potential Yield:**

- Kill Talking Zombie (EPV=175)

**K12. Turret Post**

**Encounter: 8 Gargoyles** (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: Nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)

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

**Potential Yield:**

- Kill Gargoyles (8) (EPV=2560)

**K15. Chapel of Robinloft**

**Potential Yield:**

- Icon of Robinloft (EPV=3000) (GPV=12,000)

**K19. Grand Landing**

**Potential Yield:**

- Plate Mail Armor (2) (GPV=4000)
- Mace (2) (GPV=16)

**K23. Servant's Entrance**

**Potential Yield:**

- Plate Mail Armor (2) (GPV=4000)

**K24. Servant's Quarters**

**Potential Yield:**

- Chest, Large (GPV=2)
- 100 cp (GPV=1)
- 300 sp (GPV=30)
- Paintings of Landscapes (6) (GPV=300)
- Potion of Diminution** (EPV=300) (GPV=500)
- Scroll of Dispel Magic** (EPV=300) (GPV=900)
- Scroll of Restoration** (EPV=700) (GPV=2100)
- Plate Mail Armor (GPV=2000)
- Body Shield (GPV=100)
- Chain Mail Armor (GPV=350)
- Locksmithing tools (GPV=100)
- Two-handed sword (GPV=50)
- Hand crossbow (GPV=300)

**K27. Hall of Grace**

**Encounter: 1 Vampire Hound** (HF 4, EP 270, Int 10, AL LE, AC 5, MV 15", HD 3+3, HP 36, SZ S, #AT 1, D 5-10, SA: Fear (<2HD), SD: Regeneration, immune to darkness, immune to control spells, +2 on all saving throws, Lang: Morosevian, common, Hon: Ave, ML 18, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55)

- 1). HPs:

**Potential Yield:**

- Kill Vampire Hound (EPV=270)

**K28. King's Worship Place**

**Encounter: 2 Headlong Vampires** (HF 13, EP 420, Int 10, AL LE, AC 10 or 8 (head form), MV 12"/12" fly (D), HD 4, HP 48 each, SZ M, #AT 1, D 1-6 and 1 point of Strength and Constitution, SA: Head detachment (save vs. spell or die, if save, still affected by Feeblemind - a second save negates), Blood drain (a bitten victim loses one hit point per night unless Dispel Evil is cast upon him), hypnosis (-3 to save), drips acid (1-4 points of damage), SD: Regeneration, immune to holy objects, cannot be turned, immune to control spells, Lang: Morosevian, common, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55, Weaknesses: Turned as wraith (while in head form), recoils from boldly presented holy symbols, helpless if touched by sunlight, head must reunite with body in seven hours or it dies.)

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

**Potential Yield:**

- Kill Headlong Vampire (2) (EPV=840)
- Large ornate throne (2) (GPV=4000)

**K30. Office of the King's Accountant**

**Encounter: Lief Lipsiege, Astral Searcher**

**Lief Lipsiege, Accountant, 0-lvl human male** (HF 0, EP 7, AL LN, AC 10, MV 12", HD 1/2+1, HP 25, SZ M, #AT 1, D 1d6-2 (dagger, -1 to hit and -1 to damage due to Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 6, Str 8/22, Dex 10/14, Con 13/39, Int 14/98, Wis 12/01, Cha 8/45, Com 10/45)

**Astral Searcher** (HF 2, EP 85, AL CN, AC 10, MV 12", HD 2, HP 29, SZ M, #AT 1, D 1d6 (but damage fades in 3-12 rounds), SA: hit all victims as if AC5, If victim reduced to zero, mental possession occurs. SD: 50% magic resistance, Lang: common, Fangarian, Hon: Ave, ML 7, TOP: N/A, Crit BSL: +5, FF N/A, Reference: HOB 1 p34)

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

**Potential Yield:**

- Kill Lief Lipsiege (EPV=7)
- Kill Astral searcher (EPV=85)
- 20,000 cp (GPV=200)
- 1000 gp (GPV=1000)
- 500 pp (GPV=2500)
- Reference books on accounting (100) (GPV=1000)

**K32. Maid's Hall**

**Encounter: Helga, Mulo Vampire** (HF 24, EP 8,000, Int 16, AL CE, AC 1, MV 9", HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Regeneration (3 hp/round), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. SD: +1 or better weapon to hit, can shapechange into a horse or sheep, immune to sunlight, Lang: common, Morosevian, elvish, Hon: Ave, ML 17, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p52, Skills: Maintenance/upkeep, shaving/grooming, cooking 82, orchestrate task 68. Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Nail through the neck or cutting off toes instantly kills.)



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**Potential Yield:**  
 Kill ScareRavens (40) (EPV=1400)

**K47. The Landing**  
**Encounter: 20 Crawling Claws** (HF 1, EP 35, Int 0, AL N, AC 7, MV 9", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1d4 (armored) or 1d6 (unarmored), SA: Nil, SD: half damage from edged weapons, immune to magic weapon enhancements, immune to immune to Sleep, Charm, Hold and death magic, cannot be turned, controlled or damaged by holy water, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference HoB 2 p37, Weaknesses: cold spells cause +1 damage per die.)

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**Potential Yield:**  
 Kill Crawling Claws (20) (EPV=700)  
 Painting (GPV=300)

**K49. Lounge**  
**Potential Yield:**  
 Books (20) (GPV=2)

**K54. Familiar Room**  
**Encounter:** Black cat familiar, Quasit familiar, Pit Bull familiar, Fire Demi-elemental familiar

**Black cat familiar (nocturnal)** (HF 0, EP 7, Int 2, AL NE, AC 6, MV 9", HD 13 hit points, SZ T, #AT 3, D 1-2/1-2/1, SA: Rear claw rake 1-2 (if both front claws hit), surprise 8 in 10, SD: only surprised 2 in 10, speed boost (MV 18" for 1-10 rds), Lang: none, Hon: Ave, ML 8, TOP: 4, Crit BSL: Def AC-4, FF 2, Reference HoB 2, p8)

**Quasit familiar (grumpy)** (HF 11, EP 2000, Int 5, AL CE, AC 2, MV 15", HD 3, HP 35, SZ T, #AT 3, D 1d2+4/1d2+4/1d4+4 (+2 to hit, +4 to damage due to 16/66 Strength), SA: poison (lose 1 point of Dex for 2-12 rounds), SD: Blast of Fear (1/day), Commune (1/week), Darkness, Teleport Without Error, Gate, Detect Good, Detect Magic, Invisibility, +1 or better or cold iron weapon to hit, polymorph self, 25% magic resistance, save as 7 HD, immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 9, TOP: 17, Crit BSL: Def AC+3, FF N/A, Reference HoB 5, p 92)

**Pit Bull familiar (foul smelling)** (HF 2, EP 125, Int 2, AL N(C)E, AC 6, MV 12", HD 2+5, HP 35, SZ M, #AT 1, D 1-8, SA: blood lust (+1 to hit, +3 to damage, +3 penalty to AC), rend flesh (double damage + effect of critical on a natural 20), SD: fear (<4HD save vs. spell or flee for 1d6 rounds) Lang: none, Hon: Ave, ML 17, TOP: 17, Crit BSL: Def AC+1 (normal), Def AC+2 (blood lust), FF 10, Reference HoB 6, p 78)

**Fire Demi-elemental familiar** (magic resistance 20%, imparts to master, grants Fire Resistance to master) (HF 0, EP 120, Int 8, AL NE, AC 8, MV 12", HD <1-1 HP 10, SZ T, #AT 1, D 1-4, SA: will set flammable objects on fire, SD: +2 or better weapon to hit, 20% magic resistance, Lang: none, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference Spellslinger's Guide to Wurld Domination p 80)

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**Potential Yield:**  
 Kill Black cat familiar (EPV=7)  
 Kill Quasit familiar (EPV=2000)  
 Kill Pit Bull familiar (EPV=125)  
 Kill Fire Demi-elemental familiar (EPV=120)

**K55. Element Room**  
**Potential Yield:**  
 Bottles of components (9) (GPV=18)  
 Sweet Water formula book (GPV=500)

**K56. Caldron**  
**Encounter:** Witches (4), Salt Water elemental

**Witch #1, 5<sup>th</sup> level magic-user, human** (HF 4, EP 479, AL CE, AC 5 (Dex, ring and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (black cat) Powers: night vision, +1 bonus to surprise rolls.)

**Spells:** 1st level (6): Burning Hands, Charm Person, Color Spray, Spook, Magic Missile (x2), 2nd level (2): Bind, Irritation, Third level (1) Bash Face.

**Possessions: Ring of Protection +3**

**Witch #2, 5<sup>th</sup> level magic-user, human:** (HF 4, EP 679, AL CE, AC 6 (Dex, tough hide and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/13, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (quasit) Powers: telepathy, infravision, 20% magic resistance, regenerate 1 hp per round, memorize and cast spells as if one level higher, +1 bonus to surprise rolls, Skills and Talents: Tough Hide)

**Spells:** 1st level (6): Dancing Lights, Detect Magic, Magic Missile (x3), Sleep, 2nd level (2): Fire Telekinesis, Magic Missile of Skewering, Third level (1) Bash Face, Murgain's Migraine.

**Possessions: Ring of Hefty Spell Casting** (can cast five spells simultaneously)

**Witch #3, 5<sup>th</sup> level magic-user, human** (HF 4, EP 479, AL CE, AC 5 (Dex, cloak and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/49, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (pit bull) Powers: telepathy, +1 bonus to surprise rolls.)

**Spells:** 1st level (6): Feather Fall, Friends, Grease, Protection from Good, Sleep, Smell Immunity, 2nd level (2): Glitterdust, Improved Phantasmal Force, Third level (1) Haste.

**Possessions: Cloak of Displacement** (first attack misses).

**Witch #4, 5<sup>th</sup> level magic-user, human:** (HF 4, EP 679, AL CE, AC 7 (Dex, acrobatic and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (demi-elemental) Powers: telepathy, 20% magic resistance, Fire Resistance, +1 bonus to surprise rolls, Skills and Talents: Acrobatic Skill Suite.)

**Spells:** 1st level (6): Hold Portal, Color Spray, Shocking Grasp, Run, Charm Person, Cromatic Orb, 2nd level (2): Ray of Enfeeblement, Munz's Bolt of Acid, Third level (1) Paralyzation

**Possessions: Potion of Fire Breath, Potion of Polymorph to Insect**

**Salt Water Elemental** (HF 27, EP 6000, AL NE, AC 8, MV 6"/18" swim, HD 12, HP 104, SZ L, #AT 1, D 5-30 (-5 due to fighting outside of water), SA: Nil, SD: +2 or better weapon to hit, Lang: none, Hon: Ave,

ML 17, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HOB 3 p8).

1). HPs:

Clothing AC 9

2). HPs:

Clothing AC 9

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Clothing AC 9

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Clothing AC 9

5). HPs:

**Potential Yield:**

- Kill Witch #1 (EPV=479)
- Kill Witch #2 (EPV=679)
- Kill Witch #3 (EPV=479)
- Kill Witch #4 (EPV=679)
- Dagger (4) (GPV=8)
- Sleep Elixir (4) (EPV=800) (GPV=1600)
- Ring of Protection +3 (EPV=3000) (GPV=15000)
- Ring of Hefty Spell Casting (EPV=1500) (GPV=50000)
- Cloak of Displacement (EPV=1500) (GPV=30000)
- Potion of Fire Breath (EPV=400) (GPV=4000)
- Potion of Polymorph to Insect (EPV=350) (GPV=500)
- Spell Book #1 (EPV=14000) (GPV=28000)
- Spell Book #2 (EPV=13000) (GPV=26000)
- Bowl of Commanding Water Elementals (EPV=2000) (GPV=25000)

**K60. Northtower Peak**

**Encounter: DoppelMeister** (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65, SZ H, #AT 1, D 2-24, SA: digestion 1d12, SD: Invisibility, Lang: none, Hon: Ave, ML 16, TOP: 33, Crit BSL: Def AC+8, FF 7, Reference HOB 2 p 66.)

1). HPs:

**Potential Yield:**

- Kill DoppelMeister (EPV=3000)

**K62. Servants' Hall**

**Encounter: Cyrus Belview, Vampire Thrall** (HF5, EP 420, AL CN, AC 9 (clothes), MV 12", HD 4+4, HP 44, SZ M, #AT 1, D 1d6+3 (club, +1 to hit and +3 to damage due to Strength), SA: Nil SD: regenerate 1 hp per turn, +2 on all saving throws, immunity to control spells Lang: common Morosevian, Hon: Ave, ML 17, TOP: 22, Crit BSL: Def AC+4, FF 9, Reference HOB 8 p 55, Str 15/12, Dex 8/04, Con 11/49, Int 11/52, Wis 3/10, Cha 7/31, Com 8/15.)

1). HPs:

**Potential Yield:**

- Kill Cyrus Belview (EPV=420)

**K65. Kitchen**

**Encounter: 3 Monster Zombies** (HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, HP 50, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p124)

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**Potential Yield:**

- Kill Monster Zombies (3) (EPV=1950)

**K69. Guard's Quarters**

**Encounter: 10 Screaming Skeletons** (HF 2, EP 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 27 ea., SZ M, #AT 1, D 1-6, SA: Fear scream (40-foot radius, 1d6 rounds, save or flee), SD: hacking and puncturing weapons do only half damage, immune to Sleep, Charm, Hold, death magic, paralyzation, poison, fear, darkness, cold-based attacks and verbal abuse, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-1, FF N/A, Reference HoB 7, p66)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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**Potential Yield:**

- Kill Screaming Skeletons (10) (EPV=1750)

**K70. Kingsman Hall**

**Encounter: 3 Hordlings** (HF 45, EP 650, Int 8, AL CE, AC 3, MV 9", HD 6+3, HP 54, SZ Large, #AT 3, D 1-3+4/1-3+4/1-6+4 (claw/claw/bite), SA: Stinking Cloud (7<sup>th</sup> level) once per day, Strangulation (if both claws hit in a single round, holding may automatically do 2-8 on subsequent rounds), +2 to hit and +4 to damage due to 16/66 Strength, SD: infravision, ultravision, Darkness, Teleport Without Error and Gate, half damage from electricity and fire, immune to cold, gas and poison, become 75% invisible if they concentrate for 1 turn, Lang: common (telepathy), nefarian, Hon: Ave, ML 18, TOP: 27, Crit BSL: Def AC+7, FF N/A, Reference HOB 5 p87)

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**Potential Yield:**

- Kill Hordlings (3)

**K72. Office of Vengeance**

**Encounter: Shadow Demon** (HF 24, EP 1,075, Int 12, AL CE, AC 9/5/1 (depending on lighting conditions), MV 12" (possibly more), HD 7+3, HP 65, SZ M, #AT 3, D 1-8/1-6/1-6, SA: Darkness 10' radius (1/day), Fear 30' radius (1/day), Magic Jar (1/week), SD: immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 20/15/11/6 (depending on lighting conditions), TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 5, p126)

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**Potential Yield:**

- Kill Shadow Demon (EPV=1075)
- 3 Longswords (GPV=45)
- 3 Jousting Lances (GPV=60)

**K74. North Dungeon**

**Potential Yield:**

- Cell a 6100 ep (GPV=3050)
- Cell b 5600 ep (GPV=2800)
- Cell c 600 pp (GPV=3000)
- Cell g 6900 ep (GPV=3450)
- Cell h **Bastard Sword +2 , Cursed Berserking** (EPV=0) (GPV=2800)

**K75. South Dungeon**

**Encounter: Werewolf (Cell a)** (HF 5, EP 420, Int 10, AL CE, AC 5, MV 15", HD 4+3, HP 47, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transforming, Lang: common, Hon: Ave, ML 12, TOP: 24, Crit BSL: Def AC+3, FF 8, Reference HoB 4, p108)

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**Potential Yield:**

- Cell a Kill Werewolf (EPV=420)
- Cell b 650 pp (GPV=3250)

**K76. Torture Room**

**Encounter: Coffer Corpse** (6), Troll, Bürgermeister Meister Berger  
**6 Coffer Corpses** (HF 3, EP 65, Int 5, AL CE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1-6, SA: If struck for >5 points with any weapons, it falls to the ground then rises the next round creating a Fear effect (save versus paralyzation) for 1-6 rounds, stranglehold (16 or better to hit) causing automatic 1d6 points of damage per round, SD: +1 or better weapons to hit, immune to Sleep, Charm, Hold, paralyzation, poison and death magic, turned as wraiths, Lang: none, Hon: Ave., ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HoB 2, p 32)

**1 Troll** (HF 13, EP 1,400, Int 7, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA: +2 to hit due to Strength, SD: regenerate 3 hp/round, climb walls 80, superior smell, 90-foot infravision, Lang: common, trollkin, Hon: Ave, ML 14, TOP: 28, Crit BSL: Def AC+7, FF 11, Reference HoB 8, p24)

**Bürgermeister Meister Berger** (HF 0, EP 7, Int 10, AL LG, AC 10, MV 3" (due to injuries), HD 1/2, HP 1 (24), SZ M, #AT none, D none, SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 1, TOP: 12, Crit BSL: Def AC-5, FF 5)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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5). HPs:

6). HPs:

7). HPs:

8). HPs:

**Potential Yield:**

- Kill Coffer Corpse (6) (EPV=390)
- Kill Troll (EPV=1400)
- Kill Bürgermeister Meister Berger (EPV=7)
- Holy Avenger BroadSword +2 (EPV=2400) (GPV=22000)
- 600 hsp (GPV=1200)
- 200 pp (GPV=1000)

**K77. Observation Balcony**

**Potential Yield:**

- Throne (2) (GPV=2000)
- 600 pp (GPV=3000)

**K78. Brazier Room**

**Encounter: 1 Vampiricat** (HF 24, EP 14,00, Int 11, AL C(N)E, AC 3, MV 24", HD 5+5, HP 50, SZ S, #AT 3, D 4/4/4-5, SA: +1 to hit due to Strength, energy draining bite 1/day (save vs. spell), charm (if bitten, save vs. spell), SD: regeneration (1 hp/turn), immune to poison, paralysis, Charm, Sleep and Hold spells, Lang: none, Hon: Ave., ML 17, TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 3, p88)

1). HPs:

**Potential Yield:**

- Kill Vampiricat (EPV=1400)
- 300 pp (GPV=1500)
- 100 gp Gems (8) (GPV=800)
- 3 Small obsidian cat statues (GPV=300)
- Brazier (GPV=3)
- Bronze statue (GPV=400)

**K84. The Catacombs**

**Encounter: 3,000 Dire Robins** (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP: 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)

**Potential Yield:**

- Kill Dire Robins (EPV=24000)

**Crypt 4.**

**Encounter: Ghost** (HF 14, EP 7,000, Int 14, AL LE, AC 0 or 8, MV 9", HD 10, HP 80, SZ M, #AT 1, Age 10-40 years, SA: Magic Jar spell., SD: fear aura and age 10 years on sight, Lang: none, Hon: Ave., ML See description, TOP: N/A, Crit BSL: Def AC+8, FF N/A, Reference HOB 3, p50)

1). HPs:

**Potential Yield:**

- Kill Ghost (EPV=7000)
- Morning Star of Glory +2 (EPV=750) (GPV=7500)

**Crypt 7.**

**Encounter: Spectre** (HF 30, EP 3,000, Int 13, AL LE, AC 2, MV 15"/30" Fly (B), HD 7+3, HP 70, SZ M, #AT 1, D 1-8, SA: Energy Drain (two levels), SD: +1 or better to hit, undead, immune to Sleep, Charm, Hold, or cold based spells, paralyzation and poison, Lang: common, Hon: N/A,

ML 15, TOP: N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p94)

1). HPs:

**Potential Yield:**

- Kill Spectre (EPV=3000)
- 3400 gp (GPV=3400)
- Potion of Healing (2) (EPV=400) (GPV=800)
- 500 gp gems (3) (GPV=1500)

**Crypt 9.**

**Potential Yield:**

- 1550 cp (GPV=15)

**Crypt 10.**

**Potential Yield:**

- Jewelry (3) (GPV=15000)

**Crypt 13.**

**Potential Yield:**

- 500 pp (GPV=2500)

**Crypt 20.**

**Encounter: Common Vampire** (HF 36, EP 8,000, Int 16, AL CE, AC 1, MV 12"/18" Fly (C), HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Charm Person Gaze (save at -2), SD: +1 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. Spider Climb at will. Can move with complete silence, Lang: common, Morosevian, elvish, Hon: Ave, ML 16, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p53, Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Recoil from mirrors. Repelled by the strong odor of garlic. Lawful good holy symbol presented boldly by a faithful believer causes reeling for 1-4 rounds. Cannot enter a home unless invited. Becomes powerless in sunlight and suffers 5-20 points of damage per round of full exposure (may regenerate but is killed after a turn of exposure in any case).

1). HPs:

**Potential Yield:**

- Kill Common Vampire (EPV=8000)
- 8000 sp (GPV=800)
- 1500 hsp (GPV=3000)
- Shortsword, Luck Blade +1 (EPV=1000) (GPV=20000)
- Scroll of Fireball, Hold Person, Haste, Lightning Bolt and Slow (EPV=1500) (GPV=4500)

**Crypt 21.**

**Encounter: Sivian Banshee** (HF 51, EP 3,000, Int 14, AL LE, AC 2, MV 9", 12" Fly (C) , HD 12, HP 68, SZ M, #AT 1, D Nil, SA: Wail of Despair, SD: +2 or better (or blessed or holy) to hit, Lang: common, elven, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 7, p64)

1). HPs:

**Potential Yield:**

- Kill Sivian Banshee (EPV=3000)
- 500 pp (GPV=2500)

- 31300 gp (GPV=31300)
- 5300 cp (GPV=53)

**Crypt 27.**

**Encounter: 3 Giant Spiders** (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3"/12" web, HD 3+3, HP 45 ea., SZ L, #AT 1, D 1-8, SA: Poison (class F, save or die), SD: Nil, Lang: none, Hon: Ave., ML 14, TOP: 23, Crit BSL: Def AC+2, FF N/A, Reference HoB 7, p97)

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

**Potential Yield:**

- Kill Giant Spiders (3) (EPV=1260)
- 6000 sp (GPV=1200)
- 2000 ep (GPV=1000)

**Crypt 28.**

**Potential Yield:**

- Jewelry (3) (GPV=3600)

**Crypt 30.**

**Potential Yield:**

- Arrows +1 (10) (EPV=5000) (GPV=20000)
- Scroll of Raise Dead (EPV=500) (GPV=1500)
- Potion of Poison (EPV=0) (GPV=0)
- Potion of Clairvoyance (EPV=300) (GPV=500)
- Potion of Invulnerability (EPV=350) (GPV=500)

**Crypt 31.**

**Potential Yield:**

- Chest (GPV=2)

**Crypt 32.**

**Encounter: Crypt Thing** (HF 13, EP 420, Int 11, AL CN, AC 3, MV 12", HD 6, HP 50, SZ M, #AT 1, D 1-8, SA: Teleporting touch, SD: +1 or better weapons to hit, cannot be turned in crypts (Area K84), immune to Sleep, Charm and Hold spells, paralysis and poison, Lang: none, Hon: Ave., ML 12, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 2, p 45)

- 1). HPs:

**Potential Yield:**

- Kill Crypt Thing (EPV=420)
- 200 cp (GPV=2)
- 100 sp (GPV=10)
- 500 ep (GPV=250)
- 400 gp (GPV=400)
- 500 hsp (GPV=1000)
- 200 pp (GPV=1000)
- Potion of Rainbow Hues (EPV=200) (GPV=800)
- Potion of Ventriloquism (EPV=200) (GPV=1200)
- Robe of Scintillating Colors (EPV=1250) (GPV=15000)

**Crypt 35.**

**Encounter: 12 Wights** (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA: energy drain, SD: silver or +1 or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p86)

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

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**Potential Yield:**

- Kill Wights (12) (EPV=11700)
- 1500 hsp (GPV=3000)
- 550 pp (GPV=2750)

**Crypt 36.**

**Encounter: 3 Hell Scorpions** (HF 11, EP 975, Int 0, AL N, AC 3, MV 12", HD 5+5, HP 51 each, SZ M, #AT 5, D 1-10/1-10/1-4/2-7/1-4, (claw / claw / bite / rear claw / stinger) SA: Poison sting (class F, save or die), rear claw can grab victim on a successful hit (victim may attempt open doors roll to break free), SD: Nil, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p31)

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

**Potential Yield:**

- Kill Hell Scorpions (3) (EPV=2925)
- 4000 cp (GPV=40)
- 3000 ep (GPV=1500)
- Obsidian Statues (3) (GPV=300)

**Crypt 37.**

**Potential Yield:**

- Scroll of Charm Monster, Polymorph to Amphibian and Polymorph Self (EPV=1100) (GPV=3300)

**Crypt 39.**

**Encounter: Nightmare** (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 68, SZ L, #AT 3, D 4-10/4-10/3-8, SA: Burning hooves, SD: Noxious cloud, become Astral or Ethereal at will, Lang: none, Hon: Ave., ML 14, TOP: 34, Crit BSL: Def AC+5, FF 11, Reference HoB 6, p12)

- 1). HPs:



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**Potential Yield:**

- Kill Nightmare (EPV=2000)

**K85. Tomb of Sergio Vlad'Neer**

**Potential Yield:**

- Plate Mail Armor +2 (EPV=1,000) (GPV=140,000)
- Statues (3) (GPV=3,000)

**K86. Tomb of Tahd Vlad'Neer**

**Potential Yield:**

- Pommel Stone of Vlad'Neer (EPV=3,000) (GPV=35,000)
- Tahd's Spellbook (EPV=22,000) (GPV=45,000)

**K87. Guardians**

**Encounter: 2 Clay Golems** (HF 17, EP 5,000, Int 0, AL N, AC 7, MV 7", HD 11, HP 70, SZ L, #AT 1, D 3-30, SA: Haste for 3 rounds (1/day), Damage inflicted is permanent unless cured by a Heal spell (17<sup>th</sup> level or higher), SD: +1 or better blunt weapon to hit, immune to spells except for Move Earth, Disintegrate and Earthquake, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 3, p 84)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- Kill Clay Golems (2) (EPV=10000)
- Spear (2) (GPV=2)

**K88. Tomb of Barov and Ravenovia**

**Encounter: 20 Tarantubats** (HF 1, EP 35, Int 1, AL N, AC 7, MV 3"/12" Fly (B), HD 1/2, HP 24, SZ T, #AT 1, D 1, SA: poison (save or lose one point of Strength for 1 turn - if Strength goes to zero, victim is paralyzed for 2-12 hours), SD: web, Lang: none, Hon: N/A, ML 11, TOP: 12, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p 98)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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**Potential Yield:**

- Kill Tarantubats (20) (EPV=700)

**K89. Room of Statues**

**Potential Yield:**

- Deck of Wondrous Things (EPV=0) (GPV=80,000)

**K90. Lair of Choonie**

**Encounter: Choonie, Lewd Beholder** (HF 156, EP 4,173, Int 15, AL CE, AC -4/1/6 (shell / eye stalk / eye), MV 4" Fly (B), HD 11, HP 75, SZ M, #AT 1 (arms or lick) or 2-5 (eye stalks), D 1d4-1 (arms) or 1d6 (lick), SA: Can grab upon a hit with both arms (2d8 crushing damage per round and further tongue attacks automatically hit), poison lick (class E poison - save at -4 (2d20 damage) or die, eye stalk powers listed below, SD: central eye emits anti-magic ray in 90 degree arc, +2 to all saving throws, Lang: common, Hon: Ave, ML 18, TOP: 38, Crit BSL: Def AC+9, FF 11, Reference: Knights of the Dinner Table #63, Quirks and Flaws: Clingy, Reclusive, Short Term Memory Loss, Hemophilic, Talents: Defensive bonus (+1 to AC))

Eye Stalk powers (15th level magic-user)

- 1) Charm Person
- 2) Charm Monster
- 3) Sleep
- 4) Flesh to Stone Ray (30 yards)
- 5) Disintegrate Ray (20 yards)
- 6) Slow
- 7) Cause Serious Wounds (50 yards)
- 8) Death Ray (40 yards)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- Kill Choonie (EPV=4173)
- Scroll of Phantasmagoria (EPV=600) (GPV=1800)
- Scroll of Dispel Evil and Restoration (EPV=1200) (GPV=3600)
- Potion of Healing (3) (EPV=600) (GPV=1200)
- Potion of Levitation (EPV=250) (GPV=400)
- Potion of ESP (EPV=500) (GPV=850)
- Philter of Love (EPV=200) (GPV=300)
- Boots of Earnestness (EPV=1500) (GPV=10,000)
- 4,000 gp (GPV=4000)
- 1,300 pp (GPV=6500)
- Ivory Figures (8) (GPV=500)
- Ring of Good Omens (EPV=2000) (GPV=5500)
- Ring of Fast Scabbing (EPV=1000) (GPV=3000)

Hail thee of might and valor:

I, the Bürgermeister Meister Berger of Morosevia send you honor with despair.

My own daughter, the fair Oksana, has been bitten these past nights by a creature calling its race "Vampyr." For over 4,000 years he has drained this land of the life-blood of its people. Now, my dear Oksana languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Morosevia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Bürgermeister Meister Berger

Hail to thee of might and valor:

I, a lowly servant of the township of Morosevia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Oksana Berger, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and turns to a beast in the night, killing innocent townsfolk. She is afflicted with lycanthropy and must be cured. You must take her to the cemetery at night, by force if necessary, and have the Adept Remove this Curse while she is in were-form. She is sure to deny her nature and resist your efforts, but the one sure way to get her to change is to attack her. The stress of combat is sure to bring out the beast within her. She lives in the southernmost manor.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea. Come quickly for her time is at hand! All that I have shall be thine!

Bürgermeister Meister Berger