



THE HIDDEN SHRINE

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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PUBLISHER'S NOTE:

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

Wandering Monsters

These wandering monsters are NOT USED FOR TOURNAMENT PLAY. They may be included in the campaign adventure at the discretion of the GameMaster. These monsters are encountered 1 chance in 12, check each turn. Roll a d6 to determine the type of creature encountered.

1) 5-50 Giant Rats (HF 0, EP 9, Int 2-4, AL N, AC 7, MV 12", 6" swim, HD d4+8; HP Average 10, SZ S, #AT 1, D 1d6-2, SA Disease, SD Nil, Lang: Rat, Hon: Ave, ML 4, TOP 5, Crit BSL: Def AC -4, FF 13, HoB 6 p 114)

- 1) HPs:
- 2) HPs:
- 3) HPs: 4) HPs:
- 5) HPs: 6) HPs:
- 7) HPs: 8) HPs:
- 9) HPs: 10) HPs:
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- 39) HPs: 40) HPs:
- 41) HPs: 42) HPs:
- 43) HPs: 44) HPs:
- 45) HPs: 46) HPs:
- 47) HPs: 48) HPs:
- 49) HPs: 50) HPs:

2) 1-8 Huge Bats (HF 3, EP 270, Int 5-7, AL NE, AC 7, MV 3, 15 Fl (C), HD 4; HP Average 43, SZ S, #AT 1, D 1d2/1d4, SA Rabies, SD -3 to hit with missile weapon, Lang: Bat, Hon: Ave, ML 6, TOP 21, Crit BSL: Def AC 2, FF 4, HoB 1 p 53)

- 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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- 6) HPs:
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- 7) HPs:
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- 8) HPs:
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3) 3-12 Fire Beetles (HF 0, EP 35, Int 0, AL N, AC 4, MV 12", HD 1+2; HP Average 36, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: Beetle, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC -1, FF n/a, HoB 1 p 67)

- 1) HPs:
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- 2) HPs:
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- 3) HPs:
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- 9) HPs:
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- 10) HPs:
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- 11) HPs:
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- 12) HPs:
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I 1b. The COURT of CEMANAHUAC (Sâ-man-a'-wok: place entirely surrounded by Water)

Giant Wooly Slug (HF 46, EP 6,500, AL N, AC 5, MV 6", HD 12, HP 74, SZ H, #AT 1, D 1d12, SA Acid Spit (4-32), SD Immune to Crushing Weapons, Lang: Slug, Slaz'Steck, Hon Ave, ML14, TOP 37, Crit BSL: Def AC +10, FF 5, HoB 7 p 83)

1) HPs:

I 3. CHILD OF ZOTZILAHA (Zôtz-ê-la'-ha: bat-gawd of the underworld)

Vengeful Nereid (HF 12, EP 1470, AL CE, AC 9, MV 12", 12" Swim, HD 3, HP 32, SZ M, #AT 1, D 1, SA Spells, Spittle, SD Extreme Beauty, Dimension Door, Lang: Common, Eel, Hon Ave, ML 20, TOP: 16, Crit BSL: Def AC +1, FF n/a, Field Manual p 87)

1)HPs:

Giant Electric Eel (Chac) (HF 3, EP 159, AL N, AC 9, MV 12" Swim, HD 3+2, HP 36, SZ L, #AT 1, D 2-4, SA Jolt, SD Nil, Lang: Eel, Hon Ave, ML 3, TOP 18, Crit BSL: Def AC +1, FF 5, HoB 2 p 127)

1)HPs:

I 4. Flooded Hall

Giant Lamprey (HF 4, EP 420, AL N, AC 6, MV 9" Swim, HD 5, HP 45,38,37,35, SZ M, #AT 1, D 1d6, SA Blood drain, SD Nil, Lang: Lamprey, Hon Ave, ML 16, TOP 22,19,18,17, Crit BSL: Def AC +3, FF 7, HoB 4 p 73)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

I 4b. The Bat Cave

Doombat, Mortal (HF 3, EP 420, AL NE, AC 4, MV 18" fly (C), HD 6+3, HP 47, SZ L, #AT 2, D 1d6/1d4, SA Shriek, SD Nil, Lang: Bat, Hon Ave, ML 9, TOP 24, Crit BSL: Def AC +5, FF 9, HoB 2 p 63)

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

6) HPs:

7) HPs:

8) HPs:

25. The NEST of the WARRIORS

Fire Beetle (HF 0, EP 35, Int 0, AL N, AC 4, MV 12”, HD 1+2; HP 26, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: Beetle, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC -1, FF n/a, HoB 1 p 67)

- 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:

28. The ARC of NANAHUATCIN (Na-na-wa’-tsên: The “Pimply Sun”)

Gas Spore (HF 0, EP 120, Int 0, AL N, AC 9, MV 3” fly (E), HD <1, HP 1, SZ M, #AT 1, D Special SA Special, SD Special, Lang: Gas Spore, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, HoB 3 p 48)

- 1) HPs:

28a. Prayer Room

Slaz’Stecek Clerics (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6”, HD 1, HP 24, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz’Stecek, Hon Ave, ML 10, TOP: 12, Crit BSL: Def AC -2, FF 5, HoB 7 p 78)

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

28b. Triangular Pillar

Will o’ Wisp (HF 59, EP 3000, Int 15, AL CE, AC -8, MV 18” Fly (A), HD 9, HP 56, SZ S, #AT 1, D 2d8, SA Electrical Discharge, SD Invisibility & Immune to Most Spells, Lang: Common, Wisp, Hon Ave, ML 17, TOP: n/a, Crit BSL: Def AC 7, FF n/a, HoB 8 p 87)

- HPs:
-

ROUND THREE

29b. Jock Slaz'Stecek Room

Slaz'Stecek Warrior (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 25, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz'Stecek, Hon Ave, ML 10, TOP: 12, Crit BSL: Def AC -2, FF 5, HoB 7 p 78)

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

30. The GUARDIAN BEAST

Were-Slaz'Stecek, Variant (were-tiger) (HF 9, EP 975, Int 10, AL N, AC 3/4/4, MV 12", HD 6+2, HP 46, SZ M or L, #AT 3, D 1-4/1-4/1-12 or 1-4/1-4/1-6 or 4-9 with weapon SA: rake 2-5/2-5, SD: nil, Lang: Slaz'Stecek, tiger, Hon Sve, ML 17, TOP 23, Crit BSL: Def AC +4, FF 7, modified were-tiger HoB 4, p 108)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Great Cat Tiger (4) (HF 7, EP 650, Int 3, AL N, AC 6, MV 12", HD 5+5, HP 45, SZ L, #AT 3, D 2-5/2-5/1-10 SA Rear Claws 2d4x2, SD Surprised 1 in 10, Lang: Tiger, Hon Ave, ML 10, TOP 22, Crit BSL: Def AC +4, FF 10, HoB 1 p 112)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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30a. The Lair of the Gummy Fiend

Gummy Fiend (HF 19, EP 2000, Int 1, AL N, AC 8, MV 6", HD 11+1, HP 66, SZ L, #AT 8, D 1d6x8, SA See text, SD See text, Lang: Gummy Fiend, Hon Ave, ML 17, TOP n/a, Crit BSL: Def AC +9, FF 6, HoB 3 p 114)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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30b. Pretty Moss Room

Shimmer Moss (HF 1, EP 7, AL N, AC 9, MV Nil, HD 1, HP 24 per 3', SZ S (per 3' square patch), #AT Nil, D Nil, SA See Text, SD Nil, Lang: Moss, ML 20, TOP n/a, Crit BSL: Def AC n/a, FF n/a, HoB 5 p 48)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

30c. Violent Fungi Room

Violent Fungi (HF 4, EP 420, AL N, AC 7, MV 6", HD 3+3, HP 35, SZ S, #AT 2, D Decay, See HoB, SA See HoB, SD See HoB, Lang: Fungi, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 3 p 42)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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33. ANCIENT CHOCOMOCCA: The Tomb of Tlacaelel — (Tla-ka-âl'âl)

Master Doppelganger (HF 8, EP 1400, AL N, AC 5, MV 9", Int 15, HD 6, HP 54, SZ M, #AT 1, D 1d12, SA Surprise 8 in 10, SD See Text, Lang: Common, Elf, Dwarf, Hon Ave, ML 14, TOP 27, Crit BSL: Def AC +4, FF 6, HoB 2 p 66)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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35. XIPE'S AUDIENCE CHAMBER (Ksê pâ')

Great Cat Jaguar (2) (HF 5, EP 420, AL N, AC 6, MV 15", HD 4+1, HP 35,32, SZ L, #AT 3, D 1-3/1-3/1-8, SA: Rear Claws 2-5x2, SD: Surprised 1 in 10, Lang: Jaguar, TOP: 17,16, Crit BSL: Def AC +1 FF: 6, HOB 1 p 109)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Ogre Magi (Xipe) (HF 33, EP 650, AL LE, AC 4, MV 9", HD 5+2, HP 52, SZ L, #AT 1, D 1-10, or by weapon +3/+6 SA: spells, SD: regeneration, Lang: Ogre, Common, Ogre Magi, TOP: 21, Crit BSL: Def AC +6 FF: 7, HOB 6 p 26)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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49. SACRED CHITZA-ATIAN (Shêt'-za A'-tlan)

Mummy Follower (HF 25, EP 3000, Int 6, AL LE, AC 3, MV 9”, HD 6+3, HP 47, SZ M, #AT 1, D 1-12, SA: Fear,Disease, SD: See Tex, Lang: Slaz’Stecek, TOP: n/a, Crit BSL: Def AC +5, FF: n/a, HoB 5, p 52)

1) HPs:

2) HPs:

Mummy Lord (HF 62, EP 8000, Int 17, AL LE, AC 2, MV 9”, HD 8+3, HP 55, SZ M, #AT 1, D 3-18, SA: See Text, SD: See Text, Lang: Slaz’Stecek, TOP: n/a, Crit BSL: Def AC +7, FF: n/a, HoB 5, p 52)

1) HPs:

51. Wind Tunnel

Air Elemental (HF 62, EP 8000, Int 7, AL NE, AC 8, MV 36” Fly (A), HD 8, HP 52, SZ L, #AT 1, D 2-20, SA: See Text (whirlwind), SD: +2 or better to hit, Lang: Common, TOP: n/a, Crit BSL: Def AC +7, FF: n/a, HoB 3, p 8)

1) HPs:

52. THE HIDDEN ROOM of the NAHUAL (Na’ wal: “alter-ego”)

Stone Golem (HF 27, EP 8000, Int 0, AL N, AC 5, MV 6”, HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: See Text, SD: See Text, Lang: Common, TOP: n/a, Crit BSL: Def AC +12, FF: n/a, HoB 3 p 91)

1) HPs:

FINALS (ROUND FIVE)

54a. The Cleaners

Otyugh (3) (HF 13, EP 650, Int 5, AL N, AC 3, MV 6”, HD 6, HP 44, SZ M, #AT 3, D 1-8/1-8/2-5, SA: Grab/constrict, Disease (bite 90%), SD: Never Surprised, Lang: Otyugh, TOP: 22, Crit BSL: Def AC +6, FF: 5, HoB 6 p 46)

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

54b. Bones of the Traitors

Wraith (HF 17, EP 3000, Int 11, AL LE, AC 4, MV 12” 24” Fly (B), HD 5+3, HP 43, SZ M, #AT 1, D 1-6, SA: Energy Drain, SD: Hit by silver or +1 or better Weapons, immune to sleep, charm, hold, death, cold spells, poison, paralyzation and stench Lang: Slaz’Stecek, TOP: n/a, Crit BSL: Def AC +4, FF: n/a, HoB 8 p 101)

- 1) HPs:

55. The Ancient Vision (Portal to the Elemental Plane of Time)

Time Elemental, common (HF not ratable, EP 3000, Int 16, AL N, AC 2, MV 1”, HD 12, HP 68, SZ S, #AT 1, D 3-12, SA: Aging (80% age 1-20 years, 20% youthen 1-10 years), SD: Time Travel, duplicate self (1-4), 90% MR, Lang: Any, TOP: n/a, Crit BSL: Def AC +12, FF: n/a, HoB 8, p 9)

- 1) HPs:

Possible Duplicates

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

57. The Rest of Benita

Headlong Vampire, Benita (HF 13, EP 420, Int 10, AL LE, AC 10 or 8, MV 12,” 12” Fly (D), HD 4, HP 45, SZ M, #AT 1, D 1-6, SA: Acid splash (automatic 1d4 to all it attacks), Blood Drain (1 Strength and 1 Con, Hypnosis, SD: Regeneration (3 points per round), immune to holy/unholy objects, can only be turned in head form (as Wraith), immune to all control spells, immune to sleep, charm, hold, death, cold spells, poison, paralyzation and stench Lang: Common, TOP: n/a, Crit BSL: Def AC +4, FF: n/a, HoB 8, p 55)

- 1) HPs:

58. The Rest of Doro the Mulo

Mulo Vampire, Doro (HF 24, EP 9000, Int 15, AL CE, AC 4, MV 9”, HD 8+3, HP 55, SZ M, #AT 1, D 5-10 (+2 to hit due to Strength), SA: Energy Drain (2 levels), SD: +1 or better to hit, Regeneration (3 points per round), immune to sleep, charm, hold, death, cold spells, poison, paralyzation and stench Lang: Common, TOP: n/a, Crit BSL: Def AC +9, FF: n/a, HoB 8 p 55)

- 1) HPs:

63. The Rest of Estela

Empusas Vampire, Estela (HF 37, EP 9000, Int 17, AL CE, AC 4, MV 12”, HD 8+3, HP 55, SZ M, #AT 1, D By Weapon (+2 to hit, +4 to damage), SA: Charm, Energy Drain, SD: +1 or better to hit, Gate Succubus (15%), Lang: Common, TOP: n/a, Crit BSL: Def AC +9, FF: n/a, HoB 8 p 52)

- 1) HPs:

Hidden under her pillow is “HackSmiter” an **Intelligent Vorp** +4 **Longsword** (Int 12, Speaks Common, Neutral Evil, Which has the Extraordinary ability to cast **Strength** on the wielder once per day) that she uses against the party if needed. Within the box over the mantle is a crystal orb used in area #54. The bear rug is actually a **Rug of Welcome**. She can also cast any spell normally available to a 7th level magic-user. Her magical abilities allow her to cast six first level spells, three second level spells, two third level spells and one fourth level spell per day. In pitched combat she prefers to use the following spells: 4th - Ice Storm, 3rd - Lightning Bolt, Hold Person, 2nd - White Hot Metal, Magic Missile of Skewering, Web, 1st - Magic Missile (x6).

64. The Lair of the Forsaken

Vampire Horde

The Hordes can be turned as Ghosts and regenerate 2 hit points per round. Located within a pouch is one of the crystal orbs used in area #54.

Vampire Horde (4) (HF 16, EP 650, Int 4, AL CE, AC 3, MV 9”, HD 5, HP 40, SZ M, #AT 3, D 3-8/3-8/3-6, SA: nil Drain, SD: Regeneration, Lang: Common, TOP: n/a, Crit BSL: Def AC +3, FF: n/a, HoB 8 p 55)

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

67. Nefarian Chamber

Nefarian: Type 1 Demon (2) (HF 22, EP 975, Int 5, AL CE, AC 0, MV 12” 18” Fly (D), HD 8, HP 52, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA: See Text, SD: See Text, Lang: Demon, TOP: 26, Crit BSL: Def AC +6, FF: n/a, HoB 5 p 94)

- 1) HPs:
- 2) HPs:

68. Temple Ruin

Giant (Fire Variant) Bat

Giant Fire Bat (HF 3, EP 920, Int 17, AL CE, AC 2 (10), MV 12”, HD 6, HP 49, SZ H, #AT 1, D 2-8, SA: Fire Breath and Aura, SD: +1 or better to hit, Lang: Common, Bat, Slaz’Stecek, TOP: 24, Crit BSL: Def AC +4, FF: 5, HoB 1 p 52)

- 1) HPs:





W.K. III





















