

## Adventurers 1

**Samasistra (MU4):** HD 4; HP 8; AC 9[10]; Atk staff (1d6); Move 12; Save 12; AL (any); CL/XP 5/240; Special: Spells (3/2), +2 save vs. magic.

Spells: Charm person, magic missile, shield, web.

Basic Gear: Robe, staff, dagger.

**Aviax the Wanderer (Clr5):** HD 5; HP 14; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, hold person x2.

Basic Gear: Plate mail, shield, heavy mace, holy symbol.

**Hashato (Ftr5):** HD 5; HP 28; AC 2[17]; Atk longsword (1d8); Move 9; Save 10; AL (any); CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, spear (on back), dagger, longbow, 20 arrows.

**Limioeste (Th6):** HD 6; HP 15; AC 7[12]; Atk longsword (1d8); Move 12; Save 10; AL N; CL/XP 6/400; Special: Backstab (x3 damage), Thief Abilities (Climb 90; Delicate Tasks 40; Hear 4 in 6; Hide 35; Move Silent 45; Open Locks 35).

Basic Gear: Leather armor, longsword, thief's tools.



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## Adventurers 2

**Karanto (Ftr3):** HD 3; HP 14; AC 3[16]; Atk two-handed sword (1d10); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield (on back), two-handed sword, dagger, longbow, 20 arrows.

**Tharm Tarn (Ftr3):** HD 3; HP 15; AC 2[17]; Atk longsword (1d8); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

**Preboime the Philosopher (MU3):** HD 3; HP 7; AC 9[10]; Atk staff (1d6); Move 12; Save 13; AL (any); CL/XP 4/120; Special: Spells (2/1), +2 save vs. magic.

Spells: Charm person x2, phantasmal force.

Basic Gear: Robe, staff, dagger.

**Wallace Mead (Clr4):** HD 4; HP 16; AC 2[17]; Atk mace (1d6); Move 6; Save 12; AL L; CL/XP 5/240;

Special: Spells (2/1), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, hold person.

Basic Gear: Plate mail, shield, heavy mace, holy symbol.

**Men-at-Arms (4):** HD 1; HP 1, 5, 3, 6, AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL (any); CL/XP 1/15; Special: None.



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## Adventurers 3

**Ylome (MU5):** HD 5; HP 13; AC 9[10]; Atk staff (1d6); Move 12; Save 11; AL (any); CL/XP 6/400; Special: Spells (4/2/1), +2 save vs. magic.

Spells: Charm person x2, magic missile, sleep, mirror image, phantasmal force, lightning bolt.

Basic Gear: Robe, staff, dagger.

**Jamaskio (Ftr5):** HD 5; HP 22; AC 2[17]; Atk longsword (1d8); Move 6; Save 10; AL (any); CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

**Getri Magnusson (Clr6):** HD 6; HP 20; AC 2[17]; Atk mace (1d6); Move 6; Save 10; AL L; CL/XP 7/600; Special: Spells (2/2/1/1), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, bless, hold person, continual light, cure serious wounds

Basic Gear: Plate mail, shield, heavy mace, holy symbol.

**Peter Strong-Arm (Ftr4):** HD 4; HP 23; AC 2[17]; Atk longsword (1d8); Move 6; Save 11; AL (any); CL/XP 4/120; Special: 4 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.



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## Adventurers 4

**Calderes (Pal4):** HD 4; HP 22; AC 2[17]; Atk longsword (1d8); Move 6; Save 9; AL L; CL/XP 4/120; Special: lay on hands (8hp), immune to disease.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.

**Haulisk (MU3):** HD 3; HP 9; AC 9[10]; Atk staff (1d6); Move 12; Save 13; AL L; CL/XP 4/120; Special: Spells (2/1), +2 save vs. magic.

Spells: Charm person, shield, phantasmal force.

Basic Gear: Robe, staff, dagger.

**Thomas Holyman (Clr5):** HD 5; HP 20; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, hold person, silence 15ft radius.

Basic Gear: Plate mail, shield, heavy mace, holy symbol.

**Ormalia the Fair (Ftr5):** HD 5; HP 17; AC 2[17]; Atk longsword (1d8); Move 6; Save 10; AL L; CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, dagger, longbow, 20 arrows.





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## Adventurers 5

**Karista Tha (MU6):** HD 6; HP 14; AC 9[10]; Atk staff (1d6); Move 12; Save 10; AL (any); CL/XP 7/600; Special: Spells (4/2/2), +2 save vs. magic.

Spells: Charm person, magic missile, shield, sleep, invisibility, phantasmal force, fireball, rope trick.

Basic Gear: Robe, staff, dagger.

**Leeantha (Ftr3):** HD 3; HP 13; AC 4[15]; Atk longsword (1d8); Move 9; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Chainmail, shield, longsword, spear (on back), 2 daggers, longbow, 20 arrows.

**Ulm of Tyrth (Ftr3):** HD 3; HP 14; AC 2[17]; Atk longsword (1d8); Move 6; Save 12; AL (any); CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, longsword, spear (on back), 2 daggers, longbow, 20 arrows.

**Orric (Clr5):** HD 5; HP 18; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL L; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2, bless, hold person

Basic Gear: Plate mail, shield, heavy mace, holy symbol.



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## **Shadow**

**Shadow (1):** HD 3+3; HP 16; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.



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## **Pair of Hell Hounds**

**Hell Hounds (4HD) (2):** HD 4; HP 11, 15;  
AC 4[15]; Atk 1 bite (1d6); Move 12; Save 13;  
CL/XP 5/240; Special: Breathe fire (8hp).



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## Gargoyle

**Gargoyle (1):** HD 4; HP 20; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit.



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## **Shambling Mound**

**Shambling Mound (7HD):** HD 7; AC 1[18];  
Atk 2 fists (2d8); Move 6; Save 9; CL/XP  
10/1400; Special: Damage immunities, enfold  
and suffocate victims.



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## Two Owlbears

**Owlbears (2):** HD 5+1; HP 27, 25; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.



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## **Fire Elemental**

**Fire Elemental (8HD):** HD 8; HP 37; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials.



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## Ogre Camp

4 ogres (1 male, 3 female)

**Ogres (4):** HD 4+1; HP 17, 15, 27, 21; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.



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## Goblin Hunt

A large number of goblin-creatures, with a worg to track prey.

**Bugbear (1):** HD 3+1; HP 11; AC 5[14]; Atk 1 big axe (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents, 50% chance.

**Hobgoblins (3):** HD 1+1; HP 9, 7, 4; AC 5[14]; Atk 1 longsword (1d8) or short bow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

**Goblins (10):** HD 1d6hp; HP 1, 2, 4, 1, 6, 3, 3, 1, 4, 6; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

**Worg (1):** HD 4; HP 20; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.



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## **Demons (Dretch)**

**Dretch Demons (2):** HD 4; HP 19, 17; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: Magical abilities (stinking cloud, darkness, teleport, summon giant rats).



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## Demon and Ghouls

A manes demon and two ghouls

**Manes Demon (1):** HD 1; HP 5; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C; CL/XP 2/30; Special: Half damage from non-magic weapons.

**Ghouls (2):** HD 2; HP 5, 11; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.



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## **Giant Leeches and a nearby Zombie**

**Giant Leeches (1HD) (3):** HD 1; HP 6, 4, 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1hp/round).

**Giant Leech (2HD) (1):** HD 2; HP 4; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2hp/round).

**Zombie (1):** HD 2; HP 11; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.



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## **Rust Monster**

**Rust Monster (1):** HD 5; HP 18; AC 2[17];  
Atk 2 antennae (special); Move 12; Save 12; AL  
N; CL/XP 5/240; Special: Cause rust.



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## **Minotaur**

**Minotaur (1):** HD 6+4; HP 39; AC 6[13];  
Atk Head butt (2d4), 1 bite (1d3) and 1 axe  
(1d8); Move 12; Save 11; AL C; CL/XP 6/400;  
Special: Never get lost in labyrinths.



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## **Lizardmen and Giant Lizards**

**Lizardmen (3):** HD 2+1; HP 10, 13, 5; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater.

**Giant Lizards (3):** HD 3; HP 13, 9, 12; AC 5[14]; Atk 1 bite (1d8); Move 12; Save 14; AL N; CL/XP 3/60; Special: None.



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## **Gelatinous Cube**

**Gelatinous Cube (1):** HD 4; HP 18; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.





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## **Wight**

**Wight (1):** HD 3; HP 10; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.



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## **Troll**

**Troll (1):** HD 6+3; HP 34; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.



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## Zamul's Bandits

**Zamul the Renegade (Clr4):** HD 4; HP 9; AC 2[17]; Atk mace (1d6); Move 6; Save 12; AL C; CL/XP 5/240; Special: Spells (2/1), +2 save vs. paralysis and poison.

Spells: Cause light wounds x2, hold person.

Basic Gear: Plate mail, shield, heavy mace, unholy symbol.

**Bandits (6):** HD 1; HP 1, 1, 5, 1, 4, 5; AC 7[12]; Atk 1 longsword (1d8) or spear (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.

**Bandit Archers (6):** HD 1; HP 3, 2, 4, 1, 5, 4; AC 7[12]; Atk 1 short sword (1d6) or short bow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.



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## **Berserker Gang**

**Wolfenflagon the Grim (4HD berserker):**  
HD 4; HP 30; AC 7[12]; Atk 1 longsword  
(1d8); Move 12; Save 14; AL C; CL/XP 4/120;  
Special: +2 to hit in berserk state.

**Berserkers (14):** HD 1; HP 6, 4, 6, 3, 1, 5, 5,  
3, 3, 3, 2, 3, 1, 5; AC 7[12]; Atk 1 longsword  
(1d8); Move 12; Save 17; AL C; CL/XP 2/30;  
Special: +2 to hit in berserk state.



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## Ogre with Tiger

**Orusk the Ogre (1):** HD 4+1; HP 20; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: Owns a tiger.

**Orusk's Tiger (1):** HD 6; HP 28; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; AL N; CL/XP 7/600; Special: Rear claws



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## 18 Stirges

**Stirges (18):** HD 1+1; HP 3, 7, 7, 6, 8, 2, 5, 8, 3, 3, 2, 8, 5, 9, 8, 7, 7, 2; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.



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## **Young Black Dragon**

**Zangathr, young black dragon:** HD 6; HP 12; AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; AL C; CL/XP 5/240; Special: Spits acid





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## **Orc Phalanx**

**Orcs (18):** HD 1; HP 5, 8, 3, 3, 3, 5, 7, 4, 5, 4, 8, 6, 8, 5, 4, 4, 6, 5; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Shield Symbol (1d6)

- 1) Red Moon
- 2) White Skull
- 3) Axe
- 4) Blue Wolf-head
- 5) Horned Skull
- 6) Yellow Eye



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## Cockatrice

**Cockatrice (1):** HD 5; HP 30; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; AL N; CL/XP 7/600; Special: bite turns to stone.



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## **Giant Spiders**

**Giant Spider (1ft diameter) (4):** HD 1+1; HP 3, 5, 7, 6; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

**Giant Spiders (4ft diameter) (2):** HD 2+2; HP 12, 14, AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

**Giant Spider (6ft diameter) (1):** HD 4+2; HP 10; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.



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## **Giant Constrictor Snake**

**Giant Constrictor Snake (1):** HD 6; HP 27;  
AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4);  
Move 10; Save 11; CL/XP 7/600; Special:  
Constrict



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## **Ghoul Pack**

**Ghouls (4):** HD 2; HP 7, 13, 2, 16; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

**Ghasts (2):** HD 4; HP 21, 12; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.



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## **Giant Beetle Exoskeleton**

**Giant Beetle Exoskeleton (1):** HD 5; HP 18; AC 3[16]; Atk 1 bite (2d6); Move 6; Save 12; CL/XP 5/240; Special: Immune to turning, unaffected by sleep, hold, and charm, immune to non-blunt weapons.



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## **Goblin Small-Horde**

**Goblins (20):** HD 1d6hp; HP 6, 5, 5, 6, 6, 4, 5, 5, 2, 6, 4, 4, 1, 1, 5, 3, 1, 1, 4, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

**Goblin Sergeants (2):** HD 1; HP 8, 8; AC 6[13]; HP 7; Atk scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight.

**Goblin Horde-Captain (1):** HD 2; HP 12; AC 5[14]; Atk 1 scimitar (1d8); Move 9; Save 16; AL C; CL/XP 2/30; Special: -1 to hit in sunlight.





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## **Giant Crabs**

**Giant Crabs (2):** HD 3; HP 15, 11; AC 3[16];  
Atk 2 pincers (1d6+2); Move 9; Save 14; AL N;  
CL/XP 3/60; Special: None.



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## **A Bask of Crocodiles**

**Crocodiles (4):** HD 3; HP 18, 20; 11, 15; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None.



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## **Necromancer and Minions**

**Necromancer (MU5):** HD 5; HP 11; AC 9[10]; Atk staff (1d6); Move 12; Save 11; AL C; CL/XP 7/600; Special: Spells (4/2/1), +2 save vs. magic.

Spells: *Charm person x2, shield, sleep, invisibility, web, lightning bolt.*

Basic Gear: Robe, staff, dagger.

**Ghouls (2):** HD 2; HP 5, 6; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

**Skeletons (2):** HD 1; HP 4, 5; AC 7[12]; Atk 1 short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

**Zombies (2):** HD 2; HP 11, 3; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.



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## **Gnoll Pack**

**(leader, gnolls, hyenas, spellcaster)**

**Pack Leader Akhar Khao (4HD Gnoll):** HD 4; HP 17; AC 5[14]; Atk 1 halberd (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

**Jakuak of the Bones (Gnoll shaman):** HD 2; HP 8; AC 5[14]; Atk 1 halberd (1d10) or sword (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: Spells (cause light wounds x1, cure light wounds x1).

**Gnolls (8):** HD 2; HP 6, 15, 10, 5, 13, 10, 11, 4; AC 5[14]; Atk 1 halberd (1d10) or sword (1d8); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

**Hyenas (3):** HD 1; 4, 5, 2; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.



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## Orcs and Shaman

**Gwathra, Orcish Shaman:** HD 2; HP 8; AC 4[15]; Atk 1 scimitar (1d8); Move 9; Save 16; AL C; CL/XP 3/60; Special: Spells (cause light wounds x1, cure light wounds x1). Note: Gwathra's cause light wounds spell may be cast at range.

**Orcs (12):** HD 1; HP 7, 4, 2, 2, 5, 4, 8, 7, 8, 8, 7, 4; AC 6[13]; Atk scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Shield Symbol (1d6)

- 1) Red Moon
- 2) White Skull
- 3) Axe
- 4) Blue Wolf-head
- 5) Horned Skull
- 6) Yellow Eye



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## **Dwarf Patrol with Giant Badgers**

**Dwarfs (3):** HD 1; HP 4, 4, 2; AC 4[15]; Atk 1 axe (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Detect attributes of stonework.

**Giant Badgers (2):** HD 3; HP 22, 21, AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: None.



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## **Giant Toads**

**Giant Toads (4):** HD 3; HP 13, 10, 13, 16; AC 6[13]; Atk 1 bite (1d8); Move 6 (Hop 30ft); Save 14; AL N; CL/XP 3/60; Special: Hop.





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## **Ghast and Nearby Stirges**

**Ghast (1):** HD 4; HP 15; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

**Stirges (6):** HD 1+1; HP 5, 4, 7, 4, 6, 6; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.



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## **Kobolds and Pet**

**Kobolds (6):** HD 1d4hp; HP 4, 1, 1, 2, 1, 2; AC 6[13]; Atk 1 spear (1d6) or 1 javelin (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

**Sabre-tooth Tiger (1):** HD 7; HP 33; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws.



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## Orcs with Ogre

**Ogre (1):** HD 4+1; HP 18; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

**Orcs (10):** HD 1; HP 4, 2, 1, 6, 7, 2, 2, 2, 8, 5; AC 6[13]; Atk scimitar (1d8) or spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Orcish Shield Symbol (1d6)

- 1) Red Moon
- 2) White Skull
- 3) Axe
- 4) Blue Wolf-head
- 5) Horned Skull
- 6) Yellow Eye



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## **Black Knight (Ftr) with rats**

**Black Knight (Ftr5):** HD 5; HP 36; AC 3[16]; Atk Two-handed sword (1d10+1); Move 6; Save 10; AL C; CL/XP 5/240; Special: 5 attacks vs. creatures with 1 or less hit die, controls giant rats.

Basic Gear: Plate mail, shield, two-handed sword, longsword, dagger, longbow, 20 arrows.

**Giant Rats (10):** HD 1d4hp; HP 2, 4, 2, 3, 2, 4, 3, 1, 3, 3; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.



Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Mummy**

**Mummy (1):** HD 6+4; HP 24; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; AL C; CL/XP 7/600; Special: Rot, hit only by magic weapons.



Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Clay Golem\***

**Clay Golem (1):** HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

\*The golem is guarding something and will not attack unless the adventurers deliberately antagonize it.



Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Giant Fire Beetles (12)**

**Giant Fire Beetles (12):** HD 1+3; HP 10, 9, 11, 11, 5, 5, 4, 7, 9, 8, 8, 4; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.





Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Mimic**

**Mimic (1):** HD 7; HP 31; AC 6[13]; Atk 1 smashing blow (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.



Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Lizard Samurai and Lizardman Troops**

**Lizardmen (4):** HD 2+1; HP 11, 14, 10, 11; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater.

**Lizard Samurai (3):** HD 3; HP 16; AC 3[16]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 9; Save 13; AL C; CL/XP 3/60; Special: Improved saving throw.



Swords  
& Wizardry

ENCOUNTER  
Deck 2

## **Salamander**

**Salamander (1):** HD 7; HP 23; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.



Swords  
& Wizardry

ENCOUNTER  
Deck 2



## **Xorn**

**Xorn (1):** HD 7; HP 32; AC -2[21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.



Swords  
& Wizardry

ENCOUNTER  
Deck 2