

Orc shaman with 5 giant rats

The shaman has a rat mask. His spell creates a phantom rat.

Orc Shaman: HD 2; AC 4[15]; Atk 1 bone club (1d6); Move 9; Save 13; AL C; CL/XP 4/120; Special: 1 spell of phantom rat*.

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

***Phantom Rat (spell)**

Spell Level: Monsters Only

Range: 60ft

Duration: Immediate

The phantom rat spell creates a wraithlike giant rat that obeys the summoner's bidding. The rat is similar to an ordinary giant rat, but due to its partial immateriality, there is a 50% chance that an attack will miss it (check before the to-hit roll is made). The rat summoned by the spell will always begin with 4hp.

**Diseased rat.



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Orc Patrol

5 orcs carry shields and spears, and a sixth carries a short bow. All of them have the same symbol on their shields.

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

Orc Archer (1): HD 1; HP 7; AC 6[13]; HP 7; Atk shortbow (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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Orcs on Patrol

3 orcs with shields and black scimitars (as longsword). One of them has a vicious dog on a leash.

Orcs (3): HD 1; AC 6[13]; HP 7, 4, 6; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Dog (1): HD 2; HP 10; AC 7[12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.



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Goblin and Worg

A big goblin walks beside a wolf the size of a small pony.

Goblin (1): HD 1d6hp; HD 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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Chirmigg and the Gang of Fourteen

A large group of kobolds. They fight in a phalanx, with two ranks of spears and with javelins thrown from the rear ranks. If more than 10 are killed, the remainder of the group will flee if possible. The lead kobold is the size of a goblin and wears a necklace of (kobold) teeth.

Kobold Leader (Chirmigg): HD 1d6hp; AC 6[13]; Atk 1 longsword (1d8); Move 9; Save 18; AL C; CL/XP B/10; Special: None.

14 Kobolds: HD 1d4hp; HP: 4, 2, 2, 3, 1, 2, 4, 3, 3, 1, 2, 4, 4, 2; AC 6[13]; Atk 1 spear (1d6) or 1 javelin (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.



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Orcish Short Platoon

A well-organized group of 10 orcs. 5 of the orcs carry shields and scimitars, and 5 more carry short bows. All of the ones carrying scimitars have the same symbol on their shields (see table below).

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

Orc Archers (5): HD 1; HP 8, 7, 4, 4, 2; AC 6[13]; HP 7; Atk shortbow (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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Gnoll Posse

4 gnolls with a pack of 3 trained hyenas. They are moving carefully, following the trail of an enemy, and are too alert to be surprised.

Gnolls (4): HD 2; HP 13, 8, 7, 11; AC 5[14]; Atk 1 halberd (1d10); 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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Trapdoor Spider

A giant trapdoor spider has spun webs in a pit, and covered the pit with reasonably good camouflage material (whether in a dungeon or outdoors). For anyone falling into the pit a saving throw must be made to avoid being completely entangled; if the saving throw succeeds, the character still only moves and attacks at half speed.

Giant Spider (4ft diameter): HD 2+2; HP 11; AC 6[13]; Atk 1 bite (1d6 + poison); Move 9; Save 16; AL N; CL/XP 5/240; Special: lethal poison, webs, 5 in 6 chance to surprise prey.



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Frog Cultists

Two frogs, each about three feet long, with fangs and claws, are hopping along, held on leashes by a pair of humans. The two human cultists wear green-painted leather frog masks and blue robes over their chain mail.

Frog Cultists (Ftr 2): HD 2; HP 10, 12; AC 4[15]; Atk 1 longsword (1d8) or short-bow (1d6); Move 9; Save 13; AL C; CL/XP 2/30; Special: Multiple attacks against HD 1 or fewer.

Giant Killer Frogs (3): HD 1+4; HP 10, 8; AC 7[12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 15 leap); Save 17; CL/XP 2/30; Special: Leap.



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Horror in Robes

A man in a robe, with his hood down low. This individual will immediately reverse course and walk briskly away from adventurers. He will not respond to questions. If the being is touched or attacked, tentacles will leap out from beneath the robes and behind the hood in a radius of roughly 15 feet. The thing inside the robes is revolting and in no way actually shaped like a human.

Robed Thing: HD 4; HP 25; AC 7[12]; Atk 6 tentacles (1d3 + paralysis); Move 12; Save 14; AL C; CL/XP 6/240; Special: Tentacles require save vs. paralysis if they hit (save at +3).



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Ogre and Zombie Ravens

An otherwise normal-looking ogre has two zombie birds on its shoulders. Even the ogre does not know why the zombie ravens stay with him; they simply arrived one day and refused to leave.

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

Zombie Ravens (2): HD 1d6hp; HP 5, 3; AC 8[11]; Atk 1 bite (1d3); Move 1 (Fly 6); Save 18; AL N; CL/XP B/10; Special: Immune to sleep and cold.



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Adventurers 1

Roll 1d6 for alignment: 1-2 Law, 3-4 Neutral, 5-6 Chaos.

Naskro (Ftr3): HD 3; HP 16; 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, mace, dagger, longbow, 20 arrows.

Perith (Ftr2): HD 2; HP 11; AC 4[15]; Atk longsword (1d8); Move 9; Save 13; AL (any); CL/XP 2/30; Special: 2 attacks vs. creatures with 1 or less hit die.

Basic Gear: Chainmail, shield, dagger, longsword, short bow, 20 arrows.

Immanisca (MU3): HD 3; HP 8; 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, sleep, invisibility.

Basic Gear: Robe, pointy hat, staff, dagger.

Trovin (Clr2): HD 2; HP 8; AC 2[17]; Atk mace (1d6); Move 6; Save 14; AL (any but N); CL/XP 3/60; Special: Spells (2/1), +2 save vs. paralysis and poison.

Spells: Cure light wounds.

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



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The Centipede Priest

A man wearing brown robes over some sort of dark-colored plate mail. The eyes behind the visor of his helmet have a faint yellowish glow. This is Zaavak, the Priest of Centipedes. If he is attacked, his pets will swarm from beneath the robe and defend him.

Zaavak the Priest of Centipedes (Clr5): HD 5; HP 23; AC 2[17]; Atk mace (1d6); Move 6; Save 11; AL C; CL/XP 6/400; Special: Spells (2/2), +2 save vs. paralysis and poison.

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

Basic Gear: Plate mail, shield, heavy mace, robes with centipede pockets inside, unholy symbol.

Giant Centipedes (5) (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; AL N; CL/XP 2/30; Special: poison bite (+4 save or die).



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Adventurers 2: The Knives of Law

Sasamach (Rgr3): HD 4; HP 19; AC 4[15]; Atk longsword (1d8) or longbow (1d6); Move 9; Save 12; AL L; CL/XP 4/120; Special: Tracking, party surprised only 1 in 6.

Basic Gear: Chainmail, shield, longsword, dagger, longbow, 20 arrows (one arrow is +1).

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

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

Holy Ormyck (Clr4): HD 4; HP 12; 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, light, hold person.

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

Vardiron Longmustache (Pal2): HD 2; HP 9; AC 2[17]; Atk longsword (1d8); Move 6; Save 11; AL L; CL/XP 3/60; Special: Lay on hands, immune to disease.

Spearman (3) (Yim, Tim, Joseph): HD 1; HP 6, 6, 5; AC 7[12]; Atk 1 spear (1d6) or short bow (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.



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Skeletons and Rats

Six human skeletons, wearing rotted rags and scraps of leather, carrying swords and shields that are pitted with rust. They are accompanied by 2 giant rats.

Skeletons (6): HD 1; HP 6, 8, 2, 6, 4, 5; AC 7[12]; Atk 1 short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.

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



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Stirges

Stirges (4): HD 1+1; HP 5, 3, 9, 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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Giant Tick

The creature grips the stones of the ceiling, waiting for prey to walk through the door...

Giant Tick (1): HD 3; HP 20; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 4/120; Special: Drain blood (4hp/round), save or die from disease in 2d4 days.



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The Necromancer and her minions

Thraya the Deathmistress (MU5): HD 5; HP 13; 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, magic missile, shield, sleep, ESP, invisibility, fireball.

Basic Gear: Robe, staff, dagger.

Skeletons (3): HD 1; HP 3, 6, 8; 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 9, 8; 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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Adventurers 3

Boko the Burglar (Th4): HD 4; HP 9; AC 7[12]; Atk longsword (1d8); Move 12; Save 12; AL N; CL/XP 4/120; Special: Backstab, Thief Abilities (Climb 88; Delicate Tasks 30; Hear 4 in 6; Hide 25; Move Silent 35; Open Locks 25).

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

Ulmeedio (MU3): HD 3; HP 7; AC 9[10]; Atk dagger (1d4); Move 12; Save 13; AL (any); CL/XP 4/120; Special: Spells (2/1), +2 save vs. magic.

Spells: Charm person, sleep, ESP.

Basic Gear: Dagger, normal clothes.

Ghraan Thoref (Clr4): HD 4; HP 13; 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.

Megan Tain (Ftr3): HD 3; HP 19; AC 2[17]; Atk longsword (1d8); Move 6; Save 12; AL L; CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

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

Gram Tal (Ftr3): HD 3; HP 14; AC 2[17]; Atk mace (1d6); Move 6; Save 12; AL L; CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or fewer hit dice.

Basic Gear: Plate mail, shield, mace, dagger, shortbow, 20 arrows.



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Bandits

A crew of ruffians, obviously outlaws.

Crowmer the Bandit Leader (Ftr3): HD 3; HP 19; AC 5[14]; Atk 1 longsword (1d8); Move 12; Save 15; CL/XP 3/60; Special: 3 attacks against creatures with 1 or fewer HD.

Bandits (5): HD 1; HP 1, 4, 3, 3, 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 (4): HD 1; HP 5, 5, 2, 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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Owlbear

Owlbear: HD 5+1; HP 23; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.



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Ghouls!

Grey human-like shapes, lurking in darkness, surrounded by a charnel stench...

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



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Giant Ants

Giant Worker Ants (4): HD 2; HP 8, 15, 9, 11; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Giant Warrior Ant (1): HD 3; 16; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).



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Lizardmen

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.

50% chance to be accompanied by leader:

Lizardman Boss: HD 2+1; HP 17; 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.



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**Hobgoblins wielding serrated,
iron-tipped spears.**

Hobgoblins (6): HD 1+1; HP 9, 4, 6, 2, 2, 2;
AC 5[14]; Atk 1 spear (1d8); Move 9; Save 17;
AL C; CL/XP 1/15; Special: None.



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Dwarfs

Dwarfs are always a welcome sight for adventurers in the underground halls ... unless, of course, they consider you to be thieves...

Dwarfs (8): HD 1; HP 2, 1, 2, 7, 1, 8, 8, 4; AC 4[15]; Atk 1 axe (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Detect attributes of stonework.

60% chance to be accompanied by a leader:

Barlugli Gain, Dwarf Leader (Ftr3): HD 3; HP 18; AC 2[17]; Atk 1 axe (1d8); Move 6; Save 12; AL L; CL/XP 3/60; Special: 3 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, shield, axe, 4 daggers, shortbow, 20 arrows.



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Elves

Elves may answer evasively if asked what they seek, especially when they are encountered in catacombs.

Elves (6): HD 1+1; HP 8, 9, 3, 8, 6, 5; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: Darkvision 60ft, 4 in 6 chance to find secret doors, immune to ghoul paralysis.

Firissen (Ftr3/MU2): HD 2; HP 10; AC 4[15]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 12; AL L; CL/XP 4/120; Special: Darkvision (60ft), 4 in 6 chance to find secret doors, immune to ghoul paralysis, spells, 3 attacks vs. creatures with 1 or fewer HD, +2 saving throw vs. magic.

Spells: *Charm person* x2.

Basic Gear: Chainmail, longsword, dagger, longbow, 20 arrows.



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Fire Beetles

Beetles the size of a small dog, surrounded by a reddish glow that emanates from glands behind the eyes.

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



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Adventurers 4

Harmendas (Ftr2): HD 2; HP 13; AC 4[15]; Atk longsword (1d8); Move 9; Save 13; AL (any); CL/XP 2/30; Special: 2 attacks vs. creatures with 1 or less hit die.

Basic Gear: Chainmail, shield, longsword, dagger in belt, dagger in each boot.

Laloper (Clr3): HD 3; HP 16; AC 2[17]; Atk mace (1d6); Move 6; Save 13; AL (any but N); CL/XP 3/60; Special: Spells (2/1), +2 save vs. paralysis and poison.

Spells: Cure light wounds x2.

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

Knaga (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, light crossbow, 20 bolts.

Ysperish (MU3): HD 3; HP 6; 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, sleep, phantasmal force.

Basic Gear: Staff, robes with arcane symbols.

Men-at-arms (4): HD 1; HP 2, 5, 2, 1; 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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Giant Rats

Giant Rats (20): HD 1d4hp; HP 3, 1, 2, 1, 2, 4, 3, 1, 3, 3, 2, 3, 4, 4, 2, 4, 4, 4, 4, 1; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.



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Berserkers

Berserkers (4): HD 1; HP 5, 2, 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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Piercers (7): Hard Hat Area

Piercers (3) (1HD): HD 1; HP 1, 3, 5; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

Piercer (2) (2HD): HD 2; HP 8, 7; AC 3[16]; Atk 1 drop and pierce (2d6); Move 1; Save 16; CL/XP 2/30; Special: None.

Piercers (2) (3HD): HD 3; HP 11, 21; AC 3[16]; Atk 1 drop and pierce (3d6); Move 1; Save 14; CL/XP 3/60; Special: None.



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Manes demons

Manes Demons (3): HD 1; HP 8, 2, 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.



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Ogre and kobolds

An ogre raised by kobolds considers itself to be one of them.

Uglucklung the Ogre: HD 4+1; HP 20; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: Other than the fact that he thinks he's a kobold, none.

Kobolds (8): HD 1d4hp; HP 3, 2, 2, 1, 1, 4, 2, 2; AC 6[13]; Atk 1 spear (1d6) or 1 javelin (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.



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Adventurers 5

Prakamatsi (Clr6): HD 6; HP 23; AC 2[17]; Atk mace (1d6); Move 6; Save 10; AL (any but N); CL/XP 7/600; Special: Spells (2/2/1/1), +2 save vs. paralysis and poison. Spells: Cure light wounds x2, hold person, silence 15ft radius, cure disease, sticks to snakes.

Basic Gear: Plate mail, shield, heavy mace, holy symbol, bag containing 8 sticks.

Tolgion (Ftr2): HD 2; HP 13; AC 2[17]; Atk longsword (1d8); Move 9; Save 13; AL (any); CL/XP 2/30; Special: 2 attacks vs. creatures with 1 or less hit die.

Basic Gear: Plate mail, longsword, dagger, longbow, 20 arrows, 3 flasks of oil.

Olkadnia (MU4): HD 4; HP 9; AC 9[10]; Atk staff (1d6); Move 12; Save 13; AL (any); CL/XP 5/240; Special: Spells (3/2), +2 save vs. magic.

Spells: Charm person, detect magic, sleep, phantasmal force, web.

Basic Gear: Staff, robe embroidered with mythological creatures, golden circlet.

Cvask (Ftr3): HD 3; HP 13; 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, two-handed sword, 2 daggers, longbow, 20 arrows.



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Orcs and Goblins

Goblins (6): HD 1d6hp; HP 5, 6, 3, 4, 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.

Orcs (3): HD 1; HP 7, 2, 2; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.



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Orcs and Kobolds

Kobolds (8): HD 1d4hp; HP 2, 1, 2, 2, 2, 1, 3; AC 6[13]; Atk 1 spear (1d6) or 1 javelin (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

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

The orcs use their spears to attack over the heads of their kobolds, trying to keep a line of kobolds between themselves and enemies if possible.

Orcs' 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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Giant Ants

Giant Worker Ants (6): HD 2; HP 8, 8, 14, 8, 13, 5; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.



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Bugbear and goblins

A bugbear and his three goblin sidekicks.

Bugbear (1): HD 3+1; HP 20; AC 5[14]; Atk 1 big axe (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents, 50% chance.

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



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Bugbears

Bugbears (4): HD 3+1; HP 17, 18, 15; 17;
AC 5[14]; Atk 1 longsword (1d8+1); Move 9;
Save 14; AL C; CL/XP 4/120; Special: Surprise
opponents, 50% chance.



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Carrion Creeper

Carrion Creeper (1): HD 2+4; AC 7[12]; Atk 1 bite (1hp) and 6 tentacles (paralyze); Move 12; Save 14; CL/XP 4/120; Special: Paralyze (2d6 turns) with tentacle.



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Bandits

A troop of ruffians wearing tall red turbans, led by a man in red robes (and black turban).

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

Spells: Charm person, sleep, phantasmal force.

Bandits (8): HD 1; HP 6, 6, 1, 4, 4, 2; AC 7[12]; Atk 1 scimitar (1d8) or spear (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.



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Giant Spiders

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



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Orcs and Ogre

A patrol of 4 orcs, with an ogre behind them to provide some muscle in case of a scrap.

Ogre: HD 4+1; HP 20; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

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

Orcs' 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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Snake

Large Pit Vipers (2): HD 1d6hp; HP 2, 6; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).



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Hobgoblins

Hobgoblins carrying swords and round shields.

Hobgoblins (5): HD 1+1; HP 3, 5, 6, 8, 6;
AC 5[14]; Atk 1 longsword (1d8); Move 9;
Save 17; AL C; CL/XP 1/15; Special: None.

Shield Device (1d6)

- 1) Black Circle
- 2) Goat Head
- 3) Jack-o-Lantern
- 4) Burning Tower
- 5) Iron Gate/Portcullis
- 6) Clawed Hand



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Snakes and Snake-Charmer

The Snake Charmer is a lizardman, followed by three poisonous snakes that do his bidding.

Lizardman Snake-Charmer: HD 2+1; HP 13; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; AL C; CL/XP 3/60; Special: Breathe underwater, controls snakes.

Large Pit Vipers (3): HD 1d6hp; HP 4, 2, 3; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).



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Were-rat

The were-rat has five normal (noncombatant) rats with him, but no giant ones. There are some giant rats within calling distance, however, and these will arrive to help the lycanthrope within 1d4 rounds if he calls for them.

Wererat: HD 3; HP 7; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

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



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Lizardmen

Lizardmen (3): HD 2+1; HP 6, 10, 9; 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.

Each lizardman bears a tattoo; roll 1d6 twice, to determine location and picture

Location Picture (1d6)

- 1) Forehead Shell
- 2) Left arm Pentagram
- 3) Right arm Lizardman
- 4) Chest Shark
- 5) Back Snake
- 6) Palm(s) Eyes



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Harpy and Giant Rats

These creatures are not exactly allies, but the rats have learned that the harpy doesn't eat everything she kills.

Harpy: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

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



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Giant Badger

Giant badgers are highly territorial. What's worse, if you can see one, you are in its territory.

Giant Badger (1): HD 3; HP 11, AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.



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Zombies and Skeletons

Skeletons (3): HD 1; HP 8, 5, 2; AC 7[12]; Atk 1 short bow (1d6) or dagger (1d4); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.

Zombies (2): HD 2; HP 12, 11; 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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