



# GRAND DUCHY OF REME

SWORDS & WIZARDRY SOURCEBOOK



SWORDS &  
WIZARDRY  
COMPATIBLE



FROG GOD  
GAMES



# GRAND DUCHY OF REME

## CONVENIENT REFERENCE GUIDE TO REME

### SWORDS & WIZARDRY

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# CONVENIENT REFERENCE GUIDE TO REME SWORDS & WIZARDRY

BY MATT FINCH WITH CASEY CHRISTOFFERSON, RHIANNON LOUVE, ANTHONY PRYOR, KENNETH SPENCER  
S&W DEVELOPMENT: JEFF HARKNESS



## ROLES AND BACKGROUNDS

This section provides information players can use to further develop their characters' backgrounds.

### ARCANUM COLLEGIUM GRADUATE Y

You earned a degree from the prestigious Arcanum Collegium in the city of Reme. This is no small feat, for the coursework is grueling and the exams at the end are very thorough. You need not have studied the arcane arts, for the collegium offers courses in all manner of subjects from history to medicine. Having attended and graduated from the collegium, you likely participated in the student houses, spent at least one night at the Blue Rooster, and took part in other activities the students of the college are known for.

Although you focused your studies on one discipline or set of disciplines, like any graduate of the Arcanum Collegium you studied a wide range of topics. You might not be as knowledgeable about history as someone who has dedicated a great deal of time to the study of it, but you know much more than the common person. This goes for other topics and disciplines, and a little knowledge can go a long way. Your education was broad and comprehensive; you know more about a variety of topics than those who have simply studied a text or listened at the feet of a scholar. Even more, you can usually use your knowledge of one subject to support gaps in your knowledge of another.

Graduates of the Arcanum Collegium are a diverse group who come from across Akados. They share a love of lore and learning, the experience of attending one of the finest institutions of higher education on the continent, and a certain degree of pride in their accomplishment.

## BANDI

You are or were a trained and equipped journeyman of the city of Reme's Honorable and Courageous Band of Free City-Holder. As a full-time artisan and part-time city watch, you are trained in combat, though you are likely not as good as someone who spends their full time preparing for war. Although you have the full complement of arms and armor required of a journeyman, these are kept at a guardhouse and you can't take them out without special permission.

Like most Bandi, you are used to being the big person on the street, the force of law, and the best armed and armored combatant on the block. The common people of the city of Reme respect the Bandi, and if they don't, they learn to. You are more than just an artisan, and the guilds of lesser cities are kept well informed that the Bandi are warriors and workers. When you walk into a room, you reflexively scan the crowd and assess the threats before settling down to business.

The Bandi are an elite group in the city, and they tend to show it. Not just warriors or watchmen, they are also educated artisans. As the official city watch and guard, they can wield enormous power, and this shows in how they deal with people outside their guild. While your flaws tend to represent this arrogance and strength, your ideals tend toward pride in working hard and fulfilling your duties.

## DUKE'S LESSER JUSTICE

You are one of the grand duke's lesser justices, sworn to not just the ducal service but to Yrsa the Dove, the duke's justice. Tasked with proactively enforcing the law, or failing that, justice, throughout the Grand Duchy of Reme, you spend most of your time traveling the land. The people chosen for lesser justices are not just warriors willing to battle evil; the grand duke and duke's justice both want arrests, trials, and executions to be conducted with all proper law and due process. This means that many if not all of the lesser justices are more than capable of infiltrating criminal organizations, gathering information from the lower reaches of society, attending noble balls and parties, and even breaking into locked rooms to acquire incriminating evidence. It is only when all the proof is in hand that they kick in doors and drag people off to the duke's dungeons.

The lesser justices are known throughout the grand duchy — not personally (as that would often defeat their purpose), but their office and existence are well known. While in disguise, most people will not believe you when you tell them whom you serve; when you present your badge, things change. The honest, true, and loyal will render aid; the lawbreakers will cower in fear or run. At least, that's the idea.

## TERRIER

You are a Terrier, a member in good standing of the city of Reme's Guild of Rat-Catchers and Sewer Wardens. Sure, you're unappreciated, but the money is good and the work is an adventure. At least that is what the guild says. In truth, the pay is modest but fair, and the work is mostly dull and dirty with occasional moments of pants-soiling terror. You wouldn't have it any other way.

You know the city streets better than anybody. Even the most skilled thief doesn't know the hidden spots where the rats hide, the place where the Terriers work. Even more, you know the areas beneath the city streets, the sewers, basements, cellars, and even the occasional natural cave. The people who live there know you as well, and you can usually get along with the poorer segments of society.

Terriers are a small but fierce guild, proud in their work and often proud of their isolation from the rest of society. They tend to be brave, honest, and tough, if a bit coarse. Their flaws tend to reflect this coarseness and pride, for both can combine to produce prickly tempers.

## RAT-CATCHER'S TOOLS

Cost 5 gp

Weight 10 pounds

Rat-catchers and other vermin hunters use rat-catcher's tools to do their job. They consist of traps, boxes, cages, a long pole with a spike on one end and a hook/basket arrangement on the other, heavy gloves, and various sharp instruments and mild poisons. A set of rat-catcher's tools can be used to trap small creatures. The hooked pole can be used to grab a creature of the same size at a range of 10 feet.

## REFERENCES AND ENCOUNTERS

These encounters are provided for quick reference in your campaign.

### 1. THE RATHOLE

Fealie Olein, The Rathole's owner, and his two guards, Borgo and Cordut.

**Fealie Olein, Male Halfling Assassin, Owner of The Rathole (Asn6):** HP 30; AC 7[12]; Atk dagger (1d4 + poison) or shortbow x2 (1d6); Move 9; Save 10; AL N; CL/XP 6/400; **Special:** +1 missile weapon bonus, +4 save vs. magic, backstab (x3), disguise, thieving skills, use poison. **Thieving Skills:** Climb 88%, Tasks/Traps 35%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

**Equipment:** leather armor, 4 daggers, shortbow, 20 arrows, 2 vials of lethal poison, 26 gp.

**Borgo, Male Human Guard:** HP 35; AC 7[12]; Atk longsword (1d8), longbow x2 (1d6); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** none.

**Equipment:** leather armor, longsword, longbow, 20 arrows, 1d6 sp.

**Cordut, Male Dwarf Guard:** HP 42; AC 5[14]; Atk war hammer (1d4+1) or light crossbow (1d4+1); Move 9; Save 11; AL C; CL/XP 6/400; **Special:** darkvision (60ft), detect stonework.

**Equipment:** chainmail, war hammer, light crossbow, 10 bolts, 1d4 sp.

### 2. LECROY LINENS

LeCroiy is accompanied by 20 Gavestone rogues.

**LeCroiy, Male Human Thief (Thf10):** HP 34; AC 4[15]; Atk +1 short sword (1d6+1); Move 12; Save 4 (+2, ring); AL N; CL/XP 10/1400; **Special:** +2 save bonus vs. traps and magical devices, backstab (x4), read languages, thieving skills.

**Thieving Skills:** Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.

**Equipment:** +1 leather armor, +1 short sword, ring of protection +2, pouch containing 25 gp and 2 rubies (50 gp each).

**Gavestone Thieves, Male or Female Human Thieves (Thf2) (20):** HP 2d4; AC 4[15]; Atk dagger (1d4) or darts x3 (1d3); Move 12; Save 14; AL N; CL/XP 2/30; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

**Thieving Skills:** Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

**Equipment:** leather armor, dagger, 9 darts, 2d4 sp.

### 3. THE RED THUMB ROGUES

Ambroguie Savion is protected by 20 Red Thumb rogues.

**Ambroguie Savion, Male Human Assassin (Asn7):**

HP 37; AC 6[13]; Atk short sword (1d6) or light crossbow (1d4+1 + poison); Move 12; Save 9; AL C; CL/XP 7/600;

**Special:** backstab (x3), disguise, thieving skills, use poison.

**Thieving Skills:** Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

**Equipment:** +1 leather armor, short sword, light crossbow, 10 poisoned bolts, 2 vials of lethal poison, small figurine of a hawk.

**Red Thumb Rogues (Thf2) (20):** HP 2d4; AC 4[15]; Atk dagger (1d4); Move 12; Save 14; AL N; CL/XP 2/30;

**Special:** +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

**Thieving Skills:** Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

**Equipment:** leather armor, dagger, 1d4 sp.

### 4. ROMBLAD MARSALLE AND THE WHEELWRIGHTS

**Romblad Marsalle, Male Human (Ftr4/Thf4):** HP 38; AC 7[12]; Atk short sword (1d6) or light crossbow (1d4+1); Move 12; Save 11/12; AL C; CL/XP 8/800; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), multiple attacks (4) vs. creatures with 1 or fewer HD, thieving skills.

**Thieving Skills:** Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

**Equipment:** leather armor, short sword, light crossbow, 10 bolts, signet ring, Wheelwrights' contract book, leather pouch containing 3d6 gp.

**Wheelwright Guards, Male or Female Human (Ftr4):** HP 4d8; AC 5[14]; Atk longsword (1d8) or light crossbow (1d4+1); Move 12; Save 11; AL N; CL/XP 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, light crossbow, 10 bolts, 1d4 sp.

**Wheelwright Sneak, Male or Female Human Thief (Thf3):** HP 3d4; AC 7[12]; Atk dagger (1d4) or light crossbow (1d4+1); Move 12; Save 13; AL N; CL/XP 2/30; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

**Thieving Skills:** Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

**Equipment:** leather armor, dagger, light crossbow, 10 bolts, 2d6 gp.

### 5. SLAVERS

**Slave Overseer:** HD 3; AC 5[14]; Atk whip (1d6 + 25% chance to entangle; save avoids) or longsword (1d8); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none.

**Equipment:** chainmail, longsword, whip, 2d4 sp.

**Slaver Thugs (1d3+3):** HD 1; AC 7[12]; Atk clubs (1d4); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

**Equipment:** leather armor, club.

### 6. ICE CULTISTS

Sven the Gaunt has 2d4 ice cultists with him. **Sven the Gaunt, Male Human Priest of Althunak (Clr8):** HP 41; AC 3[16]; Atk +1 freezing mace (1d6+1 + 1d6 cold); Move 12; Save 8; AL C; CL/XP 8/800; **Special:** +2 save versus paralyzation and poison, control undead, resist cold (50%), spells (2/2/2/2/2).

**Spells:** 1st—*cause light wounds, detect magic*; 2nd—*hold person, silence 15ft radius*; 3rd—*cure disease, prayer*; 4th—*cause serious wounds (x2)*; 5th—*finger of death, raise dead*.

**Equipment:** +1 chainmail, shield, +1 freezing mace, unholy symbol of Althunak.

**Cultists, Male or Female Human Priests of Althunak (Clr2) (2d4):** HP 2d6; AC 7[12]; Atk mace (1d6); Move 12; Save 14; AL C; CL/XP 2/30; **Special:** +2 save versus paralyzation and poison, control undead, resist cold (50%), spells (1).

**Spells:** 1st—*cause light wounds*.

**Equipment:** leather armor, mace, unholy symbol of Althunak.

### 7. RED THUMB GANG

The Red Thumb Gang is made up of 3d4 thieves, 1d4 thugs, and a gang leader, as well as any number of commoners. Sometimes they are supported by up to 2 magic-users. Choose from among these depending on your party and the type of encounter.

**Red Thumb Commoners, Male or Female Humans (varies):** HD 1; AC 7[12]; Atk club (1d4); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

**Red Thumb Gang Leader, Male or Female Humans (Thf9):** HP 9d4; AC 4[15]; Atk short sword (1d6), +2 throwing dagger (1d4+2); Move 12; Save 6 (+1, ring); AL C; CL/XP 9/1100; **Special:** +2 save bonus vs. traps and magical devices, backstab (x4), read languages, thieving skills.

**Thieving Skills:** Climb 93%, Tasks/Traps 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

**Equipment:** +2 leather armor, short sword, +2 throwing dagger, ring of protection +1, 3d6 gp.

**Red Thumb Mages, Male or Female Humans (MU5):** HP 5d4; AC 9[10] or 2[17] (missile) and 4[15] (melee) from shield spell; Atk dagger (1d4); Move 12; Save 11; AL C; CL/XP 5/240; **Special:** +2 save vs. spells, wands and staffs, spells (4/2/1).

**Spells:** 1st—*charm person, magic missile (x2), shield*; 2nd—*darkness 15ft radius, invisibility*; 3rd—*fly*.

**Equipment:** robes, dagger, *potion of treasure finding*, *rope of climbing*.



## Red Thumb Thieves, Male or Female Humans (Thf2)

(3d4): HP 3d4; AC 4[15]; Atk dagger (1d4); Move 12; Save 14; AL C; CL/XP 2/30; Special: +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

**Thieving Skills:** Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

**Equipment:** leather armor, dagger, 1d4 sp.

## Red Thumb Thugs, Male or Female Humans (Ftr4)

(1d4): HP 4d8; AC 5[14]; Atk longsword (1d8) or light crossbow (1d4+1); Move 12; Save 11; AL C; CL/XP 4/120; Special: multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, light crossbow, 10 bolts, 1d4 sp.

## 8. WAYMARCH CAVALRY TROOP

The numbers and types of people encountered are as listed in the main text. All are mounted on warhorses. The equivalent stat blocks are indicated below.

**Waymarch Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or heavy crossbow x1/2 (1d6+1); Move 12; Save 10; AL L; CL/XP 5/240; Special: multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, heavy crossbow, 20 bolts.

**Loreclannic Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; Special: multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclannic Scout, Male or Female Human (Rgr3):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Cavalry Officer, Male or Female Human:** HD 5; AC 4[15]; Atk longsword (1d8); Move 12; Save 12; AL L; CL/XP 5/240; Special: none.

**Equipment:** chainmail, shield, longsword.

**Cleric of Mithras, Male or Female Human Priest of Mithras (Clr5):** HP 5d6; AC 5[14]; Atk mace (1d6); Move 12; Save 11; AL L; CL/XP 5/240; Special: +2 save versus paralyzation and poison, banish undead, spells (2/2).

**Spells:** 1st—*cure light wounds, detect magic*; 2nd—*hold person* (x2).

**Equipment:** chainmail, mace, holy symbol of Mithras.

**Journeyman Wizard, Male or Female Human (MU5):** HP 5d4; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk staff (1d6); Move 12; Save 11; AL L; CL/XP 5/240; Special: +2 save vs. spells, wands and staves, spells (4/2/1).

**Spells:** 1st—*charm person, magic missile* (x2), *shield*; 2nd—*detect evil, phantasmal force, strength*; 3rd—*dispel magic*.

**Equipment:** robes, staff.

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; Special: none. (*Monstrosities* 252)

## 9. WAYMARCH GARRISON TROOPS

This is a small military garrison with 30 foot soldiers, 25 archers, and a few officers.

**Waymarch Commander:** HD 5; AC 4[15]; Atk longsword (1d8); Move 12; Save 12; AL L; CL/XP 5/240; Special: none.

**Equipment:** chainmail, shield, longsword.  
**Waymarch Officers (3):** HD 3; AC 5[14]; Atk longsword (1d8); Move 12; Save 14; AL L; CL/XP 3/60; Special: none.

**Equipment:** chainmail, longsword.

**Archers (25):** HD 1; AC 7[12]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 17; AL L or N; CL/XP 1/15; Special: none.

**Equipment:** leather armor, short sword, longbow, 20 arrows.

**Foot Soldiers (30):** HD 1; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL L or N; CL/XP 1/15; Special: none.

**Equipment:** leather armor, short sword.

## 10. LORECLAN ENCAMPMENT

The encampment has 30 Loreclan Riders, 2 Loreclannic Knights, and 20 noncombatant commoners. Loreclannic Knights, Male or Female Humans (Ftr5) (2): HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; Special: multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclannic Riders, Male or Female Human (Rgr3) (30):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Commoners (20):** HD 1d6hp; AC 9[10]; Atk weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; Special: none. (*Monstrosities* 254)

## 11. HIGHWAYMEN

Black Jack Cutter leads a band of highwaymen. Black Jack Cutter is actually Tamalaine of Portia, the proprietor of the Dagger & Rose Tavern, who moonlights as Black Jack Cutter.

**Tamalaine of Portia, Female Elf, aka "Black Jack Cutter" (Thf6):** HP 20; AC 7[12]; Atk +1 rapier (1d6+1); Move 12; Save 10; AL C; CL/XP 6/400; Special: +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

**Thieving Skills:** Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 50%, Silent 55%, Locks 35%.

**Equipment:** leather armor, +1 rapier, *dust of disappearance*, gold necklace with ruby pendant (300 gp), 75 gp.

**The Highwaymen, Male or Female Human Bandits:** HD 1; AC 7[12]; Atk rapier (1d6) or light crossbow (1d4+1) or dagger (1d4); Move 12; Save 17; AL C; CL/XP 1/15; Special: none.

**Equipment:** leather armor, rapier, dagger, light crossbow, 20 bolts, thieves' tools, 1d20 gp.

## 12. MITHRAIC PRIESTS

Rector Aubree is a priest. There are also 3 lesser Venerates of Mitra and 9 Initiates of the Bull acolytes.

### Rector Aubree, Male Human Priest of Mitra (Clr7):

**HP** 37; **AC** 5[14]; **Atk** mace (1d6); **Move** 12; **Save** 9; **AL** L; **CL/XP** 7/600; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/2/2/1/1).

**Spells:** 1st—*cure light wounds, detect magic*; 2nd—*hold person* (x2); 3rd—*cure disease, prayer*; 4th—*cure serious wounds*; 5th—*raise dead*.

**Equipment:** chainmail, mace, holy symbol of Mithras.

### Venerates of Mitra, Male or Female Human Priests of Mitra (Clr3) (3):

**HP** 3d6; **AC** 7[12]; **Atk** mace (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 3/60; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2).

**Spells:** 1st—*cause light wounds*.

**Equipment:** leather armor, mace, holy symbol of Mithras.

### Initiates of the Bull, Male or Female Human Acolytes of Mitra (Clr1) (9):

**HP** 1d6; **AC** 9[10]; **Atk** mace (1d6); **Move** 12; **Save** 15; **AL** L; **CL/XP** 1/15; **Special:** +2 save versus paralyzation and poison, banish undead.

**Equipment:** leather armor, mace, holy symbol of Mithras.

## 13. WHEELWRIGHT ENFORCERS

A group of Wheelwright enforcers contains 15 thugs, 3 captains, and a commander.

### Wheelwright Captain, Male or Female Human (Ftr3)

**(3):** **HP** 3d8; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

**Equipment:** leather armor, short sword, shortbow, 20 arrows, 2d4 sp.

### Wheelwright Commander, Male or Female Human

**(Ftr8):** **HP** 8d8; **AC** 5[14]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** multiple attacks (8) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, light crossbow, 10 bolts, 2d6 gp.

### Wheelwright Thugs, Male or Female Humans (15):

**HD** 1; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 254)

**Equipment:** leather armor, club, 1d4 sp.

## 14. WHEELWRIGHT CARAVAN

The Wheelwright Caravan is led by Caravan Master David Wheelwright. It is made up of 10 wagons pulled by 22 oxen. Ten teamsters keep the caravan moving. It is guarded by 2 mastiffs, 20 cavalry, 12 archers, and 16 foot soldiers.

**Archers (12):** **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** L or N; **CL/XP** 1/15; **Special:** none.

**Equipment:** leather armor, short sword, longbow, 20 arrows.

**David Wheelwright, Wheelwright Caravan Master, Male Human (Ftr5):** **HP** 36; **AC** 7[12]; **Atk** short sword (1d6) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** leather armor, short sword, longbow, 20 arrows, 2d4 sp.

**Foot Soldiers (16):** **HD** 1; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** L or N; **CL/XP** 1/15; **Special:** none.

**Equipment:** leather armor, short sword.

**Mastiffs (2):** **HD** 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **CL/XP** 2/30; **Special:** none. (*Monstrosities* 127)

**Oxen (22):** **HD** 3; **AC** 7[12]; **Atk** gore (1d6); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 59)

**Wheelwright Cavalry, Male or Female Humans (20):** **HD** 3; **AC** 7[12]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

**Equipment:** chainmail, shield, longsword.

**Wheelwright Teamsters, Male or Female Humans (10):** **HD** 1d6hp; **AC** 9[10]; **Atk** weapon (1d6); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

Clinkem Darley, Ombert Shae, Guenivere Bartley, and Peter Miller.

**Merchants, Male Humans:** **HD** 1; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 254)

**Equipment:** dagger, leather pouch with writs of sale and 3d6 gp.

**Bartholomew Brown, Male Human (MU4):** **HP** 4d4; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save vs. spells, wands and staffs, spells (3/2).

**Spells:** 1st—*charm person, shield, sleep*; 2nd—*invisibility, levitate*.

**Equipment:** robes, dagger, silk bag of herbs.

**Cargo:** One-and-a-half wagons' worth of empty space, one-half wagon of local trinkets (200 gp), 2 wagons of full wine casks (2,000 gp total), half-wagon of rare spices (3,000 gp), 2 wagons of semi-rare spices (5,000 gp total), half-wagon of paper and parchment (500 gp), 2 wagons of dyes (1,000 gp total), half-wagon of barreled nuts (500 gp), half-wagon of carpets (2,000 gp)

**Cash-box:** 1,038 gp in varying denominations.

## 15. ROAD AGENCY GUARDS

A Road Agency captain leads a group of 2d6 guards.

**Road Agency Captain, Male or Female Human (Ftr3):** **HP** 3d8; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

**Equipment:** leather armor, short sword, shortbow, 20 arrows, 2d4 sp.

**Road Agency Guards, Male or Female Humans (2d6):** **HD** 1; **AC** 7[12]; **Atk** weapon (1d8); **Move** 12; **Save** 17; **AL** Any; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 257)

## 16. AUDIT OF SEFAGRETH

High Auditor Maxim Crysios is a cleric of Sefagreth. His 4 auditors are accompanied by 2d6 acolytes, 5 knights, and 2 mastiffs.

**High Auditor Maxim Crysios, Male Human Priest of Sefagreth (Clr8):** HP 42; AC 5[14]; Atk mace (1d6); Move 12; Save 8; AL L; CL/XP 8/800; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/2/2/2/2).

**Spells:** 1st—*cure light wounds, protection from evil*; 2nd—*bless, hold person*; 3rd—*cure disease, remove curse*; 4th—*cure serious wounds, neutralize poison*; 5th—*dispel evil, quest*.

**Equipment:** chainmail, mace, ledger book, holy symbol of Sefagreth.

**Acolytes, Male or Female Human Acolytes of Sefagreth (Clr1) (2d6):** HP 1d6; AC 9[10]; Atk mace (1d6); Move 12; Save 15; AL L; CL/XP 1/15; **Special:** +2 save versus paralyzation and poison, banish undead.

**Equipment:** leather armor, mace, holy symbol of Mithras.

**Auditors of Sefagreth, Male or Female Human Priests of Sefagreth (Clr3) (4):** HP 4d6; AC 5[14]; Atk mace (1d6); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2).

**Spells:** 1st—*detect magic*.

**Equipment:** chainmail, mace, 5 parchments, vial of ink, holy symbol of Sefagreth.

**Knights of Sefagreth, Male or Female Humans (Ftr5) (5):** HP 5d8; AC 5[14]; Atk longsword (1d8); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword.

**Mastiffs (2):** HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save 16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)

## 17. PRIESTHOODS OF VANITTHU

Chaplain Kaisla the Bold is served by 2 lieutenant chaplains and 24 acolytes. There are typically 12 knights of Vanitthu and a paladin watchman present.

**Chaplain Kaisla the Bold, Male Human Priest of Vanitthu (Clr8):** HP 40; AC 5[14]; Atk mace (1d6); Move 12; Save 8; AL L; CL/XP 8/800; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/2/2/2/2).

**Spells:** 1st—*cure light wounds, detect magic*; 2nd—*bless, speak with animals*; 3rd—*prayer, speak with dead*; 4th—*cure serious wounds* (x2); 5th—*create food, dispel evil*.

**Equipment:** chainmail, mace, holy symbol of Vanitthu.

**Lieutenant Chaplains of Vanitthu, Male or Female Human Priests of Vanitthu (Clr3) (2):** HP 4d6; AC 5[14]; Atk mace (1d6); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2).

**Spells:** 1st—*cure light wounds*.

**Equipment:** chainmail, mace, holy symbol of Vanitthu.

**Acolytes, Male or Female Human Acolytes of Vanitthu (Clr1) (24):** HP 1d6; AC 9[10]; Atk mace (1d6); Move 12; Save 15; AL L; CL/XP 1/15; **Special:** +2 save versus paralyzation and poison, banish undead.

**Equipment:** leather armor, mace, holy symbol of Vanitthu.

**Knights of Vanitthu, Male or Female Humans (Ftr5) (5):** HP 5d8; AC 5[14]; Atk longsword (1d8); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword.

**Paladin Watchman of Vanitthu, Male or Female Human (Ftr7):** HP 7d8; AC 2[17]; Atk +1 longsword (1d8+1); Move 12; Save 6; AL L; CL/XP 7/600; **Special:** immune to disease, lay on hands (14 hit points), summon warhorse.

**Equipment:** plate mail, shield, +1 longsword.

## 18. THE COMPASS TOWER

The Compass Tower is ruled by Lord Marracin, Cloette Herriot, Rolphe Fennic, and their apprentices.

**Lord Marracin, Male Human (MU10):** HP 33; AC 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk *staff of wizardry* (2d6); Move 12; Save 3 (+2, cloak; +1, ring); AL L; CL/XP 11/1700; **Special:** +2 save vs. spells, wands and staves, spells (4/4/3/2/2).

**Spells:** 1st—*magic missile, read languages, read magic, shield*; 2nd—*detect evil, ESP, invisibility, wizard lock*; 3rd—*dispel magic, fly, suggestion*; 4th—*dimension door, wizard eye*; 5th—*contact other plane, teleport*.

**Equipment:** cloak of protection +2, robes, staff of wizardry (56 charges), amulet against scrying, ring of protection +1, pouch containing various jewels (250 gp total).

**Cloette Herriot, Female Human (MU8):** HP 24; AC 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk *staff of power* (2d6); Move 12; Save 6 (+1, robe; +1, ring); AL L; CL/XP 9/1100; **Special:** +2 save vs. spells, wands and staves, spells (4/3/3/2).

**Spells:** 1st—*charm person, hold portal, magic missile, shield*; 2nd—*detect invisibility, locate object, pyrotechnics*; 3rd—*hold person, lightning bolt, slow*; 4th—*hallucinatory terrain, polymorph self*.

**Equipment:** cloak of protection +1, robes, staff of power (65 charges), ring of protection +1, potion of extra healing, potion of ethereality.

**Rolph Fennic, Male Human (MU6):** HP 18; AC 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk +1 staff (1d6+1); Move 12; Save 9 (+1, ring); AL L; CL/XP 6/400; **Special:** +2 save vs. spells, wands and staves, spells (4/2/2).

**Spells:** 1st—*charm person, light, shield, sleep*; 2nd—*phantasmal force* (x2); 3rd—*clairaudience, monster summoning I*.

**Equipment:** robes, +1 staff, wand of magic missiles (7 charges), ring of protection +1, scroll of charm person.

**Apprentices, Male or Female Humans (MU2):** HP 2d4; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk dagger (1d4); Move 12; Save 14; AL L or N; CL/XP 2/30; **Special:** +2 save vs. spells, wands and staves, spells (2).

**Spells:** 1st—*read languages, shield*.

**Equipment:** robes, dagger.

# 19. ANCIENT GREEN DRAGON

## AUREENSAADOR

The **ancient green dragon** Aureensaador dwells in the Baronswood and has been the death of many an adventuring party there.

**Aureensaador, Ancient Green Dragon:** HD 8; HP 64; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 18/3800; **Special:** breathes poison gas (3/day, 64 damage, save for half). (*Monstrosities* 138)

## 20. ANKHEG

Ankheg burrows are found throughout Reme, even alongside the roads. Bounties of 20 gp are paid for an ankheg's head in almost any large settlement in the grand duchy.

**Ankheg (4HD):** HD 4; AC 2[17] underside 4[15]; Atk bite (3d6); Move 12 (burrow 6); Save 13; AL N; CL/XP 5/240; **Special:** spits acid (1/day, 5d6, save for half). (*Monstrosities* 14)

**Ankheg (5HD):** HD 5; AC 2[17] underside 4[15]; Atk bite (3d6); Move 12 (burrow 6); Save 12; AL N; CL/XP 6/400; **Special:** spits acid (1/day, 5d6 damage, save for half). (*Monstrosities* 14)

**Ankheg (6HD):** HD 6; AC 2[17] underside 4[15]; Atk bite (3d6); Move 12 (burrow 6); Save 11; AL N; CL/XP 7/600; **Special:** spits acid (1/day, 5d6 damage, save for half). (*Monstrosities* 14)

## 21. BANDITS

Bandits are usually encountered in small groups, but in many cases these small groups are part of a much-larger encampment. Roll 1d20 to determine whether the encounter is with a small group or whether the characters have stumbled on the actual encampment. A roll of 1–17 indicates an encounter with a smaller patrol; a roll of 18–20 indicates an encounter with the encampment itself.

A small patrol would likely have 2d4 bandits and a bandit captain. The encampment itself houses 20 + 1d10 bandits, 5 bandit captains, and a bandit leader along with 10 or 20 commoners, 1d6 mastiffs, and several riding horses.

**Bandit, Male or Female Human:** HD 1; AC 7[12]; Atk short sword (1d6) or shortbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none. (*Monstrosities* 254)  
**Equipment:** leather armor, short sword, shortbow, 20 arrows, 1d4 sp.

**Bandit Captain, Male or Female Human:** HD 4; AC 7[12]; Atk longsword (1d8); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** none. (*Monstrosities* 254)  
**Equipment:** leather armor, longsword, longbow, 20 arrows, 1d4 gp.

**Bandit Leader, Male or Female Human:** HD 6; AC 7[12]; Atk +1 longsword (1d8) or light crossbow (1d4+1); Move 12; Save 11; AL C; CL/XP 6/400; **Special:** none. (*Monstrosities* 254)

**Equipment:** leather armor, +1 longsword, light crossbow, 20 bolts, 20 arrows, 2d6 gp.

**Commoners (10 to 20):** HD 1d6hp; AC 9[10]; Atk club (1d4) or dagger (1d4); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none. (*Monstrosities* 254)  
**Equipment:** club, dagger.

**Mastiffs (1d6):** HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save 16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)  
**Riding Horses:** HD 2; AC 7[12]; Atk bite (1d2); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 252)

## 22. BARGE

Barges and keelboats are the lifeblood of Reme's trade between the interior and the city. A cargo barge typically has 1d4 guards who double as polemen when needed, 4 scouts, and a merchant.

**Guards, Male or Female Humans (1d4):** HD 2; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 16; AL Any; CL/XP 2/30; **Special:** none. (*Monstrosities* 257)  
**Equipment:** leather armor, short sword, spear.

**Merchant, Male or Female Human:** HD 1; AC 9[10]; Atk dagger (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none. (*Monstrosities* 257)  
**Equipment:** dagger, 2d8 gp.

**Scouts (4), Male or Female Humans (Rgr2):** HD 3; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 2/30; **Special:** +2 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 2 spears.

Typical cargo might include cloth, grain, ale, and similar bulky goods. The value of the cargo is 1d6 x 100 gp. For a more detailed list, roll 1d4 twice on the table below and combine the results.

| 1d4 | Goods   | Total Worth |
|-----|---|-------------|
| 1   | 10 goats, 100 chickens, 5 pigs, 5 cows, and 1,000 pounds of feed                            | 100 gp      |
| 2   | 100 yards each of canvas and cotton cloth, 10 yards of silk                                 | 150 gp      |
| 3   | 200 pounds each of iron and copper, 20 pounds of silver                                     | 170 gp      |
| 4   | 500 pounds each of flour and wheat, 50 pounds of spices (ginger, cloves, cinnamon, saffron) | 300 gp      |

## 23. BEARS

The type of bear encountered depends on the terrain.

| Terrain           | Encounter                                     |
|-------------------|---|
| In forests:       | 1d3 black bears                               |
| In mountains:     | 1d2 cave bears<br>In hills: 1d3 grizzly bears |
| In grassland:     | 1d3 black bears                               |
| In river terrain: | 1d3 black bears                               |

**Black Bear:** HD 4+1; AC 7[12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; **Special:** hug (1d8 damage). (*Monstrosities* 36)

**Cave Bear/Polar Bear:** HD 7; AC 6[13]; Atk 2 claws (1d6+1), bite (1d10+1); Move 12; Save 9; AL N; CL/XP 7/600; **Special:** hug (3d6). (*Monstrosities* 38)

**Grizzly Bear:** HD 6; AC 6[13]; Atk 2 claws (1d6), bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; **Special:** hug (2d6). (*Monstrosities* 37)

## 24. BLOOD HAWK

This encounter is with 1d6 blood hawks.

**Blood Hawk (1d6):** HD 1; AC 4[15]; Atk 2 claws (1d4), bite (1d6); Move 6 (fly 36); Save 17; AL N; CL/XP 2/30; **Special:** none. (*The Tome of Horrors Complete* 61)

## 25. BUGBEARS

This is 2d6 bugbears.

**Bugbears (2d6):** HD 3+1; AC 5[14]; Atk bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** surprise opponents (50% chance). (*Monstrosities* 53)

## 26. BULETTE

Roll 1d20. The encounter is with a bulette unless the die roll is a 20, in which case there are two of the nasty critters.

**Bulette (7HD):** HD 7; AC -2[21]; Atk bite (4d12), 2 claws (3d6); Move 15 (burrow 3) or 30ft leap; Save 9; AL N; CL/XP 9/1100; **Special:** leaping (30ft leap), surprise (4-in-6 chance), burrow. (*Monstrosities* 54)

**Bulette (8HD):** HD 8; AC -2[21]; Atk bite (4d12), 2 claws (3d6); Move 15 (burrow 3) or 30ft leap; Save 8; AL N; CL/XP 10/1400; **Special:** leaping (30ft leap), surprise (4-in-6 chance), burrow. (*Monstrosities* 54)

**Bulette (9HD):** HD 9; AC -2[21]; Atk bite (4d12), 2 claws (3d6); Move 15 (burrow 3) or 30ft leap; Save 6; AL N; CL/XP 11/1700; **Special:** leaping (30ft leap), surprise (4-in-6 chance), burrow. (*Monstrosities* 54)

## 27. CARAVAN

Roll 3d6 to determine how many wagons are in the caravan. This determines the rest of the caravan's composition:

|       |           |
|-------|-----------|
| 03-06 | 4 wagons  |
| 07-09 | 5 wagons  |
| 10-12 | 6 wagons  |
| 13    | 7 wagons  |
| 14    | 8 wagons  |
| 15    | 9 wagons  |
| 16    | 10 wagons |
| 17    | 11 wagons |
| 18    | 12 wagons |

Each wagon provides the caravan's total composition with a merchant, 2 cavalry officers with warhorses, a teamster, an archer, a foot soldier, and a mastiff.

**Archer:** HD 1; AC 7[12]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 17; AL L or N; CL/XP 1/15; **Special:** none.

**Equipment:** leather armor, short sword, longbow, 20 arrows.

**Caravan Teamster, Male or Female Human:** HD 1; AC 7[12]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none. (*Monstrosities* 257)

**Equipment:** leather armor, club.

**Cavalry Officer:** HD 3; AC 5[14]; Atk longsword (1d8); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** none.  
**Equipment:** chainmail, longsword.

**Foot Soldier, Male or Female Humans:** HD 2; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 16; AL Any; CL/XP 2/30; **Special:** none. (*Monstrosities* 257)  
**Equipment:** leather armor, short sword, spear.

**Merchant, Male or Female Human:** HD 1; AC 9[10]; Atk dagger (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none. (*Monstrosities* 257)

**Equipment:** dagger, 2d8 gp.

**Mastiffs (2):** HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save 16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

## 28. CARIBOU

This encounter is with 4d6 caribou.

**Caribou (4d6):** HD 3; AC 5[14]; Atk 2 hooves (1d4), gore (1d6); Move 15; Save 14; AL N; CL/XP 3/60; **Special:** resist cold (50%), surprise (2-in-6 chance). (*The Tome of Horrors Complete* 625)

## 29. CATTLE DRIVE

The cattle drive consists of 1d4+3 Loreclan riders with riding horses, 1 Loreclan Knight with a warhorse, and 4d6 cattle.

**Cows (4d6):** HD 3; AC 7[12]; Atk gore (1d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 59)

**Loreclan Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclannic Scouts, Male or Female Human (Rgr3) (1d4+3):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Riding Horse:** HD 2; AC 7[12]; Atk bite (1d2); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 252)

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

## 30. CAVALRY TROOP

A cavalry troop has 1 or 2 captains mounted on warhorses accompanied by 10 + 1d10 scouts mounted on warhorses. They are a mix of Loreclan and Foere.

**Loreclannic or Foere Cavalry Captain, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loecclannic or Foere Scouts, Male or Female Human (Rgr3) (10 + 1d10):** HP 4d8; AC 7[12]; **Atk** short sword (1d6) or spear (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.  
**Equipment:** leather armor, short sword, 4 spears.  
**Warhorse:** HD 3; AC 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 252)

## 31. CENTAURS

This encounter is with 1d4 centaurs.

**Centaurs (1d4):** HD 4; AC 5[14] or 4[15] with shield; **Atk** 2 kicks (1d6) and spear (1d8); **Move** 18; **Save** 13; **AL** Any; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 61)  
**Equipment:** spear.

## 32. CHIMERA

One chimera. It's enough.

**Chimera:** HD 9; AC 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** breathes fire (3/day, 50ft range, 3d8 damage, save for half). (*Monstrosities* 66)

## 33. COCKATRICE

A gaggle of 1d4 cockatrices are bustling through the grass.

**Cockatrices (1d4):** HD 5; AC 6[13]; **Atk** bite (1d6 + turn to stone); **Move** 6 (fly 18); **Save** 12; **CL/XP** 8/800; **Special:** bite turns to stone (save avoids). (*Monstrosities* 70)

## 34. CREATURES OF SHADOW

Roll 1d4 or choose on the table below.

| 1d4 | Creatures                 |
|-----|---------------------------|
| 1   | 3 shadows                 |
| 2   | 1 wraith                  |
| 3   | 1 wraith and 1d4 shadows  |
| 4   | 2 wraiths and 3d4 shadows |

**Shadow:** HD 2+2; AC 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (1 point with hit). (*Monstrosities* 418)

**Wraith:** HD 4; AC 3[16]; **Atk** touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit). (*Monstrosities* 518)

## 35. CROCODILE

Some of the logs are moving; 1d4 crocodiles float nearby.  
**Crocodiles (1d4):** HD 3; AC 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 77)

## 36. CUTE SQUIRRELS

Cute squirrels in the trees appear to be gathering nuts for wintertime.

## 37. DEER

A family of 2d6 deer stand nervously in the grass.  
**Deer (2d6):** HD 2; AC 6[13]; **Atk** 2 hooves (1d4), gore (1d6); **Move** 15; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** surprise (2-in-6 chance). (*The Tome of Horrors Complete* 625)





## 38. DRAGON

Roll 1d100 to determine the type of dragon encountered:

| 1d100 | Result  |
|-------|---|
| 01–60 | This encounter is with an insignificant and common wyrm, a youthful one that still hunts actively and fairly indiscriminately. You may substitute any type of dragon or age category, by whatever means desired, but the standard dragon encounter is with a young green or red dragon. |
| 61–80 | This is an encounter with one adult black or green dragon that is hunting.  |
| 81–00 | This is an encounter with a hunting adult red or white dragon (white dragons are encountered only in mountainous or hilly terrain).   |

**Adult Black Dragon (7HD):** HD 7; HP 28; AC 2[17]; Atk 2 claws (1d4), bite (3d6); Move 9 (fly 24); Save 9; AL C; CL/XP 9/1100; **Special:** spits acid (3/day, 60ft line, 28 damage, save for half). (*Monstrosities* 132)

**Adult Green Dragon (8HD):** HD 8; HP 32; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 10/1400; **Special:** breathes poison gas (3/day, 32 damage, save for half) (*Monstrosities* 138).

**Adult Red Dragon (10HD):** HD 10; HP 40; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; **Special:** breathes fire (3/day, 90ft cone, 40 damage, save for half). (*Monstrosities* 139)

**Adult White Dragon (6HD):** HD 6; HP 24; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 11; AL C; CL/XP 8/800; **Special:** breathes frost (3/day, 70ft cone, 20 damage, save for half). (*Monstrosities* 141)

**Young Green Dragon (8HD):** HD 8; HP 16; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 6/400; **Special:** breathes poison gas (3/day, 16 damage, save for half) (*Monstrosities* 138).

**Young Red Dragon (10HD):** HD 10; HP 20; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 5; AL C; CL/XP 7/600; **Special:** breathes fire (3/day, 90ft cone, 20 damage, save for half). (*Monstrosities* 139)

## 39. DRAGON, GREEN

This is 50/50 chance of being an **adult** or a **young green dragon**.  
**Adult Green Dragon (8HD):** HD 8; HP 32; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 10/1400; **Special:** breathes poison gas (3/day, 32 damage, save for half) (*Monstrosities* 138).

**Young Green Dragon (8HD):** HD 8; HP 16; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 6/400; **Special:** breathes poison gas (3/day, 16 damage, save for half) (*Monstrosities* 138).

## 40. DRUID

This encounter is with a druid who has a 20% chance of having 1d4 wolves friendly to it nearby.

**Druid, Male or Female Human Druid (Drd8):** HP 8d6; AC 6[13]; Atk sickle-shaped sword (1d6) or sling (1d4); Move 12; Save 8; AL N; CL/XP 8/800; **Special:** +2 save versus fire, immune to fey charms, shape change, spells (4/3/2/1).

**Spells:** 1st—*detect magic, faerie fire, locate animals, purify water*; 2nd—*cure light wounds, heat metal, obscuring mist*; 3rd—*call lightning, plant growth*; 4th—*cure serious wounds*.

**Equipment:** +1 leather armor, shield, sickle-shaped sword, sling, 10 sling stones.

**Wolves (1d4):** HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

## 41. DWARVES

3d6 dwarves and a dwarf commander.

**Dwarves (3d6):** HD 1; AC 4[15]; Atk weapon (1d8); Move 6; Save 17; AL L; CL/XP 1/15; **Special:** darkvision (60ft), detect attributes of stonework. (*Monstrosities* 149)

**Dwarf Commander:** HD 4; AC 4[15]; Atk weapon (1d8); Move 6; Save 13; AL L; CL/XP 4/120; **Special:** darkvision (60ft), detect attributes of stonework. (*Monstrosities* 149)

## 42. EAGLE OR HAWKS

1 eagle or 2d6 hawks.

**Eagle:** HD 2; AC 4[15]; Atk 2 claws (1d4) and bite (1d6); Move 6 (fly 18); Save 16; AL N; CL/XP 2/30; **Special:** none.

**Hawks (2d6):** HD 1; AC 4[15]; Atk 2 claws (1d4) and bite (1d6); Move 6 (fly 24); Save 17; AL N; CL/XP 1/15; **Special:** none.

## 43. ELK

This encounter is with 4d6 elk.

**Elk (4d6):** HD 3; AC 5[14]; Atk 2 hooves (1d4), gore (1d6); Move 15; Save 14; AL N; CL/XP 3/60; **Special:** resist cold (50%), surprise (2-in-6 chance). (*The Tome of Horrors Complete* 625)

## 44. ELVES

A group of 2d6 elven scouts are working their way through the woods.

**Elven Scouts, Male or Female Elf (Rgr3) (2d6):** HP 4d8; AC 7[12]; Atk longsword (1d6) or longbow x2 (1d6); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, darkvision (60ft), detect secret doors, tracking.

**Equipment:** leather armor, longsword, longbow, 20 arrows.

## 45. ETTIN

**Ettins (1d2):** HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

## 46. FIRE GIANTS

1d3 fire giants (90% chance) or 1 fire giant chieftain and 2d6 fire giants (10% chance).

**Fire Giant Chieftain:** HD 16; AC 4[15]; Atk weapon (5d6); Move 12; Save 3; AL C; CL/XP 17/3500; **Special:** hurl boulders (5d6 damage), immune to fire. (*Monstrosities* 196)

**Fire Giant:** HD 11 + 1d4hp; AC 4[15]; Atk weapon (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; **Special:** hurl boulders (5d6 damage), immune to fire. (*Monstrosities* 196)

## 47. FISHING BOATS (FOERDEWAITH)

Population of 1d3 fishing boats. Each has 1 or 2 fishermen.

**Fishermen (1d2):** HD 1d6hp; AC 9[10]; Atk weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none. (*Monstrosities* 254)

## 48. FISHING BOATS (LORECLAN)

As above

## 49. FOOT PATROL

This is for road encounters in general and is 10 + 1d6 foot soldiers plus an officer and one serjeant for each full group of four footmen.

**Serjeant:** HD 5; AC 4[15]; Atk longsword (1d8); Move 12; Save 12; AL L; CL/XP 5/240; **Special:** none.

**Equipment:** chainmail, shield, longsword.

**Officer:** HD 3; AC 5[14]; Atk longsword (1d8); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** none.

**Equipment:** chainmail, longsword.

**Foot Soldiers (10 + 1d6):** HD 1; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL L or N; CL/XP 1/15; **Special:** none.

**Equipment:** leather armor, short sword.

## 50. FROST GIANTS

1d3 frost giants (90% chance) or 1 frost giant chieftain and 2d6 frost giants (10% chance).

**Frost Giant Chieftain:** HD 15; AC 4[15]; Atk weapon (4d6); Move 12; Save 3; AL C; CL/XP 16/3200;

**Special:** hurl boulders (4d6 damage), immune to cold. (*Monstrosities* 197)

**Frost Giant:** HD 10 + 1d4hp; AC 4[15]; Atk weapon (4d6); Move 12; Save 5; AL C; CL/XP 11/1700; **Special:** hurl boulders (4d6 damage), immune to cold. (*Monstrosities* 197)



## 51. FUR TRAPPERS

Fur trappers move about the countryside in groups for safety, going off individually for one or two days at a time. This encounter is with a group of them. Roll 1d6 to determine the composition of the group:

| 1d6 | Trapper Crew  |
|-----|---|
| 1-3 | Mule train with 2d6 mules and 1d6 fur trappers  |
| 4-5 | 2 wagons, each pulled by a pair of riding horses, with 1d6 fur trappers and 2 archers   |
| 6   | 3 wagons, each pulled by a pair of riding horses, with 1d6 + 1 fur trappers, 2 archers, and 1 cavalry rider on a warhorse scouting. |

**Archer:** HD 1; AC 7[12]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 17; AL L or N; CL/XP 1/15; **Special:** none.

**Equipment:** leather armor, short sword, longbow, 20 arrows.

**Cavalry, Male or Female Human:** HD 3; AC 7[12]; Atk longsword (1d8); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** none.

**Equipment:** chainmail, shield, longsword.

**Fur Trapper:** HD 1; AC 7[12]; Atk dagger (1d4); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none. (*Monstrosities* 254)

**Equipment:** dagger, 1d6 pelts (1d4x10 gp each).

**Mule:** HD 2; AC 7[12]; Atk bite (1d4); Move 12; Save 16; AL N; CL/XP 2/30; **Special:** none.

**Riding Horse:** HD 2; AC 7[12]; Atk bite (1d2); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 252)

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

## 52. GIANT BADGER

**Giant Badgers (1d2):** HD 3; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 28)

## 53. GIANT BOAR

1d6 giant boars.

**Giant Wild Boars (1d6):** HD 6; AC 5[14]; Atk gore (4d4); Move 15; Save 11; AL N; CL/XP 7/600; **Special:** continue attacks 2 rounds after death. (*Monstrosities* 48)

## 54. GIANT CROCODILE

1d3 giant crocodiles plus 1d3 normal crocodiles.

**Giant Crocodiles (1d3):** HD 6; AC 3[16]; Atk bite (3d6), tail (1d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; **Special:** none. (*Monstrosities* 78)

**Crocodiles (1d3):** HD 3; AC 4[15]; Atk bite (1d6); Move 9 (swim 12); Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 77)

## 55. GIANT EAGLE

One or two giant eagles.

**Giant Eagles (1d2):** HD 4; AC 7[12]; Atk 2 talons (1d4), bite (1d8); Move 3 (fly 24); Save 13; AL N; CL/XP 5/240; **Special:** none. (*Monstrosities* 151)

## 56. GIANT ELK

1d4 giant elk plus 2d6 regular elk.

**Giant Elk (1d4):** HD 5; AC 5[14]; Atk 2 hooves (1d6), gore (2d6); Move 15; Save 12; AL N; CL/XP 5/240; **Special:** resist cold (50%), surprise (1-in-6 chance). (*The Tome of Horrors Complete* 625)

**Elk (2d6):** HD 3; AC 5[14]; Atk 2 hooves (1d4), gore (1d6); Move 15; Save 14; AL N; CL/XP 3/60; **Special:** resist cold (50%), surprise (2-in-6 chance). (*The Tome of Horrors Complete* 625)

## 57. GIANT HYAENA

1d6 giant hyaenas and 1d3 regular hyaena.

**Giant Hyaenas (1d6):** HD 5; AC 6[13]; Atk bite (2d6); Move 18; Save 12; AL N; CL/XP 5/240; **Special:** none. (*Monstrosities* 260)

**Hyaenas (1d3):** HD 1; AC 7[12]; Atk bite (1d3); Move 16; Save 17; AL N; CL/XP 1/15; **Special:** none. (*Monstrosities* 259)

## 58. GIANT MOUNTAIN GOAT (AND GIANT BIGHORN SHEEP)

These encounters are with 1d6 + 1 mountain goats, with a 10% chance for the goats to be accompanied by a giant goat.

**Giant Goat:** HD 3; AC 7[12]; Atk gore (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** +4 damage on charge. (*Monstrosities* 210)

**Goats (1d6+1):** HD 1; AC 7[12]; Atk gore (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none. (*Monstrosities* 210)

## 59. GIANT OWL

One giant owl.

**Giant Owl:** HD 4; AC 6[13]; Atk 2 claws (1d8), bite (1d6+1); Move 3 (fly 20); Save 13; AL N; CL/XP 5/240; **Special:** -2 to all die rolls in bright light, flies silently. (*Monstrosities* 369)

## 60. GIANT SNAKE

This encounter is with either 1d2 giant constrictor snakes or giant poisonous snakes, plus 1d3 normal snakes of the same type.

**Constrictor Snakes (3d6):** HD 2; AC 6[13]; Atk constriction (1d3 + constriction); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** constriction (automatic 1d3 damage after hit). (*Monstrosities* 438)

**Giant Poisonous Snakes (1d2):** HD 4; AC 5[14]; Atk bite (1d3 + poison); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** lethal poison (save or die). (*Monstrosities* 440)

**Giant Constrictors (1d2):** HD 6; AC 5[14]; Atk bite (1d3), constrict (2d4); **Move** 10; **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** constrict (automatic 2d4 damage after hit; 1-in-6 chance to pin limb). (*Monstrosities* 440)

**Poisonous Snakes (3d6):** HD 1d6hp; AC 5[14]; Atk bite (1hp + poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison (+2 save). (*Monstrosities* 438)



## 61. GIANT SPIDERS

There is a 10% chance of one lone giant wolf spider and a 90% chance of 3d4 giant spiders.

**Giant Spiders (1ft diameter) (3d4):** HD 1+1; AC 8[11]; Atk bite (1hp + poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison (save or die, +2 saving throw). (*Monstrosities* 451)

**Giant Wolf Spider (6ft diameter):** HD 4+2; AC 4[15]; Atk bite (1d6+2 + poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison (save or die), webs (save to avoid becoming stuck). (*Monstrosities* 451)

## 62. GIANT TOAD

A pair of giant toads surrounded by hundreds of (harmless) normal toads.

**Giant Toads (2):** HD 3; AC 6[13]; Atk bite (1d8); **Move** 6 (hop 30ft); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** hop (30ft leap). (*Monstrosities* 475)

## 63. GIANT WASPS

2d6 giant wasps are on the wing.

**Giant Wasps (2d6):** HD 4; AC 4[15]; Atk sting (1d4 + paralyzing poison), bite (1d8); **Move** 1 (fly 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** paralyzing poison (paralysis for 1d4+1 days, save avoids), larvae (implanted in paralyzed victims, death in 1d4+1 days, cure disease removes larvae). (*Monstrosities* 505)

## 64. GNOLL TRIBE

Two gnoll warbands (see **Encounter 65**), a gnoll chieftain, and 3d6 noncombatant gnolls (young and too old) are either (25% chance) on the march or (75%) encamped.

**Gnoll Chieftain:** HD 6; AC 4[15]; Atk bite (2d4) or battle axe (1d10+1); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (*Monstrosities* 209)  
**Equipment:** battle axe, 6 skulls on a leather cord, 2d4 gp.

## 65. GNOLL WAR BAND

2d6+3 gnolls, plus one gnoll brute for every four regular gnolls.  
**Gnolls (2d6+3):** HD 2; AC 5[14]; Atk bite (2d4) or flail (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (*Monstrosities* 209)

**Equipment:** flail, 1d4 sp.

**Gnoll Brute:** HD 5; AC 5[14]; Atk bite (2d4) or polearm (1d10+1); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** none. (*Monstrosities* 209)

**Equipment:** chainmail, polearm.

## 66. GNOMES (OR HALFLINGS)

This is a group of gnome (or halfling) traders. Roll 1d2 to determine the composition of the group.

### 1d2 Group Composition

- 1 Mule train with 2d6 mules with 1d6 gnome traders.
- 2 2 wagons, each pulled by 2 ponies, with 1d6 gnome traders, 2 gnome guards, and a 50% chance of 2d6 herd animals (Roll 1d3: 1 — goats, 2 — donkeys, 3 — sheep).

If there are six traders, one of them is a spellcaster.

**Gnome (or Halfling) Trader, Male or Female:** HD 1; AC 7[12]; Atk club (1d6) or sling (1d4); **Move** 9; **Save** 17; **AL** L or N; **CL/XP** 1/15; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic.

**Equipment:** club, 2d4 gp.

**Gnome (or Halfling) Guard, Male or Female (Ftr 3):** HD 3; AC 5[14]; Atk short sword (1d6) or light crossbow (1d4+1); **Move** 9; **Save** 12; **AL** L or N; **CL/XP** 3/60; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic, multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, short sword, light crossbow, 10 bolts.

**Gnome (or Halfling) Spellcaster, Male or Female**  
(MU5): HP 5d4; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4) or darts x3 (1d3); **Move** 9; **Save** 11; **AL** L or N; **CL/XP** 5/240; **Special:** +1 to-hit bonus with missile weapons, +2 save vs. spells, wands and staves, +4 save versus magic, spells (4/2/1).  
**Spells:** 1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*phantasmal force* (x2); 3rd—*lightning bolt*.  
**Equipment:** robes, dagger, 12 darts.  
**Mule:** HD 2; AC 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.  
**Ponies:** HD 1; AC 7[12]; **Atk** bite (1d2); **Move** 15; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 252)

## 67. GRIFFON

1d4 griffons.  
**Griffons (1d4):** HD 7; AC 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** none. (*Monstrosities* 231)

## 68. HARPY

2d6 harpies.  
**Harpies (2d6):** HD 3; AC 7[12]; **Atk** 2 talons (1d3) and weapon (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** charm person (touch, as spell, save avoids), siren-song (drawn toward harpy, save avoids). (*Monstrosities* 240)

## 69. HILL GIANT

1d4 hill giants.  
**Hill Giants (1d4):** HD 8+2; AC 4[15]; **Atk** weapon (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** throw boulders (2d8 damage). (*Monstrosities* 198)

## 70. HIPPOGRIFF

1d4 hippogriffs.  
**Hippogriffs (1d4):** HD 3+1; AC 5[14]; **Atk** 2 claws (1d6), bite (1d10); **Move** 18 (fly 24); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 248)

## 71. HOBGOBLINS

A hobgoblin raiding party composed of 3d4 hobgoblins and 1 hobgoblin lieutenant.  
**Hobgoblins (3d4):** HD 1+1; AC 5[14]; **Atk** flail (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 250)  
**Equipment:** flail.  
**Hobgoblin Lieutenant:** HD 5; AC 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** none. (*Monstrosities* 250)  
**Equipment:** longsword.

## 72. HUMANOID WARBAD

There are 3d6 humanoids mounted on appropriate animals (Roll 1d3: 1 — goblins on wolves, 2 — orcs on dire wolves, 3 — hobgoblins on worgs). They are led by 1d2 ogres mounted on giant wild boars.

**Dire Wolves:** HD 3; AC 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 513)

**Giant Wild Boar:** HD 6; AC 5[14]; **Atk** gore (4d4); **Move** 15; **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** continue attacks 2 rounds after death. (*Monstrosities* 48)

**Goblins (3d6):** HD 1d6 hp; AC 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** -1 to hit in sunlight. (*Monstrosities* 211)

**Equipment:** short sword.

**Hobgoblins (3d6):** HD 1+1; AC 5[14]; **Atk** flail (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 250)

**Equipment:** flail.

**Ogres (1d2):** HD 4+1; AC 5[14]; **Atk** battle axe (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 356)

**Equipment:** battle axe.

**Orcs (3d6):** HD 1; AC 6[13]; **Atk** spear (1d6) or scimitar (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 364)

**Equipment:** scimitar, spear.

**Wolves:** HD 2+2; AC 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (*Monstrosities* 513)

**Worgs:** HD 4; AC 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 515)

## 73. HYAENAS

2d6 hyaenas.  
**Hyaenas (2d6):** HD 1; AC 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 259)

## 74. KOBOLDS

2d6 kobolds and a kobold warrior.  
**Kobolds (2d6):** HD 1d4hp; AC 7[12]; **Atk** short sword (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none. (*Monstrosities* 277)

**Equipment:** short sword.

**Kobold Warrior:** HD 4; AC 7[12]; **Atk** short sword (1d6) or darts x3 (1d3 + sleep poison); **Move** 6; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 277)

**Equipment:** short sword, 12 darts, vial of sleep draught (save or sleep for 2d4 rounds).

## 75. LION

A pride of 2d4 lions.  
**Lions (2d4):** HD 5+2; AC 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** none. (*Monstrosities* 297)

## 76. LORECLAN RIDERS

There are 1d6 + 5 Loreclan Riders and 1 Loreclannic Knight, all with warhorses.

**Loreclan Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclan Riders, Male or Female Human (Rgr3)**

**(1d6+5):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Warhorse: HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; Special:** none. (*Monstrosities* 252)

## 77. LYCANTHROPE

Roll for 1d10 on the table below.

| 1d10 | Lycanthrope Type |
|------|------------------|
| 1-3  | 1d2 werewolves   |
| 4-5  | 1 werebear       |
| 6-7  | 1 wereboar       |
| 8-9  | 1d3 + 1 wererats |
| 10   | 1 weretiger      |

**Werebear: HD 7+3; AC 2[17]; Atk 2 claws (1d3), bite (2d4); Move 9; Save 9; AL N or C; CL/XP 8/800; Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 305)

**Wereboar: HD 5+2; AC 4[15]; Atk bite (2d6); Move 12; Save 12; AL N or C; CL/XP 6/400; Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 306)

**Wererat: HD 3; AC 6[13]; Atk bite (1d3), short sword (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special:** +1 or better magic or silver weapons to hit, control rats, lycanthropy, surprise (1-4 on 1d6). (*Monstrosities* 307)  
**Equipment:** short sword.

**Weretiger: HD 6; AC 3[16]; Atk 2 claws (1d4), bite (1d10); Move 12; Save 11; AL N or C; CL/XP 7/600; Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 308)

**Werewolf: HD 4+4; AC 5[14]; Atk bite (1d6+1); Move 12; Save 13; AL C; CL/XP 5/240; Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 310)

## 78. MANTICORE

1d3 manticores

**Manticores (1d3): HD 6+4; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); Move 12 (fly 18); Save 11; AL C; CL/XP 8/800; Special:** tail spikes (180ft range, 6 spikes per round, 24 total). (*Monstrosities* 316)

## 79. OGRES

1d4 ogres

**Ogres (1d4): HD 4+1; AC 5[14]; Atk club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special:** none. (*Monstrosities* 356)  
**Equipment:** club.

## 80. ORCS

2d12 orcs led by a (50%) blood orc warrior or a (50%) black orc.

**Orcs (2d12): HD 1; AC 6[13]; Atk spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special:** none. (*Monstrosities* 364)

**Equipment:** scimitar, spear.

**Black Orc: HD 2; AC 5[14]; Atk flail (1d8) or two-handed sword (1d10); Move 12; Save 16; AL C; CL/XP 2/30; Special:** none. (*The Tome of Horrors Complete* 418)  
**Equipment:** flail, two-handed sword.

**Blood Orc: HD 2; AC 5[14]; Atk two-handed axe (1d10); Move 12; Save 16; AL C; CL/XP 2/30; Special:** -1 to hit in sunlight, frenzy (+2 to hit). (*Monstrosities* 419)  
**Equipment:** two-handed axe.

## 81. OWLBEAR

Roll 1d10. On a 10, this encounter is with 2 owlbears. Otherwise, it is with a single owlbear.

**Owlbear: HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

## 82. PASHTAR DRUID

Pashtars are the negotiators, mediators, scholars, and problem-solvers of the plains of Reme. When traveling, they are usually accompanied by temporary retainers provided by Loreclans whose territory they are passing through. The pashtar druid is accompanied by 1d2 + 2 Loreclan riders and 1 Loreclannic Knight.

**Pashtar Druid, Male or Female Human (Drd8):**

HP 8d6; AC 6[13]; Atk sickle-shaped sword (1d6) or sling (1d4); Move 12; Save 8; AL N; CL/XP 8/800; **Special:** +2 save versus fire, immune to fey charms, shape change, spells (4/3/2/1).

**Spells:** 1st—*detect magic, faerie fire, locate animals, purify water*; 2nd—*cure light wounds, heat metal, obscuring mist*; 3rd—*call lightning, plant growth*; 4th—*cure serious wounds*.

**Equipment:** +1 leather armor, shield, sickle-shaped sword, sling, 10 sling stones.

**Loreclan Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclan Rider, Male or Female Human (Rgr3) (1d2+2):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Warhorse: HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; Special:** none. (*Monstrosities* 252)

## 83. PASHTAR RANGER

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Pashtars are the negotiators, mediators, scholars, and problem-solvers of the plains of Reme. When traveling, they are usually accompanied by temporary retainers provided by Loreclans whose territory through which they are passing. The pashtar ranger is accompanied by 1d2 + 2 Loreclan riders and 1 Loreclannic Knight.

**Pashtar Ranger, Male or Female Human (Rgr8): HP**

9d8; **AC** 7[12]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special:** +8 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, longsword, longbow, 20 arrows.

**Loreclan Knight, Male or Female Human (Ftr5): HP**

5d8; **AC** 5[14]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclan Rider, Male or Female Human (Rgr3) (1d2+2):**

**HP** 4d8; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Warhorse: HD** 3; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3);

**Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 252)

## 84. PEGASUS

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Roll 1d10. On a 1–9, this encounter is with 1 pegasus; on a 10 there is a herd of 1d6 + 1.

**Pegasus: HD** 4; **AC** 6[13]; **Atk** 2 hooves (1d8); **Move** 24 (fly 48); **Save** 13; **AL** L; **CL/XP** 5/240; **Special:** flying. (*Monstrosities* 371)

## 85. PERYTON

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1d3 perytons.

**Perytons (1d3): HD** 4; **AC** 6[13]; **Atk** antler gore (2d8); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic weapon to hit. (*Monstrosities* 372)

## 86. PTERANODON

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1d6 + 6 giant pteranodons.

**Pteranodons (1d6+6): HD** 3; **AC** 5[14]; **Atk** bite (1d6); **Move** 3 (fly 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

## 87. RAVENS

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A swarm of ravens wheels in the sky; there may be something dead in the distance that attracts their attention.

## 88. Roc

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1 roc.

**Roc: HD** 12; **AC** 4[15]; **Atk** bite (3d6), 2 claws (2d6); **Move** 3 (fly 30); **Save** 3; **AL** N or L; **CL/XP** 13/2300; **Special:** none. (*Monstrosities* 399)

## 89. SABER-TOOTHED TIGER

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1d2 saber-toothed tigers.

**Saber-toothed Tiger: HD** 7; **AC** 6[13]; **Atk** 2 claws (1d4+1), bite (2d6); **Move** 12 (swim 6); **Save** 10; **AL** N; **CL/XP** 8/800; **Special:** rear claws (if 2 claws hit, rake with rear claws, 2 additional claw attacks). (*Monstrosities* 473)

## 90. SATYR

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1 satyr.

**Satyr: HD** 5; **AC** 5[14]; **Atk** weapon (1d8); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** magic resistance (50%), pipes (*charm person, sleep, or fear* spell; save avoids), concealment (90% chance to avoid notice). (*Monstrosities* 410)

## 91. SMALL SETTLEMENT (CENTAUR)

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A settlement with 2d6 centaurs.

**Centaur (2d6): HD** 4; **AC** 5[14] or 4[15] with shield; **Atk** 2 kicks (1d6) and weapon; **Move** 18; **Save** 13; **AL** Any; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 61)

## 92. SMALL SETTLEMENT (FOERDEWAITH)

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Foerdewaith settlements in Reme are small villages of 1d6 x 10 commoners living in stone or wooden buildings. The Foerdewaith are more traditionally feudalistic than the Loreclans, so these villages are generally under the care of a bailiff or a knight, and ruled by a lord (who is most likely not present). Foerdewaith settlements cultivate crops and also keep domesticated cattle far more placid than the wild kine of the plains.

**Bailiff, Male or Female Human: HD** 5; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 12; **AL** L; **CL/XP** 5/240; **Special:** none.

**Equipment:** chainmail, shield, longsword.

**Foerdewaith Commoners, Male or Female (1d6 x 10):** **HP** 1d6; **AC** 9[10]; **Atk** club (1d4); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

**Equipment:** club.

**Foerdewaith Knight, Male or Female Human (Ftr5):** **HP** 5d8; **AC** 5[14]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

## 93. SMALL SETTLEMENT (GNOMES OR HALFLINGS)

Gnomish settlements are small villages of 1d4 x 10 gnomes or halflings (and 2d6 guards) living in well-built stone houses, often having interconnected basements and escape tunnels. These settlements are surrounded by guard animals (mastiffs and eagles) that make it extremely difficult to take the gnomes by surprise. A gnomish elder generally acts as the leader of such small settlements.

**Gnomes (or Halflings), Male or Female (1d4 x 10):** HD 1; AC 7[12]; Atk club (1d4) or sling (1d4); Move 9; Save 17; AL L or N; CL/XP 1/15; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic.

**Equipment:** club, sling, sling stones.

**Gnome (or Halfling) Guards, Male or Female (Ftr 3) (2d6):** HD 3; AC 5[14]; Atk short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL L or N; CL/XP 3/60; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic, multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, short sword, light crossbow, 10 bolts.

**Gnome (or Halfling) Elder, Male or Female (MU5):** HP 5d4; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk dagger (1d4) or darts x3 (1d3); Move 9; Save 11; AL L or N; CL/XP 5/240; **Special:** +1 to-hit bonus with missile weapons, +2 save vs. spells, wands and staves, +4 save versus magic, spells (4/2/1).

**Spells:** 1st—*charm person, detect magic, magic missile, shield*; 2nd—*phantasmal force* (x2); 3rd—*lightning bolt*.

**Equipment:** robes, dagger, 12 darts.

**Eagle:** HD 2; AC 4[15]; Atk 2 claws (1d4) and bite (1d6); Move 6 (fly 18); Save 16; AL N; CL/XP 2/30; **Special:** none.

**Mastiffs (2):** HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save 16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)

## 94. SMALL SETTLEMENT (HUMAN)

Human settlements in the High Downs are stone villages of 1d4 x 10 humans and 1d6 gnomes (or halflings) with guard animals (mastiffs and eagles) and a village elder.

**Village Elder, Male or Female Human Elder (Clr4):** HP 4d6; AC 7[12]; Atk mace (1d6); Move 12; Save 12; AL L or N; CL/XP 4/120; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2/1).

**Spells:** 1st—*cure light wounds, purify food and drink*; 2nd—*bless*.

**Equipment:** leather armor, mace, holy symbol.

**Villagers, Male or Female Commoners (1d4 x 10):** HP 1d6; AC 9[10]; Atk club (1d6); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none. (*Monstrosities* 254)

**Equipment:** club.

**Gnomes (or Halflings) Villagers, Male or Female (1d6):** HD 1; AC 7[12]; Atk club (1d6) or sling (1d4); Move 9; Save 17; AL L or N; CL/XP 1/15; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic.

**Equipment:** club, sling, 10 sling stones.

**Eagle:** HD 2; AC 4[15]; Atk 2 claws (1d4) and bite (1d6); Move 6 (fly 18); Save 16; AL N; CL/XP 2/30; **Special:** none.

**Mastiffs (2):** HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save

16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)

## 95. SMALL SETTLEMENT (LORECLAN)

Loreclan settlements are usually a mix of permanent wooden structures and the tents of visitors from other Loreclans. These settlements usually have a total of (1d4 + 1) x 10 people with a Loreclan Knight and 1d6 Loreclan riders on warhorses, and the rest commoners.

**Loreclan Knight, Male or Female Human (Ftr5):** HP 5d8; AC 5[14]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, longsword, longbow, 20 arrows.

**Loreclan Rider, Male or Female Human (Rgr3) (1d6):** HP 4d8; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 4 spears.

**Loreclan Villagers, Male or Female Commoners (1d4+1 x 10):** HP 1d6; AC 9[10]; Atk club (1d4); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none. (*Monstrosities* 254)

**Equipment:** club.

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

## 96. SNAKE

A den of 3d6 (50%) poisonous or (50%) constrictors snakes.

**Constrictor Snakes (3d6):** HD 2; AC 6[13]; Atk constriction (1d3 + constriction); Move 12; Save 16; AL N; CL/XP 2/30; **Special:** constriction (automatic 1d3 damage after hit). (*Monstrosities* 438)

**Poisonous Snakes (3d6):** HD 1d6hp; AC 5[14]; Atk bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; **Special:** lethal poison (+2 save). (*Monstrosities* 438)

## 97. STIRGES

1d6+3 stirges.

**Stirge:** HD 1+1; AC 7[12]; Atk proboscis (1d3 + blood drain); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** +2 to hit bonus, blood drain (automatic 1d4 after hit). (*Monstrosities* 461)

## 98. STONE GIANTS

1d3 stone giants (90% chance) or stone giant chieftain and 2d6 stone giants (10% chance).

**Stone Giant:** HD 9+3; AC 0[19]; Atk club (3d6); Move 12; Save 6; AL N; CL/XP 10/1400; **Special:** throw boulders (3d6 damage). (*Monstrosities* 200)

**Stone Giant Chieftain:** HD 12; AC 0[19]; Atk club (3d6); Move 12; Save 3; AL N; CL/XP 13/2300; **Special:** throw boulders (3d6 damage). (*Monstrosities* 200)

## 99. TRADERS

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Small traders are essentially small-scale caravans that are usually moving from town to town on a circuit rather than crossing hundreds of miles from one major market to another. Roll 1d6 to determine the composition of the group

### 1d6 Trade Caravan

|     |  |
|-----|--|
| 1-3 | Mule train with 2d6 mules and 1d6 traders  |
| 4-5 | 2 wagons, each pulled by a pair of riding horses, with 1d6 traders and 2 archers   |
| 6   | 3 wagons, each pulled by a pair of riding horses, with 1d6 + 1 traders, 2 archers, and 1 cavalry officer on a warhorse scouting. |

**Cavalry Officer, Male or Female Human:** HD 5; AC 4[15]; Atk longsword (1d8); Move 12; Save 12; AL L; CL/XP 5/240; **Special:** none.

**Equipment:** chainmail, shield, longsword.

**Scouts (4), Male or Female Humans (Rgr2):** HD 3; AC 7[12]; Atk short sword (1d6) or spear (1d6); Move 12; Save 12; AL L; CL/XP 2/30; **Special:** +2 damage vs. giants and goblin-types, alertness, tracking.

**Equipment:** leather armor, short sword, 2 spears.

**Trader, Male or Female Human:** HD 1; AC 7[12]; Atk club (1d6) or sling (1d4); Move 9; Save 17; AL L or N; CL/XP 1/15; **Special:** +1 to-hit bonus with missile weapons, +4 save versus magic.

**Equipment:** club, sling, 10 sling stones, 2d4 gp.

**Mule:** HD 2; AC 7[12]; Atk bite (1d4); Move 12; Save 16; AL N; CL/XP 2/30; **Special:** none.

**Riding Horses:** HD 2; AC 7[12]; Atk bite (1d2); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 252)

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

## 100. TREANT

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1 treant.

**Treant (7HD):** HD 7; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; AL L; CL/XP 7/600; **Special:** control trees (60ft range, 2 trees animated, move 3, strike 1d6). (*Monstrosities* 485)

**Treant (8HD):** HD 8; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 8; AL L; CL/XP 8/800; **Special:** control trees (60ft range, 2 trees animated, move 3, strike 1d6). (*Monstrosities* 485)

**Treant (9HD):** HD 9; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 6; AL L; CL/XP 9/1100; **Special:** control trees (60ft range, 2 trees animated, move 3, strike 1d6). (*Monstrosities* 485)

**Treant (10HD):** HD 10; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 5; AL L; CL/XP 10/1400; **Special:** control trees (60ft range, 2 trees animated, move 3, strike 1d6). (*Monstrosities* 485)

## 101. TROLL

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This encounter is with (80%) 1 troll or (20%) 1d3+1 trolls.

**Troll:** HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3hp/round). (*Monstrosities* 489)

## 102. WEREBEAR

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This encounter is with (95%) 1 werebear or (5%) 2 werebears.

**Werebear:** HD 7+3; AC 2[17]; Atk 2 claws (1d3), bite (2d4); Move 9; Save 9; AL N or C; CL/XP 8/800; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 305)

## 103. WILD CATTLE

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There are 4d10 noncombatant wild cattle with 1d2 dangerous bulls.

**Cow (4d10):** HD 3; AC 7[12]; Atk gore (1d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 59)

**Bull (1d2):** HD 3; AC 7[12]; Atk gore (1d8); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 59)

## 104. WILD HORSES

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2d10 wild horses

**Wild Horses (2d10):** HD 2; AC 7[12]; Atk bite (1d2); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 252)

## 105. WOLVES

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A pack of 1d12 + 1 wolves.

**Wolves (1d12+1):** HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

## 106. WOOD ELVES (FOREST WOLF CLAN)

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1d4+3 wood elf archers

**Wood Elf Archers (1d4+3):** HD 3; AC 5[14]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** darkvision (60ft), detect secret doors (4-in-6 chance).

**Equipment:** leather armor, short sword, longbow, 20 arrows.

## 107. WORGs

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1d3 worgs plus 1d10 regular wolves.

**Worgs (1d3):** HD 4; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; **Special:** none. (*Monstrosities* 515)

**Wolves (1d10):** HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

## 108. WYVERNS

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This encounter is with (90%) 1 wyvern or (10%) 1d4 wyverns.

**Wyvern:** HD 8; AC 3[16]; Atk bite (2d8) or sting (1d6 + poison); Move 6 (fly 24); Save 8; AL N; CL/XP 10/1400; **Special:** poison sting (save or die). (*Monstrosities* 519)

## 109. ZOMBIES

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**Zombies (3d6):** HD 2; AC 8[11] or with shield 7[12]; Atk weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm. (*Monstrosities* 529)





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