

100 EXCITING ENCOUNTERS

1ST LEVEL ENCOUNTERS

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®

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100 Exciting Encounters — 1st Level Encounters provides the **Castles & Crusades** Castle Keeper with 100 ready-made encounters for use in any campaign. The encounters included on these tables are designed to be challenging for parties of three to eight characters where most if not all characters are 1st level. If you need an encounter for 1st level characters, simply roll d100 and consult the table below. A range of numbers of creatures encountered is included; the low end for smaller parties (three to five characters), the high end for larger parties (six to eight characters). Note that some encounters are *designed* to be rather tough; however, at some point early in their careers all characters should learn that discretion is the better part of valor and that it is better to run away to live and fight another day!

You should always feel free to modify the encountered creatures as you see fit, or even sometimes to mix and match several encounters. Far too many encounters in games are static, “You turn the corner and there stand five goblins.” Remember that even in a dungeon, life goes on with or without the player characters. How much more interesting would that encounter be if the party stumbled on those five goblins already locked in battle with three bandits! Or perhaps they were in negotiations with two bugbears, and now the party has to decide to run, ally with one side or the other, or take on both forces!

Encounter formats should also vary by environment. The encounters listed herein assume a dungeon environment, but most of them work for other environments. Encounters will usually have treasure only in their lair, unless they are humanoid, demihuman, or human. Humanoids might have some carried treasure, roll d10: 1-3 = none, 4-6 = 2d10 cp per HD, 7-9 2d10 sp per HD, 10 = standard treasure. Demihumans and human always have some treasure, roll d10: 1-3 = 2d10 cp per HD, 4-6 = 2d10 sp per HD, 7-9 = 2d10 gp per HD, 10 = standard treasure. Groups might have combined their treasure into a common pile carried in bags, sacks, or chests. No standard treasures are included with these encounters, but you can readily add treasures using the related product series, **100 Treasure Troves**, of the appropriate treasure types (which are listed with the encounter).

Key to Abbreviations and Terms

(#-#)	= Number of creatures encountered
HD	= Hit Dice
HP	= Hit Points
AC	= Armor Class
Move	= Movement Rate
BtH	= Bonus to Hit (includes all modifiers)
Attacks	= Normal attacks the creature can use
Special	= Special abilities and defenses the creature possesses; refer to the M&T for details DV = Darkvision, TV = Twilight Vision, UV = Dusk Vision, BS = Blind Sight, PV = Deepvision
SV	= Primary saving throws are Mental (M) and/or Physical (P), or rarely None (N)
Int	= Intelligence
TR	= Treasure Type
XPV	= Experience Point Value, Base + XP per Hit Point

d100 Exciting Encounter

1 Pseudodragon — (1) NG Small Dragon; 2d12 HD; HP: 19; AC: 18; Move: 15 ft., 60 ft. Fly; BtH: +2; Attacks: Bite (1d3), Sting (Poison); Special: DV 60 ft., TV, Blend, Immune (Paralysis, Sleep), Poison, Precision, See Invisible, Spell-like Abilities, SR 10, Telepathy 60 ft.; SV: M, P; Int: Average; TR: 2; XPV: 113. There is a 5% chance that the pseudodragon is a familiar in the service to a magician elsewhere in the dungeon (see encounter #86).

2 Ogres — (1-2) CE Large Giants; 4d8 HD; HP: 18, 15; AC: 16; Move: 30 ft.; BtH: +4; Attacks: Slam (1d10) or Weapon (+3 damage); Special: DV 60 ft., TV; SV: P; Int: Low; TR: 3 each; XPV: 40+4/hp each. Ogres have an 80% chance of being armed with a stone-tipped long spear, great axe, or large club; otherwise they fight with bare hands.

3 Goblins — (1-6) LE Small Humanoids; 1d6 HD; HP: 2x5, 4, 2x3, 2; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Goblins usually wield spears, scimitars, or morning stars; there is a 20% chance a goblin will also have a sling and 1d10 stones.

4 Orcs — (2-12) LE Medium Humanoids; 1d8 HD; HP: 8, 7, 3x6, 2x4, 3, 3x2, 1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Low; TR: 1 each; XPV: 5+1/hp each. Orcs usually wield halberds or pikes (though unless they are at home in their lair, rarely have those with while in the dungeon), falchions, battle axes, and spears; there is a 20% chance an orc will also have a short bow or light crossbow with 2d10 arrows or bolts.

5 Orcs — (1-6) LE Medium Humanoids; 1d8 HD; HP: 2x7, 3x6, 4; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Low; TR: 1 each; XPV: 5+1/hp each. Orcs usually wield halberds or pikes (though unless they are at home in their lair, rarely have those with while in the dungeon), falchions, battle axes, and spears; there is a 20% chance an orc will also have a short bow or light crossbow with 2d10 arrows or bolts.

6 Screecher — (1) N Medium Plant; 3d8 HD; HP: 12; AC: 8; Move: 1/5 ft.; BtH: +3; Attacks: none; Special: BS 10 ft., Screech; SV: N; Int: Not Ratable; TR: 2; XPV: 66.

7 Hobgoblins — (1-4) LE Medium Humanoids; 1d10 HD; HP: 10, 8, 6, 3; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Hobgoblins are usually armed with long spears, glaives, or guisarmes (though unless they are at home in their lair, rarely have those with while in the dungeon), long swords, battle axes, and morning stars; there is a 10% chance a hobgoblin will also have a composite short bow with 2d10 arrows.

8 Giant Rats — (3-18) N Small Animals; 1d4 HD; HP: 6x4, 2x3, 3x2, 7x1; AC: 13; Move: 30 ft., 15 ft. Climb; BtH: +1; Attacks: Bite (1d2); Special: DV 60 ft., TV, Disease; SV: P; Int: Animal; TR: 1 each; XPV: 5+1/hp each.

9 Goblins — (2-12) LE Small Humanoids; 1d6 HD; HP: 3x6, 4, 3x3, 2x2, 3x1; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Goblins usually wield spears, scimitars, or morning stars; there is a 20% chance a goblin will also have a sling and 1d10 stones. If there are 10 or more goblins, add a **Goblin Leader** with 1d10 HD, 9 HP, AC 16, Weapon Specialization, TR 2, and XPV 16. In addition to any other treasure, the Leader has a 10% chance of wielding a *magical +1 weapon*.

10 Giant Ants (Soldiers) — (1-3) N Medium Animals; 2d8 HD; HP: 16, 6, 5; AC: 16; Move: 50 ft., 20 ft. Climb; BtH: +2; Attacks: Bite (1d4+1); Special: DV 60 ft., Acid Sting; SV: P; Int: Animal; TR: 0; XPV: 20+2/hp each.

11 Zombies — (1-6) NE Medium Undead (Com.); 2d12 HD; HP: 22, 15, 14, 12, 11, 10; AC: 12; Move: 20 ft.; BtH: +2; Attacks: Slam (1d8); Special: BS 60 ft., Slow, Undead; SV: P; Int: None; TR: 1 each; XPV: 15+2/hp each.

Orcs — (3-18) LE Medium Humanoids; 1d8 HD; HP: 3x7, 6, 2x5, 2x4, 2x3, 3x2, 5x1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Low; TR: 1 each; XPV: 5+1/hp each. Orcs usually wield halberds or pikes (though unless they are at home in their lair, rarely have those with while in the dungeon), falchions, battle axes, and spears; there is a 20% chance an orc will also have a short bow or light crossbow with 2d10 arrows or bolts.

Skeletons — (2-12) N Medium Undead (Com.); 1d12 HD; HP: 3x12, 11, 10, 8, 7, 6, 5, 2x3, 1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: 2 Claws (1d3) or Weapon; Special: BS 120 ft., Undead; SV: P; Int: None; TR: 1 each; XPV: 10+1/hp each. There is a 25% chance that a skeleton will be armed with a random melee weapon, and a 1% chance that it is a magical weapon of random sort.

Hobgoblins — (1-4) LE Medium Humanoids; 1d10 HD; HP: 10, 9, 4, 2; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Hobgoblins are usually armed with long spears, glaives, or guisarmes (though unless they are at home in their lair, rarely have those with while in the dungeon), long swords, battle axes, and morning stars; there is a 10% chance a hobgoblin will also have a composite short bow with 2d10 arrows.

Wolves — (2-8) N Small Animals; 2d8 HD; HP: 15, 14, 12, 11, 10, 7, 2x5; AC: 13; Move: 50 ft.; BtH: +2; Attacks: Bite (1d8); Special: TV, Scent, Track, Trip; SV: P; Int: Animal; TR: 0; XPV: 10+2/hp each.

Kobolds — (4-24) LE Small Humanoids; 1d4 HD; HP: 6x4, 7x3, 6x2, 5x1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Bite (1d2) or Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Kobolds usually wield clubs, hand axes, scimitars, or spears; there is a 20% chance a kobold will also carry 1d4 javelins. If there are 10 to 19 kobolds, add one **Kobold Sub-Chief** with 1d8 HD, 7 HP, AC 16, TR 2, and XPV 12. If there are 20 or more kobolds there are two **Kobold Sub-Chiefs**, plus a **Kobold Chief** with 2d8 HD, 14 HP, AC 17, TR 3, and XPV 38. In addition to any other treasure, the Chief has a 10% chance of wielding a *magical +1 weapon*.

Orcs — (2-12) LE Medium Humanoids; 1d8 HD; HP: 2x8, 3x7, 2x4, 2x2, 3x1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Low; TR: 1 each; XPV: 5+1/hp each. Orcs usually wield halberds or pikes (though unless they are at home in their lair, rarely have those with while in the dungeon), falchions, battle axes, and spears; there is a 20% chance an orc will also have a short bow or light crossbow with 2d10 arrows or bolts.

Medium Giant Spider — (1) N Medium Animal; 3d8 HD; HP: 17; AC: 15; Move: 30 ft., 20 ft. Climb; BtH: +3; Attacks: Bite (1d6 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 2; XPV: 103.

Pixies — (1-3) N Small Fey; 1d4 HD; HP: 2x3, 1; AC: 16; Move: 20 ft., 60 ft. Fly; BtH: +1; Attacks: Weapon; Special: TV, Improved Invisibility, Special Arrows, Spell-like Abilities, SR 6; SV: M; Int: Superior; TR: 1 each; XPV: 35+1/hp each. Pixies carry tiny composite short bows with 12 special arrows (four each of three types: 1d4+1 damage, *sleep* for 1d6 turns, and *memory loss*).

Baboons — (2-12) N Small Animals; 1d6 HD; HP: 6, 5, 5x4, 2x3, 2x2, 1; AC: 13; Move: 30 ft., 30 ft. Climb; BtH: +1; Attacks: Bite (1d4); Special: TV; SV: P; Int: Animal; TR: 0; XPV: 5+1/hp each. There is a 10% chance that a baboon will wield heavy tree branch or large stone as a club.

Troglodytes — (2-8) CE Medium Humanoids; 2d8 HD; HP: 2x13, 2x12, 2x10, 9, 8; AC: 15; Move: 30 ft.; BtH: +2; Attacks: 2 Claws (1d2), Bite (1d4+1), or Weapon; Special: DV 90 ft., Stench; SV: P; Int: Low; TR: 1 each; XPV: 10+2/hp each. There is a 20% chance that a troglodyte will be armed with a primitive stone weapon equivalent to a morning star, battle axe, or mace, and a 5% chance that it wields a looted weapon (if so, 1% chance the weapon is *magical*, of random sort). There is also a 25% chance per troglodyte that it carries 1d4 stone-tipped javelins, in addition to any other weapons.

- 22 **Elves** — (1-6) CG Medium Humanoids; 1d8 HD; HP: 8, 2x7, 3, 2x1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: TV, Elf Traits, Forest Stealth; SV: M, P; Int: Average; TR: 1 each; XPV: 7+1/hp each. All elves carry either a (d6) 1-3: spear, 4-5: short bow + 20 arrows, or 6: long bow + 20 arrows, plus a (d8) 1-7: long sword or 8: bastard sword, and 1d2 daggers. Armor is usually a mail shirt and medium wooden shield.
- 23 **Black Bears** — (1-2) N Medium Animals; 3d8 HD; HP: 21, 14; AC: 13; Move: 40 ft.; BtH: +3; Attacks: 2 Claws (1d6), Bite (1d8); Special: Hug; SV: P; Int: Animal; TR: 0; XPV: 40+3/hp each.
- 24 **Imp** — (1) LE Small Extraplanar; 1d8 HD; HP: 2; AC: 15; Move: 20 ft., 60 ft. Fly; BtH: +1; Attacks: Bite (1d4), Stinger (1 + Poison); Special: DV 60 ft., Invisibility, Poison, Regenerate 1, SR 3; SV: M, P; Int: High; TR: 1; XPV: 17. There is a 5% chance that the imp is a familiar in the service to a magician elsewhere in the dungeon (see encounter #86).
- 25 **Baboons** — (1-8) N Small Animals; 1d6 HD; HP: 2x5, 3x3, 2, 2x1; AC: 13; Move: 30 ft., 30 ft. Climb; BtH: +1; Attacks: Bite (1d4); Special: TV; SV: P; Int: Animal; TR: 0; XPV: 5+1/hp each. There is a 10% chance that a baboon will wield heavy tree branch or large stone as a club.
- 26 **Skeletons** — (1-4) N Medium Undead (Com.); 1d12 HD; HP: 10, 2, 2x1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: 2 Claws (1d3) or Weapon; Special: BS 120 ft., Undead; SV: P; Int: None; TR: 1 each; XPV: 10+1/hp each. There is a 25% chance that a skeleton will be armed with a random melee weapon, and a 1% chance that it is a magical weapon of random sort.
- 27 **Venomous Snake** — (1) N Small Animal; 1d4 HD; HP: 2; AC: 13; Move: 20 ft., 20 ft. Climb, 20 ft. Swim; BtH: +1; Attacks: Bite (Poison); Special: BS 30 ft., Poison; SV: P; Int: Animal; TR: 0; XPV: 11.
- 28 **Dwarves** — (2-12) LN Small Humanoids; 1d8 HD; HP: 8, 2x7, 3x6, 3x5, 3x4; AC: 16; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: PV 120 ft., Dwarf Traits; SV: M, P; Int: Average; TR: 2 each; XPV: 7+1/hp each. Dwarves are usually armed with battle axes, hand axes, broad swords, spears, or war hammers; there is a 25% chance a dwarf will also wield a (d6) 1-5: light crossbow + 20 bolts or 6: heavy crossbow + 12 bolts. Armor is usually a mail hauberk and small steel shield. If there are 10 or more dwarves, add a **Dwarven Cleric** with 3d8 HD, 17 HP, AC 16, BtH +1, mace or war hammer, TR 4, Special: Turn Undead, Spells: four 0th, two 1st, and one 2nd level cleric spells, and XPV 91. In addition to any other treasure, the Cleric has a 10% chance each of wielding a *magical +1 weapon* and of possessing a *potion or scroll of cure light wounds*.
- 29 **Black Bear** — (1) N Medium Animal; 3d8 HD; HP: 19; AC: 13; Move: 40 ft.; BtH: +3; Attacks: 2 Claws (1d6), Bite (1d8); Special: Hug; SV: P; Int: Animal; TR: 0; XPV: 97.
- 30 **Giant Lizard** — (1) N Large Animal; 4d8 HD; HP: 16; AC: 16; Move: 30 ft., 30 ft. Climb; BtH: +4; Attacks: Bite (2d6); Special: TV; SV: P; Int: Animal; TR: 3; XPV: 94.
- 31 **Black Bears** — (1-3) N Medium Animals; 3d8 HD; HP: 16, 15, 14; AC: 13; Move: 40 ft.; BtH: +3; Attacks: 2 Claws (1d6), Bite (1d8); Special: Hug; SV: P; Int: Animal; TR: 0; XPV: 40+3/hp each.
- 32 **Zombies** — (1-10) NE Medium Undead (Com.); 2d12 HD; HP: 22, 19, 18, 15, 2x14, 2x12, 7, 5; AC: 12; Move: 20 ft.; BtH: +2; Attacks: Slam (1d8); Special: BS 60 ft., Slow, Undead; SV: P; Int: None; TR: 1 each; XPV: 15+2/hp each.
- 33 **Giant Ticks** — (1-6) N Small Vermin; 2d8 HD; HP: 15, 11, 10, 9, 8, 5; AC: 15; Move: 10 ft.; BtH: +2; Attacks: Bite (1d4 + Blood Drain); Special: BS 60 ft., Blood Disease, Blood Drain, Jump; SV: P; Int: Animal; TR: 1 each; XPV: 20+2/hp each.

34 **Quasit** — (1) CE Small Extraplanar; 1d8 HD; HP: 2; AC: 14; Move: 40 ft., 60 ft. Fly; BtH: +1; Attacks: 2 Claws (1d2), Bite (1d3); Special: DV 60 ft., Polymorph, Spell-like Abilities, SR 5; SV: M, P; Int: Average; TR: 1; XPV: 21. There is a 5% chance that the quasit is a familiar in the service to a magician elsewhere in the dungeon (see encounter #86).

35 **Goblins** — (1-6) LE Small Humanoids; 1d6 HD; HP: 6, 2x5, 4, 2, 1; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Goblins usually wield spears, scimitars, or morning stars; there is a 20% chance a goblin will also have a sling and 1d10 stones.

36 **Hobgoblins** — (2-8) LE Medium Humanoids; 1d10 HD; HP: 2x9, 7, 6, 3, 2x2, 1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Hobgoblins are usually armed with long spears, glaives, or guisarmes (though unless they are at home in their lair, rarely have those with while in the dungeon), long swords, battle axes, and morning stars; there is a 10% chance a hobgoblin will also have a composite short bow with 2d10 arrows.

37 **Tavis Wyrms** — (1-3) N Medium Elementals; 3d8 HD; HP: 22, 18, 14; AC: 16; Move: 30 ft., 20 ft. Burrow; BtH: +3; Attacks: Bite (1d8 + 1d6 Fire); Special: DV 60 ft., Heat, Immune (Fire), Vulnerability (Cold); SV: P; Int: Low; TR: 2 each; XPV: 30+3/hp each.

38 **Kobolds** — (2-12) LE Small Humanoids; 1d4 HD; HP: 4x4, 3x3, 3x2, 2x1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Bite (1d2) or Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Kobolds usually wield clubs, hand axes, scimitars, or spears; there is a 20% chance a kobold will also carry 1d4 javelins. If there are 10 or more kobolds, add one **Kobold Sub-Chief** with 1d8 HD, 7 HP, AC 16, TR 2, and XPV 12. In addition to any other treasure, the Sub-Chief has a 10% chance of wielding a *magical +1 weapon*.

39 **Skeletons** — (2-8) N Medium Undead (Com.); 1d12 HD; HP: 3x10, 2x8, 7, 5, 3; AC: 13; Move: 30 ft.; BtH: +1; Attacks: 2 Claws (1d3) or Weapon; Special: BS 120 ft., Undead; SV: P; Int: None; TR: 1 each; XPV: 10+1/hp each. There is a 25% chance that a skeleton will be armed with a random melee weapon, and a 1% chance that it is a magical weapon of random sort.

40 **Acolytes (Humans)** — (2-12) AA Medium Humanoids; 1d8 HD; HP: 2x7, 3x6, 4, 4x3, 2x2; AC: 14; Move: 20 ft.; BtH: 0; Attacks: Weapon; Special: Turn Undead; Spells: three 0th and two 1st level cleric spells each; SV: P; Int: Average; TR: 1 each; XPV: 9+1/hp each. All the acolytes will be of the same alignment and faith. Acolytes are usually armed with mace and sling, and wear ring mail and carry a medium wooden shield. If there are 10 or more acolytes, add a **Priest** with 3d8 HD, 12 HP, AC 15, BtH +1, TR 3, Spells: four 0th, three 1st, and two 2nd level cleric spells, and XPV 76. The priest usually wears a mail shirt and carries a medium steel shield. In addition to any other treasure, the Priest has a 15% chance of wielding a *magical +1 weapon*, a 15% chance of wearing a *magical +1 mail shirt*, and a 30% chance of possessing a *potion or scroll of cure light wounds*. There is a 50% chance that 1d6 **Men-at-Arms** (HD: 1d8; HP: 8, 7, 5, 4; AC 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; XPV 5+1/hp each) serve the clerics as guards and pack bearers; these men are devout members of the faith, and are only as corruptible as their faith allows or requires.

41 **Venomous Snake** — (1) N Small Animal; 1d4 HD; HP: 1; AC: 13; Move: 20 ft., 20 ft. Climb, 20 ft. Swim; BtH: +1; Attacks: Bite (Poison); Special: BS 30 ft., Poison; SV: P; Int: Animal; TR: 0; XPV: 10.

42 **Orcs** — (1-6) LE Medium Humanoids; 1d8 HD; HP: 4, 3, 3x2, 1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Low; TR: 1 each; XPV: 5+1/hp each. Orcs usually wield halberds or pikes (though unless they are at home in their lair, rarely have those with while in the dungeon), falchions, battle axes, and spears; there is a 20% chance an orc will also have a short bow or light crossbow with 2d10 arrows or bolts.

- 43 **Screechers** — (3-12) N Medium Plants; 3d8 HD; HP: 17, 16, 15, 14, 3x13, 2x12, 11, 2x10; AC: 8; Move: 1/5 ft.; BtH: +3; Attacks: none; Special: BS 10 ft., Screech; SV: N; Int: Not Ratable; TR: 2 each; XPV: 30+3/hp each.
- 44 **Screechers** — (1-3) N Medium Plants; 3d8 HD; HP: 19, 17, 8; AC: 8; Move: 1/5 ft.; BtH: +3; Attacks: none; Special: BS 10 ft., Screech; SV: N; Int: Not Ratable; TR: 2 each; XPV: 30+3/hp each.
- 45 **Fleshcrawler** — (1) N Large Aberration; 3d8 HD; HP: 19; AC: 17; Move: 30 ft., 15 ft. Climb; BtH: +3; Attacks: 2 Bites (1d6), 6 Claws (1d4); Special: BS 60 ft., Animation, Constrict, Death Throes, Paralysis; SV: P; Int: Animal; TR: 2; XPV: 117.
- 46 **Giant Frogs** — (1-3) N Medium Animals; 2d8 HD; HP: 10, 4, 3; AC: 12; Move: 10 ft., 30 ft. Jump; BtH: +2; Attacks: Tongue (1d4); Special: TV, Swallow; SV: P; Int: Animal; TR: 1 each; XPV: 15+2/hp each.
- 47 **Goblins** — (3-18) LE Small Humanoids; 1d6 HD; HP: 2x6, 8x4, 2x3, 4x2, 2x1; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Goblins usually wield spears, scimitars, or morning stars; there is a 20% chance a goblin will also have a sling and 1d10 stones. If there are 10 or more goblins, add a **Goblin Leader** with 1d10 HD, 9 HP, AC 16, Weapon Specialization, TR 2, and XPV 16. In addition to any other treasure, the Leader has a 10% chance of wielding a *magical +1 weapon*.
- 48 **Dwarves** — (1-6) LN Small Humanoids; 1d8 HD; HP: 3x8, 6, 2x5; AC: 16; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: PV 120 ft., Dwarf Traits; SV: M, P; Int: Average; TR: 2 each; XPV: 7+1/hp each. Dwarves are usually armed with battle axes, hand axes, broad swords, spears, or war hammers; there is a 25% chance a dwarf will also wield a (d6) 1-5: light crossbow + 20 bolts or 6: heavy crossbow + 12 bolts. Armor is usually a mail hauberk and small steel shield.
- 49 **Bandits (Humans)** — (2-24) AA Medium Humanoids; 1d8 HD; HP: 2x8, 3x7, 6, 3x5, 2x4, 6x3, 3x2, 3x1; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Bandits are usually armed with spears, battle axes, or broad swords; there is a 30% chance that a bandit also carries a (d6) 1-4: light crossbow + 20 bolts or 5-6: heavy crossbow + 12 bolts. They wear leather armor and carry medium wooden shields. If there are 20 or more bandits, add a **Lieutenant** with 3d8 HD, 17 HP, AC 16, BtH +3, TR 3, and XPV 71; he wears a mail shirt and carries a medium steel shield, wields a long sword and light crossbow + 20 bolts, and is quite nimble (Dexterity 15). In addition to any other treasure, the Lieutenant has a 15% chance of wielding a *magical +1 weapon* and a 15% chance to wearing a *magical +1 mail shirt* or *medium steel shield*.
- 50 **Hobgoblins** — (3-12) LE Medium Humanoids; 1d10 HD; HP: 9, 2x8, 7, 2x6, 5, 3x3, 2x2, 1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Hobgoblins are usually armed with long spears, glaives, or guisarmes (though unless they are at home in their lair, rarely have those with while in the dungeon), long swords, battle axes, and morning stars; there is a 10% chance a hobgoblin will also have a composite short bow with 2d10 arrows. If there are 10 or more hobgoblins, add one **Hobgoblin Taskmaster** with 2d10 HD, 18 HP, AC 16, BtH +2 (and armed with a whip in addition to other weapons), TR 2, and XPV 51. In addition to any other treasure, the Taskmaster has a 10% chance of wielding a *magical +1 weapon*.
- 51 **Warriors (Humans)** — (1-8) AA Medium Humanoids; 1d10 HD; HP: 2x10, 8, 7, 2x6, 5, 2; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: Weapon Specialization; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. These warriors wield just about any melee and missile weapon combination, though they are usually specialized in a melee weapon (often bastard, broad, or long sword); they are usually armed to the teeth. They wear scale mail or brigandine and carry medium steel shields. If there are five or more warriors, add a **Sword Master** with 3d10 HD, 16 HP, AC 18, mail hauberk or steel breastplate and medium steel shield, BtH +3, TR 3, and XPV 84. In addition to any other treasure, the Sword Master has a 30% chance of wielding a *magical +1 weapon* and a 15% chance of wearing a *magical +1 mail hauberk* or *breastplate*.

Dwarves — (1-6) LN Small Humanoids; 1d8 HD; HP: 7, 2x6, 2x5, 2; AC: 16; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: PV 120 ft., Dwarf Traits; SV: M, P; Int: Average; TR: 2 each; XPV: 7+1/hp each. Dwarves are usually armed with battle axes, hand axes, broad swords, spears, or war hammers; there is a 25% chance a dwarf will also wield a (d6) 1-5: light crossbow + 20 bolts or 6: heavy crossbow + 12 bolts. Armor is usually a mail hauberk and small steel shield.

Ogre — (1) CE Large Giant; 4d8 HD; HP: 22; AC: 16; Move: 30 ft.; BtH: +4; Attacks: Slam (1d10) or Weapon (+3 damage); Special: DV 60 ft., TV; SV: P; Int: Low; TR: 3; XPV: 128. Ogres have an 80% chance of being armed with a stone-tipped long spear, great axe, or large club; otherwise they fight with bare hands.

Ogres — (1-3) CE Large Giants; 4d8 HD; HP: 22, 20, 10; AC: 16; Move: 30 ft.; BtH: +4; Attacks: Slam (1d10) or Weapon (+3 damage); Special: DV 60 ft., TV; SV: P; Int: Low; TR: 3 each; XPV: 40+4/hp each. Ogres have an 80% chance of being armed with a stone-tipped long spear, great axe, or large club; otherwise they fight with bare hands.

Halflings — (2-12) LG Small Humanoids; 1d8 HD; HP: 8, 2x7, 2x6, 2x5, 2x4, 3, 2, 1; AC: 15; Move: 20 ft.; BtH: +1/+2; Attacks: Weapon; Special: UV, Halfling Traits; SV: M, P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Halflings wield short swords, hand axes, or spears; all carry slings and also have a 20% chance of wielding short bows + 12 arrows. They wear studded leather armor and carry a buckler, and all are very nimble (Dexterity 15). If there are 10 or more halflings, add a **Halfling Scout** with 2d6 HD, 10 HP, AC 15, leather armor, Dexterity 18, BtH +1/+2, Back Attack, Hide, Move Silently, TR 2, and XPV 50. In addition to any other treasure, the Scout has a 10% chance of wielding a *magical +1 weapon*.

Medium Giant Spiders — (1-2) N Medium Animals; 3d8 HD; HP: 22, 7; AC: 15; Move: 30 ft., 20 ft. Climb; BtH: +3; Attacks: Bite (1d6 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 2 each; XPV: 52+3/hp each.

Lizardfolk — (1-4) N Medium Humanoids; 2d8 HD; HP: 16, 14, 9, 8; AC: 15; Move: 30 ft., 20 ft. Swim; BtH: +2; Attacks: 2 Claws (1d2), Bite (1d8), or Weapon; Special: Amphibious, Hold Breath; SV: P; Int: Average; TR: 1 each; XPV: 10+2/hp each. Lizardfolk have a 20% chance of wielding clubs, stone maces, or stone battle axes, and a separate 20% chance of carrying 1d4 javelins. They also have a 10% chance each of using a looted melee weapon and/or shield (1% chance each of being magical).

Jaculi — (1-3) N Small Animals; 1d4 HD; HP: 4, 2x1; AC: 15; Move: 5 ft., 30 ft. Fly; BtH: +1; Attacks: 2 Talons (1d3), Bite (1d4 + Poison); Special: TV, Poison, Spit; SV: P; Int: Animal; TR: 1 each; XPV: 15+1/hp each.

Giant Lynx — (1-3) N Medium Animals; 2d8 HD; HP: 13, 10, 4; AC: 15; Move: 30 ft.; BtH: +2; Attacks: 2 Claws (1d4), Bite (1d6); Special: TV, Rake; SV: P; Int: Animal; TR: 0; XPV: 15+2/hp each.

Medium Giant Spiders — (1-4) N Medium Animals; 3d8 HD; HP: 18, 16, 15, 10; AC: 15; Move: 30 ft., 20 ft. Climb; BtH: +3; Attacks: Bite (1d6 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 2 each; XPV: 52+3/hp each.

Elves — (2-12) CG Medium Humanoids; 1d8 HD; HP: 2x8, 7, 2x6, 5, 2x4, 3, 2x2, 1; AC: 15; Move: 30 ft.; BtH: +1/+2; Attacks: Weapon; Special: TV, Elf Traits, Forest Stealth; SV: M, P; Int: Average; TR: 1 each; XPV: 7+1/hp each. All elves carry either a (d6) 1-3: spear, 4-5: short bow + 20 arrows, or 6: long bow + 20 arrows, plus a (d8) 1-7: long sword or 8: bastard sword, and 1d2 daggers. Armor is usually a mail shirt and medium wooden shield. If there are 10 or more elves, add an **Elven Mage** with 3d4 HD, 10 HP, AC 11, TR 3, BtH: +1/+2, 1d3 daggers, Spells: four 0th, four 1st, and two 2nd level wizard spells, and XPV 70. In addition to any other treasure, the Mage has a 10% chance of possessing a *scroll of magic missile* or *sleep*.

62 **Giant Frogs** — (1-3) N Medium Animals; 2d8 HD; HP: 9, 8, 5; AC: 12; Move: 10 ft., 30 ft. Jump; BtH: +2; Attacks: Tongue (1d4); Special: TV, Swallow; SV: P; Int: Animal; TR: 1 each; XPV: 15+2/hp each.

63 **Troglodytes** — (1-3) CE Medium Humanoids; 2d8 HD; HP: 13, 11, 7; AC: 15; Move: 30 ft.; BtH: +2; Attacks: 2 Claws (1d2), Bite (1d4+1), or Weapon; Special: DV 90 ft., Stench; SV: P; Int: Low; TR: 1 each; XPV: 10+2/hp each. There is a 20% chance that a troglodyte will be armed with a primitive stone weapon equivalent to a morning star, battle axe, or mace, and a 5% chance that it wields a looted weapon (if so, 1% chance the weapon is *magical*, of random sort). There is also a 25% chance per troglodyte that it carries 1d4 stone-tipped javelins, in addition to any other weapons.

64 **Small Giant Spiders** — (1-6) N Small Animals; 1d4 HD; HP: 4, 3x3, 2x1; AC: 14; Move: 10 ft., 10 ft. Climb; BtH: +1; Attacks: Bite (1d2 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 1 each; XPV: 11+1/hp each.

65 **Giant Rats** — (1-6) N Small Animals; 1d4 HD; HP: 4, 3, 2, 3x1; AC: 13; Move: 30 ft., 15 ft. Climb; BtH: +1; Attacks: Bite (1d2); Special: DV 60 ft., TV, Disease; SV: P; Int: Animal; TR: 1 each; XPV: 5+1/hp each.

66 **Giant Rats** — (2-12) N Small Animals; 1d4 HD; HP: 2x4, 2x3, 2x2, 6x1; AC: 13; Move: 30 ft., 15 ft. Climb; BtH: +1; Attacks: Bite (1d2); Special: DV 60 ft., TV, Disease; SV: P; Int: Animal; TR: 1 each; XPV: 5+1/hp each.

67 **Savages (Humans)** — (1-12) AA Medium Humanoids; 1d12 HD; HP: 3x12, 2x9, 7, 3x5, 3, 2x2; AC: 13; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: Combat Sense, Primal Force; SV: P; Int: Average; TR: 1 each; XPV: 9+1/hp each. These barbarian warriors wield two-handed axes, mauls, great scimitars, or two-handed swords, and wear hide armor. If there are 10 or more berserkers, add a **Berserker Champion** with 3d12 HD, 27 HP, AC 14, scale mail, BtH +3, Primal Fury, TR 3, and XPV 131. There is a 30% chance that the Champion wields an expert-craft weapon (non-magical +1 damage); if so, there is a 15% chance that the weapon is instead master-craft (non-magical +1 to hit and damage).

68 **Bugbears** — (1-6) CE Large Humanoids; 3d8 HD; HP: 16, 15, 14, 11, 10, 4; AC: 17; Move: 30 ft.; BtH: +3; Attacks: Weapon (+1 damage); Special: DV 60 ft.; SV: P; Int: Average; TR: 2 each; XPV: 20+3/hp each. Bugbears wield any sort of looted weapon, preferring axes, maces, and morning stars to blades; they prefer thrown weapons such as hand axes to missile weapons.

69 **Stirges** — (2-8) N Small Magical Beasts; 1d6 HD; HP: 3x6, 2x5, 4, 3, 2; AC: 16; Move: 10 ft., 40 ft. Fly; BtH: +1; Attacks: Bite (1d3 + Blood Drain); Special: DV 60 ft., TV, Agile, Attach, Blood Drain; SV: P; Int: Animal; TR: 1 each; XPV: 15+1/hp each.

70 **Troglodytes** — (1-6) CE Medium Humanoids; 2d8 HD; HP: 3x10, 9, 7, 6; AC: 15; Move: 30 ft.; BtH: +2; Attacks: 2 Claws (1d2), Bite (1d4+1), or Weapon; Special: DV 90 ft., Stench; SV: P; Int: Low; TR: 1 each; XPV: 10+2/hp each. There is a 20% chance that a troglodyte will be armed with a primitive stone weapon equivalent to a morning star, battle axe, or mace, and a 5% chance that it wields a looted weapon (if so, 1% chance the weapon is *magical*, of random sort). There is also a 25% chance per troglodyte that it carries 1d4 stone-tipped javelins, in addition to any other weapons.

71 **Wolves** — (3-12) N Small Animals; 2d8 HD; HP: 16, 2x13, 10, 3x9, 6, 3x6, 4; AC: 13; Move: 50 ft.; BtH: +2; Attacks: Bite (1d8); Special: TV, Scent, Track, Trip; SV: P; Int: Animal; TR: 0; XPV: 10+2/hp each.

72 **Bugbears** — (1-3) CE Large Humanoids; 3d8 HD; HP: 24, 20, 16; AC: 17; Move: 30 ft.; BtH: +3; Attacks: Weapon (+1 damage); Special: DV 60 ft.; SV: P; Int: Average; TR: 2 each; XPV: 20+3/hp each. Bugbears wield any sort of looted weapon, preferring axes, maces, and morning stars to blades; they prefer thrown weapons such as hand axes to missile weapons. There is a 5% chance that the weapon wielded by the bugbear with 24 HP is a *magical +1 weapon*.

- Gnolls** — (1-4) CE Large Humanoids; 2d8 HD; HP: 16, 10, 9, 8; AC: 15; Move: 30 ft.; BtH: +2; Attacks: Slam (2d4) or Weapon; Special: DV 60 ft.; SV: P; Int: Low; TR: 1 each; XPV: 10+2/hp each. Gnolls prefer large, two-handed chopping and crushing weapons such as two-handed axes, halberds, glaives, guisarmes, mauls, and two-handed swords; there is also a 15% chance that a gnoll will have a long bow + 12 arrows. There is a 5% chance that the weapon wielded by the gnoll with 16 HP is a *magical +1 weapon*.
- 73
- Small Giant Spiders** — (1-3) N Small Animals; 1d4 HD; HP: 4, 2x1; AC: 14; Move: 10 ft., 10 ft. Climb; BtH: +1; Attacks: Bite (1d2 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 1 each; XPV: 11+1/hp each.
- 74
- Stirges** — (1-4) N Small Magical Beasts; 1d6 HD; HP: 5, 2x4, 1; AC: 16; Move: 10 ft., 40 ft. Fly; BtH: +1; Attacks: Bite (1d3 + Blood Drain); Special: DV 60 ft., TV, Agile, Attach, Blood Drain; SV: P; Int: Animal; TR: 1 each; XPV: 15+1/hp each.
- 75
- Giant Ants (Workers)** — (2-8) N Small Animals; 1d6 HD; HP: 4x6, 2x5, 4, 1; AC: 16; Move: 50 ft., 20 ft. Climb; BtH: +1; Attacks: Bite (1d3); Special: DV 60 ft.; SV: P; Int: Animal; TR: 0; XPV: 5+1/hp each.
- 76
- Grigs** — (1-3) N Small Fey; 1d4 HD; HP: 3, 2x2; AC: 18; Move: 20 ft., 40 ft. Fly; BtH: +1; Attacks: 3 Darts (1d3) or 2 Daggers (1d4); Special: TV, Agile, Fiddle, Spell-like Abilities, SR 4; SV: M; Int: Average; TR: 1 each; XPV: 25+1/hp each. Each grig carries six darts and two daggers; there is a 1 in 8 chance that one of the grigs carries a fiddle.
- 77
- Wolves** — (1-4) N Small Animals; 2d8 HD; HP: 9, 3x8; AC: 13; Move: 50 ft.; BtH: +2; Attacks: Bite (1d8); Special: TV, Scent, Track, Trip; SV: P; Int: Animal; TR: 0; XPV: 10+2/hp each.
- 78
- Tavis Wyrm** — (1) N Medium Elemental; 3d8 HD; HP: 19; AC: 16; Move: 30 ft., 20 ft. Burrow; BtH: +3; Attacks: Bite (1d8 + 1d6 Fire); Special: DV 60 ft., Heat, Immune (Fire), Vulnerability (Cold); SV: P; Int: Low; TR: 2; XPV: 87.
- 79
- Goblins** — (2-12) LE Small Humanoids; 1d6 HD; HP: 2x6, 2x5, 4, 2x3, 3x2, 2x1; AC: 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Goblins usually wield spears, scimitars, or morning stars; there is a 20% chance a goblin will also have a sling and 1d10 stones. If there are 10 or more goblins, add a **Goblin Leader** with 1d10 HD, 9 HP, AC 16, Weapon Specialization, TR 2, and XPV 16. In addition to any other treasure, the Leader has a 10% chance of wielding a *magical +1 weapon*.
- 80
- Cavemen (Humans)** — (2-12) N Medium Humanoids; 1d10 HD; HP: 10, 9, 2x8, 2x7, 5, 4, 4x3; AC: 13; Move: 30 ft.; BtH: +2; Attacks: Weapon (+1 damage); SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Cavemen wield clubs, stone-tipped spears, and stone battle axes; there is a 15% chance they also carry 1d4 javelins. They wear hides. If there are 10 or more cavemen, add a **Caveman Sub-Chief** with 3d10 HD, 18 HP, AC 13, BtH +5, +2 damage, TR 2, and XPV 84. There is a 30% chance that the Sub-Chief wields an expert-craft weapon (non-magical +1 damage); if so, there is a 15% chance that the weapon is instead master-craft (non-magical +1 to hit and damage). Also if there are 10 or more cavemen, there is a 15% chance a **Caveman Shaman** is also with them; 3d8 HD, 15 HP, AC 13, BtH +2, +1 damage, Nature Lore, Resist Elements, Woodland Stride, Spells: four 0th level, two 1st level, and one 2nd level druid spells, TR 3, XPV 105. In addition to any other treasure, the Shaman has a 15% chance of possessing 1d3 *potions of first aid*.
- 81
- Jackals** — (2-12) N Small Animals; 1d6 HD; HP: 6, 2x5, 4, 3x2, 5x1; AC: 12; Move: 30 ft.; BtH: +1; Attacks: Bite (1d6); Special: TV; SV: P; Int: Average; TR: 0; XPV: 5+1/hp each.
- 82
- Hobgoblins** — (2-8) LE Medium Humanoids; 1d10 HD; HP: 8, 5, 2x4, 3, 2, 2x1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft.; SV: P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Hobgoblins are usually armed with long spears, glaives, or guisarmes (though unless they are at home in their lair, rarely have those with while in the dungeon), long swords, battle axes, and morning stars; there is a 10% chance a hobgoblin will also have a composite short bow with 2d10 arrows.
- 83

- Baboons** — (1-8) N Small Animals; 1d6 HD; HP: 6, 4, 4x3, 2, 1; AC: 13; Move: 30 ft., 30 ft. Climb; BtH: +1; Attacks: Bite (1d4); Special: TV; SV: P; Int: Animal; TR: 0; XPV: 5+1/hp each. There is a 10% chance that a baboon will wield heavy tree branch or large stone as a club.
- Zombies** — (1-3) NE Medium Undead (Com.); 2d12 HD; HP: 18, 14, 4; AC: 12; Move: 20 ft.; BtH: +2; Attacks: Slam (1d8); Special: BS 60 ft., Slow, Undead; SV: P; Int: None; TR: 1 each; XPV: 15+2/hp each.
- Magicians (Humans)** — (2-5) AA Medium Humanoids; 1d4 HD; HP: 3, 2x2, 2x1; AC: 10; Move: 30 ft.; BtH: 0; Attacks: Weapon; Special: Four 0th and three 1st level wizard spells each; SV: M; Int: High; TR: 1 each; XPV: 7+1/hp each. The magicians are armed with 1d3 daggers or darts and carry a staff or club. There is a 1 in 10 chance that a magician has summoned a **Familiar** (determined randomly). The magicians are usually of the same alignment, but not always, and are bound as much by greed as camaraderie. If there are four or more magicians, add one **Master Mage** with 4d4 HD, 12 HP, TR 4, Spells: four 0th, four 1st, and three 2nd level wizard spells, and XPV 108. In addition to any other treasure, the Master Mage has a 20% chance of possessing a *scroll of magic missile* or *sleep*, a 10% chance of possessing a *scroll of detect thoughts* or a *potion of invisibility*, and a 4% chance of possessing a random *magic wand*. There is a 50% chance the group has 1d4 **Men-at-Arms** (HD: 1d8; HP: 8, 7, 5, 4; AC 15; Move: 20 ft.; BtH: +1; Attacks: Weapon; XPV 5+1/hp each) in its employ as guards and pack bearers; these mercenaries can usually be bought off if the money is right (10 gp or more each).
- Gnolls** — (1-6) CE Large Humanoids; 2d8 HD; HP: 13, 12, 11, 8, 8, 5; AC: 15; Move: 30 ft.; BtH: +2; Attacks: Slam (2d4) or Weapon; Special: DV 60 ft.; SV: P; Int: Low; TR: 1 each; XPV: 10+2/hp each. Gnolls prefer large, two-handed chopping and crushing weapons such as two-handed axes, halberds, glaives, guisarmes, mauls, and two-handed swords; there is also a 15% chance that a gnoll will have a long bow + 12 arrows.
- Darkmantles** — (1-4) N Small Magical Beasts; 1d10 HD; HP: 10, 8, 7, 5; AC: 17; Move: 20 ft., 30 ft. Fly; BtH: +1; Attacks: Bite (2d4), Constrict (1d4); Special: BS 60 ft., Constrict, Darkness, Improved Grab; SV: P; Int: Animal; TR: 1 each; XPV: 17+1/hp each.
- Elves** — (1-6) CG Medium Humanoids; 1d8 HD; HP: 8, 6, 5, 3x3; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Weapon; Special: TV, Elf Traits, Forest Stealth; SV: M, P; Int: Average; TR: 1 each; XPV: 7+1/hp each. All elves carry either a (d6) 1-3: spear, 4-5: short bow + 20 arrows, or 6: long bow + 20 arrows, plus a (d8) 1-7: long sword or 8: bastard sword, and 1d2 daggers. Armor is usually a mail shirt and medium wooden shield.
- Kobolds** — (3-18) LE Small Humanoids; 1d4 HD; HP: 5x4, 5x3, 4x2, 4x1; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Bite (1d2) or Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Kobolds usually wield clubs, hand axes, scimitars, or spears; there is a 20% chance a kobold will also carry 1d4 javelins. If there are 10 or more kobolds, add one **Kobold Sub-Chief** with 1d8 HD, 7 HP, AC 16, TR 2, and XPV 12. In addition to any other treasure, the Sub-Chief has a 5% chance of wielding a *magical +1 weapon*.
- Gnomes** — (1-12) NG Small Humanoids; 1d8 HD; HP: 3x8, 6, 3x5, 3, 2, 3x1; AC: 14; Move: 20 ft.; BtH: +1; Attacks: Weapon; Special: DV 60 ft., Gnome Traits; SV: M, P; Int: Average; TR: 1 each; XPV: 7+1/hp each. Gnomes are usually armed with clubs, short swords, or spears; there is a 50% chance that a gnome also carries a (d10) 1-7: sling + 12 bullets or 8-10: short bow + 12 arrows. Armor is usually studded leather with a small steel shield. If there are 10 or more gnomes, add one **Gnome Leader** with 3d6 HD, 14 HP, AC 14, leather armor and Dexterity 16, Back Attack, Hide, Move Silently, Weapon Specialization, Spells: four 0th and three 1st level illusionist spells, TR 3, and XPV 125. In addition to any other treasure, the Leader has a 15% chance each of wielding a *magical +1 weapon* and a *scroll of color spray*.
- Giant Lizards** — (1-2) N Large Animals; 4d8 HD; HP: 23, 15; AC: 16; Move: 30 ft., 30 ft. Climb; BtH: +4; Attacks: Bite (2d6); Special: TV; SV: P; Int: Animal; TR: 3 each; XPV: 30+4/hp each.

- Thieves (Humans)** — (1-6) AA Medium Humanoids; 1d6 HD; HP: 2x6, 2x5, 2x4; AC: 13; Move: 30 ft.; BtH: +0/+1; Attacks: Weapon; Special: Back Attack, Hide, Move Silently; SV: P; Int: Average; TR: 1 each; XPV: 11+1/hp each. The thieves wield short swords or rapiers, 1d3 daggers, and short bows + 12 arrows, and wear leather armor. If there are five or more thieves, add a **Guild Lieutenant** with 3d6 HD, 15 HP, AC 14, Dexterity 16, BtH +1/+3, TR 3, and XPV 95. If only one thief is encountered, it is the Guild Lieutenant! In addition to any other treasure, the Lieutenant has a 15% chance of wielding a *magical +1 weapon* and a 15% chance of having 1d3 additional gems.
- 93
- Giant Tick** — (1) N Small Vermin; 2d8 HD; HP: 12; AC: 15; Move: 10 ft.; BtH: +2; Attacks: Bite (1d4 + Blood Drain); Special: BS 60 ft., Blood Disease, Blood Drain, Jump; SV: P; Int: Animal; TR: 1; XPV: 34.
- 94
- Violet Fungi** — (1-3) N Medium Plants; 2d8 HD; HP: 13, 10, 7; AC: 13; Move: 10 ft.; BtH: +2; Attacks: 4 Tentacles (1d4 + Poison); Special: BS 60 ft., Plant Traits, Poison; SV: N; Int: Not Ratable; TR: 0; XPV: 20+2/hp each.
- 95
- Worgs** — (1-2) N Medium Magical Beasts; 4d10 HD; HP: 27, 24; AC: 14; Move: 50 ft.; BtH: +4; Attacks: Bite (2d4); Special: DV 60 ft., TV, Scent, Track, Trip; SV: P; Int: Low; TR: 3 each; XPV: 60+4/hp each.
- 96
- Giant Ticks** — (1-3) N Small Vermin; 2d8 HD; HP: 14, 14, 7; AC: 15; Move: 10 ft.; BtH: +2; Attacks: Bite (1d4 + Blood Drain); Special: BS 60 ft., Blood Disease, Blood Drain, Jump; SV: P; Int: Animal; TR: 1 each; XPV: 20+2/hp each.
- 97
- Gray Ooze** — (1) N Medium Ooze; 3d10 HD; HP: 17; AC: 5; Move: 10 ft.; BtH: +3; Attacks: Acid (1d8); Special: Acid, Constrict, Transparent; SV: P; Int: Not Ratable; TR: 2; XPV: 101.
- 98
- Kobolds** — (2-8) LE Small Humanoids; 1d4 HD; HP: 6x4, 2x2; AC: 15; Move: 30 ft.; BtH: +1; Attacks: Bite (1d2) or Weapon; Special: DV 60 ft., Light Sensitivity; SV: P; Int: Average; TR: 1 each; XPV: 5+1/hp each. Kobolds usually wield clubs, hand axes, scimitars, or spears; there is a 20% chance a kobold will also carry 1d4 javelins.
- 99
- Small Giant Spiders** — (2-12) N Small Animals; 1d4 HD; HP: 4, 4x3, 3x2, 4x1; AC: 14; Move: 10 ft., 10 ft. Climb; BtH: +1; Attacks: Bite (1d2 + Poison); Special: DV 60 ft., TV, Poison, Web; SV: P; Int: Animal; TR: 1 each; XPV: 11+1/hp each.
- 100

100 EXCITING ENCOUNTERS

1st Level Encounters

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