



ANNIHILATE THE GIANTS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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Steading of the Hill Giant Chief, The Glacial Rift of the Frost Giant Jarl and

Hall of the Fire Giant King by Gary Gygax.

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Battlesheet Editor's Notes: When compiling this set of battlesheets, a few statistical errors were observed in the original text. These have been corrected in this document. In the case of discrepancies, this product supercedes the printed version.

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

Battlesheet G1

The Scouts

Torwald Ookvie (HF 14, EP 1027, AL NG, AC -4, MV 12", Race: Human, Rng 6, HP 69, #AT 1 or 1/2; D 1d8+6 (sword) or 3d4 (12-gauge crossbow), Lang: common, elven, Hon: Ave, TOP: 35, Crit BSL: Def AC+6, FF 8, Str 16/53, Int 14/14, Wis 15/81, Dex 17/02, Con 16/88, Cha 13/28, Com 14/22, Notable Skills/Talents: Acrobatic Skill Suite, Resistance, species enemy: giants [+4 to-hit], Hide in Shadows [natural surroundings] 42%, Move Silently [natural surroundings] 52%, Botany 34%, Establish Ambush Zone 41%, Fire-building 24%, Hunting 63%, Identify Animal by Tracks 54%, Tracking 61%)

Possessions of note: elven chainmail, **medium shield +2**, **longsword +2**, 12-gauge crossbow*, 30 heavy quarrels, **potions of ESP & Flying**

* see *Griftmaster's Guide*

Alajo Laävenia (HF 5, EP 755, AL CG, AC 0, MV 12", Race: Wood Elf, Ftr 5, HP 55, #AT 2; D 1d8+6/1d6+6 (swords) or 1d8+5 (longbow), Lang: common, elven, Hon: Ave, TOP: 28, Crit BSL: Def AC+4 (swords)/Def AC +9 (bow), FF 6, Str 17/01, Int 12/85, Wis 13/12, Dex 18/91, Con 12/41, Cha 11/48, Com 18/32, Notable Skills/Talents: Acrobatic Skill Suite, Ambidextrous, Bow bonus, Sword bonus, Forest Movement, Culinary Arts 48%, Forestry 44%, Glersee 67%, Cartography: Overland 43%, Map Sense 51%, Rope Use 35%)

Possessions of note: elven chainmail, longbow [built to accomodate 17 Str], 20 sheaf arrows, **longsword +1**, **short sword +1**, **boots of varied tracks**

Villa of the Hill Giant Chieftain

WANDERING MONSTERS: UPPER LEVEL

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Encounter: 5-12 Orc servants - Orc, highland (1d8+4) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10 (unarmored), MV 12", HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 11, TOP 12, Crit BSL: Def AC -1, FF 4, Reference HoB 6 p 37)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 2). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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- 7). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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- 10). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 11). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 12). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Potential Yield:

- Slaying Highland Orcs (EPV = 35 each)

Encounter: Hill Giants, lame, Sloshed (2) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying 2 Hill Giants, lame, Sloshed (EPV = 6,000)

Encounter: Ogres, common Low (3) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying 3 common Low Ogres (EPV = 810)
- 3 huge spears (GPV = -)

Encounter: Hill Giant, Sloshed (1) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying 1 Hill Giant, Sloshed (EPV = 3,000)

Encounter: Hill Giants, Sloshed (1-4) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying Hill Giants, Sloshed (EPV = 3,000 each)

Encounter: Mist Giant (1) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying 1 Mist Giant (EPV = 4,000)
- 1 huge club (GPV = -)

Encounter: Flat-footed High Ogre (1) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying 1 Flat-footed High Ogre (EPV = 3,000)
- 1 huge throwing axe (GPV = 0)
- 1 huge footman's flail (GPV = 0)

Encounter: Hill Giantess, Chieftain's Wife (1) (from area #22)

Pull from roster in area 22

Potential Yield:

- Slaying Hill Giantess (EPV = 3,000)
- 1 suit giant hide armor (GPV = 0)

Encounter: Hill Giant (1), Dire Wolves (1-4) on patrol

Hill Giant (1) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, hp 75, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2d8, SD catch large missiles 30%, Lang: common, hill giant, Hon: Average, ML 14, TOP 37, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

- 1).HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Metal Armor* AC: 1 2 3 4 5
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* Hill Giant Metal Armor absorbs 2 hp/die (see Table E4)

Dire Wolves (1d4) (HF 1, EP 120 each, AL N, AC 6, MV 18", HD 3 +3, hp 42 each, SZ M, #AT 1, D 2d4, SA Nil, SD Nil, Hon: ave, ML 11, TOP 21 each, Crit BSL: Def AC +3; FF 8, Reference HOB 8 p 90).

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

Potential Yield:

- Slaying Hill Giant (EPV = 3,000)
- Slaying Dire Wolves (EPV = 120 each)
- 1 Suit Giant Chain Mail (GPV = 0)

Encounter: Hill Giants, young (2-8)

Pull from roster in area 5

Potential Yield:

- Slaying Young Hill Giants (EPV = 650 each)

ENCOUNTER AREAS: UPPER LEVEL

General note on Hill Giant Armor: Hill Giants wear two types of armor - metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavy-weight construction. An unarmored Hill Giant is AC 6.

1. Entry and Cloak Room

Hill Giants, wasted (2) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 80, 81, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

- 1). HPs:

Hill Giant Hide Armor* AC 4 5

- 2). HPs:

Hill Giant Hide Armor* AC 4 5

Potential Yield:

- Slaying 2 Hill Giants, wasted (EPV = 6,000)
- 2 suits giant hide armor (GPV = 0)
- Random bag contents (GPV = var.)

2. Watchtower

Encounter Hill Giant, wasted (1) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 71, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

- 1). HPs:

Hill Giant Hide Armor* AC 4 5

Potential Yield:

- Slaying Hill Giant, wasted (EPV = 3,000)
- 1 suit giant hide armor (GPV = 0)
- belt buckle, gold set with 6 gems (100 gp each) (GPV = 1,400)
- 2 huge heavy crossbows (GPV = 0)
- 36 huge crossbow quarrels (GPV = 0)

3. Armory

Encounter: none

Potential Yield:

- 34 huge spears (GPV = -)
- 21 huge clubs (GPV = -)
- 4 huge long swords (GPV = 0)
- 2 huge footmans' maces (GPV = 0)
- 15 huge battle axes (GPV = 0)
- 21 huge javelins (GPV = 0)
- 26 huge shields (GPV = 0)
- 1 normal-sized War Hammer +2 (GPV = 1000)
- 1 normal-sized war hammer (with Magic Mouth) (GPV = 2)
- 17 suits gigantic hide armor (GPV = 0)
- 8 suits gigantic chain mail (GPV = 0)
- 30 huge helmets (GPV = 0)
- 4 huge light crossbows (GPV = 0)
- 4 huge crossbow quarrel cases (20 huge bolts each) (GPV = 0)

4. Barracks

Encounter: Hill Giant, wasted (2) (HF 14, EP 3000, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 63,68, SZ H, #AT 1 D 2d8 (huge long sword), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 31,34, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

- 1). HPs:

Hill Giant Hide Armor* AC 4 5

- 2). HPs:

Hill Giant Hide Armor* AC 4 5

Potential Yield:

- Slaying 2 Hill Giants, wasted (EPV = 6,000)
- 1 small pouch containing 110 pp (GPV = 550)

5. Playroom

Encounter: Young Giants [as Giant, Verbeeg] (12) (HF 6, EP 650 each, AL CE, AC 6 (unarmored), MV 12", HD 5+5, hp 49 each, SZ M, #AT 1, D 1d6 (clubs), SA +3 to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14, TOP 24 each, Crit BSL: Def AC +7, FF 7, Reference HOB 3 p 65).

- 1). HPs:

- 2). HPs:

- 3). HPs:

- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:

Potential Yield:

- Slaying 12 Young Hill Giants (EPV = 7,800)

6. Sub-Chief's Room

Encounter: Hill Giantess, (HF 14, EP 3000, AL CE, AC 6 (unarmored), MV 8", HD 12+1, hp 67[70], SZ H, #AT 1 D Special, SA +3[-2] to-hit +7 damage due to strength SD none, Lang: hill giant, Hon: ave, ML 14 [17], TOP 33, Crit BSL: Def AC+13 [+8]; FF 7, Reference HOB 3 p 58).

- 1). HPs:

Potential Yield:

- Slaying 1 Hill Giantess (EPV = 3,000)
- 1 giant-sized suit chain mail (GPV = 0)
- 1 giant great helm (GPV = 0)
- 40 huge quarrels in 2 cases (GPV = 0)
- coinage (980 cp, 320 sp, 1,500 gp) (GPV = 1,513)
- 1 beaten silver comb set with 4 gems (50 gp each) (GPV = 300)
- 1 copper mirror (GPV = 200)
- 1 large gold hairpin set with a 500 gp pearl (GPV = 800)
- 1 huge heavy crossbow (GPV = 0)

7. Main Guest Chamber

Encounter: none

Potential Yield:

- 1 20-foot-long fishing pole (GPV = -)
- Footman's Mace +2, Giant Slayer** (GPV = 17,000)

8. Chief's Smoking Lounge

Encounter: none

Potential Yield:

- 5 gallons common ale, flat (GPV = -)
- 1 giant-sized bottle Bitter-Korn whiskey (GPV = 50)

9. Formal Dining Room

Encounter: none

Potential Yield:

- 7 shields (dwarven & gnome titan clans) (GPV = 140)

- 1 **Dwarven Shield of Missile Attraction -1** (GPV = 2000)
- 12 giant-sized polished silver table settings (GPV = 3,750 - 7,500)
- 5 gigantic ornamental tankards (GPV = 250 - 500)
- 2 painted wooden troll statues (3' tall) (GPV = 1,000 - 1,200)
- 2 huge silver candlesticks (GPV = 300)
- 1 suit damaged human-sized full-plate armor (GPV = 5903)

10. Chamber of the Chief's Wife

Encounter: Cave Bear (1) (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 62, SZ H, #AT 3, D d8, d8, 2d6, SA hug, SD none, Hon: ave, ML 9, TOP 31, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).

- 1). HPs:

Potential Yield:

- Slaying 1 Cave Bear (EPV = 650)
- Slaying 1 Hill Giantess (EPV = 3,000)
- 1 5,000 gp gem (GPV = 5,000)
- 3 1,000 gp gems (GPV = 3,000)
- 4 500 gp gems (GPV = 2,000)
- 8 100 gp gems (GPV = 800)
- 5 50 gp gems (GPV = 250)
- 8 10 gp gems (GPV = 80)
- 1 giant-sized doily (GPV = 75)
- 1 fine woolen rug (20' x 30') (GPV = 800)

11. Antechamber

Encounter: none

Potential Yield:

- 3 stuffed harpy trophies (GPV = var.)
- 3 battered gnome titan shields (GPV = 0)
- 2 battered gnome titan helms (GPV = 0)
- 4 battered gnome titan breastplates (GPV = 0)
- 3 gnome titan bracers, badly battered (GPV = 0)
- 4 huge, ratty fur capes (GPV = 0)
- 2 **Boomeranging Javelins of Lightning** (GPV = 2000)
- 3 javelins (GPV = 1.5)

12. Chief's Bedroom

Encounter: none

Potential Yield:

- 1 gigantic suit chain mail (GPV = 0)
- 2 huge long swords (GPV = 0)
- 1 shuttered hooded lantern (Continuous Light) (GPV = 7)
- 257 platinum pieces (GPV = 1,285)
- 1 pair giant-sized loaded 6-sided dice (GPV = var.)

13. Servants' Quarters

Encounter: Hill Giant Warrior (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, hp 86, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d10/6d6 +7 (huge two-handed sword + Strength), SA hurling rocks 2d8, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

- 1). HPs:

Metal Armor AC:	1	2	3	4	5
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Potential Yield:

- Slaying 1 Hill Giant Warrior (EPV = 3,000)
- 1 huge 2-handed sword (GPV = 0)
- 1 suit giant chain mail (GPV = 0)

14. Maid's Chamber

Encounter: Hill Giantesses (4) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x2, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference HoB 3 p 58)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
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2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
		□□□□	□□

3). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
		□□□□	□□

4). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
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Potential Yield:

- Slaying 4 Hill Giantesses (EPV = 12,000)
- 4 huge clubs (GPV = 0)
- 4 suits giant hide armor (GPV = 0)
- 3 gem-studded gold bracelets (GPV = 26,213): #1 = 9,655 gp, #2 = 4,514 gp, #3 = 12,044 gp
- coinage (GPV = 3,030)
- Potion of Extra-Healing** (GPV = 600)
- Potion of Hill Giant Control** (GPV = 3000)
- Potion of Healing** (GPV = 400)
- Potion of Poison** [Class J] (GPV = 400)

15. Storeroom

Encounter: Trap: 5th and 6th tubes contain *Explosive Runes*

Potential Yield:

- Defeat 2 Traps: Explosive Runes (EPV = 60)
- 6 scroll tubes (GPV = 0)
- 1 map of the upper works [Player Aid #1] (GPV = 0)
- 3 giantish memos on vellum (GPV = 0)
- 2 Scrolls of Explosive Runes (GPV = 0)

16. Conference Room

Encounter: none

Potential Yield:

- 1 giant-sized rough skin map (GPV = 0)

17. Ogre Quarters

Encounter: Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Slaying 4 Common Low Ogres (EPV = 1,080)
- Potion of Storm Giant Strength** (GPV = 1300)
- Potion of Delusionary Extra-Healing** (GPV = 300)
- coinage (381 cp, 955 sp, 705 gp, 79 pp) (GPV = 1,199)
- 1 gem on leather thong (GPV = 1,000)
- 3 sets of crude Ogre dice (GPV = 0)

18. Kitchen Workroom

Encounter: none

Potential Yield: none

19. Pantry

Encounter: none

Potential Yield:

- 187 barrels (possible GPV = 2-20 gp each)

20. Kitchen

Encounter: Hill Giantesses (5), Ogre, Low (14), Orc, Highland (29)

Hill Giantesses (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x3, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 1d8/1d6/1d6-2 +7 (club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 6, Reference HoB 3 p 58)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
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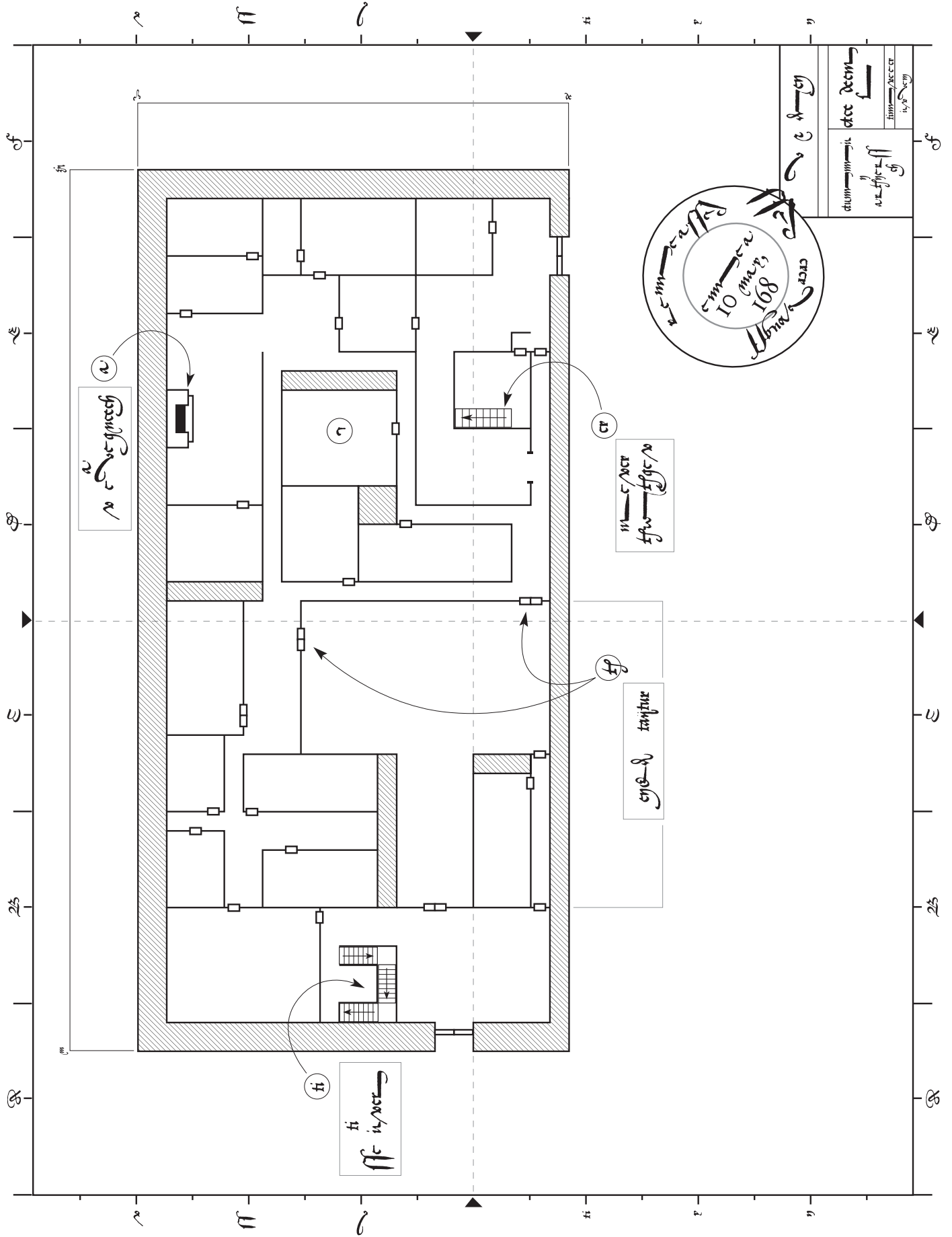
2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
		□□□□	□□

3). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hill Giant Hide Armor	AC	4	5
		□□□□	□□

Player Aid #1



4). HPs:

Hill Giant Hide Armor AC 4 5

5). HPs:

Hill Giant Hide Armor AC 4 5

Ogre, Low, Common (14) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9”, HD 4 +1, hp 35 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 +7 (fist + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 17, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Orc, Highland (29) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9” (12”), 9” climb, HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 16, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
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- 10). HPs:
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- 22). HPs:
- 23). HPs:
- 24). HPs:
- 25). HPs:
- 26). HPs:
- 27). HPs:
- 28). HPs:
- 29). HPs:

Potential Yield:

- Slaying 5 Hill Giantesses (EPV = 15,000)
- Slaying 14 common Low Ogres (EPV = 3,780)
- Slaying 29 Highland Orcs (EPV = 1,015)
- 5 suits giant hide armor (GPV = 0)
- 5 huge clubs (GPV = 0)

21. Barracks

Encounter: none
 Potential Yield: none

22. Great Hall

Encounter: Chief Ivar, Hill Giant (NOT #3), Hill Giantess (1), Hill Giant Sub Chief Jimbo (NOT #4), Mist Giant Narm Herringbone (NOT #5), Flat-foot High Ogre Jaque (NOT #6), Cave Bear (1), Hill Giants (22), common Low Ogres (7), Low Ogre chieftain (1)

Chief Ivar (NOT #3) & wife:

Ivar, Hill Giant Chieftain (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12”, HD 12+2, hp 112, SZ H, #AT 1/2 or 1 (+5 to-hit due to Str & +2 weapon), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d4/4d4/4d4 +10 (huge battle axe +2, Str), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+15; FF 12, Reference HOB 3 p 58).

- 1). HPs:

Hill Giant Hide Armor AC 4 5

Ivar’s Wife (HF 14, EP 3000, Int 11 (very), AL CE, AC 4 (hide armor), MV 12”, HD 12+1, hp 70, SZ H, #AT 1 (+3 to-hit due to Str), D 2d8/2d6/2d6-2+7 (huge club), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).

1). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

Jimbo the Sub-chief (NOT #4):

Hill Giant Sub-Chief (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12", HD 12+2, hp 100, SZ H, #AT 2 or1 (both +3 to-hit due to Str), D 2d6/2d6-2/2d6-4 +7(huge throwing daggers) or 2d6/2d8/2d12 +8 (huge longsword), SA Angawa Battle Cry, SD catch large missiles 30%, Hon: Great, ML 14, TOP 50, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).

1). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

Narm Herringbone, Mist Giant visitor (NOT #5):

Mist Giant (HF 28, EP 4,000, Int 11 (very), AL NE, AC 2, MV 9", HD 13, hp 80, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA cloud of mist, SD -1 die of damage from cold, Lang: common, giant, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +15, FF 10, Reference HoB 3 p 59)

1). HPs: [grid of 24 squares]

Jaque, Flat-foot High Ogre visitor (NOT #6):

Ogre, Flat-foot High (HF 7, EP 3,000, Int 9 (Average), AL CE, AC 4, MV 9", HD 13+5, hp 82, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge throwing axe + Strength) or 2d6/2d6+2/4d4 +7 (huge footman's flail + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, orcish, Hon: Average, ML 16, TOP 41, Crit BSL: Def AC +15, FF 10, Reference HoB 6 p 21)

1). HPs: [grid of 24 squares]

Cave bear: (beneath chief's table)

Cave Bear (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 56, SZ H, #AT 3, D d8,d8,2d6, SA hug, SD none, Hon: ave, ML 9, TOP 28, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).

1). HPs: [grid of 24 squares]

22 Hill Giants:

Hill Giants (HF 14, EP 3000, AL CE, AC 4, MV 12" [10"], HD 12+2, hp 76 each, SZ H, #AT 1 (+3 [+1] to-hit due to Str), D 2d8/2d6/2d6-2+7 (huge clubs) or 2d6/2d6-2/2d6-4 +7 (hurled huge tankard, full), SA none, SD catch large missiles 30%, Hon: ave, ML 14 [16], TOP 38 each, Crit BSL: Def AC+13 [+11]; FF 12, Reference HOB 3 p 58). All of these giants are Sloshed (see p. 170 of the GMG). Bracketed stats reflect this.

1). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

2). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

3). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

4). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

5). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

6). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

7). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

8). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

9). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

10). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

11). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

12). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

13). HPs: [grid of 24 squares]

Hill Giant Hide Armor AC 4 5 [grid of 4 squares]

14). HPs:

Hill Giant Hide Armor AC 4 5

15). HPs:

Hill Giant Hide Armor AC 4 5

16). HPs:

Hill Giant Hide Armor AC 4 5

17). HPs:

Hill Giant Hide Armor AC 4 5

18). HPs:

Hill Giant Hide Armor AC 4 5

19). HPs:

Hill Giant Hide Armor AC 4 5

20). HPs:

Hill Giant Hide Armor AC 4 5

21). HPs:

Hill Giant Hide Armor AC 4 5

22). HPs:

Hill Giant Hide Armor AC 4 5

8 Ogres (one a 6 HD chief):

Ogre, Low, Common (7) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:

Ogre, Low, chieftain (1) (HF 3, EP 975, Int 8 (Low), AL CE, AC 5, MV 9", HD 6, hp 50, SZ L, #AT 1 (+3 to-hit for Strength, additional +2 to-hit as leader), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +9, FF 5, Reference HoB 6 p 23)

1). HPs:

12 Orc servants:

Note: These orcs were listed with excessive hit points in the printed copy of Annihilate the Giants. Their corrected hit points appear here.

Orc, Highland (12) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), 9" climb, HD 1+1, hp 25 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:



12). HPs:

 Chain mail AC: 5 6 7 8 9

 Medium Metal Shield: AC +3 +2 +1 0

- Potential Yield:
- Slaying 12 Bugbears (EPV = 1,200)
 - 12 suits chain mail (GPV = up to 350 ea. if undamaged)
 - 12 large shields (GPV = up to 30 ea. if undamaged)
 - 12 morning stars (GPV = 120)
 - coinage (2-8 gp per Bugbear) (GPV = var.)

5. Sleeping Quarters

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ocish, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:
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 12). HPs:

- Potential Yield:
- Slaying 12 Bugbears (EPV = 2,100)
 - 12 suits chain mail (GPV = up to 350 ea. if undamaged)
 - 12 morning stars (GPV = 120)

6. Sleeping Quarters

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, orcish, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:
 2). HPs:

3). HPs:
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 11). HPs:
 12). HPs:

- Potential Yield:
- Slaying 12 Bugbears (EPV = 2,100)
 - 12 suits chain mail (GPV = up to 350 ea. if undamaged)
 - 12 morning stars (GPV = XXXXXXX)

7. Chamber of the Bugbear Captain

Encounter: Bugbear lieutenants (4), Greater Bugbear Captain Belko (1)

Bugbear lieutenants (4) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (bronze plate mail and medium shield), MV 9", HD 4, hp 45 each, SZ L, #AT 1, D 1d4/2d4/2d8 +3 (bastard sword), SA Surprise, +3 damage, SD Nil, Lang: bugbear, hill giant, ogre, orcish, Hon: Average, ML 12, TOP 22, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:
 Bronze Platemail AC: 4 5 6 7 8 9

 Medium Metal Shield: AC +3 +2 +1 0

2). HPs:
 Bronze Platemail AC: 4 5 6 7 8 9

 Medium Metal Shield: AC +3 +2 +1 0

3). HPs:
 Bronze Platemail AC: 4 5 6 7 8 9

 Medium Metal Shield: AC +3 +2 +1 0

4). HPs:
 Bronze Platemail AC: 4 5 6 7 8 9

 Medium Metal Shield: AC +3 +2 +1 0

Captain Belko, Greater Bugbear (1) (HF 9, EP 2000, Int 13 (High), AL CE, AC 1 (bronze plate mail and medium shield), MV 12", HD 8, hp 60, SZ L, #AT 1 (+3 to-hit for Strength), D 1d4/2d4/2d8 +7 (bastard sword + Strength), SA Surprise, Strength 19, SD Nil, Lang: common, bugbear, hill-giant, ogre, orcish, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

1). HPs:

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 Bronze Platemail AC: 4 5 6 7 8 9

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 Medium Metal Shield: AC +3 +2 +1 0

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- Potential Yield:
- Slaying 4 Bugbear lieutenants (EPV = 700)
 - Slaying Captain Belko, Greater Bugbear (EPV = 2000)
 - 5 suits bronze plate mail (GPV = up to 1000 ea. if undamaged)
 - 5 medium shields (GPV = up to 30 ea. if undamaged)
 - 5 bastard swords (GPV = 125)
 - coinage (20-80 gp per Bugbear) (GPV = var.)
 - 31 gems (10 gp each) (GPV = 310)

8. Good Behavior Guard Post and Staging Area

Encounter: Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (chain mail and body shield), MV 9", HD 3 +1, hp 43 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 +2 (hand axe) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: bugbear, orcish, Hon: Average, ML 12, TOP 21, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 2). HPs:

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 Chain mail AC: 5 6 7 8 9

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Body Shield: AC +4 +3 +2 +1 0

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 3). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 4). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 5). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 6). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 7). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 8). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 9). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 10). HPs:

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 Chain mail AC: 5 6 7 8 9

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 Body Shield: AC +4 +3 +2 +1 0

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 11). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

 Chain mail AC: 5 6 7 8 9

□□□□	□□	□□□□	□	□□□□	□□	□
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 Body Shield: AC +4 +3 +2 +1 0

□□□□	□	□□□□	□□□□	□□□	□□□	□□
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 12). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

 Chain mail AC: 5 6 7 8 9

□□□□	□□	□□□□	□	□□□□	□□	□
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 Body Shield: AC +4 +3 +2 +1 0

□□□□	□	□□□□	□□□□	□□□	□□□	□□
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Potential Yield:

- Slaying 12 Bugbear guards (EPV = 2,100)
- 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 body shields (GPV = up to 100 ea. if undamaged)
- 24 hand axes (GPV = 24)
- 12 morningstars (GPV = 120)

9. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (24) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:
- 17). HPs:
- 18). HPs:
- 19). HPs:
- 20). HPs:
- 21). HPs:
- 22). HPs:
- 23). HPs:
- 24). HPs:

Potential Yield:

- Slaying 24 unarmed Highland Orcs (EPV = 840)

10. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (30) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:

- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:
- 17). HPs:
- 18). HPs:
- 19). HPs:
- 20). HPs:
- 21). HPs:
- 22). HPs:
- 23). HPs:
- 24). HPs:
- 25). HPs:
- 26). HPs:
- 27). HPs:
- 28). HPs:
- 29). HPs:
- 30). HPs:

Potential Yield:

- Slaying 30 unarmed Highland Orcs (EPV = 1,050)

11. Cell Block (Good Behavior Area)

Encounter: Orc, Highland (24) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
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- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:
- 17). HPs:
- 18). HPs:
- 19). HPs:
- 20). HPs:
- 21). HPs:
- 22). HPs:
- 23). HPs:
- 24). HPs:

Potential Yield:

- Slaying 24 unarmed Highland Orcs (EPV = 840)

12. Cell Block (Unruly)

Encounter: Bugbears (3) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (chain mail and body shield), MV 9", HD 3 +1, hp 43 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 +2 (hand axe) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: bugbear, orcish, Hon: Average, ML 12, TOP 21, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: [grid]

Chain mail AC: 5 6 7 8 9 [grid]

Body Shield: AC +4 +3 +2 +1 0 [grid]

2). HPs: [grid]

Chain mail AC: 5 6 7 8 9 [grid]

Body Shield: AC +4 +3 +2 +1 0 [grid]

3). HPs: [grid]

Chain mail AC: 5 6 7 8 9 [grid]

Body Shield: AC +4 +3 +2 +1 0 [grid]

Potential Yield:

- [] Slaying 3 Bugbears (EPV = 525)
- [] 3 suits chain mail (GPV = up to 350 ea. if undamaged)
- [] 3 body shields (GPV = up to 100 ea. if undamaged)
- [] 6 hand axes (GPV = 6)
- [] 3 morningstars (GPV = 30)

13. Cell Block (Unruly)

Encounter: Orc, Highland (48) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]
10). HPs: [grid]
11). HPs: [grid]
12). HPs: [grid]
13). HPs: [grid]
14). HPs: [grid]
15). HPs: [grid]
16). HPs: [grid]
17). HPs: [grid]
18). HPs: [grid]

- 19). HPs: [grid]
20). HPs: [grid]
21). HPs: [grid]
22). HPs: [grid]
23). HPs: [grid]
24). HPs: [grid]
25). HPs: [grid]
26). HPs: [grid]
27). HPs: [grid]
28). HPs: [grid]
29). HPs: [grid]
30). HPs: [grid]
31). HPs: [grid]
32). HPs: [grid]
33). HPs: [grid]
34). HPs: [grid]
35). HPs: [grid]
36). HPs: [grid]
37). HPs: [grid]
38). HPs: [grid]
39). HPs: [grid]
40). HPs: [grid]
41). HPs: [grid]
42). HPs: [grid]
43). HPs: [grid]
44). HPs: [grid]
45). HPs: [grid]
46). HPs: [grid]
47). HPs: [grid]
48). HPs: [grid]

Potential Yield:

- [] Slaying 48 Highland Orcs (EPV = 1,680)

14. Cell Block (Unruly)

Encounter: Orc, Highland (24) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]
10). HPs: [grid]
11). HPs: [grid]
12). HPs: [grid]
13). HPs: [grid]
14). HPs: [grid]
15). HPs: [grid]
16). HPs: [grid]
17). HPs: [grid]
18). HPs: [grid]
19). HPs: [grid]

20. Common Area

Encounter: Orc, Highland (26) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (clubs), SA Nil, SD Nil, Lang: orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37).

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:
- 17). HPs:
- 18). HPs:
- 19). HPs:
- 20). HPs:
- 21). HPs:
- 22). HPs:
- 23). HPs:
- 24). HPs:
- 25). HPs:
- 26). HPs:

Potential Yield:

- Slaying 26 Highland Orcs (EPV = 910)
- 26 clubs (GPV = -)

21. Partially Cleared Passage to Cistern

Encounter: none

Potential Yield: none

22. Cavern of the Latrine Ambushers

Encounter: Latrine Ambushers (2) (HF 2, EP 120, Int 6 (Low), AL N, AC 7, MV 6", 12" swim, HD 2, hp 30, 32, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise, disease, bone breaking, SD Immune to disease, Lang: none, Hon: Average, ML 5, TOP 15, 16, Crit BSL: Def AC +0, FF 5, Reference HoB 4 p 75)

- 1). HPs:
- 2). HPs:

Latrine Ambusher "reinforcements" - use as necessary [30% chance for additional 1-3 per turn]

- __ HPs:
- __ HPs:
- __ HPs:
- __ HPs:
- __ HPs:
- __ HPs:

Potential Yield:

- Slaying 2 Latrine Ambushers (EPV = 240)
- coinage (GPV = var.)

23. Implement Room

Encounter: none

Potential Yield: none

24. Liquor Cellar

Encounter: none

Potential Yield:

- (21) 1 pint bottles of Dead Viking Ale (2.1 gp)
- (35) 1 pint bottles of Honey Brew (35 gp)
- (63) 1 pint bottles of Stout Brown Grevan (44.1 gp)
- (3) 1 qt. bottles of Orluian Brandy (30 gp)
- (1) 1 qt. Bottle of Liver Squeezings (64 gp)
- (5) 6 gal bottles of Grog (144 gp)
- (14) 6 gal bottles of Bitter-Korn Whiskey (2,688 gp)
- (6) kegs (15.5 gal) of Kromian ale (7,440 gp)
- (2) kegs (15.5 gal) of Orluian mead (3,100 gp)
- (1) keg (15.5 gal) of Honey Brew (248 gp)
- (2) casks (8 gal) of Blackberry wine (256 gp)
- (1) cask (8 gal) of Elderberry wine (5,120 gp)
- (3) barrels (60 gal) of good wine (2,880 gp)
- (5) barrels (60 gal) of common wine (48 gp)

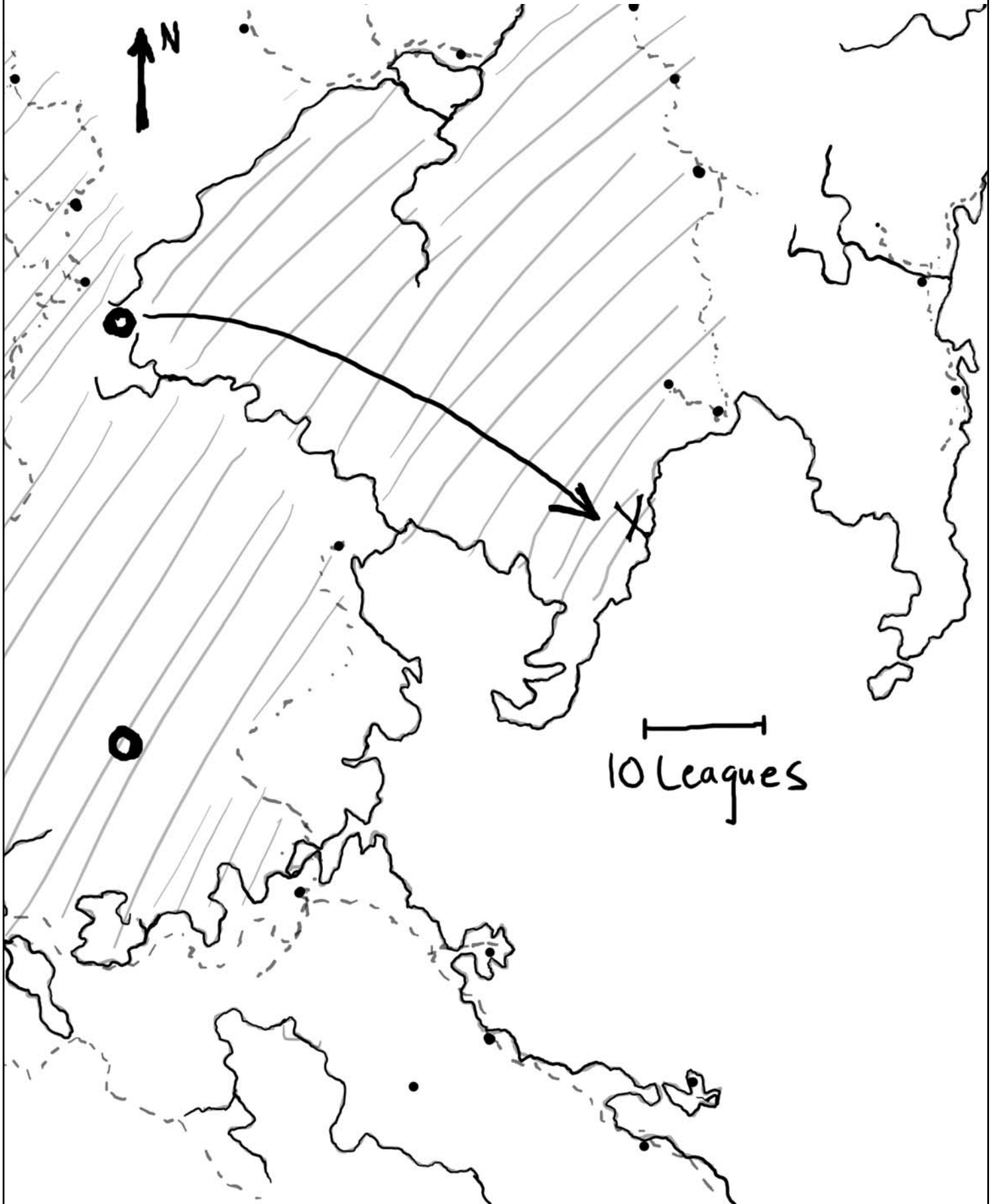
25. Warehouse

Encounter: none

Potential Yield:

- 1 set horse barding (full plate) (GPV = 2000)
- 2 sets horse barding (chain) (GPV = 1000)
- 2 sets horse barding (full scale) (GPV = 2000)
- 1 set horse barding (half brigandine) (GPV = 500)
- 1 sedan chair (GPV = 100)
- 17 galley oars (GPV = 170)
- 22 body shields (GPV = 2200)
- 24 medium shields (GPV = 1440)
- 5 small shields (GPV = 100)
- 4 suits plate mail (2 human sized, 2 dwarf sized) (GPV = 8000)
- 8 suits bronze plate mail (4 human-size, 3 elf-size, 1 halfling-size) (GPV = 8000)
- 12 suits of chain mail (all half-ogre sized) (GPV = 4200)
- 31 suits of brigandine armor (all human sized) (GPV = 3720)
- 53 suits of scale mail (all gnome sized) (GPV = 6360)
- 38 battle axes (GPV = 190)
- 32 light crossbows (GPV = 1120)
- 30 hand axes (GPV = 30)
- 30 morning stars (GPV = 300)
- 21 awl pikes (GPV = 105)
- 27 bardiches (GPV = 189)
- 17 bec de corbins (GPV = 136)
- 17 Fauchard forks (GPV = 136)
- 21 Glaive-guisarmes (GPV = 210)
- 29 Voulges (GPV = 145)
- 53 spears (GPV = 42.4)
- 10 bastard swords (GPV = 250)
- 25 broad swords (GPV = 250)
- 11 long swords (GPV = 165)
- 1 Trident (GPV = 15)

Player Aid #3



6). HPs:

Yeti Leader (1) (HF 7, EP 420, Int 7 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 48, SZ L, #AT 2 or 1, D 1d6/1d6 or 1d6/1d8/1d12 +3 (**Long Sword Frost Brand +3 (+6 vs. fire-using/dwelling creatures)**), SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Great (+1 to all die rolls), ML 13, TOP 24, Crit BSL: Def AC +3 (claws), Def AC +6 (Frost Brand), Def AC +9 (Frost Brand vs. fire-using/dwelling creatures), FF 9, Reference HoB 8 p 112)

1). HPs:

Potential Yield:

- Slaying Yeti (EPV = 2,940)
- Long Sword Frost Brand +3 (GPV = 35,000)
- Ivory tusks (GPV = 8,800)

C. Snow Leopards

Encounter: Leopard, Snow (5) (HF 5, EP 270 each, Int 4 (Semi-), AL N, AC 6, MV 15", HD 4 +2, hp 42 each, SZ L, #AT 3, D 1d4/1d4/1d6+1, SA Rear claws 1d4 x2, SD Surprised only 1 in 10, Lang: none, Hon: Average, ML 9, TOP 21, Crit BSL: Def AC +2, FF 7, Reference HoB 1 p 109)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

Potential Yield:

- Slaying Snow Leopards (EPV = 540)



D. Winter Wolf Pack

Encounter: Winter Wolves (7) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 45, 47, 48, 49, 50 x2, 51 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 22, 23, 24 x2, 25 x3, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

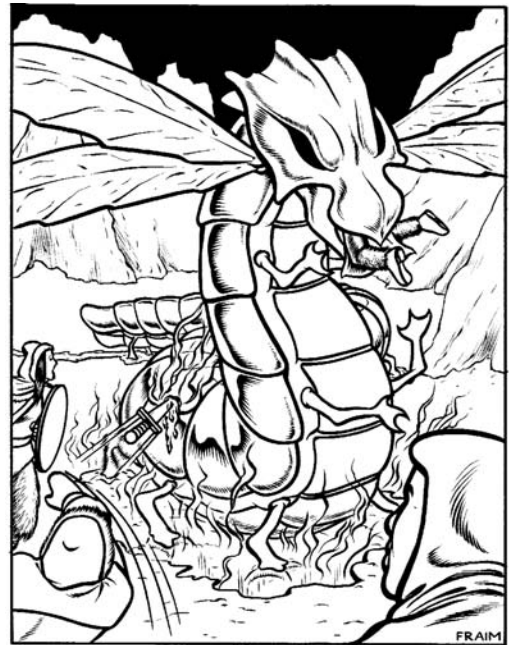
5). HPs:

6). HPs:

7). HPs:

Potential Yield:

- Slaying Winter Wolves (EPV = 6,825)



E. Remorhaz

Encounter: Remorhaz (1) (HF 51, EP 10,000, Int 1 (Animal), AL N, AC 0 (head 2, underbelly 4), MV 12", HD 14, hp 86, SZ G, #AT 1, D 6d6 (bite), SA Swallow whole, heat lash, SD Melt metal, Magic Resistance 75%, Lang: none, Hon: Average, ML 17, TOP 43, Crit BSL: Def AC +12, FF 4, Reference HoB 6 p 121)

1). HPs:

Potential Yield:

- Slaying Remorhaz (EPV = 10,000)
- Ring of Three Wishes (GPV = 25,000)
- Bastard Sword +2 Giant Slayer (GPV = 17,000)

F. White Dragon Lair

Encounter: White Dragon, very old male, "Fromitroxr" (1) (HF 81, EP 16,000, Int 7 (Low), AL CE, AC -4, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 605, SZ G (72 ft. long body, 68 ft. long tail), #AT 3+, D 1d6+9/1d6+9/2d8+9 (claw/claw/bite), SA Spells, dragon fear (105 feet, save at -1), breath weapon (9d6+9, frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 25%, Lang: common, frost giant, ogre, white dragon, Hon: Average, ML 16, TOP 302, Crit BSL: Def AC +9, FF 9, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day), Wall of Fog (3/day). Spells known (each 1/day): Animate Dead Animals, Yudder's Whistle of Hell's Gate

1). HPs: [Grid of 20x20 squares]

White Dragon, old female, "Garmytrizxr" (1) (HF 71, EP 14,000, Int 6 (Low), AL CE, AC -3, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 484, SZ G (68 ft. long body, 60 ft. long tail), #AT 3+, D 1d6+8/1d6+8/2d8+8 (claw/claw/bite), SA Dragon fear (90 feet, save at +0), breath weapon (8d6+8, frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 20%, Lang: common, frost giant, ogre, white dragon, can communicate with any intelligent creature, Hon: Average, ML 16, TOP 242, Crit BSL: Def AC +9, FF 8, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day). Spells known (each 1/day): Divining Rod, Metal Bug.

1). HPs: [Grid of 20x20 squares]

Potential Yield:

- Slaying male White Dragon (EPV = 16,000)
- Slaying female White Dragon (EPV = 14,000)
- Coinage (GPV = 34,033)
- 8 Silver boxes of ivory (GPV = 48,000)
- Alabaster statue (GPV = 4,000)
- Male's gems (GPV = 1,900)

- Female's gems (GPV = 12,000)
- Assorted mundane weapons (GPV = var.)
- Assorted mundane armor and shields (GPV = var.)
- Dagger +2 (GPV = 5,000)
- Chain Mail +3 (GPV = 7,850)
- Potion of Fire Resistance (GPV = 400)
- Potion of Diminution (GPV = 500)
- Potion of Polymorph Self (GPV = 350)
- Split Stone Ring (GPV = 5,000)
- Scroll of Protection from Poison (GPV = 2,500)
- Short Sword +1 (GPV = 2,000)
- Bedwarmer of Restful Sleep +3 (GPV = 15,000)
- Dwarf-sized Field Plate +1 (GPV = 6,500)
- Buford's Everfull Purse (GPV = 40,000)
- Carpet of Flying (GPV = 45,000)
- Medium Shield of Provocation +3 (GPV = 1,000)
- Arrow of Slaying Gnomes (GPV = 1,000)
- 2 Quetzalytochtipli's Feather Tokens (GPV = 10,000)
- Frikey's Flask of Interminable Appeals (GPV = 5,000)
- Eversmoking Bottle (GPV = 5,000)
- Eyes of Petrification (GPV = 25,000)
- 2 Bolts of Return-Upon-Command (GPV = 800)
- Long Bow +1 (GPV = 1,000)
- 2 sets of Bracers of Defense [AC 6 & AC 7](GPV = 35,000)
- Boots of Elvenkind (GPV = 15,000)
- Boots of Contempt (GPV = 30,000)
- Bracers of Brachiation (GPV = 10,000)



GLACIAL CLIFF OF THE FROST GIANT KARL

UPPER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

Encounter: Yeti, Arctic (1d4+1) (HF 7, EP 420 each, Int 6 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 44 each, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Average, ML 13, TOP 22, Crit BSL: Def AC +3, FF 9, Reference HoB 8 p 112)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]

Potential Yield:
[] Slaying Arctic Yeti (EPV = var.)

Wandering Encounter 2

Encounter: Frost Giants (1d3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 80 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4
[grid]

- 2). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4
[grid]

- 3). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4
[grid]

Potential Yield:
[] Slaying Frost Giants (EPV = var.)
[] Huge battle axes (GPV = -)

Wandering Encounter 3

Encounter: Ogre, Common (4d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

- 1). HPs: [grid]

- 2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]
10). HPs: [grid]
11). HPs: [grid]
12). HPs: [grid]
13). HPs: [grid]
14). HPs: [grid]
15). HPs: [grid]
16). HPs: [grid]

Potential Yield:
[] Slaying Common Ogres (EPV = var.)
[] Huge clubs (GPV = -)

Wandering Encounter 4

Encounter: Winter Wolves (2d4) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]

Potential Yield:
[] Slaying Winter Wolves (EPV = var.)

UPPER LEVEL ENCOUNTER AREAS:

1. Guard Room Ice Cavern

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, 86 x2, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43 x2, 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

2). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

3). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

4). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 huge battle axes (GPV = -)
- 4 giant sacks (GPV = var.)

2. Guard Room Ice Caves

Encounter: Frost Giants (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 x2, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 45 x3, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

2). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

3). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

Potential Yield:

- Slaying Frost Giants (EPV = 21,000)
- 3 huge battle axes (GPV = -)
- 2 giant bags (GPV = var.)
- Silver belt (GPV = 1,600)
- Jeweled chain (GPV = 3,000)
- Coinage (GPV = 4,128)

3. Empty Ice Cave

Encounter: none
Potential Yield: none

4. Small Ice Cave

Encounter: Winter Wolves (5) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 40 x2, 45, 50 x2, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 20 x2, 22, 25 x2, Crit BSL: Def AC +4 (+7 when enraged), FF 5, Reference HoB 8 p 90

1). HPs: [Progression bars]

2). HPs: [Progression bars]

3). HPs: [Progression bars]

4). HPs: [Progression bars]

5). HPs: [Progression bars]

Potential Yield:

- Slaying Winter Wolves (EPV = 4,875)

5. Ice Cavern

Encounter: None
Potential Yield:
- Battle Axe +1 (GPV = 2,500)
- Wand of Frost (GPV = 20,000)
- Jeweled belt (GPV = 7,000)
- Scroll of Protection from Elementals (all) (GPV = 2,500)
- Gems (GPV = 370)
- Ring of Fire Resistance (GPV = 5,000)
- Coinage (GPV = 942)
- Plate Mail of Vulnerability -2 (GPV = 2,000)

6. Ice Provisions Cave

Encounter: None
Potential Yield:
- Coinage (GPV = 3,000)
- Gems (GPV = 4,000)
- Scroll of Cure Serious Wounds (GPV = 1,200)
- Silver scroll tube (GPV = 300)

7. Cavern

Encounter: Ogres, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, hill giant, ogre, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

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

Potential Yield:

- Slaying Common Ogres (EPV = 1,080)
- 4 huge clubs (GPV = -)
- Coinage (GPV = var.)
- Gems (GPV = var.)

8. South Cavern

Encounter: Ogres, Common (12) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 x10, 50 x2, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 23 x10, 25 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:

Potential Yield:

- Slaying Common Ogres (EPV = 3,240)
- 12 huge clubs (GPV = -)
- 2 Potions of Healing (GPV = 800)
- Gold armband (GPV = 2,000)
- Chest #4
- Coinage (GPV = 5,920.1)
- Sack #9
- Jewelry (GPV = var.)

9. Front Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost

giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 2). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 3). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 4). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

10. Rear Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

- 1). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 2). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 3). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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- 4). HPs:
- Armor (Furs/Hides) AC: 0 1 2 3 4
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Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

- 4 gold armbands (GPV = 8,000)
- Coinage (GPV = var.)
- Gems (GPV = 2,100)

11. Cave of Bones

Encounter: None

Potential Yield:

- Coinage (GPV = var.)

12. Misty Ice Cave

Encounter: none

Potential Yield: none

13. North Barracks West

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86, 90 x2, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 45 x2, 46 Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

14. North Barracks East

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 x2, 94 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43 x2, 47 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

15. South Barracks West

Encounter: Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

5). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

6). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 42,000)
- 6 gargantuan clubs (GPV = -)
- Rock crystals (GPV = 2,780)

16. South Barracks East

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

17. Ice Storage Cave

Encounter: none
 Potential Yield: none

18. Ice Cavern

Encounter: none
 Potential Yield: none

18a. Brown Mold Lair

Encounter: Brown Mold (1) (HF 0, EP 15, Int 0 (Non), AL N, AC 9, MV 1", HD n/a, HP n/a, SZ L, #AT 0, D n/a, SA freezing, SD absorb heat, Lang: none, Hon: Average, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB 5 p 36)

Potential Yield:

- Slaying Brown Mold (EPV = 15)

19. Guard Ice Cave

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 gargantuan clubs (GPV = -)
- 2 giant sacks (GPV = var.)

20. Guard Cave

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 87, 88, 91, 96, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 44, 45, 48, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)
- 4 giant sacks (GPV = var.)

21. Visitors' Cave

Encounter: Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 80 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, hill giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

Metal Armor AC: 1 2 3 4 5

2). HPs:

Metal Armor AC: 1 2 3 4 5

3). HPs:

Metal Armor AC: 1 2 3 4 5

4). HPs:

Metal Armor AC: 1 2 3 4 5

5).HPs:

Metal Armor AC: 1 2 3 4 5

Potential Yield:

- Slaying Hill Giants (EPV = 15,000)
- 5 suits of giant chain mail (GPV = -)
- 5 huge clubs (GPV = -)
- 5 fur cloaks (GPV = var.)

22. Visitors' Cave

Encounter: Stone Giants (5) (HF 31, EP 7,000, Int 9 (Average), AL N, AC 0 (natural), MV 12", HD 14 +2, HP 80, 85, 86 x2, 98, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 90%, Lang: frost giant, stone-giant, Hon: Average, ML 16, TOP 40, 42, 43 x2, 49, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 63)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

Potential Yield:

- Slaying Stone Giants (EPV = 35,000)

- 5 huge stone clubs (GPV = -)
- Jeweled crown (GPV = 15,000)

23. Special Visitors' Cave

Encounter: Fire Giants (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 46 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

2). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

3). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- Slaying Fire Giants (EPV = 24,000)
- 3 suits of giant banded mail (GPV = -)
- 3 huge two-handed swords (GPV = -)
- Coinage (GPV = 9,000)
- 3 giant sacks (GPV = var.)
- Statue (GPV = 6,000)

LOWER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

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Armor (Furs/Hides) AC: 0 1 2 3 4

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4). HPs:

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Armor (Furs/Hides) AC: 0 1 2 3 4

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Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

Wandering Encounter 2

Ogres, Common (3d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs:

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□□□□	□□□□	□			

2). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

3). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

4). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

5). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

6). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

7). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

8). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

9). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

10). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

11). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

12). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

Potential Yield:

- Slaying Common Ogres (EPV = var.)
- Huge clubs (GPV = -)

Wandering Encounter 3

Encounter: Frost Giantess (1), Common Ogres (3)

Frost Giantess (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Armor (Furs/Hides) AC: 0 1 2 3 4

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□□□□	□□□□	□□	□□	□

Ogres, Common (3) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

2). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

3). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□			

Potential Yield:

- Slaying Frost Giantess (EPV = 7,000)
- Slaying Common Ogres (EPV = 810)
- Gargantuan club (GPV = -)
- 3 huge clubs (GPV = -)

Wandering Encounter 4

Encounter: Frost Giant (1), Winter Wolves (2-5)

Frost Giant (1) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Armor (Furs/Hides) AC: 0 1 2 3 4

□□□□	□□□□	□□	□□	□
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Winter Wolves (1d4+1) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

2). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

3). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

4). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

5). HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Potential Yield:

- Slaying Frost Giant (EPV = 7,000)
- Slaying Winter Wolves (EPV = var.)
- Gargantuan club (GPV = -)
- Huge spear (GPV = -)

LOWER LEVEL ENCOUNTER AREAS:

1. Great Cavern Hall

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 huge clubs (GPV = -)
- 2 huge spears (GPV = -)

2. Kitchen

Encounter: Fire Giantess (3), Common Ogres (4)

Fire Giantesses (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, hp 70, 72, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6 +10 (gigantic meat cleaver + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 35, 36, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

2). HPs:

3). HPs:

Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 37, 38, 42 x2 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 19 x2, 21 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

Potential Yield:

- Slaying Fire Giantess (EPV = 24,000)
- Slaying Common Ogres (EPV = 1,080)

3. Food Storage

Encounter: none
Potential Yield: none

4. Guard Area

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 85, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 gargantuan clubs (GPV = -)

5. Smithy

Encounter: none
Potential Yield: none

6. Guard Post

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81, 85, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, fire giant, Hon: Average, ML 14, TOP 40, 42, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaing Frost Giants (EPV = 28,000)
- 4 huge clubs (GPV = -)
- 4 huge spears (GPV = -)

7. Barracks

Encounter: Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81,84, 85, 86, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, 42 x2, 43, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

2). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

3). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

4). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

5). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

6). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

Potential Yield:

- Slaing Frost Giants (EPV = 42,000)
- 6 huge clubs (GPV = -)
- 6 huge spears (GPV = -)
- Coinage (GPV = var.)
- Gems (GPV = var.)

8. Nursery

Encounter: Frost Giant (1), Frost Giantesses (12), Frost Giant young (9)

Frost Giant male, "Lenny" (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

Frost Giantesses (12) (HF 34, EP 7,000 each, Int 7 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

2). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

3). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

4). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

5). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

6). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

7). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

8). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

9). HPs: [grid]
 Armor (Furs/Hides) AC: 0 [grid] 1 [grid] 2 [grid] 3 [grid] 4 [grid]

10). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

11). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

12). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

Frost Giant young (9) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]

Potential Yield:

- [] Slaying Frost Giant (EPV = 7,000)
[] Slaying Frost Giantesses (EPV = 84,000)
[] Slaying Frost Giant Young (EPV = 27,000)
[] 9 giant bags (GPV = var.)
[] Coinage (GPV = 19,560)

9. Family Housing

Apartment A:

Encounter: none

Apartment B:

Encounter: Frost Giant males (3), Frost Giant females (4), Frost Giant young (5)

Frost Giant males (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

2). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

3). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 69, 70 x2, 72, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 34, 35 x2, 36, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

2). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

3). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

4). HPs: [grid]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

Frost Giant young (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: [grid]

2). HPs: [grid]

3). HPs: [grid]

4). HPs: [grid]

5). HPs: [grid]

Potential Yield:

- Slaying Fire Giant males (EPV = 21,000)
- Slaying Fire Giant females (EPV = 28,000)
- Slaying Fire Giant young (EPV = 15,000)
- 3 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 3 armbands (GPV = 6,000)

Apartment C:

Encounter: Frost Giant males (2), Frost Giant females (2), Frost Giant young (6)

Frost Giant males (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

2). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

Frost Giant females (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 68, 71, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 34, 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

2). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

Frost Giant young (6) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: [grid of 48 squares]

2). HPs: [grid of 48 squares]

3). HPs: [grid of 48 squares]

4). HPs: [grid of 48 squares]

5). HPs: [grid of 48 squares]

6). HPs: [grid of 48 squares]

Potential Yield:

- Slaying Fire Giant males (EPV = 14,000)
- Slaying Fire Giant females (EPV = 14,000)
- Slaying Fire Giant young (EPV = 18,000)
- 2 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 2 armbands (GPV = 4,000)

Apartment D:

Encounter: none

Apartment E:

Encounter: Frost Giant males (9), Frost Giant females (11), Frost Giant young (8)

Frost Giant males (9) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 77, 78, 80 x2, 83, 85 x2, 87, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 38, 39, 40 x2, 41, 42 x2, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

2). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

3). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

4). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

5). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

6). HPs: [grid of 48 squares]

Armor (Furs/Hides) AC: 0 [grid of 20 squares]

7). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

8). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

9). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Frost Giant females (11) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, Hon: Average, ML 14, TOP, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

5). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

6). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

7). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

8). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

9). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

10). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

11). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Frost Giant young (8) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:

8). HPs:

- Potential Yield:
- Slaying Fire Giant males (EPV = 63,000)
 - Slaying Fire Giant females (EPV = 77,000)
 - Slaying Fire Giant young (EPV = 24,000)
 - 9 huge battle axes (GPV = -)
 - Coinage (GPV = var.)
 - 9 armbands (GPV = 18,000)

Apartment F:
 Encounter: none

Apartment G:

Encounter: Frost Giant males (5), Frost Giant females (1), Frost Giant young (12)

Frost Giant males (5) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, 83, 84, 86, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, Hon: Average, ML 14, TOP 41x2, 42, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

2). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

3). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

4). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

5). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

Frost Giant females (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

Frost Giant young (12) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

H. Male (1) and Females (4) with Young (5).

1). HPs: [Progression bars]

2). HPs: [Progression bars]

3). HPs: [Progression bars]

4). HPs: [Progression bars]

5). HPs: [Progression bars]

6). HPs: [Progression bars]

7). HPs: [Progression bars]

8). HPs: [Progression bars]

9). HPs: [Progression bars]

10). HPs: [Progression bars]

11). HPs: [Progression bars]

12). HPs: [Progression bars]

Potential Yield:

- ☐ Slaying Fire Giant males (EPV = 35,000)
☐ Slaying Fire Giant females (EPV = 7,000)
☐ Slaying Fire Giant young (EPV = 36,000)
☐ 5 huge battle axes (GPV = -)
☐ Coinage (GPV = var.)
☐ 5 armbands (GPV = 10,000)

Apartment H:

Encounter: Frost Giant male (1), Frost Giant females (4), Frost Giant young (5)

Frost Giant male (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, 71, 72, 74, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 35x2, 36, 37, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

2). HPs: [Progression bars]

Armor (Furs/Hides) AC: 0 1 2 3 4 [Progression bars]

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Frost Giant young (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 5 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

Potential Yield:

- Slaying Fire Giant males (EPV = 7,000)

- Slaying Fire Giant females (EPV = 28,000)

- Slaying Fire Giant young (EPV = 15,000)

- Huge battle axes (GPV = -)

- Coinage (GPV = var.)

- Armbands (GPV = 2,000)

10. Armory

Encounter: None

Potential Yield:

- Mundane giant armor and weapons (GPV = -)

11. Work Room

Encounter: None

Potential Yield:

- Metal polish (GPV = var.)

- Armor oil (GPV = var.)

12. Barracks

Encounter: Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 80, 83, 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 40, 41, 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

3). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

4). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)

- 4 huge battle axes (GPV = -)

- Coinage (GPV = var.)

- Gems (GPV = var.)

13. Main Hall

Encounter: Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 87, 88, SZ H, #AT 1/2 or 1 (+4 to-hit for Strength), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, Hon: Average, ML 14, TOP 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)



1). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

2). HPs:

Armor (Furs/Hides) AC: 0 1 2 3 4

- Potential Yield:
- Slaying Frost Giants (EPV = 14,000)
 - 2 gargantuan clubs (GPV = -)
 - Throne (GPV = 100,000)
 - White Dragon hide (GPV = var.)
 - Polar Bear hide (GPV = var.)

14. Polar Bear Pack

Encounter: Polar Bears (4) (HF 10, EP 2,000 each, Int 4 (Semi-), AL N, AC 6, MV 12", Swim 9", HD 8 +8, hp 47, 49, 58, 60, SZ H, #AT 3, D 1d10/1d10/2d6 (claw/claw/bite), SA Hug, SD Nil, Lang: none, Hon: Average, ML 8, TOP 23, 24, 29, 30, Crit BSL: Def AC +7, FF 13, Reference HoB 1 p 55

1). HPs:

2). HPs:

3). HPs:

4). HPs:

- Potential Yield:
- Slaying Polar Bears (EPV = 8,000)
 - Males' collars (GPV = 1,600)
 - Females' collars (GPV = 1,200)

15. Advisors' Area

Encounter: Drow (5)

Querti, male Drow 8th level fighter (1) (HF 30, EP 1,692, Fighter 8, Str 11/66, Dex 17/11, Con 11/54, Int 11/56, Wis 9/72, Cha 11/96, Com 13/63, AL CE, AC -5 (drow chain mail +3, drow buckler +3, Dex), MV 12", HD 8, hp 66, SZ M, #AT 2 (+5 to-hit) and 1 (+4 to-hit), D 1d6/1d8/1d12 +5 (drow long sword +3 + specialization) and 1d6-1/1d6/1d8 +3 (drow short sword +3), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 66%, Lang: common, drow, drow silent language, elven, uncommon, Hon: 51 (Average), ML 14, TOP 33, Crit BSL: Def AC +9 (drow long sword +3), Def AC +8 (drow short sword +3), FF 5, Age 119, Height 5'1", Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, basic leadership 21, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

Chain AC: 2 3 4 5 6 7 8 9
 Mail +3

Buckler +3 AC: +4 +3 +2 +1 0

Tiuu, male Drow magic-user (1) (HF 4, EP 950, Magic-user 7, Str 8/50, Dex 15/07, Con 12/37, Int 16/99, Wis 13/35, Cha 9/72, Com 9/44, AL CE, AC 3 (Bracers of Defense AC 5, Dex), MV 12", HD 7, HP 40, SZ M, #AT 1, D 1d6-1/1d6/1d8 +2 (Dagger of Hindsight +4, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 64%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 43 (Average), ML 14, TOP 20, Crit BSL: Def AC +1 (Dagger of Hindsight+4), FF 6, Age 159, Height 4'10", Weight 110 lbs., Quirks/Flaws: jerk,lisp Talents: none, Skills: arcane lore 51, spell craft 36)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

Spellbook (hidden under mattress): (1st) Detect Magic, Fireball Barrage, Firewater, Magic Missile, Magic Shield, Protection from Good, Read Magic; (2nd) Blur, Detect Invisibility, Glitterdust, Power Word: Belch, Stinking Cloud; (3rd) Bash Face, Hold Person, Pain Touch; (4th) Dimension Door, Stoneskin.

Spells Prepared: (1st - 6) Fireball Barrage, Firewater, Magic Missile x2, Magic Shield, Protection from Good; (2nd - 3) Blur, Glitterdust, Stinking Cloud; (3rd - 2) Bash Face, Hold Person; (4th - 1) Dimension Door.

Possessions: Dagger of Hindsight +4 (1 charge left), Scroll of Protection from Possession, Ring of Mind Shielding.

1). HPs:

Troi, male Drow cleric of Zyandal (1) (HF 10, EP 513, Cleric 5, Str 16/83, Dex 13/90, Con 12/77, Int 11/43, Wis 16/29, Cha 9/59, Com 11/02, AL CE, AC -2 (drow medium shield +2, drow chain mail +1, Dex), MV 12", HD 5 (+5), hp 48, SZ M, #AT 1, D 1d8/1d6/1d6+1 +6 (Strength, drow footman's mace +2), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 60%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 23 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (drow footman's mace +2), FF 6, Age 150, Height 5', Weight 101 lbs., Quirks/Flaws: lisp, Talents: none, Skills: general religion 44)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

Spells Prepared: (1st - 7) Befriend, Cause Light Wounds, Cure Light Wounds, Curse, Endure Cold (already cast), Purify Food & Drink, Sanctuary; (2nd - 5) Animate Corpse, Diminished Rite, Heal Light Wounds, Resist Cold, Silence 15' Radius; (3rd - 1) Ward Off Good.

1). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Shield +2: AC +5 +4 +3 +2 +1 0

Zarifeen, male Drow 6th level fighter/6th level thief (1) (HF 10, EP 726, Fighter 6/Thief 6, Str 16/05, Dex 19/39, Con 11/54, Int 10/18, Wis 10/81, Cha 10/84, Com 11/97, AL CE, AC 1 (attuned Cloak of Protection +5, Dex), MV 12", HD 6, hp 47, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D

1d6-1/1d6/1d8 +6 (drow short sword +2) and 1d6-1/1d6/1d8 +6 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 42 (Average), ML 14, TOP 23, Crit BSL: Def AC +7 (drow short sword +2), Def AC +6 (drow dagger +2), FF 5, Age 114, Height 5', Weight: 100 lbs., Quirks/Flaws: paranoid, lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, slip away into shadows 65, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 40, open locks 25, find traps 50, remove traps 45, move silently 95, hide in shadows 95, detect noise 70, climb walls 70, read languages 0.

Possessions: Zarifeen's Cloak of Protection +5 is attuned to evil elven thieves. To any character who is not an evil elven thief it is mundane, uncomfortable and not very stylish. He is paranoid that his companions may discover this is something other than a normal drow cloak. (In fact, they know it is something else, but they have more important concerns these days.)

1). HPs: []

Leika, Female drow 7th level assassin (1) (HF 9, EP 1,140, Assassin 7, Str 14/02, Dex 18/97, Con 15/10, Int 15/52, Wis 8/99, Cha 12/16, Com 12/06, AL CE, AC 0 (leather armor +2, Ring of Protection +2, Dex), MV 12", HD 7 (+14), hp 59, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D 1d6-1/1d6/1d8 +4 (drow short sword +2) and 1d6-1/1d6/1d8 +4 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 64%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 42 (Average), ML 14, TOP 29, Crit BSL: Def AC +4 (Short Sword +2), Def AC +3 (Dagger +2), FF 5, Age 114, Height 5', Weight: 99 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, intelligence gathering 43, skilled liar 56, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 60, open locks 20, find traps 45, remove traps 40, move silently 45, hide in shadows 50, detect noise 60, climb walls 80, read languages 0.

Assassin abilities: disguise, spying.

1). HPs: []

Leather AC: 6 7 8 9
Armor +2 [] [] [] []

Potential Yield:

- Slaying drow (EPV = 5,021)
- Footlocker gems (GPV = var.)
- Drow Chain Mail +3 (GPV = var)
- Drow Buckler +3 (GPV = var)
- Drow Long Sword +3 (GPV = var)
- Drow Short Sword +3 (GPV = var)
- Bracers of Defense (GPV = 25,000)
- Dagger of Hindsight +4 (GPV = 4,500)
- Scroll of Protection from Possession (GPV = 5,000)
- Ring of Mind Shielding (GPV = 5,000)

- Spell book (GPV = 36,000)
- Drow Medium Shield +2 (GPV = var)
- Drow Chain Mail +1 (GPV = var)
- Drow Footman's Mace +2 (GPV = var)
- Cloak of Protection +5 (GPV = 25,000)
- 2 Drow Short Swords +2 (GPV = var)
- 2 Drow Daggers +2 (GPV = var)
- Leather Armor +2 (GPV = 5,005)
- Ring of Protection +2 (GPV = 10,000)

16. Prison

Encounter: Storm Giantess, Sabine (HF 59, EP 17,000, Int 15 (Exceptional), AL CG, AC 0, MV 15", 15" Swim, HD 19 +2, hp 108, SZ G, #AT 1 (+6 to-hit for Strength), D 1d10 +12 (fist + Strength), SA Spells, SD catch large missiles 65%, immune to electricity, breathe water (can use all abilities underwater without penalty), Lang: cloud giant, common, frost giant, storm giant, Hon: Average, ML 18, TOP 54, Crit BSL: Def AC +24, FF 11, Reference HoB 3 p 63)

5th level cleric abilities. Spells prepared (5/3/1): none.

1). HPs: []

Potential Yield:

- Slaying Storm Giantess (EPV = 0)
- Gold platters (GPV = 15,000)
- Silver bowls (GPV = 300)
- 2 flagons (GPV = 15,000)

17. Private Banquet Area and Trophy Hall

Encounter: None

Potential Yield:

- Heavy Crossbow of Speed (GPV = 15,000)
- 2 small shields (GPV = 40)
- 2 two-handed swords (GPV = 100)
- Trophies (GPV = var.)
- Long bow and arrows (GPV = 76)
- Medium Shield +2 (GPV = 5,060)
- 2 spears (GPV = 1.6)
- Flail (GPV = 15)
- Large tapestry (GPV = 1,875)
- 11 Bolts +2 (5,000)
- Plate mail (GPV = 2,000)
- Horn of Bubbles (GPV = 10,000)
- 2 Medium shields (GPV = 60)
- Splint mail (GPV = 600)
- Iron mace (GPV = 8)
- Plate Mail +2 (GPV = 7,000)
- Small tapestry (GPV = 500)
- Light crossbow (GPV = 35)

18. Karl's Private Cavern

Encounter: Frost Giant Karl (1), Frost Giantess (1), Winter Wolves (2)

Karl Gustav, Frost Giant Jarl (1) (HF 34, EP 7,000 each, Int 10 (Average), AL CE, AC -6 (-9 vs. missiles) (heavy chain jack, huge Body Shield +1, +4 vs. Missiles), MV 12", HD 14 +3, hp 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +13 (huge Two-handed Sword +4 + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, hill giant, frost giant, fire giant, ogre, Hon: Average, ML 14, TOP 49, Crit BSL: Def AC +21 (huge Two-handed Sword +4), Def AC +17 (other), FF 8, Reference HoB 3 p 57)

1). HPs:

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 Hvy Chain Jack AC: -1 0 1 2 3 4

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 Giagantic AC +5 +4 +3 +2 +1
 0 Body Shield +1

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Frost Giantess, Klara (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, , SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6+2/2d6 +9 (huge footman's mace + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, hill giant, fire giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs:

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 Armor (Furs/Hides) AC: 0 1 2 3 4

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Winter Wolves, Rikki & Roscoe (2) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 52, 54, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 26, 28, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

1). HPs:

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 2). HPs:

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Potential Yield:

- Slaying Frost Giant Karl (EPV = 7,000)
- Slaying Frost Giantess Klara (EPV = 7,000)
- Slaying Winter Wolves (EPV = 1,950)
- Giant Body Shield +1 (GPV = -)
- Huge Two-handed Sword +4 (GPV = -)
- Gold flagon (GPV = 6,000)
- Sabertooth hide (GPV = var.)
- Huge iron mace (GPV = -)

Chest #2

- Coinage (GPV = 19,000)

Chest #5

- Coinage (GPV = 15,570)

Box #4

- Potion of Speed (GPV = 450)
- Potion of Extra Healing (GPV = 800)
- Potion of Delusion (GPV = 150)

- Potion of Storm Giant Strength (GPV = 1,400)
- Potion of Poison (GPV = -)
- Oil of Slipperiness (GPV = 750)
- Potion of Healing (GPV = 400)
- Potion of Human Control (GPV = 900)

Coffer #2

- Jewelry (GPV = var.)

Coffer #6

- Gems (GPV = 39,300)

Trunk

- Cursed Scroll (GPV = -)
 - Scroll of Protection from Magic (GPV = 5,000)
 - Magic-user Scroll (GPV = 5,400)
- in Invisible iron box
- Hammer of Thunderbolts (GPV = 35,000)
 - Pearl of Wisdom (GPV = 2,500)
 - Nulur's Marvelous Pigments (GPV = 5,000)
 - Ring of Invisibility (GPV = 7,500)
 - Wand of Paralyzation (GPV = 25,000)

19. Emissaries' Cavern

Encounter: Ogre Magi (5) (HF 33, EP 650 each, Int 13 (High), AL LE, AC 4, MV 9", Fly 15" (B), HD 5 +2, hp 42, 45 x2, 47, 51, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 1d10/2d4/1d8 (guisarme) + 6 (Strength), SA Spells, SD Regeneration, Lang: common, frost giant, ogre, ogre magi, Hon: Average, ML 14, TOP 21, 22 x2, 23, 25, Crit BSL: Def AC +6, FF 7, Reference HoB 6 p 26)

1). HPs:

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 2). HPs:

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 3). HPs:

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 4). HPs:

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 5). HPs:

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Potential Yield:

- Slaying Ogre Magi (EPV = 3,250)
- 5 guisarmes (GPV = 25)
- Gems (GPV = 25,000)
- Trick box (GPV = 20,000)
- Coinage (GPV = 2,000)
- Potion of Hill Giant Control (GPV = 1,000)
- Potion of Cloud Giant Strength (GPV = 1,300)
- Necklace of Missiles (GPV = 13,500)

20. Guest's Cavern

Encounter: Cloud Giant (1) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, hp 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, frost giant, Hon: Average, ML 18, TOP 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

1). HPs: [grid of 100 squares]

Potential Yield:

- Slaying Cloud Giant (EPV = 10,000)
- Gargantuan club (GPV = -)
- Belt (GPV = 11,000)

21. Guest's Cavern

Encounter: Fire Giants (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: frost giant, fire giant, Hon: Average, ML 16, TOP 40 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54

1). HPs: [grid of 100 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 100 squares]

2). HPs: [grid of 100 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 100 squares]

3). HPs: [grid of 100 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 100 squares]

4). HPs: [grid of 100 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 100 squares]

Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- 4 suits of giant banded mail (GPV = -)
- 4 gargantuan two-handed swords (GPV = -)

22. Wood Storage Cave

Encounter: none

Potential Yield: none

23. Ogres' Quarters

Encounter: Ogres, Low, Common (16) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 40 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: frost giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23

1). HPs: [grid of 100 squares]

2). HPs: [grid of 100 squares]

3). HPs: [grid of 100 squares]

4). HPs: [grid of 100 squares]

5). HPs: [grid of 100 squares]

6). HPs: [grid of 100 squares]

7). HPs: [grid of 100 squares]

8). HPs: [grid of 100 squares]

9). HPs: [grid of 100 squares]

10). HPs: [grid of 100 squares]

11). HPs: [grid of 100 squares]

12). HPs: [grid of 100 squares]

13). HPs: [grid of 100 squares]

14). HPs: [grid of 100 squares]

15). HPs: [grid of 100 squares]

16). HPs: [grid of 100 squares]

Potential Yield:

- Slaying Common Ogres (GPV = 4,320)
- 16 Ogre sacks (GPV = var.)

24. Dock

Encounter: Giant Gar (2) (HF 13, EP 1,300 each, Int 0 (Non), AL N, AC 3, MV Swim 30", HD 8, hp 70, 68, SZ G, #AT 1, D 5d4 (bite), SA swallow whole on a 20, SD Nil, Lang: none, Hon: Average, ML 15, TOP 35, 34, Crit BSL: Def AC +6, FF 15, Reference HoB 3 p 46)

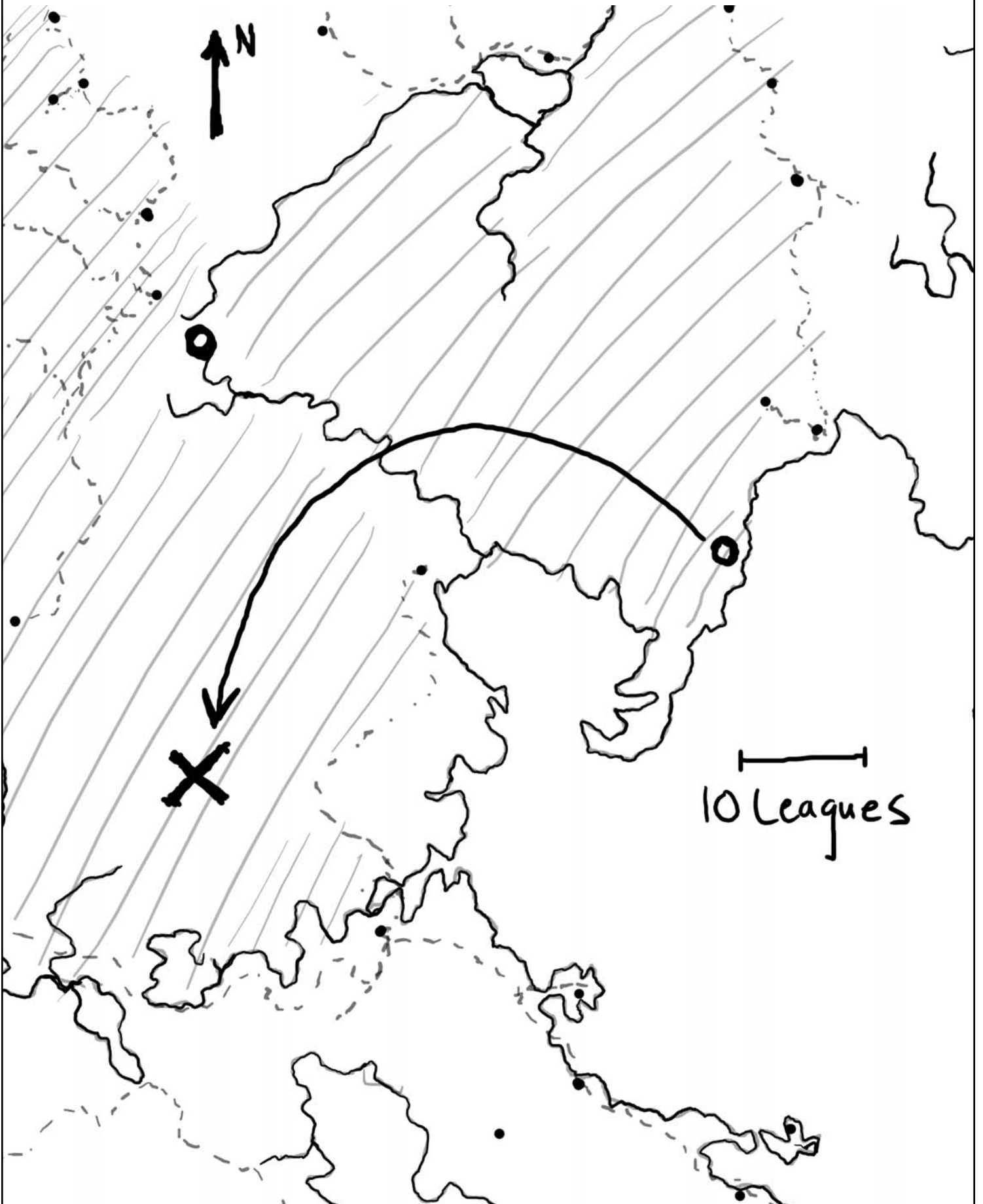
1). HPs: [grid of 100 squares]

2). HPs: [grid of 100 squares]

Potential Yield:

- Galley (GPV = var.)

Player Aid #4



HALL OF THE FIRE GIANT PRINCE

LEVEL I: WANDERING ENCOUNTERS

Wandering Encounter 1

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 3d6-2/3d10/9d6 +10 (gigantic two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 44, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

2). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- Slaying Fire Giant guards (EPV = 16,000)
- 2 gargantuan two-handed swords (GPV = -)
- 2 suits of huge banded mail (GPV = -)

Wandering Encounter 2

Encounter: Fire Giantesses (2), Gnoll workers (12)

Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 70, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 35, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

2). HPs:

Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d6-2 (dagger), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
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- 8). HPs:
- 9). HPs:

- 10). HPs:
- 11). HPs:
- 12). HPs:

Potential Yield:

- Slaying Fire Giantesses (EPV = 16,000)
- Slaying Gnoll workers (EPV = 780)
- 2 huge clubs (GPV = -)
- 12 daggers (GPV = 24)

Wandering Encounter 3

Encounter: Adolescent Fire Giants (4), Young HellHounds (1d4)

Adolescent Fire Giants (4) (HF 31, EP 7,000 each, Int 7 (Low), AL LE, AC 0 (hide armor), MV 12", HD 14 +2, HP 83 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 40%, Lang: common, giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54, fight as Frost Giants)

1). HPs:

Hide Armor AC: 0 1 2 3 4

2). HPs:

Hide Armor AC: 0 1 2 3 4

3). HPs:

Hide Armor AC: 0 1 2 3 4

4). HPs:

Hide Armor AC: 0 1 2 3 4

Young HellHounds (1d4) (HF 18, EP 420 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (4 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +2, FF n/a, Reference HoB 5 p 123)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

Potential Yield:

- Slaying adolescent Fire Giants (EPV = 28,000)
- Slaying HellHounds (EPV = var.)
- 2 huge spears (GPV = -)
- 2 suits of huge hide armor (GPV = -)

Wandering Encounter 4

Encounter: Gorge Giant (1) (HF 23, EP 8,000, Int 10 (Average), AL CE, AC 2, MV 15", HD 16 +1, HP 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SD catch large missiles 65%, Lang: common, giant, Hon: Average, ML 16, TOP 49, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 58)

1). HPs:

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Potential Yield:

- Slaying Gorge Giant (EPV = 8,000)
- Huge two-handed sword (GPV = -)

LEVEL I: ENCOUNTER AREAS

1. Entry Passage

Encounter: Fire Giant (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1, D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54

1). HPs:

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Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Gargantuan club (GPV = -)
- Suit of Giant banded mail (GPV = -)

2. Grand Hall

Encounter: Ettins (2) (HF 12, EP 1,400, Int 6 (Low), AL CE, AC 3, MV 12", HD 10, HP 63, 67, SZ H, #AT 1 (missile) or 2 (melee) both at +1 to-hit from magic weaponry, D 2d6-1/2d6+1/2d8+1 (hurled huge spear) or 2d8+1/2d6+1/2d6 and 4d4+1/4d4/2d6+1 (huge Drow Footman's Mace +1 and huge Drow Morning Star +1) (melee), SA Nil, SD surprised only on 1 in 10, Lang: common, giant, Hon: Average, ML 15, TOP 31, 33, Crit BSL: Def AC +9, FF 6, Reference HoB 3 p 24)

1). HPs:

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2). HPs:

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Potential Yield:

- Slaying Ettins (EPV = 2,800)
- 2 Drow Morning Stars +1 (GPV = var)
- 2 Drow Spears +1 (GPV = var)
- 2 Drow Footman's Maces +1 (GPV = var)

3. Throne Room and Audience Chamber

Encounter: Fire Giants (4), HellHounds (2), Fire Giant Prince (1)

Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 each, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 4d4/4d4/4d4 +10 (huge battle axe + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries two huge throwing axes and a huge battle axe. They will hurl their axes before closing for melee.

1). HPs:

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2). HPs:

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3). HPs:

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4). HPs:

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HellHounds (2) (HF 32, EP 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 7, HP 50 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

1). HPs:

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2). HPs:

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Prince Snørre, Fire Giant Prince (HF 45, EP 10,070, Int 12 (very), AL LE, AC -4 (giant banded mail +3), MV 12", HD 15 +3, HP 116, SZ H, #AT 1 (+5 to-hit for 23 Strength, +4 for magic sword), D 2d6-2/2d10/6d6 +17 (Huge Flaming Two-Handed Sword +6 + Strength, includes +6 for flame damage), SA hurling rocks 2-20, SD resistant to fire, +3 on saves vs. cold and 50% damage when wearing White Dragon hide cloak, catch large missiles 50%, Lang: frost giant, fire giant, drow elven, ogre, Hon: Average, ML 16, TOP 58, Crit BSL: Def AC +24, FF 8, Reference HoB 3 p 54). He carries a ring of keys that will open the trunks, chests and coffers in his treasure room (area #9). The keys are not identified in any way.

1). HPs:

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Snørre's AC: -4 -3 -2
 Fire Giant

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Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- Slaying HellHounds (EPV = 2,800)
- Slaying Snørre (EPV = 10,070)
- 4 suits of Giant banded mail (GPV = -)
- 4 huge battle axes (GPV = -)
- 8 huge throwing axes (GPV = -)
- Giant Banded Mail +3 (GPV = 15,000)
- Huge Flaming Two-handed Sword +6 (GPV = 20,000)
- Coral skull necklace (GPV = 15,000)
- Giant leather belt (GPV = 6600)
- Cloak of White Dragon hide (GPV = 25,000)
- Snørre's crown (GPV = 30,000)
- Snørre's throne (GPV = 100,000)

4. Chamber of the Queen's Ladies in Waiting

Encounter: Fire Giantesses (8) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (banded mail), MV 12", HD 15 +2, HP 85 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

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Potential Yield:

- Slaying Fire Giantesses (EPV = 64,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge long swords (GPV = -)
- Hides (GPV = var.)
- Jewelry (GPV = var.)

5. Queen Frumpy's Boudoir

Encounter: Fire Giant Queen (1), Giant Weasels (2), Asps (2)

Fire Giant Queen Frumpy (HF 53, EP 12,000, Int 13/Wis 15 (High), AL LE, AC -1 (Black Dragon hide set with iron studs serves as giant banded mail), MV 12", HD 15+3, HP 92, SZ H, #AT 1 (+4 to-hit from Str), D 2d6/2d6/2d6 +9 (iron scepter serves as huge quarterstaff + Str), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, fire giant, drow elven Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54.

She is a 4th level Shaman with following spells:

- 1st: Cure Light Wounds (x3), Endure Cold/Heat, Protection from Good, Sanctuary, Walking Corpse, Alarm (already cast), Comprehend Languages, Protection from Good, Shocking Grasp, Unseen Servant (already cast),
- 2nd: Dust Devil, Silence 15' radius, Misdirection, Premonition

1). HPs:

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 Hide Armor

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Giant Weasels, Fifi and Gigi (2) (HF 2, EP 144 each, Int 1 (Animal), AL N, AC 6 (natural), MV 18", HD 3 +3, HP 32, 37, SZ M, #AT 1, D 2d6 (bite), SA blood drain, SD nil, Lang: none, Hon: Average, ML 15, TOP 16, 18, Crit BSL: Def AC +2, FF 8, Reference HoB 8 p 77). Quirk: HackFrenzy (developed from years of abuse at the hands of Queen Frumpy, see the Hacklopedia of Beasts: Monster Matrix), triggered by taking damage equal to 20% of current hit point total in one round, see the PHB p 96).

- 1). HPs:
- 2). HPs:

Asps (Venomous Snakes) (2) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), MV 15", HD 2 +1, HP 30, 35, SZ S, #AT 1, D 1 (bite), SA poison (save at -4 or death +1d6 points of damage, instantaneous), SD nil, Lang: none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6, Reference HoB 7 p 85 as "Venomous Snake")

- 1). HPs:
- 2). HPs:

Potential Yield:

- Slaying Fire Giant Queen Frumpy (EPV = 12,000)
- Slaying Giant Weasels (EPV = 288)
- Slaying Asps (EPV = 250)
- Suit of Studded Black Dragon hide armor (GPV = 1,000)
- Huge iron scepter (GPV = 200)
- Jewelry (GPV = 82,605)
- Giant Beaver furs (GPV = 4,200)
- Silver mirror (GPV = 1,000)
- Potion of Fire Giant Control (GPV = 4,000)
- Potion of Delusion (GPV = 150)
- Potion of Animal Control (GPV = 400)
- Coinage (GPV = 20,040)
- Jade box (GPV = 5,000)
- Scroll of Merrywether's Drastic Death and Merrywether's Frost Fist (GPV = 4,200)
- Spellbook (GPV = 9,000)

6. Chamber of the Prince's Guards

Encounter: Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 77, 81, 83, 86, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 38, 40, 41, 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries one huge throwing axe and a huge long sword

- 1). HPs:

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- 2). HPs:

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- 3). HPs:

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- 4). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- 4 suits of Giant banded mail (GPV = -)
- 4 huge long swords (GPV = -)
- 4 huge throwing axes (GPV = -)
- Belt pouch coinage (GPV = 8,000)
- Footlocker coinage (GPV = var.)
- Gems (GPV = 4800)

7. Prince Snørre's Private Quarters

Encounter: HellHounds (6) (HF 2 at 18, 2 at 23, 2 at 27, EP 2 at 420 each, 2 at 650 each, 2 at 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 2 at 4, 2 at 5, 2 at 6, HP (4HD) 37, 38, (5 HD) 42, 46, (6 HD) 48, 54, SZ M, #AT 1, D 1-10, SA breathe fire (1 point of damage per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 18, 19, 21, 23, 24, 27, Crit BSL: Def AC +2 (4 HD), Def AC +3 (5 HD), Def AC +4 (6 HD), FF n/a, Reference HoB 5 p 123)

- 1). HPs:

- 2). HPs:

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- 4). HPs:

- 5). HPs:

- 6). HPs:

Potential Yield:

- Slaying HellHounds (EPV = 4,940)
- Giant weapons (GPV = -)
- 5 suits of field plate (GPV = 20,000)
- 8 mink pelts (GPV = var.)
- Carnelian (GPV = 1,000)

8. Cave

Encounter: Pyro-Hydra (HF 13, EP 3,000, Int 3 (Semi-), AL N, AC 5, MV 9", HD 8, HP 84, SZ G, #AT 8, D (1-8 each head's bite), SA breathe fire (8 points of damage, each head 2/day), SD never surprised, Lang: none, Hon: Average, ML 11, TOP 42, Crit BSL: Def AC +6, FF 8, Reference HoB 4 p 22)

Head #1 HPs:

Head #2 HPs:

Head #3 HPs:

Head #4 HPs:

Head #5 HPs:

Head #6 HPs:

Head #7 HPs:

Head #8 HPs:

Body HPs:

Potential Yield:

- Slaying Pyro-Hydra (EPV = 3,000)

9. Prince Snørre's Treasure Cave

Encounter: Venomous Snakes (4), Yellow Mold (1)

Venomous Snakes (4) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), MV 15", HD 2 +1, HP 30 each, SZ S, #AT 1, D 1 (bite), SA poison (save at -4 or death +1d6 points of damage, instantaneous), SD nil, Lang: none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6, Reference HoB 7 p 85)

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

Yellow Mold (1) (HF 0, EP 65, Int 0 (Non-), AL N, AC 9 (natural), MV 1", HD n/a, HP n/a, SZ S, #AT 1, D n/a, SA Poison spores (save vs. poison or die), SD vulnerable only to fire, susceptible to Continual Light, Lang: none, Hon: Average, ML n/a, TOP n/a, Crit BSL n/a, FF n/a, Reference HoB V p 36)

Potential Yield:

- Loose coinage (GPV = 283.7)
- Loose vases (GPV = 12,660)
- Trunk #1
- Coinage (GPV = 7,240.9)
- Trunk #3
- Coinage (GPV = 600.9)
- Jewelry (GPV = 108,768)
- Trunk #4
- Teakwood (GPV = 8,000)
- Trunk #5
- Silk (GPV = 1,000)
- Trunk #6
- Coinage (GPV = 6668.5)
- Trunk #7
- 12 giant walrus tusks (GPV = 1,500)
- Trunk #8
- Slaying Venomous Snakes (EPV = 500)
- Jewelry (GPV = 19,899)
- Chest #1
- Slaying Yellow Mold (EPV = 65)
- Chest #2
- Rocks (GPV = 5,000)
- Chest #3
- Oil of Acid Resistance (GPV = 5,000)
- Oil of Timelessness (GPV = 2,000)
- Potions of Extra-Healing (GPV = 1,600)
- Potion of Flying (GPV = 750)
- Potion of Half-Orc Control (GPV = 900)
- Potion of Hill Giant Strength (GPV = 900)
- Potion of Healing (GPV = 400)
- Potion of Polymorph to Insect (GPV = 500)
- Potion of Spectre Control (GPV = 2,500)
- Potion of Speed (GPV = 450)
- Potion of Water Breathing (GPV = 900)
- Scroll of Protection from Demons (GPV = 7,500)
- Scroll of Protection from Gas (GPV = 5,000)

- Scroll of Protection from Magic (GPV = 5,000)
- Scroll of Protection from Plants (GPV = 2,500)
- Scroll of Protection from Undead (GPV = 3,750)
- Scroll of Protection from Water (GPV = 3,750)
- Magic-user scroll (GPV = 8,700)
- Cleric scroll (GPV = 3600)
- Chest #5
- Coinage (GPV = 17,315)
- Chest #6
- Drow Cloak (GPV = 10,000)
- Drow Boots (GPV = 15,000)
- Coffer #1
- Mundane gold rings (GPV = 1,340)
- Ring of Protection +3 (GPV = 15,000)
- Ring of Contrariness (GPV = 1,000)
- Ring of Elemental (Water) Command (GPV = 25,000)
- Ring of Delusion (GPV = 2,000)
- Ring of Wishes, Three (GPV = 25,000)
- Coffer #2
- Coinage (GPV = 6627.52)
- Coffer #3
- Unguent (GPV = 5,820)
- Coffer #4
- Cursed jewelry (GPV = 72,000)
- Coffer #5
- Gems (GPV = 42,168)

10. Kitchen

Encounter: Fire Giantess matron (1), Fire Giantess cooks (4), Gnoll thralls (12)

Fire Giantess matron (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC 5 (natural), MV 12", HD 15 +2, HP 82, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (rolling pin serves as huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 41, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:

Fire Giantesses (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 68, 71, 72, 74, SZ H, #AT 1 (+4 to-hit for Strength), D 2d4/2d4/2d4 +10 (oversized cleavers as normal battle axe + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 34, 35 x2, 37, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

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- 4). HPs:

Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 (meat cleavers serve as hand axes), SA Nil, SD Nil, Lang: fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

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- 11). HPs:
- 12). HPs:

Potential Yield:

- Slaying Fire Giantess matron (EPV = 8,000)
- Slaying Fire Giantesses (EPV = 32,000)
- Slaying Gnoll workers (EPV = 780)

11. Storage Chamber

Encounter: none

Potential Yield: none

12. Door Guard

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, 44, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:
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- 2). HPs:
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Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- 2 suit of Giant banded mail (GPV = -)
- 2 huge two-handed swords (GPV = -)

13. Council Room

Encounter: None

Potential Yield:

- Coinage (GPV = 5,031.8)

14. Advisors' Chamber

Encounter: Gnolls (8), Obbe-Wann, turncoat mountain dwarf (1)

Gnoll servants/bodyguards (8) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 2 (Drow Chain Mail +1 and Drow Buckler +1), MV 12", HD 2, HP 35 each, SZ L, #AT 1, D 1d6+1 (Drow Short Swords +1), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +1, FF 4, Reference HoB 3 p 73)

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- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 2). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 3). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 4). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 5). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 6). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 7). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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- 8). HPs:
- Chain AC: 4 5 6 7 8 9
- Mail +1
- Buckler +1 AC: +2 +1 0
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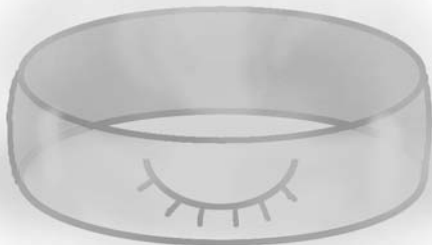
Obee-Wann, turncoat mountain dwarf fighter/thief (HF 6 (without armor)/34 (fully equipped), EP 3,085, F9/T11, Str 18/94, Dex 16/27, Con 17/53, Int 18/41, Wis 18/03, Cha 16/72, Com 13/81, AL CN, AC 8 (Dex only) or -7 (Studded Leather +2, Medium Shield +2, Collar of Iron Skin, Dex), MV 6", hp 94 (114 with Collar), SZ M, #AT 3/2 (+3 to-hit for Strength), D 1d8/1d6/1d4 +9 (War Hammer +3 + Strength) OR 2d4/2d4/2d4 +7 (Battle Axe +1 + Strength), SA backstab +3 dice, +1 to-hit Orcs, half-orcs, Goblins and Hobgoblins, SD +4 to save against magical effects and poison; Ogres, Trolls, Ogre Magi, giants and Titans suffer -4 to-hit him, (with Collar - no damage from crushing weapons or unarmed attacks, opponents suffer 1d6 points of damage on a successful attack), Lang: common, dwarven, giant, gnomish, Hon: 60 (Average), ML 14, TOP 47, Crit BSL: Def AC +11 (War Hammer +3), Def AC +9 (Battle Axe +1), Def AC +8 (normal weapon), Def AC +7 (other), FF 8, Age 120, Height 4'5", Weight 155 lbs., Quirks/Flaws: none, Talents: stealth, Skills: glean information 63, slip away into shadows 71, stealthy movement 56. Thief Abilities (while in Studded Leather +2): pick pockets 35 (10), open locks 65 (55), find traps 65 (55), remove traps 55 (45), move silently 65 (50), hide in shadows 65 (50), detect noise 55 (50), climb walls 95 (70), read languages 50 (50); Possessions: Ring of Invisibility, Collar of Iron Skin.)

1). HPs: [grid of 100 squares]

Studded Leather +2 AC: 5 6 7 8 9
Shield +2: AC +5 +4 +3 +2 +1 0

Potential Yield:

- [] Slaying Gnolls (EPV = 520)
- [] Slaying Obee-Wann (EPV = 3,085)
- [] Gnolls' coinage (GPV = var.)
- [] Gems (GPV = 29,500)
- [] Studded Leather Armor +2 (GPV = 5,040)
- [] Medium Shield +2 (GPV = 5,030)
- [] Battle Axe +1 (GPV = 2,500)
- [] Warhammer +3 (GPV = 10,000)
- [] Collar of Iron Skin (GPV = 15,000)
- [] Ring of Invisibility (GPV = 7,500)
- [] Obee-Wann's treasure (GPV = 19,013)



15. Guard Post

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 85, 94, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs: [grid of 100 squares]
FG Banded Mail AC: -1 0 1 2 3 4

2). HPs: [grid of 100 squares]
FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- [] Slaying Fire Giants (EPV = 16,000)
- [] 2 suits of Giant banded mail (GPV = -)
- [] 2 gargantuan two-handed swords (GPV = -)
- [] 2 huge spears (GPV = -)

16. Arsenal Complex

Encounter: Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 81, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 40, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs: [grid of 100 squares]
FG Banded Mail AC: -1 0 1 2 3 4

2). HPs: [grid of 100 squares]
FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- [] Slaying Fire Giants (EPV = 16,000)
- [] Assorted mundane Giant armor (GPV = -)
- [] Assorted mundane Giant weaponry (GPV = -)
- [] Greek fire (GPV = 15,500)
- [] Longbow +1 (GPV = 2,500)
- [] 20 Arrows of Thermal Fury +1 (GPV = 8,000)
- [] Shield of Missile Attraction -1 (GPV = 2,000)

17. Chimera Pen

Encounter: Chimera (HF 13, EP 5,000, Int 4 (Semi-), AL CE, AC 6/5/2 (“natural”), MV 9”, Fly 18” (E), HD 9, HP 60, SZ L, #AT 6, D 1-3 x2 (front claws)/1-4 x2 (rear legs)/2-8 (lion bite)/3-12 (dragon bite), SA breath weapons, SD Nil, Lang: common, fire giant, red dragon, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC +7, FF 8, Reference HoB 2 p 22)

1). HPs:

Potential Yield:

Slaying Chimera (EPV = 5,000)

18. Barracks

Encounter: Fire Giants (8)

Largest Fire Giant (1) (HF 45, EP 8,000, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12”, HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 (huge spear + Strength) or 2d4/2d4/2d4 +11 (Battle Axe +3), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +18 (spear), Def AC +21 (Battle Axe +3), FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Fire Giant guards (7) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12”, HD 15 +3, HP 74, 75 x2, 76, 78, 85, 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 37 x3, 38, 39, 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

2). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

3). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

4). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

5). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

6). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

7). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- Slaying Fire Giants (EPV = 64,000)
- 5 Giant bags (GPV = var.)
- Coinage (GPV = 7,842)
- Jewelry (GPV = 20,735)
- Huge Battle Axe +3 (GPV = 10,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge spears (GPV = -)
- 7 gargantuan two-handed swords (GPV = -)



19. Giantesses' Quarters

Encounter: Fire Giantesses (8), HellCats (2)

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 59, 62 x2, 65 x3, 72, 75, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d6-2/2d6-4 +10 (huge daggers + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 29, 31 x2, 32 x3, 36, 37, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs: [grid]
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4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]

Pelle and Ludvig - HellCats (2) (HF 16, EP 1,400 each, Int 10 (average), AL LE, AC 6, MV 12", HD 7+2, HP 68, 64, SZ L, #AT 3, D 1d4+1/1d4+1/2d6 SD magic resistance 20%, Hon: Average, ML 15, TOP 34, 32, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 121)

- 1). HPs: [grid]
2). HPs: [grid]

Potential Yield:

- [] Slaying Fire Giantesses (EPV = 64,000)
[] Slaying HellCats (EPV = 2,800)
[] Jewelry (GPV = var.)
[] 8 huge daggers (GPV = -)

20. Communal Quarters

Encounter: Fire Giantesses (5), Fire Giant young (15)

Fire Giantesses (5) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 64, 67, 72 x2, 78, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 32, 33, 36 x2, 39, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

- 1). HPs: [grid]
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4). HPs: [grid]
5). HPs: [grid]

Fire Giant children (15) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (natural), MV 9", HD 4 +1, HP 25 x4, 28 x3, 30 x2, 31, 32, 36, 40, 41, 48, SZ L, #AT 1 (+3 to-hit for Strength), D 1d8/1d6+1/1d6 +7 (toys serve as footman's mace + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 12 x4, 14 x3, 15 x3, 16, 18, 20 x2, 24, Crit BSL: Def AC +5, FF4 , Reference HoB 3 p 54, fight as Common Ogres)

- 1). HPs: [grid]
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14). HPs: [grid]
15). HPs: [grid]

Potential Yield:

- [] Slaying Fire Giantesses (EPV = 40,000)
[] Slaying Fire Giant young (EPV = 4,050)
[] Jewelry (GPV = var.)
[] 5 huge long swords (GPV = -)

21. Entry Hall to the Kennels

Encounter: HellHounds (6) (HF 23, EP 650 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 5, HP 41, 42, 44, 46, 47, 50, SZ M, #AT 1, D 1-10, SA breathe fire (5 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +3, FF n/a, Reference HoB 5 p 123)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]

- 4). HPs:
- 5). HPs:
- 6). HPs:

Potential Yield:

- Slaying HellHounds (EPV = 3,900)

22. Kennel Chamber

Encounter: HellHounds (6) (HF 2 at 27, 4 at 32, EP 2 at 975 each, 4 at 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (6 or 7 points of damage: 1 per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +4 (at 6 HD), Def AC +5 (at 7 HD), FF n/a, Reference HoB 5 p 123)

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

Potential Yield:

- Slaying HellHounds (EPV = 7,550)



23. Kennel Keeper's Quarters

Encounter: Fire Giant (1), Fire Giantess (1)

Kennel Keeper, Fire Giant (1) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:
- FG Banded Mail AC: -1 0 1 2 3 4
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Aedna, Fire Giantess (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs:
- FG Banded Mail AC: -1 0 1 2 3 4
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Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Slaying Fire Giantess (EPV = 8,000)
- Giant bags (GPV = var.)
- Coinage (GPV = 995)
- Gems (GPV = 3,400)
- 4 Javelins of Lightning (GPV = 4,000)
- Cloak of Poisonousness (GPV = 18,000)
- Long Sword +2, Cursed Berserking (GPV = 2,800)
- Mundane weapons (GPV = -)

24. Grel Advocates

Encounter: Grel (4)

Rocko Thistleback (HF 95, EP 4,626, Int 15 (Exceptional), AL NE, AC -14 (elven chain mail, Drow Buckler +4, double Dex bonus, acrobatic skill suite, Ring of Protection +3), MV 15", Barbarian 10, HP 159, SZ M, #AT 3/2 (+6 to-hit due to magic weapon, Str, Great Honor and Spear bonus talent), D 1d6-1/1d6/1d8 + 7/8/10 (Spear of Wounding, Strength, Great Honor and Gorkrink tattoo), SD many – see PHB under Barbarian, Lang: common, giant, elven, Hon: Great, ML 20, TOP 79, Crit BSL: Def AC +12, FF 8) Equipment of Note: elven chain mail, Drow Buckler +4, Spear of Wounding, Dagger of Interrogation +5, Ring of Protection +3. If his shield is battered, he will drop it and employ his dagger instead.

- 1). HPs:

LEVEL 2: WANDERING MONSTERS

Wandering Encounter 1

Encounter: Fire Giants (2), Fire Giantesses (2)

Fire Giants (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs: [grid of 18 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 24 squares]

2). HPs: [grid of 18 squares]

FG Banded Mail AC: -1 0 1 2 3 4 [grid of 24 squares]

Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 79 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 39 each, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

1). HPs: [grid of 18 squares]

2). HPs: [grid of 18 squares]

Potential Yield:

- [] Slaying Fire Giants (EPV = 16,000)
- [] Slaying Fire Giantesses (EPV = 16,000)
- [] 2 suits of Giant banded mail (GPV = -)
- [] 2 gargantuan two-handed swords (GPV = -)
- [] 2 huge long swords (GPV = -)

Wandering Encounter 2

Encounter: Trolls, common (2), Hill Giants (3) or Mountain Giants (2) or Frost Giants (2)

Trolls, common (2) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 60 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 30 each, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

1). HPs: [grid of 18 squares]

2). HPs: [grid of 18 squares]

...escorting either:

Hill Giants (3) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 72 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6/2d8/2d12 +7 (huge long sword + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: hill giant, fire giant, Hon: Average, ML 14, TOP 36 each, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs: [grid of 18 squares]

Metal Armor AC: 1 2 3 4 5 [grid of 25 squares]

2). HPs: [grid of 18 squares]

Metal Armor AC: 1 2 3 4 5 [grid of 25 squares]

3). HPs: [grid of 18 squares]

Metal Armor AC: 1 2 3 4 5 [grid of 25 squares]

...or

Mountain Giants (2) (HF 24, EP 7,000, Int 9 (Average), AL CN, AC 4, MV 12", HD 15 +3, HP 93 each, SZ H, #AT 1 (+4 to-hit for Strength D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 30%, Lang: fire giant, mountain giant, Hon: Average, ML 16, TOP 46 each, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 60)

1). HPs: [grid of 18 squares]

2). HPs: [grid of 18 squares]

...or...

Frost Giants (2) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: frost giant, fire giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

1). HPs: [grid of 18 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid of 25 squares]

2). HPs: [grid of 18 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid of 25 squares]

Potential Yield:

- Slaying Trolls (EPV = 2,800)
- Slaying Hill Giants (EPV = 9,000)
- Slaying Mountain Giants (EPV = 14,000)
- Slaying Frost Giants (EPV = 14, 000)
- 3 suits of Giant chain mail (GPV = -)
- 3 huge long swords (GPV = -)
- 2 Mountain Giant gargantuan clubs (GPV = -)
- 2 Frost Giant gargantuan clubs (GPV = -)

Wandering Encounter 3

Encounter: Trolls, common (4), Gnolls (4d4)

Trolls, common (4) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 56 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 28, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

- 1). HPs:
- Chain mail AC: 5 6 7 8 9
-
- 2). HPs:
- Chain mail AC: 5 6 7 8 9
-
- 3). HPs:
- Chain mail AC: 5 6 7 8 9
-
- 4). HPs:
- Chain mail AC: 5 6 7 8 9
-

...with 4-16 armed and armored Gnolls:

Gnolls (4d4) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 5 (chain mail), MV 9", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d10/2d6 (halberd), SA Nil, SD Nil, Lang: common, fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- 1). HPs:
- Chain mail AC: 5 6 7 8 9
-
- 2). HPs:
- Chain mail AC: 5 6 7 8 9
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- 3). HPs:
- Chain mail AC: 5 6 7 8 9
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- 4). HPs:
- Chain mail AC: 5 6 7 8 9
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- 5). HPs:
- Chain mail AC: 5 6 7 8 9
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- 6). HPs:
- Chain mail AC: 5 6 7 8 9
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- 7). HPs:
- Chain mail AC: 5 6 7 8 9
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- 8). HPs:

- Chain mail AC: 5 6 7 8 9
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- 9). HPs:
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- 10). HPs:
- Chain mail AC: 5 6 7 8 9
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- 11). HPs:
- Chain mail AC: 5 6 7 8 9
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- 12). HPs:
- Chain mail AC: 5 6 7 8 9
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- 13). HPs:
- Chain mail AC: 5 6 7 8 9
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- 14). HPs:
- Chain mail AC: 5 6 7 8 9
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- 15). HPs:
- Chain mail AC: 5 6 7 8 9
-
- 16). HPs:
- Chain mail AC: 5 6 7 8 9
-

Potential Yield:

- Slaying Trolls (EPV = 5,600)
- Slaying Gnolls (EPV = var.)
- 4d4 suits of chain mail (GPV = var.)
- 4d4 halberds (GPV = var.)

Wandering Encounter 4

Encounter: Male drow fighter/magic-user (1), 2d4 Were-Rats

Male Drow fighter/magic-user (HF 15, EP 1,285, F7/M-U7, Str 16/14, Dex 15/13, Con 12/07, Int 18/25, Wis 15/45, Cha 7/83, Com 6/78, AL CE, AC 1 (Drow Chain Mail +2, Dex), MV 12", HD 7 +7, HP 56, SZ M, #AT 3/2 (+2 to-hit for Strength), D 1d6/1d8/1d12 +6 (Strength, Drow Long Sword +2) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +2, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Skills: arcane lore 54, spell craft 34, Talents: photographic memory, Quirks/Flaws: none, Hon: 50 (Average), ML 14, TOP 28, Crit BSL: Def AC +7, FF 6)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Detect Magic, Hold Portal, Magic Missile, Patternweave, Phantasmal Force, Read Magic, Resist Fire, Unseen Servant, Wizard Mark, Write; (2nd) Alter Self, Invisibility, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd) Haste, Lightning Bolt, Slow; (4th) Fire Shield, Improved Invisibility.

Spells Prepared: (1st - 7) Hold Portal, Magic Missile x2, Phantasmal Force x2, Resist Fire, Unseen Servant; (2nd - 4) Alter Self, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd - 3) Haste, Lightning Bolt, Slow; (4th - 2) Fire Shield, Improved Invisibility.

4. Storage Room

Encounter: Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 66, 70, 75, 81, 85, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: hill giant, fire giant, Hon: Average, ML 14, TOP 33, 35, 37, 40, 42, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

1). HPs:

Metal Armor AC: 1 2 3 4 5

2). HPs:

Metal Armor AC: 1 2 3 4 5

3). HPs:

Metal Armor AC: 1 2 3 4 5

4). HPs:

Metal Armor AC: 1 2 3 4 5

5). HPs:

Metal Armor AC: 1 2 3 4 5

Potential Yield:

- Slaying Hill Giants (EPV = 15,000)
- Coinage (GPV = var.)
- 5 suits of Giant chain mail
- 5 huge stone clubs

5. Community Quarters Chamber

Encounter: Fire Giant sergeant (1), Fire Giant guards (3) Fire Giantesses (8), Fire Giant children (8)

Fire Giant Sergeant (1) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Fire Giant guards (3) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 75 x2, 79, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 37 x2, 39, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

2). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

3). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 60, 61, 62, 64 x2, 67, 70, 73, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 14, TOP 30 x2, 31, 32 x2, 33, 35, 36, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:

8). HPs:

Fire Giant children (8) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (no armor), MV 9", HD 4 +1, HP 29, 30 x3, 32 x2, 36, 41 SZ L, #AT 1 (+3 to-hit for Strength), D 1d6-1/1d10/3d6 +7 (normal two-handed sword + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 14, 15 x3, 16 x2, 18, 20, Crit BSL: Def AC +5, FF 4, Reference HoB 3 p 54, fight as Common Ogres)

1). HPs:

- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Slaying Fire Giant sergeant (EPV = 8,000)
- Slaying Fire Giant guards (EPV = 24,000)
- Slaying Fire Giantesses (EPV = 64,000)
- Slaying Fire Giant children (EPV = 2,160)
- 7 Giant bags (GPV = var.)
- Coinage (GPV = var.)
- 4 suits of Giant banded mail (GPV = -)
- gargantuan two-handed sword (GPV = -)
- 11 huge long swords (GPV = -)
- 8 two-handed swords (GPV = 400)

6. Smithy

Encounter: Fire Giant smith (1), Iron Trolls (2)

Fire Giant smith (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +19, FF 8, Reference HoB 3 p 54)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Trolls, Iron (2) (HF 65, EP 10,000 each, Int 10 (average), AL CE, AC -2 (natural), MV 9", HD 12, HP 84, 80, SZ L, #AT 3 (+3 to-hit for Strength), D 1d4+7/1d4+7/2d6+7 (claw/claw/bite), SA hug attack destroys armor and restores HP to troll, SD +3 weapon required to hit it, lesser weapons may be absorbed, Lang: giant, trollkin gibberish, Hon: Average, ML 19, TOP 42, 40, Crit BSL: Def AC +10, FF 19, Reference HoB 8 p 27). These creatures will fight using their normal attack routine until injured at least 20 hp. They will then attempt hug attacks, both to destroy their obviously staunch opponent's armor as well as to regenerate damage.

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Slaying Iron Trolls (EPV = 20,000)
- Mundane weapons and armor (GPV = -)

- Drow Footman's Mace +4 (GPV = var)
- Giant banded mail (GPV = -)
- Gargantuan club (GPV = -)

7. Torture Chamber

Encounter: Fire Giants (2)

Fire Giant (1) Prince's Torturer (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 3d6/3d10/3d12 +10 (gargantuan long sword employed two-handed + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +218, FF 8, Reference HoB 3 p 54)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Fire Giant (1) Royal Headman (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +11 (huge Battle Axe of Sharpness + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: fire giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +29, FF 8, Reference HoB 3 p 54).

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- Jewelry (GPV = var.)
- Gems (GPV = 2,630)
- Battle Axe of Sharpness (GPV = 38,000)
- 2 suits of Giant banded mail (GPV = -)
- gargantuan long sword (GPV = -)

CELLS

1c) Encounter: Olina, high elf cleric (HF 1, EP 131, Cleric 2, Str 8/31, Dex 15/64, Con 9/31, Int 11/46, Wis 15/83, Cha 12/71, Com 15/93, AL CG, AC 8 (Dex), MV 12", HD 2, hp 27 (currently 11), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) by weapon -1 (Strength), SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: 20 (Average), ML 13, TOP 13, Crit BSL: Def AC -3 (long or short sword), Def AC +1 (long or short bow), Def AC -4 (other melee), Def AC +0 (other ranged), FF 4, Age 140, Height 4'9", Weight 85 lbs., Quirks/Flaws: (if she survives, she will have a psychotic aversion to Fire Giants), Talents: none, Skills: knowledge of courtly affairs 53, social etiquette 59, mingling (balls, parties) 72, resist persuasion 66 Possessions: none.

Spells prepared (6): none.

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Potential Yield:

 Slaying Olina (EPV = 131)

2c) Encounter: High elf males (8) (HF 1, EP 78 each, F1, Str 11/43, Dex 12/13, Con 10/72, Int 10/72, Wis 11/64, Cha 11/81, Com 12/25, AL CG, AC 8 (Dex), MV 12", HD 2, hp 25 (currently 16 x2, 13 x3, 12 x2, 1 x8), SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon, SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: Dishonorable, ML 13, TOP 13, Crit BSL: Def AC -2 (long or short sword or bow), Def AC -3 (other), FF 4, Age 124, Height 5', Weight 100 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Possessions: none

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:

8). HPs:

Potential Yield:

 Slaying High Elf males (EPV = 624)

3c) Encounter: Human merchant (1) (HF 1, EP 15, 0-level human male, Str 7/41, Dex 10/74, Con 8/63, Int 14/52, Wis 12/19, Cha 9/71, Com 10/93, AL NG, AC 10, MV 12", HD 1, hp 20 (currently 10), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon -2 (Strength), SA Nil, SD Nil, Lang: common, Hon: 10 (Average), ML 10, TOP 10, Crit BSL: Def AC -5 (melee), Def AC -4 (ranged), FF 4, Age 29, Height 5'6", Weight 168 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Possessions: none.

1). HPs:

Potential Yield:

 Slaying human merchant (EPV = 15)

5c) Encounter: Centaurs (2) (HF 2, EP 175 each, Int 10 (Average), AL CG, AC 5 (no armor), MV 18", HD 4, HP 47, 49, SZ L, #AT 3, D 1d6/1d6 (kick/kick) and by weapon, SA Nil, SD Nil, Lang: centaur, common, Hon: Average, ML 14, TOP 23, 24, Crit BSL: Def AC +2, FF 7, Reference HoB 2 p 15)

1). HPs:

2). HPs:

Potential Yield:

 Slaying Centaurs (EPV = 350)

7c) Encounter: Gnolls (2) (HF 1, EP 65 each, Int 6 (Low), AL N, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

1). HPs:

2). HPs:

Potential Yield:

 Slaying Gnolls (EPV = 130)

9c) Encounter: Troll, common (1) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 66, SZ L, #AT 3 (+2 to-hit for Strength, +1 for mindless rage), D 1d4/1d4/1d8 +5 (claw/claw/bite + Strength + mindless rage), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +8, FF 11, Reference HoB 8 p 23)

Potential Yield:

 Slaying Troll (EPV = 1,400)

1). HPs:

10c) Encounter: Gnolls (7) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: fire giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

5). HPs:

6). HPs:

7). HPs:

Potential Yield:

 Slaying Gnolls (EPV = 455)

12c) Encounter: Jasmine, human female thief (1) (HF 6, EP 2,864, T11, Str 12/83, Dex 18/12, Con 14/38, Int 15/71, Wis 8/67, Cha 15/24, Com 18/02, AL CN, AC 6 (Dex), MV 12", HD 11, hp 75 (currently 63), SZ M, #AT 1, D punching or by weapon +1 (Strength), SA backstab +3 dice, SD Nil, Lang: common, Hon: 81 (Average), TOP 37, Crit BSL: Def AC +2 (melee), Def AC +6 (ranged), FF 6, Age 33, Height 5'5", Weight 108 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Thief abilities: (while in leather armor): pick pockets 45 (40), open locks 75 (75), find traps 85 (85), remove traps 80 (80), move silently 75 (65), hide in shadows 65 (60), detect noise 55 (55), climb walls 95 (85), read languages 45 (45). Possessions: none. Proficient in short sword and dagger.)

1). HPs:

Potential Yield:

 Slaying Jasmine (EPV = 2,864)

13c) Encounter: Gunnar the Fire Giant (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +4, HP 90, SZ H, #AT 1 (+4 to-hit for Strength), D 1d8 +10 (Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, fire giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Hey E!



I saw the sweetest dress the other day,
a little black number that reminded me of you, and
I just knew I had to write. It looked exactly like that
dress you wore to the crush party at school.
It's been a long time since we've had any chance to
get together and raise a little hell like we did back in
our sorority days.

The word on the grapevine is that you've been
buried in some sort of secret project. I just happen to
have some free time on my hands, and was planning
on visiting Erie-Sinlo. You up for a drink?
Drop me a line and we'll relive the old days.

Hugs,
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Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 76%, +2 to save against all magic effects, Lang: common, drow, drow silent language, common giant, gnoll, trollkin, Hon: 125 (Great Honor), ML 18, TOP 39, Crit BSL: Def AC +11, FF 13, Age 160, Height 5'9", Weight 115 lbs., Quirks/Flaws: Animal Antipathy (cats), Nicotine addiction, Obsessive/Compulsive disorder (obsession with body image), Superstitious (believes black is lucky), Greedy, Talents: Acrobatic Skill Suite, Ambidextrous, Heat Resistance, Less Sleep, Magic Identification, Seeking Grasping Hands, Spell Ability, Sword Bonus, Skills: Bargain Sense (66), Forgery (89), Glean Information (74), Liar, Skilled (99), Reading/Writing (92), Seduction, Art of (107), Diplomacy (68), Graceful Entrance/Exit (87), Mingling (88), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), Leadership, Committee (63), Current Affairs (81), Administration (69). Possessions: See entry for NOT #5.

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Alarm (already cast), Befriend, Change Self, Hold Portal, Magic Missile x2 (2) Locate Object, Misdirection, Premonition, White Hot Metal (3) Clairaudience, Dispel Magic, Nondetection, Preemptive Strike (already cast), Wraithform (4) Detect Scrying, Dimension Door, Fire Shield, Magic Mirror (5) Cloudkill, Sending, Teleport, Zarba's Guardian Hand (6) Chain Lightning

Thieving Abilities: PP 95 [75]%, OL 95 [90]%, FT 95 [90]%, RT 95 [90]%, MS 30 [20]%, HS 30 [25]%, DN 60 [55]%, CW 95 [75]%, RL 95% (bracketed stats reflect that she is clad in drow elven chain mail)

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- Potential Yield:
- Slaying Eclavdra (very unlikely!) (EPV = 9,422)
 - Slaying Fire Elemental (EPV = 6,000)
 - Ring of Sincerity (GPV = 5,000)
 - Brazier of Sleep Smoke (GPV = 10,000)
 - Drow Chain Mail +5 (GPV = var)
 - Drow Buckler +4 (GPV = var)
 - Short Sword of Life Stealing (GPV = 40,000)
 - Magic-User Scroll (GPV = 2,700)
 - Spellbook (GPV = 70,000)

10-12. Temple of Zyandal

Encounter: Phase Spiders (8) (HF 14, EP 1400 each, Int 7 (low), AL N, AC 7, MV 6", 15" web, HD 5+5, hp 50 each, SZ H, #AT 1, D 1d6 + class F poison (death/0) saves @ -2, SA phasing, SD phasing, Hon: Average, ML 20 (these particular spiders are fanatical guardians), TOP 25, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 99)

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3). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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5). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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6). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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8). HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- Potential Yield:
- Slaying Phase Spiders (EPV = 11,200)

12. Priests' Area

Encounter: Type VIII Demon (1) (HF 59, EP 17,000, Int 16 (exceptional), AL CE, AC -4, MV 12", HD 10+10, hp 90, SZ H, #AT 9, D 1d6 x8/2d10 (scepter), SA tentacle grab, soul steal (scepter), spell abilities, SD +1 weapon or better to hit, magic resistance 85%, spell abilities, Hon: Average, ML 20 (fanatic), TOP n/a, Crit BSL: Def AC +9, FF n/a, Reference HoB 5 p 99)

Core HPs:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Tentacle #1 HPs:	□□□□ □□□□
Tentacle #2 HPs:	□□□□ □□□□
Tentacle #3 HPs:	□□□□ □□□□
Tentacle #4 HPs:	□□□□ □□□□
Tentacle #5 HPs:	□□□□ □□□□
Tentacle #6 HPs:	□□□□ □□□□
Tentacle #7 HPs:	□□□□ □□□□
Tentacle #8 HPs:	□□□□ □□□□

- Potential Yield:
- Slaying Type VIII Demon (EPV = 17,000)
 - Platinum chimes (GPV = 8,000)

12a. Unholy of Unholies

Encounter: Koliz and Zaan, drow clerics (4th level) (2), Ezteban, drow high priest (1)

Koliz, male drow cleric of Zyandal (HF 10, EP 510, Cleric 4, Str 9/77, Dex 16/95, Con 15/23, Int 17/19, Wis 16/61, Cha 15/68, Com 13/59, AL CE, AC -3 (Drow Medium Shield +1, Drow Chain Mail +1, Dex), MV 12", HD 4 +8, hp 46, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (Lesser Rod of Arachnia) or 1d8/1d6/1d6+1 -1 (Strength, footman's mace), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 58%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC -1, FF 7, Age 160, Height 5'1", Weight 106 lbs., Quirks/Flaws: lisp, Talents: none, Skills: dirty fighting 49)

He is armed with a Lesser Rod of Arachnia.
 Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.
 Spells Prepared: (1st - 7) Cause Light Wounds, Command, Fear x2, Protection from Good, Sanctuary, Walking Corpse; (2nd - 4) Chant, Spider Charm, Rigor Mortis, Silence 15' Radius.

This male Drow wears black garments with violet trim. His eyebrow, lip and nose are all pierced.

2). HPs: [grid of 30 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

3). HPs: [grid of 30 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

4). HPs: [grid of 30 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

5). HPs: [grid of 30 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

6). HPs: [grid of 30 squares]

Armor (Furs/Hides) AC: 0 1 2 3 4 [grid]

Potential Yield:

- Slaying Frost Giants (EPV = 42,000)
6 gargantuan clubs (GPV = -)

14. Guest Chamber

Encounter: Cloud Giants (2), Spotted Lions (2)

Cloud Giants (2) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, HP 80, 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, fire giant, Hon: Average, ML 18, TOP 40, 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

1). HPs: [grid of 30 squares]

2). HPs: [grid of 30 squares]

Spotted Lions (2) (HF 8, EP 975 each, Int 3 (Semi-), AL N, AC5/6 (front/back), MV 12", HD 6 +2, HP 49, 50, SZ M, #AT 3, D 1d4/1d4/1d12 (claw/claw/bite), SA rear claws 2-8 x2, SD surprised only one 1 in 10, Lang: none, Hon: Average, ML 9, TOP 24, 25, Crit BSL: Def AC +4, FF 7, Reference HoB 1 p 110)

1). HPs: [grid of 30 squares]

2). HPs: [grid of 30 squares]

Potential Yield:

- Slaying Cloud Giants (EPV = 20,000)
Slaying Spotted Lions (EPV = 1,950)
2 decorated gargantuan clubs (GPV = -)
Platinum box (GPV = 5,000)
Gems (GPV = 7,800)

15. Trolls' Chamber

Encounter: Trolls, crested (18) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 65 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

1). HPs: [grid of 30 squares]

2). HPs: [grid of 30 squares]

3). HPs: [grid of 30 squares]

4). HPs: [grid of 30 squares]

5). HPs: [grid of 30 squares]

6). HPs: [grid of 30 squares]

7). HPs: [grid of 30 squares]

8). HPs: [grid of 30 squares]

9). HPs: [grid of 30 squares]

10). HPs: [grid of 30 squares]

11). HPs: [grid of 30 squares]

12). HPs: [grid of 30 squares]

13). HPs: [grid of 30 squares]

14). HPs: [grid of 30 squares]

15). HPs: [grid of 30 squares]

16). HPs: [grid of 30 squares]

17). HPs: [grid of 30 squares]

18). HPs: [grid of 30 squares]

Potential Yield:

- Slaying Trolls (EPV 36,000)
Coinage (GPV = var.)
Assorted weaponry (GPV = -)

16. Thrall Pen

Encounter: Gnoll thralls (42) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- 1). HPs:
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- 40). HPs:
- 41). HPs:
- 42). HPs:

Potential Yield:
 Slaying Gnolls (GPV = 2,730)

17. Thrall Pen

Encounter: Gnoll thralls (28) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

- 1). HPs:
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- 27). HPs:
- 28). HPs:

Potential Yield:
 Slaying Gnolls (EPV = 1,820)



LEVEL 3: WANDERING MONSTERS

Wandering Encounter 1

Encounter: Trolls, crested (3d4) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 54 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]
10). HPs: [grid]
11). HPs: [grid]
12). HPs: [grid]

Potential Yield:
[] Slaying Trolls (EPV = var.)

Wandering Encounter 2

Encounter: Fire Giant guards (2), HellHounds (2)

Fire Giant guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: fire giant, Hon: Average, ML 16, TOP 45, 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

- 1). HPs: [grid]
FG Banded Mail AC: -1 0 1 2 3 4
2). HPs: [grid]
FG Banded Mail AC: -1 0 1 2 3 4

HellHounds (2) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 52 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 26, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

- 1). HPs: [grid]
2). HPs: [grid]

Potential Yield:
[] Slaying Fire Giants (EPV = 16,000)
[] Slaying HellHounds (EPV = 2,800)
[] 2 suits of Giant banded mail (GPV = -)
[] 2 huge two-handed swords (GPV = -)

Wandering Encounter 3-4

Encounter: Male drow fighter/magic-user (1), male drow fighters (3)

Male Drow fighter/magic-user (HF 14, EP 2,396, F7/M-U8, Str 14/45, Dex 15/13, Con 12/30, Int 16/70, Wis 12/15, Cha 10/26, Com 10/49, AL CE, AC 0 (Drow Chain Mail +3, Dex), MV 12", HD 7 +7, HP 58, SZ M, #AT 3/2 and 1 (+1 to-hit for Strength), D 1d6/1d8/1d12 +4 (Strength, Drow Short Sword +2) and 1d6-1/1d6/1d8 +4 (Drow Dagger +2, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 66%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 53 (Average), ML 14, TOP 29, Crit BSL: Def AC +8 (Drow Short Sword +2), Def AC +7 (other), FF 6, Age 162, Height 5'2", Weight 103 lbs., Quirks/Flaws: sleep walker, lisp, Talents: voiceless casting, Skills: arcane lore 58, spell craft 41)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Detect Magic, Magic Missile, Phantasmal Force, Protection from Good, Read Magic, Run, Throw Voice, Write; (2nd) Cheetah Speed, Invisibility, Strength; (3rd) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th) Illusionary Wall, Polymorph Other, Wall of Acid.

Spells Prepared: (1st - 6) Magic Missile x2, Phantasmal Fireball, Protection from Good, Run, Throw Voice; (2nd - 3) Cheetah Speed, Invisibility, Strength; (3rd - 3) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th - 2) Polymorph Other, Wall of Acid.

- 1). HPs: [grid]
Chain AC: 2 3 4 5 6 7 8 9
Mail +3 [grid]

Male Drow 2nd level fighters (3) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: [grid] Chain Mail +1 AC: 4 5 6 7 8 9 Buckler +1 AC: +2 +1 0

2). HPs: [grid] Chain Mail +1 AC: 4 5 6 7 8 9 Buckler +1 AC: +2 +1 0

3). HPs: [grid] Chain Mail +1 AC: 4 5 6 7 8 9 Buckler +1 AC: +2 +1 0

- Potential Yield: [checkbox] Slaying fighter/magic-user (EPV = 2,396) [checkbox] Slaying fighters (EPV = 648) [checkbox] Drow Chain Mail +3 (GPV = var) [checkbox] Drow Short Sword +2 (GPV = var) [checkbox] Drow Dagger +2 (GPV = var) [checkbox] 3 suits of Drow Chain Mail +1 (GPV = var) [checkbox] 3 Drow Bucklers +1 (GPV = var) [checkbox] 3 Drow Short Swords +1 (GPV = var)

LEVEL 3: ENCOUNTER AREAS

1. Cavern

Encounter: Ropers (3) (HF 41, EP 6,000, 7,000 and 8,000, Int 15 (Exceptional), AL CE, AC 0, MV 3", HD 10, 11, 12, HP 65, 69, 74 SZ L, #AT 1, D 5d4, SA Strength drain, opponents -2 on surprise, SD camouflage 80%, Magic Resistance 80%, Lang: none, Hon: Average, ML 15, TOP 32, 34, 37, Crit BSL: Def AC +8 (10 HD), +9, (11 HD) +10 (12 HD), FF 5, Reference HoB 7 p 18)

1). HPs: [grid] 2). HPs: [grid] 3). HPs: [grid]

- Potential Yield: [checkbox] Slaying Ropers (EPV = 21,000) [checkbox] Gems (GPV = 3,300)

2. Glowing Cave

Encounter: Fire Beetles, Giant (12) (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

1). HPs: [grid] 2). HPs: [grid] 3). HPs: [grid] 4). HPs: [grid] 5). HPs: [grid] 6). HPs: [grid] 7). HPs: [grid] 8). HPs: [grid] 9). HPs: [grid] 10). HPs: [grid] 11). HPs: [grid] 12). HPs: [grid]

- Potential Yield: [checkbox] Slaying Fire Beetles (EPV = 420)

3. Cavern

Encounter: Fire Lizards (2) (HF 17, EP 1,400 each, Int 1 (Animal), AL N, AC 3, MV 9", HD 10, HP 60, 70, SZ G, #AT 3, D 1d8/1d8/2d8 (claw/claw/bite), SA breathe fire 2d6 (25 ft. long by 5 ft. wide), SD immune to all fire and heat, Lang: none, Hon: Average, ML 14, TOP 30, 35, Crit BSL: Def AC +8, FF 5, Reference HoB 4 p 88)

1). HPs: [grid] 2). HPs: [grid]

- Potential Yield: [checkbox] Slaying Fire Lizards (EPV = 2,800)

4. Cave

Encounter: HellHounds (4) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

1). HPs: [grid] 2). HPs: [grid] 3). HPs: [grid] 4). HPs: [grid]

- Potential Yield: [checkbox] Slaying HellHounds (EPV = 5,600)

5. Guard Post

Encounter: Fire Giant guards (8) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: drow elven, fire giant, Hon: Average, ML 16, TOP 45 each, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54).

1). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

2). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

3). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

4). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

5). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

6). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

7). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

8). HPs:

FG Banded Mail AC: -1 0 1 2 3 4

Potential Yield:

- Slaying Fire Giants (EPV = 64,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge two-handed swords (GPV = -)
- 9 huge spears (GPV = -)

6. Great Vaulted Cavern

Encounter: Goregon (1) (HF 18, EP 1,400, Int 1 (Animal), AL N, AC 2, MV 12", HD 8, HP 60, SZ L, #AT 1, D 2d6 (horns), SA breathe petrifying gas cone 4/day, SD Nil, Lang: none, Hon: Average, ML 18, TOP 30, Crit BSL: Def AC +6, FF 6, Reference HoB 3 p 96)

1). HPs:

Potential Yield:

- Slaying Goregon (EPV = 1,400)

7. Empty Cave

Encounter: none

Potential Yield: none

8. Wide Passage

Encounter: Piercers (12) (HF 1/2/3/5, EP 15/35/65/125, Int 1 (Animal), AL N, AC 3, MV 1", HD 1 (2 Piercers), 2 (4 Piercers), 3 (4 Piercers), 4 (2 Piercers), HP 24 x2 (1 HD), 29 x4 (2 HD), 33 x4 (3 HD), 38 x2 (4 HD), SZ S/S/M/M, #AT 1, D 1d6 per Hit Die, SA 90% surprise, SD Nil, Lang: none, Hon: Average, ML 14, TOP 12 x2, 14 x4, 16 x4, 19 x2, Crit BSL: Def AC +6, FF 6, Reference HoB 6 p 70)

1). HPs:

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11). HPs:

12). HPs:

Potential Yield:

- Slaying Piercers (EPV = 680)
- Necklace (GPV = 1,100)

9. Stinking Caverns (1 of 3)

Encounter: Trolls, common (13) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4 (natural), MV 12", HD 6 +6, HP 47, 49, 50, 52 x2, 53 x3, 55, 57, 60, 61, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 23, 24, 25, 26 x5, 27, 28, 30 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

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- 13). HPs:

Potential Yield:

- Slaying Trolls (EPV = 18,200)
- Coinage (GPV = var.)

10. Stinking Caverns (2 of 3)

Encounter: Trolls, common (16) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4 (natural), MV 12", HD 6 +6, HP 50, 52 x3, 57 x3, 58 x2, 59, 61 x2, 63, 65 x2, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 25, 26 x3, 28 x3, 29 x3, 30 x2, 31, 32 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)



- 1). HPs:
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Potential Yield:

- Slaying Trolls (EPV = 22,400)
- Coinage (GPV = var.)

11. Stinking Caverns (3 of 3)

Encounter: Trolls, common (26), Troll, giant two-headed (1)

Trolls, common (26) (HF 13, EP 1,400 each, Int 5-7 (low), AL CE, AC 4 (natural), MV 12", HD 6 + 6, HP 60 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 14, TOP 38, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

- 1). HPs:
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- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:
- 17). HPs:
- 18). HPs:
- 19). HPs:
- 20). HPs:
- 21). HPs:
- 22). HPs:
- 23). HPs:
- 24). HPs:
- 25). HPs:
- 26). HPs:

Troll, giant two-headed (1) (HF 27, EP 3,000, Int 10 (average), AL CE, AC 4 (natural), MV 12", HD 10, HP 80, SZ H, #AT 4 (+3 to-hit for Strength), D 1d4+4/1d4+4/1d12/1d12 +4, SA split attacks, SD regenerate 3 hp/round, Lang: fire giant, trollkin gibberish, Hon: Average, ML 16, TOP 40, Crit BSL: Def AC +11, FF 11, Reference HoB 8 p 27)

- 1). HPs:

Potential Yield:

- Slaying giant two-headed troll (EPV = 3,000)
- Slaying Trolls (EPV = 36,400)
- Coinage (GPV = var.)
- Gems (GPV = var.)
- Jeweled mace (GPV = 6500)

12. Narrow Cavern

Encounter: Green Slime, blue-colored variant (2) (HF 0, EP 35, Int 0 (Non-), AL N, AC 9, MV 0", HD 2, HP 24 each, SZ S/S/M/M, #AT 1, D Transformation, SA Transformation, SD Nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC n/a, FF n/a, Reference HoB 7 p 78)

- 1). HPs:
- 2). HPs:

Potential Yield:

- Slaying Green Slime (EPV = 70)
- Gems (GPV = 360)

13. Singing Chamber

Encounter: Crystal Ooze (2) (HF 11, EP 420, Int 1 (Animal), AL N, AC 8, MV 1",3" swim, HD 4, HP 45, 44, SZ L, #AT 1, D 4d4, SA paralyzing poison, wood disintegration, SD acid, cold, heat and fire immunity, weapon resistance, Hon: Average, ML 18, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 6 p 29)

- 1). HPs:
- 2). HPs:

Potential Yield:

- Slaying Crystal Ooze (EPV = 840)

14. Cave

Encounter: Drow fighter (6th level) (1), Drow fighters (4th level) (2), Drow fighters (2nd level) (6)

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

- 1). HPs:
- | | | | | | | | |
|---------------|-----|---|---|---|---|---|--------------------------|
| Chain Mail +1 | AC: | 4 | 5 | 6 | 7 | 8 | 9 |
| | | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> |
| Buckler +1 | AC: | +2 | +1 | 0 | | | |
| | | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | | | |

- 2). HPs:
- | | | | | | | | |
|---------------|-----|---|---|---|---|---|--------------------------|
| Chain Mail +1 | AC: | 4 | 5 | 6 | 7 | 8 | 9 |
| | | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> |
| Buckler +1 | AC: | +2 | +1 | 0 | | | |
| | | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | | | |

3). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

4). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

5). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

6). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

Male Drow 4th level fighters (2) (HF 10, EP 460 each, F4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (Drow Long Sword +1), Def AC +2 (Drow Short Sword +1), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

2). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

Male Drow 6th level fighter (1) (HF 28, EP 957 each, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (Drow Chain Mail +2, Drow Buckler +2, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (Drow Long Sword +2 + specialization) and 1d6-

1/1d6/1d8 +2 (Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (Drow Long Sword +2 and hand crossbow), Def AC +5 (Drow Short Sword +2), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: [16 squares]

Chain AC: 3 4 5 6 7 8 9
Mail +2 [16 squares]

Buckler +2 AC: +3 +2 +1 0
[6 squares]

Potential Yield:

- Slaying 6th level fighter (EPV = 957)
- Slaying 4th level fighters (EPV = 920)
- Slaying 2nd level fighters (EPV = 1,296)
- Drow Chain Mail +2 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Long Sword +2 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- 8 suits of Drow Chain Mail +1 (GPV = var)
- 8 Drow Bucklers +1 (GPV = var)
- 8 Drow Short Swords +1 (GPV = var)
- 2 Drow Long Swords +1 (GPV = var)
- 9 Drow Cloaks (GPV = 90,000)
- 9 hand crossbows (GPV = 2,700)

15. Gray Cavern

Encounter: Drow fighters (3rd level) (18), Drow fighter (5th level) (1), Dr'izz'ell, drow fighter (9th level) (1), Daraax, drow fighter/magic-user (6th level/6th level) (1)

Male Drow 3rd level fighters (18) (HF 8, EP 327 each, Fighter 3, Str 10/98, Dex 17/02, Con 11/73, Int 11/01, Wis 10/18, Cha 10/34, Com 14/61, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", hp 38, SZ M, #AT 3/2 (+3 to-hit) and 1 (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 56%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 25 (Average), ML 14, TOP 17, Crit BSL: Def AC +2 (Drow Long Sword +1), Def AC +1 (Drow Short Sword +1), FF 5, Age 102, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs: [16 squares]

Chain AC: 4 5 6 7 8 9
Mail +1 [16 squares]

Buckler +1 AC: +2 +1 0
[6 squares]

2). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

3). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

4). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

5). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

6). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

7). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

8). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

9). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

10). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

11). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

12). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

13). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

14). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

15). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

16). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

17). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

18). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

Male Drow 5th level fighter [Lieutenant] (HF 13, EP 713, Fighter 5, Str 11/36, Dex 17/20, Con 11/95, Int 11/10, Wis 10/32, Cha 10/45, Com 14/74, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", hp 48, SZ M, #AT 3/2 (+3 to-hit), D 1d6-1/1d6/1d8 +3 (Drow Short Sword +1 + specialization), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 60%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 38 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (Drow Long Sword +1), Def AC +3 (Drow Short Sword +1), FF 5, Age 107, Height 5', Weight: 105 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

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Chain AC: 4 5 6 7 8 9
Mail +1

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Buckler +1 AC: +2 +1 0

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Daraax, male drow fighter/magic-user 6/6 [Lieutenant] (HF 15, EP 1060, Fighter 6/Magic-User 6, Str 8/26, Dex 17/80, Con 10/03, Int 17/05, Wis 12/45, Cha 12/23, Com 10/90, AL CE, AC -3 (Drow Chain Mail +2, Ring of Protection +3, Dex), MV 12", HP 45, SZ M, #AT 1 (-1 to-hit for Strength), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +2, Strength) and 1d6/1d6-1/1d6-2 +2 (Drow Dagger +3, Strength, coated with drow sleep poison), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 48 (Average), ML 14, TOP 22, Crit BSL: Def AC +4 (Drow Short Sword +2 or Drow Dagger +3), FF 5, Age 158, Height 5', Weight 97 lbs., Quirks/Flaws: enmity towards half-elves, paranoid, lisp, Talents: photographic memory, Skills: arcane lore 51, spell craft 23). He also wears a Nose Ring of Viscid Glob.

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Bash Door, Burning Hands, Color Spray, Detect Magic, Grease, Icy Sphere, Magic Missile, Read Magic, Throw Voice, Write; (2nd) Blindness, Mirror Image, Ray of Enfeeblement; (3rd) Blink, Dispel Magic, Ward Off Good.

Spells Prepared: (1st - 7) Bash Door, Burning Hands, Color Spray, Grease, Icy Sphere, Magic Missile, Throw Voice; (2nd - 3) Blindness, Mirror Image, Ray of Enfeeblement; (3rd - 3) Blink, Dispel Magic, Ward Off Good.

1). HPs:

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Chain AC: 3 4 5 6 7 8 9
Mail +2

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Dr'izz'ell Bo'rda, 9th level male Drow fighter [Captain] (HF 42, EP 3,014, Fighter 9, Str 14/96, Dex 19/57, Con 13/52, Int 9/35, Wis 11/87, Cha 13/55, Com 17/39, AL CN, AC -5 (Drow Chain Mail +5, Dex) (AC -6 with buckler), MV 12", hp 76, SZ M, #AT 2 and 1 (+1 to-hit for Strength), D 1d8/1d8/1d8 +10 (Scimitar +5 Defender + mastery + Strength, right hand) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +4 + Strength, left hand), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 68%, Lang: common, drow, drow silent language, elven, giant, orcish, undercommon, Hon: 34 (Average), ML 14, TOP 38, Crit BSL: Def AC +13 (Scimitar +5 Defender), Def AC +11 (Drow Short Sword +4), FF 6, Age 149, Height 5'4", Weight: 116 lbs., Quirks/Flaws: self-absorbed, stutter, lisp, Talents: ambidextrous, blind-fighting, sixth sense, sword bonus, Skills: armor maintenance, ballroom dancing 67, graceful entrance/exit 59, local history 46, shaving/grooming, weapon maintenance, weapon mastery (scimitar), weapon specialization (scimitar))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

1). HPs:

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Chain AC: 0 1 2 3 4 5
Mail +5

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Potential Yield:

- Slaying 3rd level fighters (EPV = 5,886)
- Slaying 5th level fighter (EPV = 713)
- Slaying Daraax (EPV = 1,060)
- Slaying Dr'izz'ell (EPV = 3,014)
- 19 suits of Drow Chain Mail +1 (GPV = var)
- 19 Drow Bucklers +1 (GPV = var)
- 19 Drow Long Swords +1 (GPV = var)
- 19 Drow Short Swords +1 (GPV = var)
- Drow Chain Mail +2 (GPV = var)
- Ring of Protection +3** (GPV = 15,000)
- Drow Short Sword +2 (GPV = var)
- Drow Dagger +3 (GPV = var)
- Nose Ring of Viscid Globs (GPV = 8,000)
- Drow Chain Mail +5 (GPV = var)
- Scimitar +5 Defender** (GPV = 50,000)
- Drow Short Sword +4 (GPV = var)
- Spellbook (GPV = 25,000)
- Coinage (GPV = var.)
- Gems (GPV = 2,600)

16. Small Cavern

Encounter: Drow fighters (8), Nedlyene, drow assassin (1), Derek, drow cleric (1)

Female Drow 4th level fighters (8) (HF 10, EP 420 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -5 (Drow Chain Mail +2, Drow Medium Shield +2, Dex), MV 12", hp 43, SZ M, #AT 3/2 (+4 to-hit) 1d6-1/1d6/1d8 +4 (weapon specialization, Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +4, FF 5, Age 104, Height 5'6", Weight: 124 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

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Chain AC: 3 4 5 6 7 8 9
Mail +2

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Shield +2: AC +5 +4 +3 +2 +1 0

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2). HPs:

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Chain AC: 3 4 5 6 7 8 9
Mail +2

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Shield +2: AC +5 +4 +3 +2 +1 0

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3). HPs:

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Chain AC: 3 4 5 6 7 8 9
Mail +2

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Shield +2: AC +5 +4 +3 +2 +1 0

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4). HPs:

Chain AC: 3 4 5 6 7 8 9
Mail +2

Shield +2: AC +5 +4 +3 +2 +1 0

5). HPs:

Chain AC: 3 4 5 6 7 8 9
Mail +2

Shield +2: AC +5 +4 +3 +2 +1 0

6). HPs:

Chain AC: 3 4 5 6 7 8 9
Mail +2

Shield +2: AC +5 +4 +3 +2 +1 0

7). HPs:

Chain AC: 3 4 5 6 7 8 9
Mail +2

Shield +2: AC +5 +4 +3 +2 +1 0

8). HPs:

Chain AC: 3 4 5 6 7 8 9
Mail +2

Shield +2: AC +5 +4 +3 +2 +1 0

Nedylene, female drow assassin (HF 42, EP 4,766, Assassin 12, Str 14/20, Dex 19/67, Con 12/25, Int 19/40, Wis 13/47, Cha 8/03, Com 21/86, AL CE, AC -9 (Drow Buckler +3, Drow Chain Mail +5, Dex, acrobatic skill suite), MV 12", HP 76, SZ M, #AT 1 ranged (+9 to-hit for Hand Crossbow of Doom +3, Dex, Crossbow Bonus) or 1 melee (+3 to-hit for Short Sword +2, Nine Lives Stealer, Str), D 1d12/1d12/1d12 +4 ranged (Hand Crossbow of Doom +3, Bolt of Throat Seeking +1) or 1d6-1/1d6/1d8 +4 (Short Sword +2, Nine Lives Stealer), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 74%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trolkin, Hon: 95 (Average), ML 14, TOP 38, Crit BSL: Def AC +11 (Hand Crossbow of Doom +3) Def AC + 5 (Short Sword +2, Nine Lives Stealer), FF 6, Age 172, Height 4'8", Weight 87 lbs., Quirks/Flaws: Agoraphobia, Jerk, Obnoxious, Obsessive/Compulsive (counts everything), Sadistic, Talents: Acrobatic Skill Suite, Crossbow Bonus, Less Sleep, Relevant Skills: coin pile numerical approximation 105, jugular swipe 83, leadership, basic 75)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: Drow Chain Mail +5, Drow Buckler +3, Hand Crossbow of Doom +3, 20 Bolts of Throat Seeking, Bolt of the Month Pouch, Short Sword +2, Nine Lives Stealer, Ring of Invisibility, Drow Boots and Cloak, adamantite choker (75,000 gp), brooch in the shape of a copper staff bearing the engraved name Eilservs on the reverse.

1). HPs:

Chain AC: 0 1 2 3 4 5
Mail +5

Buckler +3 AC: +4 +3 +2 +1 0

Derek, male drow cleric of Zyandal (Nedylene's sidekick) (HF 21, EP 1,156, Cleric 6, Str 15/64, Dex 16/06, Con 13/14, Int 14/68, Wis 19/67, Cha 12/02, Com 15/98, AL CE, AC -4 (Drow Chain Mail +4, Drow Buckler +2, Dex), MV 12", HP 57, SZ M, #AT 1 (+3 to-hit from Drow Footman's Mace +1, Mace Bonus talent, Str), D 1d8/1d6+1/1d6 +4 (Drow Footman's Mace +1, Str), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Hon: 45 (Average), ML 20 (if Nedylene present) 10 (without Nedylene), TOP 28, Crit BSL: Def AC+3, FF 6, Age 134, Height 5'3", Weight 102 lbs., Quirks/Flaws: Lisp, Clingy, Talents: Mace Bonus, Relevant Skills: religion 87, religion (Zyandal) 77, first aid skill suite 56,

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: Demon Staff, Drow Chain Mail +4, Drow Buckler +2, Drow Footman's Mace +1, Drow Boots and Cloak.

Spells Prepared: (1st - 8) Cure Light Wounds x 7, Protection From Good, (2nd - 5) Cure Moderate Wounds x 4, Rigor Mortis, (3rd - 4) Cure Nasty Wounds x 3, Dispell Magic

1). HPs:

Chain AC: 1 2 3 4 5
Mail +4

Buckler +2 AC: +3 +2 +1 0

Potential Yield:

- Slaying fighters (EPV = 3,360)
- Slaying Nedylene (EPV = 1,608)
- Slaying Derek (EPV = 1,156)
- 8 suits of Drow Chain Mail +2 (GPV = var)
- 8 Drow Medium Shields +2 (GPV = var)
- 8 Drow Short Swords +2 (GPV = var)
- 8 Drow Daggers +2 (GPV = var)
- 8 hand crossbows (GPV = 2,400)
- Drow Chain Mail +5 (GPV = var)
- Drow Buckler +3 (GPV = var)
- Hand Crossbow of Doom +3 (GPV = 12,000)
- Short Sword +2, Nine Lives Stealer (GPV = 30,000)
- Bolt of the Month Pouch (GPV = 5,000)
- 20 Bolts of Throat Seeking +1 (GPV = 400)
- Ring of Invisibility (GPV = 7,500)
- Drow Chain Mail + 4 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Footman's Mace +1 (GPV = var)
- Demon Staff (GPV = 45,000)
- Adamantite choker (GPV = 75,000)

17. Jeweled Cavern

Encounter: Mind Flayers (3) (HF 52, EP 7,000 each, Int 18 (Genius), AL LE, AC 5 (natural), MV 12", HD 8 +4, HP 56, 60, 63, SZ M, #AT 4, D 2 (tentacles remain attached once they strike), SA Mind Blast cone, brain sucking, psionic attack modes B,C/all defense modes, SD Magic Resistance 90%, Lang: common, giant, illithid, Hon: Average, ML 15, TOP 28, 30, 31, Crit BSL: Def AC +7, FF 9, Reference HoB 5 p 20)

1). HPs:

- 2). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 3). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Potential Yield:

- Slaying Mind Flyers (EPV = 21,000)
- Gems (GPV = var.)
- 3 prolonged excursion bundles (GPV = 360)
- Amulet of the Planes (GPV = 30,000)
- Tome of Clear Thought (GPV = 30,000)

18. Small Cavern

Encounter: Drow fighter (6th level) (1), Drow fighter (4th level) (2), Drow fighter (2nd level) (6)

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

- 1). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 2). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 3). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 4). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 5). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 6). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

Male Drow 4th level fighters (2) (HF 10, EP 460 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (Drow Long Sword +1), Def AC +2 (Drow Short Sword +1), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

- 1). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

- 2). HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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 Chain AC: 4 5 6 7 8 9
 Mail +1 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1 AC: +2 +1 0
 ██████████ ██████████ ██████████

Male Drow 6th level fighter (1) (HF 20, EP 1,082, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (Drow Chain Mail +2, Drow Buckler +2, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (Drow Long Sword +2 + specialization) and 1d6-1/1d6/1d8 +2 (Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (Drow Long Sword +2 and hand crossbow), Def AC +5 (Drow Short Sword +2), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: This drow will fight with only his long sword until his shield is destroyed, at which time he will draw his short sword and fight with two weapons.

1). HPs:

Chain AC: 3 4 5 6 7 8 9
 Mail +2

Buckler +2 AC: +3 +2 +1 0

Potential Yield:

- Slaying 2nd level fighters (EPV = 1,296)
- Slaying 4th level fighters (EPV = 920)
- Slaying 6th level fighter (EPV = 1,082)
- 8 suits of Drow Chain Mail +1 (GPV = var)
- 8 Drow Bucklers +1 (GPV = var)
- 8 Drow Short Swords +1 (GPV = var)
- 2 Drow Long Swords +1 (GPV = var)
- Drow Chain Mail +2 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- Drow Long Sword +2 (GPV = var)

19. Lower Lava River Bank

Encounter: Salamanders, common (2) (HF 18, EP 975, Int 11 (High), AL CE, AC 5/3 (upper body/lower body), MV 9", HD 7 +7, HP 59, 65, SZ M, #AT 2, D 1d6-1/1d6/1d8 (spear) +1d6 (heat)/2d6 (tail constriction) +1d6/round (heat), SA heat, SD immune to heat and fire, +1 or better weapons to hit, Lang: common, drow, giant, salamander, Hon: Average, ML 17, TOP 29, 32, Crit BSL: Def AC +6, FF 12, Reference HoB 7 p 23)

1). HPs:

2). HPs:

Potential Yield:

- Slaying Salamanders (EPV = 1,950)

20. Upper Lava River Bank

Encounter: Drow male fighters (2nd level) (6), Drow male fighters (4th level) (3), K'nith, darkman male dark knight (8th level) (1)

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

2). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

3). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

4). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

5). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

6). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

Male Drow 4th level fighters (3) (HF 10, EP 460 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (Drow Long Sword +1), Def AC +2 (Drow Short Sword +1), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

1). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

2). HPs:

Chain AC: 4 5 6 7 8 9
 Mail +1

Buckler +1 AC: +2 +1 0

