



# DEMON TOWER OF MADNESS

## BATTLESHEET APPENDIX

### \* GAMEMASTER'S EYES ONLY \*

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Demon Tower of Madness is based in part on the AD&D adventure Ghost Tower of Inverness by Allan Hammack.

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# ROUND I

## DAY I

**Temperate Yeti (2)** (HF 9, EP 650, Int 7, AL N, AC 6, MV 15", HD 4+4, HP 30, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Hide in shadows, fright, Lang: Yeti, ML 13, TOP 15, Crit BSL: Def AC +3, FF 9, HoB 8 p 113)

- 1)HPs:
- 2)HPs:

## NIGHT I

**Wild Spirits (2)** (HF 6, EP 270, Int 12, AL CN, AC 0, MV 12", HD 3+1, HP 36, SZ M, #AT 2, D 1d6/1d6, SA Fear, chill, spells, SD Insubstantial, undead, immune to non-magical weapons, Lang: Nil, ML 8, TOP n/a, Crit BSL: Def AC +1, FF n/a, HoB 7 p 103)

- 1)HPs:
- 2)HPs:

## DAY 2

**Hired Human Assassins (2)** (HF 8, EP 327, S 13/60, D 18/11, C 10/15, I 11/24, W 11/37, Cha 9/13, Com 10/26, AL CE, AC 4 (leather, Dex bonus), MV 12", HD 3, HP 38,37, SZ M, #AT 1, D 1d6 by short-sword + Str bonus (+1hit/+1damage), SA Nil, SD Nil, Lang: Common, Goblin, Hon: Ave, ML 7, TOP 17,18, Crit BSL: Def AC -1, FF 5)

- 1)HPs:

Leather Armor AC	8	9
	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

- 2)HPs:

Leather Armor AC	8	9
	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

## THE UPPER KEEP

No monsters are encountered in these areas.

## THE CAVERNS BELOW

### 3. Watery Lair

**Death Watch Beetle** (HF 14, EP 1000 (reduced for missing ability), Int 1, AL N, AC3, MV 12", HD 9, HP 55, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 14, TOP 27, Crit BSL: Def AC +7, FF n/a, HoB 1 p 63)

**Loot:** None, although the water is quite drinkable if not spoiled with beetle guts.

- 1)HPs:

### 5. Bullette Fighting

**Bullette** (HF 22, EP 4000, Int 1, AL N, AC -2/4/6, MV 14" (3" dig), HD 9, HP 82, SZ L, #AT 3, D 4d12/3d6/3d6, SA Nil, SD Nil, ML 20, TOP 41, Crit BSL: Def AC +7, FF 3 (tired from digging; if allowed to dig for 15 minutes, FF should be 0), HoB 1 p 97)

- 1)HPs:

### 7. Cricket's End

**Whooping Cave Cricket (12)** (HF 0, EP 1, Int 0, AL N, AC 8, MV 12", HD .5, HP 11, SZ S, #AT 1, D 1d6-4, SA Whoop, SD Nil, ML 2, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference Hackjournal 1 p 13.)

- |   |   |
|---|---|
| 1)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  | 2)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| 3)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  | 4)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| 5)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  | 6)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| 7)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  | 8)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| 9)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  | 10)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 11)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 12)HPs: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

### 8. Bowler Alley

**Bowlers (8)** (HF 1, EP 25, Int 3, AL N, AC 4, MV 6" + special, HD 3, HP 20, SZ M, #AT 1, D 5, SA Crush, SD Nil, ML 8, TOP 10, Crit BSL: Def AC +1, FF n/a, HoB 1 p 91)

- 1)HPs:
- 2)HPs:
- 3)HPs:
- 4)HPs:
- 5)HPs:
- 6)HPs:
- 7)HPs:
- 8)HPs:

### 10. Guzzler of Blood

**Blood Guzzler** (HF 23, EP 8000, Int 11, AL CE, AC -2, MV 9", HD 13, HP 72 (already wounded), SZ L, #AT 2, D 1d6+10/1-6+10, SA Ripping, SD Nil, ML 12, TOP 36, Crit BSL: Def AC +15, FF 6, HoB 1 p 81)

Blood Guzzlers have Fire Giant Strength, and attack with a +4 to hit and a +10 to damage with their claws.

- 1)HPs:

### 11c. A Little Trouble

**Agnor the Bugbear** (HF 2, EP 175, Int 8, AL CE, AC 2 (hide armor, small shield.), MV 9", HD 3 + 1, HP 45, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 22, Crit BSL: Def AC -1; FF 8, HoB 1 p 96)

- 1)HPs:

Hide Armor AC :	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"/>
Small Shield	+2	+1	+0	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	

Bugbears (5) (HF 2, EP 175, Int 7, AL CE, AC 4 (hide armor, small shield), MV 9”, HD 3 + 1, HP 40, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 20, Crit BSL: Def AC -1, FF 5, HoB 1 p 96)

1)HPs: [Progression bars for 1st bugbear]

Hide Armor AC : 6 7 8 9
[Progression bars]

Small Shield +2 +1 +0
[Progression bars]

2)HPs: [Progression bars for 2nd bugbear]

Hide Armor AC : 6 7 8 9
[Progression bars]

Small Shield +2 +1 +0
[Progression bars]

3)HPs: [Progression bars for 3rd bugbear]

Hide Armor AC : 6 7 8 9
[Progression bars]

Small Shield +2 +1 +0
[Progression bars]

4)HPs: [Progression bars for 4th bugbear]

Hide Armor AC : 6 7 8 9
[Progression bars]

Small Shield +2 +1 +0
[Progression bars]

5)HPs: [Progression bars for 5th bugbear]

Hide Armor AC : 6 7 8 9
[Progression bars]

Small Shield +2 +1 +0
[Progression bars]

Goblins (4) (HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor, small shield), MV 6”, HD 1-1, HP 23 (each), SZ S, #AT 1, D 1d6 (mining pick), SA Nil, SD Nil, ML 8, Lang: Goblin, Common, TOP 12 (each), Crit BSL: Def AC -3; FF 4, HoB 3 p 81)

1)HPs: [Progression bars for 1st goblin]

2)HPs: [Progression bars for 2nd goblin]

3)HPs: [Progression bars for 3rd goblin]

4)HPs: [Progression bars for 4th goblin]

13. Skeletal Demise

Skeletons (24) (HF 2, EP 65, Int 0, AL N, AC 7, MV 12”, HD 1, HP 25 (each), SZ M, #AT 1, D 1d6, SA Nil, SD Undead immunity, half damage from hacking and puncturing weapons, ML 20, TOP n/a, Crit BSL: Def AC -2, FF n/a, HoB 7 p 65)

1)HPs: [Progression bars for 1st skeleton]

2)HPs: [Progression bars for 2nd skeleton]

3)HPs: [Progression bars for 3rd skeleton]

4)HPs: [Progression bars for 4th skeleton]

5)HPs: [Progression bars for 5th skeleton]

6)HPs: [Progression bars for 6th skeleton]

7)HPs: [Progression bars for 7th skeleton]

8)HPs: [Progression bars for 8th skeleton]

10)HPs: [Progression bars for 10th skeleton]

11)HPs: [Progression bars for 11th skeleton]

12)HPs: [Progression bars for 12th skeleton]

13)HPs: [Progression bars for 13th skeleton]

14)HPs: [Progression bars for 14th skeleton]

15)HPs: [Progression bars for 15th skeleton]

16)HPs: [Progression bars for 16th skeleton]

17)HPs: [Progression bars for 17th skeleton]

18)HPs: [Progression bars for 18th skeleton]

19)HPs: [Progression bars for 19th skeleton]

20)HPs: [Progression bars for 20th skeleton]

21)HPs: [Progression bars for 21st skeleton]

22)HPs: [Progression bars for 22nd skeleton]

23)HPs: [Progression bars for 23rd skeleton]

24)HPs: [Progression bars for 24th skeleton]

14. Rot Grub Diving

Rot Grubs (18) (HF 0, EP 1, Int 0, AL N, AC 9, MV 1”, HD 1-2 hp, HP 2 (each), SZ T, #AT 1, D 1, SA Burrow to heart, SD Nil, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, HoB 7 p 19)

1)HPs: [Progression bars for 1st grub]

2)HPs: [Progression bars for 2nd grub]

3)HPs: [Progression bars for 3rd grub]

4)HPs: [Progression bars for 4th grub]

5)HPs: [Progression bars for 5th grub]

6)HPs: [Progression bars for 6th grub]

7)HPs: [Progression bars for 7th grub]

8)HPs: [Progression bars for 8th grub]

9)HPs: [Progression bars for 9th grub]

10)HPs: [Progression bars for 10th grub]

11)HPs: [Progression bars for 11th grub]

12)HPs: [Progression bars for 12th grub]

13)HPs: [Progression bars for 13th grub]

14)HPs: [Progression bars for 14th grub]

15)HPs: [Progression bars for 15th grub]

16)HPs: [Progression bars for 16th grub]

17)HPs: [Progression bars for 17th grub]

18)HPs: [Progression bars for 18th grub]

15. The Golem

Sediment Golem (HF 25, EP 6000, Int 0, AL N, AC 1, MV 6”, HD 16, HP 110, SZ L, #AT 2, D 3d6/3d6, SA Nil, SD Golem immunities, ranged weapon immunity, ML 20, TOP n/a, Crit BSL: Def AC +14, FF n/a, HoB 3 p 84 (for Golem Immunities))

1)HPs: [Progression bars for 1st golem]

## ROUND 2

### THE DUNGEON LEVEL

#### 18. Evil Bulls

Bullweiler Critical Hit Table (1d12)		
1d12	Limb Torn Off	Effect
1-3	Right Arm	(-4 to hit, loses use of weapon or shield as appropriate)
4-6	Left Arm	(-4 to hit, loses use of weapon or shield as appropriate)
7-8	Right Leg	(has 25% movement, loses all Dex bonuses)
9-10	Left Leg	(has 25% movement, loses all Dex bonuses)
11	Groin	(Men - has 50% movement, loses 75% of honor) (Women - no special effect)
12	Head Impaled	(instant death)

Nefarian Bullweiler (2) (HF 8, EP 1400, Int 1, AL NE, AC 3, MV 18", HD 5, HP 45, SZ L, #AT 1, D 3d4, SA Death charge, SD Head is AC 1, protection from good, ML 16, TOP 22, Crit BSL: Def AC +3, FF n/a, HoB 5 p 118)

1)HPs:

2)HPs:

#### 19. The Cell

Nefarian Face Seeking Claw (1) (HF 42, EP 2000, Int 5, AL CE, AC 3, MV 9" Fly (D), HD 10, HP 69, SZ S, #AT 1 or 1, D 2d6 or grab, SA See Text, SD See Text, ML 19, TOP 34, Crit BSL: Def AC +8, FF n/a, HoB 5 p 120)

1)HPs:

#### 20. The Monster Squares

Monster Squares	
Tile Stepped On	Monster
1	Hellhound
2	Giant Lizard
3	Giant Spider
4	Leucrotta
5	Rust Monster
7	Spitting Serpent Snake

Venom Table (for Spitting Serpents)				
Roll	Modifier to Save	Damage	Per	Effect Time
1-4	+3	Debilitating for 2-8 days	-	1-4 turns
5-6	+2	Death	-	2-5 rounds
7-11	+1	1d4-2 points/round	2-12 rounds	-
12-14	none	1d4-1 points/round	1-6 rounds	-
15-16	-1	Debilitating for 1-4 days	-	2-8 rounds
17-18	-2	Debilitating for 1-12 days	-	1-4 rounds
19	-3	Death	-	1 round
20	-4	Death plus 1-6 points	-	Instantaneous

Hellhound (HF 18, EP 420, Int 5, AL LE, AC 4, MV 12", HD 4, HP 38, SZ L, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

1)HPs:

Lizard, Giant (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1d8, SA Nil, SD Nil, ML 15, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 4 p 88)

1)HPs:

Spider, Giant (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

1)HPs:

Leucrotta (HF 9, EP 975, Int 8, AL CE, AC 4, MV 18", HD 6+1, HP 51, SZ L, #AT 1 or 2, D 3d6 or 1d6x2, SA Bite through metal (save vs. crushing blow), SD Kick in retreat, ML 14, TOP 25, Crit BSL: Def AC +4; FF 6, HoB 4 p 84)

1)HPs:

Rust Monster (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 44, SZ M, #AT 2, D Nil, SA Rusting,, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 7 p 21)

1)HPs:

Snake, Spitting Serpent (HF 5, EP 650, Int 11, AL N, AC 5, MV 12", HD 4+2, HP 40, SZ M, #AT 1, D 1d4-1, SA Poison, spit, SD Nil, ML 11, TOP 20, Crit BSL: Def AC +2, FF 7, HoB 7 p 85)

1)HPs:

Spitting Serpents may spit their venom at a single target within 30 feet. The poison from the spit or bite has an effect determined by the table to the lower right. (For tournament use, assume a 12 was rolled.) The spittle additionally blinds victims who fail a save vs. poison. The blindness wears off after 2-12 hours.

#### 23. Bugbear Room (Show Illustration 7 on IQ4)

Bugbears (15) (HF 2, EP 175, Int 7, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2, SA +2 damage, surprise, SD: Nil, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 1 p 96)

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:

**Greater Bugbear Chieftain** (HF 9, EP 2000, Int 9, AL CE, AC 5, MV 12", HD 8, HP 60, SZ L, #AT 3/2, D 2d4+7, SA Surprise, Strength 19, SD Nil, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, HoB 1 p 96)

- 1)HPs:

**Vital Treasure:**

- Key #1

**24. Kitty & Ball of String**

**Nefarian Hellcat** (HF 16, EP 1400, Int 8, AL LE, AC 6, MV 12", HD 7+2, HP 57, SZ L, #AT 3, D 2-5/2-5/2-12, SA Nil, SD See text, ML 15, TOP 26, Crit BSL: Def AC +5, FF n/a, HoB 5 p 121)

- 1)HPs:

**30. Rubble Room**

**Manticore** (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6+3, HP 53, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes, SD Nil, ML 14, TOP 26, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

- 1)HPs:

**Vital Treasure:**

- Key #2

**31. Imp Room**

**Spider, Giant** (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

- 1)HPs:

**Nefarian Imp** (HF 13, EP 1400, Int 8, AL LE, AC 2, MV 6", 18" Fly (A), HD 2+2, HP 32, SZ T, #AT 1, D 1d4, SA See text, SD See text, ML 9, TOP 16, Crit BSL: Def AC -1, FF n/a, HoB 5 p 125)

- 1)HPs:

**32. Hellhound Room**

**Nefarian Hellhound (2)** (HF 18, EP 420, Int 5, AL LE, AC 4, -1 (Collar), MV 12", HD 4, HP 52, 72 (Collar) SZ L, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

- 1)HPs:
- 2)HPs:

**33. Spider Nest**

**Nefarian HellSpider (4)** (HF 4, EP 130, Int 1, AL N, AC 6, MV 9", HD 2, HP 28, SZ S, #AT 1, D 1d6, SA See text, SD Immune to fire, ML 10, TOP 14, Crit BSL: Def AC +0, FF n/a, HoB 5 p 124)

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

**34. The Tunnel Room**

Random Character Reactions	
Die Roll	Action
1	Wander away for 1 turn
2-6	Stand confused for 1 round, unable to attack
7-8	Attack nearest creature for 1 round
9-10	Attack the umber hulk for 1 round

**Umbur Hulk (2)** (HF 32, EP 4000, Int 9, AL CE, AC 2, MV 6", 1-6" Burrow, HD 8+8, HP 68, SZ L, #AT 3, D 3d4/3d4/1d10, SA Surprise 8 in 10, confusion, SD Nil, ML 13, TOP 34, Crit BSL: Def AC +7, FF 13, HoB 8 p 40)

- 1)HPs:
- 2)HPs:

**Vital Treasure:**

- Key #3

**35. Ebony Death Legion Room**

**Ebony Death (4)** (HF 40, EP 4000, Int 12, AL CE, AC -3, MV 15", HD 7+14, HP 60, SZ M, #AT 1 or 3, D 1-6 +7 (spear +7 from Strength) or 2-5/2-5/2-8, SA +3 to hit from strength, see text, SD See text, ML 16, TOP 30, Crit BSL: Def AC +9, FF n/a, HoB 5 p 87)

- 1)HPs:
- 2)HPs:
- 3)HPs:

4)HPs:

**36. Fire Room**

**Type II Demon** (HF 33, EP 2000, Int 5, AL CE, AC -2, MV 6", 12" Swim, HD 9, HP 65, SZ L, #AT 3, D 1d4-1(x2)/4d4, SA +3 to hit, see text, SD See text, ML 14, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 94)

1)HPs:

**37. Devil Minion Troop Room (Show Illustration 6 on IQ4)**

**Bone Devils (4)** (HF 44, EP 5000, Int 11, AL LE, AC -1, MV 15", HD 9, HP 65, SZ L, #AT 1 or 2, D 3d4 or 2d4/2d4, SA See text, SD See text, ML 15, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 111)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

**38. Training Room**

**Stygian Face Slapper (2)** (HF 26, EP 1400, Int 11, AL LE, AC 2 (Padded Armor + Bonuses), MV 12", 15" Fly (D), HD 9, HP 65, SZ M, #AT 2, D 1d8 (by saber, speed factor -2), SA Rage, SD Immune to mundane weapons, ML 17, TOP 32, Crit BSL: Def AC +7, FF 4, HoB 7 p 119)

1)HPs:

Padded Armor AC: 8            9  
           

2)HPs:

Padded Armor AC: 8            9  
           

**38b. The Crystal Pedestal**

**Ape, Carnivorous** (HF 4, EP 275, Int 7, AL N, AC 6, MV 12", HD 5, HP 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA rending if both hands hit for D 1d8 additional, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 1 p 25)

1)HPs:

**Ice Toad** (HF 7, EP 270, Int 8, AL N, AC 6, MV 9", 9" Hop, HD 5, HP 40, SZ L, #AT 1, D 3d4, SA Radiate Cold, SD Nil, ML 10, TOP 20, Crit BSL: Def AC +3, FF 5, HoB 8 p 13)

1)HPs:

**Minotaur** (HF 8, EP 1400, Int 5, AL CE, AC 6, MV 12", HD 6+3, HP 53, SZ L, #AT 2, D 2d8/2d8, SA Grapple, charge, SD +2 surprise, ML 13, TOP 26, Crit BSL: Def AC +5, FF 9, HoB 5 p 22)

1)HPs:

**Owlbear** (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, HP 47, SZ L, #AT 3, D 1d6/1d6/2d6, SA Hug, SD Nil, ML 12, TOP 23, Crit BSL: Def AC +3, FF 7, HoB 6 p 51)

1)HPs:

**40. The Bead Curtain**

Surprise Effects		
Die	Degree of Roll Surprise	Effect
1	Complete	2 free attacks by monster
2-4	Partial	1 free attack by monster
5-6	none	none (normal initiative)

**Gnolls (6)** (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4+1 (morning star), SA Nil, SD Nil, ML 11, TOP 15, Crit BSL: Def AC -2, FF 3, HoB 3 p 73)

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

5)HPs:

Chain mail AC 5                            6                            7                            8                            9

6)HPs:

Chain mail AC 5                            6                            7                            8                            9

2nd Encounter: 6 Bugbears, each with 12 sp, 10 ep and 4 gp.

**Bugbears (6)** (HF 2, EP 175, Int 8, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d8 + 2 (great spear) 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 1 p 96.)

1)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

2)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

3)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

4)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

5)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

6)HPs:

Hide Armor AC : 6                      7                      8                      9  
           

Small Shield +2                      +1                      +0  
       

3rd Encounter: 4 Ogres, each with 50 gp.

**Ogres (4)** (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1d10, SA Nil, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +5, FF 4, HoB 6 p 24)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

4th Encounter: 3 Gargoyles, each with 60 gp.

**Gargoyle (3)** (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9" 15" Fly (C), HD 4+4, HP 48, SZ M, #AT 4, D 1d4-1(x2)/1d6/1d4, SA Nil, SD +1 or better to hit, ML 11, TOP 24, Crit BSL: Def AC +3, FF 9, HoB 3 p 47)

1)HPs:

2)HPs:

3)HPs:

**42. The Chess Room**

**Vital Treasure:**

Key #4

# ROUND 3

## THE TOWER

### 45. The Hieracosphinx

**Hieracosphinx** (HF 14, EP 1400, Int 5, AL CE, AC 1, MV 9", 36" Fly (C), HD 9, HP 76, SZ L, #AT 3, D 2d4/2d4/1d10, SA Swoop, SD Nil, ML 13, TOP 38, Crit BSL: Def AC +7, FF 5, HoB 7 p 95)

1)HPs:

### 46a. Pteranodons

**Jurassic Creature: Pteranodon (3)** (HF 3, EP 175, Int 1, AL N, AC 7, MV 3", 15" Fly (B), HD 3+3, HP 38, SZ L, #AT 1, D 2d4, SA Skewer, SD Nil, ML 9, TOP 19, Crit BSL: Def AC +2, FF 8, HoB 4 p 56)

1)HPs:   
  
 2)HPs:   
  
 3)HPs:

### 47. THE EARTH LEVEL

**Su-Monster (3)** (HF 14, EP 650, Int 8, AL CE, AC 6, MV 9", 9" climb, HD 5+5, HP 46, SZ M, #AT 5, D 1d4(x4)/2d4, SA Surprise 6 in 10, haste rage, SD Nil, ML 10, TOP 23, Crit BSL: Def AC +4, FF 10, HoB 7 p 119)

1)HPs:   
  
 2)HPs:   
  
 3)HPs:

### 48a. Monkey Attack

**Poison Money (3)** (HF 7, EP 420, Int 5, AL CE, AC 6, MV 6", 9" Climb, HD 3+1, HP 35, SZ S, #AT 5, D 1d4-2(x2)/1d4-1(x3), SA Poison, SD Immune to poison, ML 15, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 5 p 41)

1)HPs:   
  
 2)HPs:   
  
 3)HPs:

### 48b. The Tree of Death

**Stump Horror (1)** (HF 16, EP 975, Int 5, AL N, AC 3 (tentacle), 5 (body), 7 (eyestalk), MV 1", HD 9, HP 65 (body), SZ L, #AT 3, D 1d4(x3), SA Entanglement, surprise 9 in 10, SD Camouflage, ML 14, TOP n/a, Crit BSL: Def AC +7, FF n/a, HoB 7 p 117)

Bunny:

1)HPs:

Root Tentacles:

1)HPs:

2)HPs:

3)HPs:

Body:

1)HPs:

**Heel Borer (10)** (HF 2, EP 120, Int 1, AL N, AC 2, MV 3", HD 2, HP 26, SZ T, #AT 1, D 1d8, SA See text, SD Nil, ML 12, TOP 13, Crit BSL: Def AC +4, FF n/a, HoB 3 p 124)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

5)HPs:

6)HPs:

7)HPs:

8)HPs:

8)HPs:

10)HPs:

### 48c. Shadowy Area

**Nefarian Shadow Demons (4)** (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 58, SZ M, #AT 3, D 1d8/1d6/1d6, SA See text, SD See text, ML See text, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 5 p 126)

1)HPs:

2)HPs:

3)HPs:

4)HPs:

### 49. The Medusa's Garden (Show Illustration 4 on IQ3)

**Lesser Medusa** (HF 14, EP 2000, Int 11, AL LE, AC 5, MV 9", HD 6, HP 50, SZ M, #AT 1, D 1d4, SA Poison, petrification, SD Nil, ML 13, TOP 25, Crit BSL: Def AC +4, FF 4, HoB 4 p 127)

1)HPs:

**Strangle Tomato Plant** (HF 16, EP 1080, Int Variable (starts at 12), AL CE, AC 6, MV Nil, HD 6, HP 60, SZ M, #AT 3-12 (see text), D See text, SA Strangulation, SD See text, ML Variable, TOP n/a, Crit BSL: Def AC +16, FF n/a, HoB 7 p 116)

1)HPs:



**52. The Flame Creatures**

Bat, Fire (11) (HF 1, EP 65, Int 2, AL NE, AC 8, MV 6", 20" Fly (B), HD 2, HP 26, SZ S, #AT 1, D 2d4, SA Nil, SD Immune to fire, ML 6, TOP 13, Crit BSL: Def AC +0, FF 6, HoB 1 p 51)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 9)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 10)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 11)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

**53. The Fire Giant**

Fire Giant (HF 45, EP 8000, Int 8, AL LE, AC -1 (banded mail), MV 12", HD 15+2-5, HP 125, SZ H, #AT 1, D 1d8+10 (if disarmed) or by two-handed sword (2d10+10 against medium sized, +10 from strength), SA Hurl rock (2d10), SD Resistant to fire, ML 16, TOP 62, Crit BSL: Def AC +18, FF 7-10, HoB 3 p 54)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- FG Banded Mail AC: -1      0      1      2      3      4
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**56. The Great Fish**

Ichthyosaurus (HF 6, EP 975, Int 1, AL N, AC 7, MV 21" Swim, HD 8, HP 60, SZ H, #AT 1, D 3d6, SA Nil, SD Nil, ML 3, TOP 30, Crit BSL: Def AC +6, FF 5, HoB 4 p 54)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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**57. The Island**

Nefarian Impling (HF 3, EP 270, Int 12, AL LE, AC 4, MV 6", 12" fly(D), HD 1+1, HP 28, SZ S, #AT 1, D 1d6 (short sword) or 1d4+Poison, SA Poison tail, SD Nil, ML 9, TOP 14, Crit BSL: Def AC -1, FF n/a, HoB 5 p 126)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

**58. The Reef - The Ixixachitl Lair**

Ixixachitl (15) (HF 0, EP 65, Int 10, AL CE, AC 6, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 12, TOP 14, Crit BSL: Def AC -1, FF 5, HoB 4 p 37)

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

- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 12)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 13)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 14)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 15)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Ixixachitl Cleric (HF 4, EP 120, Int 12, AL CE, AC 3, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Cause Light Wounds(2), SD Nil, ML 9, TOP 14, Crit BSL: Def AC +2, FF 5, HoB 4 p 37)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

**60. THE JEWEL ROOM**

<b>Gem Effects</b>	
<b>d6</b>	Effect on hand (Unless magical gloves are possessed)
1-2	Loss of one finger (1d2 damage)
3-4	Loss of two fingers (1d3 damage)
5	Loss of two finger and thumb (1d4 damage)
6	Hand severed at wrist (1d6 damage this round and next, person is no longer gripping gem)

# ROUND 4

## 62. The Lodge (Show Illustration 3 on IQ2)

Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 1, D 1d4+1, SA Strength drain (1 point), SD +1 or better to hit, immune to cold, ML 15 (dusk), TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 7 p 47). Note that shadows fear light and avoid it when possible.

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

## 62a. The Latrine

Latrine Ambusher (HF 2, EP 120, Int 6, AL N, AC 7, MV 6", 12" Swim, HD 2, HP 36, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise 5 in 10, if hits with 1 claw victim makes BB/LG roll at x2 to avoid being pulled in, if hit with 2 claws, victim is pulled in: 40% chance of disease, 25% chance of broken bones, SD Nil, ML 5, TOP 18, Crit BSL: Def AC +0, FF 5, HoB 4 p 75)

- 1)HPs:

## 63. Trouble

Cantankerous Babblers (HF 1, EP 65, Int 7, AL CN, AC 9, MV 12", HD 1-1, HP 15, SZ M, #AT 1, D 1-2, SA Babbling (negates bardic effects, 10% chance of spell failure), SD Nil, ML 14, TOP 7, Crit BSL: Def AC -4, FF 4, HoB 1 p 39)

- 1)HPs:

## 64. Weasel Attack!

Acid Weasels (12) (HF 2, EP 120, Int 4, AL NE, AC 7, MV 12", 6" Climb, HD 2, HP 30, SZ S, #AT 1 or 1, D 1d4 or 2d6, SA Acid Spit (every other round), SD Immune to acid, ML 10, TOP 15, Crit BSL: Def AC +0, FF 5, HoB 8 p 77)

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

- 11)HPs:
- 12)HPs:

## 66. Timmy!

Wood Hunched Shocker (HF 9, EP 672, Int 6, AL N, AC 4, MV 9", HD 6, HP 48, SZ L, #AT 1, D 1d8+8, SA Shock (maximum damage is 50 points, then he falls asleep), net, SD Electrical immunity, ML 12, TOP 24, Crit BSL: Def AC +4, FF 5, HoB 4 p 21)

- 1)HPs:

## 67. The Bridge That Wasn't a Bridge

Manticores (2) (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6 +3, HP 50, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes (1-6 spikes for 1d6 each), SD Nil, ML 14, TOP 25, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

- 1)HPs:
- 2)HPs:

DoppelMeister (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 70, SZ H, #AT 1, D 2d12, SA Surprise 5 in 10, SD See text, ML 16, TOP 35, Crit BSL: Def AC +8, FF 7, HoB 2 p 66)

- 1)HPs:

## 68. Cave

Bear, Grizzly (HF 5, EP 420, Int 3, AL N, AC 6, MV 12", HD 5 +5, HP 51 SZ L, #AT 3, D 1d6/1d6/1d8, SA: Hug SD Nil, ML 10, TOP 25, Crit BSL: Def AC +4, FF 10, HoB 1 p 56)

- 1)HPs:

## 69. Wood Worm

Lunger, Hedgerow (HF 7, EP 650, Int 3, AL N, AC 4, MV 9", HD 6+6, HP 56, SZ M, #AT 2, D 1d10/Entangle (BB/LG +20% to avoid entanglement), SA See text, SD Nil, ML 12, TOP 28, Crit BSL: Def AC +5, FF 11, HoB 4 p 99)

- 1)HPs:

## 70. Bunny Field

Jackalope (18) (HF 0, EP 15, Int 1, AL N, AC 6, MV 18", HD 1, HP 24, SZ S, #AT 1, D 1d4, SA Nil, SD Nil, ML 3, TOP 12, Crit BSL: Def AC -2, FF 3, HoB 4 p 39)

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

- 6)HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 7)HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 8)HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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- 17)HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 18)HPs: □□□□ □□□□ □□□□ □□□□ □□□□

71. The Jabberwocky

Jabberwock, Vile (HF 21, EP 6200, Int 6, AL CE, AC 2, MV 15", HD 10+1, HP 86, SZ L, #AT 4, D 2d6/2d6/1d8/3d6 + venom SA Venom (death in 2 rounds), if it surprises, it attacks with all four claws, fear, SD Only surprised 1 in 10, ML 20, TOP 43, Crit BSL: Def AC + 8, FF 6, HoB 4 p 37)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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72. The Bugs

Mantis, Deadly Praying (12) (HF 1, EP 120, Int 0, AL N, AC 5, MV 9", 15" Hop, HD 3, HP 28, SZ M, #AT 3, D 2-5/2-5/2-7, SA Nil, SD Nil, ML 15, TOP n/a, Crit BSL: Def AC + 1, FF n/a, HoB 4 p 116)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 10)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 11)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 12)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

73. Monkey Land

Six-Ribbed Skink Monkey (12) (HF 2, EP 65, Int 3, AL N, AC 4, MV 3", 6" Climb, HD 2, HP 24, SZ S, #AT 3, D 1d4/1d4/1d4, SA See text, SD Nil, ML 9, TOP 12, Crit BSL: Def AC + 1, FF 4, HoB 5 p 42)

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

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

74. Cat Pack

Great Jaguar Cats (4) (HF 5, EP 420, Int 3, AL N, AC 6, MV 15", HD 4+1, HP 41, SZ L, #AT 3, D 1d4-1(x2)/1d8, SA Rear claws 1d4+1(x2), SD Surprised 1 in 10, ML 10, TOP 20, Crit BSL: Def AC + 2, FF 6, HoB 1 p 109)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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76. The Road to Slipdish

Invisible Stalker (HF 21, EP 3000, Int 13, AL N, AC 3, MV 12", HD 8, HP 56, SZ L, #AT 1, D 4d4, SA Nil, SD Invisible, ML 14, TOP n/a, Crit BSL: Def AC + 6, FF n/a, HoB 4 p 35)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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77. The Last Refugees

Kenku (6) (HF 3-10, EP 175/420/650, Int 8, AL N, AC 5, MV 6", 18" Fly (D), HD 2/3/4, HP 27, 28, 31, 32, 32, 35, SZ M, #AT 1, D 1d6 or 1d8+1 (staff or longsword, see below), SA Nil, SD See below, ML 13, TOP 14/16/17, Crit BSL: Def AC + 0/1/2, FF 5, HoB 4 p 63)

- 1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- Items: Set of silverware 400 gp, Small statuettes 600 gp
- 2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- Items: Chess set 1000 gp, Jeweled goblets 1800 gp
- 3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □
- Items: 800 Gold coins, 700 Platinum coins
- 4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- Items: 12 assorted gems 4000 gp total
- 5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
□□
- Items: Dust of Dryness, Long Sword, +1, +4 vs. Reptiles
- 6) (Polly) HPs: □□□□ □□□□ □□□□ □□□□ □□□□  
□□□□ □□□□
- Items: Wand of Magic Missiles (40 charges), Ring of Perpetual Mo-Jo

**78. The Grand Finale**

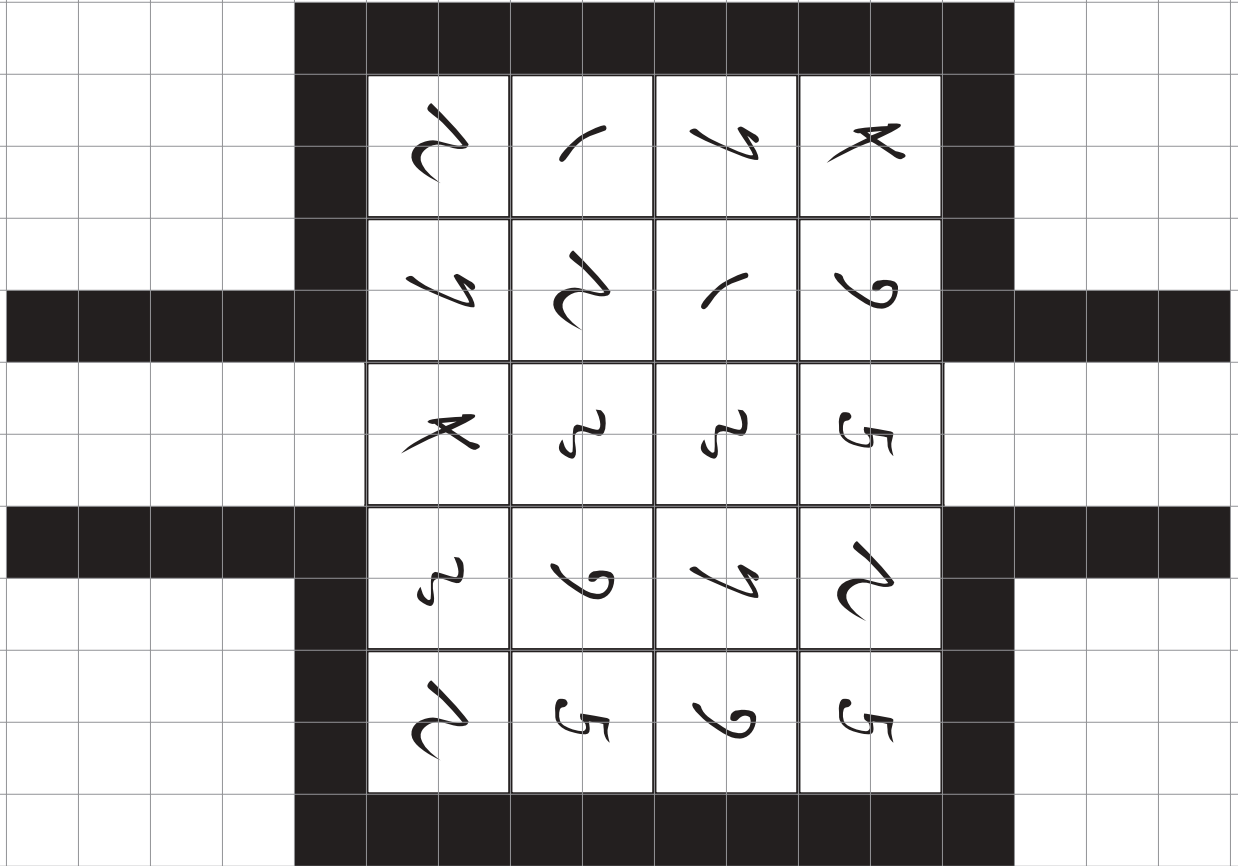
**Quadrielemental Demon** (HF 27, EP 12000, Int 8, AL CE, AC 0 to 3, MV 6", HD 16, HP 118, SZ L, #AT 4, D 3d6/2d6/2d6/1d6 + special, SA See Appendix, SD See Appendix, +1 or better to hit, ML 16, TOP n/a, Crit BSL: Def AC +14, FF n/a)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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
Visual Aid #1





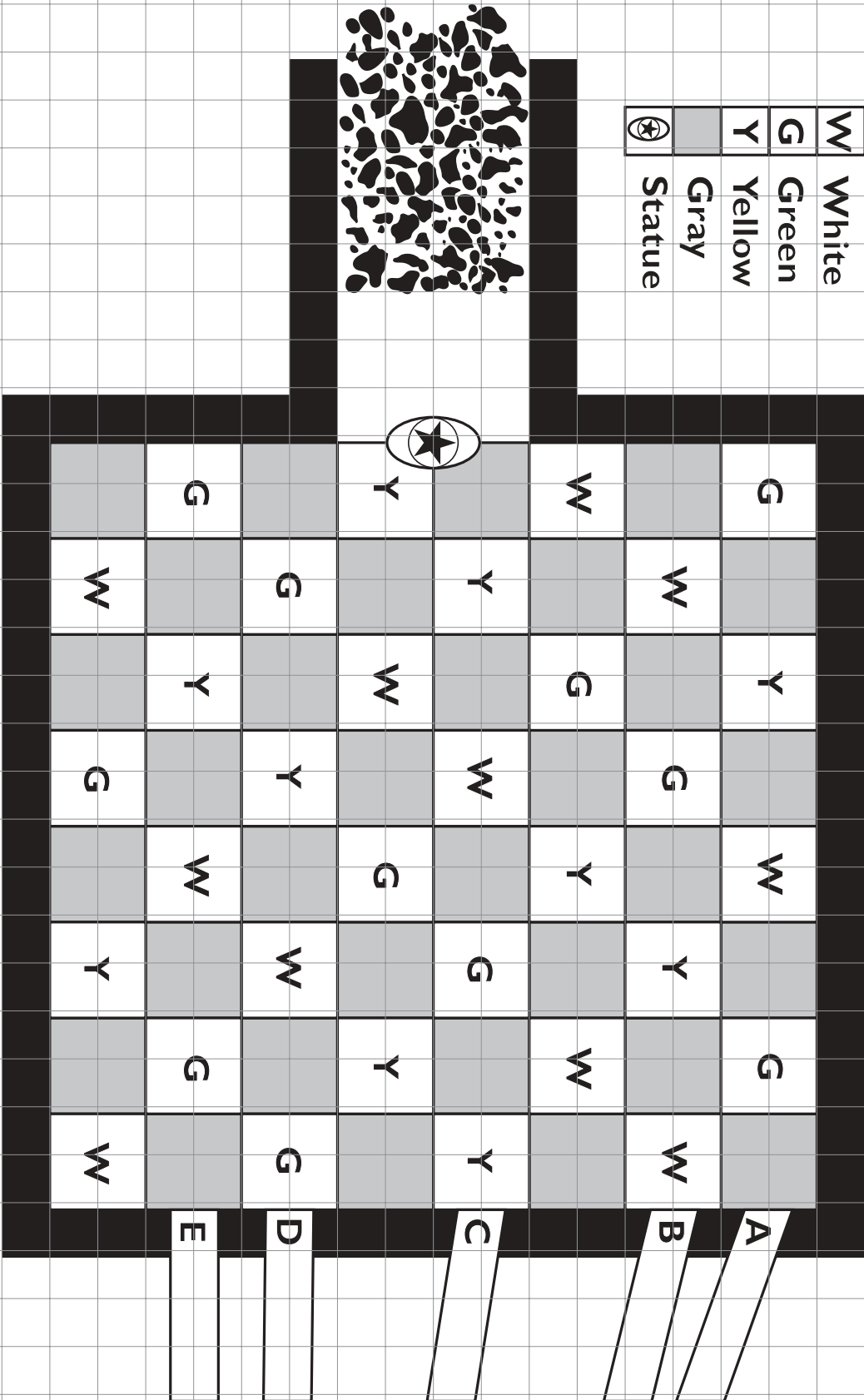
= 5 feet



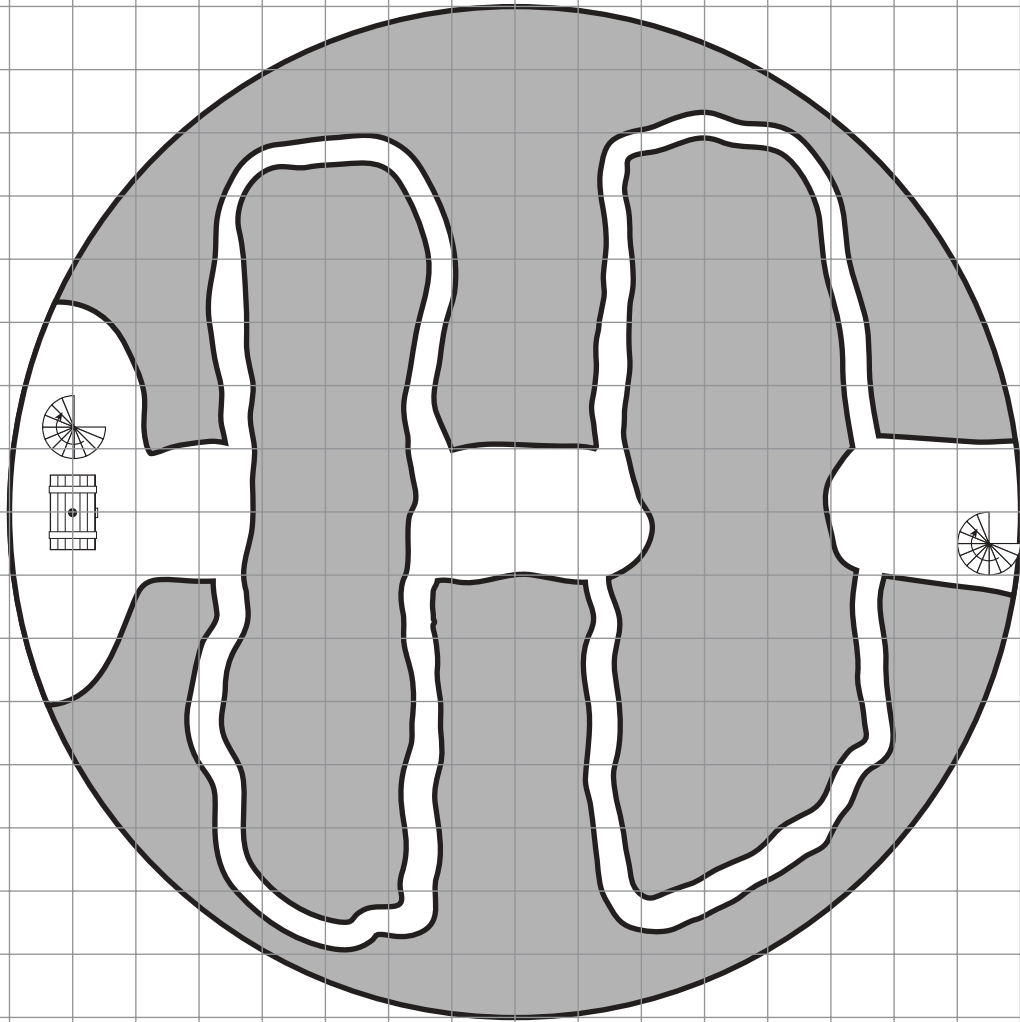
Visual Aid #2

 = 5 feet

W	White
G	Green
Y	Yellow
	Gray
	Statue



# Visual Aid #3



# Visual Aid #4

