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## PLAYERS' BACKGROUND SHEET

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling raised far from the great cities of Garweeze Wurd, know of their reputation-even though their tale begins years ago. The elders and the sages speak both names with respect, even awe, in a distant admiration for the two legendary figures...

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.

No one knows what occurrences or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill-but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great gnome-titan invasion came from the lands to the northwest, threatening to engulf the Meletian Kingdom with the excessive carousing and oppression of the unchecked gnome-titan horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the gnome-titan army in a great battle at a narrow pass in the hills, and decisively turned back the invasion. Rogahn slew a horde of the little guys single-handedly and

Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace of Frandor rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Last year, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated Gnome Protectorates. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding little-folk lands to the northwest on a great adventure which some say may have been asked by the very gawds themselves.

Word just reaching civilization tells of some great battle in the gnome-titan lands where the legendary Rogahn and Zelligar may have met their demise. This rumored clash must have occurred some months ago, and there are few details-and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have left their secret base virtually unguarded ... if only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore!

Now, just recently, came the most promising bit of information-a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q." You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mythic place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, especially since the pair may yet still be alive and might even return any day, but the challenge cannot be ignored. Besides, others may get there first if you tarry long. Gathering a few of your fellows, you share the secret and embark on an Quest for the Unknown...

## TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their HackMaster careers, and with that in mind, the following points are offered for consideration:

### 1) Be an organized player.

Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the GameMaster. Getting caught unprepared in an audit sucks, so don't be a fool, keep accurate notes.

### 2) GM means GameMaster.

Always keep in mind that the GameMaster is the master of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him, present your viewpoint with deference to the GM's position as game judge, but be prepared to accept his decision as final-after all and even get docked EPs or worse! Disagreeing is a risk that should only be taken in extremis.

### 3) Cooperation is the key.

Cooperate with your fellow players and work together when adventuring. If you don't watch their back, who will watch yours???

### 4) Pace yourself.

Be neither too hasty nor too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will bore the GM and may be waylaid by more than your share of wandering monsters without accomplishing anything but killing additional characters. As you gain playing experience you will learn the proper pace, but rely on your GM for guidance. If he seems overly bored or annoyed, pick up the pace!

### 5) Avoid arguing.

Arguments among players are the GM's best friend. HackMaster is tough enough without you being your own enemy. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed; bickering in the dungeon will only create noise that may well attract wandering monsters.

### 6) Be on your guard.

Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (your GM will make sure of that), but don't be surprised if everything is not always as it seems.

### 7) The golden (NPC) rule.

Treat any retainers or NPCs with extreme caution. While useful, the GM will certainly use them to manipulate you and push your buttons. If you try to avoid this by rewarding them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty as the GM uses them to siphon off your hard-earned dough.

### 8) Know your limits.

Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength. Rarely, but occasionally, you can find a "safe spot" where you can rest and heal in the dungeon. These are great, because they save time, expense, and potential embarrassment and loss of honor at the hands of suddenly-brave zero-levels when you're at your weakest.

### 9) Use your head.

Many of the characters' goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

### 10) This is a game.

The fun of a HackMaster game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the GameMaster. But don't get carried away and turn this into some kind of thespian gathering; it's called HackMaster for a reason. If we wanted you to flit about pretending to be fairies, we'd have called it ActMistress.

**GOOD LUCK, ENJOY YOURSELF, AND GOOD HACKING!**

## The Diary of Melanee

### 12080 Barz'tera 3.

Oh happy day! A castle! My Rogahn has built a castle for me. What a lucky girl am I. Won't Perelaine and Jasabiel be soooo jealous! My hero Rogahn. Rogahn, how I love thee.

### 12080 Barz'tera 5.

I cannot hardly wait to see my castle. This explains so much. All of the late nights out with the boys, especially that Zelligar, and all the weekends we would have spend alone together - gone. How petty and foolish I was to think he was seeing another, when he was out toiling to build me a wonderful castle! I will never doubt my love again!

### 12080 Barz'tera 18.

Quasqueton. I like the sound of that. Quasqueton. My love Rogahn tells me it is the Elfish word for my own name - Melanee, which explains why it sounds so lovely. Quasqueton. What a grand place this great castle is. Standing so nobly atop the green hillock, it has the loveliest view of the lush valley below. The air is so sweet and the flowers so bright! I do believe I will truly love it here.

### 12080 Quay'tera 5.

I can't believe it! My Rogahn refused my simple request to make the 'guard tower' my personal apartments when it is complete. The light is lost to me. My bedchamber is dark all the day long and the cold and damp remain regardless of any decorations or finery.

Rogahn promised I would have an enormous window - the better to see the valley below! Tomorrow I will make him build me one.

### 12080 Quay'tera 6.

Once again, Rogahn has refused my small request. I cannot believe he lied to me over so small a matter. As my mother always told me, 'One falsehood begets another.' How can I ever trust him?

He prattles on about how the tower is for defense and it is unsafe for me. BAH! I know THAT'S a damn lie. No one is as strong as my Rogahn and no one would dare assault me or this place. Especially with that creepy Zelligar hanging around. And don't think I don't know what those guards are thinking when they gaze at me with that look in their eyes.

### 12080 Tarn'tera 19.

My lovely garden -- it's ruined! All of my newly planted violets and marigolds are completely dead. DEAD. This awful fungus is out of control. I just can't figure out why it won't go away.

One thing's for certain - that bastard Zelligar is behind this mess. He's cast some sort of spell on my garden because he hates me. He's jealous because he's so ugly and old. I confronted him with it, but he just denied it, like always. He treats me like some sort of child or simpleton. They all do. Well, I don't have to take this crap from him. I will have my Rogahn smack the scrawny little vindictive jerk down for me. And that will be the end of it.

**12080 Tarn'tera 20.**

Rogahn says I'm imagining it. He's actually taking Zelligar's side against me - again! I've never been so humiliated in all my life. I am not making this up!

Every last plant in my little garden is now gone. My last reminder of home - of a life outside this hellish pit - is now gone. Devoured by a fungus created by a petty, mean old, ugly, toad-loving dirty wizard.

**12080 Adnar'kerz 22.**

That guard - I think his name is Jaque - keeps looking at my bosom. I can't believe it. I told Rogahn to do something about it, but he refuses to do a thing.

I just know they're all laughing into their sleeves behind my back.

**12080 Freta'kerz 1.**

That's it. I can't stand it any more. I'm leaving at the first opportunity. Everyone here hates me and I hate them. What a mistake it was to ever believe Rogahn. He's done nothing but lie to me. And he never visits like he did in the beginning.

I can't believe he did this to me. I wish he would have left me to burn in the fire. My fairy tale turned into a nightmare courtesy of Rogahn the asinine. I don't know what the future holds, but anything else including life as a serving wench would be better than this hell.

Farewell.

**12080 Freta'kerz 3.**

Oh, my new love "E" has saved me from utter destruction in the dark forest on the other side of the valley. He rescued me from an entire pack of those smelly creatures Rogahn calls

gnolls. He forced himself. . . no, forced cannot be the word when it is given willingly. Oh, E, free me from the clutches of Rogahn and his evil "friend" Zelligar - the swine!

**12080 Freta'kerz 27.**

At last, Rogahn is leaving with his vile henchmen. I don't see what such sallying forth has to do with the tower falling down - or the crappy workmanship of those losers he's hired - and I don't care. I plan to use my time to throw caution to the wind.

I come to you E, my sweetheart, you need wait no longer today.

**12080 Freta'kerz 28.**

I think I must be in heaven! E is so much more, ah, attentive and so wonderful.

That dark twerp, Marevak, gives me the creeps. It's none of his beeswax what I do and with whom. I think he plans to tell Rogahn, but I have plans to stop him.

**12081 Haar'kiev 1.**

I talked to my love and he said he has a job offer at Frandor's Keep, that little keep just over the valley. We have a plan to make our escape, and I'll pay the uglies to take care of that runty advisor. If that stinky dog Rogahn ever returns, I'll be far out of his clutches.

Like he'd even notice my absence anyway.

# BATTLE SHEET

## Upper Level Wandering Monsters

**Cockroaches, giant, Dire (1):** (HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea. SZ: S, #AT 1, D 1-8, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

HPs 

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**Insidious Stalker (1):** (HF 7, EP 270, Int 6, AL NE, AC 3, MV 12", HD 1, HP 24, SZ S, #AT 1 or 1, D 1-4 (bite) or 1-6 + special (pounce), SA: Strangulation, SD: Immune to acid, Lang: None, Hon: N/A., TOP: 12, Crit BSL: Def AC-2, FF: 10, Reference HOB 4 p32.)

HPs 

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Rounds after successful hit 

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**Kangaroo Flea, Giant (1-3):** (HF 1, EP 35, Int Non-(0), AL N, AC 4, MV 6" or hop 12", HD 1, HP 23 ea., SZ M, #AT 1, D 1-4, SA: Blood Drain, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p61.)

1) HPs 

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3) HPs 

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**Lemur, Feces-Flinging (1):** (HF 1, EP 15, Int 3, AL N, AC 8, MV 6", HD 1, HP 27, SZ S, #AT 1, D 1-4, SA: feces flinging, SD: Nil, Lang: None, Hon: N/A., TOP: 14, Crit BSL: Def AC-2, FF: 8, Reference HOB 4 p83.)

HPs 

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Rounds of blinding 

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**Rats, Common (3-12):** (HF 0, EP 5, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1 + 5% chance of contracting disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

HPs 

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## Upper Level Planned Monsters

**1a. Rogue Magic Mouth:** (HF 0, EP 120, Int 8-10, AL N, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-4 (may save vs. magic to avoid), SA: Nil, SD: only harmed by magic, Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

HPs 

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**1a. Sassy Magic Mouth:** (HF 0, EP 120, Int 8-10, AL CN, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-3 (may save vs. magic to avoid), SA: cause spell failure, SD: only harmed by magic, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

HPs 

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**2. Hood Winker:** (HF 4, EP 175, Int 2-4, AL N, AC 6, MV 6", HD 2+2, HP 30, SZ S, #AT 1, D 1-4, SA: suffocation, SD: immune to Sleep spells, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 4 p12.)

HPs 

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Suffocation Rounds 

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**4. Mimic, Mineral:** (HF 13, EP 120, Int 2-4, AL NE, AC 3, MV 3", HD 4, HP 45, SZ M, #AT 1, D 1-6 (psuedopod)/1-8 (bite), SA: Glue, SD: Camouflage (+4 to surprise), Lang: None, Hon: Ave., TOP: N/A, Crit BSL: Def AC+2, FF: 12, Reference HOB 5 p18.)

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**6. Enchanted Door:** (HF 10, EP 540, Int 11, AL NE, AC 4, MV 3-foot arc, HD 6, HP 51, SZ M, #AT 1, D 2-7, SA: Spell use (Charm Person, Hold Person), SD: Wizard Lock Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC+4, FF: N/A, Reference HOB 3 p21.)

HPs 

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**6. Homonculous (Mr. Pleasington):** (HF 1, EP 270, Int 17, AL NE, AC 6, MV 6"/18" (fly), HD 2, HP 28, SZ T, #AT 1, D 1-3 (bite), SA: sleep poison, SD: Nil, Lang: Common, Hon: Ave., TOP: 14, Crit BSL: Def AC+0, FF: 9, Reference HOB 4 p12.) Like his master, Mr. Pleasington has the following quirks and flaws: nervous tick, jerk and color blind.

HPs 

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Sleep Poison 

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**8. Jaguar:** (HF 5, EP 420, Int 2-4, AL N, AC 6, MV 15", HD 4+1, HP 41, #AT 3, D 1-3/ 1-3/ 1-8 (claw, claw, bite), SA Rear Claws rake 2-5 x 2 (d4+1), SD Surprised 1 in 10, Lang: Nil, Hon: Ave, TOP 20, Crit BSL Def AC +2, FF 9, Reference HOB 1 p 109)

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**9. Crawling Claws (4):** (HF 1, EP 35, Int Non (0), AL N, AC 7, MV 9", HD <1-1, HP 3 each, SZ T, #AT 1, D 1-6 to those in leather or less, 1-4 otherwise, SA Nil, SD Half damage from edged weapons, immune to death magic, undead resistance to spells, Lang N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference HOB 2 p 37)

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**9. Insidious Ichor:** (HF 3, EP 420, Int 8-16, AL NE, AC 9, MV 6", HD 3, HP 32, SZ M, #AT 1, D special: see above paragraph, SA special see above, SD special see above, Lang: Common plus possibly a dead language, Hon: Ave, TOP N/A, Crit BSL Def AC -1, FF N/A, Reference HOB 4 p 31)

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Rounds of Seepage 

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**12. Dire Fireflies (4):** (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 27, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang.: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

1) HPs 

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2) HPs 

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3) HPs 

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4) HPs 

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**22. Dark Seethers (4):** (HF 3, EP 120, Int Non (0), AL N, AC 10, MV Immobile, HD 4+3, HP 37, 40, 43, 44, SZ S, #AT 1, D Special, see above, SA Special, see above, SD Nil, Lang: N/A, Hon: Ave, TOP 19, Crit BSL: Def AC +2, FF N/A, Reference HOB 2 p 49)

1) HPs 

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**24a. Indigo Ambusher** (HF 2, EP 65, Int 1, AL N, AC 3, MV 6" (fly), HD 2+1, HP 35, SZ S, #AT 1 and 1 (Indigo Ambushers always go for the neck (-2 to hit) second round after a successful hit, ambusher will strike with tail hitting automatically, D 1-4 and 2-12 electrical, SA Nil, SD Immune to electricity, Lang: N/A, Hon: Ave, TOP 16, Crit BSL: Def AC, FF: 8, Reference HOB 4 p 30)

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**27. Jaculi (2):** (HF 1, EP 35, Int 1, AL N, AC 6, MV 9", HD 1, HP 32, 29, SZ L, #AT 1, D 1-6, SA Nil, SD Camouflage, Hon: Ave, TOP 15, Crit BSL Def AC -2, FF 6, Reference HOB 4 p 40)

**1) HPs** □□□□ □□□□ □□□□  
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**28a. Huecuva:** (HF 4, EP 270, Int 2-4, AL CE, AC 3, MV 9", HD 2, HP 28, SZ M, #AT 1, D 1-6, SA Disease, SD Hit only by silver or +1 weapon, Lang: N/A (Moaning and wailing), Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 4, p 18)

**HPs** □□□□ □□□□ □□□□  
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**29. Org:** (HF 1, EP 120, Int 10, AL CE, AC 5 (hide armor and medium shield), MV 9", HD 3+1, HP 34, SZ M, #AT 1 (at a +3 to-hit from magic and 16 Strength, D1-8+5), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, TOP 17, Crit BSL Def AC +4, FF 9, Reference HOB 6 p 33)

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 Hide armor  
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 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**31. Green Slime:** (HF 0, EP 35, Int Non-(0), AL N, AC 9, MV 0", HD 2, HP 24, SZ M, #AT 0, D 0, SA Transformation, SD Nil, Lang: N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 7 p 79)

**HPs** □□□□ □□□□ □□□□  
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**33. Orcs** (HF 0, EP 15, Int 8, AL LE, AC 7, MV 7", HD 1, HP 29, 29, 28, 27, 27, 26, 26, 25\*, 24, 24, 23, SZ M, #AT 1 (at -1 to hit due to intoxication), D by weapon (broadswords), SA Nil, SD Nil, Lang, Orcish, Common, Hon: Ave, TOP 13, Crit BSL Def AC - 3, FF 5, Reference HOB 6 p 33)

**1) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□  
**2) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**3) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□  
**4) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**5) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□  
**6) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**7) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**8) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□  
**9) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor +2  
 AC 5 6 7 8 9  
 HP □□□□ □□□□ □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**10) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□  
**11) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□

studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □  
 medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**12) HPs** □□□□ □□□□ □□□□  
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**FF** □□□□  
 studded leather armor  
 AC 7 8 9  
 HP □□□□ □□ □

medium shield  
 AC +3 +2 +1  
 HP □□□□ □□□□ □□□

**39. Trash Ogre:** (HF 2, EP 270, Int 7, AL CE, AC 4, MV 9", HD 4, HP 32, SZ L, #AT 1, D 2d4 (+3 to-hit, +7). SA -1 to ALL die rolls, SD N/A, Lang: N/A, Hon: dishonorable, TOP 16, Crit BSL Def AC 5, FF 8, Reference HOB 6 p 24)

HPs 

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FF 

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**Lower Level Wandering Monsters**

**Large Rats (2-8):** (HF 0, EP 7, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 6 ea., SZ T, #AT 1, D 1d4-2 + 7.5% chance of contracting disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

HPs 

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**Dire Cockroaches (1-2):** (HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea., SZ S, #AT 1, D 1-8, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

1) HPs 

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2) HPs 

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**Lime Green Quivering Mass (1):** (HF 4, EP 280, Int 3, AL N, AC 10, MV 6", HD 4, HP 39, SZ M, #AT 1, D 1-12, SA: anyone struck by a Lime Green Quivering Mass must save vs. paralysis or be paralyzed for 1-6 rounds, SD: immune to damage from blunt weapons, Lang: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 4 p87)

HPs 

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Paralysis 

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**Gelatinous CUBE (1):** (HF 8, EP 725, Int Non (0), AL N, AC 8, MV 6", HD 4, HP 35, SZ L, #AT 1, D 2-8, SA: anyone struck by a Gelatinous Cube must save vs. poison or be paralyzed for 5-20 rounds, Surprise 5 in 10, SD: immune to electricity, fear, hold spells, paralyzation, polymorph and sleep-based attacks, resistant to cold, Lang: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 3 p48.)

HPs 

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Paralysis 

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**Lower Level Planned Monsters**

**B04. Shimmer Moss:** (HF 1, EP 7, Int non (0), AL N, AC 9, MV Nil, HD 1, HP 24, SZ S, #AT Nil, D Nil, SA: Fascination, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 5 p48.)

HPs 

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**B10. Dire Fireflies (3):** (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

1) HPs 

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Recharge 

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2) HPs 

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Recharge 

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3) HPs 

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Recharge 

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**B12. Sewer Gophers (4):** (HF 3, EP 175 each, Int 5, AL N, AC 6, MV 9", HD 3+2, HP 33, 31, 30, 28, SZ M, #AT 3, D 1-4/1-4/1-6, SA: 25% chance to decapitate on a to-hit roll of 20, called shots do double damage, SD: stench (-1 to hit), +2 save vs. fire attacks, Lang: Common, Hon: Ave, TOP: 17, 16, 15, 14, Crit BSL: Def AC+1, FF: 9, Reference HOB 3 p93.)

1) HPs 

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FF 

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2) HPs 

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FF 

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3) HPs 

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FF 

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4) HPs 

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FF 

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**B14. Shriekers (4):** (HF 2, EP 120, Int Non-(0), AL N, AC 7, MV Nil, HD 3, HP 40, 34, 31, 29, SZ M, #AT 0, D Nil, SA: Shriek, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 7 p60.)

1) HPs 

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2) HPs 

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3) HPs 

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4) HPs 

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**B17. Cave Gougers (2):** (HF 2, EP 150 each, Int 6, AL CN, AC 7, MV 7", HD 2, HP 34, 24, SZ: M #AT 2, D 1-6/1-6, SA: gouge out eyes on a to-hit roll of 20, SD: never surprised, Lang: Gouger, Hon: Ave, TOP: 17, 12, Crit BSL: Def AC+0, FF: 6, Reference HOB 3 p99.)

1) HPs 

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FF 

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2) HPs 

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FF 

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**B19. Piercers (12):** (HF 1-5, EP 15/35/65/125 by hit die, Int 1, AL N, AC 3, MV 1", HD 1-4, HP (4HD) 40, 38, 32 (3HD) 34, 31, 29 (2 HD) 30, 26, 25, (1 HD) 27, 24, 23, SZ S (1-2 HD) to M (3-4 HD), #AT 1, D 1-6 per hit die, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-2 (1 HD), Def AC-0 (2 HD), Def AC+1 (3 HD), Def AC+2 (4 HD), FF: N/A, Reference HOB 6 p70.)

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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6) HPs 

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7) HPs 

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8) HPs 

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9) HPs 

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10) HPs 

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11) HPs 

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12) HPs 

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**B26. Troglodytes (15)**

**Male Troglodytes (7):** (HF 3, EP 120 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 2, HP 36, 34, 32, 30, 28, 26, 25, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 18, 17, 16, 15, 14, 13, 12, Crit BSL: Def AC-0 (claw/claw/bite) Def AC+3 (javelin), FF: 6, Reference HOB 8).

1) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
2) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
3) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
4) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□□□□
FF	□□□□□	□	
5) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
6) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
7) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	

**Female Troglodytes (7):** (HF 1, EP 35 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 1+1, HP 29, 27, 26, 24, 24, 24, 23, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 14, 13, 13, 12, 12, 12, 11, Crit BSL: Def AC-1 (claw/claw/bite) Def AC+2 (javelin), FF: 6, Reference HOB 8).

1) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
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FF	□□□□□	□	
3) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
4) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	
FF	□□□□□	□	
5) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
6) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	
FF	□□□□□	□	
7) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	

**Troglodyte Male leader:** (HF 4, EP 200, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 3, HP 36, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Great (+1 to ALL die rolls), TOP: 18, Crit BSL: Def AC+1 (claw/claw/bite) Def AC+4 (javelin), FF: 6, Reference HOB 8).

HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	

Strength Loss:

Party Member	#	Rounds Affected
	1	□□□□□ □□□□□
	2	□□□□□ □□□□□
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	11	□□□□□ □□□□□
	12	□□□□□ □□□□□

**B27. Decrepit Muck Golem:** (HF 6, EP 650, Int 0, AL N, AC 8, MV 3", HD 5, HP 37, SZ M, #AT 1, D 1-6, SA: suffocation, SD: Nil, Lang.: none, Hon: N/A, TOP: N/A, Crit BSL: Def AC+3, FF: N/A, Reference HOB 3 p89)

HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□□□□
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Suffocation	□□□□□	□□□	
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