

In addition, the central eye of the beholder projects an anti-magic ray for 140 yards in a 90 degree arc. Spells passing through this area automatically fail.

**HABITAT/SOCIETY:** Lewd beholders are very solitary, and there will never be more than one in any dungeon or cave. How they multiply is a mystery to sages around Garweeze Wurld.

**ECOLOGY** The lewd beholder is a magically created variant of the common beholder created by the battle mage Du'Glest Adam. The lazy Du'Glest was trying to spawn an improved maid/butler to do his housework and various other chores for him. Since he needed a creature able to reach all the remote areas of his tower, he settled on a modified beholder. Using powerful magicks, he replaced two of the beholder's eyestalks with arms and added a rough, elongated tongue to improve cleaning effectiveness. And since the battle mage refused to have help that was unhappy, he gave his new servant a permanent smile.

Unfortunately for Du'Glest (and the rest of Garweeze Wurld), the new servant was quite taken with its new master. As a sign of affection it quickly grabbed the aging battle mage by the neck and administered a full facial licking. But because he had made the tongue especially rough to clean the toughest stains, the lick cut up Du'Glest's face. When the super-solvent saliva, which was designed to dissolve grease instantly, made its way into his bloodstream, his heart stopped and he died.

Since then, more lewd beholders have spawned, and the new generation has quite an attitude. Embittered by the humanoids who don't return their affection, the lewd beholder is now a creature of evil, licking and killing any creature it meets.

**YIELD:**

Medicinal: Nil  
Spell Components: When an eyestalk is used as the material component for the spell it duplicates, it doubles the effective caster level.  
Hide/Trophy Items: Nil  
Treasure: A, S, T  
Other: The tongue makes excellent sand paper.

**BATTLE SHEET**

**C. The Svalich Woods**

**Encounter: Worgs** (5 entering Morosevia)/ **Worgs** (25 leaving Morosevia)  
**5 or 25 Worgs:** (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 35 ea., SZ L, #AT 1, D 2-8, SA Nil, SD Nil, Lang: none, Hon: Ave, ML 10, TOP 17, Crit BSL Def AC+3, FF 9, Reference HoB 8 p91)

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**Potential Yield:**

- Kill Worgs (5) (EPV=875)
- Kill Worgs (25) (EPV=3525)
- Note

**D. Logger's Camp**

**Encounter: Gargoyles** (12)  
**12 Gargoyles** (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)

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Potential Yield:

- Kill Gargoyles (EPV=5040)
Sacks with Gold Pieces (GPV=593)

E. The Village of Morosevia

Encounter: Hurudio, gypsy bard

Hurudio, gypsy bard: (HF 5, EP 1285, AL CN, AC 7 (Dex and clothing), MV 12", HD 7d6 (7th level bard), HP 56, SZ M, #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 28, Crit BSL: Def AC+0 (broad sword) or Def AC+2 (thrown daggers), FF 6, Str 12/38, Dex 15/45, Con 13/10, Int 13/75, Wis 8/86, Cha 15/25, Com 12/74) Skills and Talents: ambidextrous, singing 30, weapon maintenance, local history 48, climb walls 50%, detect noise 20%, pick pockets 95%, read languages 20%, identify magic 35%, know trivia 35%; Spells Memorized: First (3) Aura of Innocence, Shift Blame, Grease, Second (2) ESP, Invisibility, Third (1) Hold Person; Possessions: key to his personal chest back at the gypsy camp, Boots of Speed, Potion of Dwarf Control, broadsword, 4 daggers.

- 1). HPs:
Clothing AC 9

Potential Yield:

- Kill Hurudio (EPV=1285)
1 Broadsword (GPV=10)
4 Daggers (GPV=8)
Key to Chest (GPV=0)
Boots of Speed (GPV=20,000) (EPV=2500)
Potion of Dwarf Control (GPV=900) (EPV=500)
+5 Ring of Protection (GPV=25,000) (EPV=5000)
Coin Pouch with 50 gp (GPV=50)
Letter

E1. Bildrath's Mercantile

Encounter: Bidrath, merchant (fighter), Parriwimple, merchant (fighter)
Bildrath, merchant (fighter) (HF 5, EP 330, AL LN, AC 1 (hide armor and +2 Medium Shield), MV 12", HD 4d10 (4th level fighter), HP 48, SZ M, #AT 1(3/2 with short sword and +1 to-hit), D 1d6+3 (short sword

specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC+1 (short sword), FF 6, Str 12/38, Dex 10/45, Con 13/10, Int 10/75, Wis 8/86, Cha 9/25, Com 5/74) Skills: armor maintenance, weapon maintenance, general upkeep, poker face 18, wuss slap 18.

Parriwimple, merchant (fighter) (HF1, EP 420, Int 3, AL LN, AC 2 (chain mail and medium shield), MV 12", HD 9d10 (9th level fighter), HP 92, SZ M, #AT 2 with broad sword and +5 to-hit from Str and High Mastery), D 2d4+8 (broad sword with Str and High Mastery), SA: broadsword SF -1 due to High Mastery, SD: Nil, Lang: common Hon: Ave, ML 13, TOP 46, Crit BSL: Def AC+8 (broad sword), FF 9, Str 17/75, Dex 15/45, Con 18/10, Int 3/15, Wis 9/33, Cha 9/14, Com 10/61) Skills: brawler 45, kidney bruiser 38, muster resolve 39.

- HPs:

Table with columns: Hide Armor AC, Medium Shield, and values 6-9, +5, +4, +3, +2, +1.

- 2). HPs:

Table with columns: Chain Mail AC, Medium Shield, and values 5-9, +3, +2, +1.

Potential Yield:

- Kill Bildrath (EPV=330)
Kill Parriwimple (EPV=420)
1 Shortsword (GPV=10)
Hide Armor (GPV=75)
+2 Medium Shield (GPV=210) (EPV=1000)
1 Broadsword (GPV=10)
Chain Mail Armor (GPV=350)
Medium Shield (GPV=30)
Items on PHB shopping list

E2. "Blood of the Vine" Tavern

Encounter: Arik, barkeep, Gypsy Thieves (3), Ismark Berger
Arik, Morosevian 0-level barkeep (HF 1, EP 27, Int 4, AL CN, AC 9 (clothes), MV 12", HD 1-1, HP 22, SZ M, #AT 1, D 1-6+1 (club, +1 to hit and damage due to Str), SA: hurled tankard (full), ROF 1; range 10/20/30, Anyone that is hit by a full tankard (hurled) must make a saving throw vs. breath weapon with a +2 bonus or be blinded for 1d4-1 rounds; D 1d6, SD: Nil, Lang: common, Hon: N/A, ML 6, TOP 11, Crit BSL: Def AC-4 (club), Def AC-5 (tankard), FF 6, Str 13/10, Dex 10/84, Con 12/40, Int 4/03, Wis 10/22, Cha 10/59, Com 9/41)

3 gypsy thieves (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3rd level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d6 (long swords/short bows and flight arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: low (-1 to ALL die rolls), ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). One of the gypsies has a Potion of Healing.

Ismark Berger (fighter), Morosevian (HF 2, EP 143, AL LG, AC 4 (studded leather and medium shield), MV 12", HD 2d10 (2nd level fighter), HP 36, SZ M, #AT 1, D 1-8+4 (+1 to hit and +4 to damage due to long sword specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC-1, FF 7, Str

14/44, Dex 11/35, Con 14/89, Int 9/21, Wis 10/56, Cha 14/40, Com 14/17, cricket in the pea pod 26, armor maintenance, weapon maintenance, mingling 32).

1). HPs:

Clothing AC 9

2). HPs:

Clothing AC 9

3). HPs:

Clothing AC 9

4). HPs:

Clothing AC 9

5). HPs:

Studded Leather AC 7 8 9

Medium Shield +3 +2 +1

**Potential Yield:**

- Kill Arik (EPV=27)
- Kill Gypsy thieves (3) (EPV=714)
- Kill Ismark Berger (EPV=143)
- 4 Long swords (GPV=60)
- 3 Short bows (GPV=90)
- 36 Flight Arrows (GPV=9 sp)
- Potion of Healing** (GPV=400) (EPV=200)
- Studded Leather Armor (GPV=40)
- Medium Shield (GPV=30)

**E3. Mad Mary's Townhouse**

**Encounter: Mad Mary, 0-level Morosevian** (HF 0, EP 5, Int 14, AL CN, AC 9 (clothes), MV 10", HD 1/2, HP 21, SZ M, #AT 1 (-2 to hit due to Str), D 1 (unarmed), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 3, TOP: 10, Crit BSL: Def AC-7, FF 7, Str 4/10, Dex 12/69, Con 10/23, Int 14/87, Wis 3/77, Cha 11/78, Com 7/25)

1). HPs:

Clothing AC 9

**Potential Yield:**

None

**E4. Bürgermeister Meister Berger's Home**

**Encounter: Oksana Berger, (fighter) Morosevian** (HF 1, EP 295, AL LG, AC 8 (clothes and buckler), MV 12", HD 4d10 (4<sup>th</sup> level fighter), HP 41 (10 currently), SZ M, #AT 1, D 2d8+3 (+2 to hit and +3 to damage with broad sword due to specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 15, TOP: 20, Crit BSL:Def AC+2, FF 7, Str 13/10, Dex 12/69, Con 14/23, Int 14/87, Wis 9/77, Cha 15/78, Com 19/25, Quirks and Flaws: migraines, Skills and Talents: sibling empathy, groin punch 29, armor maintenance, weapon maintenance, singing 25, mocking jig 19, slip away into shadows 41.)

1). HPs:

Clothing AC 9

Buckler+1

**Potential Yield:**

- Kill Oksana Berger (EPV=295)
- Buckler (GPV=5)
- Broadsword (GPV=10)

**E6a. The Church (Upper Level)**

**Encounter: Laars, dwarven Morosevian cleric of Odin** (HF 6, EP 474, AL CG, AC 2 (chain mail, med. shield), MV 12", HD 5, HP 54, SZ M, #AT 1, D 2d4+1 (broadsword, +1 to hit and +1 to damage due to Str), SA: Nil, SD: turn undead, Lang: common, Morosevian, goblin, dwarven, Hon: Ave, ML 14, TOP: 27, Crit BSL: Def AC+1, FF 7, Str 13/42, Dex 9/12, Con 15/23, Int 9/87, Wis 15/21, Cha 10/50, Com 7/35, Quirks and Flaws: color blind, Skills and Talents: Dense skin (half damage from blunt) haggle 23, maintain self discipline 60, religion (general) 59, carpentry 45, set snares 51)

First Level (7): Protection from Evil, Sanctuary, Detect Evil, Invisibility to Undead, Purify Food and Drink, Bless, Create Water

Second Level (4): Chant, Wyvern Watch, Premonition, Know Alignment

Third Level (1): Prayer

1). HPs:

Chain Mail AC 5 6 7 8 9

Medium Shield +3 +2 +1

**Potential Yield:**

- Kill Laars (EPV=474)
- Broadsword (GPV=10)
- Chain Mail Armor (GPV=350)
- Medium Shield (GPV=30)

**E6b. Church Cellar**

**Encounter: 1 Morgue Prowler** (HF 34, EP 1400, Int 9, AL CE, AC 2, MV 9", HD 7+2, HP 52, SZ S, #AT 3, D 1d4-2/1d4-2/1-12, SA: sever a limb on a 19 or 20 (if he hits with that roll), creates Morgue Prowlers by biting gnomes, SD: polymorph to burrowing mammal, can regenerate by eating a corpse, immune to Charm, Sleep and Hold spells, (weakness) driven away for 1-6 rounds by "gnomish puns", (weakness) takes 1-6 points of damage per round from sunlight, Lang: gnome, common, Hon: Ave, ML 11, TOP: 26, Crit BSL: Def AC+5, FF N/A, Reference HoB 5 p45)

1). HPs:

**Potential Yield:**

- Kill Morgue Prowler (EPV=1400)
- Holy Bopper +3** (GPV=40,000) (EPV=4000)
- Holy Water

**E7. Cemetery**

**Encounter: Rogue Spirit (1), Vexing Spirits (3), Wild Spirits (10)**

**1 Rogue Spirit** (HF 8, EP 120, Int 13, AL NG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

3 Vexing Spirits (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

10 Wild Spirits (HF 6, EP 270, Int 12, AL CE, AC 0, MV 12", HD 3+1, HP 35, SZ M, #AT 2, D 1-6 (ignores armor), SA: Fear touch vs. 2HD or less, roll randomly for a special additional power for each Spirit (see below), SD: +1 or better or holy weapon to hit, ethereal, immune to Charm, Sleep and Hold spells, Lang: common, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p103)

Wild Spirit Special Powers (roll 1d100)

Table with 2 columns: Roll Range, Power Description. Includes Telekinesis 10 pounds weight, Phantasmal Force three times per day, Chill Touch twice per day, Control undead as a 1st level cleric, Fear (as spell) by touch (creatures up to 8 Hit Die), Telekinesis 50 pounds weight, Spiritual Hammer twice per day, Command twice per day, Magic Jar (two attempts per day), Drain 1 Level by touch (increase EP value to 450), Roll Twice, if rolled again, roll three times, if rolled again, roll four times, etc.

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

- [ ] Kill Rogue Spirit (EPV=120)
[ ] Kill Vexing Spirits (3) (EPV=360)
[ ] Kill Wild Spirits (10) (EPV=2700)

E8. Logger's Bar

Encounter: Hullnod, Loggers (8), Villagers (6)

Hullnod and 8 other loggers (rangers) Morosevian (HF 1, EP 153, AL LG, AC 3 (Drow chainmail, buckler and Dex), MV 12", HP 40, SZ M, #AT 2 or 2, D 1d6 (dagger, +1 to hit due to Strength) and 1d6+1 (short sword, +1 to hit due to Strength) or 1-3 (+1 to hit due to Dex, drow hand crossbow, poison save at -4 or unconscious for 2-8 hours), SA: fight two-handed with no penalty, +4 to hit favored enemy (ghouls), SD: animal empathy, Lang: common, Morosevian, Hon: Great (+1 to ALL die rolls), ML 15, TOP: 20, Crit BSL:Def AC-2 or Def AC+2 (ghouls), FF 7, Str 13/09, Dex 14/72, Con 14/21, Int 14/88, Wis 15/70, Cha 15/71, Com 16/35, Skills: Tracking 23%, Hide in Shadows 5%, Hunting 24%)

6 Villagers (HF 0, EP 7, Int 10, AL N, AC 10, MV 12", HD 1/2, HP 25 ea., SZ M, #AT 1, D 1d6 (club), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 5)

- 1). HPs: [grid]
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Drow Buckler +1
2). HPs: [grid]
Drow Chain Mail AC 5 6 7 8 9
Drow Buckler +1
3). HPs: [grid]
Drow Chain Mail AC 5 6 7 8 9
Drow Buckler +1
4). HPs: [grid]
Drow Chain Mail AC 5 6 7 8 9
Drow Buckler +1
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Drow Buckler +1  
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Clothing AC 9  
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#### Potential Yield:

- Kill Hullnod (EPV=153)
- Kill Loggers (8) (EPV=1224)
- Kill Villagers (6) (EPV=42)
- 9 Suits Drow Chain Mail (GPV=6300)
- 9 Drow Bucklers (GPV=45)
- 9 Drow Short swords (GPV=90)
- 9 Drow Daggers (GPV=18)
- 9 Drow Hand Crossbows (GPV=2700)
- 108 Hand Crossbow Bolts (poisoned, Type S) (GPV=10908)
- 189 Silver Pieces (GPV=18)

#### F. Road Side Jamboree

Encounter: Satyr, Fauns (3), Ariel, Shimone, Susan

**Greater Satyr** (HF 21, EP 1297, Int 11, AL N, AC 5, MV 18", HD 6+2, HP 63, SZ L, #AT 1, D 2d4+2, SA: Satyrical Music (charm, sleep or fear), SD: 50% magic resistance, Lang: common, pixie-fairy, bird, elvish, Hon: Ave, ML 13, TOP: 31, Crit BSL: Def AC+4, FF 5, Reference HoB 7, p25 and the Monster Matrix for large size variant, p16) **Periap of Proof Against Poison, 2 Elixirs of Health, Potion of Delusion (flying).**

**Faun (3)** (HF 6, EP 420, Int 8, AL N, AC 5, MV 15", HD 3, HP 33 ea., SZ S, #AT 1, D 1-6, SA: Music (charm, sleep or fear), SD: 35% magic resistance, Lang: common, elvish, pixie-fairy, Hon: Ave, ML 8, TOP: 16, Crit BSL: Def AC+1, FF 5, Reference HOB 7, p25) The fauns each carry 3 gems worth 500 gp each.

**Ariel, half-elf** (HF 2, EP 250, AL CN, AC 7 (Dex), MV 12", HD 4 (4th lvl thief), HP 32, SZ M, #AT 1, D unarmed, SA: backstab, SD: Infravision, 30% resistance to Sleep and Charm, Lang: common, Thieves' Cant, elvish, pixie-fairy, orc, Hon: Ave, ML 10, TOP 16, Crit BSL: Def AC-3, FF 6, Str 9/15, Dex 17/57, Con 12/40, Int 11/27, Wis 13/03, Cha 13/66, Com 14/46, Skills: PP 60, OL 35, FT 30, RT 20, MS 45, HS 50, DN 20, CW 70, RL 20.)

**Shimone, half-elf** (HF 4, EP 320, AL LG, AC 8 (Dex), MV 12", HD 4 (4th lvl knight errant), HP 46, SZ M, #AT 1, D 1d6+2 (club, +1 to hit and +2 to damage due to Str), SA: Nil, SD: Apology, Infravision, 30% resistance to Sleep and Charm, Lang: common, elvish, goblin, orc, Hon: Ave, ML 13, TOP 23, Crit BSL: Def AC+1, FF 8, Str 14/69, Dex 15/80, Con 16/01, Int 13/18, Wis 13/10, Cha 17/50, Com 15/43, Skills: riding (land based) 40, armorer 21, blind fighting, endurance 22, gaming 31, social etiquette 23, weaponsmithing 22, leatherworking 50, metalworking 50, blacksmithing 50.)

**Susan, human** (HF 5, EP 400, AL NG, AC 8 (Dex), MV 15", HD 4(d12) (4th lvl barbarian), HP 62, SZ M, #AT 1, D unarmed (+1 to hit and +3 to damage due to Str), SA: can hit creatures requiring +1 or better weapon to hit, surprise 5 in 10, SD: surprised only 1 in 10, +4 save vs. poison, +3 vs. paralysis (etc.), +2 versus rod, staff, wand, +1 vs. spells, detect backstab 20%, detect illusion 20%, detect magic 40%, Lang: common, elvish, gnomish, Hon: Ave, ML 10, TOP 31, Crit BSL: Def AC+1, FF 5, Str 15/24, Dex 14/44, Con 15/75, Int 13/89, Wis 9/13, Cha 13/10, Com 15/49, Skills and Talents: outdoor craft, climb walls 78, hide in natural surroundings 35, survival skill suite 26, first aid skill suite 27, tracking 31, animal handling 19)

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: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

6). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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7). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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#### Potential Yield:

- Kill Satyr (EPV=975)
- Kill Fauns (3) (EPV=1260)
- Kill Ariel (EPV=250)
- Kill Shimone (EPV=320)
- Kill Susan (EPV=400)
- **Periap of Proof Against Poison** (GPV=10,000) (EPV=1500)
- **Elixir of Health** (2) (GP=4000) (EPV=700)
- **Potion of Delusion** (flying) (GPV=150) (EPV=0)
- Gems (9) (GPV=1500)
- Club (GPV=0)

**G. Tser Pool Encampment**

**Encounter:** Bruno, Horned simian bush grappler, Gypsy fighters (8), Gypsy thieves (8), Gypsy bards (4)

**Bruno, male adult Horned Simian Bush Grappler** (HF 2, EP 420, Int 3, AL N, AC 6, MV 9" (12"), HD 3+1, HP 45, SZ L #AT 2 or 3, D 9+/9+/1-6 (see Table 12E PHB for grappling, bite), SA: Grappling (2 attacks per round per Table 12E in the PHB), SD: Nil, Lang: None, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+3, FF 6, Str 20, Reference HoB 4, p15)

**8 gypsy fighters** (HF 2, EP 180, Int 12, AL N, AC 2 (hide armor, acrobatics and medium shields), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 40 ea., SZ M, #AT 3/2 or 2, D 1d8+2/1d8 (+1 to hit and +2 to damage due to long sword specialization / short bows with sheaf arrows), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 12, TOP: 20, Crit BSL: Def AC-1 (melee), Def AC-2 (missile), FF 6, Skills and Talents: Acrobatic skill suite)

**8 gypsy thieves** (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3<sup>rd</sup> level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d8 (long swords/short bows and sheaf arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, Skills and Talents: PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). These gypsies have the **following potions, Attitude Adjustment, Elixir of Madness, Fire Breath, Clairaudience and Longevity.**

**4 gypsy bards** (5<sup>th</sup> level) (HF 1, 588, AL CN, AC 4 (Dex and hide armor), MV 9" (12"), HD 5d6 (5<sup>th</sup> level bard), HP 48, SZ M #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC-2 (broad sword) or Def AC+0 (thrown daggers), FF 6, Str 12/83, Dex 15/01, Con 12/09, Int 13/57, Wis 8/14, Cha 15/11, Com 13/46) Skills and Talent: ambidextrous, singing 28, weapon maintenance, local history 40, climb walls 50, detect noise 20, pick pockets 80, read languages 5, identify magic 25, know trivia 25.

**Spells Memorized:** First (3) Aura of Innocence, Shift Blame, Grease, Second (1) Invisibility.

1). HPs:

2). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

3). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

4). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |

5). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

6). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

7). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

8). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

9). 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"/> |
| Medium Shield | +3  | +2   | +1  |                          |
|               | <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"/> |                          |

10). HPs:       
Clothing AC 9

11). HPs:       
Clothing AC 9

12). HPs:       
Clothing AC 9

13). HPs:       
Clothing AC 9

14). HPs:       
Clothing AC 9

15). HPs:

Clothing AC 9  
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16). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Clothing AC 9  
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17). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Clothing AC 9  
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18). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Clothing AC 9  
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19). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Clothing AC 9  
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20). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Hide Armor AC 7 8 9  
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21). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Hide Armor AC 7 8 9  
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22). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Hide Armor AC 7 8 9  
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23). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Hide Armor AC 7 8 9  
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**Potential Yield:**

- Kill Bruno (EPV=420)
- Kill gypsy fighters (8) (EPV=1440)
- Kill gypsy thieves (8) (EPV=1904)
- Kill gypsy bards(4) (EPV=2352)
- Kill Hurudio (EPV=1285)
- Hide Armor (12) (GPV=900)
- Medium Shield (8) (GPV=240)
- Longsword (16) (GPV=240)
- Short Bow (16) (GPV=480)
- Sheaf Arrows (320) (GPV=16)
- Broadsword (4) (GPV=40)
- Dagger (16) (GPV=32)
- 220 hsp (GPV=440)
- 280 cp (GPV=3)
- 160 ep (GPV=80)
- 100gp (GPV=100)
- **Potion of Attitude Adjustment** (EPV=600) (GPV=2000)
- **Elixir of Madness** (EPV=0) (GPV=0)
- **Potion of Fire Breath** (EPV=400) (GPV=4000)

- **Potion of Clairaudience** (EPV=250) (GPV=400)
- **Potion of Longevity** (EPV=500) (GPV=1000)
- **Potion of Heroism** (EPV=300) (GPV=500)
- Hurudio's Spellbook (EPV=5000) (GPV=10000)
- Lesser Bards' Spellbook (EPV=3500) (GPV=7000)

**G1. Madame Eva's Tent**

**Encounter: Madam Eva, gypsy fighter 5<sup>th</sup> / magic-user 4<sup>th</sup> / druid 6<sup>th</sup>:**  
(HF 9, EP 660, AL N, AC 2 (hide armor, buckler and cloak), MV 12", HD 5 (ave), HP 85, SZ M, #AT 2, D 1-8/1d6-1 (scimitar and sickle), SA: spells, SD: +2 to save vs. fire or electric effects, additional +1 bonus to all magic saves, 25% magic resistance, only surprised 2 in 10, Lang: common, Morosevian, orc, pixie-fairy, elvish, druidic, gnome, dragon, manticores, Hon: Ave, ML 16, TOP: 42, Crit BSL: Def AC+1, FF 5, Str 10/10, Dex 10/32, Con 11/40, Int 13/77, Wis 18/61, Cha 15/22, Com 7/80, Quirks and Flaws: Migraines (out of commission one week per month due to migraine pain), suffer -1 to all die rolls when exposed to bright sunlight or Continual Light, Skills and Talents: 90' Infravision, 90% resistant to Sleep and Charm, find secret doors 1 in 6, Move Silently 90% in natural terrain when alone, Identify plants, animals and pure water, pass without trace, Ambidextrous, Less Sleep, general upkeep, Muster Resolve 35%, Haggle 45%, Liar (skilled) 59%.) Madame Eva wears a **Cloak of Protection +3**.

- First (8): Entangle x 4, Speak with Animals, Cure Minor Injury x3
- Second (5): Charm Person, Heat Metal, Cure Light Wounds, Obscurement
- Third (3): Neutralize Poison x2, Summon Insects
- Fourth (2): Animal Summoning I, Dispel Magic

**Magic-user**

- First Level (5): Enlarge, Gabal's Magic Aura, Color Spray, Cromatic Orb, Change Self
- Second Level (2): ESP, Invisibility

**Innate Drow Spells: Fairie Fire, Dancing Lights**

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Hide Armor AC 6 7 8 9  
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Buckler +1  
□□□

**Potential Yield:**

- Kill Madame Eva (EPV=660)
- Hide Armor (GPV=75)
- Scimitar (GPV=15)
- Buckler (GPV=5)
- Sickle (GPV=.6)
- **Cloak of Protection +3** (EPV=3000) (GPV=15000)
- Madame Eva's Spellbook (EPV=4500) (GPV=9000)
- 300pp (GPV=1500)
- Zircon Gems (4) (GPV=400)

**G2. Buried Treasure**

**Encounter: 4 Vampires, Horde** (HF 16, EP 650, Int 2, AL CE, AC 4, MV 9", HD 5, HP 50 ea., SZ M, #AT 3, D 3-8/3-8/3-6 (claw/claw/bite), SA: Nil, SD: regenerate 2 hp per round, Lang: none, Hon: low (-1 to ALL die rolls), ML 15, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p55, Weakness: Bright light or holy symbol forces morale check)

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

4). HPs:

**Potential Yield:**

- Kill Horde Vampires (4) (EPV=2600)
- Potion of Sweet Water (7) (EPV=1400) (GPV=1750)

**H. Tser Falls and The River Ivlis**

**Encounter:** Drow fighters (9), Drow fighter/mage (1)

**5 drow fighters (2<sup>nd</sup> level)** (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 40 ea., SZ M, #AT 5/2, D 1d6+3 (shortsword, +3 to hit)/1d6 (dagger, +1 to hit), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 20, Crit BSL: Def AC+1 (sword), Def AC-1 (dagger), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

**4 drow fighters (2<sup>nd</sup> level)** (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2<sup>nd</sup> level fighter), HP 34 ea., SZ M, #AT 2, D 1d6+3 (shortsword, +3 to hit)/ (bolt, 1-3+poison), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 17, Crit BSL: Def AC+1 (sword), Def AC-2 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

**1 drow fighter/mage (3<sup>rd</sup>/3<sup>rd</sup> level)** (HF 7, EP 650, Int 18, AL CE, AC -2 (Dex, drow chainmail armor and buckler), MV 12", HD (3d10+3d4)/2 (3<sup>rd</sup> level fighter/3<sup>rd</sup> level magic-user), HP 44 ea., SZ M, #AT 2, D 1d6+2 (shortsword, +3 to hit)/ (bolt, 1-3+poison, +2 to hit from Dex), SA: (+2 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 58% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+2 (sword), Def AC+1 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, First level (4): Chill Touch, Feather Fall, Jump, Taunt, Second Level (1): Tattoo of Shame, Weakness: bright light (-2 to hit))

1). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

2). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

3). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

4). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

5). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

6). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

7). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

8). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

9). HPs:

Drow Chain Mail AC4                    5                    6                    7                    8                    9

Drow Buckler +2                    +1

10). HPs:

Drow Chain Mail AC 3                    4                    5

6                    7                    8                    9



|                 |      |     |   |
|-----------------|------|-----|---|
| □□□□□ □         | □□□□ | □□  | □ |
| Drow Buckler +3 | +2   | +1  |   |
| □□□             | □□□  | □□□ |   |

**Potential Yield:**

- Kill Drow fighters (9) (EPV=5850)
- Kill Drow fighter/mage (EPV=650)
- 9 drow shortwords (+1) (EPV=3600) (GPV=36000)
- 5 Drow daggers (+1) (EPV=2500) (GPV=1000)
- 9 Drow chainmail (+1) (EPV=4500) (GPV=18900)
- 9 Drow bucklers (+1) (EPV=1800) (GPV=360)
- 1 Drow shortword (+2) (EPV=800) (GPV=4000)
- 1 Drow chainmail (+2) (EPV=1000) (GPV=2450)
- 1 Drow buckler (+2) (EPV=300) (GPV=45)
- 5 hand crossbows (GPV=1500)
- 10 doses of drow poison (GPV=500)
- 10 Drow cloaks (EPV=0 or 8000) (GPV=0 or 100,000)
- 10 Drow pair of boots (EPV=0 or 10000) (GPV=0 or 150,000)
- 30 hand crossbow bolts (GPV=30)
- traveling spell book with Chill Touch, Feather Fall, Jump, Taunt and Tattoo of Shame (EPV=3000) (GPV=6000)
- 200 pp (GPV=1000)
- 100 gp gems (25) (GPV=2500)

**I. Carriage**

**Encounter: 2 heavy horses** (HF 1, EP 120, Int 1, AL N, AC 7, MV 15", HD 3+3, HP 42 each, SZ L, #AT 3, D 1-3/1-8/1-8 (bite/hoof/hoof), SA: Nil, SD: Nil, Lang: None, Hon: N/A, ML 7, TOP: 21, Crit BSL: Def AC+2, FF 8, Reference HoB 1, p57)

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

- Kill Heavy horses (2) (EPV=240)
- Carriage (GPV=7000)

**J. The Gates of Robinloft**

**Encounter: Green Slime** (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation (in 1-4 rounds), SA: Transformation (eats through plate mail in 3 rounds), SD: Immune to most spells, Lang: None, Hon: N/A, ML 20, TOP: N/A, Crit BSL: N/A, FF N/A, Reference HoB 7, p78, Weaknesses: Cure Disease, Fire, Cold.)

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

**Potential Yield:**

- Kill Green slime (EPV=35)

**K4. Carriage House**

**Potential Yield:**

- Carriage (same as area I) (GPV=7000)

**K7. Entry**

**Encounter: 8 Puppet Golems** (HF 2, EP 130, Int 4, AL N, AC 7, MV 3", HD 2, HP 30 ea., SZ T, #AT 1, D 1-2 (melee) or 2-12 (greek fire), SA: Magic Missile twice per day as 10<sup>th</sup> level caster, SD: Spring Legs (can leap 60 feet), Lang: common, Hon: Ave, ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 3, p90)

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

- Kill Puppet Golems (8) (EPV=1040)
- Greek Fire (20) (GPV=200)
- Tiny sword (8) (GPV=.8) (Anyone other than a pixie fairy who uses this item suffers a -1 hit to Honor)
- Dragon statues (4) (GPV=800)

**K8. Great Entry**

**Encounter: 8 Gargirls** (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA: nag, SD: +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft Appendix)

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

- Kill Gargirls (8) (EPV=7488)
- Tahd Vlad'Neer's lucky tie tack (GPV=50)

**K9. Guest's Hall**

**Potential Yield:**

- Plate Mail Armor (GPV=2000)

**K10. Dining Hall**

**Encounter: 1 Talking Zombie** (HF 2, EP 175, Int 12, AL NE, AC 7, M 6", HD 2, HP 32, SZ M, #AT 1 D 1-8, SA: Nil, SD: Immune to Sleep, Charm, Hold, death magic, poison and cold based spells, Lang: common, Hon: low (-1 to ALL die rolls), ML 19, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 8, p122, Weakness; always attacks last.)

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

**Potential Yield:**

- Kill Talking Zombie (EPV=175)

**K12. Turret Post**

**Encounter: 8 Gargoyles** (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: Nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)

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

- Kill Gargoyles (8) (EPV=2560)

**K15. Chapel of Robinloft****Potential Yield:**

- Icon of Robinloft (EPV=3000) (GPV=12,000)

**K19. Grand Landing****Potential Yield:**

- Plate Mail Armor (2) (GPV=4000)
- Mace (2) (GPV=16)

**K23. Servant's Entrance****Potential Yield:**

- Plate Mail Armor (2) (GPV=4000)

**K24. Servant's Quarters****Potential Yield:**

- Chest, Large (GPV=2)
- 100 cp (GPV=1)
- 300 sp (GPV=30)
- Paintings of Landscapes (6) (GPV=300)
- Potion of Diminution** (EPV=300) (GPV=500)
- Scroll of Dispel Magic** (EPV=300) (GPV=900)
- Scroll of Restoration** (EPV=700) (GPV=2100)
- Plate Mail Armor (GPV=2000)
- Body Shield (GPV=100)
- Chain Mail Armor (GPV=350)
- Locksmithing tools (GPV=100)
- Two-handed sword (GPV=50)
- Hand crossbow (GPV=300)

**K27. Hall of Grace**

**Encounter: 1 Vampire Hound** (HF 4, EP 270, Int 10, AL LE, AC 5, MV 15", HD 3+3, HP 36, SZ S, #AT 1, D 5-10, SA: Fear (<2HD), SD: Regeneration, immune to darkness, immune to control spells, +2 on all saving throws, Lang: Morosevian, common, Hon: Ave, ML 18, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55)

- 1). HPs:

**Potential Yield:**

- Kill Vampire Hound (EPV=270)

**K28. King's Worship Place**

**Encounter: 2 Headlong Vampires** (HF 13, EP 420, Int 10, AL LE, AC 10 or 8 (head form), MV 12"/12" fly (D), HD 4, HP 48 each, SZ M, #AT 1, D 1-6 and 1 point of Strength and Constitution, SA: Head detachment (save vs. spell or die, if save, still affected by Feeblemind - a second save negates), Blood drain (a bitten victim loses one hit point per night unless Dispel Evil is cast upon him), hypnosis (-3 to save), drips acid (1-4 points of damage), SD: Regeneration, immune to holy objects, cannot be turned, immune to control spells, Lang: Morosevian, common, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55, Weaknesses: Turned as wraith (while in head form), recoils from boldly presented holy symbols, helpless if touched by sunlight, head must reunite with body in seven hours or it dies.)

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

**Potential Yield:**

- Kill Headlong Vampire (2) (EPV=840)
- Large ornate throne (2) (GPV=4000)

**K30. Office of the King's Accountant**

**Encounter: Lief Lipsiege, Astral Searcher**

**Lief Lipsiege, Accountant, 0-lvl human male** (HF 0, EP 7, AL LN, AC 10, MV 12", HD 1/2+1, HP 25, SZ M, #AT 1, D 1d6-2 (dagger, -1 to hit and -1 to damage due to Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 6, Str 8/22, Dex 10/14, Con 13/39, Int 14/98, Wis 12/01, Cha 8/45, Com 10/45)

**Astral Searcher** (HF 2, EP 85, AL CN, AC 10, MV 12", HD 2, HP 29, SZ M, #AT 1, D 1d6 (but damage fades in 3-12 rounds), SA: hit all victims as if AC5, If victim reduced to zero, mental possession occurs. SD: 50% magic resistance, Lang: common, Fangarian, Hon: Ave, ML 7, TOP: N/A, Crit BSL: +5, FF N/A, Reference: HOB 1 p34)

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

**Potential Yield:**

- Kill Lief Lipsiege (EPV=7)
- Kill Astral searcher (EPV=85)
- 20,000 cp (GPV=200)
- 1000 gp (GPV=1000)
- 500 pp (GPV=2500)
- Reference books on accounting (100) (GPV=1000)

**K32. Maid's Hall**

**Encounter: Helga, Mulo Vampire** (HF 24, EP 8,000, Int 16, AL CE, AC 1, MV 9", HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Regeneration (3 hp/round), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. SD: +1 or better weapon to hit, can shapechange into a horse or sheep, immune to sunlight, Lang: common, Morosevian, elvish, Hon: Ave, ML 17, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p52, Skills: Maintenance/upkeep, shaving/grooming, cooking 82, orchestrate task 68. Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Nail through the neck or cutting off toes instantly kills.)

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**Potential Yield:**

- Kill Helga (EPV=8000)

**K35. Facing Guardians**

**Encounter: 2 Tin Soldiers** (HF 9, EP 420, Int 0, AL N, AC 5, MV 9", HD 5, HP 43 ea., SZ M, #AT 1, D 1-10, SA: none, SD: immune to most spells, emit toxic fumes when melted (as Stinking Cloud 10' radius), Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p86, Weaknesses: double damage from heat spells and save at -2 against them)

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**Potential Yield:**

- Kill Tin soldiers (2) (EPV=840)

**K37. The Study**

**Potential Yield:**

- 50 Books (500 years old) (GPV=263)
- Painting (with frame) (GPV=100)

**K38. False Treasury**

**Potential Yield:**

- Chest (GPV=2)
- 50 gp (GPV=50)
- 100 sp (GPV=20)
- 2000 cp (GPV=20)

**K40. The Belfry**

**Encounter: 1 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 1-3/1-3/1-8, SA: 1-6 tail spikes (1d6 dmg each), SD: Nil, Lang: none, Hon: Ave, ML 14, TOP: 26, Crit BSL: Def AC+5, FF 8, Reference HoB 4, p 115)

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**Potential Yield:**

- Kill Manticore (EPV=975)

**K41. Treasury**

**Potential Yield:**

- 50,000 cp (GPV=500)
- 10,000 sp (GPV=2000)
- 10,000 gp GPV=10000)
- 1,000 pp (GPV=5000)
- 15 100 gp gems (amber) (GPV=1500)
- 10 1,000 gp fire opals (GPV=10000)
- **Broad sword +2** (EPV=800) (GPV=4000)
- **Boomerang of Cleaving +5** (EPV=500) (GPV=1000)
- **Dagger of Flesh Devouring +2** (EPV=500) (GPV=3000)
- **Pain Giver Shortsword +2** (EPV=300) (GPV=5000)

**K42. The Bedchamber**

**Encounter: Gertruda, Daughter of Mad Mary, 0-lvl human female** (HF 0, EP 7, Int 10, AL NG, AC 8 (Dex and clothes), MV 12", HD 1/2, HP 24, SZ M, #AT 1, D 1d6-1 (dagger), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 4, Str 9/44, Dex 13/76, Con 9/48, Int 9/16, Wis 4/37, Cha 16/66, Com 15/72, Quirks and Flaws: naive, Skills: cooking 68, maintenance/upkeep)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Clothing AC 9

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**Potential Yield:**

- Kill Gertruda (EPV=7)
- Dagger (GPV=2)

**K44. Closet**

**Potential Yield:**

- Capes (28) (GPV=22)
- Black Formal wear (GPV=100)

**K48. Hall of Heroes**

**Encounter: 10 Vexing Spirits** (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

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**Potential Yield:**

- Kill Vexing Spirits (10) (EPV=1200)

**K46. Courtyard Overlook**

**Encounter: 40 ScareRavens** (HF 1, EP 35, Int 1, AL N(E), AC 7, MV 3"/15" fly (B), HD 1+2, HP 26 ea., SZ S, #AT 1, D 1d4, SA: fear gaze for 1-4 rounds, SD: Nil, Lang: none, Hon: N/A, ML 9, TOP: 13, Crit BSL: Def AC-1, FF 7, Reference HoB 7 p31)

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**Potential Yield:**  
 Kill ScareRavens (40) (EPV=1400)

**K47. The Landing**

**Encounter: 20 Crawling Claws** (HF 1, EP 35, Int 0, AL N, AC 7, MV 9", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1d4 (armored) or 1d6 (unarmored), SA: Nil, SD: half damage from edged weapons, immune to magic weapon enhancements, immune to immune to Sleep, Charm, Hold and death magic, cannot be turned, controlled or damaged by holy water, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference HoB 2 p37, Weaknesses: cold spells cause +1 damage per die.)

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

- 5). HPs: □□□□ 6). HPs: □□□□ 7). HPs: □□□□ 8). HPs: □□□□
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**Potential Yield:**  
 Kill Crawling Claws (20) (EPV=700)  
 Painting (GPV=300)

**K49. Lounge**

**Potential Yield:**  
 Books (20) (GPV=2)

**K54. Familiar Room**

**Encounter:** Black cat familiar, Quasit familiar, Pit Bull familiar, Fire Demi-elemental familiar

**Black cat familiar (nocturnal)** (HF 0, EP 7, Int 2, AL NE, AC 6, MV 9", HD 13 hit points, SZ T, #AT 3, D 1-2/1-2/1, SA: Rear claw rake 1-2 (if both front claws hit), surprise 8 in 10, SD: only surprised 2 in 10, speed boost (MV 18" for 1-10 rds), Lang: none, Hon: Ave, ML 8, TOP: 4, Crit BSL: Def AC-4, FF 2, Reference HoB 2, p8)

**Quasit familiar (grumpy)** (HF 11, EP 2000, Int 5, AL CE, AC 2, MV 15", HD 3, HP 35, SZ T, #AT 3, D 1d2+4/1d2+4/1d4+4 (+2 to hit, +4 to damage due to 16/66 Strength), SA: poison (lose 1 point of Dex for 2-12 rounds), SD: Blast of Fear (1/day), Commune (1/week), Darkness, Teleport Without Error, Gate, Detect Good, Detect Magic, Invisibility, +1 or better or cold iron weapon to hit, polymorph self, 25% magic resistance, save as 7 HD, immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 9, TOP: 17, Crit BSL: Def AC+3, FF N/A, Reference HoB 5, p 92)

**Pit Bull familiar (foul smelling)** (HF 2, EP 125, Int 2, AL N(C)E, AC 6, MV 12", HD 2+5, HP 35, SZ M, #AT 1, D 1-8, SA: blood lust (+1 to hit, +3 to damage, +3 penalty to AC), rend flesh (double damage + effect of critical on a natural 20), SD: fear (<4HD save vs. spell or flee for 1d6 rounds) Lang: none, Hon: Ave, ML 17, TOP: 17, Crit BSL: Def AC+1 (normal), Def AC+2 (blood lust), FF 10, Reference HoB 6, p 78)

**Fire Demi-elemental familiar** (magic resistance 20%, imparts to master, grants Fire Resistance to master) (HF 0, EP 120, Int 8, AL NE, AC 8, MV 12", HD <1-1 HP 10, SZ T, #AT 1, D 1-4, SA: will set flammable objects on fire, SD: +2 or better weapon to hit, 20% magic resistance, Lang: none, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference Spellslinger's Guide to Wurld Domination p 80)

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

**Potential Yield:**  
 Kill Black cat familiar (EPV=7)  
 Kill Quasit familiar (EPV=2000)  
 Kill Pit Bull familiar (EPV=125)  
 Kill Fire Demi-elemental familiar (EPV=120)

**K55. Element Room**

**Potential Yield:**  
 Bottles of components (9) (GPV=18)  
 Sweet Water formula book (GPV=500)

**K56. Caldron**

**Encounter:** Witches (4), Salt Water elemental

**Witch #1, 5<sup>th</sup> level magic-user, human** (HF 4, EP 479, AL CE, AC 5 (Dex, ring and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (black cat) Powers: night vision, +1 bonus to surprise rolls.)

**Spells:** 1st level (6): Burning Hands, Charm Person, Color Spray, Spook, Magic Missile (x2), 2nd level (2): Bind, Irritation, Third level (1) Bash Face.

**Possessions: Ring of Protection +3**

**Witch #2, 5<sup>th</sup> level magic-user, human:** (HF 4, EP 679, AL CE, AC 6 (Dex, tough hide and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/13, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (quasit) Powers: telepathy, infravision, 20% magic resistance, regenerate 1 hp per round, memorize and cast spells as if one level higher, +1 bonus to surprise rolls, Skills and Talents: Tough Hide)

**Spells:** 1st level (6): Dancing Lights, Detect Magic, Magic Missile (x3), Sleep, 2nd level (2): Fire Telekinesis, Magic Missile of Skewering, Third level (1) Bash Face, Murgain's Migraine.

**Possessions: Ring of Hefty Spell Casting** (can cast five spells simultaneously)

**Witch #3, 5<sup>th</sup> level magic-user, human** (HF 4, EP 479, AL CE, AC 5 (Dex, cloak and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/49, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (pit bull) Powers: telepathy, +1 bonus to surprise rolls.)

**Spells:** 1st level (6): Feather Fall, Friends, Grease, Protection from Good, Sleep, Smell Immunity, 2nd level (2): Glitterdust, Improved Phantasmal Force, Third level (1) Haste.

**Possessions: Cloak of Displacement** (first attack misses).

**Witch #4, 5<sup>th</sup> level magic-user, human:** (HF 4, EP 679, AL CE, AC 7 (Dex, acrobatic and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (demi-elemental) Powers: telepathy, 20% magic resistance, Fire Resistance, +1 bonus to surprise rolls, Skills and Talents: Acrobatic Skill Suite.)

**Spells:** 1st level (6): Hold Portal, Color Spray, Shocking Grasp, Run, Charm Person, Cromatic Orb, 2nd level (2): Ray of Enfeeblement, Munz's Bolt of Acid, Third level (1) Paralyzation

**Possessions: Potion of Fire Breath, Potion of Polymorph to Insect**

**Salt Water Elemental** (HF 27, EP 6000, AL NE, AC 8, MV 6"/18" swim, HD 12, HP 104, SZ L, #AT 1, D 5-30 (-5 due to fighting outside of water), SA: Nil, SD: +2 or better weapon to hit, Lang: none, Hon: Ave,

ML 17, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HOB 3 p8).

1). HPs:

Clothing AC 9

2). HPs:

Clothing AC 9

3). HPs:

Clothing AC 9

4). HPs:

Clothing AC 9

5). HPs:

**Potential Yield:**

- Kill Witch #1 (EPV=479)
- Kill Witch #2 (EPV=679)
- Kill Witch #3 (EPV=479)
- Kill Witch #4 (EPV=679)
- Dagger (4) (GPV=8)
- Sleep Elixir (4) (EPV=800) (GPV=1600)
- Ring of Protection +3 (EPV=3000) (GPV=15000)
- Ring of Hefty Spell Casting (EPV=1500) (GPV=50000)
- Cloak of Displacement (EPV=1500) (GPV=30000)
- Potion of Fire Breath (EPV=400) (GPV=4000)
- Potion of Polymorph to Insect (EPV=350) (GPV=500)
- Spell Book #1 (EPV=14000) (GPV=28000)
- Spell Book #2 (EPV=13000) (GPV=26000)
- Bowl of Commanding Water Elementals (EPV=2000) (GPV=25000)

**K60. Northtower Peak**

**Encounter: DoppelMeister** (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65, SZ H, #AT 1, D 2-24, SA: digestion 1d12, SD: Invisibility, Lang: none, Hon: Ave, ML 16, TOP: 33, Crit BSL: Def AC+8, FF 7, Reference HOB 2 p 66.)

1). HPs:

**Potential Yield:**

- Kill DoppelMeister (EPV=3000)

**K62. Servants' Hall**

**Encounter: Cyrus Belview, Vampire Thrall** (HF5, EP 420, AL CN, AC 9 (clothes), MV 12", HD 4+4, HP 44, SZ M, #AT 1, D 1d6+3 (club, +1 to hit and +3 to damage due to Strength), SA: Nil SD: regenerate 1 hp per turn, +2 on all saving throws, immunity to control spells Lang: common Morosevian, Hon: Ave, ML 17, TOP: 22, Crit BSL: Def AC+4, FF 9, Reference HOB 8 p 55, Str 15/12, Dex 8/04, Con 11/49, Int 11/52, Wis 3/10, Cha 7/31, Com 8/15.)

1). HPs:

**Potential Yield:**

- Kill Cyrus Belview (EPV=420)

**K65. Kitchen**

**Encounter: 3 Monster Zombies** (HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, HP 50, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p124)

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

- Kill Monster Zombies (3) (EPV=1950)

**K69. Guard's Quarters**

**Encounter: 10 Screaming Skeletons** (HF 2, EP 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 27 ea., SZ M, #AT 1, D 1-6, SA: Fear scream (40-foot radius, 1d6 rounds, save or flee), SD: hacking and puncturing weapons do only half damage, immune to Sleep, Charm, Hold, death magic, paralyzation, poison, fear, darkness, cold-based attacks and verbal abuse, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-1, FF N/A, Reference HoB 7, p66)

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

- Kill Screaming Skeletons (10) (EPV=1750)

**K70. Kingsman Hall**

**Encounter: 3 Hordlings** (HF 45, EP 650, Int 8, AL CE, AC 3, MV 9", HD 6+3, HP 54, SZ Large, #AT 3, D 1-3+4/1-3+4/1-6+4 (claw/claw/bite), SA: Stinking Cloud (7<sup>th</sup> level) once per day, Strangulation (if both claws hit in a single round, holding may automatically do 2-8 on subsequent rounds), +2 to hit and +4 to damage due to 16/66 Strength, SD: infravision, ultravision, Darkness, Teleport Without Error and Gate, half damage from electricity and fire, immune to cold, gas and poison, become 75% invisible if they concentrate for 1 turn, Lang: common (telepathy), nefarian, Hon: Ave, ML 18, TOP: 27, Crit BSL: Def AC+7, FF N/A, Reference HOB 5 p87)

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

- Kill Hordlings (3)

**K72. Office of Vengeance**

**Encounter: Shadow Demon** (HF 24, EP 1,075, Int 12, AL CE, AC 9/5/1 (depending on lighting conditions), MV 12" (possibly more), HD 7+3, HP 65, SZ M, #AT 3, D 1-8/1-6/1-6, SA: Darkness 10' radius (1/day), Fear 30' radius (1/day), Magic Jar (1/week), SD: immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 20/15/11/6 (depending on lighting conditions), TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 5, p126)

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

- Kill Shadow Demon (EPV=1075)
- 3 Longswords (GPV=45)
- 3 Jousting Lances (GPV=60)

**K74. North Dungeon**

**Potential Yield:**

- Cell a 6100 ep (GPV=3050)
- Cell b 5600 ep (GPV=2800)
- Cell c 600 pp (GPV=3000)
- Cell g 6900 ep (GPV=3450)
- Cell h **Bastard Sword +2 , Cursed Berserking** (EPV=0) (GPV=2800)

**K75. South Dungeon**

**Encounter: Werewolf (Cell a)** (HF 5, EP 420, Int 10, AL CE, AC 5, MV 15", HD 4+3, HP 47, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transforming, Lang: common, Hon: Ave, ML 12, TOP: 24, Crit BSL: Def AC+3, FF 8, Reference HoB 4, p108)

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

- Cell a Kill Werewolf (EPV=420)
- Cell b 650 pp (GPV=3250)

**K76. Torture Room**

**Encounter: Coffer Corpse** (6), Troll, Bürgermeister Meister Berger  
**6 Coffer Corpses** (HF 3, EP 65, Int 5, AL CE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1-6, SA: If struck for >5 points with any weapons, it falls to the ground then rises the next round creating a Fear effect (save versus paralyzation) for 1-6 rounds, stranglehold (16 or better to hit) causing automatic 1d6 points of damage per round, SD: +1 or better weapons to hit, immune to Sleep, Charm, Hold, paralyzation, poison and death magic, turned as wraiths, Lang: none, Hon: Ave., ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HoB 2, p 32)

**1 Troll** (HF 13, EP 1,400, Int 7, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA: +2 to hit due to Strength, SD: regenerate 3 hp/round, climb walls 80, superior smell, 90-foot infravision, Lang: common, trollkin, Hon: Ave, ML 14, TOP: 28, Crit BSL: Def AC+7, FF 11, Reference HoB 8, p24)

**Bürgermeister Meister Berger** (HF 0, EP 7, Int 10, AL LG, AC 10, MV 3" (due to injuries), HD 1/2, HP 1 (24), SZ M, #AT none, D none, SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 1, TOP: 12, Crit BSL: Def AC-5, FF 5)

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

- Kill Coffe Corpse (6) (EPV=390)
- Kill Troll (EPV=1400)
- Kill Bürgermeister Meister Berger (EPV=7)
- Holy Avenger BroadSword +2 (EPV=2400) (GPV=22000)
- 600 hsp (GPV=1200)
- 200 pp (GPV=1000)

**K77. Observation Balcony**

**Potential Yield:**

- Throne (2) (GPV=2000)
- 600 pp (GPV=3000)

**K78. Brazier Room**

**Encounter: 1 Vampiricat** (HF 24, EP 14,00, Int 11, AL C(N)E, AC 3, MV 24", HD 5+5, HP 50, SZ S, #AT 3, D 4/4/4-5, SA: +1 to hit due to Strength, energy draining bite 1/day (save vs. spell), charm (if bitten, save vs. spell), SD: regeneration (1 hp/turn), immune to poison, paralysis, Charm, Sleep and Hold spells, Lang: none, Hon: Ave., ML 17, TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 3, p88)

- 1). HPs:

**Potential Yield:**

- Kill Vampiricat (EPV=1400)
- 300 pp (GPV=1500)
- 100 gp Gems (8) (GPV=800)
- 3 Small obsidian cat statues (GPV=300)
- Brazier (GPV=3)
- Bronze statue (GPV=400)

**K84. The Catacombs**

**Encounter: 3,000 Dire Robins** (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP: 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)

**Potential Yield:**

- Kill Dire Robins (EPV=24000)

**Crypt 4.**

**Encounter: Ghost** (HF 14, EP 7,000, Int 14, AL LE, AC 0 or 8, MV 9", HD 10, HP 80, SZ M, #AT 1, Age 10-40 years, SA: Magic Jar spell., SD: fear aura and age 10 years on sight, Lang: none, Hon: Ave., ML See description, TOP: N/A, Crit BSL: Def AC+8, FF N/A, Reference HOB 3, p50)

- 1). HPs:

**Potential Yield:**

- Kill Ghost (EPV=7000)
- Morning Star of Glory +2 (EPV=750) (GPV=7500)

**Crypt 7.**

**Encounter: Spectre** (HF 30, EP 3,000, Int 13, AL LE, AC 2, MV 15"/30" Fly (B), HD 7+3, HP 70, SZ M, #AT 1, D 1-8, SA: Energy Drain (two levels), SD: +1 or better to hit, undead, immune to Sleep, Charm, Hold, or cold based spells, paralyzation and poison, Lang: common, Hon: N/A,

ML 15, TOP: N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p94)

- 1). HPs:

**Potential Yield:**

- Kill Spectre (EPV=3000)
- 3400 gp (GPV=3400)
- Potion of Healing (2) (EPV=400) (GPV=800)
- 500 gp gems (3) (GPV=1500)

**Crypt 9.**

**Potential Yield:**

- 1550 cp (GPV=15)

**Crypt 10.**

**Potential Yield:**

- Jewelry (3) (GPV=15000)

**Crypt 13.**

**Potential Yield:**

- 500 pp (GPV=2500)

**Crypt 20.**

**Encounter: Common Vampire** (HF 36, EP 8,000, Int 16, AL CE, AC 1, MV 12"/18" Fly (C), HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Charm Person Gaze (save at -2), SD: +1 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. Spider Climb at will. Can move with complete silence, Lang: common, Morosevian, elvish, Hon: Ave, ML 16, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p53, Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Recoil from mirrors. Repelled by the strong odor of garlic. Lawful good holy symbol presented boldly by a faithful believer causes reeling for 1-4 rounds. Cannot enter a home unless invited. Becomes powerless in sunlight and suffers 5-20 points of damage per round of full exposure (may regenerate but is killed after a turn of exposure in any case).

- 1). HPs:

**Potential Yield:**

- Kill Common Vampire (EPV=8000)
- 8000 sp (GPV=800)
- 1500 hsp (GPV=3000)
- Shortsword, Luck Blade +1 (EPV=1000) (GPV=20000)
- Scroll of Fireball, Hold Person, Haste, Lightning Bolt and Slow (EPV=1500) (GPV=4500)

**Crypt 21.**

**Encounter: Sivian Banshee** (HF 51, EP 3,000, Int 14, AL LE, AC 2, MV 9", 12" Fly (C), HD 12, HP 68, SZ M, #AT 1, D Nil, SA: Wail of Despair, SD: +2 or better (or blessed or holy) to hit, Lang: common, elven, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 7, p64)

- 1). HPs:

**Potential Yield:**

- Kill Sivian Banshee (EPV=3000)
- 500 pp (GPV=2500)

- 31300 gp (GPV=31300)
- 5300 cp (GPV=53)

**Crypt 27.**

**Encounter: 3 Giant Spiders** (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3"/12" web, HD 3+3, HP 45 ea., SZ L, #AT 1, D 1-8, SA: Poison (class F, save or die), SD: Nil, Lang: none, Hon: Ave., ML 14, TOP: 23, Crit BSL: Def AC+2, FF N/A, Reference HoB 7, p97)

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

**Potential Yield:**

- Kill Giant Spiders (3) (EPV=1260)
- 6000 sp (GPV=1200)
- 2000 ep (GPV=1000)

**Crypt 28.****Potential Yield:**

- Jewelry (3) (GPV=3600)

**Crypt 30.****Potential Yield:**

- Arrows +1 (10) (EPV=5000) (GPV=20000)
- Scroll of Raise Dead (EPV=500) (GPV=1500)
- Potion of Poison (EPV=0) (GPV=0)
- Potion of Clairvoyance (EPV=300) (GPV=500)
- Potion of Invulnerability (EPV=350) (GPV=500)

**Crypt 31.****Potential Yield:**

- Chest (GPV=2)

**Crypt 32.**

**Encounter: Crypt Thing** (HF 13, EP 420, Int 11, AL CN, AC 3, MV 12", HD 6, HP 50, SZ M, #AT 1, D 1-8, SA: Teleporting touch, SD: +1 or better weapons to hit, cannot be turned in crypts (Area K84), immune to Sleep, Charm and Hold spells, paralysis and poison, Lang: none, Hon: Ave., ML 12, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 2, p 45)

- 1). HPs:

**Potential Yield:**

- Kill Crypt Thing (EPV=420)
- 200 cp (GPV=2)
- 100 sp (GPV=10)
- 500 ep (GPV=250)
- 400 gp (GPV=400)
- 500 hsp (GPV=1000)
- 200 pp (GPV=1000)
- Potion of Rainbow Hues (EPV=200) (GPV=800)
- Potion of Ventriloquism (EPV=200) (GPV=1200)
- Robe of Scintillating Colors (EPV=1250) (GPV=15000)

**Crypt 35.**

**Encounter: 12 Wights** (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA: energy drain, SD: silver or +1 or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p86)

- 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:**

- Kill Wights (12) (EPV=11700)
- 1500 hsp (GPV=3000)
- 550 pp (GPV=2750)

**Crypt 36.**

**Encounter: 3 Hell Scorpions** (HF 11, EP 975, Int 0, AL N, AC 3, MV 12", HD 5+5, HP 51 each, SZ M, #AT 5, D 1-10/1-10/1-4/2-7/1-4, (claw / claw / bite / rear claw / stinger) SA: Poison sting (class F, save or die), rear claw can grab victim on a successful hit (victim may attempt open doors roll to break free), SD: Nil, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p31)

- 1). HPs:

- 2). HPs:

- 3). HPs:

**Potential Yield:**

- Kill Hell Scorpions (3) (EPV=2925)
- 4000 cp (GPV=40)
- 3000 ep (GPV=1500)
- Obsidian Statues (3) (GPV=300)

**Crypt 37.****Potential Yield:**

- Scroll of Charm Monster, Polymorph to Amphibian and Polymorph Self (EPV=1100) (GPV=3300)

**Crypt 39.**

**Encounter: Nightmare** (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 68, SZ L, #AT 3, D 4-10/4-10/3-8, SA: Burning hooves, SD: Noxious cloud, become Astral or Ethereal at will, Lang: none, Hon: Ave., ML 14, TOP: 34, Crit BSL: Def AC+5, FF 11, Reference HoB 6, p12)

- 1). HPs:





Hail thee of might and valor:

I, the Bürgermeister Meister Berger of Morosevia send you honor with despair.

My own daughter, the fair Oksana, has been bitten these past nights by a creature calling its race "Vampyr." For over 4,000 years he has drained this land of the life-blood of its people. Now, my dear Oksana languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Morosevia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Bürgermeister Meister Berger

Hail to thee of might and valor:

I, a lowly servant of the township of Morosevia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Oksana Berger, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and turns to a beast in the night, killing innocent townsfolk. She is afflicted with lycanthropy and must be cured. You must take her to the cemetery at night, by force if necessary, and have the Adept Remove this Curse while she is in were-form. She is sure to deny her nature and resist your efforts, but the one sure way to get her to change is to attack her. The stress of combat is sure to bring out the beast within her. She lives in the southernmost manor.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea. Come quickly for her time is at hand! All that I have shall be thine!

Bürgermeister Meister Berger