

- Defeating the Sheep (420 EPV)
- Defeating the Chickens (154 EPV)
- Coins (300 GPV)

### ENCOUNTERS ON THE WAY TO THE HOUSE:

#### A. The "Accident"

**Encounter:** Human (1), Halfling (1)

**Stitch the Halfling** (HF 2, EP 125, Int 14, AL CN, AC 8, MV 9", HD 3d6 (3rd level thief), HP 30, SZ S, #AT 1, D punching, SA: backstab, SD: thief abilities, Lang: Halfling, Common, Elf, Hon: Ave, TOP: 15, Crit BSL: Def AC -3, FF: 6, Skills: Pick Pockets 85%, Open Locks 20%, Find Traps 25%, Remove Traps 15%, Move Silently 50%, Hide in Shadows 40%, Detect Noise 20%, Climb Walls 60%.)

**John Heel** (HF 2, EP 125, Int 12, AL CN, AC 7, MV 9", HD 3d6 (3rd level thief), HP 35, SZ S, #AT 1, D 1-6 club, SA: backstab, SD: thief abilities, Lang: Common, Hon: Ave, TOP: 18, Crit BSL: Def AC -3, FF: 5, Skills: Pick Pockets 75%, Open Locks 20%, Find Traps 15%, Remove Traps 15%, Move Silently 40%, Hide in Shadows 30%, Detect Noise 20%, Climb Walls 60%.)

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**Potential Yield:**

- Defeating Stitch the Halfling (125 EPV)
- Defeating John Heel the Human (125 EPV)
- Coins (15.9 GPV)
- Two daggers (4 GPV)
- Two skins full of ale (2 GPV)
- Suit of halfling-sized Leather Armor (5 GPV)
- Suit of human-sized Leather Armor (5 GPV)

## NPCs AND MONSTERS

### The Caravan:

**Encounter:** Gnome (1), Draft Horses (8), Sheep (12), and Chickens (22)

**Leonald the Gnome Merchant** (HF 1, EP 65, Int 12, AL N, AC 6, MV 6", HD 1, HP 24, SZ S, #AT 1, D 1-6 short sword, SA: nil, SD: nil, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 12, Crit BSL: Def AC -2, FF: 4, Reference HOB 3 pg 75.)

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**Draft Horses (8)** (HF 0, EP 65, Int 1, AL N, AC 7, MV 12", HD 3, HP 36, SZ L, #AT 1, D 1-3, SA: nil, SD: nil, Lang: Horse, Hon: n/a, TOP: 18, Crit BSL: Def AC +1, FF: 7, Reference HOB 1 pg 57.)

**Common Sheep (12)** (HF 0, EP 35, Int 1, AL N, AC 7, MV 9", HD 2-12hp, HP 6, SZ S, #AT 1, D 1-2, SA: nil, SD: nil, Lang: Sheep, Hon: n/a, TOP: 3, Crit BSL: Def AC -4, FF: 4, Reference HOB 7 pg 53.)

**Chickens (22)** (HF 0, EP 7, Int 1, AL N, AC 9, MV 3", HD 1-2hp, HP 2, SZ S, #AT 1, D 1, SA: nil, SD: nil, Lang: Chicken, Hon: n/a, TOP: 1, Crit BSL: Def AC -4, FF: 1.)

**Potential Yield:**

- Defeating Leonald the Gnome (65 EPV)
- Defeating the Draft Horses (520 EPV)

#### B. The Jacob Tinear Players

**Encounter:** Gnome Bard (1), Gnomes (6)

**Jacob Tinear the Bard** (HF 1, EP 65, Int 12, AL N, AC 6, MV 6", HD 1d6 (1st level bard), HP 25, SZ S, #AT 2, D 1-4 dagger, SA: nil, SD: bard abilities, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 13, Crit BSL: Def AC -5, FF: 4, Skills: Climb Walls 50%, Pick Pockets 20%, Detect Noise 30%, Read Languages 5%, Reference HOB 3 pg 75.)

**Gnome Minstrels (6)** (HF 1, EP 65, Int 12, AL N, AC 6, MV 6", HD 1, HP 24, SZ S, #AT 1, D 1-6 club, SA: nil, SD: nil, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 12, Crit BSL: Def AC -2, FF: 4, Reference HOB 3 pg 75.)

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**Potential Yield:**

- Defeating Jacob Tinear (65 EPV)
- Defeating the Gnomes (390 EPV)
- Coins (58.4 GPV)

**C. Broken Tooth Enters**

**Encounter: Broken Tooth the Lesser Kobold (Injured)** (HF 0, EP 7, Int 7, AL LE, AC 7, MV 6", HD 1/2, HP 1 (24 max), SZ S, #AT 1 or 1, D 1-4 or by weapon, SA: nil, SD: nil, Lang: Kobold, Common, Orc, Hon: Dis, TOP: 12, Crit BSL: Def AC -4, FF: 3, Skills: Skilled Liar 68%, Reference HOB 4 pg 66.)

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(only has one HP when he meets the PCs)

**Potential Yield:**

- Defeating Broken Tooth (7 EPV)

**D. The Pit Pup**

**Encounter: Pitbull Pup** (HF 0, EP 15, Int 1, AL N, AC 7, MV 12", HD 1, HP 25, SZ S, #AT 1, D 1-4, SA: nil, SD: nil, Lang: Pitbull, Hon: n/a, TOP: 13, Crit BSL: Def AC -2, FF: 8, Reference HOB 6, pg 78.)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

**Potential Yield:**

- Defeating the Pup (15 EPV)

**E. Adventure Hook**

**Encounter: Hook Horrors (6)** (HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 46, SZ L, #AT 2, D 1-8/1-8, SA: nil, SD: nil, Lang: Hook Horror, Hon: Ave, TOP: 23, Crit BSL: Def AC +3, FF: 5, Reference HOB 4, pg 13.)

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**Potential Yield:**

- Defeating the Hook Horrors (720 EPV)
- Coins (70 GPV)

**F. Pitbulls!**

**Encounter: Pitbulls (9)** (HF 2, EP 125, Int 4, 8@2, AL CE, AC 6, MV 12", HD 2+5, HP 40, 8@30, SZ M, #AT 1, D 1-8, SA: Bloodlust, Rend Flesh, SD: Fear, Lang: Pitbull, Hon: n/a, TOP: 20, 8@15, Crit BSL: Def AC +1, FF: 10, Reference HOB 6, pg 78.)

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**Potential Yield:**

- Defeating the Pitbulls (1125 EPV)

**G. Meeting with Grenstort**

**Encounter: Half-Orc Cleric (1), Orcish Brigands (8)**

**Grenstort the Half-Orc Cleric** (HF 12, EP 975, Int 16/65, Dex 18/03, AL LE, AC 6, MV 12", HD 4d8 (4th level cleric), HP 41, SZ M, #AT 1, D 1-6 staff, SA: spells, SD: spells, Lang: Common, Orc, Goblin, Kobold, Hon: Great, TOP: 21, Crit BSL: Def AC -1, FF: 8, Spells prepared: Curse (x3), Cause Light Wounds (x2), Cure Light Wounds, Withdraw, Reference HOB 6, pg 36.) Magic items: Staff of Weather Control 57 charges with command word: Yaxax, and Robe of Blending.

**Orcish Brigands (8)** (HF 2, EP 65, Int 9, AL LE, AC 5, MV 12", HD 1+2, HP 28, SZ M, #AT 2 or 1, D 1-6/1-6 short bow or 1-8 long sword, SA: nil, SD: nil, Lang: Orcish, Hon: Ave, TOP: 14, Crit BSL: Def AC -2, FF: 5, Reference HOB 6, pg 34.)

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**Potential Yield:**

- Defeating Grenstort (975 EPV)
- Defeating the Orcish Brigands (520 EPV)
- Staff of Weather Control** (2000 EPV, 28,500 GPV)
- Robe of Blending** (1500 EPV, 20,000 GPV)
- Eight Longswords (120 GPV)
- Eight Short Bows (240 GPV)
- Eight Suits of Leather Armor (40 GPV)

**H. Orc Base Camp**

**Encounter:** Trap – Pit Trap, Trap – Glyph of Warding

**Potential Yield:**

- Avoiding/Disarming Pit Trap (5 EPV)
- Negating/Disarming Glyph Trap (15 EPV)
- Slaying the Badly Malnourished Horses (80 EPV)
- Two Suits of human-sized Splint Mail (1200 GPV)
- Three Longswords (45 GPV)
- Footman's Mace (8 GPV)
- Six Daggers (12 GPV)
- Suit of human-sized Chain Mail (350 GPV)
- Suit of dwarf-sized Ring Mail (65 GPV)
- Two Hooded Lanterns (14 GPV)
- Four Empty Oil Flasks (4 GPV)
- Two Vials of Holy Water (50 GPV)
- Three Suits of gnome-sized Plate Mail\* (6,000 GPV)
- Eight Shortswords\* (80 GPV)
- Five gnome-sized Helmets\* (40 GPV)
- Suit of gnome-sized **Leather Armor** -2 (0 EPV, 0 GPV)
- Lance** +1 (500 EPV, 2000 GPV)
- Gnome-sized **Helmet** +1 (100 EPV, 50 GPV)
- Potion of Gnome Gibberish** (150 EPV, 500 GPV)
- Coins in a Clay Coffer (14 GPV)
- Coins in a Small Wooden Chest (6.7 GPV)
- 170 "diamonds" (0 GPV)

The items that are marked by an asterisk above are items taken from the House Indigo and are prominently marked with their symbol.

**J. The Wee Dragon**

**Encounter:** **Young Red Dragon (MacScorch)** (HF 58, EP 10,000, Int 14, AL CE, AC -2, MV 9", 30" Fly, 3" Jump, HD 15, HP 100, SZ H, #AT 3+SA, D 1-10+3/1-10+3/3-30+3, SA: breath weapon 6-60+3, Affect Normal Fires 3 times per day, SD: Variable, Lang: can understand all intelligent creatures, Hon: Ave, TOP: 50, Crit BSL: Def AC +13, FF: 15, Reference HOB 2, pg 93.)

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**Potential Yield:**

- Defeating MacScorch (10,000 EPV)
- Gem (100 GPV)

**K. Reaching Maldun**

**Potential Yield:**

- Payment (500 GPV)

**Area 5: Gardener's Shed:**

**Encounter:** Trap – Glyph of Warding

**Potential Yield:**

- Negating/Disarming Glyph Trap (15 EPV)
- Destroying Shrine to Arnuya (1 or 2 Honor Points)

**Area 6: Hedge Maze:**

**Potential Yield:**

- Statuary (400 to 600 GPV)

**Area 7: Ruins of the Church:**

**Potential Yield:**

- Golden Holy Symbol (40 GPV)
- Cleric Scroll** (700 EPV, 2100 GPV)

**Area 8: Cemetery of the House Indigo**

**Potential Yield:**

- Three **Shortswords** +1 (1200 EPV, 6000 GPV)
- Two Suits of gnome-sized **Chain Mail** +1 (1000 EPV, 4200 GPV)
- Suit of gnome-sized **Plate Mail** +2 (1000 EPV, 14,000 GPV)
- Two **Footman's Maces** +1 (1000 EPV, 2000 GPV)
- Ring of Protection** +1 (1000 EPV, 5000 GPV)
- Lawful Good **Longsword** +3 (1400 EPV, 6000 GPV)

**Area 10: The Stables:**

**Encounter:** **Maws** (4 each stall, 30 stalls, 120 total) (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

(per stall)

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**Potential Yield:**

- Signet Ring on dirt path outside (equipment discount & 1-3 Honor Points)

- Defeating the Maws (260 EPV each stall, 30 stalls, 7800 EPV total)

**Area 12: Entrance Hall**

**Potential Yield:**

- Eight Enchanted Daises (1000 EPV, 4000 GPV) (see appendix)
- Four Suits of gnome-sized Plate Mail (8,000 GPV)

**Area 13A: The Hallway:**

**Encounter: Gnome Skeleton (1 each hallway, 2 hallways, 2 total)** (HF 1, EP 15, Int nil, AL N, AC 7, MV 9", HD 1, HP 24, SZ S, #AT 1, D 1-6, SA: nil, SD: undead immunities, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC -2, FF: n/a, Reference HOB 7 pg 66.)

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

**Potential Yield:**

- Defeating Gnome Skeleton (15 EPV each, 2 hallways, 30 EPV total)

**Area 14: Standard Guest Room**

**Potential Yield:**

- Various Trinkets (1-4 GPV each, 16 rooms, approx. 50 GPV total)

**Area 15 and 15A: Privy**

**Encounter:** Maws (4 each privy, 15 rooms, 60 total), Large Maw (1 each privy, 15 rooms, 15 total)

**Maws (4 each privy, 15 rooms, 60 total)** (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

**Large Maw (1 each privy, 15 rooms, 15 total)** (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

(per privy)

- 1). HPs:
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- 3). HPs:
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- 5). HPs:

**Potential Yield:**

- Defeating Maws (260 EPV each room, 14 rooms, 3640 EPV total)
- Defeating Large Maw (135 EPV each room, 14 rooms, 1890 EPV total)
- Steel Hand Mirror (20 GPV) (Area 15A only)

**Area 15B: Jasper's Privy**

**Encounter:** Jasper, Maws (4), Large Maws (1)

**Jasper** (HF 5, EP 275, Int nil, AL NE, AC 8, MV 9", HD 4, HP 26, SZ M, #AT 1, D punch, SA: spells, SD: see Ligna's description, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: n/a, FF: n/a, Spells prepared: Color Spray, Grease, Magic Missile, Push, Sleep, Hypnotic Pattern, White Hot Metal.)

**Maws (4)** (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

**Large Maw (1)** (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

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- 6). HPs:

**Potential Yield:**

- Defeating Jasper (275 EPV)
- Defeating Maws (260 EPV)
- Defeating Large Maw (135 EPV)
- Jasper's Spell Book (900 EPV, 2700 GPV)
- Dagger of Throwing +2** (350 EPV, 5000 GPV)
- Coins (34 GPV)
- Two Gems (20 GPV)

**Area 16: Standard Guest Room**

**Potential Yield:**

- Suit of gnome-sized Chain Mail (350 GPV)
- Helmet (8 GPV)
- Short Sword (10 GPV)
- Pouch of Coins (15 GPV)
- Empty Vial (0 GPV)

**Area 17: Standard Guest Room**

**Encounter: Large Maw** (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

- 1). HPs:

**Potential Yield:**

- Defeating Large Maw (135 EPV)
- Helm of Thieves Bane +1** (1000 EPV, 16,000 GPV)

**Area 18: Guest Suite**

**Potential Yield:**

- Various Trinkets (1-4 GPV each, 3 rooms, approx. 8 GPV total)

**Area 18A: Guest Suite**

**Encounter: Gnome Skeleton** (HF 1, EP 15, Int nil, AL N, AC 7, MV 9", HD 1, HP 24, SZ S, #AT 1, D 1-6, SA: nil, SD: undead immunities, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC -2, FF: n/a, Reference HOB 7 pg 66.)

- 1). HPs:

**Potential Yield:**

- Defeating Gnome Skeleton (15 EPV)
- Various Trinkets (1-4 GPV)

**Area 18B: Guest Suite**

**Potential Yield:**

- Cloak of Comfort (100 EPV, 300 GPV)

**Area 18C: Guest Suite**

**Encounter: Arnie the Demented Spirit** (HF 2, EP 120, Int 9, AL CN, AC 5, MV 12", HD 2, HP 28, SZ M, #AT 1, D 0, SA: latching on, sleep deprivation, SD: Ethereal, Lang: Common, Elf, Hon: n/a, TOP: n/a, Crit BSL: Def AC n/a, FF: n/a, Reference HOB 7, pg 100.)

- 1). HPs:

**Potential Yield:**

- Defeating Arnie (120 EPV)
- Ring of Spell Storing (2500 EPV, 22,500 GPV)

**Area 19: Trophy Hall**

**Encounter: Lesser Medusa** (HF 14, EP 2000, Int 11, AL LE, AC 5, MV 9", HD 6, HP 50, SZ M, #AT 1, D 1-4, SA: petrification gaze, poison bite, SD: nil, Lang: Common, Medusa, Gnome, Hon: Dis, TOP: 25, Crit BSL: Def AC +4, FF: 4, Reference HOB 4, pg 127.)

(if the PC's free the Medusa)

- 1). HPs:

**Potential Yield:**

- Reviving and then Defeating Medusa (2000 EPV)
- Rare Banner (40 GPV)
- Two Daggers (4 GPV)
- Gambling IOU's (-200 GPV)
- Ring with a Gem Inset (20 GPV)
- Mounted Red Dragon Claws (120 GPV)

**Area 20: Conference Room**

**Encounter: Ligna's Ghoul** (HF 5, EP 375, Int 11 if freed, AL CE, AC 2, MV 15", HD 2, HP 30, SZ M, #AT 3, D 1-4/1-4/1-6, SA: paralyzation, SD: undead resistance, immune to turning or control by clerics unless vine is severed, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC +0, FF: n/a, Reference HOB 3, pg 51.)

- 1). HPs:

**Potential Yield:**

- Defeating the Ghoul (375 EPV)
- Crystal Ball (400 GPV)

**Area 21: Visiting Room**

**Encounter: Trap – Rusty Needle Trap**

**Potential Yield:**

- Bottle of Cognac (150 GPV)
- Disarming Needle Trap (5 EPV)

**Area 22: General's Dining Room**

**Encounter: Subcutaneous Feeders (4)** (HF 0, EP 7, Int nil, AL N, AC 3, MV 1", 9" Fly, HD 1-3hp, HP 1, SZ T, #AT 1, D 1, SA: muscle boring 1/1-4/4-7, Constitution check or pass out, larva SD: nil, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC -4, FF: n/a, Reference HOB 7, pg 120.)

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

**Potential Yield:**

- Defeating Subcutaneous Feeders (28 EPV)
- 250 lbs. of Silverware (2500 GPV)
- Two Pewter Pitchers (4 GPV)

**Area 23: Barracks**

**Potential Yield:**

- Coins (138.5 GPV)
- 16 Gems (80 GPV)
- 30 Silver Belt Buckles (120 GPV)
- 28 Pewter Mugs (28 GPV)
- Eight Dice (0 GPV)
- 25 Empty Vials (0 GPV)
- Dented but Usable Medium Shield (3 GPV)

**Area 24: Main Armory**

**Potential Yield:**

- 23 Short Swords (230 GPV)
- 66 Spear Heads (39.6 GPV)
- 40 Light Lances (240 GPV)
- 12 Daggers (24 GPV)
- 31 Axe Heads (62 GPV)
- Eight Suits of gnome-sized Chain Mail (2800 GPV)
- Suit of gnome-sized Splint Mail (600 GPV)
- Suit of gnome-sized **Splint Mail +2** (1000 EPV, 4200 GPV)
- Four Small Shields (80 GPV)
- Three gnome-sized Helmets (24 GPV)
- Pony-sized **Chain Mail Barding +2** (1000 EPV, 3500 GPV)
- Tools and supplies for armor and weapon repair and maintenance (200 GPV)
- 4 Vials of Weapon Black (200 GPV)
- Potion of Speed** (200 EPV, 450 GPV)
- Short Sword +1** (400 EPV, 2000 GPV)

**Area 26: Prep Room**

**Potential Yield:**

- Silver Pan Pipes (20 or 40 GPV)

**Area 27A: The Theater**

**Encounter:** Ligna's Ghoul (1), Yellow Mold (1)

**Ligna's Ghoul** (HF 5, EP 375, Int 11 if freed, AL CE, AC 2, MV 15", HD 2, HP 31, SZ M, #AT 3, D 1-4/1-4/1-6, SA: paralyzation, SD: undead resistance, immune to turning or control by clerics unless vine is severed, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC +0, FF: n/a, Reference HOB 3, pg 51.)

**Yellow Mold** (HF 0, EP 65, Int nil, AL N, AC 9, MV nil, HD n/a, HP n/a, SZ L, #AT 1, D nil, SA: spray poison spores up to 60', SD: 20% MR, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC n/a, FF: n/a, Reference HOB 5, pg 36.)

- 1). HPs:

**Potential Yield:**

- Defeating the Ghoul (375 EPV)
- Defeating the Yellow Mold (65 EPV)

**Area 27B: The Stage**

**Encounter: Ghoul with Helmet** (HF 4, EP 175, Int 10 if freed, AL CE, AC 2, MV 15", HD 2, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA: paralyzation, SD: undead resistance, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC +0, FF: n/a, Reference HOB 3, pg 51.)

- 1). HPs:

**Potential Yield:**

- Defeating the Ghoul (175 EPV)
- Gem (5 GPV)
- Coins (4.4 GPV)
- Ring (10 GPV)
- Earring (3 GPV)

**Area 28A: Dressing Room**

**Potential Yield:**

- Long Silver Mirror (100 GPV)

**Area 28B: Dressing Room**

**Potential Yield:**

- Hat of Opposite Alignment (1000 EPV, 15,000 GPV)

**Area 29: The Grand Hall**

**Potential Yield:**

- Bastard Sword of Cursed Berserking +2 (800 EPV, 2800 GPV)
- Clay Coffer of Coins (44 GPV)

**Area 30: Kitchen**

**Potential Yield:**

- Knife of Carving +2 (400 EPV, 2000 GPV)
- 90 other Knives and Utensils (15 GPV)

**Area 31: Pantry**

**Potential Yield:**

- Scroll of Power Word: Freeze (500 EPV, 1500 GPV)

**Area 32: Ballroom**

**Encounter: Wooden Unicorn Statue** (HF 20, EP 650, Int nil, AL NE, AC -2, MV 24", HD 4+4, HP 48, SZ L, #AT 3, D 1-6/1-6/1-12, SA: Charge for triple, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +3, FF: n/a.)

- 1). HPs:

**Potential Yield:**

- Defeating the Unicorn Statue (650 EPV)

**Area 33: Veranda**

**Encounter: Ear Seekers (12)** (HF 0, EP 7, Int Non-, AL N, AC 9, MV 1", HD 3-18hp, HP 6, SZ T, #AT 1, D special, SA: lays eggs that hatch and kill the host 90% of the time in 4-24 hours, SD: nil, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC -2, FF: n/a, Reference HOB 7, pg 43.)

- 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:**

- Defeating the Ear Seekers (84 EPV)

**Area 34: Billiard Room**

**Encounter: Maws (4)** (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

**Potential Yield:**

- Defeating the Maws (260 EPV)
- Suit of human-sized **Chain Mail +1** (500 EPV, 2100 GPV)
- Coins (68.1 GPV)
- Tinder Box (1 GPV)
- Two Torches (.02 GPV)

**Area 35: Male Servant Quarters**

**Potential Yield:**

- Silver Ring (5 GPV)

**Area 36: Female Servant Quarters**

**Potential Yield:**

- Ivory Comb (2 GPV)
- Jade Necklace (3 GPV)

**Area 37: Conservatory**

**Potential Yield:**

- Bagpipes of Fog Control** (1000 EPV, 8000 GPV)
- Wand of Time Keeping** (300 EPV, 500 or 2000 GPV)
- Two Ivory Flutes (80 GPV)
- Two Brass Bugles (70 GPV)
- Large, Golden Harp (600 GPV)

**Area 38: Library**

**Potential Yield:**

- Spell Book of Gnome Illusionist (3000 EPV, 9000 GPV)

**Area 41: Head Butler's Room**

**Encounter: Large Maw** (nightstand drawer) (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

1). HPs:

**Potential Yield:**

- Defeating Large Maw (135 EPV)
- Gem (25 GPV)

**Area 43: West Wing Armory**

**Encounter: Ligna's Mannequin (2)** (HF 3, EP 125, Int nil, AL NE, AC 0, MV 6", HD 3, HP 44, SZ S, #AT 1, D 1-10, SA: nil, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +1, FF: n/a.)

1). HPs:

2). HPs:

**Potential Yield:**

- Defeating the Mannequins (250 EPV)
- Two Suits of gnome-sized **Plate Mail +2** (2000 EPV, 28,000 GPV)
- Four Shortswords (40 GPV)
- 13 Hand Axe Heads (26 GPV)
- Dagger of Gnomish Fighting +1/+3** (300 EPV, 1500 GPV)
- Two **Crossbow Bolts +4** (2000 EPV, 8,000 GPV)

**Area 44: Warden's Room**

**Potential Yield:**

- Two Pairs of Handcuffs with Keys (20 GPV)

**Area 45: The Brig**

**Encounter: Bugbear Coffe Corpse** (HF 4, EP 130, Int 6, AL CE, AC 8, MV 6", HD 4, HP 50, SZ L, #AT 1, D 1-6+2, SA: choking, SD: only hurt by magic weapons, Lang: Common, Bugbear, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a, Reference HOB 2, pg 32.)

1). HPs:

**Potential Yield:**

- Defeating Bugbear Coffe Corpse (130 EPV)

**Area 47: 2nd Floor Library**

**Encounter: Cherub Statues (4)** (HF 2, EP 65, Int nil, AL NE, AC 3, MV 3", HD 2, HP 30, SZ S, #AT 2, D 1-4/1-4, SA: blood drain, SD: see Ligna's description, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC +0, FF: n/a.)

1). HPs:

2). HPs:

3). HPs:

4). HPs:

**Potential Yield:**

- Defeating Cherub Statues (260 EPV)
- Ivory Smoking Pipe (100 GPV)
- Scroll of Protection vs. Fire** (1000 EPV, 5000 GPV)
- Spell Book (3300 EPV, 9900 GPV)

**Area 48: Diplomatic Meeting Room**

**Potential Yield:**

- Dwarven Treaty (300 GPV)
- Map of the House (10 EPV)

**Area 49: Tellamar's Room**

**Potential Yield:**

- Boots of Elvenkind** (1000 EPV, 15,000 GPV)

**Area 50: Tellamar's Secret Closet**

**Encounter:** Trap – Sleep Gas Traps (4)

**Potential Yield:**

- Disarming Sleep Gas Traps (4) (5 EPV each)
- Small **Bag of Holding** (3000 EPV, 35,000 GPV)
- Suit of gnome-sized **Chain Mail +4** (2000 EPV, 3150 GPV)
- Dagger of Far-Reaching Vengeance +3/+6** (700 EPV, 4500 GPV)
- Ring of Stone Passage** (2000 EPV, 5000 GPV)
- Ioun Stone of Wisdom +1** (300 EPV, 25,000 GPV)
- Coins (560 GPV)
- 439 Gems (4125 GPV)
- Military Documents (100 to 400 GPV)
- Four Potions of Healing** (200 EPV, 400 GPV)
- Potion of Extra Healing** (400 EPV, 800 GPV)
- Potion of Superheroism** (450 EPV, 750 GPV)
- Potion of Troll Control** (600 EPV, 1000 GPV)
- Three Bottles of Rare Gnomish Ale (150 GPV)
- Box of Expensive Cigars (20 GPV)

**Area 51A: Tellamar's Bath & Privy**

**Encounter:** **Maws (8)** (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

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

**Potential Yield:**

- Defeating the Maws (520 EPV)
- Jade Comb (15 GPV)
- Ivory Hand Mirror with Gems (150 GPV)

**Area 51B: The Roof**

**Encounter:** **Ligna's Skithering Yith Monkeys (3)** (HF 3, EP 440, Int 14, AL LE, AC 4, MV 6" or 9" Climbing, HD 3, HP 38, 32, 30, SZ S, #AT 1, D 1-4 dagger, SA: Double 3rd Level Magic-user Spells, SD: see Ligna, Lang: Yith Monkey, Common, Hon: n/a, TOP: n/a, Crit BSL: Def AC -2, FF: n/a, Spells prepared: Charm Person (x2), Magic Missile (x4), Sleep, Shield, Cloud of Pummeling Fists, Mirror Image, Reference HOB 7, pg 71.)

1). HPs:

2). HPs:

3). HPs:

**Potential Yield:**

- Defeating the Skithering Yith Monkeys (1320 EPV)
- Gold Idol with Gems for Eyes (750 GPV)

**Area 52: Ellmay's Grove**

**Encounter:** Mantrap (1), Trap – Cursed Box

**Mantrap** (HF 7, EP 420, Int Non-, AL N, AC 6, MV nil, HD 7, HP 62, SZ H, #AT 3, D AC+1, SA: Fascinate poison, SD: nil, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +5, FF: n/a, Reference HOB 4, pg 117.)

1). HPs:

**Potential Yield:**

- Defeating the Mantrap (420 EPV)
- Disarming Cursed Box (40 EPV)
- Seed of Ligna (2000 EPV, 15,000+ GPV, see Concluding the Adventure and Appendix)

**Area 54: Benister and Ellmay's Closet**

**Potential Yield:**

- Bracers of Defense AC 4 (3000 EPV, 30,000 GPV)
- Silver Sickle (100 GPV)
- Wand of Wonder** (3500 EPV, 40,000 GPV)

**Area 55: Benister's Bath & Privy**

**Encounter:** Trap – Fire-Trapped Spell Book

**Potential Yield:**

- Disarming Spell Book (50 EPV)
- Pearl Necklace (200 GPV)
- Benister's Private Spell Book (2900 EPV, 8700 GPV)

**Area 56: Benister's Lab**

**Encounter:** **Flesh Golem** (HF 11, EP 2000, Int 3, AL N, AC 9, MV 8", HD 9, HP 60, SZ L, #AT 1 or 2 (if additional arm attached), D 2-16/2-16, SA: door smashing, SD: immune to most spells, Lang: Common, Gnome, Hon: n/a, TOP: n/a, Crit BSL: Def AC +7, FF: n/a, Reference HOB 3, pg 85.)

1). HPs:

**Potential Yield:**

- Manual of the Flesh Golem (1500 EPV, 20,000 GPV)
- Building Flesh Golem (4000 EPV)
- Slaying the Flesh Golem (2000 EPV)





