

Frاندor's Keep (Ch.1)/Wilderness (Ch.2): Battle Sheet

→

Leather armor:

AC	8	9
HP	☐ ☐	☐

AC +1
HP ☐☐☐

Battle Sheet

- 4) HPs:     
- 5) HPs:     
- 6) HPs:     
- 7) HPs:     

(HF 1, EP 175, Int non, AL N, AC 8, MV 6", 15" web, HD 1+1, hp 28, 26, 25, SZ S, #AT 1, D 1, SA poison class B, SD web, Lang: none, Hon: N/A, ML 7, TOP 14, 13, 12, Crit BSL: Def AC-1; FF 7, Reference HOB 7 p 96).

- 1) HPs: 

- 2) HPs: 
- 3) HPs: 

(1-10) (HF 1, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27x2, 26x3, 25, 24, 23x3, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d6 (bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: dishonorable (-1 to ALL die rolls), ML 15, TOP 13x5, 12x2, 11x4, Crit BSL: Def AC-2; FF 5, Reference HOB 5 p 9). (11-13) Bandits, leaders x3, (HF 1, EP 15, Int 3-18, AL CE, AC 7 (leather armor + Dex), MV 12", HD 1, hp 28, 27, 25, SZ M, #AT 2 (ambidextrous), D 1d8 (long sword) and 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: ave, ML 15, TOP 14, 13, Crit BSL: Def AC-2; FF 6, Reference HOB 5 p 9).



Bandits - Hacklopedia of Beasts, Volume 5, page 9

- [illegible]

- 10) HPs:** [] [] [] [] [] [] [] [] [] [] [] [] [] []
Leather armor:
AC 8 9
HP [] [] []
- 11) HPs:** [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
[] [] []
Leather armor:
AC 8 9
HP [] [] []
- 12) HPs:** [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
Leather armor:
AC 8 9
HP [] [] []
- 13) HPs:** [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
Leather armor:
AC 8 9
HP [] [] []

(HF 3, EP 310, (human male fighter - 4th level))

(Str 19/02, Dex 14/19, Con 13/15, Int 11/27, Wis 16/03, Cha 17/65, Com 33/60, AL N, AC 8 (leather armor), MV 12", HD 4, hp 44, SZ M, #AT 1, D 1d8 (broken sword: -50% to damage) +3/+7, SA Nil, SD all attacks against him are at -2 to hit and -2 dmg, Lang common, Hon dishonorable (-1 to ALL die rolls), TOP 22, Crit BSL Def AC+5, FF 6, Age 43, Height 5' 11", Weight 201 lbs., Quirks and Flaws: insanity, Proficiencies long sword, long bow, dagger, Talents armor maintenance, administration (78), knowledge of courtly affairs (47), leadership, basic (91), maintenance/upkeep, military: battle sense (77), military:leadership (58), military:operations (65), military: small unit tactics (88), mingling (33), recruit army (49), riding, land based (52), shaving/grooming, weapon maintenance. *Note: In his current mental state, Hullan has lost the ability to employ any of these skills.*

*Ki'Mander*

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
- ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
- ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
- Leather armor:
- | | | | |
|----|---|--|--------------------------|
| AC | 8 | | 9 |
| HP | ☐ ☐ | | ☐ |

(HF 12, EP 975, Int 5, AL N, AC 4, MV 2", HD 6, HP 34, SZ L, #AT 1, D 3-12, SA Surprise, SD Nil, Lang: none, Hon: n/a, ML 10, TOP 22, Crit BSL: Def AC+4; FF n/a. Reference HOB 2 p 12)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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10A: Entrance: Orc guards (2)

AC 6 (hide armor, medium shields nearby that they will use should they be engaged hand-to-hand which improves their AC to 5), HP 29, 27, short bows with 30 flight arrows each, long swords. Reference HOB 6, p 33.

- 1) HPs:   
  
 Hide armor:
 AC 6 7 8
 HP 9

 Medium shield:
 AC +3 +2 +1
 HP   



Orcs - Hacklopedia of Beasts,
Volume 6, page 33

Appendix H

Mines of Chaos (Ch.3): Battle Sheet

KB. KOBOLD LAIR

KB1. Roaming Woodland Kobold Patrol (4)

(HF 0, EP 7, Int 9, AL LE, AC 8, MV 9", HD 1/2, HP 24, 23, 23, 21, SZ S, #AT 1, D 1d6 (club), 1d6 (javelin), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 9, TOP 12, 11x2, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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KB2a. Lesser Kobold Guards (3)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 23, 22, 22, SZ S, #AT 1 (at -2 to hit because of narrow opening), D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11, Crit BSL: Def AC-6, FF 5, Reference HOB 4 p 66)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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KB2b. Lesser Kobold Guards (3). Same statistics as KB2a.

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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KB5. Lesser Kobold Guards (9)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 24, 24, 23, 23, 23, 22, 22, 21, SZ S, #AT 1, D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12x2, 11x6, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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- 5) HPs:

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- 6) HPs:

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- 7) HPs:

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- 8) HPs:

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- 9) HPs:

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Ror'Nash the Greater Kobold Guard Captain (1)

(HF 1, EP 15, Int 11, AL LE, AC 5 (hide armor and wicker shield), MV 9", HD 1, HP 26, SZ S, #AT 1 (at +1 to hit from short sword+1), D 1d6+1 (short sword +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 66)

- 1) HPs:

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Hide armor:

AC	6	7	8	9
HP	□□□□□	□□□□□	□□	□

Wicker Shield:

AC	-
HP	□

KB6. Common Weasels (10)

(HF 0, EP 7, Int 1, AL N, AC 6, MV 15", HD 1-4 hp, HP 4, 4, 3, 3, 3, 2, 2, 2, 1, SZ S, #AT 1, D 1 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon: Ave, TOP 2, 1, Crit BSL: Def AC-4, FF 5, Reference HOB 8)

- 1) HPs:

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Giant Weasel (1)

(HF 2, EP 125, Int 1, AL N, AC 6, MV 18", HD 3+3, HP 38, #AT 1, D 2d6 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon Ave, TOP 19, Crit BSL: Def AC+2, FF 8, Reference HOB 8)

- 1) HPs:

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KB7. Lesser Kobold Guards (6), Same statistics as KB5

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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- 5) HPs:

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- 6) HPs:

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KB9. Buzzed Lesser Kobold Loafers (10)

(HF 0, EP 7, Int 5, AL LE, AC 8, MV 5", HD 1/2, HP 24, 23, 23, 23, 23, 22, 22, 22, 21, 21, SZ S, #AT 1, D 1d6 (club), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 7, TOP 12, 11x7, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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- 5) HPs:

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- 6) HPs:

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- 7) HPs:

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- 8) HPs:

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- 9) HPs:

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- 10) HPs:

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Hal'Gallah the Greater Kobold Brewmaster (1)

(HF 1, EP 15, Int 12, AL LE, AC 4 (Ring of Protection +1, hide armor and wicker shield), MV 9", HD 1, HP 28, SZ S, #AT 1 (at +1 from shortbow +1), D 1d6 +1 (shortbow +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-2, FF 6, Reference HOB 4 p 66)

- 1) HPs:

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

Hide armor:

AC	6	7	8	9
HP	□□□□□	□□□□□	□□	□

Wicker Shield:

AC	-
HP	□

KB10. Giant Rats (15)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD d4+8 hp, HP 12 (x5), 11 (x5), 10, (x5), SZ S, #AT 1 (+1 to hit due to Great Honor), D 1d6-1 (bite, +1 due to Great Honor), SA Disease, SD Nil, Lang: n/a, Hon: Great, TOP 6x5, 5x10, Crit BSL: Def AC-3, FF 5, Reference HOB 6 p 114)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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- 5) HPs:

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- 6) HPs:

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- 7) HPs:

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- 8) HPs:

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- 9) HPs:

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- 10) HPs:

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- 10) HPs:

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- 11) HPs:

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- 12) HPs:

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- 13) HPs:

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- 14) HPs:

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- 15) HPs:

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Little Keep on the Borderlands

KB15. Kor'Rucka the Greater Kobold 3rd level Fighter (1)

(HF 3, EP 230, AL LE, AC 3 (chain mail, defense adjustment -2), MV 9", HD 3d10 (3rd level Fighter), HP 42, SZ S, #AT 3/2 (+6 to hit, +2 from battle axe +2, +1 from specialization, +3 from Strength), D 2d4+10 (+2 from battle axe +2, +2 from specialization, +6 from Strength), SA Nil, SD Nil, Lang: kobold, orcs, Common, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC+5, FF 7, Str 18/23, Dex 15/84, Con 14/94, Int 12/23, Wis 9/23, Cha 10/23, Com 13/74. Skills: art appreciation: subset: painting 21, engineering 12, angawa battle cry 19, first aid skill suite 15.)

- 1) HPs: 
- Chain mail armor:
- | | 5 | 6 | 7 | 8 | 9 |
|----|--|---|---|---|---|
| AC | | | | | |
| HP |  | | | | |

(HF 0, EP 7, Int 6, AL LE, AC 8, MV 6", HD 1/2, HP 23, 22, 22, 21, 21, SZ S, #AT 1, D 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11x3, 10x2, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- ## KB17. Lesser Kobold Torturers (4)

(HF 0, EP 7, Int 6, AL LE, AC 8, MV 6", HD 1/2, HP 24, 23, 22, 21, SZ S, #AT 1, D 1d6 (club), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12, 11x2, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- ## Par'Parra the Lesser Kobold Chef (1)

(HF 0, EP 7, Int 8, AL LE, AC 6 (hide armor), MV 6", HD 1/2, HP 24, SZ S, #AT 1, D 2d4+1 (battle axe), 1d6+1 (claws), SA Nil, SD Nil, Lang: Kobold, orcish, Hon: Great (+1 to ALL die rolls), ML 6, TOP 12, Crit BSL: Def AC-3, FF 6, Ref. HOB 4 p66)

- ### KB18. Otyugh (1)

(HF 13, EP 650, Int 8, AL N, AC 3, MV 6", HD 6, HP 47, SZ L, #AT 3, D 1d8/1d8/1d4+1 (tentacle/tentacle/bite), SA Grab, Disease, SD Never surprised, Lang: ottyugh, kobold, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC+4, FF 7, Reference MOB 6 p 46)

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Same statistics as KB5 except HP 24, 23, 23, 22 (x3), 21 (x4), D 1d6 (club), 1d6 (short sword), TOP 12, 11x5, 10x4.

- KB14. Latrine Ambusher (1) (center latrine only)**

(HF 2, EP 120, Int 6, AL N, AC 7, MV 6", 12" Swim, HD 2, HP 29, SZ M, #AT 3, D 1d4/1d4/1d6 (claw/claw/bite), SA See Description, SD Nil, Lang: n/a, Hon: Ave, ML 5, TOP 14, Crit BSL: Def AC+0, FF 6, Reference HOB 4 p 75)

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O. OGRE CAVE

OG1. Common Low Ogre (1)

(HF 2, EP 270, Int 8, AL CE, AC 4, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1-6 (club) +3/+7 (Strength), SA Nil, SD Nil, Lang: Ogre, Goblin, Hon Ave, TOP 22, Crit BSL Def AC+5, FF 8, Reference HOB 6 p 24). This huge Ogre has AC 4, due to another thick bearskin he wears for protection (2 hp absorption).

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Bearskin armor: AC 9/HP ☐☐

Black Bear (1)

(HF 1, EP 175, Int 3, AL N, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 3, D 1-3/1-3/1-6, SA hug, SD Nil, Lang none, Hon Ave, TOP 19, Crit BSL Def AC-1, FF 8, Reference HOB 1 p 56).

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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GB. GOBLIN LAIR

GB1. Wandering Goblins, male (6)

(HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor and small wooden shield), MV 6", HD 1-1, hp 27, 26, 25, 24, 23, 22, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang goblin, bugbear, Hon Ave, TOP 13, 13, 12, 12, 11, 11, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 3) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 4) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 5) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 6) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐

GB2. Dire Wolves (2)

(HF 1, EP 120, Int 6, AL N, AC 6, MV 18", HD 3+3, hp 39, 37, SZ M, #AT 1, D 2-8, SA Nil, SD Nil, Lang none, Hon N/A, TOP 19, 18, Crit BSL Def AC+1, FF 8, Reference HOB 8).

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Common Wolves (3)

(HF 0, EP 65, Int 3, AL N, AC 7, MV 18", HD 3, hp 36, 34, 34 SZ S, #AT 1, D 2-5, SA Nil, SD Nil, Lang none, Hon N/A, TOP 18, 17, 17 Crit BSL Def AC+1, FF 8, Reference HOB 8).

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

GB3. Goblin guards, male (4). Same statistics as GB1.

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 3) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 4) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐

GB5. Goblin guards, male (8).

Same statistics as GB1 except hp 27, 26, 25, 24, 24, 23, 23, 22, TOP 13, 13, 12, 12, 12, 11, 11, 11.

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 2) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐
- 3) HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐ ☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐ ☐☐ ☐

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- [illegible]

(HF 0, EP 10, Int 5, AL LE, AC 10, MV 6", HD 1/2-1, hp 23 (x2), 22 (x5), 21 (x3), SZ S, #AT 1, D see overbearing or wrestling rules on page 135 of the GMG (-1/-2 due to low Strength), SA Nil, SD Nil, Lang goblin, bugbear, kobold, orc, hobgoblin, common, Hon dishonorable to ave, TOP 11(x14), 10(x2), Crit BSL Def AC-5, FF 6, Reference HOB 3 p82).

- B8. Goblin guards, male (4). Same statistics as GB1.**

- Goblins, young (57)**
(HF 0, EP 5, Int 5, AL LE, AC 10, MV 6", HD <1-1, hp 13 (x19), 12 (x15), 11 (x7), 10 (x16), SZ 5, #AT 1, see overbearing or wrestling rules on page 135 of the GMG (-3/-6 due to low Strength), SA Nil, SD Nil, Lang goblin, Hon Ave, TOP 6 (x25), 5 (x9), Crit BSL Def AC-7, FF 6, Reference HOB 3 p82).

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

Little Keep on the Borderlands

(HF 5, EP 420, In 8, AL CE, AC 10, MV 6", HD 3+3, hp 40, SZ S, #AT 2, D (unarmed) /1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Non dishonorable (-1 to ALL die rolls), TOP 20, Crt BSL Def AC+1, FF 6, Reference HOB 3 p 81). Treat rabies infections from the bite of a Gibbering Goblin as an acute nervous system disorder with severity level determined from a random roll on Table 1Q in the GMG.

(HF 5, EP 420, Int 10, AL CE, AC 5 (chain mail), MV 6", HD 3+3, hp 37, SZ S, #AT 2, D 1-6+1 (footman's pick)/1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Hon great (+1 to ALL die rolls + mulligan), TOP 18, Crit BSL Def AC+1, FF 6, Reference HOB 3 p 81).

Chain mail armor:

AC	5	6	7	8	9
HP	□□□□□ □□□□	□□□□□□	□□□□□	□□	□

Leather armor:

AC	8	9	
HP	□□	□	

Small wooden shield:

AC	+2	+1	+0
HP	□□□	□□	□

Leather armor:

AC	8	9	
HP	□□	□	

Small wooden shield:

AC	+2	+1	+0
HP	□□□	□□	□

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

6) HPs:

7) HPs:

8) HPs:

9) HPs:

10) HPs:

11) HPs:

16)	HPs:	□□□□□	□□□□□	□□□□
17)	HPs:	□□□□□	□□□□□	□□□□
18)	HPs:	□□□□□	□□□□□	□□□□
19)	HPs:	□□□□□	□□□□□	□□□□
20)	HPs:	□□□□□	□□□□□	□□
21)	HPs:	□□□□□	□□□□□	□□
22)	HPs:	□□□□□	□□□□□	□□
23)	HPs:	□□□□□	□□□□□	□□
24)	HPs:	□□□□□	□□□□□	□□
25)	HPs:	□□□□□	□□□□□	□□
26)	HPs:	□□□□□	□□□□□	□□
27)	HPs:	□□□□□	□□□□□	□□
28)	HPs:	□□□□□	□□□□□	□□
29)	HPs:	□□□□□	□□□□□	□□
30)	HPs:	□□□□□	□□□□□	□□
31)	HPs:	□□□□□	□□□□□	□□
32)	HPs:	□□□□□	□□□□□	□□
33)	HPs:	□□□□□	□□□□□	□□
34)	HPs:	□□□□□	□□□□□	□□
35)	HPs:	□□□□□	□□□□□	□
36)	HPs:	□□□□□	□□□□□	□
37)	HPs:	□□□□□	□□□□□	□
38)	HPs:	□□□□□	□□□□□	□
39)	HPs:	□□□□□	□□□□□	□
40)	HPs:	□□□□□	□□□□□	□
41)	HPs:	□□□□□	□□□□□	□
42)	HPs:	□□□□□	□□□□□	
43)	HPs:	□□□□□	□□□□□	
44)	HPs:	□□□□□	□□□□□	
45)	HPs:	□□□□□	□□□□□	
46)	HPs:	□□□□□	□□□□□	
47)	HPs:	□□□□□	□□□□□	
48)	HPs:	□□□□□	□□□□□	

[illegible]

(HF 2, EP 210, Int 9, AL NE, AC 7 (studded leather), MV 6", HD 2+1, hp 31, SZ S, #AT 2, D 1d6-2 (knife) /1 (bite), SA babbling (save at +4), rabid bite (+4 to save), SD immune to non-magical mental attacks, Lang goblin, common, Hon ave, TOP 15, Crit BSL Def AC 0, HF 5, Reference HOB 3 p 81).

Studded leather armor:

AC	7	8	9
HP	□□□□	□□	□

Statistics similar to GB1 or specific Goblines identified elsewhere in lair (for skilled laborers) except 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4), 11(x4) 10.)

Leather armor:

AC	8	9	
HP	□□	□	

Small wooden shield:

AC	+2	+1	+0
HP	□□□	□□	□

Battle Sheet

- GB27. Goblins, male (12).**

Stats similar to wandering Goblins except Dexterity 13; hp 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4), 11(x4) 10. Crit BSL Def AC-2 for missile weapons).

- [illegible]

Battle Sheet

12) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

GB28a-d. Goblin Sub-Commanders (4).

Same statistics as GB1 except hp 27x4, TOP 13x4.

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐
 2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐
 3) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐
 4) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

GB29a. Goblin, male sub-chief (1).

Same statistics as GB1 except AC 4 (chain mail and small wooden shield), D 1-6 (short sword), 27 hp, TOP 13.)

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Chain mail armor:
 AC 5 6 7 8 9
 HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

GB29b. Goblin, male (1)

(HF 0, EP 15, Int 10, AL LE, AC 5 (chainmail), MV 6", HD 1, hp 27, SZ S, #AT 1, D 2-8 (battle axe), SA Nil, SD Nil, Lang goblin, bugbear, common Hon great (+1 to ALL die rolls + mulligan), TOP 13, Crit BSL Def AC-2, FF 6, Reference HOB 3 p 81). He has gained the following skill mastery levels: Cricket-in-the-Peapod 28, Eye Gouge 24, Muster Resolve 31.

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Chain mail armor:
 AC 5 6 7 8 9
 HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

GB30. Goblin guards, male (3).

Statistics similar to GB1 but hp 27, 26, 26, TOP 13(x3), D1-6 (short sword).

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐
 2) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

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3) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather armor:
 AC 8 9
 HP ☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

GB31. Goblin Chief, male (1)

(HF 0, EP 35, Int 10, AL LE, AC 2 (plate mail and small wooden shield), MV 6", HD 1, hp 28, SZ S, #AT 1, D 1-6 (short sword), SA Nil, SD Nil, Lang goblin, bugbear, common Hon great (+1 to ALL die rolls + mulligan), TOP 14, Crit BSL Def AC-2, FF 6, Reference HOB 3 p 81). He has gained the following skill mastery levels: Cricket-in-the-Peapod 14, Muster Resolve 31, Rousing Speech 33.

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Plate mail armor:
 AC 3 4 5 6
 HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 AC 7 8 9
 HP ☐☐☐☐☐☐☐☐☐
 Small wooden shield:
 AC +2 +1 +0
 HP ☐☐☐☐☐☐

Goblins, female (3). Same statistics as GB7.

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

→ _____ →

GH. OWLBEAR LAIR

GH01. Giant Rats (2-12)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", 9" Climb, HD 0, HP 10, SZ S, #AT 1, D 1d6-2 (bite), SA Disease, SD Nil, ML 4, TOP 5, Crit BSL: Def AC -4, Reference HOB 6 p 114)

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

GH02. Grey Ooze (1)

(HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 31, SZ M, #AT 1, D 2-16, SA Metal Disintegration, SD Acid, cold, heat and fire immunity, ML 19, TOP 15, Crit BSL: Def AC +1, FF 4, Reference HOB 6 p 30)

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

GH03. female Great Horned Owlbear (1)

(HF 5, EP 1,100, Int 7, AL N, AC 5, MV 12", HD 5+2, HP 45, SZ L, #AT 5, D 1d6 (clawx2), 2d6 (bite), 1d4 (hornx2), SA Charge, SD Nil, ML 13, TOP 22, Crit BSL: Def AC +3, FF 4, Reference HOB 6 p 51)

1) HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐



Great Horned Owlbear - Hacklopedia of Beasts, Volume 6, page 51

OR1. Highland Orc guards (2)

Highland Orc - Hacklopedia of Beasts, Volume 6, page 37

- Ring mail armor: AC 7 8 9
HP

- Ring mail armor:
- | | | | |
|----|---|---|---|
| AC | 7 | 8 | 9 |
| HP |   |  |  |

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 27, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- Studded leather armor:
- | | | | | |
|--|----|------|----|---|
| | AC | 7 | 8 | 9 |
| | HP | □□□□ | □□ | □ |

(HF 1, EP 120, Int 1, AL N, AC 7, MV 24", HD 2+2, HP 39 (x2), 35 (x3), 32, 31, 30, 28 (x2), 27, 26, 25, SZ L, #AT 1, D 1d8, SA Nil, SD Poison/disease resistance, ML 11, TP 17, Crit BSL: Def AC-0, FF 9, Reference HOB 6 p 42)



Orkin Lowland Pony -
Hacklopedia of Beasts, Volume 6,
page 42

- 1) HPs: □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 □□□□ □□□□
- 3) HPs: □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 □□□□
- 4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□
- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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- 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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- 10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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- 11) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 12) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
- 13) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- 
- Orkin Lowland Pony -
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OR5 Orkin Bandit warriors (2)

(HF 1, EP 149, 122, Int 12, AL LN, AC 6 (studded leather and Dex), 7 (studded leather), MV 12", HD 2d10 (2nd level fighters), HP 38, 29, SZ M, # AT 1 (Gorkin gets +4 to hit due to his Magical Quarterstaff +2 and Strength, Jurkin gets +2 to hit due to his Strength), D 1d6+7 (Magical Quarterstaff +2, Strength), 1d6+4 (quarterstaff, Strength), SA Nil, SD Ambush resistance, Lang: Orkish, Common, Hon: Ave, ML 12, TOP 19, 14, Crit BSL: Def AC+4, Def AC+2, FF 5, 6, Reference HOB 6 p 41)

Gorkin: Str 17/11, Dex 15/36, Con 11/50, Int 12/97, Wis 10/41, Cha 8/01, Com 9/20 Jurkin: Str 16/74, Dex 11/08, Con 12/14, Int 12/08, Wis 15/15, Cha 10/81, Com 10/56. Skills: armor maintenance, weapon maintenance, groin punch 15 (Gorkin), Muster Resolve 21 (Gorkin), Who's Yer Mamma Ankle Wrench 19 (Jurkin), Kidney Bruiser 18 (Jurkin).

- Studded leather armor:
- | | | | |
|----|------|----|---|
| AC | 7 | 8 | 9 |
| HP | □□□□ | □□ | □ |

- Studded leather armor: AC 7 8 9
HP ☐☐☐☐ ☐☐ ☐

(HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 5, Reference HOB 6 p 41) Animal Lore 75. Animal Handling 65. Animal Training 55.

- 1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- Studded leather armor:
- | | | | |
|----|---|---|--------------------------|
| AC | 7 | 8 | 9 |
| HP | ☐ ☐ ☐ ☐ | ☐ ☐ | ☐ |

(HF 1, EP 125, Int 3, AL N, AC 6, MV 15", HD 2+2, HP 37 (x3), 35, 34, 34, 31, 30, 30, 29, 29, 27, 26 (x3), 21, SZ M, #AT 1 (bite) or 2 (claw), D 2d8+1 (bite) or 1d6/1d6 (claw), SA Nil, SD Nil, ML 13, TOP 14, Crit BSL: Def AC-0, FF 8, Reference HOB 6 p 43)

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

13) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

14) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

15) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

16) HPs: □□□□ □□□□ □□□□ □□□□ □



*Orkin Wardawg - Hacklopedia
of Beasts, Volume 6, page 43*

Little Keep on the Borderlands

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather amor), MV 9" (-2 due to drunkenness)(12"), 9" Climb, HD 1+1, HP (base) 27 (x2), 26, 25, 24, 23 (x3), SZ M, #AT 1 (-1 to hit due to drunkenness), D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-0; FF 5, Reference HOB 6 p 37) (-1 to wisdom based saving throws due to drunkenness)

- 6) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□
Studded leather armor:
AC 7 8 9
HP □□□□ □□ □
- 7) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□
Studded leather armor:
AC 7 8 9
HP □□□□ □□ □
- 8) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□
Studded leather armor:
AC 7 8 9
HP □□□□ □□ □

(HF 0, EP 27, Int 7, AL LE, AC 10, MV 12", HD 1d6, HP 24, 24, 23, 23, 23, 22, 22, 22, 22, 21, 21, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Orcish, Common, Hon: dishonorable (-1 to ALL die rolls), ML 9, TOP 11, Crit BSL: Def AC-5, FF 4, Reference HOB 6 p 37)

- (HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- HF 2, EP 220, Int 11, AL LE, AC 4 (hide armor, Dex bonus), MV 12", 9" climb, HD 3d10 (3rd level Fighter), HP 40, SZ M, #AT 1, D 2d4+2 (khopesh sword, Str bonus), 1d8 (longbow w/sheaf arrows), SA: Nil, SD: Nil, Lang: Orcish, Common, Hon: 36 (Great Honor - +1 to ALL die rolls and mulligan), ML 13, TOP: 20, Crit BSL: Def AC-3 (khopesh sword or unarmed), Def AC-0 (longbow), FF 6, Str 16/55, Dex 15/08, Con 12/44, Int 11/80, Wis 9/88, Cha 10/96, Com 6/01. Quirks/flaws: Chronic Nosebleeds (GMG pg 93), Loud Boor (GMG page 98), Narcolepsy (GMG pg 94). Skills: brass instruments 53, religion (general) 19, history (local) 21, mountaineering 37, feign toughness 40.

- (HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- (HF 0, EP 35, Int 2, AL NE, AC 6, MV 12", HD 1+1, HP 26, 26, SZ S, #AT 1, D 1d4-1, SA Nil, SD Nil, ML 11, TOP 13, Crit BSL: Def AC-1, FF 7, Reference HOB 7 p 109)

- (HF 0, EP 28, Int 1, AL LE, AC 8 (Dex), MV 12", HD 1d6 (1st level thief), HP 23, SZ M, #1 AT 1 (+3 if throwing dagger), D 1d4 (dagger), SA Backstab, SD Hide in Shadows, Lang: Orcish, Common, Hon: Low, ML 9, TOP 11, Crit BSL: Def AC-5 (melee), Def AC-2 (missile), FF 5, Str 8/41, Dex 16/10, Con 11/54, Int 13/81, Wis 10/08, Cha 7/19, Com 5/30, Reference HOB 6 p 37). Skills: coin pile numerical approximation 21, set snares 15, pick pockets 15, open locks 50, find traps 20, remove traps 20, move silently 20, hide in shadows 20, detect noise 20, climb walls 85, read languages -10.

- (HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 29, 27, 26, 26, 24, 23, 23, 23, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, CRIT BSL: Def AC-1, FF 5, Reference HOB 6 p 41)

- 14

H7: Pack Apes (2)

1) HPs: 

2) HPs: 



Pack Ape - Hacklopedia of Beasts, Volume 1, page 26

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Ring mail armor:

AC	7	8	9
HP	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐

Small shield:

AC	+2	+1
HP	☐ ☐ ☐ ☐	☐ ☐ ☐

1) HPs:

AC	7	8	9
HP			

Small shield:

AC	+2	+1
HP		

2) HPs:

AC	7	8	9
HP			

Small shield:

AC	+2	+1
HP		

3) HPs:

AC	7	8	9
HP			

Small shield:

AC	+2	+1
HP		

4) HPs:

AC	7	8	9
HP			

Small shield:

AC	+2	+1
HP		

1) HPs:

 Ring mail armor:
 AC 7
 HP 8 9
 Small shield:
 AC +2
 HP +1

2) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ring mail armor:

AC 7

HP ☐☐☐☐☐ ☐☐ 8 ☐☐ 9

Small shield:

AC +2

HP ☐☐☐☐ ☐☐☐ +1

3) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ring mail armor:

AC 7

HP ☐☐☐☐☐ ☐☐ 8 ☐☐ 9

Small shield:

AC +2

HP ☐☐☐☐ ☐☐☐ +1

4) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ring mail armor:

AC 7

HP ☐☐☐☐☐ ☐☐ 8 ☐☐ 9

Small shield:

AC +2

HP ☐☐☐☐ ☐☐☐ +1

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□
Ring mail armor:
AC 7 8 9
HP □□□□ □□ □□ □

1) HPs:

Little Keep on the Borderlands

6) HPs: □□□□□ □□□□□ □□□□□ □
7) HPs: □□□□□ □□□□□ □□□□□ □
8) HPs: □□□□□ □□□□□ □□□□□ □
9) HPs: □□□□□ □□□□□ □□□□□ □
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11) HPs: □□□□□ □□□□□ □□□□□ □
12) HPs: □□□□□ □□□□□ □□□□□ □
13) HPs: □□□□□ □□□□□ □□□□□ □
14) HPs: □□□□□ □□□□□ □□□□□ □
15) HPs: □□□□□ □□□□□ □□□□□ □
16) HPs: □□□□□ □□□□□ □□□□□ □
17) HPs: □□□□□ □□□□□ □□□□□ □
18) HPs: □□□□□ □□□□□ □□□□□ □
19) HPs: □□□□□ □□□□□ □□□□□ □
20) HPs: □□□□□ □□□□□ □□□□□ □
21) HPs: □□□□□ □□□□□ □□□□□ □
22) HPs: □□□□□ □□□□□ □□□□□ □
23) HPs: □□□□□ □□□□□ □□□□□ □
24) HPs: □□□□□ □□□□□ □□□□□ □
25) HPs: □□□□□ □□□□□ □□□□□ □

Hobgoblin children (29)

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, hp 11 each, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 5 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

1) HPs: □□□□□ □□□□□ □ 16) HPs: □□□□□ □□□□□ □
2) HPs: □□□□□ □□□□□ □ 17) HPs: □□□□□ □□□□□ □
3) HPs: □□□□□ □□□□□ □ 18) HPs: □□□□□ □□□□□ □
4) HPs: □□□□□ □□□□□ □ 19) HPs: □□□□□ □□□□□ □
5) HPs: □□□□□ □□□□□ □ 20) HPs: □□□□□ □□□□□ □
6) HPs: □□□□□ □□□□□ □ 21) HPs: □□□□□ □□□□□ □
7) HPs: □□□□□ □□□□□ □ 22) HPs: □□□□□ □□□□□ □
8) HPs: □□□□□ □□□□□ □ 23) HPs: □□□□□ □□□□□ □
9) HPs: □□□□□ □□□□□ □ 24) HPs: □□□□□ □□□□□ □
10) HPs: □□□□□ □□□□□ □ 25) HPs: □□□□□ □□□□□ □
11) HPs: □□□□□ □□□□□ □ 26) HPs: □□□□□ □□□□□ □
12) HPs: □□□□□ □□□□□ □ 27) HPs: □□□□□ □□□□□ □
13) HPs: □□□□□ □□□□□ □ 28) HPs: □□□□□ □□□□□ □
14) HPs: □□□□□ □□□□□ □ 29) HPs: □□□□□ □□□□□ □
15) HPs: □□□□□ □□□□□ □

H13:Large, ugly Hobgoblins (2)

(HF 1, EP 65, Int 7, AL LE, AC 5 (chain mail), MV 9", HD 2+1, hp 35, 33, SZ M, #AT 1 (+2 due to Str), D 1d8+4 (long sword, Str), SA Nil, SD Nil, Lang: hobgoblin, Hon: Ave, ML 12 TOP 17 (x2), Crit BSL: Def AC+2, FF 6, Reference HOB 4 p 10). Each carries a pouch with their individual treasure. The larger (35 hp) Hobgoblin's pouch contains a silver woman's (human) armlet (135 gp), 9 sp, 5 elp, and 5gp. The other carries 9 sp, 6 elp and 3 gp.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□
Chain mail armor:
AC 5 6 7 8 9
HP □□□□□ □□□ □□□□□ □□□□ □□ □
2) HPs: □□□□□ □□□□□ □□□□□ □□□□□
Chain mail armor:
AC 5 6 7 8 9
HP □□□□□ □□□ □□□□□ □□□□ □□ □

H15:Juno, Hobgoblin cook (male)

(HF 1, EP 268, AL LN, AC 10, MV 9", HD 3d10+9 (3rd level fighter), HP 52, SZ M, #AT 1 (+3 due to Str, Dagger Bonus, Honor), D 1d6+2 (dagger, Str, Honor), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: High (+1 to all rolls), ML 12 (15 in the kitchen), TOP 26, Crit BSL: Def AC+2 (melee), Def AC+1 (missile), FF 6, Str 14/01, Dex 10/09, Con 16/30, Int 11/75, Wis 11/62, Cha 9/08, Com 9, Talents: Brewing, Dagger Bonus, Detect Poison, Relevant Skills: cooking 82, culinary arts 77, establish ambush zone 62, eye of the tiger advantage 48, woodland lore 38, Quirks/Flaws: Obsessive/Compulsive (cleanliness), Reference HOB 4 p 10). He has a pouch with 24 cp, 12 elp, 9 gp, two 50 gp aquamarines and two 500 gp bloodstones.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hobgoblin adolescent assistants (5)

(HF 0, EP 15, Int 9, AL LN, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each have 1-3 cp.

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

H16: Hobgoblin jailer, male (1)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 24, SZ M, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference: HOB 4 p 10). He carries a pouch with 21 cp, 6 gp and 11 elp

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□

Hobgoblin guards, male (2)

(HF 0, EP 35, Int 9, AL LE, AC 5 (chain mail), MV 9", HD 1+1, HP 26, 25, SZ M, #AT 1, D 1d8 (long sword or light crossbow), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 13 (x2), Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 10). Each carries a pouch with individual treasure of 9 cp, 4 gp and 7 elp, and 14 cp, 5 gp and 5 elp, respectively.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
Chain mail armor:
AC 5 6 7 8 9
HP □□□□□ □□□ □□□□□ □□□□ □□ □
2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
Chain mail armor:
AC 5 6 7 8 9
HP □□□□□ □□□ □□□□□ □□□□ □□ □

Hobgoblins, female (2)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23 (x2), SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 12 (x2), Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each carries a pouch with individual treasure of 11 cp, 2 gp and 3 elp, and 7 cp, 3 gp and 4 elp, respectively.

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□
2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

H17: Hobgoblin adolescents (7)

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each carries 1-4 cp.

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

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H22: Hobgoblins, male (4)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, 27, 25, 24, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 13 (x2), 12 (x2), Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each carries a pouch with individual treasure of 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
 Ring mail armor:
 AC 7
 HP □□□□□ □□ 8 □
 Small shield:
 AC +2
 HP □□□□ □□□ +1
 - 2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
 Ring mail armor:
 AC 7
 HP □□□□□ □□ 8 □
 Small shield:
 AC +2
 HP □□□□ □□□ +1
 - 3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
 Ring mail armor:
 AC 7
 HP □□□□□ □□ 8 □
 Small shield:
 AC +2
 HP □□□□ □□□ +1
 - 4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
 Ring mail armor:
 AC 7
 HP □□□□□ □□ 8 □
 Small shield:
 AC +2
 HP □□□□ □□□ +1

Hobgoblins, female, (5)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 11 each, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each has a pouch with individual treasure of 2-16 cp, 2-8 elp and 1-4 gp.

- 1) HPs:               

Hobgoblin adolescents (9)

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT.1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each carries 1-4 cp.

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

Hobgoblin children (9)

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 11 each, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 5 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

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

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H23: Hobgoblin Sergeant (1)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 14, TOP 14, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). He carries a pouch with 27 sp and 18 gp.

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
Small shield:					
AC	+2		+1		
HP	□□□□		□□□		

Hobgoblin adolescents (6)

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 11 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They each carry 1-4 cp.

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
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- 2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
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- 3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
-------	-------	-------	-------	---
- 4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
-------	-------	-------	-------	---
- 5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
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- 6) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□
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H24: Hobgoblins (8)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 24 ea, SZ M, #AT 1, D 1d6 (spear), SA Nil, SD, Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each has a belt pouch holding 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 6) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	
- 7) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:				
AC	7		8	9
HP	□□□□□	□□	□□	□
Small shield:				
AC	+2		+1	
HP	□□□□		□□□	

Battle Sheet

- 8) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
Small shield:					
AC	+2		+1		
HP	□□□□		□□□		

Hobgoblin Elite Archers (6)

(HF 0, EP 35, Int 9, AL LE, AC 6 (ring mail), MV 9", HD 1+1, HP 26 each, SZ M, #AT 1 (+1 to hit with long bow), D 1d8 (sheaf arrow), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 14, TOP 13 each, Crit BSL: Def AC, FF 6, Talent: Bow Bonus, Reference Hob 4 p 10). Each carries a belt pouch containing 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
- 2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
- 3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
- 4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
- 5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□
- 6) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
Ring mail armor:					
AC	7		8		9
HP	□□□□□	□□	□□		□

→ _____ →

B. BUGBEAR LAIR

B2. Sergeant Durag (1)

(HF 2, EP 175, Int 10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 41, SZ L, #AT 1, D 1d6+4 (large footman's mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 21, Crit BSL: Def AC + 1; FF 8, Reference HOB 1 p 96).

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
-------	-------	-------	-------	-------	---
- Hide armor:
- | | | | | |
|----|-------|-------|----|---|
| AC | 6 | 7 | 8 | 9 |
| HP | □□□□□ | □□□□□ | □□ | □ |
- Small shield:
- | | | | | |
|----|------|--|-----|--|
| AC | +2 | | +1 | |
| HP | □□□□ | | □□□ | |

Bugbear Guards (3)

(HF 2, EP 175, Int 6, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 40, 34, 29, SZ L, #AT 1, D 1d6+4 (large footman's mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 20, 17, 15, Crit BSL: Def AC + 1; FF 6, Reference HOB 1 p 96).

- 1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□
-------	-------	-------	-------	-------	---
- Hide armor:
- | | | | | |
|----|-------|-------|----|---|
| AC | 6 | 7 | 8 | 9 |
| HP | □□□□□ | □□□□□ | □□ | □ |
- Small shield:
- | | | | | |
|----|------|--|-----|--|
| AC | +2 | | +1 | |
| HP | □□□□ | | □□□ | |



Bugbear - Hacklopedia of Beasts, Volume 1, page 96

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2) HPs:    
  
 Hide armor:
 AC 6 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

Female Bugbear (1)

(HF 0, EP 35, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 1+1, HP 25, SZ L, #AT 1, D 1d6+2 (large footman's mace), 1d6 (javelin), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 12x2, Crit BSL: Def AC-1; FF 5-8, Reference HOB 1 p 96)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐☐

Hide armor:

AC	6					7				8				9
HP	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐							☐ ☐				☐	

Small shield:

AC	+2					+1
HP	☐ ☐ ☐ ☐	☐ ☐ ☐				

Bugbear Waitress (1)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

B6. Bugbear Cooks (2)

(HF 0, EP 35, Int 9-10, AL CE, AC 10, MV 9", HD 1+1, HP 27, 25, SZ L, #AT 1, D 1d6 (cleaver), 1d6-2 (knife), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 13, 12, Crit BSL: Def AC-1; FF 5, Reference HOB 1 p 96.)

1) HPs:   

2) HPs:   

Bugbear Toddler (non-combatant) HP 9

1) HPs: ☐☐☐☐☐ ☐☐☐☐

B7. Male Bugbears (2)

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 38, 36, SZ L, #AT 1, D 1d8+2 (great spear), 1d6+4 (large mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 19, 18, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96)

1) HPs:

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

Hide armor:
AC 6 7 8 9
HP □□□□ □□□□ □□ □

Small shield:
AC +2 +1
HP □□□□ □□□

2) HPs:

□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□

Hide armor:
AC 6 7 8 9
HP □□□□ □□□□ □□ □

Small shield:
AC +2 +1
HP □□□□ □□□

Female Bugbears (3)

(HF 0, EP 35, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 1+1, HP 27, 24, 23, SZ L, #AT 1, D 1d8 (great spear), 1d6+2 (large mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 13, 12, 11, Crit BSL: Def AC-1; FF 5-8, Reference HOB 1 p 96)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
Hide armor:
AC 6 7 8 9
HP □□□□□ □□□□□ □□ □
Small shield:
AC +2 +1
HP □□□□□ □□□

Battle Sheet

GN. GNOLL LAIR

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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- 3) HPs: 
- 4) HPs: 
- 5) HPs: 
- 6) HPs: 
- 7) HPs: 

(HF 1, EP 65, Int 5, AL CE, AC 3 (Ring of Protection +2, studded leather, small shield), HD 2, HP 36, #AT 1, D 1d6 (bow) or 2d4 (morning star), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs:   
  
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

(HF 4, EP 420, Int 3, AL N, AC 6, HD: 4+1, MV 15", HP 42, SZ L, #AT 3, D 1d3 (claw)/1d3 (claw)/1d8 (bite), SA Rear Claws 1d4x2, SD Surprised 1 in 10, ML 10, TOP 21, Crit BSL: Def AC+2, FF 8, Reference HOB 1 p 109).

- 1) HPs: 

(HF 0, EP 1, Int 0, AL N, AC 9, MV 1", HD 1-2 hp, HP 1 ea, SZ T, #AT 1, D 1, SA Burrow to hearth, SD Nil, ML 20, TOP n/a, Crit BSL: Def AC-4, FF n/a, Reference HOB 7 p 19)

- 1) HPs: ☐ 6) HPs: ☐ 11) HPs: ☐
 2) HPs: ☐ 7) HPs: ☐ 12) HPs: ☐
 3) HPs: ☐ 8) HPs: ☐ 13) HPs: ☐
 4) HPs: ☐ 9) HPs: ☐ 14) HPs: ☐
 5) HPs: ☐ 10) HPs: ☐ 15) HPs: ☐



Rot Grub - Hacklopedia of Beasts, Volume 7, page 19

(HF 1, EP 65, In 5, AL CE, AC 5 (studied *Beasts, Volume 7, page 19*
leather, small shield), MV 9*, HD 2, HP 36, 33, 30,
30, 29, 29, 29, 28, 27, 25, 22, #AT 1 (-2 due to Strength), D 1d8-3 (long sword
x6), 1d8-3(Battle Axe x6), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc,
Hobgoblin, ML 11, TOP 18, 17, 15, 15, 15, 15, 15, 15, 14, 14, 13, 11, Crit BSL: Def
AC, FF 6, Reference HOB 3 p 73).

- 1) HPs:   
  
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  
- 2) HPs:   
  
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

- 3) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

4) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

5) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

6) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

7) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

8) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

9) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

10) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

11) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

12) HPs:    
 
 Studded leather armor:
 AC 7 8 9
 HP   
 Small shield:
 AC +2 +1
 HP  

Battle Sheet

GN14. Hoppy the Goblin (1)

(HF 0, EP 15, Int 9, AL LE(LN), AC 7 (studded leather), HD 1-1, HP 22 (down to 3 from abuse), #AT 1, by weapon, SA Nil, SD Nil, Lang: Goblin, Hobgoblin, Gnoll, ML 10, TOP 11, Crit BSL: Def AC-3, FF 5, Reference HOB 3 p 81)

- Studded leather armor:

AC	7	8	9
HP	☐ ☐ ☐ ☐	☐ ☐	☐

(HF 1, EP 65, Int 3, AL CE, AC 5 (hide armor, buckler), MV 9", HD 2, HP 35, 35, 32, 31, 31, 28, #AT 1,2 D 1d8 (battle axe), 1d6 (longbow), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-noon, Orc, Hobgoblin, ML 11, TOP 18, 18, 16, 16, 14, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73)

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Hide armor:

AC	6	7	8	9
HP	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

-

Hide armor:

AC	6	7	8	9
HP	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

- 1111111111111111

Hide armor:

	6	7	8	9
AC				
HP	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

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Hide armor:

	6	7	8	9
AC				
HP	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

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Hide armor:

AC	6	7	8	9
HP	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

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Hide armor:

AC	6	7	8	9
HP	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐

Buckler:

AC +1
HP ☐☐☐

(HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 37, 35, 35, 32, 31, 31, 31, 29, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 19, 18, 18, 16, 16, 16, 15, Crit BSL: Def AC+2, FF 7, Reference HOB 3 p 71). Each Gnarl-ron has the key to his locker.

- □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Ring mail armor:

AC	7	8	9
HP			

Small shield:

AC	+2	+1
HP	□□□□	□□□

Little Keep on the Borderlands

→ _____ →

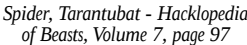
L1. Heffer the Minotaure (1)

1) HPs: 

3) HPs:

5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

AC	6	7	8	9
UD				



Little Keep on the Borderlands

- 3) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- 4) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- 5) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- 6) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- 7) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- 8) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
 Scale mail armor:
 AC 6 7 8 9
 HP ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

S1. Ape Shaman Warriors (3)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 45, 42, 41, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 22, 21, 20, Crit BSL: Def AC +3, FF 7, Reference HoB 1 p 27)

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

Carnivorous Apes (2)

(HF 4, EP 275, Int 7, AL N, AC 6, MV 12", 9" Bc, HD 5, hp 39, 35, SZ L, #AT 3, D 1-4/1-4/1-8 (claw/claw/bite), SA Rending 1-8, SD +2 on surprise, Hon: Ave, ML 11, TOP 19, 17, Crit BSL: Def AC +3, FF 6, Reference HoB 1 p 25)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
 2) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐

S2. Okala, young Ape Shaman (1)

(HF 2, EP 175, Int 13, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 38, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 19, Crit BSL: Def AC +2, FF 6, Reference HOB 1 p 27). Spells currently prepared: Command, Create Water, Protection from Good, Sanctuary

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐

S6. Sheego, Ape Shaman Warrior (1)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 50, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 25, Crit BSL: Def AC +3 (+11 with obsidian blade on first strike only, +5 with obsidian blade thereafter), FF 8, Reference HoB 1 p 27)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐

Shama, Young Ape Shaman (1)

(HF 2, EP 175, Int 14, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 35, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 1 p 27). Spells currently prepared: Command, Magical Stone, Protection from Good, Walking Corpse.

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Simian Orcs (12)

(HF 3, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 36, 34 (x4) 33, 32 (x3), 31 (x2), 30, SZ M, #AT 2, D 1d4-1/1d6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 18, 17 (x4), 16 (x4), 15 (x2), 14, Crit BSL Def AC +4, FF 8, Reference HoB 7 p 60)

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



Simian Orc - Hacklopedia of Beasts, Volume 7, page 60

S10. Simian Orcs (8)

(HF 1, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 40, 34, 33, 32 (x3), 31, 30, SZ M, #AT 2, D 1d4-1/1-6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 20, 17, 15, 16 (x3), 15 (x2), Crit BSL: Def AC +2, FF 7, Reference HoB 7 p 61).

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

Little Keep on the Borderlands

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 45, 43, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 22, 21, Crit BSL: Def AC +3, FF 7, Reference HoB 1 p 27)



1) HPs: 


2) HPs: 



(HF 2, EP 175, Im 14, AL NE, AC 4 (ring of protection +2), MV 12", 9" Bc, HD 4, hp 42, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 8th level cleric, SD Nil, Hon: Ave, ML 11, TOP 19, Crit BSL: Def AC +2, FF 7, Reference HoB 1 p 27) Scroll of Protection from Fire, +2 Ring of Protection. Spells currently prepared: 1st level – Befriend, Command, Cure Light Wounds, Protection from Good, Remove Fear, 2nd level – Animate Corpse, Heal Light Wounds, Resist Fire, 3rd – Animate Dead, Meld Into Stone, White Hot Metal, 4th – Heal Nasty Wounds, Sticks to Snakes

- 1) HPs: 

(HF 3, EP 270, Int 10, AL NE, AC 3 (wooden armor, small wooden shields, Dex), MV 12", 9" Bc, HD 5+1, hp 47, 46, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 23, 23, Crit BSL: Def AC +3 (+13 with obsidian blade for first strike), FF 8, Reference HoB 1 p 27)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐

AC	6	7	8	9
HP	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐

AC	+2	+1	+0
HP	□□□	□□	□

- 2) HPs: 

AC	6	7	8	9
HP	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐

AC	+2	+1	+0
HP	□□□	□□	□

(HF 1, EP 85, Int 8, AL NE, AC 7, MV 18", 12" Bc, HD 2+2, hp 42, 41, SZ M (4' long), #AT 3, D 2-5/2-5/1-8, SA Nil, SD Nil, Hon: Ave, ML 7, TOP 21, 20, Crit BSL Def AC +0, FF 7, Reference HoB 1 p 10)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐

- 2) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
- ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

(HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 46, 44, SZ L (8' tall), #AT 1, D 4-16, SA Nil, SD Undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 8).

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

- 2) HPs: 

(HF 11, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 46, SZ L (8' tall), #AT 1, D 1-10, SA Nil, SD Half damage from hacking and puncturing weapons, undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 66).

- [illegible]

(HF 11, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, hp 47, 44 (x2), 42, SZ L (8' tall), #AT 1, D 1-10, SA Nil, SD Half damage from hacking and puncturing weapons, undead immunities, Hon: Ave, ML 20, TOP n/a , Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 66).

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐

- 2) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐

- 3) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐

- 4) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐

(HF 15, EP 3,000, Int 6, AL NE, AC 3, MV 10", HD 7, hp 48, SZ M (6' tall), #AT 2, D 1-8/1-8, SA Energy drain one level per hit, SD Undead immunities, immune to illusions, Hon: Ave, ML 13, TOP n/a, Crit BSL: Def AC +1, FF n/a, Reference HoB 1 p 80).

- 1) HPs: 



S19. Skeletons (10)

(HF 2, EP 65, Int 0, AL N, AC 7, MV 12", HD page 80
1, hp 26, 25 (x4), 24 (x4), 22, SZ M (6' tall), #AT 1, D 1-6, SA Nil, SD Undead immu-
nities, half damage from hacking and puncturing weapons, Hon: Ave, ML 20, TOP n/a,
Crit BSL: Def AC -2, FF n/a, Reference HoB 7 p 65).

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

(HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, hp 33, 30 (x2), 29 (x5), 27 (x2), SZ M (6' tall), #AT 1, D 1-8, SA Nil, SD Undead immunities, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC -2, FF n/a, Reference HoB 8).

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐

- 2) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

- 3) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

- 4) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐

Battle Sheet

- 5) HPs: 6) HPs: 7) HPs: 8) HPs: 9) HPs: 10) HPs:

(Str 9/37, Dex 12/90, Con 14/62, Int 15/51, Wis 7/54, Cha 7/70, Com 7/19, AL N, AC 10, MV 12", HD 3, hp 36, SZ M, #AT 1, D (unarmed), SA Nil, SD Nil, Lang common, elven, orcsish, Hon 12, TOP 18, FF 7, Age 37, Height 5' 3", Weight 91 lbs., Quirks and Flaws Major Delusion (believes she is a Medusa), Proficiency dagger, Talent resistance, Skills arcane lore 35, seamstress 24.)

- 1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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→

U1. Bruilla, Gnoll shamaness of Yi'Gor (1)

(HF 3, EP 495, AL CE, AC 5 (studded leather, small shield), MV 9", HD 5d8 (5th level cleric), HP 45, #AT 1 (+3 to hit), D 1d6+3 (Footman's Mace +2), SA Cleric spells, SD Cleric spells, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 23, Crit BSL: Def AC +3, Ff 5, Str 11/12, Dex 17/44, Com 11/80, Int 13/41 (5/01), Wis 14/81, Cha 13/44, Com 11, Talents: Defensive Bonus, Freeze, Mace Bonus, Relevant Skills: Arcane Lore 31%, Dirty Fighting 45%, Divine Lore 30% Rousing Speech 73%, Quirks/Flaws: Hearing Impaired, Superstitious, (Reference HOB 3 p 73)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Studded leather armor:

	AC	7	8	9
HP	☐	☐ ☐ ☐ ☐	☐ ☐	☐

Small shield:

AC +2 +1
HP

(HF 7, EP 420, Int non, AL N, AC 5, MV 12", HD 6, HP 54, 50, SZ L, #AT 1, D 2-12, SA run along walls & ceilings SD: Nil, ML 14, TOP 27, 25, Crit BSL: Def AC + 4; FF 7, Reference HOB 4 p 88)

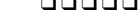
- 1) HPs: 
- 2) HPs: 

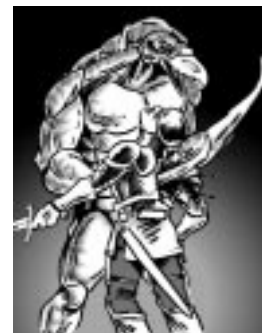
(HF 7, EP 400, Int 12, AL NE, AC 4, MV 12", HD 4, HP 35, SZ M, #AT 1, D 1-4, SA poison SD: Nil, ML 5, TOP 17, Crit BSL: Def AC + 2; FF 7, Quirks/Flaws: Jerk. (Reference HOB 4 p 74)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

(HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 54, 51, 48, 42, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 26, 25, 24, 21, Crit BSL: Def AC + 3; FF 9, Reference HOB 4 p 13)

- 1) HPs: 

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



Hook Horror - Hacklopedia of
Beasts, Volume 4, page 13

(HF 9, EP 650, Int 8, AL NE, AC 6, MV 12", HD 5, HP 45, 40, SZ M, #AT 3, D 1-3/1-3/1-8, SA: poison SD: Nil, ML 13, TOP 22, 20 Crit BSL: Def AC + 3; FF 6, Reference HOB 3 p 24)

- 1) HPs:   
2) HPs:   



Ettercap - Hacklopedia of Beasts,
Volume 3, page 24

(HF 1, EP 65, Int 1, AL N, AC 9, MV 6", HD 1+4, HP 27 ea., SZ S, #AT 1, D 1-4, SA: Nil SD: immune to visual illusions and blind-
ing spells, ML 15, TOP 13 Crit BSL: Def AC -1; FF 9, Reference HOB 7 p 70)

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

The ImageQuest™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. GMs should also fold the page so that only one image is visible when showing the players. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

1



500 G.P. REWARD!!
For return of
run away Pack Ape.
See the Stable Master

GRETCH!!
I ARRIVED TWO DAYS ago!
WHERE THE FIRM ARE YOU?
staying at the
CHARTER HOUSE!!

HEAR YE! HEAR YE!
by order of the Keep
Prefect the FENS and
their immediate
SURROUNDINGS
are now off limits.

All Bounty Hunters
are ordered to stay
out of the area until
further notice!

will owner of Yeller
baww, witch spiked collar
please contact me
Ask for Durwyn
Franaas the Fletcher

FOR SALE!
Good horse cheap!
ask for Gurge at
titled keg.
NO TRADES OR BARTERS.

Top Bounties Paid
For Orcs, Kobolds, Owlbears and
odder deadly beasts and such.
See FROWLER
the Paymaster

clean rooms available! come to
three leaves to the wind.

HEALER FOR HIRE!
amputations, wound closures and
sewing, bleedings and cure-alls.

MIDDLE BAILEY
LOWER QUARTER!
ASK AROUND

stitchery!
You Saffie Bawwings? In...
you did not fill up to your
end of the baggins.
See most Bawwings consequences.
see me out, at Saffie's great farm!!

NEED ARMED ESCORT
to FARZY
will depart in two days
good pay with meals and drink
Ask around for Gangle

WANTED - items of great antiquity,
wags and items through several or thousand.

LEAVE MESSAGE.

GOTS A SWORD - SEEMS
PRETTY SPECIAL. BETTER GET
WIT ME QUICK. I LEAVE FOR
FARZY SOON. LEAVE MESSAGE
AT TITLE KEG WITH BARKEEP.
HURLEY

NEED WORK!
will do damn near anything.
good with a sword.
strong back.
ask for Natch Hadley
at BURNING DAWG.

STIRCH!
no good.
failed to do as ask.
need to talk.
find me!

NOTICE!
ALL OUTER GATES
close at SUNDOWN.
NO EXCEPTIONS.

Father of four needs work.
Will Port, Tor, Fight,
and Do as told.
Will hire out onechild or
all all four.
See Roudles.

