



THE HIDDEN SHRINE

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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Wandering Monsters

These wandering monsters are NOT USED FOR TOURNAMENT PLAY. They may be included in the campaign adventure at the discretion of the GameMaster. These monsters are encountered 1 chance in 12, check each turn. Roll a d6 to determine the type of creature encountered.

1) **5-50 Giant Rats** (HF 0, EP 9, Int 2-4, AL N, AC 7, MV 12", 6" swim, HD d4+8; HP Average 10, SZ S, #AT 1, D 1d6-2, SA Disease, SD Nil, Lang: Rat, Hon: Ave, ML 4, TOP 5, Crit BSL: Def AC -4, FF 13, HoB 6 p 114)

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| 1) HPs: ☐ ☐ ☐ ☐ ☐ | 2) HPs: ☐ ☐ ☐ ☐ ☐ |
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| 19) HPs: ☐ ☐ ☐ ☐ ☐ | 20) HPs: ☐ ☐ ☐ ☐ ☐ |
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| 23) HPs: ☐ ☐ ☐ ☐ ☐ | 24) HPs: ☐ ☐ ☐ ☐ ☐ |
| 25) HPs: ☐ ☐ ☐ ☐ ☐ | 26) HPs: ☐ ☐ ☐ ☐ ☐ |
| 27) HPs: ☐ ☐ ☐ ☐ ☐ | 28) HPs: ☐ ☐ ☐ ☐ ☐ |
| 29) HPs: ☐ ☐ ☐ ☐ ☐ | 30) HPs: ☐ ☐ ☐ ☐ ☐ |
| 31) HPs: ☐ ☐ ☐ ☐ ☐ | 32) HPs: ☐ ☐ ☐ ☐ ☐ |
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| 37) HPs: ☐ ☐ ☐ ☐ ☐ | 38) HPs: ☐ ☐ ☐ ☐ ☐ |
| 39) HPs: ☐ ☐ ☐ ☐ ☐ | 40) HPs: ☐ ☐ ☐ ☐ ☐ |
| 41) HPs: ☐ ☐ ☐ ☐ ☐ | 42) HPs: ☐ ☐ ☐ ☐ ☐ |
| 43) HPs: ☐ ☐ ☐ ☐ ☐ | 44) HPs: ☐ ☐ ☐ ☐ ☐ |
| 45) HPs: ☐ ☐ ☐ ☐ ☐ | 46) HPs: ☐ ☐ ☐ ☐ ☐ |
| 47) HPs: ☐ ☐ ☐ ☐ ☐ | 48) HPs: ☐ ☐ ☐ ☐ ☐ |
| 49) HPs: ☐ ☐ ☐ ☐ ☐ | 50) HPs: ☐ ☐ ☐ ☐ ☐ |

2) **1-8 Huge Bats** (HF 3, EP 270, Int 5-7, AL NE, AC 7, MV 3, 15 Fl (C), HD 4; HP Average 43, SZ S, #AT 1, D 1d2/1d4, SA Rabies, SD -3 to hit with missile weapon, Lang: Bat, Hon: Ave, ML 6, TOP 21, Crit BSL: Def AC 2, FF 4, HoB 1 p 53)

- 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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- 8) HPs: ☐☐☐☐☐☐☐☐
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3) **3-12 Fire Beetles** (HF 0, EP 35, Int 0, AL N, AC 4, MV 12", HD 1+2; HP Average 36, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: Beetle, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC -1, FF n/a, HoB 1 p 67)

- 1) HPs: ☐☐☐☐☐☐☐☐
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- 2) HPs: ☐☐☐☐☐☐☐☐
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- 3) HPs: ☐☐☐☐☐☐☐☐
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- 4) HPs: ☐☐☐☐☐☐☐☐
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- 11) HPs: ☐☐☐☐☐☐☐☐
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- 12) HPs: ☐☐☐☐☐☐☐☐
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ROUND ONE

I. The VAULT of HISTORY

Stucco Slaz'Stecek Warrior (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 24, SZ M, #AT 1, D By weapon 1d8 (crossbow) or 1d6 (club), SA Nil, SD Nil, Lang: Slaz'Stecek, Hon: Ave, ML 10, TOP 12, Crit BSL: Def AC -2, FF 5, HoB 7 p 37)

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

Stucco Slaz'Stecek Priest (HF 1, EP 65, Int 9, AL CE, AC 6, MV 6", HD 1, HP 24, SZ M, #AT 1, D By weapon 1d4 (dagger), SA Nil, SD Nil, Lang: Slaz'Stecek, ML 10, TOP 12, Crit BSL: Def AC -2, FF 5) Memorized Spells: None

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐

3. The Guardian

Crayfish (HF 0, EP 1, Int 6, AL LN, AC 8, MV 1", HD <1-1, HP 1, SZ S, #AT 2, D claws 1/1 SA Nil, SD Nil, Lang: Common, Slaz'Stecek, Hon: Ave, ML 10, TOP 1, Crit BSL: Def AC -10, FF 1)

- 1) HPs: ☐

Giant Crayfish (HF 5, EP 175, Int 15, AL N, AC 4, MV 6", HD 4+4, HP 49, SZ L, #AT 2, D claws 2d6/2d6, SA Nil, SD Surprise, Lang: Slaz'Stecek, Hon Ave, ML 13, TOP 25, Crit BSL: Def AC +3, FF 10, HoB 2 p 44)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

6. Rubble Filled Staircase

Megalo-Centipede (HF 4, EP 175, Int 1, AL N, AC 5, MV 18", HD 3, HP 33, SZ M, #AT 1, D Poison, SA Nil, SD Nil, Lang: Centipede, Hon Ave, ML 9, TOP n/a, Crit BSL: Def AC 1, FF 6, HoB 2 p 17)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐
☐☐

7b. Lair of the Vampire

Common Vampire, Ghouls (4)

Ghoul (HF 4, EP 175, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1d6, SA Paralyzation, SD Immune to Sleep and Charm, Lang: Common, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +0, FF: n/a, HoB 3 p 51)

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

Common Vampire (HF 36, EP 8,000, AL CE, AC 1, MV 12", 18" Fly (C), HD 8+3, HP 55, SZ M, #AT 1, D 5-10 or weapon, SA Charm gaze, SD +1 or better to hit, Lang: Common, Hon Ave, ML 16, TOP: n/a, Crit BSL: Def AC +9, FF: n/a, HOB 8 p 53)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Bat, Common (HF 0, EP 15, AL N, AC 8, MV 1", 24" Fl (C), HD 1-2 hp, HP 2, SZ T, #AT 1, D 1, SA See HoB, SD Nil, Lang: Bat, Hon Ave, ML 3, TOP 1, Crit BSL: Def AC -4, FF 3, HoB 1 p 52)

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

8. COURSES of the GAWDS

Cave Gouger (2)

Cave Gouger (HF 2, EP 150, AL CN, AC 7, MV 7", HD 2, HP 30, SZ M, #AT 2, D 1d6/1d6, SA Blindness on Crit, SD Never Surprised, Lang: Gouger, Hon Ave, ML 12, TOP 15, Crit BSL: Def AC -1 FF 3, HoB 3 p 99)

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

10. Secret Passage

Gelatinous Cube (HF 8, EP 725, AL N, AC 8, MV 6", HD 4, HP 38, SZ L, #AT 1, D 2d4, SA Paralyzation Crit, SD Immune to Cold, Electricity, Fear, Hold, Paralyzation, Polymorph, and Sleep, Lang: n/a, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB 3 p 48)

- 1) HPs: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

11a. Alcoves

Rats (12)

Rats (12) (HF 0, EP 5, AL N, AC 7, MV 15", HD d4+3, HP 5, SZ T, #AT 1, D 1, SA Disease, SD Nil, Lang: Slug, Rat, Hon Ave, ML 2, TOP n/a, Crit BSL: Def AC -4, FF 8, 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: ☐☐☐☐

I 1b. The COURT of CEMANAHUAC (Sâ-man-a'-wok: place entirely surrounded by Water)

Giant Wooly Slug (HF 46, EP 6,500, AL N, AC 5, MV 6", HD 12, HP 74, SZ H, #AT 1, D 1d12, SA Acid Spit (4-32), SD Immune to Crushing Weapons, Lang: Slug, Slaz'Steck, Hon Ave, ML14, TOP 37, Crit BSL: Def AC +10, FF 5, HoB 7 p 83)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

I 3. CHILD OF ZOTZILAHA (Zôtz-ê-la'-ha: bat-gawd of the underworld)

Vengeful Nereid (HF 12, EP 1470, AL CE, AC 9, MV 12", 12" Swim, HD 3, HP 32, SZ M, #AT 1, D 1, SA Spells, Spittle, SD Extreme Beauty, Dimension Door, Lang: Common, Eel, Hon Ave, ML 20, TOP: 16, Crit BSL: Def AC +1, FF n/a, Field Manual p 87)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Giant Electric Eel (Chac) (HF 3, EP 159, AL N, AC 9, MV 12" Swim, HD 3+2, HP 36, SZ L, #AT 1, D 2-4, SA Jolt, SD Nil, Lang: Eel, Hon Ave, ML 3, TOP 18, Crit BSL: Def AC +1, FF 5, HoB 2 p 127)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

I 4. Flooded Hall

Giant Lamprey (HF 4, EP 420, AL N, AC 6, MV 9" Swim, HD 5, HP 45,38,37,35, SZ M, #AT 1, D 1d6, SA Blood drain, SD Nil, Lang: Lamprey, Hon Ave, ML 16, TOP 22,19,18,17, Crit BSL: Def AC +3, FF 7, HoB 4 p 73)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

I 4b. The Bat Cave

Doombat, Mortal (HF 3, EP 420, AL NE, AC 4, MV 18" fly (C), HD 6+3, HP 47, SZ L, #AT 2, D 1d6/1d4, SA Shriek, SD Nil, Lang: Bat, Hon Ave, ML 9, TOP 24, Crit BSL: Def AC +5, FF 9, HoB 2 p 63)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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ROUND Two

16b. Slaz'Stecek Guards

Slaz'Stecek Warrior (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 25, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz'Stecek, Hon Ave, ML 10, TOP: 13, Crit BSL: Def AC -2, FF 5, HoB 7 p 78)

- 1) HPs: 
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17b. Debbie the Doorant

Tree Doorant (HF 14, EP 975, Int 11, AL CN, AC -2, MV 0", HD 7, HP 52, SZ M, #AT 1, D 1d12, SA Nil, SD 75% magic resistance, Lang: Common, Slaz'Stecek, Hon Ave, ML 17, TOP n/a, Crit BSL: Def AC +5, FF n/a, HoB 2 p 63)

- 1) HPs: 

18. Hallway of the Ancestors

Poisonous Zombie Variant (HF 7, EP 283, Int 5, AL N, AC 8, MV 6", HD 2, HP 28, SZ M, #AT 1, D 1d8 SA Poison, SD Nil, Lang: Common, ML 20, TOP n/a, Crit BSL: Def AC 0, FF n/a)

- 1) HPs: 
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3) HPs: 
4) HPs: 
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7) HPs: 
8) HPs: 
9) HPs: 
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15) HPs: 

20. SPIRIT GUARD OF AYOCUAN (A-yô-kwan')

Wight (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 39, SZ M, #AT 1, D 1d4, SA Energy Drain, SD Silver or +1 or better weapons to hit, Lang: Common, Hon Ave, ML 14, TOP: n/a, Crit BSL: Def AC +3, FF n/a, HoB 8 p 86)

- 1) HPs: 

22. CHAMBER of the NACEHUAL (Na-sä'-wal: "the achieved ones")

Slaz'Stecek Level 8 Monks (HF 7, EP 620, Int 5, AL N, AC -1 (Dex bonus), MV 18", HD 7, HP 69, SZ M, #AT 2, D 3-9 open handed, SA Nil, SD Nil, Lang: Slaz'Stecek, Hon Ave, ML 15, TOP 29, Crit BSL: Def AC +7, FF 6)

- 1) HPs: 
- 2) HPs: 

23. Nesting Chamber

Subterranean Lizard (HF 7, EP 420, Int 0, AL N, AC 5, MV 12", HD 6, HP 44, SZ H, #AT 1, D 2d6, SA Nil, SD Nil, Lang: Lizard, Hon Ave, ML 14, TOP 22, Crit BSL: Def AC +4, FF 5, HoB 4 p 88)

- 1) HPs: 

- 2) HPs: 


Lunger, Rafter (HF 5, EP 650, Int 2, AL N, AC 3, MV 6", 12" Climb, HD 4+4, HP 40, SZ M, #AT 2, D 1d10/Entangle, SA Surprise, SD Nil, Lang: Lunger, Hon Ave, ML 12, TOP 20, Crit BSL: Def AC +5, FF 9, HoB 4 p 99)

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

ROUND THREE

29b. Jock Slaz'Stecek Room

Slaz'Stecek Warrior (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 25, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz'Stecek, Hon Ave, ML 10, TOP: 12, Crit BSL: Def AC -2, FF 5, HoB 7 p 78)

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

30. The GUARDIAN BEAST

Were-Slaz*Stecek, Variant (were-tiger) (HF 9, EP 975, Int 10, AL N, AC 3/4/4, MV 12", HD 6+2, HP 46, SZ M or L, #AT 3, D 1-4/1-4/1-12 or 1-4/1-4/1-6 or 4-9 with weapon SA: rake 2-5/2-5, SD: nil, Lang: Slaz*Stecek, tiger, Hon Sve, ML 17, TOP 23, Crit BSL: Def AC +4, FF 7, modified were-tiger HoB 4, p 108)

- 1)HPs: 

Great Cat Tiger (4) (HF 7, EP 650, Int 3, AL N, AC 6, MV 12[”], HD 5+5, HP 45, SZ L, #AT 3, D 2-5/2-5/1-10 SA Rear Claws 2d4x2, SD Surprised 1 in 10, Lang: Tiger, Hon Ave, ML 10, TOP 22, Crit BSL: Def AC +4, FF 10, HoB 1 p 112)

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

30a. The Lair of the Gummy Fiend

Gummy Fiend (HF 19, EP 2000, Int 1, AL N, AC 8, MV 6", HD 11+1, HP 66, SZ L, #AT 8, D 1d6x8, SA See text, SD See text, Lang: Gummy Fiend, Hon Ave, ML 17, TOP n/a, Crit BSL: Def AC +9, FF 6, HoB 3 p 114)

- 1)HPs: 

30b. Pretty Moss Room

Shimmer Moss (HF 1, EP 7, AL N, AC 9, MV Nil, HD 1, HP 24 per 3', SZ S (per 3' square patch), #AT Nil, D Nil, SA See Text, SD Nil, Lang: Moss, ML 20, TOP n/a, Crit BSL: Def AC n/a, FF n/a, HoB 5 p 48)

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

30c. Violent Fungi Room

Violent Fungi (HF 4, EP 420, AL N, AC 7, MV 6", HD 3+3, HP 35, SZ S, #AT 2, D Decay, See HoB, SA See HoB, SD See HoB, Lang: Fungi, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 3 p 42)

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

33. ANCIENT CHOCOMOCCA: The Tomb of Tlacaehel — (Tla-ka-âl'âl)

Master Doppelganger (HF 8, EP 1400, AL N, AC 5, MV 9", Int 15, HD 6, HP 54, SZ M, #AT 1, D 1d12, SA Surprise 8 in 10, SD See Text, Lang: Common, Elf, Dwarf, Hon Ave, ML 14, TOP 27, Crit BSL: Def AC +4, FF 6, HoB 2 p 66)

- 1) HPs: 

35. XIPE'S AUDIENCE CHAMBER (Ksê pâ')

Great Cat Jaguar (2) (HF 5, EP 420, AL N, AC 6, MV 15", HD 4+1, HP 35,32, SZ L, #AT 3, D 1-3/1-3/1-8, SA: Rear Claws 2-5x2, SD: Surprised 1 in 10, Lang: Jaguar, TOP: 17,16, Crit BSL: Def AC +1 FF: 6, HOB 1 p 109)

- 1) HPs: 
2) HPs: 

Ogre Magi (Xipe) (HF 33, EP 650, AL LE, AC 4, MV 9", HD 5+2, HP 52, SZ L, #AT 1, D 1-10, or by weapon +3/+6 SA: spells, SD: regeneration, Lang: Ogre, Common, Ogre Magi, TOP: 21, Crit BSL: Def AC +6 FF: 7, HOB 6 p 26)

- 1) HPs:

36. APARTMENT of the DUST of AGES**Phantom (2)**

Everyone in the party should make a saving throw vs. death at -2 or run away in panic as a Fear Spell. If the party should approach, these phantoms raise their toothy swords threateningly. But they can cause no harm, for they are just images of the long dead past. Other shadows will form from the dust, shapes of priests, sages and mourning young women. Dying in various tormented ways. Movement through any of these forms will disrupt them.

36b. The Hall of Mirrors

Vision (HF 27, EP 975, AL N, AC 0, MV 15" , HD 8, HP 52, SZ M, #AT 1, D See Text, SA: Aging, SD: Silver or Blessed Weapons to Hit, Lang: Vision, TOP: n/a, Crit BSL: Def AC n/a FF: n/a, HOB 8 p67)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

37. Bed of the Undead Treant

Undead Treant (Feral variant) (Maxwelia) (HF 23, EP 18620, AL CE, AC 1, MV 6" , HD 14, HP 76, SZ H (18'), #AT 1, D 2-16, SA: Animate Dead Plants, SD: Immune to Charm, Lang: Slaz'Stecek, Treant, TOP: n/a, Crit BSL: Def AC +10 FF: n/a, HOB 8, p 18)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

37b. Moldy Hallway

Yellow Mold (HF 0, EP 65, Int 0, AL N, AC 9, MV 1" , HD n/a, HP n/a SZ L patch, #AT 1, D n/a SA: Poison Spores, SD: See Description, Lang: Mold, TOP: n/a, Crit BSL: Def AC +7, FF: n/a) HoB 5, p36

38. Barred Pit

Creeper, Yellow Musk (HF 4, EP 120, Int 0, AL N, AC 7, MV 0" , HD 3, HP 32 SZ L, #AT 1, D 2-12 SA: See Text, SD: See Text, Lang: Creeper, TOP: 16, Crit BSL: Def AC +1, FF: n/a, HoB 2 p 39)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

39. CHAMBER of the SECOND SUN

Lernaean Hydra (HF 14, EP 3000, Int 2, AL N, AC 5, MV 9" , HD 8, HP 80 SZ G, #AT 8 (starting), D See Text, SA: Extra Heads, SD: Extra Heads, Lang: Hydra, TOP: 40, Crit BSL: Def AC +10, FF: 7, HoB 4 p22)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ROUND FOUR

40a. The Hall of the Lost

Disenchanter (HF 4, EP 270, Int 8, AL N, AC 5, MV 12", HD 5, HP 40 SZ M, #AT 1, D Magic Drain, SA: See Text, SD: Can only be hit by Magical Weapons, Lang: Disenchanter TOP: 20, Crit BSL: Def AC +3, FF: 5, HoB 2 p 58)

1) HPs: 

2) HPs: 

Rust Monster (Magnetic) (HF 13, EP 420, Int 1, AL N, AC 2, MV 12",
HD 6, HP 44 SZ M, #AT 2, D Nil, SA: Rusting, Magnetic, SD: Nil,
Lang: Rust Monster TOP: 22, Crit BSL: Def AC +8, FF: 5, HoB 7 p
21)

1) HPs: 

40b. The Hill Brothers

Hill Giant (2) (HF 14, EP 3000, Int 5, AL CE, AC 4, MV 12", HD 12+1-2, HP 59 SZ H, #AT 1, D 2-12+7, SA: Hurling Rocks (bags) 2-16, SD: nil, Lang: Ogre, TOP: 29, Crit BSL: Def AC +13, FF: 7, HoB 3 p 59)

1) HPs: 

Hill Giant Hide Armor	AC	4	5
			

2) HPs: 

Hill Giant Hide Armor	AC	4	5
			

41. Free Gold

Yellow Mold (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a SZ L patch, #AT 1, D n/a SA: Poison Spores, SD: See Description, Lang: Mold TOP: n/a, Crit BSL: Def AC +7, FF: 6, HoB 5 p 36)

42. The CHAPEL of KUKULKAN (Kû-Kûl-Kan: The Feathered Serpent)

Couatl (HF 35, EP 6000, Int 17, AL LG, AC 5, MV 12", HD 9, HP 56, SZ M, #AT 2, D 1-3/2-8, SA: Poison/Magic/Constriction, SD: Ethereal at will, Lang: Common, TOP: 28, Crit BSL: Def AC +7, FF: 8, HoB 2, p 35)

1) HPs: 

Northern stairs:

Stone Golem (HF 27, EP 8000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: See Text, SD: See Text, Lang: Common, TOP: n/a, Crit BSL: Def AC +12, FF: n/a, HoB 3 p 91)

1) HPs: 

43. The SMOKING MIRRORS

Jelly, Ochre (variant white)(1)

White Ochre Jelly (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA: Corrodes Metal, SD: See Text, Lang: Jelly, TOP: n/a, Crit BSL: Def AC +2, FF: n/a, HoB 4 p 45)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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46. TLAZOTEOTL (Tlaz-ô-tâ-ôtl: mother gawddess of the earth)

Gibbering Mouther (HF 9, EP 420, Int 2, AL N, AC 1, MV 3" (6"), HD 4+3, HP 39, SZ M, #AT 6+, D 1 (x6) +1 per round, SA: See Text, SD: See Text, Lang: Gibbering Mouther, TOP: 19, Crit BSL: Def AC +3, FF: 8, HoB 3 p 66)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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47. Trapdoor

Giant Trapdoor Spider (HF 8, EP 975, Int 6, AL CE, AC 4, MV 15"-12" Web, HD 4+4, HP 40, SZ L, #AT 1, D 2-8, SA: Surprise,Poison,Entangle, SD: nil, Lang: Spider, TOP: 20, Crit BSL: Def AC +0, FF: n/a, HoB 7 p 97)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Players can attempt to climb back up the chute and help fight the spider, but this is slow and perilous going, with the slipping chance as above for every 10 feet, unless a thief. A thief can roll his climb walls check with the standard -30% penalty because of the slick moss.

The chute does not in fact dead end - there is a hole 2 feet across in the floor at the end of it.

48. HOUND of the BAT

Water Weird (2) (HF 13, EP 120, Int 11, AL CE, AC 4, MV 12” Swim, HD 3+3, HP 33,38, SZ M, #AT 1, D nil, SA: Drowning,Elemental Possession, SD: Reformation,Sharp Weapon Resistance, Half from Fire, Lang: Water Weird, TOP: n/a, Crit BSL: Def AC +2, FF: 8, HoB 8 p 76)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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49. SACRED CHITZA-ATIAN (Shêt'-za A'-tlan)

Mummy Follower (HF 25, EP 3000, Int 6, AL LE, AC 3, MV 9", HD 6+3, HP 47, SZ M, #AT 1, D 1-12, SA: Fear,Disease, SD: See Tex, Lang: Slaz'Stecek, TOP: n/a, Crit BSL: Def AC +5, FF: n/a, HoB 5, p 52)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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2) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Mummy Lord (HF 62, EP 8000, Int 17, AL LE, AC 2, MV 9", HD 8+3, HP 55, SZ M, #AT 1, D 3-18, SA: See Text, SD: See Text, Lang: Slaz'Stecek, TOP: n/a, Crit BSL: Def AC +7, FF: n/a, HoB 5, p 52)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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51. Wind Tunnel

Air Elemental (HF 62, EP 8000, Int 7, AL NE, AC 8, MV 36" Fly (A), HD 8, HP 52, SZ L, #AT 1, D 2-20, SA: See Text (whirlwind), SD: +2 or better to hit, Lang: Common, TOP: n/a, Crit BSL: Def AC +7, FF: n/a, HoB 3, p 8)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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52. THE HIDDEN ROOM of the NAHUAL (Na' wal: "alter-ego")

Stone Golem (HF 27, EP 8000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: See Text, SD: See Text, Lang: Common, TOP: n/a, Crit BSL: Def AC +12, FF: n/a, HoB 3 p 91)

1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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57. The Rest of Benita

64. The Lair of the Forsaken*Vampire Horde*

The Hordes can be turned as Ghosts and regenerate 2 hit points per round. Located within a pouch is one of the crystal orbs used in area #54.

Vampire Horde (4) (HF 16, EP 650, Int 4, AL CE, AC 3, MV 9", HD 5, HP 40, SZ M, #AT 3, D 3-8/3-8/3-6, SA: nil Drain, SD: Regeneration, Lang: Common, TOP: n/a, Crit BSL: Def AC +3, FF: n/a, HoB 8 p 55)

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

67. Nefarian Chamber

Nefarian: Type 1 Demon (2) (HF 22, EP 975, Int 5, AL CE, AC 0, MV 12" 18" Fly (D), HD 8, HP 52, SZ L, #AT 5, D 1-4/1-4/1-8/1-6, SA: See Text, SD: See Text, Lang: Demon, TOP: 26, Crit BSL: Def AC +6, FF: n/a, HoB 5 p 94)

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

68. Temple Ruin*Giant (Fire Variant) Bat*

Giant Fire Bat (HF 3, EP 920, Int 17, AL CE, AC 2 (10), MV 12", HD 6, HP 49, SZ H, #AT 1, D 2-8, SA: Fire Breath and Aura, SD: +1 or better to hit, Lang: Common, Bat, Slaz'Stecek, TOP: 24, Crit BSL: Def AC +4, FF: 5, HoB 1 p 52)

- 1) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

























