



DEMON TOWER OF MADNESS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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ROUND I

DAY I

Temperate Yeti (2) (HF 9, EP 650, Int 7, AL N, AC 6, MV 15", HD 4+4, HP 30, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Hide in shadows, fright, Lang: Yeti, ML 13, TOP 15, Crit BSL: Def AC +3, FF 9, HoB 8 p 113)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

NIGHT I

Wild Spirits (2) (HF 6, EP 270, Int 12, AL CN, AC 0, MV 12", HD 3+1, HP 36, SZ M, #AT 2, D 1d6/1d6, SA Fear, chill, spells, SD Insubstantial, undead, immune to non-magical weapons, Lang: Nil, ML 8, TOP n/a, Crit BSL: Def AC +1, FF n/a, HoB 7 p 103)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

DAY 2

Hired Human Assassins (2) (HF 8, EP 327, S 13/60, D 18/11, C 10/15, I 11/24, W 11/37, Cha 9/13, Com 10/26, AL CE, AC 4 (leather, Dex bonus), MV 12", HD 3, HP 38,37, SZ M, #AT 1, D 1d6 by short-sword + Str bonus (+1hit/+1damage), SA Nil, SD Nil, Lang: Common, Goblin, Hon: Ave, ML 7, TOP 17,18, Crit BSL: Def AC -1, FF 5)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Leather Armor AC	8	9
	☐ ☐	☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Leather Armor AC	8	9
	☐ ☐	☐

THE UPPER KEEP

No monsters are encountered in these areas.

THE CAVERNS BELOW

3. Watery Lair

Death Watch Beetle (HF 14, EP 1000 (reduced for missing ability), Int 1, AL N, AC3, MV 12", HD 9, HP 55, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 14, TOP 27, Crit BSL: Def AC +7, FF n/a, HoB 1 p 63)

Loot: None, although the water is quite drinkable if not spoiled with beetle guts.

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

5. Bullette Fighting

Bullette (HF 22, EP 4000, Int 1, AL N, AC -2/4/6, MV 14" (3" dig), HD 9, HP 82, SZ L, #AT 3, D 4d12/3d6/3d6, SA Nil, SD Nil, ML 20, TOP 41, Crit BSL: Def AC +7, FF 3 (tired from digging; if allowed to dig for 15 minutes, FF should be 0), HoB 1 p 97)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

7. Cricket's End

Whooping Cave Cricket (12) (HF 0, EP 1, Int 0, AL N, AC 8, MV 12", HD .5, HP 11, SZ S, #AT 1, D 1d6-4, SA Whoop, SD Nil, ML 2, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference Hackjournal 1 p 13.)

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. Bowler Alley

Bowlers (8) (HF 1, EP 25, Int 3, AL N, AC 4, MV 6" + special, HD 3, HP 20, SZ M, #AT 1, D 5, SA Crush, SD Nil, ML 8, TOP 10, Crit BSL: Def AC +1, FF n/a, HoB 1 p 91)

1)HPs: ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐

5)HPs: ☐☐☐☐ ☐☐☐☐

6)HPs: ☐☐☐☐ ☐☐☐☐

7)HPs: ☐☐☐☐ ☐☐☐☐

8)HPs: ☐☐☐☐ ☐☐☐☐

10. Guzzler of Blood

Blood Guzzler (HF 23, EP 8000, Int 11, AL CE, AC -2, MV 9", HD 13, HP 72 (already wounded), SZ L, #AT 2, D 1d6+10/1-6+10, SA Ripping, SD Nil, ML 12, TOP 36, Crit BSL: Def AC +15, FF 6, HoB 1 p 81)

Blood Guzzlers have Fire Giant Strength, and attack with a +4 to hit and a +10 to damage with their claws.

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

11c. A Little Trouble

Agnor the Bugbear (HF 2, EP 175, Int 8, AL CE, AC 2 (hide armor, small shield), MV 9", HD 3 + 1, HP 45, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 22, Crit BSL: Def AC -1; FF 8, HoB 1 p 96)

1)HPs: ☐☐☐☐ ☐☐☐☐

Hide Armor AC :	6	7	8	9
	☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐

Small Shield	+2	+1	+0
	☐ ☐ ☐	☐ ☐	☐

THE DUNGEON LEVEL

Bullweiler Critical Hit Table (IdI2)

Id12	Limb Torn Off	Effect
1-3	Right Arm	(-4 to hit, loses use of weapon or shield as appropriate)
4-6	Left Arm	(-4 to hit, loses use of weapon or shield as appropriate)
7-8	Right Leg	(has 25% movement, loses all Dex bonuses)
9-10	Left Leg	(has 25% movement, loses all Dex bonuses)
11	Groin	(Men - has 50% movement, loses 75% of honor) (Women - no special effect)
12	Head Impaled	(instant death)

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

Monster Squares

Tile Stepped On	Monster
1	Hellhound
2	Giant Lizard
3	Giant Spider
4	Leucrotta
5	Rust Monster
7	Spitting Serpent Snake

Venom Table (for Spitting Serpents)

Roll	Modifier to Save	Damage	Per	Effect Time
1-4	+3	Debilitating for 2-8 days	-	1-4 turns
5-6	+2	Death	-	2-5 rounds
7-11	+1	1d4-2 points/round	2-12 rounds	-
12-14	none	1d4-1 points/round	1-6 rounds	-
15-16	-1	Debilitating for 1-4 days	-	2-8 rounds
17-18	-2	Debilitating for 1-12 days	-	1-4 rounds
19	-3	Death	-	1 round
20	-4	Death plus 1-6 points	-	Instantaneous

1)HPs: 

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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23. Bugbear Room (Show Illustration 7 on IQ4)

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

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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4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

36. Fire Room

Type II Demon (HF 33, EP 2000, Int 5, AL CE, AC -2, MV 6", 12" Swim, HD 9, HP 65, SZ L, #AT 3, D 1d4-1(x2)/4d4, SA +3 to hit, see text, SD See text, ML 14, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 94)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

37. Devil Minion Troop Room (Show Illustration 6 on IQ4)

Bone Devils (4) (HF 44, EP 5000, Int 11, AL LE, AC -1, MV 15", HD 9, HP 65, SZ L, #AT 1 or 2, D 3d4 or 2d4/2d4, SA See text, SD See text, ML 15, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 111)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

38. Training Room

Stygian Face Slapper (2) (HF 26, EP 1400, Int 11, AL LE, AC 2 (Padded Armor + Bonuses), MV 12", 15" Fly (D), HD 9, HP 65, SZ M, #AT 2, D 1d8 (by saber, speed factor -2), SA Rage, SD Immune to mundane weapons, ML 17, TOP 32, Crit BSL: Def AC +7, FF 4, HoB 7 p 119)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Padded Armor AC: 8 9
☐☐ ☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Padded Armor AC: 8 9
☐☐ ☐

38b. The Crystal Pedestal

Ape, Carnivorous (HF 4, EP 275, Int 7, AL N, AC 6, MV 12", HD 5, HP 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA rending if both hands hit for D 1d8 additional, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 1 p 25)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Ice Toad (HF 7, EP 270, Int 8, AL N, AC 6, MV 9", 9" Hop, HD 5, HP 40, SZ L, #AT 1, D 3d4, SA Radiate Cold, SD Nil, ML 10, TOP 20, Crit BSL: Def AC +3, FF 5, HoB 8 p 13)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Minotaur (HF 8, EP 1400, Int 5, AL CE, AC 6, MV 12", HD 6+3, HP 53, SZ L, #AT 2, D 2d8/2d8, SA Grapple, charge, SD +2 surprise, ML 13, TOP 26, Crit BSL: Def AC +5, FF 9, HoB 5 p 22)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Owlbear (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, HP 47, SZ L, #AT 3, D 1d6/1d6/2d6, SA Hug, SD Nil, ML 12, TOP 23, Crit BSL: Def AC +3, FF 7, HoB 6 p 51)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

40. The Bead Curtain

Surprise Effects

Die	Degree of Roll Surprise	Effect
1	Complete	2 free attacks by monster
2-4	Partial	1 free attack by monster
5-6	none	none (normal initiative)

Gnolls (6) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4+1 (morning star), SA Nil, SD Nil, ML 11, TOP 15, Crit BSL: Def AC -2, FF 3, HoB 3 p 73)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

5)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

6)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Chain mail AC 5 6 7 8 9
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2nd Encounter: 6 Bugbears, each with 12 sp, 10 ep and 4 gp.

Bugbears (6) (HF 2, EP 175, Int 8, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d8 + 2 (great spear) 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 1 p 96.)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
☐☐☐☐ ☐☐☐ ☐☐ ☐

Small Shield +2 +1 +0
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2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
☐☐☐☐ ☐☐☐ ☐☐ ☐

Small Shield +2 +1 +0
☐☐☐ ☐☐ ☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
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Small Shield +2 +1 +0
☐☐☐ ☐☐ ☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
☐☐☐☐ ☐☐☐ ☐☐ ☐

Small Shield +2 +1 +0
☐☐☐ ☐☐ ☐☐

5)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
☐☐☐☐ ☐☐☐ ☐☐ ☐

Small Shield +2 +1 +0
☐☐☐ ☐☐ ☐☐

6)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Hide Armor AC : 6 7 8 9
☐☐☐☐ ☐☐☐ ☐☐ ☐

Small Shield +2 +1 +0
☐☐☐ ☐☐ ☐☐

3rd Encounter: 4 Ogres, each with 50 gp.

Ogres (4) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1d10, SA Nil, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +5, FF 4, HoB 6 p 24)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4th Encounter: 3 Gargoyles, each with 60 gp.

Gargoyle (3) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9" 15" Fly (C), HD 4+4, HP 48, SZ M, #AT 4, D 1d4-1(x2)/1d6/1d4, SA Nil, SD +1 or better to hit, ML 11, TOP 24, Crit BSL: Def AC +3, FF 9, HoB 3 p 47)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

42. The Chess Room

Vital Treasure:

☐ Key #4

ROUND 3

THE TOWER

45. The Hieracosphinx

Hieracosphinx (HF 14, EP 1400, Int 5, AL CE, AC 1, MV 9", 36" Fly (C), HD 9, HP 76, SZ L, #AT 3, D 2d4/2d4/1d10, SA Swoop, SD Nil, ML 13, TOP 38, Crit BSL: Def AC +7, FF 5, HoB 7 p 95)

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

46a. Pteranodons

Jurassic Creature: Pteranodon (3) (HF 3, EP 175, Int 1, AL N, AC 7, MV 3", 15" Fly (B), HD 3+3, HP 38, SZ L, #AT 1, D 2d4, SA Skewer, SD Nil, ML 9, TOP 19, Crit BSL: Def AC +2, FF 8, HoB 4 p 56)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

47. THE EARTH LEVEL

Su-Monster (3) (HF 14, EP 650, Int 8, AL CE, AC 6, MV 9", 9" climb, HD 5+5, HP 46, SZ M, #AT 5, D 1d4(x4)/2d4, SA Surprise 6 in 10, haste rage, SD Nil, ML 10, TOP 23, Crit BSL: Def AC +4, FF 10, HoB 7 p 119)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

48a. Monkey Attack

Poison Money (3) (HF 7, EP 420, Int 5, AL CE, AC 6, MV 6", 9" Climb, HD 3+1, HP 35, SZ S, #AT 5, D 1d4-2(x2)/1d4-1(x3), SA Poison, SD Immune to poison, ML 15, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 5 p 41)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

48b. The Tree of Death

Stump Horror (1) (HF 16, EP 975, Int 5, AL N, AC 3 (tentacle), 5 (body), 7 (eyestalk), MV 1", HD 9, HP 65 (body), SZ L, #AT 3, D 1d4(x3), SA Entanglement, surprise 9 in 10, SD Camouflage, ML 14, TOP n/a, Crit BSL: Def AC +7, FF n/a, HoB 7 p 117)

Bunny:

1)HPs: ☐☐

Root Tentacles:

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Body:

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

Heel Borer (10) (HF 2, EP 120, Int 1, AL N, AC 2, MV 3", HD 2, HP 26, SZ T, #AT 1, D 1d8, SA See text, SD Nil, ML 12, TOP 13, Crit BSL: Def AC +4, FF n/a, HoB 3 p 124)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

5)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

6)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

7)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

8)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

8)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

10)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

48c. Shadowy Area

Nefarian Shadow Demons (4) (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 58, SZ M, #AT 3, D 1d8/1d6/1d6, SA See text, SD See text, ML See text, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 5 p 126)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

4)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

49. The Medusa's Garden (Show Illustration 4 on IQ3)

Lesser Medusa (HF 14, EP 2000, Int 11, AL LE, AC 5, MV 9", HD 6, HP 50, SZ M, #AT 1, D 1d4, SA Poison, petrification, SD Nil, ML 13, TOP 25, Crit BSL: Def AC +4, FF 4, HoB 4 p 127)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Strangle Tomato Plant (HF 16, EP 1080, Int Variable (starts at 12), AL CE, AC 6, MV Nil, HD 6, HP 60, SZ M, #AT 3-12 (see text), D See text, SA Strangulation, SD See text, ML Variable, TOP n/a, Crit BSL: Def AC +16, FF n/a, HoB 7 p 116)

1)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: 

71. The Jabberwocky

Jabberwock, Vile (HF 21, EP 6200, Int 6, AL CE, AC 2, MV 15", HD 10+1, HP 86, SZ L, #AT 4, D 2d6/2d6/1d8/3d6 + venom SA Venom (death in 2 rounds), if it surprises, it attacks with all four claws, fear, SD Only surprised 1 in 10, ML 20, TOP 43, Crit BSL: Def AC + 8, FF 6, HoB 4 p 37)

1)HPs: 

72. The Bugs

Mantis, Deadly Praying (12) (HF 1, EP 120, Int 0, AL N, AC 5, MV 9", 15" Hop, HD 3, HP 28, SZ M, #AT 3, D 2-5/2-5/2-7, SA Nil, SD Nil, ML 15, TOP n/a, Crit BSL: Def AC + 1, FF n/a, HoB 4 p 116)

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

73. Monkey Land

Six-Ribbed Skink Monkey (12) (HF 2, EP 65, Int 3, AL N, AC 4, MV 3", 6" Climb, HD 2, HP 24, SZ 5, #AT 3, D 1d4/1d4/1d4, SA See text, SD Nil, ML 9, TOP 12, Crit BSL: Def AC + 1, FF 4, HoB 5 p 42)

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

4)HPs: 
5)HPs: 
6)HPs: 
7)HPs: 
8)HPs: 
9)HPs: 
10)HPs: 
11)HPs: 
12)HPs: 

74. Cat Pack

Great Jaguar Cats (4) (HF 5, EP 420, Int 3, AL N, AC 6, MV 15", HD 4+1, HP 41, SZ L, #AT 3, D 1d4-1(x2)/1d8, SA Rear claws 1d4+1(x2), SD Surprised 1 in 10, ML 10, TOP 20, Crit BSL: Def AC + 2, FF 6, HoB 1 p 109)

1)HPs: 

2)HPs: 

3)HPs: 

4)HPs: 

76. The Road to Slipdish

Invisible Stalker (HF 21, EP 3000, Int 13, AL N, AC 3, MV 12", HD 8, HP 56, SZ L, #AT 1, D 4d4, SA Nil, SD Invisible, ML 14, TOP n/a, Crit BSL: Def AC + 6, FF n/a, HoB 4 p 35)

1)HPs: 

77. The Last Refugees

Kenku (6) (HF 3-10, EP 175/420/650, Int 8, AL N, AC 5, MV 6", 18" Fly (D), HD 2/3/4, HP 27, 28, 31, 32, 32, 35, SZ M, #AT 1, D 1d6 or 1d8+1 (staff or longsword, see below), SA Nil, SD See below, ML 13, TOP 14/16/17, Crit BSL: Def AC + 0/1/2, FF 5, HoB 4 p 63)

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

Items: Set of silverware 400 gp, Small statuettes 600 gp

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

Items: Chess set 1000 gp, Jeweled goblets 1800 gp

3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □

Items: 800 Gold coins, 700 Platinum coins

4)HPs:

Items: 12 assorted gems 4000 gp total

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

Items: Dust of Dryness, Long Sword, +1, +4 vs. Reptiles

6) (Polly) HPs:

Items: Wand of Magic Missiles (40 charges), Ring of Perpetual Mo-Jo

78. The Grand Finale

Quadrielemental Demon (HF 27, EP 12000, Int 8, AL CE, AC 0 to 3, MV 6", HD 16, HP 118, SZ L, #AT 4, D 3d6/2d6/2d6/1d6 + special, SA See Appendix, SD See Appendix, +1 or better to hit, ML 16, TOP n/a, Crit BSL: Def AC +14, FF n/a)

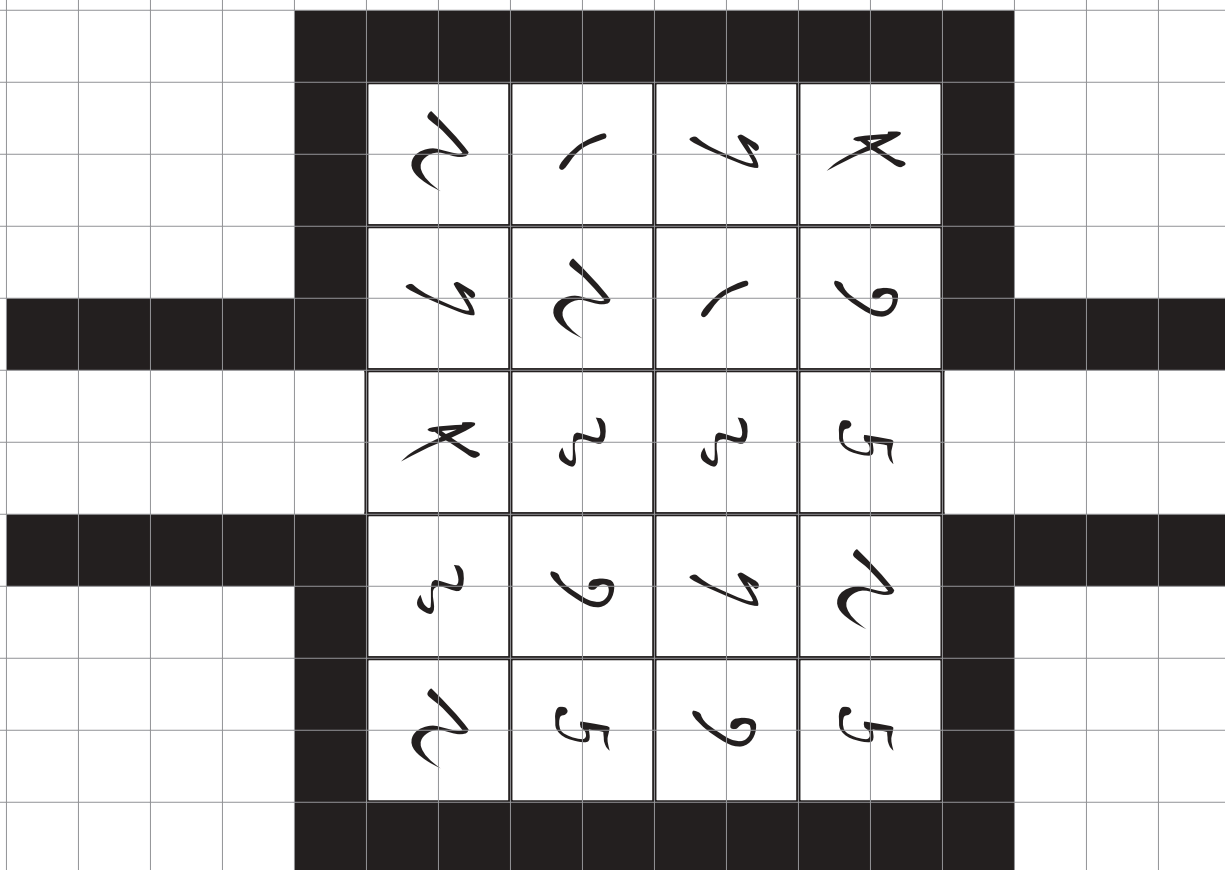
1)HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Visual Aid #1



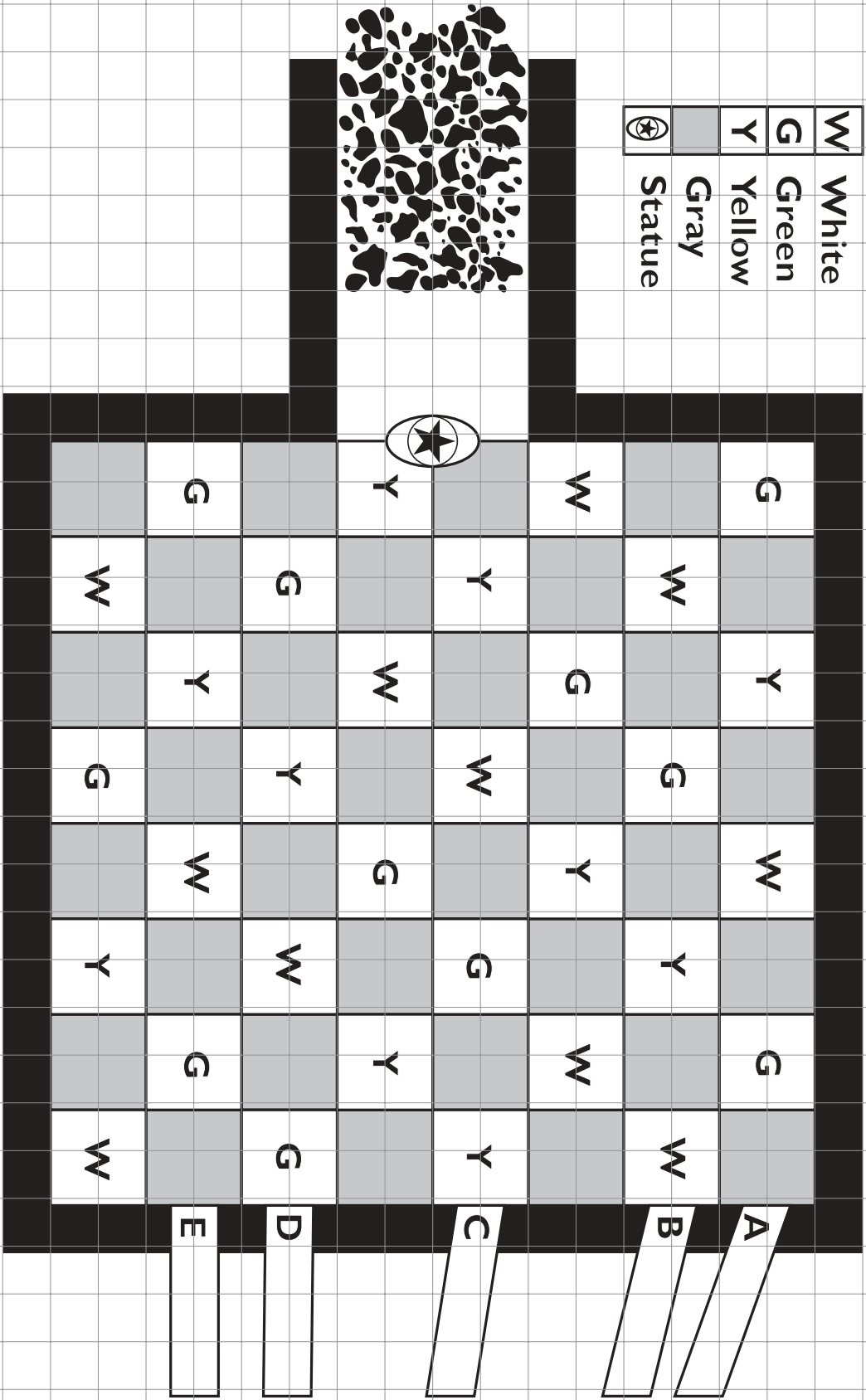
= 5 feet



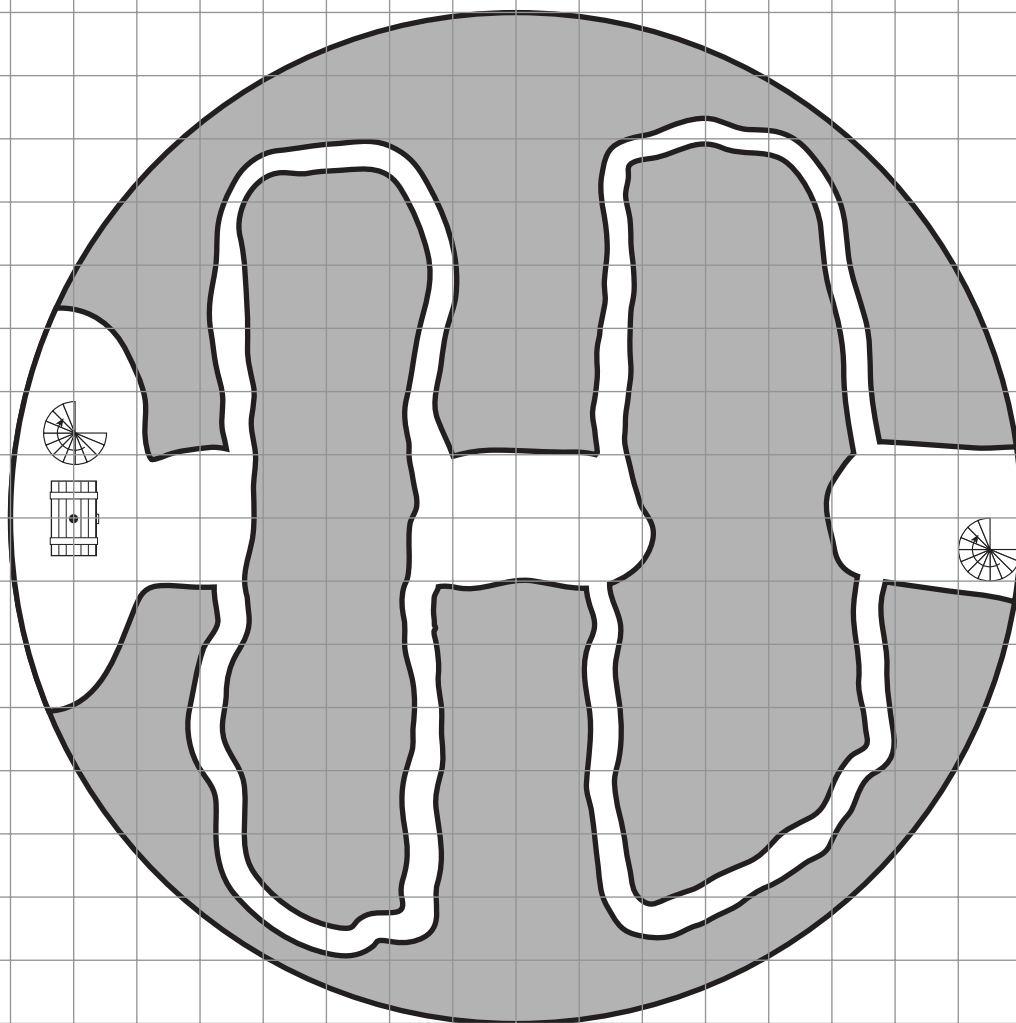
Visual Aid #2

 = 5 feet

W	White
G	Green
Y	Yellow
	Gray
	Statue



Visual Aid #3



Visual Aid #4

