



DESCENT INTO THE NETHERDEEP

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 9-12

* GAMEMASTER'S EYES ONLY *

Hacked By (adapted for HackMaster):

Steve Johansson and Don Morgan

Edited by: Brian Jelke, Paul Glozeris and Jeffery Martin

Additional Contributors: Jedediah Gofourth, Jeffery Martin

Art Director: Bob Burke

Artist Liaison: Mark Plemmons

Graphic Design: Jennifer "Jiffy" Burke

Cover Artist: Erol Otus

Back Cover Illustration: Brian Schomburg,

Back Cover Colors: Scott Kester

Interior Illustrations: William Church,
Brendon Fraim, Brian Fraim, Brian Schomburg

Map Symbols: Rob Lee, Mark Plemmons and Bob Burke

Behind-the-Scenes: Jeff Abar, Jennifer Kenzer

HackTesters: Daniel Jeners, Jerry Barron Miller, John Moore,
Louis Falert, Nik Webber, Bobby Wullner, Charles Moyle

The Descent Into the NetherDeep adventure is based on the
Advanced Dungeons & Dragons adventures D1 Descent Into the
Depths of the Earth and D2 Shrine of the Kuo-Toa by E. Gary Gygax

Hard Eight Enterprises Representative: Jo Jo Zeke

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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Questions, Comments, Product Orders?

Kenzer and Company

25667 Hillview Court
Mundelein IL 60060

Phone: (847) 540-0029

Fax: (847) 540-8065

E-mail: questions@kenzerco.com

Visit our website: www.kenzerco.com

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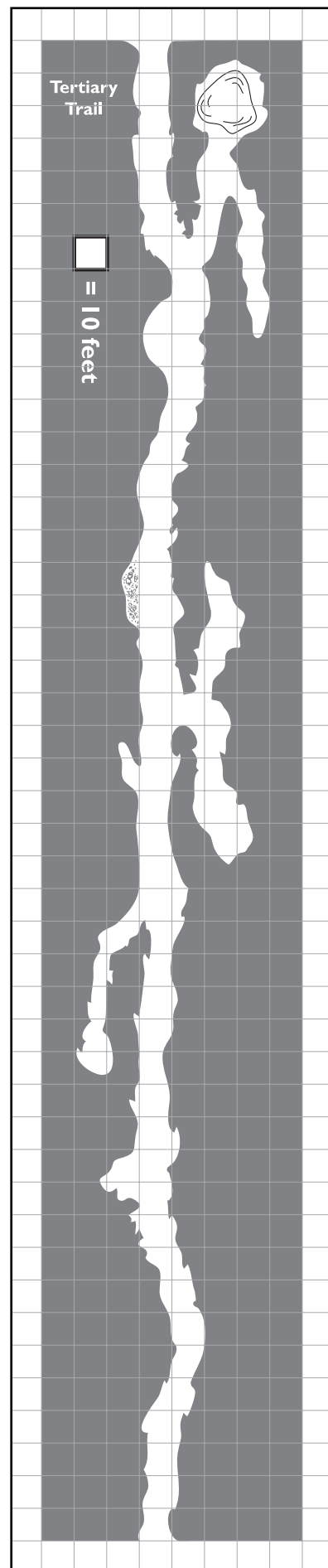
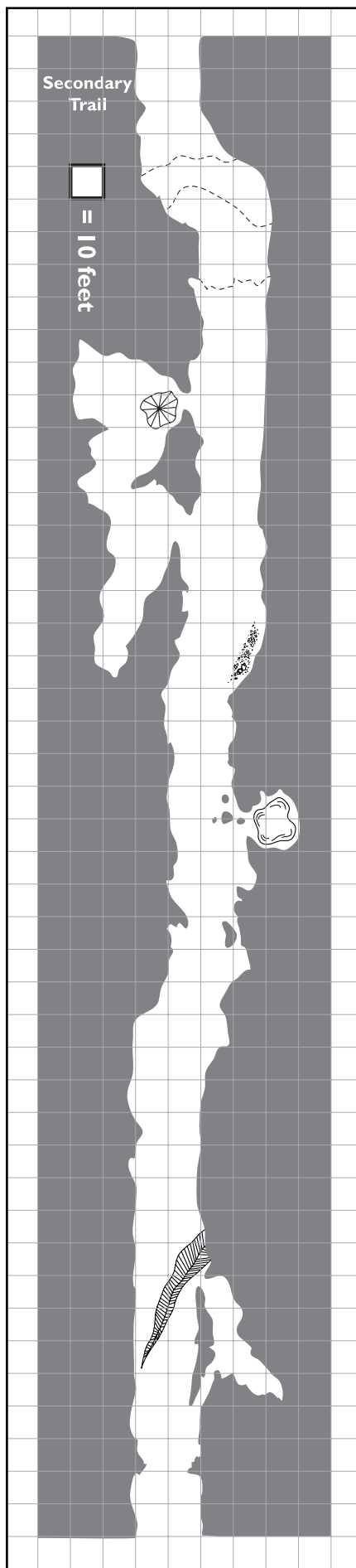
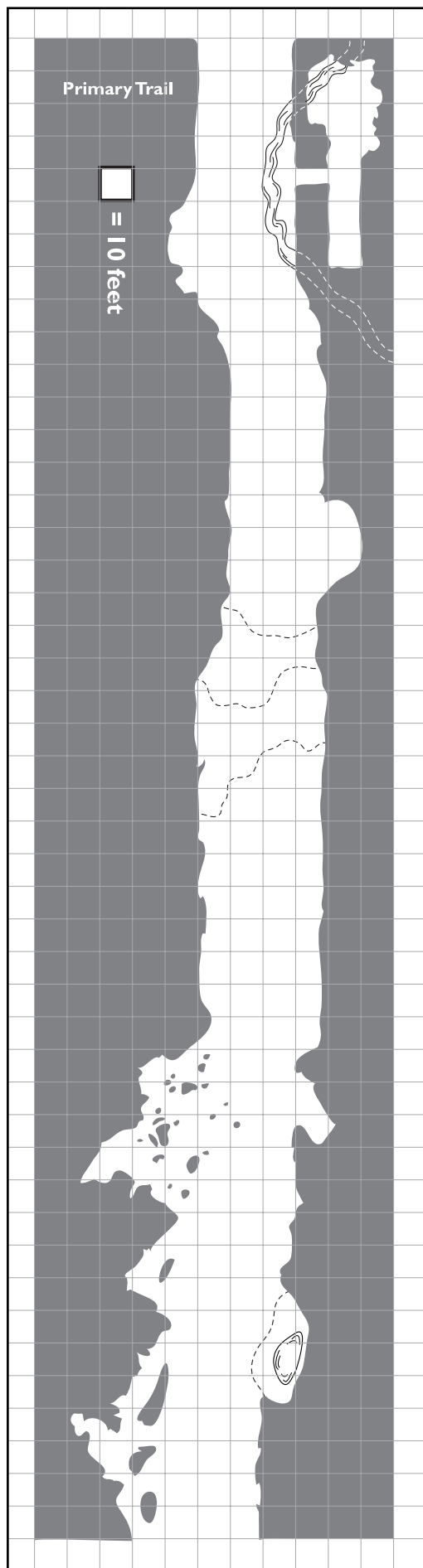
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Battle Sheet

RANDOM ENCOUNTERS

Drow Patrol Encounter: Darkmen-At-Arms (8), Common Quaggoths (12), Drowtaur Magic-User, Lieutenant, Orkin Lowland Ponies (3)

Darkmen-at-arms (8): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, uncommon, Hon: Average, ML 14, TOP 13 each, Crit BSL: Def AC -4 (short sword), Def AC -3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 5, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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Quaggoths, common (12): (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7+' tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)), SA berserk frenzy, SD immune to poison, Lang: uncommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

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Drowtaur magic-user: (HF 7, EP 975 each, MU 5, Int 18 (Genius), AL CE, AC 6, MV 24", HD 4, hp 40, SZ L, #AT 1, D 1d6+2/1d6+1/1d6 (**Drow Dagger +2**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 30%, Lang: drow, drow sign language, uncommon, Hon: Average, ML 13, TOP 20, Crit BSL: Def AC, FF 7, Reference HoB 2 p 114)

Spells: First Level: Charm Person, Color Spray, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x3). **Second Level:** Know Alignment, Levitate, Mirror Image, Stinking Cloud. **Third Level:** Slow

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Lieutenant (male drow 4th level fighter): (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC -3 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", 43, SZ M, #AT 5/2 or 2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow Poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow (100), drow silent language (100), common (47), elven (55), uncommon (100), bugbear (76), Hon: 30 (Average), ML 14, TOP 22, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 6, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, military: battle sense (56), military: small unit tactics (44), Proficiencies: weapon specialization (long sword)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire. **Second Level:** Know Alignment, Levitate.

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Drow Chain mail +2: AC:

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Draw Buckler	+1	+2	+3
(AC bonus)			

Orkin Lowland Ponies (3): (HF 1, EP 120 ea, Int 1 (animal), AL M, AC 8, MV 15", HD 2+2, hp 31, SZ L, #AT 1, D 1-8, SA nil, SD poison/disease resistance, Lang: none, Hon: Average, ML 11, TOP 16, Crit BSL: Def AC +0, FF 8, Reference HoB 6 p 42). These sturdy beasts are laden down with food, water and miscellaneous supplies for the troops. They will attack if approached.

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Potential Yield:

- ☐ Defeating Quaggoths (2100 EPV)
- ☐ Defeating Drowtaur (975 EPV)
- ☐ Defeating Lieutenant (460 EPV)
- ☐ Defeating Orkin Lowland Ponies (120 EPV)
- ☐ Drow Dagger +1 (var GPV)
- ☐ Drow Dagger +2 (var GPV)
- ☐ Drow Chain Mail +2 (var GPV)
- ☐ Drow Buckler +2 (var GPV)
- ☐ Drow Long Sword +1 (var GPV)
- ☐ Drow Short Sword +1 (var GPV)

Auxiliary Patrol Type One:

Trogolodytes male, spiny-backed feral variants (1d8+8): (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

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Trolls, Common (1d4): (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SANil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

1). HPs: 

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Potential Yield:

- ❑ Defeating Trogolodytes (2560 EPV)
- ❑ Defeating Trolls (5600 EPV)

Auxiliary Patrol Type Two:

Bugbear, Common (5d4): (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 9", HD 3+1, hp 35 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (**Drow Spear +1**), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

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Drow Chain mail +1

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Large Sheild

(AC bonus)	+4	+3	+2	+1
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Drow Chain mail +1

AC 4 5 6 7 8 9

Large Sheild

(AC bonus)	+4	+3	+2	+1
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Drow Chain mail +1

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Large Sheild

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Large Shield

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Potential Yield:

- ☐ Defeating Bugbears (3500 EPV)
- ☐ Drow Chain Mail +1 (20) (var GPV)
- ☐ Drow Spear +1 (20) (var GPV)

Encounter: Cave Spiders (2d6): (HF 9, EP 370 ea, AC 6, MV 6"/12", HD 4+4, HP 42 ea, #AT 1, D 1d8, SA: shoot webs, poison, Hon: Ave, TOP 21, Crit BSL: Def AC+3, Reference: HoB 7 p 98)

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12). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Potential Yield:

Defeating Cave Spiders (4440 EPV)

Dopers (1d3): (HF 22, EP 1400, Int 15 (exceptional), AL CN, AC 0, MV 1", HD 6, HP 46 ea, #AT 1, D 1d10, SA: Intoxicating touch and breath, SD: camouflage, spell resistance, Hon: Ave, TOP 23, Crit BSL: Def AC+4, Reference: Hacklopedia Field Manual)

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

☐ Defeating Dopers (4200 EPV)

Encounter: Fire Beetles (12)

Fire Beetles, Giant (2d6): (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

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

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

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8). HPs:

Leather Armor: AC 8 9

Derro Crossbowmen (8): (HF 1, EP 295, Dex 15, Int 13 (very), AL CE, AC 6 (leather + Dex), MV 9", HD 3, hp 38, 37, 34 (x3), 29 (x2), 24, SZ S, #AT 2 or 1, D 1d6/1d3/1d6-3 + Derro type P poison (Derro Semi-Automatic crossbow) or 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA: poison, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 19 (x2), 17 (x3), 15 (x2), 12, Crit BSL: Def AC +3 (crossbow) or +1 (secari), FF 5, Talent: Blind Fighting, Reference HoB 2 p 118)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Leather Armor: AC 8 9
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2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Leather Armor: AC 8 9
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3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Leather Armor: AC 8 9
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4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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 Leather Armor: AC 8 9
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5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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8). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Leather Armor: AC 8 9
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Duergar Scouts (6): (HF 0, EP 120, Ftr/Th 1/1, Dex 16/60, Int 9 (ave), AL NE, AC 5 (leather + Dex), MV 6", hp 28, 26, 25, 24, 22, 21, SZ S, #AT 1, D 1d6-1/1d6/1d8 + Derro type T poison (short sword), SA poison, spells, -2 to enemy's surprise roll SD: surprised only 1 in 10, +4 to saves vs. magic, immune to paralysis, illusions & poison, Lang: derro, Hon: Ave, ML 13, TOP 14, 13 (x2), 12 (x2), 11 (x2), Crit BSL: Def AC -3, FF 8, Reference HoB 2 p 119)

Spells: Enlarge (or Reduce), Invisibility

Thieving Abilities: PP 15%, OL 25%, FT 25%, RT 30%, MS 20%, HS 10%, CW 90%

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Leather Armor: AC 8 9
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Derro Sergeants (5): (HF 2, EP 260, Dex 15, Int 13 (very), AL CE, AC 4 (scale mail + Dex), MV 6", HD 4, hp 42, 35, 34, 28, 26, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +3 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, TOP 21, 18, 17, 14, 13, Crit BSL: Def AC +2, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

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5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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Derro Commander (1): (HF 7, EP 975, Dex 15, Int 13 (very), AL CE, AC 1 (plate mail + Dex), MV 6", HD 7, hp 60, SZ S, #AT 1, D 1d4/1d4/1d4 (Derro Hook-Fauchard), SA opponent may be pulled off-balance, SD: +4 to saves vs. wands, staves, rods & spells, Lang: derro, Hon: Ave, ML 12, 30, Crit BSL: Def AC +5, FF 6, Talent: Blind Fighting, Reference HoB 2 p 118)

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

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AC 5 6 7 8 9

Derro Student Savant (1): (HF 6, EP 527, Dex 15, Int 17 (Genius), AL CE, AC 8 (Dex), MV 9", HD 5, hp 42, SZ S, #AT 1, D 1d6/1d6-1/1d6-2 (secari – treat as dagger), SA spells, Lang: derro, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC +3, FF 6, Talent: Blind Casting, Reference HoB 2 p 118)

Spells: Comprehend Languages (at will), Read Magic (at will), Lightning Bolt, Wall of Fog

Notable Items: Potion of Invisibility

1). HPs: ☐☐☐☐ ☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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Potential Yield:

- ❑ Potion of Invisibility (250 EPV 500 GPV)
- ❑ Defeating Derro Warriors (2040 EPV)
- ❑ Defeating Derro Crossbowmen (23060 EPV)
- ❑ Defeating Duergar Scouts (1300 EPV)
- ❑ Defeating Derro Commander (975 EPV)
- ❑ Defeating Derro Student Savant (527 EPV)

Ants: Giant Worker Ants (1d20 +10), Giant Warrior Ants (1d4+4)

Giant Worker Ants (1d20+10): (HF 1, EP 35, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 1, D 1d6, SA pincers continue to inflict 1d3 damage/round after a hit, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

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30). HPs:

Giant Warrior Ants (1d4+4): (HF 3, EP 120, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 2, D 1d6/1d3 (pincers/sting), SA pincers continue to inflict 1d3 damage/round after a hit, Poison, SD Nil, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

1). HPs:     

2). HPs:     

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Potential Yield:

- ☐ Defeating Giant Worker Ants (1050 EPV)
- ☐ Defeating Giant Warrior Ants (960 EPV)

Bulette, Hammerhead (1d2): (HF 22, EP 4000 ea, Int 1 (animal), AL N, AC -2/4/6, MV 12", 3", HD 9, hp 80 ea, SZ L, #AT 3, D 4d12/3d6/3d6, SA ramming, SD only surprised 2 in 10, Hon: Average, ML 20, TOP 40, Crit BSL: Def AC +7, FF 7, Reference HoB 1 p 97)

1). HPs: 


2). HPs: 



Potential Yield:

- ❑ Defeating Bulette (8000 EPV)

Fire Beetles, Giant: (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

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

❑ Defeating Cave Gougers (1800 EPV)

Cerebral Maulers (1d3): (HF 12, EP 975 ea, Int 14 (High), AL CE, AC 5, MV 6" Fly (D), HD 3+3, hp 38 ea, SZ M, #AT 2+special, D 1-8/1-8 + special, SA spinal bore control, paralyzation pulses, psionics, SD psionics, Hon: Average, ML 16, TOP 19, Crit BSL: Def AC +2, FF 9, Reference HoB 2 p 19)

- 1). HPs: 

- 2). HPs: 

- 3). HPs: 


❑ Defeating cerebral Maulers (2925 EPV)

Dungeon Anemones (1d6): (HF 5, EP 650 ea, Int 4 (Semi-), AL N, AC 8, MV 3" Fly (D), HD 6, hp 53 ea, SZ M, #AT 8, D 1-4 x8, SA paralyzing poison, digestion, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +4, FF 4, Reference HoB 2 p 116)

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

❑ Defeating Dungeon Anemones (3900 EPV)

- 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:

❑ Defeating Giant Fire Beetles (840 EPV)

Impaler, Purple (1d4+1): (HF 4, EP 85 ea, Int 4 (Semi-), AL NE, AC 4, MV 12", HD 4, hp 42 ea, SZ L, #AT 1, D 1-12, SA impaling, SD nil, Hon: Average, ML 12, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 27)

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

❑ Defeating Purple Impaler (425 EPV)

Impaler, Rainbow (1): (HF 7, EP 205, Int 14 (High), AL CE, AC 6, MV 9", HD 8, hp 65, SZ H, #AT 1, D 3-24, SA impaling, SD nil, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 4 p 27)

1). HPs: 

Potential Yield:

❑ Defeating Rainbow Impaler (205 EPV)

Kruellers (1d3): (HF 12, EP 975, Int 6 (low), AL CE, AC 5, MV 3", HD 8, hp 75 each, SZ L, #AT 1, D 4d6, SA may destroy weapons, jet of methane flame, SD: partial immunity to crushing weapons, Hon: Ave, ML 16, TOP 38, Crit BSL: Def AC+6, FF 6, Reference HOB 4 p 67)

1). HPs: 

2). HPs: 

3). HPs: 

Potential Yield:

❑ Defeating Kruellers (2925 EPV)

Mea-Zels (1d4): (HF 7, EP 120, Int 7 (Low), AL CE, AC 8, MV 12", HD 4, hp 38 each, SZ M, #AT 2 or 1, D 1-4/1-4 or strangulation, SA 4th level thief abilities (standard: move silently 95%, hide in shadows 90%), SD nil, Lang: mea-zel, undercommon, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +2, FF 4, Reference HoB 4 p 126)

1). HPs: 

2). HPs: 

3). HPs: 

4). HPs: 

Potential Yield:

❑ Defeating Mea-Zels (480 EPV)

Moss, Shimmer: (HF 1, EP 7, Int 0 (Non-), AL N, AC 9, MV nil, HD 1, hp 25, SZ S, #AT nil, D nil, SA fascination, SD nil, Lang: none, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 5 p 48)

[illegible]

Potential Yield:

❑ Defeating Shimmer Moss (7 EPV)

Mute-Screecher: (HF 6, EP 270, Int 16 (Exc), AL NE, AC 8, MV 15", HD 5, hp 50, SZ M, #AT 1, D 1-8, SA psionics, SD nil, Lang: mute-screecher, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +3, FF 4, Reference HoB 5 p 57)

1). HPs:

Potential Yield:

Truculent Terrorier (1): (HF 4, EP 3,000, Int 14 (High), AL CE, AC 2, MV 9", HD 12, hp 83, SZ M, #AT 1, D Fear or Fireball, SA Fear, Fireball, SD go ethereal, reflect Blindness attacks, undead immunities, Lang: common, elven, Hon: Average, ML 15, TO n/a, Crit BSL: Def AC +10, FF n/a, Reference HoB 8 p 34) It wears a **Ring of Human Influence** which it will use to maximum effect in persuading PCs to do its bidding.

1). HPs:

Potential Yield:

- ❑ Defeating Truculent Terrifier (3000 EPV)
- ❑ Ring of Human Influence (2000 EPV 10000 GPV)

Hook Horrors/Uarvaxi: Hook Hoors (1d8), Uarvax (1d8)

Hook Horrors (1d8): (HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 50 ea, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 25 ea, Crit BSL: Def AC + 3; FF 5, Reference HOB 4 p 13)

1). HPs: 

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6). HPs: 

7). HPs: 

8). HPs: 

Darkmen-at-arms (8): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, uncommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC -4 (short sword), Def AC -3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

- 1). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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7). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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8). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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- ❑ Defeating Hook Horrors (960 EPV)
- ❑ Defeating Uarvax (24000 EPV)

Quaggoths (4): (HF 1, EP 175 each, Int 7 (Low), AL N, AC 2 [0 vs. missiles] (body shield), MV 12", HD 2+2, hp 32 each, SZ L (7+ tall), #AT 1, D 1-10 (two-handed sword wielded in one hand (Large creature)) , SA berserk frenzy, SD immune to poison, Lang: uncommon, Hon: Average, ML 15, TOP 16, Crit BSL: Def AC, FF 7, Reference HoB 6 p 102)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
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Encounter: Darkmen-at-arms (8), Quaggoths (4), Drow Lieutenant, Blondril, Drow fighters (female) (8), Jacque

Drow Lieutenant (male): (HF 4, EP 302, Ftr 3, Str 12/09, Dex 17/13, AL CE, AC -1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12" hp 38, SZ M, #AT 5/2, D 1d6+3/1d6+4/1d8+4 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**), SA sword bonus, short sword specialization (+1/+2 3/2 attacks), spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, uncommon, Hon: Ave, ML 14, TOP 19, Crit BSL: Def AC (Def AC +2 with sword), FF 5, Talents: ambidextrous, sword bonus, spell abilities, Skills: armor maintenance, weapon maintenance, military: battle sense (61), military: small unit tactics (57), short sword specialization)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Drow Chain mail +1

AC	4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Drow Buckler	+1	+2
(AC bonus)	□□□	□□□

Potential Yield:

- ❑ Defeating Darkmen (872 EPV)
- ❑ Defeating Quaggoths (700 EPV)
- ❑ Defeating Lieutenant (302 EPV)
- ❑ Drow Dagger +1 (var GPV)
- ❑ Drow Chain Mail +1 (var GPV)
- ❑ Drow Buckler +1 (var GPV)
- ❑ Drow Short Sword +1 (var GPV)

The Minefield

Larantula (1): (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, Reference HOB 4 p 74)

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

Potential Yield:

- ### ❑ Defeating Larantula (400 EPV)

Off-duty Contingent

Encounter: Blondril, Drow Fighters (Female) (8), Jacque

Blondril: (HF 11, EP 4516, MU 9, Str 7/04, Dex 19/22, Con 12/29, Int 18/17, Wis 15/45, Cha 13/15, Com 17/35, AL CE, AC -3 (Phantom Armor, Dex, Acrobatic Skill Suite), MV 12", hp 51, SZ M, #AT 2, D 1d6+1/1d6/1d6-1 (**Drow Daggers +3**), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 68%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 50 (Average), ML 5, TOP 26, Crit BSL: Def AC +2, FF 5, Quirks/Flaws: wuss-of-heart, Talents: acrobatic skill suite, ambidextrous, eagle eye, fast cast, spell abilities

Spells: First Level: Comprehend Languages, Dancing Lights, Darkness, Detect Magic, Faerie Fire, Magic Missile (x2), Phantom Armor (already cast), Run, Shift Blame. **Second Level:** Detect Invisibility, Heat Seeking Fist of Thunder, Know Alignment, Levitate, White Hot Metal. **Third Level:**

Continual Darkness, Dispel Magic, Polymorph to Primate. **Fourth Level:** Ice Storm, Solid Fog. **Fifth Level:** Torrential Fireball

1). HPs: 

Drow fighters (female) (8): (HF 5, EP 247 ea, Ftr 2, Dex 16/86, Int 12/51, AL CE, AC -3 (**Drow Chain Mail +2, Drow Buckler +2**, Dex), MV 12", hp 36 ea, SZ M, #AT 3/2 or 2, D 1d6+2/1d6+3/1d8+2 (**Drow Short Sword +1**) or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, each has 10 bolts with type Drow-S poison), SA spells, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, gnome, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 18, 17, 16, 15, Crit BSL: Def AC +2, FF 4, Talents: ambidextrous, sword bonus, Skills: short sword specialization

Spells: **First Level:** Dancing Lights, Darkness, Faerie Fire.

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

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
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Drow Buckler	+1	+2	+3
(AC bonus)	☐☐☐	☐☐☐	☐☐☐

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
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Draw Buckler	+1	+2	+3
(AC bonus)			

3). HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
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Drow Buckler	+1	+2	+3
(AC bonus)	☐☐☐	☐☐☐	☐☐☐

4). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
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Drow Buckler	+1	+2	+3
(AC bonus)	☐☐☐	☐☐☐	☐☐☐

5). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
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Drow Buckler	+1	+2	+3
(AC bonus)	☐☐☐	☐☐☐	☐☐☐

16

Mind Player, Arcane "Lenny" (HF 47, EP 9000, Int 17 (Genius), AL LE, AC 5 (Chain Mail, large shield), MV 12", HD 8+4, hp 63, SZ M, #AT 4, D 2 each, SA spells, target(s) of spells save at -4, brain sucking, mind blast, SD 90% MR, Lang: illithid, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +7, FF 9, Quirks/flaws: inappropriate sense of humor, obnoxious, Skills: interpret/perform mime (78), Reference HoB 5 p 20)

Spells (each) as 9th level caster: **First level:** Charm Person. **Second level:** ESP, Levitate. **Third level:** Suggestion. **Fourth level:** Charm Monster. **Fifth level:** Plane Shift.

1). HPs:

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AC	5	6	7	8	9
	□□□□□ □□□	□□□□□	□□	□	□

Large Shield

(AC bonus)	+4	+3	+2	+1
	□□□□□ □	□□□□□	□□□□□	□□□

Potential Yield:

- ☐ Philter of Glibness (500 EPV 2500 GPV)
- ☐ Coins (933 GPV)
- ☐ Potion of Polymorph to Insect (350 EPV 500 GPV)
- ☐ Scarab of Insanity (1000 EPV 5000 GPV)
- ☐ Black Sapphire (5000 GPV)
- ☐ Silver Ignots (30 GPV)
- ☐ Scroll of Protection from Undead (750 EPV 3750 GPV)
- ☐ Scroll of Intrurating Demons (1500 EPV 7500 GPV)
- ☐ Defeating Squiggy (9000 EPV)
- ☐ Defeating Lenny (9000 EPV)
- ☐ Defeating Jackalweres (5040 EPV)

Encounter Area 3: Cavern of the Rust Bats

Rust Bats (18) (HF 1, EP 85 each, Int 1 (animal), AL N, AC 6, MV 2"/14" fly, HD 2, hp 28 ea, SZ S, #AT 1, D rusting, Hon: Average, ML 15, TOP 14, Crit BSL: Def AC n/a, FF 4, Reference appendix)

- 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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- 13). HPs:

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- 14). HPs:

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- 15). HPs:

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- 16). HPs:

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- 17). HPs:

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- 18). HPs:

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Potential Yield:

- ☐ Defeating Rust Bats (1530 EPV)

Encounter Area 4: The Caves and Warrens of the Mogs

Drow fighters (male 2nd level fighters) (8) (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

1). HPs:

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Drow Chain mail +1

AC	4	5	6	7	8	9
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Drow Buckler +1 +2

(AC bonus)

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2). HPs:

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□□					

Drow Chain mail +1

AC	4	5	6	7	8	9
	□□□□□ □□□	□□□□□ □□□	□□□□□	□□	□	□

Drow Buckler +1 +2

(AC bonus)

□□□	□□□
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3). HPs:

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Drow Chain mail +1

AC	4	5	6	7	8	9
	□□□□□ □□□	□□□□□ □□□	□□□□□	□□	□	□

Drow Buckler +1 +2

(AC bonus)

□□□	□□□
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4). HPs:

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Drow Chain mail +1

AC	4	5	6	7	8	9
	□□□□□ □□□	□□□□□ □□□	□□□□□	□□	□	□

Drow Buckler +1 +2

(AC bonus)

□□□	□□□
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18

4). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Chain mail

AC 5 6 7 8 9

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Potential Yield

❑ Defeating Darkmen (436 EPV)

❑ Defeating Drow Fighter (212 EPV)

Drow Quartermaster (male 2nd level fighters) (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC -1 (**Drow Chain Mail +1, Drow Buckler +1**), Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

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

Drow Chain mail +1

AC 4 5 6 7 8 9

Draw Buckler	+1	+2
(AC bonus)	☐☐☐	☐☐☐

Medium Drow Logistics Train: Six darkman men-at-arms; One 2nd level fighter drow assistant quartermaster, One 4th level fighter drow quartermaster

Darkmen-at-arms (6): (HF 1, EP 109 each, Ftr 0, Dex 15/60, AL NE, AC 3 (chain mail, Dex), MV 9", hp 25, SZ M, #AT 2 or 1, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**) or 1d6/1d8/2d4+1 (lt. Crossbow), SA +4 'to-hit' with crossbow (Dex, crossbow bonus), each has 20 quarrels laced with type Drow-S poison, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, surprised only on a 1-2 on d10, MR 20%, Lang: drow, drow silent language, uncommon, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC -4 (short sword), Def AC -3 (**Drow Dagger +1**), Def AC (lt. Crossbows) FF 4, Talents: crossbow bonus, ambidextrous, Reference Annihilate the Giants p 95)

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
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Drow assistant quartermaster (male 2nd level fighter) (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC -1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), Tal 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Feats: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

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

Drow Chain mail +1

AC	4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Draw Buckler	+1	+2
(AC bonus)		

Chain mail

AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Drow fighter guards (male 2nd level fighter) (HF 5, EP 212 each, Fighter 2, Str 12/09, Dex 17/13, Con 10/01, Int 10/12, Wis 10/13, Cha 9/02, Com 11/57 AL CE, AC -1 (**Drow Chain Mail +1, Drow Buckler +1**, Dex), MV 12", Ftr 2, hp 32 each, SZ M, #AT 2, D 1d6+1/1d6+2/1d8+2 (**Drow Short Sword +1**) and 1d6+2/1d6+1/1d6 (**Drow Dagger +1**) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelin, 3 each), SA +1 to-hit for Strength, spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 20 (Average), ML 14, TOP 15, Crit BSL: Def AC +1 (+5 with javelin), FF 5, Age 102, Height 5' 1", Weight 110 lbs., Quirks/Flaws: paranoid, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Faerie Fire.

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

Drow Chain mail +1

AC	4	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Draw Buckler	+1	+2
(AC bonus)	□□□	□□□

2). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐
☐☐

Drow Chain mail +1

AC 4 5 6 7 8 9

Draw Buckler	+1	+2
(AC bonus)		

Drow Quartermaster (male drow 4th level fighter) (HF 10, EP 460, Fighter 4, Str 10/64, Dex 18/74, Con 11/29, Int 13/17, Wis 12/35, Cha 12/15, Com 13/35, AL CE, AC -3 (**Drow Chain Mail +2, Drow Buckler +2, Dex**), MV 12", HD 4, hp 43, SZ M, #AT 5/2, D 1d6+3/1d8+3/1d12+3 (**Drow Long Sword +1**, specialized) and 1d6/1d6+1/1d8+1 (**Drow Short Sword +1**) and or 1d6-1/1d6-3/1d6-4 (hand crossbow ROF 2, range 60 yards, 10 bolts with Class S Drow poison), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 54%, Lang: drow, drow silent language, common, elven, uncommon, bugbear, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC +3 (**Drow Long Sword +1**) (Def AC +2 with **Drow Short Sword +1** and Def AC +5 with hand crossbow), FF 5, Age 118, Height 5' 3", Weight 109 lbs., Quirks/Flaws: color blind, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (long sword), Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

1). HPs:

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Draw Buckler	+1	+2
(AC bonus)	□□□	□□□

Drow female leader (female 4th level fighters) (HF 10, EP 425, Fighter 4, Str 11/76, Dex 17/46, Con 10/54, Int 11/27, Wis 11/68, Cha 13/09, Com 14/24, AL CE, AC -4 (**Drow Chain Mail +2, Drow Small Shield +2, Dex**), MV 12", HD 4, hp 44 each, SZ M, #AT 3/2, D 1d8+4/1d6+5/1d6+3 (**Drow Footman's Mace +2**, specialized) or 1d6+1/1d6+1/1d6+1 (Class S Drow poisoned javelins, 4 each), SA spell-like abilities, SD 90% resist Sleep or charm-related effects, surprised only on a 1 on 1d10, +2 save against all magical effects, MR 56%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 32 (Average), ML 14, TOP 22 each, Crit BSL: Def AC +4 (**Drow Footman's Mace +2**), FF 5, Age 112, Height 5' 4", Weight 113 lbs., Quirks/Flaws: sadistic, Talents: ambidextrous, mace bonus, Skills: armor maintenance, weapon maintenance, Proficiencies: weapon specialization (footman's mace), Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

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

Drow Chain mail +2: AC:

3	4	5	6	7	8	9
□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□	□□	□	□

Drow Small Shield +2:	+1	+2	+3	+4
(AC bonus)	□□□□	□□□□		□□□
□□□				

Potential Yield:

❑ Defeating Darkmen (1308 EPV)

❑ Defeating Drow Female Fighter (425 EPV)

- ❑ Defeating Commander (460 EPV)

- ❑ Coins (20 GPV)

Bugbear, Common (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (Chain Mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

1). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐

☐☐☐☐☐ ☐

Chain mail

AC 5	6	7	8	9
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus) +4 +3 +2 +1

□□□□□ □□□□□□□ □□□

2). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐

Chain mail

AC 5 6 7 8 9

(AC bonus) +4 +3 +2 +1

□□□□□ □□□□□□□ □□□

3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

7). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

8). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

9). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

10). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

11). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

12). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐

Chain mail

AC 5		6	7	8	9
☐ ☐ ☐ ☐ ☐		☐ ☐ ☐	☐ ☐	☐	☐
(AC bonus)	+4	+3	+2	+1	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐			☐ ☐ ☐	

Potential Yield:

☐ Defeating Bugbears (2100 EPV)

Gargoyle, Common (HF 4, EP 420 each, Int 6 (Low), AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, hp 42 each, SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, drow, Hon: Average, ML 11, TOP 21, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

4). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

5). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

6). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

7). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

8). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐

Potential Yield:

☐ Defeating Gargoyles (3360 EPV)

Trogolodyte male, spiny-backed feral variant (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

- [illegible]

Potential Yield:

- ### ❑ Defeating Troglodytes(2880 EPV)

Troll, Common (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

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

- 3). HPs: 
- 4). HPs: 
- 5). HPs: 

Potential Yield:

- ### ❑ Defeating Trolls (7000 EPV)

AREAS 1-40

Area I. Entrance to the Grand Cavern

Bugbears, Common (5) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 4-9 (**Drow Spear +1**), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

- 1). HPs: 

Drow Chain mail +1

AC 4 5 6 7 8 9

□□□□□□□□ □□□□□□□□ □□□□□ □□ □□ □ □

Large Sheild

(AC bonus)	+4	+3	+2	+1
	□□□□□	□□□□	□□□	□□

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

Drow Chain mail +1

AC 4 5 6 7 8 9

Large Sheild

(AC bonus) +4 +3 +2 +1

□□□□□ □□□□□ □□□□ □□□

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

Drow Chain mail +1

AC 4 5 6 7 8 9

Large Sheild

(AC bonus)	+4	+3	+2	+1
	□□□□□	□□□□	□□□	□□

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

Drow Chain mail +1

AC 4 5 6 7 8 9

Large Sheild

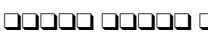
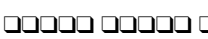
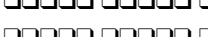
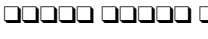
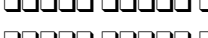
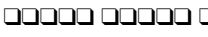
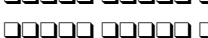
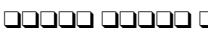
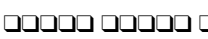
(AC bonus) +4 +3 +2 +1

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4. Side Cavern

Encounter: Common Gargoyles (15), Gargoyle Lord

Gargoyles, Common (15) (HF 4, EP 420 each, Intr 6 (Low), AL CE, AC 5, MV 9°, 15° Fly (C), HD 4+4, hp 49, 48 x2, 47, 45 x2, 42 x5, 41 x2, 40, 38; SZ M (6' tall), #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better to hit, Lang: gargoyle, bugbear, dwarf, Hon: Average, ML 11, TOP 25, 24 x3, 23 x2, 21 x7, 20, 19, Crit BSL: Def AC +3, FF 9, Reference HoB 3 p 47)

- 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: 

Gargoyle Lord (1) (HF 17, EP 1,500, Int 14 (High), AL CE, AC 0, MV 12", 15" Fly (B), HD 8+8, hp 60, SZ L (9' tall), #AT 4, D 1-3/1-3/1-6/1-4 (+7 for 19 STR), SA nil, SD +2 or better to hit, MR 20%, Lang: gargoyle, drow, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +10, FF 13, Reference HoB 3 p 47)

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

Potential Yield:

- ☐ Defeating Common Gargoyles (6300 EPV)
- ☐ Defeating Gargoyle Lord (1500 EPV)

5. Spur Cavern

Encounter: Worm, Common Purple (1) (HF 22, EP 13,000, Int 0 (Non-), AL N, AC 6, MV 9", 9" Burrow, HD 15, hp 110, SZ G (28' long), #AT 2, D 2-24/2-20, SA swallow whole, poisonous tail, SD nil, Lang: none, Hon: Average, ML 12, TOP 55, Crit BSL: Def AC +13, FF 5, Reference HoB 8 p 100)

- 1). HPs: 

Potential Yield:

- ☐ Worm, Common Purple (13000 EPV)
- ☐ Purple Amethysts (700 GPV)
- ☐ Garnets (400 GPV)
- ☐ Vials of Holy Water (0 GPV)

Area 6. Uncle Scam Wants You

Encounter: Darkmen privates (10), Farkwar, Drow Fighters (4), Grosklod, Drow fighters (8), Clarice, Nightmare, Pack Ape

Darkmen privates (men-at-arms) (10) (HF 1, EP 35 each, Fighter 0, Str 10/37, Dex 15/30, Con 10/90, Int 10/52, Wis 10/29, Cha 11/16, Com 9/14, AL CE, AC 1 (chain mail, buckler, Dex), MV 9", hp 25, SZ M, #AT 2, D 1d6-1/1d6/1d8 (short sword) and 1d6+1/1d6/1d6-1 (**Drow Dagger +1**), SA nil, SD 30% resist Sleep or charm-related effects, +1 save against all magical effects, MR 20%, Lang: drow, drow silent language, common, elven, uncommon, Hon: 10 (Average), ML 14, TOP 13 each, Crit BSL: Def AC -3 (short sword) or Def AC -2 (**Drow Dagger +1**), FF 4, Age 39, Height 5' 5", Weight 140 lbs., Quirks/Flaws: none, Talents: ambidextrous, Skills: armor maintenance, weapon maintenance, Reference Annihilate the Giants p 95)

- 1). HPs: ☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
- Chain mail
- AC 5 6 7 8 9
- ☐☐☐☐☐☐ ☐☐☐☐ ☐☐ ☐ ☐
- Buckler +1
- (AC bonus) ☐☐☐

- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- Chain mail
- AC 5 6 7 8 9
- □□ □□□□ □□ □ □
- Buckler +1
- (AC bonus) □□□

- 3). HPs: □□□□ □□□□ □□□□ □□□□ □□□□
- Chain mail
- AC 5 6 7 8 9
- □□□ □□□□ □□ □ □
- Buckler +1
- (AC bonus) □□□

Draw Small Shield +2:	+1	+2	+3	+4
(AC bonus)	▣▣▣▣	▣▣▣▣	▣▣▣	▣▣▣

28

F. Caged in Area

Rat(s), Dire Albino (6) (HF 0, EP 15 ea, Int 3 (Semi-), AL N(e), AC 7, MV 12", HD 1, hp 25, SZ S, #AT 1, D 1-4, SA nil, SD nil, Hon: Average, ML 10, TOP 13, Crit BSL: Def AC -2, FF 4, Reference HoB 6 p 114)

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

Potential Yield:

- ☐ Cheese (19 GPV)

J. Library

Potential Yield:

- ☐ Portable Hole (2000 EPV 35500 GPV)
- ☐ Dust of Sneezing and Choking (1000 EPV 10000 GPV)
- ☐ Staff of Striking (3000 EPV 20000 GPV)
- ☐ Potion of Longevity (500 EPV 1000 GPV)
- ☐ Scarab of Protection from Evil Clerics (2500 EPV 15000 GPV)
- ☐ MU scroll (3300 EPV 9900 GPV)

L. Bedroom

Azberdies the Drow Lich (1) (HF 112, EP 18,976, Magic-user 18, Str 11/04, Dex 19/67, Con 12/57, Int 20/88, Wis 16/44, Ch 13/14, Co -12, AL NE, AC -9 (**Ring of Protection +3**, Dex, acrobatic skill suite), MV 6", hp 85, SZ M, #AT 1 or 2, D 1-10 or 1d6+6/1d6+5/1d6+4 (**Dagger of Hindsight +6**) and 1d6+3/1d6+2/1d6+1 (**Dagger of Vital Organ Seeking +3**), SA spells, fear, chilling paralysis touch, SD surprised only on a 1 on 1d10, +2 save against all magical effects, +1 or better to hit, immune to Sleep, enfeeblement, polymorph, cold, insanity and death magic, MR 86%, 99% chance to see invisible creatures (based on level and intelligence) Lang: drow, drow silent language, elven, uncommon, Hon: 168 (Great), ML 18, TOP n/a, Crit BSL: Def AC +9 (claw) or Def AC +15 (**Dagger of Hindsight +6**) and Def AC +12 (**Dagger of Vital Organ Seeking +3**), FF n/a, Height 5' 2" Weight 91 lbs., Flaws/Quirks: amputee (leg), anosmia*, blind (color), blind (one eye), male pattern baldness*, scar (facial)*, tone deaf, animal phobia (cattle), psychotic aversion to dragons, value privacy (reclusive) Talents: acrobatic skill suite, ambidextrous, blind casting, dagger bonus, photographic memory Skills: arcane lore (121), alchemy (95), ancient history (103), geology (36), herbalism (72), history, local (78), history, world (49), maintenance/upkeep, weapon maintenance, poetry, writing and comprehension/interpretation (61), cartography (47), complex geometric estimation (103), construction: defense works (48), forgery (71), map sense (66), mining (13), reading/writing -drow (124) -common (97) -elven (87) -uncommon (68), seduction, art of (64)*, survival, underground (82), spell craft (114), Reference HoB 4 p 85)

* these flaws/skills are no longer relevant since Azberdies became a lich

Spells Known (prepared): **First level:** Change Self, Chromatic Orb (x2), Dancing Lights, Darkness, Detect Magic, Faerie Fire, Fog Vision, Magic Missile (x3), Message. **Second level:** Cheetah Speed, Know Alignment, Levitate, Magic Missile of Skewering, Premonition, Shatter, Tattoo of Shame, White Hot Metal. **Third level:** Delude, Dispel Magic, Lightning Bolt (x2), Murgain's Migraine, Preemptive Strike. **Fourth level:** Detect Scrying, Dimension Door, Hurl Animal, Ice Storm, Stoneskin, Wizard Eye. **Fifth level:** Cloudkill, False Vision, Feeblemind, Hyptor's Faithful Bitch Hound, Lygg'l's Cone of Cold, Teleport. **Sixth level:** Chain Lightning, Guards & Wards, Project Image, Zarba's Shoving Hand. **Seventh level:** Fireball, Delayed Blast; Forcecage, Spell Turning, Volley. **Eighth level:** Fireball, Death

Brusher; Gandles' Spell Immunity, Monster Summoning VI. **Ninth level:** Death Rune, Monster Summoning VII.

- 1). HPs: 

Potential Yield:

- ❑ Ring of Protection +3 (3000 EPV 15000 GPV)
- ❑ Dagger of Hindsight +6 (600 EPV 4500 GPV)
- ❑ Dagger of Vital Organ Seeking +3 (500 EPV 3000 GPV)
- ❑ Ioun Stone (300 EPV 25000 GPV)
- ❑ Drow Cloak (10000 GPV)
- ❑ Brooch of Sheilding (1500 EPV 8000 GPV)
- ❑ Defeating Drow Lich (18976 EPV)

Area 8. Side Cavern

Margoyles (23) (HF 11, EP 420 each, Int 6 (Low), AL CE, AC 2, MV 6", 12" Fly (C), HD 6, hp 60, 54, 52 x2, 51 x3, 50 x2, 49, 48 x2, 47 x6, 46, 45 x3, 42, SZ M (6' tall), #AT 4, D 1-6/1-6/2-8/2-8, SA nil, SD +1 or better to hit, Lang: margoylee, (halting) gargoylee, (passable) drow, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 4 p 119)

- 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: 

Pontential Yield:

- ☐ Defeating Ghosts (2600 EPV)
- ☐ Green Chrysoberyls (700 GPV)

Area 12. Ghast Cave

Ghasts (2) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 42 x2, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralyzation, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

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

Potential Yield:

- ❑ Defeating Ghosts (1300 EPV)
- ❑ Gold Tiara (5000 GPV)
- ❑ Pair of Platinum Braclets (3000 GPV)
- ❑ Silver Belt (1800 GPV)
- ❑ Cleric Scroll (1100 EPV 3300 GPV)

Area 13. Ghast Lair

Ghasts (4) (HF 8, EP 650 each, Int 11 (Very), AL CE, AC 4, MV 15", HD 4, hp 44, 42, 38, 37, SZ M (5-6' tall), #AT 3, D 1-4/1-4/1-8, SA paralysis, SD carrion stench, immune to cold, poison, disease, Sleep and Charm spells, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 3 p 49)

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

Potential Yield:

- ☐ Defeating Ghosts (2600 EPV)
- ☐ Coins (300 GPV)
- ☐ Black Obsidian (180 GPV)

Area 14. Giant Slug

Slug, Giant (1) (HF 45, EP 5,000, Int 0 (Non-), AL N, AC 8, MV 6", HD 12, hp 80, SZ G (33' long), #AT 1, D 1-12, SA acid spit, SD immune to crushing weapons, Lang: none, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +10, FF 5, Reference HoB 7 p 83)

- 1). HPs: 

Potential Yield:

- ❑ Defeating Giant Slug (5000 EPV)

Area 15. Hundred-Foot High Shelf

Hieracosphinxes, “Hayda” and “Zylda” (2) (HF 14, EP 1,400 each, Int 6 (Low), AL CE, AC 1, MV 9”, 36” Fly (C), HD 9, hp 66, 62, SZ L (7” tall), #AT 3, D 2-8/2-8/1-10, SA swoop, SD nil, Lang: sphinx, drow, Hon: Average, ML 13, TOP 33, 31, Crit BSL: Def AC +7, FF 5, Reference HoB 7 p 95)

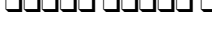
- 1). HPs: 
- 2). HPs: 

Potential Yield:

- ❑ Staff with Emeralds (24000 GPV)
- ❑ Defeating Hieracosphinxes (2800 EPV)

Area 16.Troll Hole

Trolls, Common (10) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

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

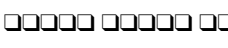
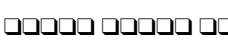
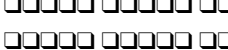
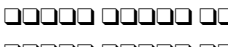
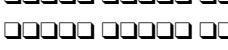
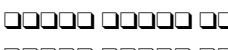
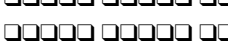
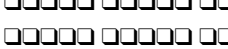
Potential Yield:

- ## ❑ Defeating Trolls (14000 EPV)

Trolls, Common (16) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SANil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB p 24)

- Potential Yield:**
☒ Defeating Trolls (22400 EPV)

Trolls, Common (18) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

- 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: 

Potential Yield:
☐ Defeating Trolls (25200 EPV)

Area 19. Bugbear Guardpost

Bugbears, Common (8) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each carries 11 gp and 5 sp.

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

Chain mail

AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

Large Sheild

(AC bonus)	+4	+3	+2	+1
	□□□□□	□□□□□	□□□□	□□□

Bugbears, Common (8) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 38 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 19, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 16 gp on his person.

Chain mail

- ❑ Coins (128 GPV)

Bugbears, Common (12) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 40 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reflexion HoB 1 p 96). Each has 22 gp.

(AC bonus) +4 +3 +2 +1

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AC	5	6	7	8	9
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(AC bonus)	+4	+3	+2	+1
	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	□□□□□□	□□□□□	□□□□	□□□

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1

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AC 5	6	7	8	9
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
				

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	□□□□□□	□□□□□	□□□□	□□□

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	□□□□□	□□□□□	□□□□	□□□

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
	□□□□□□	□□□□□	□□□□	□□□

- ❑ Barrel of Bugbear Gut Bruiser (120 GPV)

Bugbears, Common (14) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has 14 gp on his person.

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AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐	☐	☐

(AC bonus)	+4	+3	+2	+1
				

2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

3). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

4). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

5). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

6). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

7). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

8). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

9). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

10). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

11). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

12). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

13). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Chain mail

AC 5 6 7 8 9
☐☐☐☐ ☐☐ ☐☐ ☐ ☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Large Sheild

(AC bonus)

(AC bonus) +4 +3 +2 +1

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3). HPs: ☐ ☐

Large Shield				
(AC bonus)	+4	+3	+2	+1

4). HPs: ☐☐

Large Sheild

(AC bonus) +4 +3 +2 +1

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5). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐
Large Shield

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6). HPs: ☐☐

Large Shield
(AC bonus) +4 +3 +2 +1

7). HPs: □□□□ □□□□ □□□□ □□□□ □□□□

(AC bonus) +4 +3 +2 +1

8). HPs:  Large Shield

(AC bonus)

[illegible]

Large Sheild

(AC bonus)

10). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Large Sheild

(AC bonus) +4 +3 +2 +1

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11). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Large Sheild

(AC bonus)	+4	+3	+2	+1
				

12). HPs:

Large Sheild

(AC bonus)	+4	+3	+2	+1
	□□□□□ □	□□□□□	□□□□	□□□

13). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐14). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐15). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐16). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐17). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐18). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐19). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐20). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐21). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐22). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐23). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐24). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐25). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐26). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐27). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐28). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐29). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐30). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐31). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐32). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐33). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐34). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

35). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐36). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐37). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐38). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐39). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐40). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐41). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐42). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐43). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐44). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐45). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Large Shield

(AC bonus) +4 +3 +2 +1
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐**Bugbear Young (62)** (HF 0, EP 7 each, Int 5 (Low), AL CE, AC 10, MV 9", HD 1/2, hp 22 each, SZ L (3 1/2' tall), #AT 1, D 1d8/1d6/1d6-2 (club), SA nil, SD nil, Lang: bugbear, Hon: Average, ML 6, TOP 11, Crit BSL: Def AC -4, FF 3, Reference HoB 1 p 96, fight as Kobolds).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: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐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: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐49). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

50). HPs:

51). HPs:

52). HPs:

53). HPs:

54). HPs:

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56). HPs:

57). HPs:

58). HPs:

59). HPs:

60). HPs:

61). HPs:

62). HPs:

Potential Yield:

- ☐ Coins (222 GPV)
- ☐ Jade Orchid (125 GPV)
- ☐ Brooch of Fireball Backblast Protection (800 EPV 5000 GPV)
- ☐ Defeating Common Bugbears (2450 EPV)
- ☐ Defeating Female Bugbears (1575 EPV)
- ☐ Defeating Young Bugbears (434 EPV)

Area 25: Chief's Den

Encounter: Greater Bugbear (2), Common Bugbears (2), Large Spider

Bugbear, Greater, “Grabowski” (1) (HF 9, EP 2,000, Int 13 (High), AL CE, AC -1 (**Drow Chain Mail +3**, large shield), MV 12”, HD 8, hp 70, SZ L (10’ tall), #AT 3/2, D 2d6+12 (huge **Drow Footman’s Mace +2**, see Appendix) or 2-8 +8, SA surprise 5 in 10, 19 STR, SD nil, LANG: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Great (+1 to all die rolls), ML 19, TOP 35, Crt BSL: Def AC +10, FF 7, Reference HoB 1 p 96)

1). HPs: 

Drow Chain mail +3

AC 2 3 4

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5 6 7 8 9

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Large Sheild

(AC bonus)	+4	+3	+2	+1
				

Bugbear, Greater, “Burtkus” (1) (HF 9, EP 2,000, Int 11 (Very), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 12”, HD 8, hp 66, SZ L (10’ tall), #AT 3/2, D 2d6+9 (huge footman’s mace) or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, trollkin gibberish, drow, Hon: Average, ML 19, TOP 33, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

1). HPs: 

Drow Chain mail +1

AC 4 5 6 7 8 9

Large Sheild

(AC bonus)	+4	+3	+2	+1

Bugbears, “Aliss” and “Flo” (Female consorts) (2) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9”, HD 3+1, hp 34 each, SZ L (7’ tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96).

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

Chain mail

AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐	☐

Large Sheild

(AC bonus)	+4	+3	+2	+1
	□□□□□□	□□□□□	□□□□	□□□

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

Chain mail

AC	5	6	7	8	9
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐	☐	☐

Large Sheild

(AC bonus)	+4	+3	+2	+1
				

Spider, Large (1) (HF 1, EP 175, Int 0 (Non-), AL N, AC 8, MV 6", 15" Web, HD 1+1, hp 27, SZ S (2' across), #AT 1, D 1, SA poison (Class B), SD nil, Lang: none, Hon: Average, ML 7, TOP 14, Crit BSL: Def AC -1, FF n/a, Reference HoB 7 p 97)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

Potential Yield:

- ❑ Defeating Large Spider (175 EPV)
- ❑ Defeating Female Bugbears (350 EPV)
- ❑ Defeating Burtkus (2000 EPV)
- ❑ Defeating Garbowski (2000 EPV)
- ❑ Drow Chain Mail +3 (var GPV)
- ❑ Drow Chain Mail +1 (var GPV)
- ❑ Drow Footman's Mace +2 (var GPV)
- ❑ Coins (3114 GPV)
- ❑ Gold and Platinum Chalice(6000 GPV)

Bugbears, Common (12) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 2 (chain mail, large shield), MV 9", HD 3+1, hp 36 each, SZ L (7' tall), #AT 1, D 3-12 (two-handed sword wielded in one hand (Large creature)) or 3-8 (spear), SA surprise 5 in 10, natural +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96). Each has but 4 gp on his person.

- 1). HPs: 

- 2). HPs: 

- 3). HPs: 

- 4). HPs: 

- 5). HPs: 

- 6). HPs: 

- 7). HPs: 

- 8). HPs: 

- 9). HPs: 

- 10). HPs: 

- 11). HPs: 

- 12). HPs: 


- ☐ Defeating Bugbears (2100 EPV)
- ☐ Coins (48 GPV)

Bugbear, Greater, “Ruddiger” (1) (HF 9, EP 2,000, Int 10 (Average), AL CE, AC 1 (**Drow Chain Mail +1**, large shield), MV 12”, HD 8, hp 68, SZ L (9’ tall), #AT 3/2, D 2d6+9 (huge footman’s mace or 2-8 +7, SA surprise (5 in 10), 19 STR, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 19, TOP 34, Crit BSL: Def AC +9, FF 7, Quirks/Flaws: obsession with cloth, Reference HoB 1 p 96)

- 1). HPs: 

AC 4 5 6 7 8 9

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Large Shield
(AC bonus) +4 +3 +2 +1






Bugbear, Common, “Rocco” and “Norbert” (Ruddiger’s bodyguards)
 (2) (HF 2, EP 175 each, Int 7 (Low), AL CE, AC 1 (banded mail, large shield), MV 9”, HD 4, hp 48, 47, SZ L (7’ tall), #AT 1, D 4-13 (two-handed sword wielded in one hand (Large creature)) or 5-10 (Drow Spear +1), SA surprise (5 in 10), natural +3 damage, SD nil, Lang: bugbear, goblin, hobgoblin, drow, Hon: Average, ML 12, TOP 24 x2, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

- 1). HPs: 

AC 4 5 6 7 8 9

(AC bonus) +4 +3 +2 +1

- 1). HPs: 

AC 4 5 6 7 8 9

(AC bonus)	+4	+3	+2	+1
				

- ❑ Defeating Greater Bugbear (2000 EPV)
- ❑ Defeating Bugbear (175 EPV)
- ❑ Drow Chain Mail +1 (var GPV)
- ❑ Rock Crystal (350 GPV)
- ❑ Coins (393 GPV)

Encounter: Trogolodytes male, spiny-backed feral variant (36) (HF 4, EP 160 each, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 3, hp 34 each, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 23)

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

- 7). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐
- 8). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐
- 9). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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Potential Yield:

- ☐ Defeating Male Troglodytes (5760 EPV)

Area 29: Den Leaders

Encounter: Spiny-Backed Feral Troglodyte Leaders (4), Spiny-Backed Feral Economy-Sized Troglodyte Elders (2)

Troglodyte leaders, spiny-backed feral variant (4) (HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 49, 45, 39, 38, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 25, 23, 20, 19, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

- 1). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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- 2). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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- 3). HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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Troglodyte elders (sub-chief stats), spiny-backed feral Economy-sized variant (2) (HF 8, EP 480, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 6+2, hp 56, 53, SZ L (8' tall), #AT 3 or 1, D 1d4+1/1d4+1/1d4+4 or 1d10+3/2d4+5/1d6+4 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 28, 27, Crit BSL: Def AC +7, FF 5, Reference HoB 8 p 23)

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

- ☐ Gold Skull Medallions (80 GPV)
☐ Gold Skull Medallions with Blue Quartz (60 GPV)
☐ Defeating Troglodyte Leaders (932 EPV)
☐ Defeating Troglodyte Elders (960 EPV)

Encounter: Troglodytes, female spiny-backed feral variant (8) (HF 2, EP 47 each, Int 8 (Average), AL CE, AC 5, MV 12", 9" Swim, HD 2+1, hp 30 each, SZ M (6' tall), #AT 3, D 1d4/1d4/1d4+3, SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, Hon: Average, ML 12, TOP 15, Crit BSL: Def AC +0, FF 5, Reference HoB 8 p 23)

- Potential Yield:**

- ### ❑ Defeating Female Troglodytes (376 EPV)

Potential Yield:

- ❑ Ruby (10000 GPV)
- ❑ Efreeti Bottle (4000 EPV 55000 GPV)
- ❑ Zargosa's Party Jug (150 EPV 4000 GPV)

Encounter: Common Trolls (5), Jumbo-Sized Common Troll (1)

Trolls, Common Jumbo-sized variant, “Cheef” (1) (HF 16, EP 2,100, Int 7 (Low), AL CE, AC 4, MV 12”, HD 8+7, hp 70, SZ H (13’ tall), #AT 3, D 7-10 (1d4+6)/7-10 (1d4+6)/7-14 (1d8+6), SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, drow, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +9, FF 11, Reference HoB 8 p 24)

- 1). HPs: 

Trolls, Common, “Kamma”, “Nizzu”, “Sitra”, “Tamag” and “Umm”
 (5) (HF 13, EP 1,400, Int 6 (Low), AL CE, AC 4, MV 12”, HD 6+6, hp 60, 59, 57, 54, 52, SZ L (9’ tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lange: trollkin gibberish, drow, Hon: Average, ML 14, TOP 30 x2, 29, 27, 26, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

- 1). HPs: 

2). HPs: 

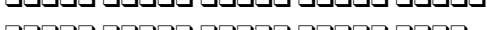
3). HPs: 

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5). HPs: 


- ❑ Defeating Common Trolls (7000 EPV)
- ❑ Defeating Jumbo-Sized Troll (2100 EPV)
- ❑ Coins (2642 GPV)
- ❑ Imitation Jewelry (1400 GPV)
- ❑ Gold Bracelet (1000 GPV)
- ❑ Garnets (380 GPV)
- ❑ Potion of Healing (200 EPV 400 GPV)
- ❑ Bronze Statuette (9500 GPV)

Encounter: Trolls, Common (8) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

- 1). HPs: 
- 2). HPs: 
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- 7). HPs: 
- 8). HPs: 

Potential Yield:

- ## ❑ Defeating Trolls (11200 EPV)

Encounter: Trolls, Common (10) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 4, MV 12", HD 6+6, hp 54 each, SZ L (9' tall), #AT 3, D 5-8/5-8/5-12, SA nil, SD regenerate 3 hp/round, Lang: trollkin gibberish, Hon: Average, ML 14, TOP 27, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 24)

- 1). HPs: 
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- 9). HPs: 
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Potential Yield:

- ❑ Defeating Trolls (14000 EPV)

Area 35: Much Cave

Encounter: Trolls, Muck (10) (HF 9, EP 975 each, Int 4 (Semi-), AL CE, AC 8, MV 3", 9" Swim, HD 4+4, hp 46 each, SZ L (9' tall), #AT 3, D 2-5/2-5/2-7, SA suffocation in muck, SD regenerate 6 hp/round (only in muck), fire resistance, Lang: trollkin gibberish, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 30)

- 1). HPs: 
- 2). HPs: 
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- 6). HPs: 
- 7). HPs: 
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Potential Yield:

- ### ❑ Defeating Muck Trolls (9750 EPV)

36-38. ADDITIONAL TROGLODYTE WARREN

Area 36: Guards' Quarters

Encounter: Troglodyte large guards, spiny-backed feral variant (4)
(HF 6, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 44, 42, 38, 34, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword) or 1d6+2/1d6+2/1d6+2 (javelin, 3 each), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 22, 21, 19, 17, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

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

Potential Yield:

- ### ❑ Defeating Trogolodytes (932 EPV)

Area 37: Guards' Quarters

Encounter: Trogolodyte guards, spiny-backed feral variant (4) (HF 4, EP 233, Int 9 (Average), AL CE, AC 3, MV 12", 9" Swim, HD 4, hp 41, 39, 38 x2, SZ M (6' tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (broad sword), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 21, 20, 19 x2, Crit BSL: Def AC +5, FF 5, Reference HoB 8 p 23)

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

Potential Yield:

- ### ❑ Defeating Trogolodyte Guards (932 EPV)

Area 38: Trog Chief's Lair

Encounter: “Da Mog”, Troglodyte chief, spiny-backed feral variant
(HF 10, EP 867, Int 9 (Average), AL CE, AC 3, MV 12”, 9” Swim, HD 7, hp 62, SZ M (6’ tall), #AT 3 or 1, D 1d4/1d4/1d4+3 or 1d10+2/2d4+4/1d6+3 (**Broad Sword +2**) or 1d6+2/1d6+2/1d6+2 (javelin, 2) or 1d6+2+20 electricity (**Javelin of Lightning**, 2), SA surprise 6 in 10, weakening stench, SD chameleon disguise, Lang: troglodyte, drow, Hon: Average, ML 12, TOP 31, Crit BSL: Def AC +8, FF 5, Quirks/Flaws: HackFrenzy, Reference HoB 8 p 23)

- [illegible]

- ☐ Defeating Trogolodyte Chief (867 EPV)
- ☐ Javelin of Lightning (2) (500 EPV 1000 GPV)
- ☐ Broad Sword +2 (800 EPV 4000 GPV)
- ☐ Potion of Plant Control (250 EPV 300 GPV)
- ☐ Potion of Attitude Adjustment 600 EPV 2000 GPV)
- ☐ Potion of Gnome Gibberish (150 EPV 500 GPV)
- ☐ Pearls (2300 GPV)
- ☐ Corals (300 GPV)
- ☐ Garnet (100 GPV)
- ☐ Silver Ignots (50 GPV)
- ☐ Gold Ignots (600 GPV)
- ☐ Platinum Ignot (1000 GPV)
- ☐ Platinum Necklace (7600 GPV)

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

- ☐ Defeating Wyverns (4000 EPV)
- ☐ Huge Footman's Mace +2 (400 EPV 2000 GPV)

❑ Gems (890 GPV)

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- ❑ Defeating Sewer Snappers (140 EPV)
- ❑ Coins (8330 GPV)
- ❑ Gems (770 GPV)
- ❑ Karnaac's Ointment (500 EPV 3000 GPV)
- ❑ Potion of Extra-Healing (350 EPV 2000 GPV)
- ❑ Black Medallion (1 GPV)
- ❑ Cloak of Vulnerability -3 (0 EPV 6000 GPV)
- ❑ Globe of Cold (Necklace of Icy Missiles) (50 EPV 1800 GPV)

Svirf Prospectors (5) (HF 3, EP 420, Fighter 1, Str 16/02, Dex 15/07, Con 14/22, AL NG, AC 2 (banded mail, Dex), MV 7", hp 27, 26, 25, 25, 23, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or 2d4+1d6-1/2d4+1d6-2/2d4+1d6-4 (acid darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 13, TOP 18, 17, 16, 15, Crit BSL: Def AC +2 (pick) or Def AC -1 (darts), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

- 1). HPs: 
Banded mail
AC 4 5 6 7 8 9


- [illegible]

- [illegible]

- 4). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- Banded: mail
- AC 4 5 6 7 8 9
- ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐ ☐☐

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Svirf Lieutenants (2) (HF 8, EP 650, Fighter 3, Str 16/49, Dex 15/94, Con 14/61, AL NG, AC 2 (banded mail, Dex), MV 7", hp 45, 44, SZ S, #AT 3/2 or 3, D 1d6+6/1d6+7/2d4+6 (non-magical pick +1) or special (svifneblin stun darts - each has 12 of these darts), SD all saves made at +3 save poison which is at +2, MR 20%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 15, TOP 23, 22, Crit BSL: Def AC +4 (pick), FF 7, Talents: Close to the Earth, Freeze, Mining Sense, Pick Bonus, Skills of note: singing, specialization in footman's pick)

1). HPs:

Banded mail

AC 4	5	6	7	8	9
					

2). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Banded mail

AC 4 5 6 7 8 9

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Pappa (HF 32, EP 1500, Cleric 6, Str 15/22, Dex 16/07, Con 16/22, Wis 16/72, AL NG, AC -1 (**plate mail +2**, Dex), MV 6", hp 63, SZ S, #AT 1, D 1d6+4/1d6+5/2d4+4 (non-magical pick +1), SA spells, summon earth elemental SD all saves made at +3 save poison which is at +2, MR 35%, Lang: svifnebli (gnomish dialect), Hon: Ave, ML 16, TOP 32, Crit BSL: Def AC +3 (pick), FF 8, Talents: Close to the Earth, Evaluate Gems, Freeze, Mining Sense, Pick Bonus, Skills of note: first aid skill suite, singing)

Spells: **First level:** Bless, Create Water, Cure Light Wounds (x2), Invisibility to Undead, Light, Remove Fear. **Second level:** Augury, Cure Moderate Wounds (x2), Find Traps, Silence 15' Radius. **Third level:** Locate Object, Remove Paralysis

1). HPs: 

Plate Mail +2

[illegible]

AC 3 4

AC 5 6 7 8 9

Potential Yield:

- ☐ Defeating Svirf Prospectors (2100 EPV)
- ☐ Defeating Svirf Lieutenants (5200 EPV)
- ☐ Defeating Pappa (EPV 1500)
- ☐ Plate Mail +2 (3000 EPV 15000 GPV)

Encounter Area 8: Impeded Passage

Encounter: Great Lucid Impeder, “Bubba” (HF 33, EP 4,200, Int 6 (Low), AL N, AC 4, MV 3”, HD 10+100, hp 180, SZ H, #AT 1 or 1, D 2-12 (to front and front flank) or 1-6 (+blinding, to rear and rear flank), SA blinding nauseating spray, crushing inflation, SD blockage, MR 50% (reflective), Lang: halting common, Hon: Average, ML 17, TOP 90, Crit BSL: Def AC +9, FF 15, Reference HoB 4 p 28)

1). HPs: 

Potential Yield:

- ### ❑ Defeating Great Impeder (4200 EPV)

ENCOUNTER AREA 9: SHRINE OF THE KUO-TOANS

A. Pilgrim Apartment:

Encounter: Kou-Toa Male (3-5 each apartment, 29 rooms, 87-145 total),
Kou-Toa Female (1 each per 5 males, 29 rooms, 29 total)

Km: Kuo-Toa male, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 28, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

(per room)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

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4). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

5). HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐

Kf: Kuo-Toa female, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Potential Yield:

- ☐ Defeating Km: Kou-Toa Males (per room) (525 - 875 EPV)
- ☐ Defeating Kf: Kou-Toa Female (per room) (175 EPV)
- ☐ Coins (20-488 GPV)

B. Barracks

Encounter: Km3: Kuo-Toa Male (24 in 3 barracks and 32 in 2 barracks, 144 total), Km4: Kuo-Toa Male (1 in each barracks, 5 total)

Km3: Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

(Per 24 Barracks)

- 1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
- 2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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(Per 32 Barracks)

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- [illegible]

Potential Yield:

- ❑ Defeating Km3: Kou-Toa Males (6096-8128 EPV per barracks, 5 barracks, 34544 EPV total)
- ❑ Defeating Km4: Kou-Toa Males (370 EPV per barracks, 5 barracks, 1850 EPV total)

BF. Barracks, Female

Encounter: Kf2: Kou-Toa female (16 per barracks, 2 BF barracks, 32 total), Kf3: Kou-Toa female (2 per barracks, 2 BF barracks, 4 total)

Kf2: Kuo-Toa female, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Kf3: Kuo-Toa female, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 34, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 17, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

(per BF barracks)

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- 3). HPs:  4). HPs: 
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- 7). HPs:  8). HPs: 
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- 13). HPs:  14). HPs: 
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- 1). HPs: 

- 2). HPs: 


Potential Yield:

- ☐ Defeating Kf2: Kou-Toa Females (2800 EPV per BF barracks)
- ☐ Defeating Kf3: Kou-Toa Females (508 EPV per BF barracks)

C. Common Room:

Encounter: Km: Kou-Toa Males (1-4 per room, 4 rooms, 4-16 total), Kf: Kou-Toa Males (0-4 per room, 4 rooms, 0-16 total)

Km: Kuo-Toa male, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 28, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

(per common room)

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Kf: Kuo-Toa female, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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Potential Yield:

- ☐ Defeating Km: Kou-Toa Males (175-700 EPV per room, 2800 EPV total)
- ☐ Defeating Kf: Kou-Toa Females (0-700 EPV per room, 2800 EPV total)

M. Monitor Position:

Encounter: Kmon: Kou-Toa, Monitor (1 per encounter, 4 total)

KMon: Kuo-Toa, Monitor (HF 16, EP 2,000, Int 13 (High), AL NE (lawful tend.), AC 1, MV 9", 18" Swim, HD 7, hp 55, SZ M, #AT 4, D 2-8/2-8/2-5/2-5 fist/fist/bite/bite, SA subdual +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP 28, Crit BSL: Def AC +3, FF 8, Reference HoB 4 p 68)

(per encounter)

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Potential Yield:

- ☐ Defeating Kmon: Kou-Toa, Monitor (2000 EPV per encounter, 8000 EPV total)

2. Ramp and Stairs

Encounter: Giant Leech (325), Luck-Draining Muck Leech (90)

Leech, Giant (HF 1, EP 15 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1, hp 24 each, SZ S, #AT 1, D 1-4, SA blood drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 4 p 78)

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Leech, Luck-Draining Muck (many) (HF 1, EP 7 each, Int 0 (Non-), AL N, AC 4, MV 9", HD 1/4, hp 21, SZ S, #AT 1, D 1/2 hit point, bad luck (-1 to-hit and -1 on saves), SA luck drain, SD nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference HoB 4 p 80)

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Km3: Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

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

Km6: Kuo-Toa male, Common, Herald, “Bruce Haddock” (HF 11, EP 747, Fighter 6, S 13/52, D 11/35, C 14/34, I 13/25, W 11/24, Ch 9/14, Com 12/13, AL NE (chaotic tend.), AC 4, MV 9⁺, 18” Swim, HD 6, hp 59, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 30, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

- 1). HPs: 

Potential Yield:

- ☐ Defeating Km2: Kou-Toa Males (1400 EPV)
- ☐ Defeating Km3: Kou-Toa Males (508 EPV)
- ☐ Defeating Km6: Kou-Toa Male (747 EPV)

7. Throne Room of Eel Sharkton

Encounter: KWp6: Kuo-Toa, Whips (6) (HF 10, EP 1,034 each, Cleric 6/Assassin 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 48 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +1 damage die, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 24, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 15, open locks 10, find traps 5, remove traps 5, move silently 70, hide in shadows 65, detect noise 30, climb walls 60.

Spells Prepared (5/3/2): **First level:** Bless, Cause Light Wounds, Cure Light Wounds, Magical Stone, Purify Food & Drink. **Second level:** Know Alignment, Rigor Mortis, Silence 15' Radius. **Third level:** Blindness, Dispel Magic.

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- 6). HPs: 

Potential Yield:

- ☐ Defeating KWp6: Kou-Toa (6204 EPV)
- ☐ Light-Colored Pearls (3200 GPV)
- ☐ Dark-Colored Pearls (8000 GPV)
- ☐ Red Crabs (24000 GPV)
- ☐ Statues (0 GPV)

8. Private Wing

Encounter: Kf: Kou-Toa Female (2-5), Km4: Koa-Toa Male (2), Priest-Prince and High Aquarch of Kou-Toa

Kf: Kuo-Toa female, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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

“Eel Sharkton” the Mighty, Priest-Prince and High Aqarch of the Kuo-Toa (1) (HF 34, EP 5,530, C12/F12/Ass14, Str 18/96, Dex 15/64, Con 12/99, Int 16/05, Wis 17/33, Cha 14/36, Com 6/70, AL NE, AC 2, MV 9”, 18” Swim, HD 12, hp 80, SZ L, #AT 1 or 2, D 1d4+7 bite and 1d6+6/1d6+5/1d6+4 dagger OR 1d6+6/2d4+6/2d6+6 and possible stun with harpoon, SA +3 to-hit/+6 to damage for Strength, backstab +3 damage dice, assassination, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, troglodyte, troll, common, Hon: 127 (Great; +1 on all die rolls), ML 13, TOP 40, Crit BSL: Def AC +11, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 75, open locks 50, find traps 65, remove traps 65, move silently 95, hide in shadows 95, detect noise 95, climb walls 60, read languages 50.

Spells Prepared (10/7/6/3/2/2): **First level:** Befriend, Bless, Create Water, Cause Light Wounds, Cure Light Wounds, Detect Magic., Endure Heat, Protection from Good, Sanctuary, Walking Corpse. **Second level:** Animate Corpse, Cure Moderate Wounds, Resist Fire, Rigor Mortis, Silence 15' Radius, Slow Poison, Spiritual Hammer. **Third level:** Animate Dead, Continual Darkness, Dispel Magic, Heal Moderate Wounds, Stirring Sermon, White Hot Metal. **Fourth level:** Cause Serious Wounds, Heal Nasty Wounds, Neutralize Poison. **Fifth level:** True Seeing, Plane Shift. **Sixth level:** Blade Barrier, Harm (reversed Cure-All).

1). HPs: 

Potential Yield:

- ☐ Defeating Eel Sharkton (5530 GPV)
- ☐ Defeating Kf: Kou-Toa Females (350-875 EPV)
- ☐ Defeating Km4: Kou-Toa Males (740 EPV)
- ☐ Boots of Speed (2500 EPV 20000 GPV)
- ☐ Ring of Protection +3 (3000 EPV 15000 GPV)
- ☐ Trident of Submission (1500 EPV 10000 GPV)
- ☐ Black Pearls (10000 GPV)
- ☐ Ceremonial Robe #1 (1000 GPV)
- ☐ Ceremonial Robe #2 (1600 GPV)
- ☐ Ceremonial Robe #3 (2750 GPV)
- ☐ Rose Lens (0 GPV)
- ☐ Brooch Pins (2 GPV)
- ☐ Coins (11-1110 GPV)
- ☐ Small Pearls (100-600 GPV)
- ☐ Liquer Cognac (4 GPV)

9. Passage to the Slave Quarters

Encounter: Km2: Kou-Toa Male (4), Km4: Kou-Toa Male

Km2: Kuo-Toa male, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

[illegible]

4). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: 

Gnolls (3) (HF 1, EP 65, Int 6 (Low), AL CE, AC 10, MV 9⁺, HD 2, hp 28, SZ L, #AT 1, D by weapon (1-2 fist), SA Nil, SD nil, Lang Gnoll, common, Hon: Average, TOP 4, Crit: BSL: Def AC +0, FF γ , HoB 3, p 73)

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

Half-Orc “Billy Joe” (HF 0, EP 65, Int 6 (Low), AL N, AC 10, MV 9” (12”), HD 1, hp 23, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang common, Hon Average, TOP ?, Crit BSL: Def AC -2, FF , HoB 6, p 37)

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

Hobgoblins (2) (HF 0, EP 35, Int 8 (Average), AL LE, AC 10, MV 9", HD 1+1, hp 26, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang Common, Hobgoblin, Hon Average, TOP 6, Crit BSL: Def AC +2, FF γ Hob 4, p 10)

1). HPs:     

2). HPs:     

Lizardmen, Common (2) (HF 1, EP 65, Int 6 (Low), AL N, AC 5, MV 6", HD 2+1, hp 30, SZ M, #AT 3, D 1-2/1-2/1-6, SA nil, SD nil, Lang Common, Lizardman, Hon Average, TOP 6, Crit BSL: Def AC + 0, FF γ Hob 4, p 92)

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Orcs, Common (9) (HF 0, EP 15, Int 8 (Average), AL LE, AC 10, MV 9" (12"), HD 1, hp 24, SZ M, #AT 1, D by weapon (1-2 fist), SA nil, SD nil, Lang Orc, Common, Hon Average, TOP 4, Crit BSL: Def: AC -2, FF y,HoB 6, p 33)

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

8). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐

Trogs (8) (HF 3, EP 120, Int 5 (Low), AL CE, AC 5, MV 12", HD 2, hp 30, SZ M, # AT 3, D 1d4-2/1d4-2/2-5, SA nil, SD nil, Lang Trog, Common, Hon Average, TOP 5, Crit BSL: Def AC +3, FF y, HoB 8, p 23)

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

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

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

4). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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

6). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

8). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Hill Dwarves (2)(HF 1, EP 175, Int 17 (Genius), AL LG, AC (10), MV 6", HD 1, hp 26, SZ S, #AT 1, D by weapon (1-2 fist), SA see HoB, SD see Hob, Lang Dwarf, Common, Hon Average, TOP 6, Crit BSL: Def AC -1, FF y,HoB 2 p 121)

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

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Svirfnebli (3) (HF 3, EP 420, Int 9 (Average), AL N, AC 2, MV 9", HD 1, hp23, SZ S, #AT 1, D 1-2 Fist, SA Stun darts, SD See HoB, Lang Gnome, Common, Hon Average, TOP 3, Crit BSI: Def AC +0, FF y, HoB 3, p 75)

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

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

21 humans (8 man-at-arm guards – not very good ones – hp 24 each, 9 merchants hp 24 each, and one runaway teenager , hp 23 (with a psychotic aversion to step-dad quirk))

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

2). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

7). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

8). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

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

6). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

8). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

Fennettar, male human (8th level bard) (HF 6, EP 1,836, Bard 8, Str 17/36, Dex 17/77, Con 10/86, Int 14/25, Wis 12/80, Cha 17/28, Com 14/17, AL CN, AC 7 (Dex), MV 12", hp 58, SZ M, #AT 1, D unarmed, SA inspiration, countersong, SD 40% know-it-all-ism, Lang: common, drow, elven, kuo-toa, Hon: 48 (Average), TOP 29, Crit BSL: Def AC +2, FF 5, Age 33, Height 5' 9", Weight 172 lbs., Quirks/Flaws: no depth perception, self absorbed, Talents: hit point bonus, opportunist, Skills: feign toughness 88, intimidation 72, diplomacy 13, graceful entrance/exit 27, knowledge of courtly affairs 44, secret persona 72, skilled liar 91, ulterior motive 51)

Spells known: **First level:** Detect Evil, Protection from Evil, Remove Fear. **Second level:** Alter Self, Strength, White Hot Metal. **Third level:** Bash Face.

Thieving Skills: climb walls 75, detect noise 75, pick pockets 65, read languages 45.

Berragle Oriander, male high elf (8th/9th fighter/magic-user) (HF 8, EP 2,062, Ftr 8/MU 9, Str 16/01, Dex 12/91, Con 17/33, Int 13/85, Wis 11/77, Cha 12/44, Com 12/76, AL LG, AC 10, MV 12", hp 49, SZ M, #AT 3/2, D by weapon +4, SA spells, SD spells, 90% resist Sleep and Charm, Lang: common, drow, elven, gnome, Hon: 50 (Average), TOP 24, Crit BSL: Def AC +6, FF 8, Age 171, Height 5', Weight 105 lbs., Quirks/Flaws: color blind, gullible, Talents: less sleep, Skills: arcane lore 75, arcane speak 56, armor maintenance, botany 49, clever packer 57, graceful entrance/exit 23, spellcraft 51, weapon maintenance, Proficiencies: dagger, halberd, light cross-bow, long bow, long sword, quarterstaff)

Spells known: **First level:** Charm Person, Detect Magic, Feather Fall, Identify, Magic Missile, Protection from Evil, Push, Read Magic, Remove Thirst. **Second level:** Detect Life (SSG), Find Traps, Levitate, Mirror Image, Rope Trick. **Third level:** Alternate Reality, Dispel Magic, Fly, Force Hammer (SSG), Lightning Bolt. **Fourth level:** Delayed Magic Missile (SSG), Ice Storm, Stoneskin. **Fifth level:** Lygg's Cone of Cold. Obviously he does not have his spell book. Only Feather Fall remains prepared in his memory.

1). HPs: 

Koray, male human (7th level fighter) (HF 7, EP 1,445, Fighter 7, Str 15/54, Dex 17/34, Con 15/62, Int 8/96, Wis 12/87, Cha 10/18, Com 9/02, AL NG, AC 5 (Dex, tough hide), MV 12", hp 72, SZ M, #AT 3/2 (2/1 with long sword), D by weapon +3 (+6 with long sword), SA long sword mastery, SD nil, Lang: common, elven, ogre, Hon: 52 (Average), TOP 36, Crit BSL: Def AC +4 (+6 with battle axe), FF 7, Age 35, Height 5'8", Weight 135 lbs., Quirks/Flaws: psychotic aversion to worms, Talents: tough hide, Skills: ballroom dance 32, weapon maintenance, Proficiencies: advanced two-weapon fighting (from Combatant's Guide to Slaughtering Foes), long sword (specialization, mastery), hand axe, short bow)

1). HPs: 

58

14. Breeding Pool

Encounter: Kf: Kuo-Toa Female (4), Km2: Kou-Toa Male (11)

Kf: Kuo-Toa female, Common (HF 4, EP 175, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 27, SZ M, #AT 1, D 2-5 bite, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 14, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

Km2: Kuo-Toa male, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

Potential Yield:

- ☐ Defeating Kf: Kuo-Toa Females (700 EPV)
- ☐ Defeating Km2:: Kuo-Toa Males (1925 EPV)
- ☐ Jade Intact(19,000 GPV)
- ☐ Black Pearl Eyes (2000 GPV)

15. Offerings Pool

Encounter: Km2: Kuo-Toa Male (8), Ka3: Kuo-Toa Male (2)

Km2: Kuo-Toa male, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

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

Ka3 (2): Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 35, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d8/2d4+1 light crossbow, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1 (melee) or Def AC +0 (crossbow), FF 6, Reference HoB 4 p 68) Each has 12 light quarrels.

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

Potential Yield:

- ☐ Defeating Km2: Kuo-Toa Males (1400 EPV)
- ☐ Defeating Ka3: Kuo-Toa Males (508 EPV)

16. Finderling Pool

Encounter: Kf2: Kuo-Toa female, Common (4) (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

- 1). HPs:

Potential Yield:

Defeating Kf2: Kuo-Toa Females (700 EPV)

17. Royal Spawning Pool

Encounter: Kf4 (6): Kuo-Toa female, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

- 1). HPs: 

- 2). HPs: 


- 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: 

Potential Yield:

- ☐ Defeating Kf2: Kuo-Toa Females (525 EPV)
- ☐ Defeating Km2: Kuo-Toa Males (2275 EPV)

22. Officer's Quarters

Encounter: KC: Kuo-Toa, Captain, "Gilman Watters", KL: Kuo-Toa, Lieutenant, "Jonnee Gefelta" and "Hal Ibett"

KC: Kuo-Toa, Captain, “Gilman Watters” (1) (HF 20, EP 3,510, F10, S 17/89, D 13/83, C 11/34, I 16/24, W 10/41, Ch 12/87, Com 9/23, AL NE, AC 3, MV 9”, 18” Swim, HD 10, hp 90, SZ L, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (high mastery, 2 per round, +3/+3, speed factor 1), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 45, Crit BSL: Def AC +10 (harpoon) or Def AC +7 (bite), FF 6, Reference HoB 4 p 68)

- 1). HPs: 

KL: Kuo-Toa, Lieutenant, “Jonnee Gefelta” and “Hal Ibett”, (2) (HF 16, EP 2,364 each, F8, Int 14 (High), AL NE (chaotic tend.), AC 4, MV 9”, 18” Swim, HD 8, hp 72, SZ M, #AT 3, D 2-5 bite and 1d6+4/2d4+4/2d6+4 harpoon (mastery +2/3), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, drow, Hon: Average, ML 13, TOP 36, Crit BSL: Def AC +7 (harpoon) or Def AC +5 (bite), FF 6, Reference HoB 4 p 68)

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

Potential Yield:

- ❑ Defeating Kuo-Toa Captain (3510 EPV)
- ❑ Defeating Kuo-Toa Lieutenants (4728 EPV)
- ❑ Yellow Pearls (4000 GPV)
- ❑ Coins (222 GPV)

23. Sergeants' Quarters

Encounter: Km3: Kuo-Toa Males (5), Km4: Kuo-Toa Males (4), Km5: Kuo-Toa Males (2), Km6: Kuo-Toa Male

Km3: Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

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

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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

Km5: Kuo-Toa male, Common (HF 9, EP 618, Fighter 5, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 5, hp 53, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 27, Crit BSL: Def AC +3, FF 6, Reference HoB 4 p 68)

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

- 62

29. Secret Sunken Chamber

Encounter: Bound Spectre, Standard Spectre

Spectre, Bound, “Wade Codmus Pike” (1) (HF 46, EP 4,000, Int 16 (Exc), AL NE, AC 0, MV 15i, 30i Fly (B), HD 8+4, hp 66, SZ M, #AT 1, D 2-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none), Lang: kuo-toan, subterranean common, Hon: Average, ML 19, TOP n/a, Crit BSL: Def AC +7, FF n/a, Reference HoB 7 p 94)

1). HPs: 

Spectre, Standard, “Tommy Dorsal” (1) (HF 30, EP 3,000 each, Int 14 (High), AL NE, AC 2, MV 15i, 30i Fly (B), HD 7+3, hp 60 , SZ M, #AT 1, D 1-8, SA energy drain, SD +1 or better to hit, immunities (sleep, charm, hold, cold, poison, paralysis, illusions), only surprised 1 in 10, 1 point of damage from magical missiles, electrical resistance (half or none) , Lang: kuo-toan, subterranean common, Hon: Average, ML 15, TOP n/a, Crit BSL: Def AC +6, FF n/a, Reference HoB 7 p 94)

1). HPs: 

Potential Yield:

- ☐ Defeating Spectre Bound Spectre (4000 EPV)
- ☐ Defeating Standard Spectre (3000 EPV)
- ☐ Coins (78428 GPV)
- ☐ Silk Altar Cloth (60,000 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potion Of Water Breathing (400 EPV 900 GPV)
- ☐ Potions of Sweet Water (200 EPV 250 GPV)
- ☐ Potions of Sweet Water (200 EPV 250 GPV)
- ☐ Potions of Sweet Water (200 EPV 250 GPV)
- ☐ Potions of Sweet Water (200 EPV 250 GPV)
- ☐ Potion of Rainbow Hues (200 EPV 800 GPV)
- ☐ Potion of Polymorph to Gnome (650 EPV 900 GPV)
- ☐ Potion of Poison (var GPV)
- ☐ Potion of Poison (var GPV)
- ☐ Dust of Dryness (1000 EPV 10000 GPV)
- ☐ Helm of Underwater Action (1000 EPV 15000 GPV)
- ☐ Gauntlets of Swimming and Climbing (1000 EPV 5000 GPV)
- ☐ Coral Coffer (1000 GPV)
- ☐ Lapis Lazuli Stones (1880 GPV)
- ☐ Platinum Ignots (23780 GPV)
- ☐ Gold Bracelets (2000 GPV)
- ☐ Platinum Bracelets (1000 GPV)
- ☐ Gold Brooches (2000 GPV)
- ☐ Jade Comb (500 GPV)
- ☐ Platinum Headband (500 GPV)

- ❑ Cleric Scroll (1600 EPV 4800 GPV)
- ❑ Cursed Scroll (0 EPV 1000 GPV)
- ❑ Idol of Bilbdoolpoolp (500 EPV 1000 GPV)
- ❑ Silver Chest (2400 GPV)
- ❑ Jeweled Medallion (25000 GPV)

30. Guard Post

Encounter: Kf2: Kuo-Toa Females (8), Kf4: Kuo-Toa Females (2)

Kf2: Kuo-Toa female, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 29, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d6+1/1d8+1 spear, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

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

Encounter: Kf4 (6): Kuo-Toa female, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 45, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon OR 1d6/1d6+1/1d8+1 spear (one dose of Class R poison), SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

1). HPs: 


2). HPs: 


Potential Yield:

- ☐ Defeating Kf2: Kuo-Toa Females (1400 EPV)
- ☐ Defeating KF4: Kuo-Toa Females (740 EPV)

31. Guarded Stairs Up

Encounter: Km3: Kuo-Toa Males (8), Km4: Kuo-Toa Males (2)

Km3: Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 36, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

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

Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68

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

Potential Yield:

- ☐ Defeating Km3: Kuo-Toa Male (2032 EPV)
- ☐ Defeating Km4: Kuo-Toa Male (740 EPV)

32. Guard Post

Encounter: Km2: Kuo-Toa Male (8), Ka3: Kuo-Toa Male (4), Km4: Kuo-Toa Male (2)

Km2: Kuo-Toa male, Common (HF 4, EP 175, Fighter 2, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 2, hp 30, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common,

Hon: Average, ML 13, TOP 15, Crit BSL: Def AC +0, FF 6, Reference HoB
4 p 68)

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

Ka3 (2): Kuo-Toa male, Common (HF 5, EP 254, Fighter 3, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 3, hp 35, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/1d8/2d4+1 light crossbow, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1 (melee) or Def AC +0 (crossbow), FF 6, Reference HoB 4 p 68) Each has 12 light quarrels.

- 1). HPs: 

- 2). HPs: 

- 3). HPs: 

- 4). HPs: 


Km4: Kuo-Toa male, Common (HF 7, EP 370, Fighter 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 46, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6/2d4/2d6 harpoon, SA +1 to-hit/+1 to damage for Strength, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 23, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 68)

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

Potential Yield:

- ☐ Defeating Km2: Kuo-Toa Males (1400 EPV)
- ☐ Defeating Ka3: Kuo-Toa Males (1016 EPV)
- ☐ Defeating Km4: Kuo-Toa-Males (740 EPV)

33. Quarters of the Whips

Encounter: KWp6: Kuo-Toa, Whips (6) (HF 10, EP 1,034 each, Cleric 6/Assassin 6, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 6, hp 48 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6/1d6-1/1d6-2 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, assassination, backstab +1 damage die, spells, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, disguise, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 24, Crit BSL: Def AC +0, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 15, open locks 10, find traps 5, remove traps 5, move silently 70, hide in shadows 65, detect noise 30, climb walls 60.

Spells Prepared (5/3/2): **First level:** Bless, Cause Light Wounds, Cure Light Wounds, Magical Stone, Purify Food & Drink. **Second level:** Know Alignment, Rigor Mortis, Silence 15' Radius. **Third level:** Blindness, Dispel Magic.

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

KWp (3): Kuo-Toa, Whip (HF 8, EP 475 each, Fighter 4/Assassin 4, Int 13 (High), AL NE (chaotic tend.), AC 4, MV 9", 18" Swim, HD 4, hp 36 each, SZ M, #AT 1 or 2, D 2-5 bite and 1d6+1/1d6/1d6-1 dagger OR 1d6+1/2d4+1/2d6+1 harpoon OR garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: Average, ML 13, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 4 p 68)

Thief Skills: pick pockets 30, open locks 10, find traps 10, remove traps 5, move silently 45, hide in shadows 50, detect noise 50, climb walls 60.

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

Potential Yield:

- ☐ Defeating KWp: Kuo-Toa Whips (6204 EPV)
- ☐ Defeating KWp: Kuo-Toa Whips (1425 EPV)
- ☐ Pearls (6300 GPV)
- ☐ Coins (799 GPV)

34. Chamber of the Chief Whip

Encounter: Kuo-Toa Chief, Shadows (1-4)

Kuo-Toa, Chief “Majority” Whip, Newt Kingfish (HF 13, EP 1,060, Fighter 7/Assassin 7, S 13/59, D 15/90, C 14/34, I 13/02, W 12/17, Ch 11/18, Com 4/41, AL NE (chaotic tend.), AC 2, MV 9”, 18” Swim, HD 7, hp 53, SZ L, #AT 1 or 2, D 2-5 bite and 1d6+3/1d6+2/1d6+1 **Drow Dagger +2 OR 1d6+2/1d6+3/1d8 +3 Drow Short Sword +2 OR** garrote, SA +1 to-hit/+1 to damage for Strength, backstab +1 die damage, assassination, SD only surprised 1 in 10, slippery, immune to poison and paralysis, immune to illusion, 1 point of damage from magical missiles, electrical resistance, Lang: kuo-toan, subterranean common, Hon: 72 Great (+1 on all die rolls), ML 13, TOP 27, Crit BSL: Def AC +4, FF 7, Reference HoB 4 p 68)

Thief Skills: pick pockets 10, open locks 10, find traps 35, remove traps 35, move silently 45 (75 with Drow boots), hide in shadows 70 (80 with Cape), detect noise 50, climb walls 65.

Possessions: Ring of Invisibility, Drow Boots and a Cape of Shadow Weaving.

- 1). HPs: 

Shadows, Common, (1d4) (HF 5, EP 420 each, Int 5-7 (Low), AL CE, AC 7, MV 12", HD 3+3, hp 46, 29, 28, 31, SZ M, #AT 1, D 2-5, SA strength drain, SD +1 or better to hit, immune to cold & sleep, charm, hold spells, Hon: Average, ML 20/15/11/6 (depending on lighting - Typical illumination in the Shrine is average to twilight), TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 7 p 47)

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

Potential Yield:

- ❑ Defeating Shadows (420-1680 EPV)
- ❑ Defeating Kuo-Toa Chief (1060 EPV)
- ❑ Cape of Shadow Weaving (1000 EPV 20000 GPV)
- ❑ Ring of Invisibility (1500 EPV 7500 GPV)
- ❑ Drow Boots (10000 GPV)
- ❑ Drow Short Sword +2(var GPV)
- ❑ Drow Dagger +2 (var GPV)
- ❑ Giant Pearls (18500 GPV)
- ❑ White Pearls (1200 GPV)
- ❑ Coins 1321 (GPV)

35. Locked Room

Encounter: Drow female fighter 9th, “Elodie” (HF 14, EP 3,588, Fighter 9, S 17/89, D 18/90, C 14/34, I 16/61, W 13/45, Ch 17/56, Com 18/68, AL CE, AC 5 (Dex, acrobatic skill suite), MV 12”, HD 9 [+18], hp 92, SZ M, #AT 2 or 3, D (by weapon), SA high mastery of short sword (2 attacks/round, +3 to-hit/+3 to damage, speed factor –3), SD 90% resist Sleep and charm effect, surprised only on a 1 on 1d10, +2 on all saves against magic, MR 68%, Lang: drow, drow sign language, elven, common, uncommon, Hon: 64 (Average), ML 14, TOP 46, Crit BSL: Def AC +7 (melee) or Def AC +10 (missile) or Def AC +11 (if she can acquire a short sword), FF 7, Age 137, Height 5’ 5”, Weight 100 lbs., Skills: armor maintenance, dirty fighting 100, knowledge of courtly affairs 72, diplomacy 61, ulterior motive 99, weapon maintenance, wuss slap 64, Proficiencies: short sword (high mastery), dagger, long sword, hand crossbow, Talents: acrobatic skill suite, ambidextrous, short sword bonus, Reference HoB 2 p 111)

Spells: First Level: Dancing Lights, Darkness, Detect Magic, Faerie Fire.
Second Level: Know Alignment, Levitate.

1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Potential Yield:

Defeating Drow Female Fighter (3588 EPV)