



LOST CAVERNS

BATTLESHEET APPENDIX

* GAMEMASTER'S EYES ONLY *

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

3) HPs:
 Leather Armor AC: 8 9
 Medium Wood Shield AC: +3 +2 +1 0
 4) HPs:
 Leather Armor AC: 8 9
 Medium Wood Shield AC: +3 +2 +1 0
 5) HPs:
 Leather Armor AC: 8 9
 Medium Wood Shield AC: +3 +2 +1 0
 6) HPs:
 Leather Armor AC: 8 9
 Medium Wood Shield AC: +3 +2 +1 0
 7) HPs:
 Leather Armor AC: 8 9
 Medium Wood Shield AC: +3 +2 +1 0

HPs:

 Leather Armor AC: 8 9

Medicine Man (HF 4, EP 519, Int 12, AL N, AC 6, leather armor, +2 due to 15 dexterity; MV 12"; D5; hp 49; SZ M, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 5, Reference HOB, 5 Page 13); armed with staff, dagger, and three darts. He has the following spells available:

First Level: Animal Friendship, Entangle, Faerie Fire, Speak With Animals (x2), Detect Magic

Second Level: Charm Person Or Mammal, Cure Light Wounds (x2)

Third Level: Call Lightning, Neutralize Poison

HPs:

 Leather Armor AC: 8 9

WE6. EGHOU L EYRIE

Eghouls (HF 12, EP 395, 390, 375, 370, 365 360, Int 9, AL NE, AC 7, MV 3", 40", HD: 4, HP: 49, 48, 45x4, SZ L, #AT 3+SA, D 1d6/1d6/2d6, SA: Paralyzation, SD: Undead Immunities, Lang, Hon: N/A, TOP: n/a, Crit BSL: Def AC +2, FF: n/a, Reference: See Appendix #3: New Monsters).

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

8 Spearmen (HF 1, EP 35, Int 10, AL N, AC 6: MV 9" F1; hp 30, 29, 2x28, 2x27, 2x26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 2 x 15, 6 x 14, 2 x 13, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with spear and club

1) HPs:
 Hide Armor AC: 6 7 8 9
 2) HPs:
 Hide Armor AC: 6 7 8 9
 3) HPs:
 Hide Armor AC: 6 7 8 9
 4) HPs:
 Hide Armor AC: 6 7 8 9
 5) HPs:
 Hide Armor AC: 6 7 8 9
 6) HPs:
 Hide Armor AC: 6 7 8 9
 7) HPs:
 Hide Armor AC: 6 7 8 9
 8) HPs:
 Hide Armor AC: 6 7 8 9

WE7. SWARTHY TRIBESMEN

Chief (HF 5, EP 510, Int 14, AL N, AC 5 [14 DEX]; MV 9"; F5; hp 60; SZ M, #AT 1; D 2d4 (two-handed), SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 30, Crit BSL: Def AC +2, FF: 5; Reference HOB, 5 Page 13) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to Strength.

HPs:

 Hide Armor AC: 6 7 8 9

Sub-chief (HF 4, EP 355, Int 12, AL N, AC 5 [14 DEX]; MV 9"; F4; hp 53; SZ M,, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 27, Crit BSL: Def AC (melee), Def AC +2 (missiles), FF: 5) armed with battle-axe, light crossbow with bolts, and a Bolt +3.

HPs:

 Hide Armor AC: 6 7 8 9

Warrior (HF 2, EP 142, Int 10, AL N, AC 6 [15 DEX]; MV 12"; F2; hp 39; SZ M, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 20, Crit BSL: Def AC -1 melee, FF: 5; Reference HOB, 5 Page 13) armed with a morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to Strength.

4 Axemen (HF 1, EP 35, Int 10, AL: N, AC 7, MV 12" F1; hp 30, 28, 27, 26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 15, 2 x 14, 13, Crit BSL: Def AC-3, FF: 5, Reference HOB, 5 Page 13); armed with hand axes.

1) HPs:
 Medium Wood Shield AC: +3 +2 +1 0
 2) HPs:
 Medium Wood Shield AC: +3 +2 +1 0
 3) HPs:
 Medium Wood Shield AC: +3 +2 +1 0
 4) HPs:
 Medium Wood Shield AC: +3 +2 +1 0

4 Crossbowmen (HF 1, EP35, Int 10, AL N, AC 8: MV 12" F1; hp 27, 26, 25, 24; SZ M, #AT1; D 1d8 or 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 14, 2 x 13, 12, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with Light Crossbows and clubs

1) HPs:
 Leather Armor AC: 8 9
 2) HPs:
 Leather Armor AC: 8 9

- 3) HPs:
- Leather Armor AC: 8 9
- 4) HPs:
- Leather Armor AC: 8 9

WE9. Goblin Band

Leader (Common Goblin, HF 0, EP 55, Int 10, AL LE, AC 5; MV 6”; HD 2; hp 36; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Goblin, Common, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 4, Reference HOB, 3 Page 81). He wields a morning star.

- HPs:
- Chain mail AC: 5 6 7 8 9

4 Sub-Leaders (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 5; MV 6”; HD 1; hp 4x27; SZ M; #AT 1; D 1d6,SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 4 x 14, Crit BSL: Def AC-2, FF: 4, Reference HOB 3, Page 81). They are armed with short swords.

- 1) HPs:
- Ring mail AC: 7 8 9
- Small Wood Shield AC: +2 +1 0
- 2) HPs:
- Ring mail AC: 7 8 9
- Small Wood Shield AC: +2 +1 0
- 3) HPs:
- Ring mail AC: 7 8 9
- Small Wood Shield AC: +2 +1 0
- 4) HPs:
- Ring mail AC: 7 8 9
- Small Wood Shield AC: +2 +1 0

40 Regulars (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6”; HD 1-1; hp 5x27, 10x26, 10x25, 15x24, SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 5 x 14, 20 x 13, 15 x 12, Crit BSL: Def AC-3, FF: 4, Reference HOB 3, Page 81). They are armed with short swords.

- 1) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 2) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 3) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 4) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 5) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 6) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 7) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0

- 8) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 9) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 10) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 11) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 12) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 13) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 14) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 15) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 16) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 17) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 18) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 19) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 20) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 21) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 22) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 23) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 24) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 25) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 26) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 27) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0

- 28) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 29) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 30) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 31) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 32) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 33) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 34) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 35) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 36) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 37) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 38) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 39) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 40) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0

- 6) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 7) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 8) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 9) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 10) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 11) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 12) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 13) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 14) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 15) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 16) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 17) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 18) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 19) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 20) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 21) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 22) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 23) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 24) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 25) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0

25 Skirmishers (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6"; HD 1-1; hp 5x26, 5x25, 5x24, 5x23, 5x22, SZ M; #AT 1; D1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Low, TOP 10 x 13, 10 x 12, 5 x 11, Crit BSL: Def AC-3, FF: 4, Reference HOB, Page 81) They are armed with hand axes.

- 1) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 2) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 3) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 4) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0
- 5) HPs:
- Leather Armor AC: 8 9
- Small Wood Shield AC: +2 +1 0

WE10. MOUNTAIN MARAUDERS

3 Hill Giants (HF 14, EP 3000, Int 7, AC 4; MV 12"; HD 8 + 1-2; hp 70, 62, 53; SZ H; #AT 1; D2d8; SA: hurl rocks for 2d8 points of damage, SD: Nil; Lang: Common, Hon: Low, TOP: 25, 21, 17, Crit BSL: Def AC+9, FF: 7, Reference HOB 3, Page 59)

1). HPs: [grid of 15 squares]

Hill Giant Hide Armor AC 4 5 [grid of 10 squares]

2). HPs: [grid of 15 squares]

Hill Giant Hide Armor AC 4 5 [grid of 10 squares]

3). HPs: [grid of 15 squares]

Hill Giant Hide Armor AC 4 5 [grid of 10 squares]

Note: These giants were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

General note on Hill Giant Armor: Hill Giants wear two types of armor - metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavy-weight construction. An unarmored Hill Giant is AC 6.

WE11. FOXY LADY

1 Foxwoman (HF 18, EP 2000, Int 16, AL CE, AC 6; MV 24"/18"/12" by form; HD 8+1; hp 65, SZ M; #AT 1; d 1d4/1d2 or 2d6, SA: Charm, Spells; SD: Silver or +1 to hit, SZ M; #AT 1; Lang: Common, Elven, Hon: Low, TOP: 33, Crit BSL: Def AC+6, FF: 6, Reference HOB 4, Page 103).

HPs: [grid of 15 squares]

4 Monks (HF 3, EP 163, Int, AL LN, AC 3; MV 16", M3; hp 32, 30, 28, 26; SZ M; #AT 5/4; D 1D6+1, SA: Intimidating Display, Improvise Weapon, SD: Pass Without Trace, Lang: Common, Hon: Ave, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: 5, Reference PHB, Page 55-56) armed with staves.

1). HPs: [grid of 15 squares]

2). HPs: [grid of 15 squares]

3). HPs: [grid of 15 squares]

4). HPs: [grid of 15 squares]

WE12. MOUNTAIN DWARF BAND

Noble (HF 6, EP 753, Int 17, AL LG, AC 2; MV 9"; F6, hp 68; SZ M; #AT 1; D 1d6+5, SA: See text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 34, Crit BSL: Def AC+6 (warhammer), Def AC+5 (shortsword), FF: 7, Reference HOB 2, Page 121) armed with War Hammer +2 and Short Sword +1. He has a +2 bonus to hit and a +3 damage bonus due to Strength.

HPs: [grid of 15 squares]

Field Plate AC: 2 3 4 5 6 7 8 9 [grid of 10 squares]

Elder (HF6, EP 1,200, Int 17, AL LG, AC 2; MV 9"; C4/F4; hp 50; #AT 1; D 1d6+2, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 25, Crit BSL: Def AC+1, FF: 7, Reference HOB 2, Page 121) armed with a Footman's Mace +1. He has the following spells available:

First Level: Cure Light Wounds (x2), Detect Evil, Protection From Evil, Sanctuary

Second Level: Chant, Hold Person

HPs: [grid of 15 squares]

Chain mail AC: 5 6 7 8 9 [grid of 10 squares]

Medium Metal Shield: AC +3 +2 +1 0 [grid of 10 squares]

2 Lieutenants (HF 3, EP 248, Int 12, AL LG, AC 3; MV 9", F3; hp 2 x 47; SZ M; #AT 1; D 2d4+1, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 2 x 24, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with battle-axe and war hammer. Each has a +1 damage bonus due to Strength.

1). HPs: [grid of 15 squares]

Plate Mail AC: 3 4 5 6 7 8 9 [grid of 10 squares]

[grid of 10 squares]

[grid of 10 squares]

2). HPs: [grid of 15 squares]

Plate Mail AC: 3 4 5 6 7 8 9 [grid of 10 squares]

[grid of 10 squares]

10 Scouts (HF 1, EP 270, Int 10, AL LG, AC 5; MV 6"; HD 1 +1; hp 10 x 28; SZ M; #AT 1; D 1d6 or 1d8, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 10 x 14, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with short sword and light crossbow with bolts.

1). HPs: [grid of 15 squares]

Leather Armor AC: 8 9 [grid of 10 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

2). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

3). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

4). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

5). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

6). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

7). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

8). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

9). HPs: [grid of 15 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

10). HPs: [grid of 15 squares]

Leather Armor AC: 8 9 [grid of 10 squares]

Medium Metal Shield AC: +3 [grid of 10 squares]

8 Guards (HF 1, EP 270, Int 10, AL LG, AC 4; MV 4"; HD 1+1; hp 8 x 29; SZ M; #AT 1; D 2d4 or 1d8, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with battle axe and light crossbow with bolts.

- 1). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
2). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
3). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
4). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
5). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
6). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
7). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9
8). HPs: [grid]
Bronze Platemail AC: 4 5 6 7 8 9

30 Spearmen (HF 1, EP 270, Int 10, AL LG, AC 4; MV 4 1/2"; HD 1 +1; hp 30x26; SZ M; #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Dwarven, Hon: Ave, TOP: 30 x 13, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with spear and hand axe.

- 1). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
2). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
3). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
4). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
5). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
6). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
7). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
8). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]

- 9). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
10). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
11). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
12). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
13). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
14). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
15). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
16). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
17). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
18). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
19). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
20). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
21). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
22). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
23). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
24). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
25). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
26). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
27). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
28). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]
29). HPs: [grid]
Ring mail AC: 7 [grid]
Medium Metal Shield AC: +3 [grid]

- 5). HPs:
- Hide Armor AC: 6 7 8 9
- 6). HPs:
- Hide Armor AC: 6 7 8 9
- 7). HPs:
- Hide Armor AC: 6 7 8 9
- 8). HPs:
- Hide Armor AC: 6 7 8 9
- 9). HPs:
- Hide Armor AC: 6 7 8 9
- 10). HPs:
- Hide Armor AC: 6 7 8 9
- 11). HPs:
- Hide Armor AC: 6 7 8 9
- 12). HPs:
- Hide Armor AC: 6 7 8 9
- 13). HPs:
- Hide Armor AC: 6 7 8 9
- 14). HPs:
- Hide Armor AC: 6 7 8 9
- 15). HPs:
- Hide Armor AC: 6 7 8 9
- 16). HPs:
- Hide Armor AC: 6 7 8 9
- 17). HPs:
- Hide Armor AC: 6 7 8 9
- 18). HPs:
- Hide Armor AC: 6 7 8 9
- 19). HPs:
- Hide Armor AC: 6 7 8 9
- 20). HPs:
- Hide Armor AC: 6 7 8 9
- 21). HPs:
- Hide Armor AC: 6 7 8 9
- 22). HPs:
- Hide Armor AC: 6 7 8 9
- 23). HPs:
- Hide Armor AC: 6 7 8 9
- 24). HPs:
- Hide Armor AC: 6 7 8 9
- 25). HPs:
- Hide Armor AC: 6 7 8 9
- 26). HPs:
- Hide Armor AC: 6 7 8 9
- 27). HPs:
- Hide Armor AC: 6 7 8 9
- 28). HPs:
- Hide Armor AC: 6 7 8 9
- 29). HPs:
- Hide Armor AC: 6 7 8 9
- 30). HPs:
- Hide Armor AC: 6 7 8 9
- 31). HPs:
- Hide Armor AC: 6 7 8 9
- 32). HPs:
- Hide Armor AC: 6 7 8 9

WEI7. OGRE DEN

6 Ogres, Common (HF 2, EP 270, Int 8, AL: CE, AC 5; MV 9";HD 4 +1; hp 3 x 45, 3 x 42; #AT 1; D 1d6 (club) +3/+7 Strength; SA Nil; SD: Nil; Lang: Ogre, Goblin, Hon: Ave, TOP: 3 x 23, 3 x 22, Crit BSL: Def AC+5, FF: 4, Reference HOB 6, Page 24)

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

WEI8. GREY ELVEN WARDER BAND

Captain (HF 15, EP 2,636, Int 17, AL: CG, AC 2 (includes +3 Dexterity bonus); MV 12"; L F5/MU5; hp 49, SZ M; #AT 1; D 1d8+1 (+2 to hit), SA: See text, SD: See text, Lang: Common, Elven, High, Hon: High, TOP: 25, Crit BSL: Def AC+3, FF: 6, Reference HOB 3, Page 12) armed with Longsword +1 and Dagger +1. He has the following spells available:

First Level: Charm Person, Shocking Grasp, Spider Climb, Throw Voice, Color Spray, Melt

Second Level: Blindness, Mirror Image

Third Level: Slow

HPs:

Elven	AC: 5	6	7	8	9
Chain Mail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Aide (HF 10, EP 877, Int 12, AL: CG, AC 3 (includes +2 Dexterity bonus); MV 12"; L F3/C3; hp 44; SZ M; #AT 1; D 1d6+2, SA: See text, SD: See text, Lang: Common, Elven, Hon: High, TOP: 22, Crit BSL: Def AC, FF: 6, Reference HOB 3, Page 13) armed with a Footman's Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds, Light, Protection From Evil

Second Level: Hold Person

HPs:

Elven	AC: 5	6	7	8	9
Chain Mail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Lieutenant (HF 5, EP 395, Int 12, AL: CG, AC 4 (includes +1 Dexterity bonus); MV 12"; L F4; hp 53; SZ M, #AT 1; D 1d6+1 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: High, TOP: 27, Crit BSL: Def AC+1, FF: 6, Reference HOB 3, Page 13) armed with Spear +1 and longsword.

HPs:

Elven	AC: 5	6	7	8	9
Chain Mail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

12 Archers (HF 2, EP420, Int 12, AL: CG, AC 5; MV 12"; L F1; hp 28, 3 x 27, 3 x 26, 3 x 25, 2 x24; SZ M, #AT 1 or 2; D 1d8 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 4 x 14, 6 x 13, 2 x 12, Crit BSL: Def AC-1, FF: 6, Reference HOB 3, Page 13) armed with longswords and longbows (sheaf arrows).

1). HPs:

Elven	AC: 5	6	7	8	9
Chain Mail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WEA. IF IT'S NOT GNOMISH IT'S CRAP!

Battlesheet Editor's Note: A detailed battlesheet has not been developed for this encounter due to the large number of gnomes present and the page bloat that would ensue. It is intended to be a "safe haven" for the players. If your PCs insist on mounting an assault on the lands of Laird Gwaylar, you're on your own!

Chieftain (HF 9, EP 758, Int 14, AL: NG, AC 2; MV 6"; L F5; hp 51; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: High, TOP: 26, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with Short Sword +1 and spear.

Lieutenant (HF 4, EP 245, Int 12, AL: NG, AC 3; MV 6"; SZ S; F3, hp 40; #AT 1; D 1d6(+1/+1 for Strength), SA: Nil; SD: Nil, Lang: Common, Gnome, Halfling; Hon: High, TOP: 20, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Cleric (HF 3, EP 237, Int 12, AL: NG, AC 3; MV 6"; SZ S; C3, hp 38; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Elven, Orc; Hon: High, TOP: 19, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with club. He has the following spells available:

First Level: Command, Cure Light Wounds (x3), Detect Evil, Detect Magic

Second Level: Hold Person, Know Alignment, Speak With Animals

4 Bodyguards (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2 x 34, 2 x 32; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc; Hon: Ave, TOP: 2 x 17, 2 x 16, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Illusionist (HF 1, EP 117, Int 16, AL: NG, AC 5 which includes +3 due to Dexterity; MV 6"; SZ S; I1, hp 22; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Dwarf, Gnome; Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF: 3, Reference HOB 3, Page 75) armed with a staff. He wears bracers of defense (AC 8) and has the following spells available:

First Level: Color Spray, Wall of Fog, Change Self

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2x26, 8x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc; Hon: Ave, TOP: 10 x 13, 10 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows. The strongest two have two Arrows +1 each.

20 Polearmsmen (HF 1, EP 65, Int 10, AL: NG, AC 5; MV 6"; SZ S; F1, hp 4x26, 6x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 10 x 13, 10 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with glaive and dagger.

10 Advanced Guards/Runners (HF 1, EP 65, Int 10, AL: NG, AC 7; MV 6"; SZ S; F1, hp 3x26, 4x25, 3x24; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 7 x 13, 3 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with club and sling with bullets.

Group 1:

Laird Furduch Na'Gwaylar (HF 9, EP 669, Int 14, AL: NG, AC 1; MV 6"; SZ S; F5 hp 70; #AT 1; D 1d6+4, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc, Hon: High, TOP: 37, Crit BSL: Def AC+4, FF: 5, Reference HOB 3, Page 75) armed with Spear+2 and short sword. He has a bonus of +1 to hit and +2 damage due to Strength.

Captain (HF 6, EP 415, Int 14, AL: NG, AC 2; MV 6"; SZ S; F4 hp 57; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Halfling, Hon: High, TOP: 29, Crit BSL: Def AC, FF: 5, Reference HOB 3, Page 75) armed with spear and short sword.

2 Lieutenants (HF 3, EP 252, 240, Int 12, AL: NG, AC 4; MV 6"; SZ S; F3 hp 38, 35; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Elven, Gnome, Hon: Ave, TOP: 19, 18, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

40 Infantry (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 5 x 26, 10 x 25, 20 x 24, 5 x 23; #AT 1; D 1d6, SA: N/A; SD: N/A, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 15 x 13, 25 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Group 2:

The Laird Gwaylar (HF 7, EP 501, Int 14, AL: NG, AC 3; MV 6"; SZ S; F5; hp 46; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 23, Crit BSL: Def AC+1 (sword), Def AC+2 (bow), FF: 3, Reference HOB 3, Page 75) armed with short sword and Short Bow +1 with arrows.

Lieutenant (HF 4, EP 320, Int 14, AL: NG, AC 6; MV 6"; SZ S; F4; hp 38; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hobgoblin, Hon: High, TOP: 19, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows.

Cleric #1 (HF 2, EP 221, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 34; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 17, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Cure Light Wounds (x4)

Second Level: Spiritual Hammer

Cleric #2 (HF 2, EP 209, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 31; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Gnome, Ertin, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Bless, Cure Light Wounds (x4), Remove Fear

Second Level: Chant, Speak With Animals

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 4 x 26, 8 x 25, 6 x 24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 12 x 13, 8 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow.

Group 3:

The Laird Gwaylar, clan chief (HF 13, EP 854, Int 14, AL: NG, AC -1 (shield, armor, +1 due to Dexterity); MV 6"; SZ S; F6; hp 63; #AT 1; D 1d8+4 (+3 to hit), SA: Nil; SD: Nil, Lang: Common, Dwarf, Gnome, Hon: High, TOP: 32, Crit BSL: Def AC+5, FF: 4, Reference HOB 3, Page 75) armed with Shield +1, Plate Mail +1, Longsword +1, and dagger. He has a bonus of +2 to hit and +3 damage due to Strength.

3 Sergeants (HF 3, EP 245, 229, 217, Int 12, AL: NG, AC 6; MV 6"; SZ S; F3; hp 40, 36, 33; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Kobold, Hon: Ave, TOP: 20, 18, 17, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Chief Cleric (HF 11, EP 1,395, Int 13, AL: NG, AC 2; MV 6"; SZ S; C7; hp 57; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Gnome, Hill Giant, Hon: High, TOP: 29, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with staff. He has the following spells available:

First Level: Bless, Command, Cure Light Wounds(x3), Light, Sanctuary

Second Level: Hold Person (x2), Silence 15' r., Speak With Animals (x2)

Third Level: Dispel Magic, Prayer

Fourth Level: Cure Serious Wounds

Under Cleric (HF 4, EP 495, Int 13, AL: NG, AC 6; MV 6"; SZ S; C5; hp 45; #AT 1; D 1d6+1, SA: Nil; SD: Nil, Lang: Common, Gnome, Goblin, Hon: High, TOP: 23, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with a Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds (x2), Detect Evil, Detect Magic

Second Level: Chant, Hold Person, Resist Fire

Third Level: Dispel Magic

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

3 Tamed Hippogriffs (HF 2, EP 175, Int 3, AL: N, AC 5; MV 18", 36" Fly (D); HD 3 + 3, hp 3 x 36; SZ L; hp 16 x 3; #AT 3; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 3 x 18, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127)

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

5 Fledgling Hippogriffs (HF 1, EP 85, Int 4, AL: N, AC 7; MV 12"/- Fly (D); SZ L; HD 1+1; hp 5 x 25; #AT 3; D 1d4-2/1d4-2/1d4, SA: Nil; SD: Nil Lang: N/A, Hon: Ave, TOP: 5 x 5, Crit BSL: Def AC+1, FF: 8, Reference HOB 3, Page 127)

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

LESSER CAVERN STATISTICS

LCA. I'LL NEVER GET THIS SMELL OFF ME!

2 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12" Swim; HD2; hp 34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5', 2d8 within 10' and 1d8 within 15') once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

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

LCI. ENTRY CAVERNS

6 Sassy Magic Mouths (HF 0 EP 120, Int 9, AL CN, AC 3; MV These mouths do no travel; HD: Special; hp Special; SZ M, #AT 1; D 1d3, SA: See text; SD: See text, Lang: Common; Hon: Low, TOP: N/A, Crit BSL: Def AC-4, FF: n/a, Reference HOB4, Page 111).

6 Loogie Spit Demons (HF 13, EP 995, Int 12, AL CE, AC 0; MV 12"; HD5 + 5; hp 49; SZ S, #AT 3; D 1d4/1d4/1d6, SA: sinus attack on 18-19, %2xdamage of blindness on 20, hurl saliva; SD: Demonic immunities, Lang: Common, Nefarian; Hon: low, TOP: 5 x 25, Crit BSL: Def AC+4, FF: n/a; Reference HOB 5, Page 88).

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

LC2. STREAKED CAVE

Bulette (HF 22, EP 4,000, Int 1, AL N, AC -2/4/6; MV 12" (3"); HD 9; hp 82; SZ L, #AT3; D 4d12/3d6/3d6, SA: 8' Jump; SD: Nil, Lang: Bulette; Hon: Ave, TOP: 41, Crit BSL: Def AC+7, FF:7 ; Reference HOB 1, Page 97).

- HPs:

Speckled Arvanger (HF 15, EP 2,000, Int 0, AL N, AC 2; MV 6", 24" Fly (D)"; HD8; hp 64; SZ H, #AT 3; D 1d6/ 1d6/ 2d8, SA: Acid Spew (4d8, 30 range) ; SD: Nil, Lang: None; Hon: Low, TOP: n/a, Crit BSL: Def AC+6, FF: n/a; Reference HOB 1, Page 33).

- HPs:

LC3. SLATE CHAMBERS

Clay Golem (HF 17, EP 5,000, Int 0, AL N, AC 7; MV 7"; HD 11; hp 70; SZ L, #AT 1; D 3d10, SA: Haste for 3 rounds (1/day), damage can only be cured by a Cure-All spell ; SD: Immune to all but magical crushing weapons, immune to all spells except Move Earth, Disintegrate and Earthquake, Lang: Common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+9, FF: n/a; Reference HOB 3, Page 84).

HPs: [grid of 18 squares]

LC4. A CRAPPY PLACE TO BE

8 Bat, Huge (HF 3, EP 270, Int 7, AL NE, AC 7; MV 3", 15" Fly (C); HD 4; hp 8 x 29; SZ S, #AT 1; D 1d4, SA: Rabies; SD: Missile weapons attack suffer a -3 to hit, Lang: Mobat; Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC+4, FF: 5; Reference HOB 1, Page 52).

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

LC5. LITTERED CAVE

Lurker Above (HF 12, EP 2,000, Int 0, AL N, AC 6; MV 1", 9" Fly (B); HD 10; hp 71; SZ H, #AT 1; D 1d6, SA: Surprise, Constriction; SD: Camouflage, Lang: N/A; Hon: Low, TOP: 36, Crit BSL: Def AC+8, FF: 4, Reference: HOB 4, Page 101).

HPs: [grid of 18 squares]

LC6. DEPECH MODE

7 Pech (HF 3, EP 395, Int 12, AL N, AC 3; MV 9"; HD4; hp 7 x 38; SZ S, #AT 1; D 1d6+3 (+1 to hit), SA: Magic ; SD: Stone Shape and Stone Tell 4/day, Wall of Stone spell in 3 rounds if 4 Pech are present, 25% MR, immune to petrification, Lang: Pech, common; Hon: Ave, TOP: 7 x 19, Crit BSL: Def AC+3, FF: 12, Reference: See Appendix #1: New Monsters).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]

LC7. FUNGI CAVERN

5 Dire Giant Cockroaches (HF 4, EP 120, Int 6, AL N, AC 4; MV 6", 12" Fly (D); HD2+3; hp 5 x 33; SZ S, #AT 1; D 1d8, SA: Nil; SD: Nil, Lang: Cockroach; Hon: Low, TOP: n/a, Crit BSL: Def AC+1, FF: 9; Reference: HOB 2, Page 30).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]

LC8. THE STINKING CAVE

4 Troll, Common (HF 13, EP 1,400, Int 5, AL CE, AC 4; MV 12"; HD 6+6; hp 4 x 59; SZ L, #AT 3 (+2 to hit); D 1d4+4/1d4+4/1d8+4, SA: Nil; SD: Regeneration, Lang: Common, Troll; Hon: Low, TOP: 4 x 20, Crit BSL: Def AC+7, FF: 11, Reference HOB 8, Page 24).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]

LC9. BAT FLAMBE'

1000 Common Bats (HF 0, EP 15, Int 1, AL N, AC 8; MV "1, 24" Fly (B); HD1-2 hp; hp 600 x 2, 400 x 1; SZ T, #AT 1; D 1, SA: Disruption, blinding; SD: Nil, Lang: Bat; Hon: Ave, TOP: 1000 x 1, Crit BSL: Def AC-4, FF:3).

Battlesheet Editor's Note: You're on your own here.

LC11. THE LONG GALLERY

16 Giant Land Lampreys (HF 4, EP 420, Int 0, AL N, AC 6; MV 9"; HD5; hp 16 x 50; SZ M, #AT 1; D 1d6, SA: Blood Drain; SD: Nil, Lang: N/A; Hon: N/A, TOP: 5 x 25, Crit BSL: Def AC+3, FF: 7, Reference: HOB 4, Page 73).

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

- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:

LC12. A FACE ONLY A MOTHER COULD LOVE

Fomorian Giant (HF 24, EP 6,000, Int 19, AL NE, AC 3; MV 9”; HD 13 + 3; hp 75; SZ H, #AT 1; D 2d8 + 8 (+3 to hit), SA: Surprise; SD: Only surprised on a 1, Lang: Common, Kobold; Hon: Low, TOP: 38, Crit BSL: Def AC+15, FF: 8, Reference: HOB 3, Page 56).

- HPs:
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LE14. THE UNDERGROUND LAKE

6 Piercers (HF1, EP 147, Int 1, AL N, AC 3; MV 1”; HD 2; hp 24, SA: 90% surprise; SD: Nil, SZ S, #AT 1; D 2d6, Lang: Piercer, Hon: ; Top: n/a ; Crit BSL: Def AC, FF: n/a, Reference HOB 6, Page 70).

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

Giant Snapping Turtle (HF 18, EP 1,400, Int 1, AL N, AC0 (shell)/5 ; MV 3”, 2” swim, HD 10; hp 60; SZ L; #A1; D 6d4, SA: Surprise 7 in 10, capsizing, SD: Retraction; Lang: N/A, Hon: Ave, TOP: 30; Crit BSL: Def AC+8, FF: 5, Reference: HOB 8, Page 37).

- HPs:
-

6 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12” Swim; HD2; hp 6x34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5’, 2d8 within 10’ and 1d8 within 15’) once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

- 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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LC15. TASTES LIKE CHICKEN

2 Cockatrices (HF 11, EP 650, Int 1, AL N, AC 6; MV 6”, 18” Fly (C); HD 5; hp 2 x 41; SZ S, #AT 1; D 1d3, SA: Stone Touch; SD: Nil, Lang: Cockatrice; Hon: Low, TOP: 2 x 16, Crit BSL: Def AC+3, FF: 4; Reference: HOB 2, Page 27).

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

LC16. RAINBOW CAVERN

Gorgimera (HF 29, EP 6,000, Int 4, AL N, AC 5; MV 12”, 15” Fly (E); HD 10; hp 76, SZ L; #AT 5;D 1-1d3x2/2d4/2d4/3d4, SA: Breath Weapons (fire for 3d8 or petrification); SD: Nil, Lang: Common, Gorgimera, Hon: Ave, TOP: 38; Crit BSL: Def AC+8, FF: 8, Reference HOB 2, Page 22).

- HPs:
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-

LC18. A HASTY REFUGE

4 Dao (HF 24, EP 3,000, Int 12, AL NE, AC 3; MV 9”, 6” Burrow, 15” Fly (B) ; HD 8+3; hp 4 x 60, SZ M; #AT 1; D 3D6, SA: Magic; SD: Can not be harmed by earth based spells, Lang: Common, Elven, Hon: Low, TOP 4 x 30; Crit BSL: Def AC+7, FF: 9, Reference HOB 2, Page 48).

- 1). HPs:
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- 2). HPs:
-
- 3). HPs:
-
- 4). HPs:
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LC19. THE SMALL LAKE

Gas spore (HF 0, EP 120, Int 0, AL N, AC 9; MV 3” Fly (E); HD 1hp, SA: explosion (6d6 within 20’), disease; SD: Nil, SZ M; #AT 1; D Special; Lang: N/A; Hon: N/A, TOP N/A; Crit BSL: Def AC-4, FF: n/a, Reference HOB 3, Page 48).

- HPs:

LC20. BLACK WATER

6 Lacedons (HF 4, EP 175, Int 5, AL CE, AC 6; MV 9” Swim; HD 2; hp 6 x 28, SZ M; #AT 3; d 1d4/1d4/1d6; SA: Paralyzation; SD: Undead immunities; Lang: Common, Elven, Hon: Low, TOP n/a; Crit BSL: Def AC, FF: n/a, Reference HOB 3, Page 51).

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

LC21. CAVE OF CRYSTALS

3 Xorns (HF 37, EP 4,000, Int 9, AL N, AC -2; MV 9", 9" Burrow; HD 7+7; hp 59, SZ M; #AT 4; D 1d4/1d4/1d4/6d4SA: Surprise 5 in 10; SD: Immune to cold and fire, half damage from electricity, Lang: Xorn, Hon: Ave, TOP 3 x 30; Crit BSL: Def AC+6, FF: 12, Reference HOB 8, Page 108).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]

LC22. POOL CAVERN

Marid (HF 163, EP 16,000, Int 18, AL CN, AC 0; MV 9", 15" Fly (B), 24" Swim; HD 13; hp 81, SA: 60 yard water jet (2d6 + stunning); SD: Spells, immune to water and steam, cold resistance, SZ M; #AT 1; D 4D8, Lang: Common, Elven, Hon: Low, TOP n/a, Crit BSL: Def AC+11, FF: n/a, Reference HOB 4, Page 120).

- HPs: [grid]

GREATER CAVERN STATS

GCI. SMALL CAVE WITH MANY TUNNELS

9 Troglodyte males (HF 3, EP 120, Int 6, AL CE, AC 5; MV 12"; 9" swim HD 2; hp 9 x 24; SZ M, #AT 1; D 2d4 (+3 to hit), SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, troglodyte; Hon: Ave, TOP: 9 x 12, Crit BSL: Def AC+3, FF: 5; Reference: HOB 8, Page 23).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]
5). HPs: [grid]
6). HPs: [grid]
7). HPs: [grid]
8). HPs: [grid]
9). HPs: [grid]

8 Troglodyte females (HF 3, EP 120, Int 6, AL CE, AC 5; MV "12", 9" Swim; HD 1+1; hp 8 x 24; SZ M, #AT 3; D 1d4-2/1d4-2/1d4+1, SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 8 x 12, Crit BSL: Def AC-1, FF: 5; Reference: HOB 8, Page 23)

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

Troglodyte Hero (HF 4, EP 224, Int 5, AL CE AC ; MV 12"; HD 3; hp 31; SZ M, #AT 1; D 2d4+1 (+1 to hit), SA: Weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 16, Crit BSL: Def AC+2, FF: 5; Reference: HOB 8, Page 23)

- HPs: [grid]

GC2. TEMPLE TO THE TROGLODYTE GAWD

Bodak (HF 19, EP 3,550, Int 18, AL CE, AC 5; MV 6"; HD: 9 + 9; hp 64; SZ M, #AT 1; D unarmed, SA: Death Gaze; SD: See text, Lang: Nefarian, common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a, Reference: See Appendix #1: New Monsters).

- HPs: [grid]

GC3. THE BLUE BAWLER

Behir (HF 34, EP 4,744, Int 5, AL NE, AC 4; MV 15" ; HD 12; hp 84; SZ G, #AT 2 or 7; D 2d4/1d4+1 or 2d4/ 6 @ 1d6; SA: Swallow whole, breath weapon (lightning for 4d6+24); SD: See text, Lang: Behir; Hon: Ave, Crit BSL: Def AC+10, FF: 12; Reference: See new monster appendix).

- HPs: [grid]

GC4. AN UNFINISHED AUDITORIUM

4 Margoyles (HF 11, EP 420, Int 7, AL CE, AC 2; MV 6", 12" Fly (C); HD 6; hp 4 x 56; SZ M, #AT 4; D 1d6/1d6/2d4/2d4, SA: Nil; SD: +1 or better weapons to hit, Lang: Gargoyle, Margoyle; Hon: Ave, TOP: n/a, Crit BSL: Def AC+4, FF: n/a; Reference HOB 4, Page 119).

- 1). HPs: [grid]
2). HPs: [grid]
3). HPs: [grid]
4). HPs: [grid]

GC5. STANDING ON SHAKEY GROUND

Umber Hulk, Common (HF 32, EP 4,000, Int 8, AL CE, AC 2; MV 6", 1-6" Burrow; HD 8+8; hp 70; SZ L, #AT 3; D 3d4/3d4/1d10, SA: Surprise 8 in 10, confusion; SD: Nil, Lang: Umber Hulk; Hon: Ave, TOP: 35, Crit BSL: Def AC+7, FF: 13; Reference HOB 8, Page 40).

- HPs: [grid]

GC6. A FORGOTTEN ALCOVE

Subterranean Lizard (HF 7, EP 420, Int 0, AL N, AC 5; MV 12", 12" climb; HD6; hp 60; SZ H, #AT 1; D 2d6, SA: Grab; SD: Nil, Lang: Subterranean Lizard; Hon: Ave, TOP: 30, Crit BSL: Def AC+4, FF: 5, Reference: HOB 4, Page 88).

- HPs: [grid]

GC7. SINKHOLE SURPRISE

Beholder-kin, Director (HF 28, EP 10,000, Int 10, AL LE, AC 4; MV 3" Fly (A); HD 12; hp 67 ; SZ H, #AT 2; D 2d4/2d4, SA: Magic; SD: Deflection, 20% MR, Lang: Beholder, Common; Hon: Low, TOP: 34, Crit BSL: Def AC+10, FF: 7, Reference HOB 1 Page 73).

- HPs: [grid]

GC8. CAVERN OF STALAGMITES

4 Bar-Igura (HF 39, EP 1,985, Int 14, AL CE, AC -3; MV 9", 15" (Climb), 40 ft. leap; HD 6+6; hp 4 x 60; SZ M, #AT 3; D 1d6/1d6/2d6, SA: Magic; SD: Camouflage, half damage from cold, electricity, fire and gas, Lang: Nefarian, common; Hon: Ave, TOP: n/a, Crit BSL: Def AC+5, FF: n/a; Reference: See Appendix #1: New Monsters).

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

GC9.1 THE SHADOWY LABYRINTH

2 Minotaurs, Common (HF 8, EP 1,400, Int 7, AL CE, AC 6; MV 12"; HD 6+3; hp 2 x 61; SZ L, #AT 2; D 2d8/2d8, SA: Grapple, charge; SD: +2 to Surprise, Lang: Common, Minotaur; Hon: High, TOP: 2 x 31, Crit BSL: Def AC+5, FF: 9, Reference HOB 5, Page 22).

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

2 Oxen (HF 2, EP 65, Int 1, AL N, AC 4; MV 9"; HD 5; hp 48; SZ , #AT 2; D 1d6/1d6, SA: Nil; SD: Nil; Lang: Oxen; Hon: Ave, TOP: 24, Crit BSL: Def AC +3, FF: 7, Reference HOB 1, Page 58).

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

GC9.2 THE FEM FATALES

3 Guardian Golems (HF 2, EP 420, Int 0, AL N, AC 5; MV 6"; HD 5; hp 42; SZ M, #AT 1; D 2d8, SA: Nil; SD: half damage from normal weapons, immune to magic weapon bonuses, break weapons; Lang: Understands common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+3, FF: n/a, Reference: HOB 3, Page 87).

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

Note: These creatures were listed with deficient hit points in the printed copy of Lost Caverns. Their corrected hit points appear here.

GC9.3 CANYON OF CENTAURS

Centaur (HF 2, EP 175, Int 10, AL N, AC 2; MV 18"; HD 4; hp 6 x 39; SZ L, #AT 3; D 1d6/1d6/1d8, SA: Nil; SD: Nil, Lang: Common, Centaur; Hon: High, TOP: 6 x 20, Crit BSL: Def AC+2, FF: 7, Reference: HOB 2, Page 15).

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

- 5). HPs:
- 6). HPs:

GC10. JAGGED CAVERN

Chasme (HF 31, EP 1,985, Int 11, AL CE, AC -1; MV 6", 21" (C); HD 7+2; hp 3 x 56, SA: Magic, drone; SD: See text, SZ M, #AT 3; Lang: 2d4, 2d4, 1d4, Hon: Low; Top: 28; Crit BSL: Def AC+5, FF: n/a, Reference: See Appendix #1: New Monsters).

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

GC11. CAVE OF THE SKULL

Trapper (HF 38, EP 3,000, Int 13, AL N, AC 3; MV 3"; HD 12; hp 88; SZ L, #AT 1; D 4 + AC, SA: Automatic surprise if undetected; SD: Camouflage, resistant to cold and fire, Lang: Trapper; Hon: Low, TOP: 44, Crit BSL: Def AC+10, FF: 5; Reference: HOB 8, Page 17).

- HPs:

GC12. PILLARED CAVERN

2 Ropers, Common (HF 41, EP 6,000, Int 1, AL CE, AC 0; MV 3"; HD 11; hp 2 x 77, SZ L; #AT 1; D 5d4, SA: Strength drain; SD: See text; Lang: Roper, Hon: Low, TOP: 2 x 39; Crit BSL: Def AC+9, FF: 5, Reference HOB 7, Page 17).

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

GC13. LARGE CAVE OF ROTTING FUNGI

2 Shambling Mounds (HF 26, EP 6,000, Int 6, AL NE, AC 0; MV 6", 12" swim; HD 9; hp 2 x 70, SZ L; #AT 2; D 2d8/2d8 SA: Suffocation; SD: Stealth, Lang: Shambling Mound; Hon: Ave; TOP n/a; Crit BSL: Def AC+9, FF: n/a, Reference HOB 7, Page 49).

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

GC14.1 TO GO INTO THE UNKNOWN

TUNNEL A: THE PARAGOLEM

Paragolem (HF 37, EP 3,840, Int 7, AL N, AC 6; MV 18"; HD 10; hp 60; SZ L, #AT 5; D 2d8/2D8/2D8/2D8/1D8, SA: Haste; SD: See Appendix #1; New Monsters, Lang: Common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a)

- HPs:

TUNNEL B: THE CRYSTALLINE MIRROR

Core Giant (HF 742, EP 43,720, Int 14, AL N, AC -2; MV 40”; HD 100; hp 820; SZ G, #AT 2; D 10d10/10d10, SA: None, SD: Elemental immunities, healed by fire spells, Lang: Earth elemental, Hon: Ave, TOP: n/a, Crit BSL: Def AC+18, FF: n/a, Reference Appendix 1: New Monsters)

HPs: [Grid of 100 empty boxes for Core Giant HPs]

GC15. LARGE IRREGULAR CAVERN

Giant Rhinoceros Beetle (HF 10, EP 4,000, Int 0, AL N, AC 2; MV 6”; HD 12; hp 78; SA: Nil; SD: Nil; SZ L; #AT 2; D 3d6/2d8; Lang: Beetle; Hon: High; TOP 39; Crit BSL: Def AC+10, FF: n/a, Reference HOB 1, Page 67).

HPs: [Grid of 24 empty boxes for Giant Rhinoceros Beetle HPs]

Hill Giant (HF 14, EP 3,000, Int 7, AL CE, AC 4 (6); MV 12”; HD 12+1-2; hp 67; SA: Hurling rocks 2-15; SD: Nil; SZ H; #AT 1; D 2d6+7 (+3 to hit); Lang: Common, Hill Giant; Hon: Ave; TOP 34; Crit BSL: Def AC+13, FF: 6, Reference HOB 3, Page 59).

HPs: [Grid of 24 empty boxes for Hill Giant HPs]

Hill Giant Hide Armor AC 4 5 [Grid of 4 empty boxes]

General note on Hill Giant Armor: Hill Giants wear two types of armor - metal (chainmail) or hide. This armor absorbs 2 hp/die due to its heavyweight construction. An unarmored Hill Giant is AC 6.

GC16. FUNGI CAVE

8 Shriekers (HF 0, EP 120, Int 1, AL N, AC 7, MV 1”; HD 3; hp 8 x 30, SZ M; #AT 0; D 0; SA: Shriek; SD: Nil; Lang: Shrieker, Hon: n/a, TOP n/a; Crit BSL: n/a, FF: n/a, Reference HOB 7, Page 58).

1). HPs: [Grid of 24 empty boxes]
2). HPs: [Grid of 24 empty boxes]
3). HPs: [Grid of 24 empty boxes]

4). HPs: [Grid of 24 empty boxes]
5). HPs: [Grid of 24 empty boxes]
6). HPs: [Grid of 24 empty boxes]
7). HPs: [Grid of 24 empty boxes]
8). HPs: [Grid of 24 empty boxes]

GC17. GREAT CAVERN

Dracolisk (HF30, EP 2,000, Int 8, AL CE, AC 3; MV 9”, 15” fly (E); HD 7+3; hp 65, SZ H; #AT 1; D 1d6/1d6/3d4 (Also 4d6 w/acid spit), SA: Petrification, acid spit; SD: Nil, Lang: Dracolisk, Hon: High, TOP 33; Crit BSL: Def AC+6, FF: 8, Reference HOB 1, Page 49).

HPs: [Grid of 24 empty boxes]

GC19. GROTTO OF THE PATRON GAWD OF FOOLS

Stone Golem (HF 27, EP 8,000, Int 0, AL N, AC 5; MV 6”; HD 14; hp 80, SZ L; #AT 1; D 3d8, SA: See text; SD: See text, Lang: understands common, Hon n/a, TOP n/a, Crit BSL: Def AC+12, FF: n/a, Reference HOB3, Page 91).

HPs: [Grid of 24 empty boxes]

GC21. THE LADY WITH THE RAZOR BLADE SMILE

Vampire, Executioner (HF 42, EP 9,000, Int 16, AL CE, AC 0; MV 12”, 18” fly “C”; HD 9+3; hp 65, SZ M; #AT 2 (sword) (high weapon mastery: +9 to hit with Strength and sword); Speed factor 2, or 1 attack (unarmed, +2 to hit), D 2d4+12 (sword) or 1d6+9 (unarmed), SA: Energy drain; SD: +1 or better weapon to hit, Lang: Common, Hon: Ave, TOP n/a, Crit BSL: Def AC+16 (sword) or Def AC+ 9 (unarmed), FF: n/a, Reference HOB 8, Page 53)

HPs: [Grid of 24 empty boxes]

Table with Plate and Mail +2 rows and AC 1-9 columns. Shows armor values for each AC level.

* Drelnza’s natural AC is 0. The armor she wears will absorb damage but will not lessen her AC in doing so.

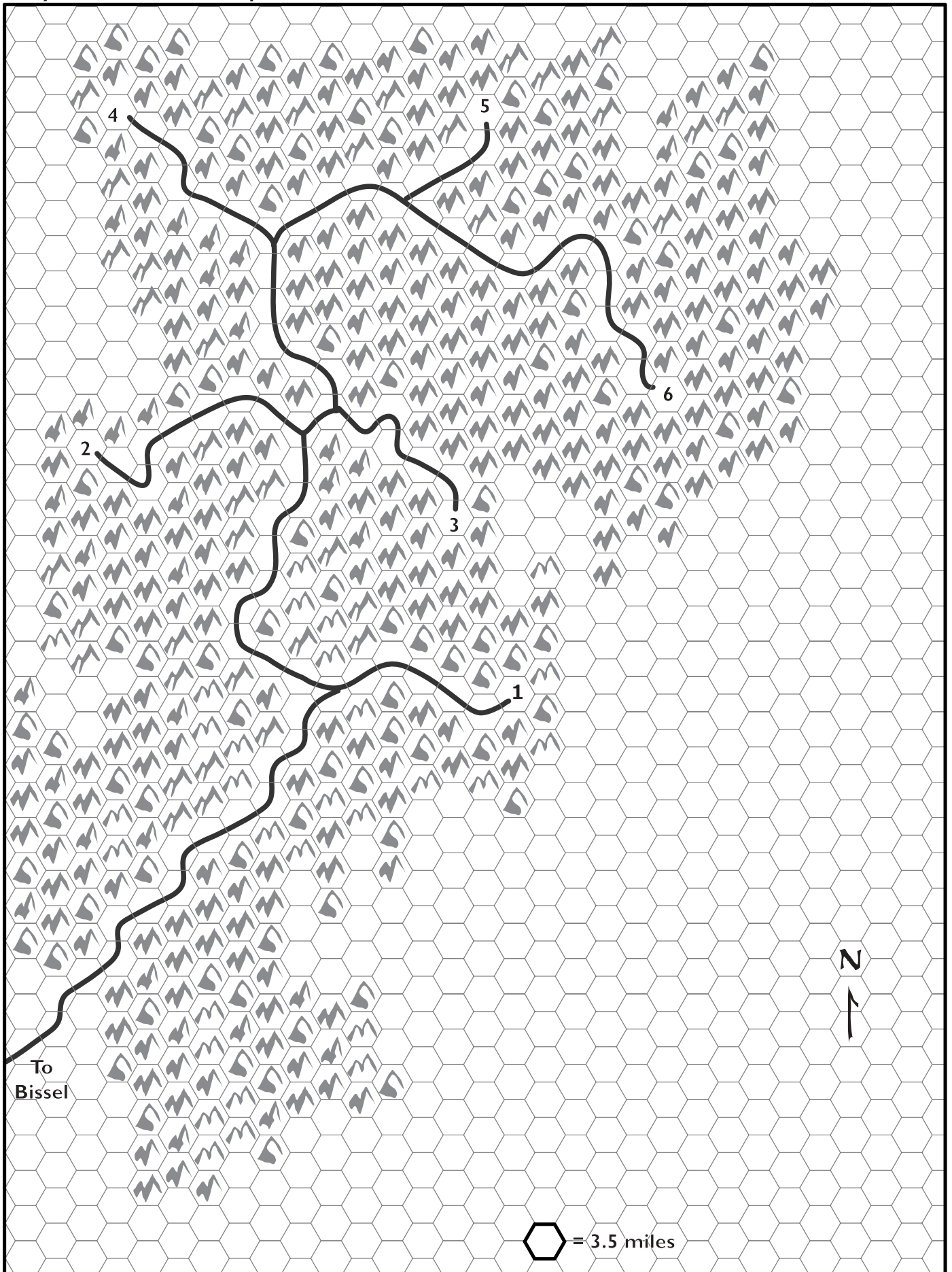
Xeg-yi (HF 25, EP 2,399, Int 14, AL N, AC 6; MV 6”; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Chilling; SD: +1 or better to hit, Lang: Xeg-yi, Hon: n/a, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

HPs: [Grid of 24 empty boxes]

Xag-ya (HF 25, EP 2399, Int 14, AL N, AC 6; MV 6”; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Energy surge; SD: +1 or better to hit, 15% MR, Lang: Xag-ya, Hon: Ave, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

HPs: [Grid of 24 empty boxes]

Player Wilderness Map







McFalls 03







McFalls 03



McFalls 03









McFalls-03