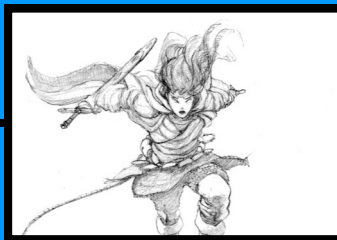
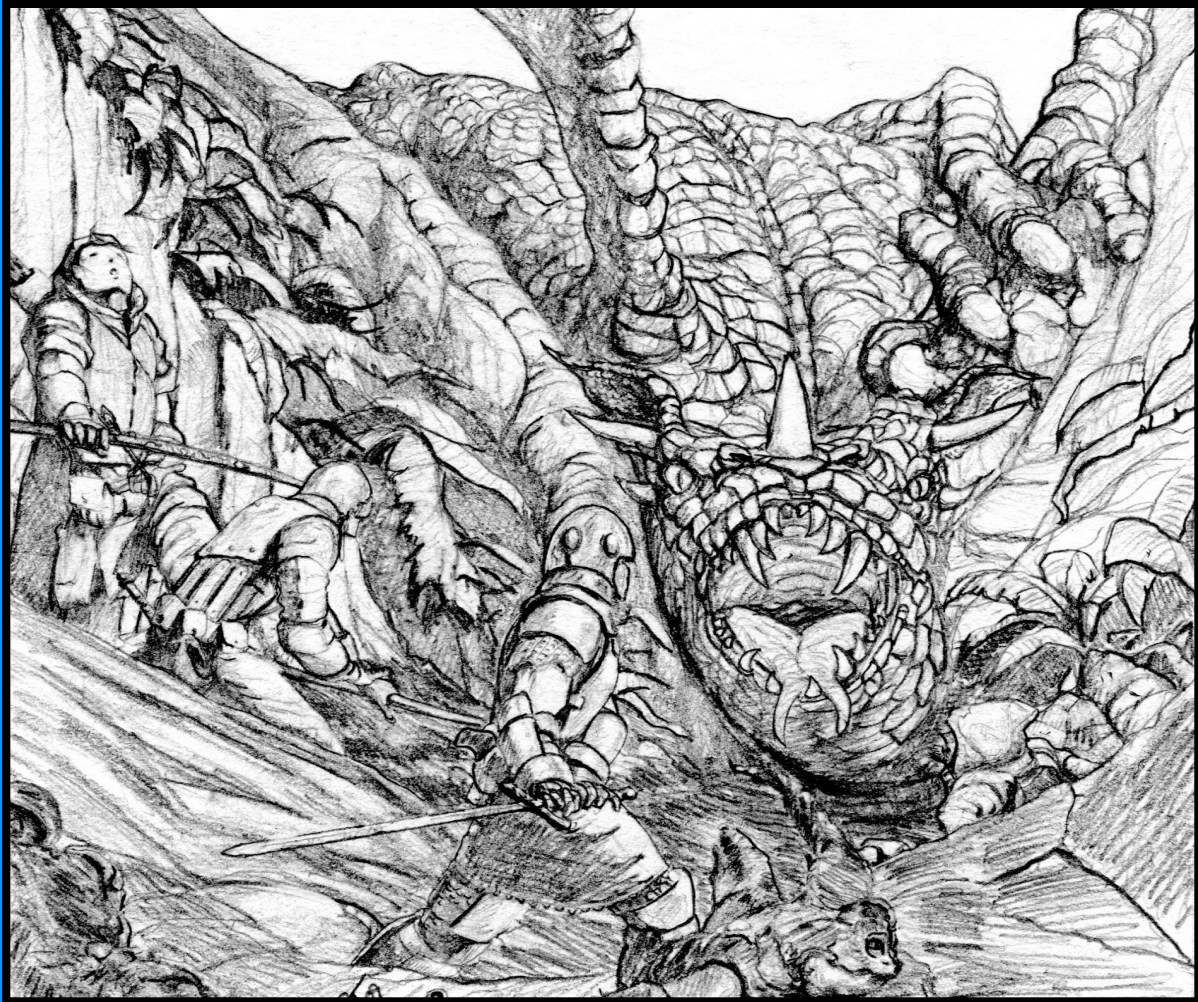


# Eruptor's Vengeance

Written by Bill Barsh  
Illustrated by Nathan Nada



In a forest glade a horrific battle has ended in a draw with all the combatants lying in ruin. A red dragon and its attackers have all fallen in glorious battle. Now the race is on to recover the dragon's treasure horde.

However, tangling with a dead dragon can be a dangerous enterprise.

*Eruptor's Vengeance* is a **Quick Play™** adventure designed for four to six characters of second to fourth level. The scenario requires the use of the First Edition Game Rules. Quick Play modules are designed for a single game session and come complete with pre-generated characters and DM's reference charts.



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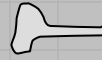
# Eruptor's Lair



Webs



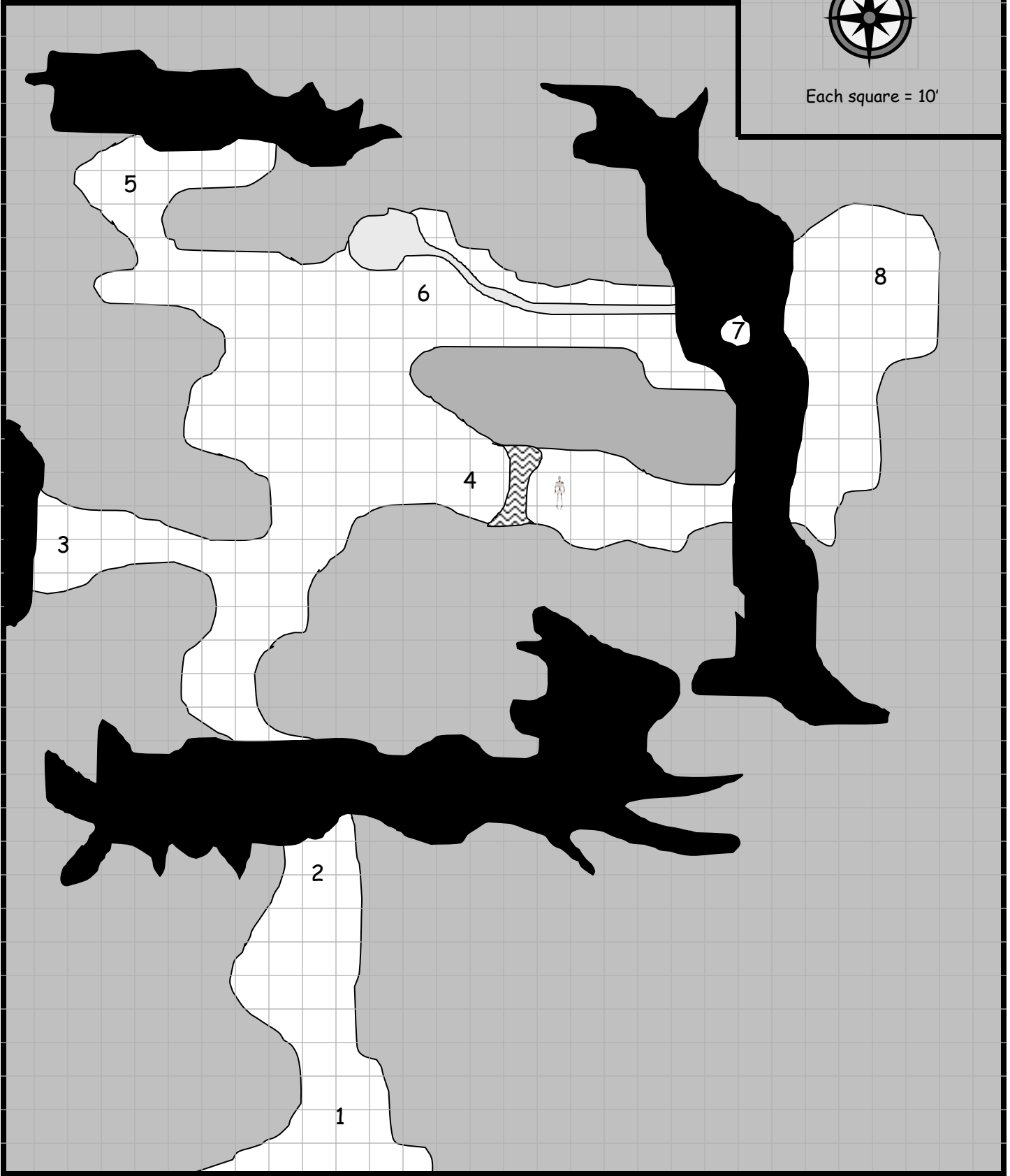
Chasm Area



Pool & Stream



Each square = 10'





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# Eruptor's Vengeance

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### **Eruptor's Vengeance**

This module is designed for the First Edition game system or the OSRIC™ game. The recommended player character (PC) level range is second to fourth level and a quantity of four to six characters is optimal. The adventure is designed, though not exclusively, for novice players, as it contains role-playing, problem solving and combat situations.

In *Eruptor's Vengeance* the players will learn that tangling with a dragon, even if it is dead, can be a dangerous endeavor. Specifically, this adventure presents low level characters with an opportunity to interact in an environment based on the game's most fearsome creature without actually encountering one – a red dragon.

Each location within this scenario contains a description for the players and DM. This scenario can be placed in any forested area of the campaign in use. This is a short adventure and can be threaded into a larger adventure or played on its own.

### **DM's Background**

The scenario starts as the PCs stumble onto the site of a horrific battle. A large party of young adventurers battled an equally young red dragon, Eruptor, to the death. The band of adventurers was attempting to surprise the young dragon in its lair, but had the tables turned on them. Eruptor detected their approach and immediately attacked. The battle was fierce and ended in a draw. Unfortunately for both sides, none survived.

When the PCs search the battlefield, they will find a bone scroll case that contains a map to Eruptor's lair. As the PCs continue to scavenge through the battlefield they

will be approached by a group of kobolds led by Aagdrip, a huge gnoll. Aagdrip will parley with the PCs in hopes of splitting the loot from the battlefield. However, he will not initiate a battle. Aagdrip and his kobolds will secretly follow the PCs to the dragon's lair, wait for them to leave, and set an ambush when the PCs emerge from the lair.

The dragon's lair is an abandoned mine, not far away from the battle field. Long ago an earthquake destroyed most of the mine and created deep chasms across the few tunnels that remained. Eruptor discovered the mine and decided it would make an excellent lair because of its natural defenses. The dragon captured a group of fire beetles and laid several traps for those that dared enter.

Finally, a group of gnomes that have been spying on Eruptor have noticed he has been gone much longer than normal. They have engineered a raid on his lair. Unfortunately for them, a white drake has infiltrated their ranks and plans to betray them. Then the PCs arrive...

### **Player Introduction**

For the past few hours a nauseous odor has been carried on a warm summer breeze. Your party has followed the vile smell even though all your senses warn of danger. It is the smell of death that you follow. As the forest gives way to a small glade, horror fills your eyes. Charred and mutilated bodies litter the ground. In the center of the carnage a small dragon, feathered by arrows and cloven by many blades, lies motionless. All know what happened here; a heroic battle of epic proportions, wherein the participants were rewarded with death.



**DM's Description:** At this time the players must decide on a marching order and determine what light source they will use to navigate the mine. The mine complex, or what is left of it, may be mapped by the players. There is no natural light in the complex beyond location 2, and artificial light will be required.

## 2. A Dangerous Crossing

Not 100 feet into the mine the dragon's defenses have become evident. A gaping chasm completely bisects the tunnel and disappears into darkness below. The chasm is 20 feet wide.

**DM's Description:** Crossing the chasm can be very dangerous or very safe. There is no specific method the PCs need employ to make the crossing. A thief may attempt to climb walls; however, a 15% penalty will be applied as the walls are not particularly solid or safe. For example, the PCs may use a fallen tree as a bridge. The players should be encouraged to solve the problem and every reasonable solution should have a fair chance of success. The first character that falls into the chasm will strike a ledge and suffer 3d6 damage from the fall. The character will be safe on the ledge which is approximately 30' from the upper cavern. Any subsequent character that falls will miss the ledge and fall to his death.

## 3. Run for Your Life

Branching to the west a wide tunnel leads immediately into a large cavern. The cavern looks to be approximately 20 feet wide but the depth is impossible to determine. A small patch of light at the far end must indicate another entrance to the cavern. The light is almost a mile away and the light does not illuminate the cavern in the least.

**DM's Description:** Eruptor used this cavern for sport. He would occasionally capture a human or humanoid and offer them freedom if they could traverse the cavern to the exit on the other side. What the victim did not know is that the cavern holds two distinct dangers. The first is a colony of droppers (see new monster description) that will attack any creature entering the cavern. The second danger is a massive chasm that splits the cavern at its midpoint. Without light, the chasm will not be visible until it is too late. The chasm is more than 100 feet across and cannot be traversed without the aid of magic.

Additionally, the light that can be seen across the cavern is not an exit. It is a small colony of luminescent fungi. The fungi is harmless but glows a bright yellow.

Dropper (8) AC 3; HD 2, hp 9 each; #AT 1; Dmg 1d4+2; MV 30';AL N; EXP 40 +/hp; THACO 18.

If the PCs enter the cavern area they will be attacked by the droppers. The droppers are within 20' of the cavern entrance. There are several skeletal remains in random locations throughout the cavern. There is no treasure in the cavern.

#### 4. Curious Webs

A thick layer of spider webs span the tunnel blocking all passage. Lying face down on the opposite side of the web is an armored man.

**DM's Description:** This web is a trap devised by Eruptor. If the webs are disturbed a large section of the ceiling will collapse in the general area (see marked area on map). Those PCs in the area will suffer 2d6 damage or save vs. dragon breath for ½ damage. The trap cannot be detected by a thief. The armored man is nothing more than a skeleton in tattered clothing and rusted armor. However, on one finger is a *ring of dexterity +1*. The collapse will also



warn all the cavern occupants that something is moving in the complex.

#### 5. The Red Menace

Mounds of bones rise and fall throughout this cavern. Even more noticeable are three dull red lights that illuminate most of the chamber with their pale aura. The lights seem to move slowly through the chamber and occasionally shifting the bone mounds.

**DM's Description:** This room was used by Eruptor as a dining chamber. The red lights are exuded by three fire beetles. The bones cover nearly every inch of the floor and are piled in heaps. PCs moving through the chamber will find it impossible to avoid making noise as bones snap under their feet. The beetles will attack the PCs as soon as they enter the chamber. There is nothing of value in the chamber.

Fire Beetles (3) AC 4; HD 1+2, hp 12, 10, 9; #AT 1; Dmg 2d4; MV 120';AL N; EXP 30 +1/hp; THACO 18.

#### 6. The Fountain

The incessant sound of gurgling water echoes throughout this chamber. A small pool is fed by a trickle of water falling from the ceiling. The pool is shallow and the water is noticeably clear. A narrow stream of water runs from the pool to a huge chasm at the east side of the room. The water falls over the edge into the chasm and disappears into the darkness below.

**DM's Description:** The crystal clear water of the pool is sanitary and cool. In fact, the water is so refreshing that any who drink will heal 1d3 hp. The healing effects will only function once per character every 24 hours.

There is no treasure in this chamber. However, if the PCs take the time to listen, they will hear faint noise coming from across the chasm. Characters that make a successful wisdom check (roll 1d20 less than their wisdom score) will identify several noises including jingling coins, soft footfalls, and muffled cursing in a strange language (gnomish).

The noise is made by a group of gnomes (and a disguised cold drake). The group is making a final trip to steal the remaining pieces of Eruptor's treasure. They have previously looted most of the treasure and taken it to their camp miles away in the deep caverns beneath the mine. The gnomes have detected the PCs and are trying to gather up the remaining loot and retreat using their rope elevator. If the PCs manage to illuminate location 8,

the gnomes will engage them with their missile weapons. The cold drake will take cover behind some large boulders and avoid combat.

If the battle goes bad for the gnomes, the cold drake will sound the retreat and they will flee by using their rope elevator. When all the gnomes have boarded the elevator and descended out of site, the cold drake will cut the rope sending them to their doom 1,000' below. As they fall, the cold drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will watch the party and attack when they are most vulnerable. The attack could come when the PCs are attempting to cross the chasm (at location 2) or even much later when the PCs are dealing with Aagdrip as they attempt to leave the complex.

## 7. Look Out Below

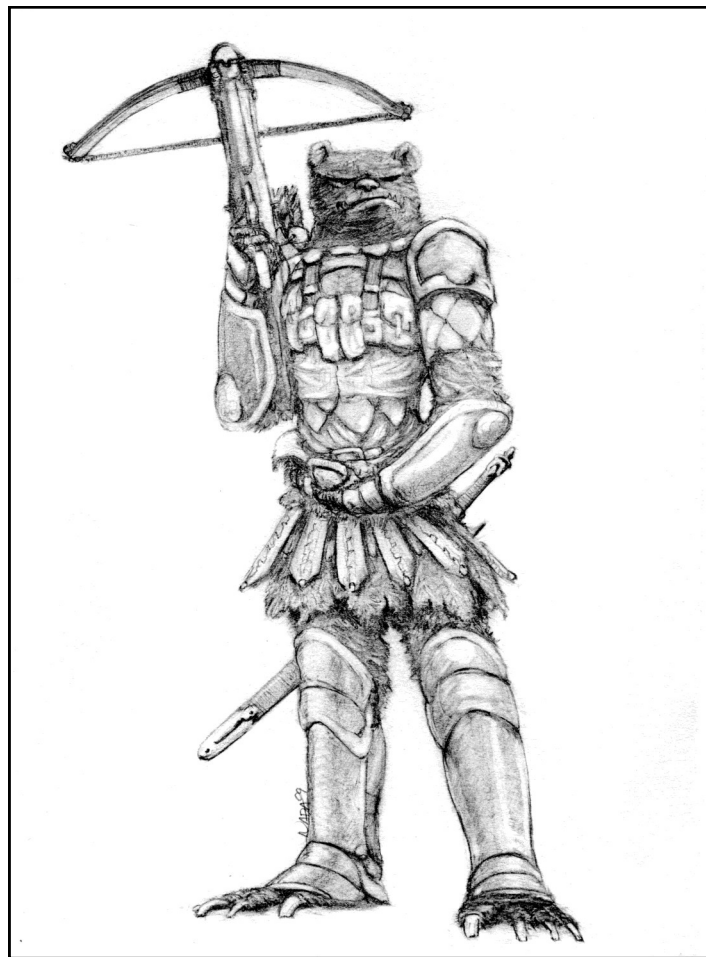
A pinnacle of stone rises from the unfathomable darkness to create a small island in the center of the chasm. Lying on the stone island is a sheathed short sword.

**DM's Description:** The small stone island (see map) is at the maximum of a human's jumping range from the tunnel. Of course the island has been trapped by Eruptor. It will collapse as soon as any additional weight is added. Therefore, if a PC jumps to the island, it will begin to collapse into the chasm. A PC may attempt to jump to location 8. The PC must make a dexterity check (roll 1d20 under dexterity score) or he will fall into the chasm and be lost forever. If the PC attempts to grab the sword, the dexterity check is made at +4 to the roll. The weapon is a (short sword) *dragonslayer +1, +3 versus dragonkind*.

## 8. The Dragon's Ledge

Dozens of large red scales litter the large ledge that hangs over the chasm. A horrible stench fills the air even as a cool breeze rises from the depths below. The ledge is primarily bare with several large boulders near the back wall. A few coins litter the floor but little else remains to mark the lair of the dragon.

**DM's Description:** In Eruptor's absence a group of gnomes has been raiding the dragon's treasure. The gnomes have been infiltrated by a white drake bent on stealing Eruptor's treasure horde. The gnomes have made several trips in the past day since Eruptor has been gone. They have stored the dragon's horde in a cave at the bottom of the chasm (several miles away).

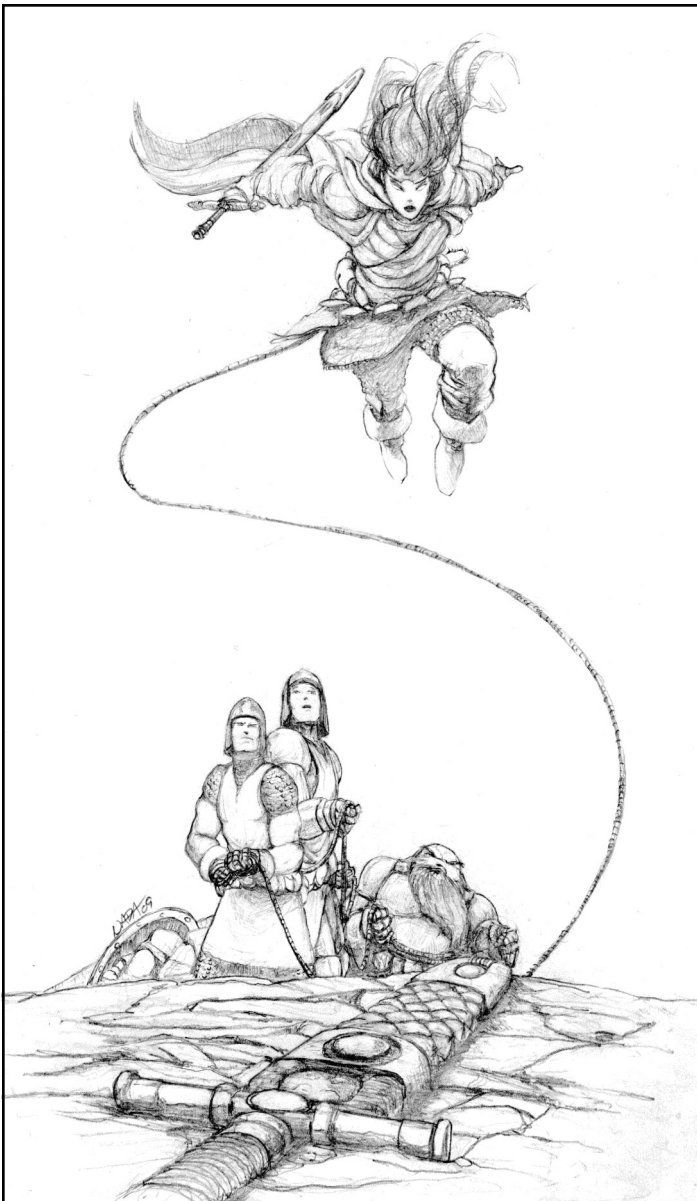


The gnome raiding party is hiding behind the boulders and will fire missile weapons at any PCs they can see. The white drake (currently polymorphed as a gnome) will remain hidden and avoid combat at this time. If the battle goes bad for the gnomes, the white drake will sound the retreat and they will flee down their rope elevator. However, once all the gnomes have boarded the elevator, the white drake will cut the rope sending them to their doom 1,000' below. As they fall, the drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will then watch the party and attack them when they are most vulnerable.

The drake will wait for an opportune time to attack the PCs, and most likely when they have to cross the chasm at location 2. Coincidentally, the PCs will again have to deal with Aagdrip the gnoll.

In their haste to retreat the gnomes will leave the remaining loot hidden behind the boulders. If the PCs retrieve the unclaimed loot, the drake will stalk the PCs in order to steal the treasure.

There are two sacks of treasure containing the remainder of the dragon's treasure: 380 sp, 410 gp, four gems worth 100 gp each, a gold ring worth 75 gp, a *portion of regeneration*, a *mace +1* and *leather armor +2* (fit for a halfling).



Gnomes (2) AC 4; HD 2, hp 15, 12; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60'; AL NE; EXP 30 +1/hp; THACO 18. Each of these gnomes carries 20 quarrels for their crossbow. One of the gnomes (15 hp) has a *potion of healing*.

Gnomes (6) AC 5; HD 1, hp 6 each; #AT 1; Dmg 1d6 short sword or 1d4 light crossbow; MV 60'; AL NE; XP 10 +1/hp; THACO 19. Each of these gnomes has 20 quarrels for their crossbow.

Drake, White (1) AC 0; HD 5, hp 28; #AT 3; Dmg 1d3/1d3/1d6; SA Breath Weapon; MV 120'/240'; AL CE; EXP 235 +4/hp; THACO 15.

### Aagdrip's Ambush

**DM's Description:** When the PCs have secured their treasure they must exit the mine complex the way they

entered. However, when they reach area #2, they will find Aagdrip and his minions. Aagdrip will have severed whatever bridge the PCs used to cross the chasm. He has set up some hasty bunkers and his kobold archers are using them for protection. Aagdrip will demand the PCs hand over some of the treasure.

Based on how the PCs handled Aagdrip in the first encounter will determine how he handles the PCs this time around. If they were cordial in the first meeting, Aagdrip will return the favor and be true to his word. If the PCs toss over some loot, Aagdrip will throw them a rope that is securely tied off on his end. He will instruct the PCs to wait until he and his elite troops have withdrawn before they cross. By the time the PCs cross the chasm, Aagdrip will be long gone.

If the PCs were argumentative or even combative in the first encounter with Aagdrip, he will have little enthusiasm for debate and haggling. He will demand all the treasure and will order his kobolds to open fire at the slightest provocation. Aagdrip will remain until the PCs eventually surrender their treasure. There is no food available in the caverns, and the PCs will have to eventually attempt to exit. The entrance at area #1 is the only method of escape.

In either case, Aagdrip has no idea how much treasure the PCs have collected. He will not accept any amount less than 350 gp.

Aagdrip the Gnoll (1) AC 3; HD 3, hp 21; #AT 1; Dmg 1d8+2 w/sword (for strength) or 1d6+1 w/huge crossbow; MV 120'/40'; AL LE; EXP 65 +2/hp; THACO 17 (+2 to hit with sword and +1 to hit with crossbow). Aagdrip carries a normal sword and a huge crossbow (30 quarrels). He is incredibly strong and receives +2 to hit and damage in combat. His crossbow deals +1 damage due to its size and power. Aagdrip wears an menagerie of armor granting him AC 3. He carries a *potion of invisibility* and a *potion of healing*. He also has a pouch containing 35 gp and two gems valued at 25 gp each.

Kobolds (14) AC 7; HD 1/2, hp 4 each; #AT 1; Dmg 1d6 short sword or 1d6 short bow; MV 60'; AL LE; EXP 5 +1/hp; THACO 20. Each kobold has 30 arrows. They wear improvised leather armor. Each kodold has 2d6 gp.

It is possible that Eruptor will return during a Aagdrip's siege. Eruptor will not attack, as he is barely alive. He will watch from a distance.

## Conclusion

When the PCs have completed the adventure there may be some loose ends. The PCs may not be rid of Aagdrip, the drake or Eruptor. Aagdrip can make a good nemesis for low level PCs and could consistently show up at the “worst” time to be thorn in the PCs’ side. Similarly, Eruptor may follow the exploits of the PCs and take his time in exacting revenge for the theft of his treasure. He will blame the PCs solely for looting his horde – afterall, he knows nothing of gnomes or the devious cold drake.

Furthermore, when the PCs do make it back to civilization, rumors of their conquest will spread like wildfire. Regardless of how they relate the story, people are only likely to hear: “dragon’s treasure horde.” That may attract all sorts of unsavory attention.



## New Magic Items

### **Potion of Regeneration**

A very powerful elixir, these potions bestow regeneration of 1 hp per round. The potion has no duration, but will only regenerate a fixed number of hit points. The strength of the potion varies from 21-40 (1d20 + 20) hit points total. The potion will immediately begin the regeneration process even if the imbiber was damaged prior to drinking the potion. The regeneration will replace or re-attach lost limbs and will regenerate those who are killed due to damage. The effects of the potion can be negated by a *dispel magic* spell.

## New Monsters

### **Drake**

|                  |                           |
|------------------|---------------------------|
| Frequency        | Very Rare                 |
| No. Encountered  | 1                         |
| Size             | Medium                    |
| Move             | 120' / 240' Flying        |
| AC               | 0                         |
| Hit Dice         | 5                         |
| Attacks          | 3 claw/claw/bite          |
| Damage           | 1d3/1d3/1d6               |
| Special Attacks: | Breath Weapon             |
| Special Defense: | None                      |
| Magic Resist:    | Standard                  |
| Intelligence     | Very                      |
| Alignment        | Chaotic Evil              |
| XP Value         | varies based <b>on HD</b> |

Drakes are some relation to dragons, but much smaller, though no less vicious. Completely evil in every regard, Drakes desire treasure with an unquenchable desire. They will go to extremes to steal treasure and no depravity is too low if the end result is more wealth.

Drakes appear normally as dragons but are man-sized. They come in all forms and colors, but only as evil dragons. Additionally, Drakes can shape change at will to any demi-human or humanoid form. They often travel this



way to avoid attention and solicit information. Some drakes have even been known to infiltrate adventuring groups only to turn on their comrades at the most inopportune time.

The type of drakes include black, blue, green, red, and white. All drakes have a breath weapon attack that mimics the appropriate type of dragon. The drake's breath weapon is less powerful than a traditional dragon and inflicts 2d8 damage with a saving throw for half damage applicable. All drakes have breath weapon range of 5' wide and 20' in length.

### **Dropper**

|                       |                     |
|-----------------------|---------------------|
| Frequency             | Rare                |
| No. Encountered       | 2d4                 |
| Size                  | Small               |
| Move                  | 30'                 |
| AC                    | 3                   |
| Hit Dice              | 2-4                 |
| Attacks               | 1                   |
| Damage                | 1d4 +1 per hit dice |
| <b>Special Attack</b> | None                |
| <b>Special Def.</b>   | None                |
| <b>Magic Res.</b>     | Standard            |
| Intelligence          | Non                 |
| Alignment             | N                   |
| XP Value              | varies based on HD  |

A dropper is a strange creature that only lives in caves and caverns. They have the same general shape as stalactite and hang from the ceilings of caves waiting to drop on unsuspecting victims. Their color ranges from grey to a dark brown and they are nearly indistinguishable from cavern rock formations. They have skin that is very dense, much like rock. Droppers surprise on a 1-5d6.

Droppers may only make a single attack unless they hit with their first attack. Initial damage from a dropper is 1d4 +1 per hit dice (a 4 HD dropper does 1d4+4 damage). They have no ability to engage in melee. However, if a dropper strikes its victim it will become lodged in that victim and inflict 1d4 damage per round until the victim is killed or the dropper is forced to retreat. Droppers that miss with their initial attack will retreat up the nearest wall. Droppers move and climb at the same rate.

Droppers that surprise their victim gain all the benefits of attacking with surprise. Also, victims that are surprised lose dexterity bonuses to their AC and any bonuses from using a shield.

Droppers are very small creatures and range in size from 1' to 18" based on hit dice.



# Pre-Generated Characters

## Ravnir Human Fighter 2nd Level Lawful Good

Strength 17  
 Intelligence 9  
 Wisdom 11  
 Dexterity 12  
 Constitution 13  
 Charisma 10  
 Hit Points 15  
 Armor Class: 4 Armor: Chainmail and Shield  
 Weapons: *Sword +1*, Heavy Crossbow, Quarrel (20)  
 Equipment: Pack, Large Sack, Torch (5), Iron Spike (6)  
 Magic: *Potion of Healing*

## Saranse Elf Fighter/MU 2nd Level Lawful Good

Strength 13  
 Intelligence 15  
 Wisdom 10  
 Dexterity 16  
 Constitution 10  
 Charisma 12  
 Hit Points 9  
 Armor Class: 3 Armor: Chainmail  
 Weapons: Sword, Long Bow, **Arrow +1** (6), Arrow (10)  
 Equipment: Pack, Pouch, Spell Components, Water Skin  
 Magic: *Ring of Feather Falling*  
 Spells: Magic Missile, Detect Magic

## Vakk Dwarf Fighter 2nd Level Neutral Good

Strength 14  
 Intelligence 9  
 Wisdom 9  
 Dexterity 10  
 Constitution 18  
 Charisma 9  
 Hit Points 21  
 Armor Class: 3 Armor: Platemail  
 Weapons: Battle Axe, *Hand Axe +1*, Hand Axe (3)  
 Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'  
 Magic: *Potion of Healing*

## Tegrel Human Thief 4th Level Neutral

Strength 10  
 Intelligence 11  
 Wisdom 10  
 Dexterity 18  
 Constitution 9  
 Charisma 12  
 Hit Points 14  
 Armor Class: 4 Armor: *Leather +1*

## Krieger Human Cleric 3rd Level Lawful Good

Strength 11  
 Intelligence 10  
 Wisdom 18  
 Dexterity 13  
 Constitution 11  
 Charisma 10  
 Hit Points 12  
 Armor Class: 1 Armor: Platemail and Shield  
 Weapons: Mace, Hammer (3)  
 Equipment: Pack, Lantern, Flask of Oil (2), Silver Holy Symbol, Holy Water (2)  
 Magic: *Scroll: Bless, Light and Cure Light Wounds (2)*  
 Spells: Cure Light Wounds, Protection from Evil

## Astare Human Magic User 3rd Level Lawful Good

Strength 9  
 Intelligence 17  
 Wisdom 10  
 Dexterity 13  
 Constitution 9  
 Charisma 11  
 Hit Points 8  
 Armor Class: 7 Armor: *Bracers of AC 8*  
 Weapons: Dagger (3), Darts (12)  
 Equipment: Pack, Candle (3), Pouch (2), Spell Components  
 Magic: *Scroll: Read Magic, Burning Hands*  
 Spells: Magic Missile, Sleep, Mirror Image

## Gami Halfling Fighter 2nd Level Chaotic Good

Strength 13  
 Intelligence 10  
 Wisdom 10  
 Dexterity 17  
 Constitution 11  
 Charisma 10  
 Hit Points 13  
 Armor Class: 4 Armor: Scalemail  
 Weapons: Short Sword, Short Bow, *Arrow +1 (10)*, Arrow (10)  
 Equipment: Pack, Waterskin, Blanket  
 Magic: *Potion of Herosim*

Weapons: Sword, *Dagger +1*  
 Equipment: Pack, Tinderbox, Torch (2), Thieves Tools  
 Magic: *Potion of Neutralize Poison*

Open Locks 30%, Find Traps 25%, Remove Traps 25%  
 Climb Walls 90%, Hide in Shadows 24%, Pick Pockets 35%  
 Hear Noise 45%, Move Silently 35%

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# Pacesetter Games & Simulations

T1  
An OSRIC™  
Dungeon Adventure


## The Thing in The Valley

By Bill Barsh



A terror has come to the valley community of Riversmeet. Farmers, herdsmen and woodsmen have fallen victim to a mysterious and horrific creature. Amidst the fear, questions go unanswered— what is this terrible fiend, where did it come from, and what is its dark purpose? The call has gone out to summon a band of adventurers to put an end to *The Thing in The Valley*.

The *Thing in the Valley* is an adventure for 4–6 characters of 3rd to 5th level. This module uses the OSRIC™ Rules System and can be converted for use with the First Edition Advanced Game.

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*The Thing in the Valley* is an adventure for 4–6 characters of 3rd to 5th level. This module requires the use of the OSRIC Rules System and is easily converted for the 1st Edition Advanced Game

## Q1 The Screaming Temple

The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil and dark magic swirl about its secretive walls. The local authorities have shown no interest, yet rumors persist. No priests have been seen, no markings adorn its walls...in fact no person has come out or gone in. The only signs of life are the occasional nightmarish screams that shatter the night.

*The Screaming Temple* is a **Quick Play™** adventure designed for 4 to 6 characters of 2nd to 4th level. The scenario requires the use of the OSRIC Game Rules. **Quick Play** adventures are designed for a single game session and come complete with pre-generated characters if needed.

Q1  
An OSRIC™  
Dungeon Adventure

## The Screaming Temple

Written by Bill Barsh  
Illustrated by Nathan Nada



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## Monster Combat Chart

| Monster          | AC | HP        | THACO    | #AT    | Damage/Notes                          | Location |
|------------------|----|-----------|----------|--------|---------------------------------------|----------|
| Droppers (8)     | 3  | 9 each    | 18       | 1      | 1d4+2<br>Surprise 1-5d6               | Area #2  |
| Fire Beetles (3) | 4  | 12, 10, 9 | 18       | 1      | 2d4                                   | Area #5  |
| Gnomes (2)       | 4  | 15, 12    | 18       | 1<br>1 | 1d6 short sword<br>1d4 light crossbow | Area #8  |
| Gnomes (6)       | 5  | 5 each    | 19       | 1<br>1 | 1d6 short sword<br>1d4 light crossbow | Area #8  |
| Cold Drake       | 0  | 28        | 15       | 3      | 1d3/1d3/1d6                           | Area #8  |
| Aagdrip (Gnoll)  | 3  | 21        | 15<br>16 | 1<br>1 | 1d8+2 sword<br>1d4+1 crossbow         | Varies   |
| Kobolds (14)     | 7  | 4 each    | 20       | 1<br>1 | 1d6 sword<br>1d6 short bow            | Varies   |

## Monster Saving Throw Chart

| Monster         | Death Ray/<br>Poison | Magic<br>Wands | Paralysis/<br>Petrify | Dragon<br>Breath | Rod/Staff/<br>Wand |
|-----------------|----------------------|----------------|-----------------------|------------------|--------------------|
| Dropper         | 12                   | 13             | 14                    | 15               | 16                 |
| Fire Beetle     | 12                   | 13             | 14                    | 15               | 16                 |
| Gnome           | 12                   | 13             | 14                    | 15               | 16                 |
| Drake, White    | 10                   | 11             | 12                    | 13               | 14                 |
| Aagdrip (Gnoll) | 12                   | 13             | 14                    | 15               | 16                 |
| Kobold          | 12                   | 13             | 14                    | 15               | 16                 |



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