

Island of Blight Encounter Sheets – SRS

Encounter Area B – page 5 – (25) Frogmen

PR 14, DR 3, Init 3, TH +/-, Dam: 1 DP, MS2 IN1 QU3
CO4 HE1 PS3, spec: n/a;

Frogman1: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman2: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman3: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman4: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman5: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman6: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman7: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman8: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman9: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman10: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman11: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman12: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman13: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman14: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman15: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman16: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman17: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman18: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman19: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman20: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman21: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman22: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman23: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman24: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Frogman25: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Encounter Area B – page 5 – Chief Gubuloogo

PR 18, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3
CO4 HE4 PS3, spec: n/a;

Chief DP: he2 ch3 la1 ra1 lh1 rh1 st3 ll3 rl3

Encounter Area C – page 5 – (12) Lizardmen

PR 17, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3
CO3 HE3 PS4, spec: n/a;

Lizardman1 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman2 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman3 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman4 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman5 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman6 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman7 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman8 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman9 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman10 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman11 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Lizardman12 DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3

Encounter Area E – page 6 – Red Priest Serpentman

PR 24, DR 4, Init 3, TH +/-, Dam: 1 DP, MS4 IN4 QU4
CO4 HE4 PS4, spec: venomous bite (DR4, -1 to actions);

Serpentman DP: he4 ch6 la3 ra3 lh2 rh2 st4 tail 3

Encounter Area E – page 6 – Chief Ooglubool

PR 18, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3
CO4 HE4 PS3, spec: n/a;

Chief DP: he2 ch3 la1 ra1 lh1 rh1 st3 ll3 rl3

Encounter Area E – page 6 – (24) Evil Frogmen
 PR 14, DR 3, Init 3, TH +/-, Dam: 1 DP, MS2 IN1 QU3
 CO4 HE1 PS3, spec: n/a;

Frogman1: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman2: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman3: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman4: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman5: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman6: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman7: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman8: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman9: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman10: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman11: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman12: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman13: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman14: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman15: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman16: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman17: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman18: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman19: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman20: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman21: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman22: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman23: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2
 Frogman24: DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2

Encounter Area Kahleemaar – Blight Zombies
 PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
 CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
 Blight notes, pg. 8); *use this section for randomly encoun-
 tered Blight Zombies.*

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie3 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie4 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie5 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie6 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie7 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie8 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie9 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie10 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie11 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie12 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie13 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie14 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie15 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie16 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie17 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie18 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie19 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie20 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie21 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie22 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie23 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie24 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1
 Zombie25 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B1 – page 9 – (1-2) Blight Zombies
PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B2 – page 9 – (7-12) Blight Zombies
PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie3 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie4 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie5 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie6 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie7 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie8 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie9 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie10 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie11 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie12 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B4 – page 10 – (6) Blight Rats
PR 9, DR 2, Init 4, TH -1, Dam: 1 DP, MS1 IN0 QU4
CO2 HE0 PS1, spec: Blight Bite (DR3, see Blight notes);

Blight Rat1 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Blight Rat2 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Blight Rat3 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Blight Rat4 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Blight Rat5 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Blight Rat6 DP: he2 tor2 rf1 lf1 rbl1 lbl1 tail1

Encounter Area B10 – page 11 – (2-7) Blight Zombies
PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie3 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie4 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie5 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie6 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie7 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B16 – page 13 – (1-6) Blight Zombies
PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie3 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie4 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie5 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie6 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B21 – page 14 – (6) Blight Zombies
PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2
CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see
Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie3 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie4 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie5 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie6 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area B24 – page 15 – (2) Blight Zombies

PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2 CO4 HE2 PS4, spec: Blight Spore Cough (DR3, see Blight notes, pg. 8);

Zombie1 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Zombie2 DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1

Encounter Area c1 – page 17 – (6) Demonic Imps

PR 9, DR 2, Init 3, TH +/-, Dam: 1 DP, MS1 IN0 QU3 CO3 HE1 PS1, spec: Blight Bite (DR3, see Blight notes);

Imp1 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Imp2 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Imp3 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Imp4 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Imp5 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Imp6 DP: he1 tor2 ll1 rl1 lwing2 rwing2

Encounter Area C5 – page 18 – (2) Giant Centipedes

PR 15, DR 3, Init 4, TH +/-, Dam: 1 DP, MS3 IN0 QU4 CO3 HE3 PS2, spec: poison [DR 3, Death];

Centipede1 DP: he3 tor5 legs5, stinger2

Centipede2 DP: he3 tor5 legs5, stinger2

Encounter Area – page

Add your own statistics here:

Grundaar

PR 25, DR 4, Init 5, MP: 1, TH +1, Dam: 2 DP, MS3 IN2 (-1) QU4 CO5(+1) HE4 PS5(+1) LU2, spec: Combat

he2(5) ch3(6) st3(6)

la2(5) ra2(5) lh2 rh2

ll2 rl2 lf2 rf2

Fivil Nor

PR 25, DR 4, Init 6, MP: 1, TH +1, Dam: 1 DP, MS3 IN3 QU5(+1) CO5(+1) HE3 PS3 LU3, spec: Thievery

he2(3) ch3(4) st3(4)

la2(3) ra2(3) lh2 rh2

ll2 rl2 lf2 rf2

Oni-kan Endur

PR 26, DR 4, Init 4, MP: 5(7), TH +1, Dam: 1 DP, MS5 (+1) IN4 QU4 CO4 HE3 PS3 LU3, spec: Blessed Arts

he3 ch3 st2

la2 ra2 lh2 rh2

ll2 rl2 lf2 rf2

Kelsassa

PR 25, DR 4, Init 4, MP: 5, TH +1, Dam: 1 DP, MS4 IN5 (+1) QU3 CO5(+1) HE3 PS2(-1) LU3, spec: Magical Arts

he3 ch3 st2

la2 ra2 lh2 rh2

ll2 rl2 lf2 rf2

Encounter Area – page

Add your own statistics here: