

## WANDERING MONSTER TABLES

### Mountains: "1" on D6

- 1- 1-4 Orcs on foot patrol
- 2- 1-6 Goblins on foot patrol
- 3- 1-4 Mounted black beasts
- 4- 1-8 Snow or Mountain Sprites
- 5- 1 Broo and 1-10 Kobolds or 1-4 Gnolls.
- 6- Special

### Special

- 1- Leucrotta
- 2- Giant Eagle
- 3- Wyvern
- 4- Wolves
- 5- Mountain Lions
- 6- Yeti
- 7- Snow Apes
- 8- Undead patrol - Skeletons and/or Zombies
- 9- Peryton
- 10- Lycanthrope
- 11- Bugbears/Ogres
- 12- Escaping Dwarves

### Woods: "1" on D8

- 1- 1-4 Orcs on foot patrol
- 2- 1-6 goblins on foot patrol
- 3- 1-4 Mounted Black beasts
- 4- 1-4 gnolls
- 5- 1 Broo & 1-10 Kobolds
- 6- Special

### Special

- 1- Ents
- 2- Escaping Elves
- 3- Wolves
- 4- Undead patrol - Skeletons and/or Zombies
- 5- Lycanthrope  
↓

# WANDERING MONSTER TABLE

- 6- Bugbears/ Ogres
- 7- Large Spiders
- 8- Goblins
- 9- Uruk-hai
- 10- Hobbits

Plains: "1" on D4

- 1- 1-4 orcs on patrol
- 2- 1-4 mounted black bezekers
- 3- 1-6 Goblins
- 4- Wolves
- 5- 1 Bear & 1-10 Kobolds
- 6- Caravan of evil things.



# Time Track

Days: |||||

at 3 m.p.h.  
they travel 10 hrs. in a day,  
so they go 30 miles in a  
day (ideally)

hours:

12:00 6<sup>th</sup> day

4:00

7:00 5<sup>th</sup> day

7:00

2:00

Torches

# (Time)

8 9 10

Quarrel track

Tim

18  
14

Tricket

17  
10

Arrow track

Ronall

19  
2

Sneaght

7

Torches

|||||

|||||

|||||

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## 1st level monsters

Browie  
Giant Centipede  
Giant Frog  
Poisonous Frog  
Goblin  
Hobgoblin  
Kobold  
Orc  
Gnoll  
Chaul  
Zombie  
Large Spider  
Large Spider  
Stirge  
Poisonous Toad  
Giant Toad  
Wolf  
G-cube  
Giant Rat  
Skeleton



# What they've killed

1045

700

50 - Doombat  
80 - 3 large spiders

64 - 8 goblins  
100 - 2-headed cleric/MU

18 - 2 Goblins  
10 - 3 skeletons

20 - Broo

80 - 4 large spiders

35 - Goblin King

20 - 4 Giant rats

20 - Black Berserker

50 - 5 orcs

50 - 5 orcs

10 - 1 orc

460

-117 PP - 300

320 GP - 160

6 Kobolds

2 goblins

2 Broo

2 Zombies, 1 skeleton

3 Goblins

2 Hobgoblins

2 giant Rats

5 orcs, Goblin, orc

4 giant rats,

2 Broo

6 Kobolds

3 huge spiders

evil cleric (3rd level)

Hobgoblin

Broo

orc

7 Goblins

2 Hobgoblins, 3 goblins

710

1370

75

45

400

180

50

2 skeletons

3 Zombies

14 Kobolds

16 Goblins

4 Broo

5 Hobgoblins

7 rats

9 giant rats

3 huge spiders

1 Ghoul

2 Kobolds

2 skeletons

5 orcs, Goblin, orc

4 giant rats,

evil cleric (3rd level)

Ghoul

3 skeletons

# WHAT THEY'VE KILLED

4<sup>th</sup> Day

~~3 giant rats~~  
~~5 skeletons~~

~~5 orcs~~

~~5 cube~~

~~2 giant rats~~

~~5 kobolds~~

~~Broo~~

~~Hobgoblin~~

~~Broo~~

~~5 orcs~~

~~6 giant rats~~

~~1 orc~~

~~3 kobolds~~

Sharp spines

98

100

160

40

15

50

365

150

180

183

5

25

15

15

2 giant rats

3 goblins

3 black bezelers

~~3 black bezelers~~

6 skeletons

3 skeletons

31 Vampire

1800

30

60

1690



# Experience for Characters

| Susan   | Jennifer                    | Fred   | Tim   | Ronald  | Chris  | Trickett  |
|---------|-----------------------------|--|---|---|--|---|
| Classic | Theif                       |  | x2  | Fighter   | Cl   | <del>Palmer</del>   |
| 16,470  | <del>17,800</del><br>22,000 | <del>17,880</del><br>2560<br>1,500<br>475<br>1,975 | <del>R/Cl</del><br>345<br>702<br>792<br>842<br>675<br>1553/1789 | <del>170</del><br>800<br>1600<br>1800<br>1910<br>1971<br>01<br>2621<br>3290<br>3290 | <del>800</del><br>1600<br>1800<br>1910<br>1971<br>1930<br>2621<br>3290 | <del>1440</del><br>1623<br>1723<br>1788<br>1690<br>2533<br>2560<br>3035 |

## Kill Total as of 4<sup>th</sup> day

- 1 Doombat
- 15 huge spiders
- 2-headed Cleric/MU (1<sup>st</sup> level)
- Evil Cleric (3<sup>rd</sup> level)
- 1 Black Rezerker
- 7 Broas
- Goblin King
- 22 giant rats
- 14 skeletons
- 3 Zombies
- 26 Goblins
- 6 Hobgoblins
- 1 Ghoul
- 28 orcs
- 22 Kobolds



## Survivors

1<sup>st</sup> level: -

Goblins:  $5+3+5+1+3+3=20$

Orcs: -

Brass: -

Hobgoblins: 1

Kobolds: -

Skeletons: 3

New Wandering monster table

d6:

1: 1-8 Goblins w/ LA, shields, spears & some w/ daggers & bows. In every patrol, one has a horn

2: 1-4 skeletons w/ longswords one has a horn

3: 1-4 black berserkers w/ scimitars or longswords

4: 1-4 hobgoblins w/ LA & morning stars, 1 w/ horn

5: 1-4 giant rats

6: 1-4 large spiders

2<sup>nd</sup> level:

Goblins:  $3+5 \{ 8$

Orcs:  $2+1+3 \{ 6$

Brass: 2

Hobgoblins:

Kobolds:  $3+2+13 \{ 15$

Skeletons: 2

Zombies: 2

New Wandering monster table "1" on d4

d6:

1: 1-8 Goblins (see level 1)

2: 1-4 skeletons w/ longswords

3: 1-4 black berserkers w/ either scimitar or longsword

4: 1-12 Kobolds w/ shields, spears, shortbows & daggers. At least one has a horn

5: 1-4 giant rats

6: 1-4 large spiders

All levels are alerted and patrols are fully armed & organized w/ horns to call

others. However, the placed encounters still exist. They know nothing of who or what has struck.

"1" on d4

In the whole dungeon,  
total survivors:

Goblins: 37

Kobolds: 22 (not any more)

Orcs: 14

Brass: 7, Hobgoblins: 2

Skeletons: 13, Ghouls: 1

Zombies: 4

Berserkers: 3

Trollkin: 3

### 3rd level:

Kobolds: 5+2 37

Goblins: 3+ 3 36

Orcs: 1

Hobgoblins: 1

Broos: 1+1+2 34

Skeletons: 3

Zombies: 2

Chaul: 1

Trollkin: 3

New Wandering Monster table: "1" on d4

d6:

1: 1-12 Kobolds (see level 3)

2: 1-8 Goblins (see level 1)

3: 1-4 berserkers w/ longshards or scimitars

4: 1-6 orcs w/ LA, scimitars & shields

5: 1-4 Broos w/ LA, spear & shield

6: 1-4 giant rats

7: 1-4 giant <sup>large</sup> spiders

8: 1-4 Zombies

9: 1-6 skeletons w/ maces

10: 1 Trollkin / 1 Chaul (50/50%)

### 4th level

Goblins: 3

Kobolds:

Broos: 1

Orcs: 5+2

Berserkers: 3

Zombies:

Skeletons: 5

Hobgoblins:

New Wandering Monster table:

1: 1-4 Goblins (see level 2), 1 w/ horn

2: 1-4 Orcs w/ LA, scimitar & shield, 1 w/ horn

3: 1-4 berserkers

4: 1-6 skeletons w/ pikes

5: 1-4 giant rats

6: 1-4 giant spiders