

WANDERING MONSTERS

Supplement for the Basic Fantasy Role-Playing Game

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1st Edition (Release 5)

Credits:

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Proofing:

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Introduction

When running a Basic Fantasy RPG game, the Game Master must often roll up a random group of foes, commonly called **wandering monsters**, to challenge the player characters. It would be nice to prepare all such groups in advance, but it's not always possible.

That's where this supplement comes in. Within, you will find six hundred prepared dungeon encounters and nine hundred wilderness encounters, including numerous parties of NPCs of various types. Most of the creatures listed herein are found in the Basic

Fantasy RPG Core Rules, but a respectable number come from the Basic Fantasy Field Guide. A few encounters are truly special, with opponents your players may not be expecting.

While the various tables are presented with numbers for percentile dices, the GM is encouraged to select encounters from this work in any way he or she sees fit. Since the document is provided in "source format" on the basicfantasy.org website, you may easily amend your own copy, removing monsters you don't care for and substituting your own creations.

Dungeon Encounters

Level 1

- 01. 3 Giant Bee** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)
 HP 3 □□□ 1 □
 2 □□
- 02. 8 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 7 □□□□□ □□
 9 □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 7 □□□□□ □□
 2 □□
 3 □□□
 16 □□□□□ □□□□□ □□□□□ □
- 03. 7 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 5 □□□□□
 7 □□□□□ □□
 6 □□□□□ □
 6 □□□□□ □
 7 □□□□□ □□
 5 □□□□□
 6 □□□□□ □
- 04. 2 Spitting Cobras** (AC 13, HD 1, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7)
 HP 6 □□□□□ □
 2 □□
- 05. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□ 3 □□□
 3 □□□
- 06. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 5 □□□□□ 3 □□□
 7 □□□□□ □□
- 07. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□
 6 □□□□□ □
 7 □□□□□ □□
- 08. 5 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 4 □□□□□ 6 □□□□□ □
 5 □□□□□ 6 □□□□□ □
 4 □□□□
- 09. 9 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 6 □□□□□ □
 8 □□□□□ □□□
 4 □□□□
 8 □□□□□ □□□
 4 □□□□
 4 □□□□
 4 □□□□
 4 □□□□
 7 □□□□□ □□
- 10. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 9 □□□□□ □□□□
 8 □□□□□ □□□
 5 □□□□□
 9 □□□□□ □□□□
 5 □□□□□
 7 □□□□□ □□
- 11. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 1 □ 6 □□□□□ □
 2 □□
- 12. 3 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 5 □□□□□
 8 □□□□□ □□□
 3 □□□
- 13. 3 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 7 □□□□□ □□
 5 □□□□□
 11 □□□□□ □□□□□ □

- 14. 10 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 2 □□
 3 □□□
 7 □□□□□ □□
 7 □□□□□ □□
 7 □□□□□ □□
 1 □
 7 □□□□□ □□
 3 □□□
 2 □□
 6 □□□□□ □
- 15. 2 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 2 □□
 4 □□□□
- 16. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)
 HP 3 □□□ 6 □□□□□ □
 1 □
- 17. 8 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)
 HP 1 □ 1 □
 4 □□□□ 3 □□□
 1 □ 1 □
 1 □ 2 □□
- 18. 1 Stirge** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 6 □□□□□ □
- 19. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 12 □□□□□ □□□□□ □□
- 20. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 9 □□□□□ □□□□
- 21. 11 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)
 HP 3 □□□ 1 □
 2 □□ 1 □
 4 □□□□ 1 □
 3 □□□ 2 □□
 3 □□□ 2 □□
 2 □□
- 22. 7 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 8 □□□□□ □□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□
 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
- 23. 2 Stirges** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)
 HP 2 □□ 4 □□□□
- 24. 5 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 6 □□□□□ □
 1 □
 5 □□□□□
 1 □
 3 □□□
- 25. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 7 □□□□□ □□
 8 □□□□□ □□□
 8 □□□□□ □□□
 7 □□□□□ □□
 7 □□□□□ □□
 2 □□
 5 □□□□□
- 26. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 2 □□
 8 □□□□□ □□□
 3 □□□
 5 □□□□□
 6 □□□□□ □
 8 □□□□□ □□□
 1 □
- 27. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 7 □□□□□ □□
 4 □□□□
 10 □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
 6 □□□□□ □
 11 □□□□□ □□□□□ □

- 28. 9 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	3	□□□	4	□□□□
	3	□□□	1	□
	4	□□□□	2	□□
	1	□	1	□
	2	□□		

- 29. 7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)

HP	5	□□□□□
	8	□□□□□ □□□
	6	□□□□□ □
	3	□□□
	7	□□□□□ □□
	2	□□
	3	□□□

- 30. 3 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	1	□	2	□□
	4	□□□□		

- 31. 5 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP	8	□□□□□ □□□
	7	□□□□□ □□
	5	□□□□□
	15	□□□□□ □□□□□ □□□□□
	11	□□□□□ □□□□□ □

- 32. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP	4	□□□□
	8	□□□□□ □□□
	8	□□□□□ □□□
	11	□□□□□ □□□□□ □
	8	□□□□□ □□□
	12	□□□□□ □□□□□ □□

- 33. 14 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	4	□□□□	4	□□□□
	4	□□□□	3	□□□
	1	□	1	□
	1	□	3	□□□
	1	□	4	□□□□
	1	□	1	□
	3	□□□	2	□□

- 34. 7 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	1	□	2	□□
	3	□□□	2	□□
	3	□□□	1	□
	3	□□□		

- 35. Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)

HP	6	□□□□□ □
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- 36. 6 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	6	□□□□□ □	5	□□□□□
	4	□□□□	3	□□□
	7	□□□□□ □□	1	□

- 37. 3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	4	□□□□	1	□
	5	□□□□□		

- 38. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	4	□□□□	4	□□□□
	2	□□	4	□□□□
	2	□□	1	□

- 39. 8 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	2	□□	2	□□
	4	□□□□	3	□□□
	3	□□□	4	□□□□
	2	□□	4	□□□□

- 40. 4 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)

HP	13	□□□□□ □□□□□ □□□
	12	□□□□□ □□□□□ □□
	11	□□□□□ □□□□□ □
	8	□□□□□ □□□

- 41. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	2	□□	1	□
	4	□□□□	3	□□□
	2	□□	2	□□

- 42. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	4	□□□□	1	□
	4	□□□□	3	□□□
	3	□□□	1	□

- 43. 3 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 9 □□□□□ □□□□□
- 44. 1 Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 12 □□□□□ □□□□□ □□
- 45. 8 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)
 HP 7 □□□□□ □□ 6 □□□□□ □
 4 □□□□□ 5 □□□□□
 2 □□ 4 □□□□□
 5 □□□□□ 3 □□□□□
- 46. 4 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)
 HP 14 □□□□□ □□□□□ □□□□
 5 □□□□□
 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
- 47. 6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)
 HP 4 □□□□□
 14 □□□□□ □□□□□ □□□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 13 □□□□□ □□□□□ □□□
 8 □□□□□ □□□
- 48. Green Slime*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)
 HP 13 □□□□□ □□□□□ □□□
- 49. 6 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)
 HP 1 □ 7 □□□□□ □□
 2 □□ 7 □□□□□ □□
 5 □□□□□ 4 □□□□□
- 50. 3 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)
 HP 7 □□□□□ □□
 6 □□□□□ □
 6 □□□□□ □
- 51. 2 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)
 HP 4 □□□□□
 3 □□□□□
- 52. 2 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)
 HP 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
- 53. 2 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)
 HP 9 □□□□□ □□□□
 8 □□□□□ □□□
- 54. 2 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)
 HP 7 □□□□□ □□
 5 □□□□□
- 55. 2 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)
 HP 5 □□□□□
 4 □□□□□
- 56. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)
 HP 9 □□□□□ □□□□
- 57. 2 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)
 HP 7 □□□□□ □□
 10 □□□□□ □□□□□
- 58. 3 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)
 HP 7 □□□□□ □□
 4 □□□□□
 6 □□□□□ □
- 59. Giant Black Widow Spider** (AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)
 HP 6 □□□□□ □

60. 2 Giant Flies (AC 14, HD 2, #At 1 bite,
 Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)
 HP 8 □□□□□ □□□
 11 □□□□□ □□□□□ □

- 61. Supplement
- 62. Supplement
- 63. Supplement
- 64. Supplement
- 65. Supplement
- 66. Supplement
- 67. Supplement
- 68. Supplement
- 69. Supplement
- 70. Supplement
- 71. Supplement
- 72. Supplement
- 73. Supplement
- 74. Supplement
- 75. Supplement

- 76. Supplement
- 77. Supplement
- 78. Supplement
- 79. Supplement
- 80. Supplement
- 81. Special
- 82. Special
- 83. Special
- 84. Special
- 85. Special
- 86. Special
- 87. Special
- 88. Special
- 89. Special
- 90. Special

91-95. Bandit Party (see NPC Parties section)

96-00. Adventurer Party (see NPC Parties section)

Level 2

- 01. 5 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)
 HP 9 □□□□□ □□□□
 16 □□□□□ □□□□□ □□□□□ □
 15 □□□□□ □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
- 02. 3 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)
 HP 8 □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 9 □□□□□ □□□□
- 03. 6 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)
 HP 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 7 □□□□□ □□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
- 04. 8 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)
 HP 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
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 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
- 05. 5 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)
 HP 10 □□□□□ □□□□□
 5 □□□□□
 9 □□□□□ □□□□
 13 □□□□□ □□□□□ □□□
 8 □□□□□ □□□
- 06. 4 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12)
 HP 9 □□□□□ □□□□
 8 □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□
- 07. 4 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)
 HP 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 14 □□□□□ □□□□□ □□□□
 8 □□□□□ □□□
- 08. 5 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)
 HP 3 □□□
 1 □
 2 □□
 5 □□□□□
 7 □□□□□ □□
- 09. 3 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)
 HP 13 □□□□□ □□□□□ □□□
 8 □□□□□ □□□
 12 □□□□□ □□□□□ □□
- 10. 5 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)
 HP 3 □□□
 11 □□□□□ □□□□□ □
 11 □□□□□ □□□□□ □
 9 □□□□□ □□□□
 5 □□□□□
- 11. 4 Pit Viper** (AC 14, HD 2, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F2, MI 7)
 HP 4 □□□□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 10 □□□□□ □□□□□

- 12. 3 Giant Black Widow Spiders** (AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

HP 15 □□□□□ □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 18 □□□□□ □□□□□ □□□□□
 □□□

- 13. 6 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)

HP 3 □□□
 1 □
 7 □□□□□ □□
 1 □
 4 □□□□
 6 □□□□□ □

- 14. 4 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 5 □□□□□
 3 □□□
 9 □□□□□ □□□□
 7 □□□□□ □□

- 15. 4 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)

HP 11 □□□□□ □□□□□ □
 9 □□□□□ □□□□
 2 □□
 7 □□□□□ □□

- 16. 2 Giant Black Widow Spiders** (AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□

- 17. 1 Pit Viper** (AC 14, HD 2, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F2, MI 7)

HP 12 □□□□□ □□□□□ □□

- 18. 2 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)

HP 6 □□□□□ □
 4 □□□□

- 19. 6 Pit Vipers** (AC 14, HD 2, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F2, MI 7)

HP 3 □□□
 3 □□□
 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□

- 20. 4 Troglydye** (AC 15, HD 2, #At 2 claws/1 bite + stench, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9)

HP 8 □□□□□ □□□
 4 □□□□
 8 □□□□□ □□□
 16 □□□□□ □□□□□ □□□□□ □

- 21. 6 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)

HP 1 □
 5 □□□□□
 7 □□□□□ □□
 2 □□
 8 □□□□□ □□□
 1 □

- 22. 8 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12)

HP 8 □□□□□ □□□
 8 □□□□□ □□□
 8 □□□□□ □□□
 11 □□□□□ □□□□□ □
 5 □□□□□
 5 □□□□□
 12 □□□□□ □□□□□ □□
 5 □□□□□

- 23. 2 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)

HP 4 □□□□
 7 □□□□□ □□

- 24. 4 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

HP 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 12 □□□□□ □□□□□ □□
 13 □□□□□ □□□□□ □□□

- 25. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 11 □□□□□ □□□□□ □

- 26. 4 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 15 □□□□□ □□□□□ □□□□□
 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□□

- 27. 6 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)

HP 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 6 □□□□□ □
 7 □□□□□ □□
 7 □□□□□ □□
 6 □□□□□ □

- 28. 4 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

HP 11 □□□□□ □□□□□ □
 14 □□□□□ □□□□□ □□□□
 3 □□□
 8 □□□□□ □□□□

- 29. 5 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)

HP 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 5 □□□□□
 16 □□□□□ □□□□□ □□□□□ □
 10 □□□□□ □□□□□

- 30. 2 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)

HP 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□

- 31. 8 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)

HP 11 □□□□□ □□□□□ □
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 3 □□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□

- 32. 6 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12)

HP 12 □□□□□ □□□□□ □□
 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 10 □□□□□ □□□□□
 8 □□□□□ □□□
 5 □□□□□

- 33. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 12 □□□□□ □□□□□ □□

- 34. 6 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)

HP 7 □□□□□ □□
 9 □□□□□ □□□□
 9 □□□□□ □□□□
 5 □□□□□
 9 □□□□□ □□□□
 13 □□□□□ □□□□□ □□□

- 35. 7 Pit Vipers** (AC 14, HD 2, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F2, MI 7)

HP 8 □□□□□ □□□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
 9 □□□□□ □□□□
 8 □□□□□ □□□
 3 □□□
 13 □□□□□ □□□□□ □□□

- 36. 6 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12)

HP 12 □□□□□ □□□□□ □□
 7 □□□□□ □□
 10 □□□□□ □□□□□
 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 8 □□□□□ □□□

- 37. 4 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)

HP 9 □□□□□ □□□□
 16 □□□□□ □□□□□ □□□□□ □
 4 □□□□
 11 □□□□□ □□□□□ □

- 38. 5 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 8 □□□□□ □□□
 10 □□□□□ □□□□□
 5 □□□□□
 2 □□
 11 □□□□□ □□□□□ □

- 39. 4 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)

HP 10 □□□□□ □□□□□
 15 □□□□□ □□□□□ □□□□□
 3 □□□
 13 □□□□□ □□□□□ □□□

- 40. 4 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)

HP 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 3 □□□
 14 □□□□□ □□□□□ □□□□

- 41. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 11 □□□□□ □□□□□ □

- 42. 3 Giant Black Widow Spiders** (AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

HP 13 □□□□□ □□□□□ □□□
 20 □□□□□ □□□□□ □□□□□
 □□□□□
 11 □□□□□ □□□□□ □

- 43. 2 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 12 □□□□□ □□□□□ □□
 13 □□□□□ □□□□□ □□□

- 44. 5 Troglydye** (AC 15, HD 2, #At 2 claws/1 bite + stench, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9)

HP 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 5 □□□□□
 12 □□□□□ □□□□□ □□
 12 □□□□□ □□□□□ □□

- 45. 6 Giant Crab Spiders** (AC 13, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7)

HP 11 □□□□□ □□□□□ □
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□

- 46. 16 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP 1 □ 7 □□□□□ □□
 7 □□□□□ □□ 3 □□□
 4 □□□□ 5 □□□□□
 4 □□□□ 1 □
 5 □□□□□ 6 □□□□□ □
 4 □□□□ 3 □□□
 1 □ 3 □□□
 7 □□□□□ □□ 5 □□□□□

- 47. 13 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP 1 □ 3 □□□
 3 □□□ 2 □□
 4 □□□□ 2 □□
 3 □□□ 2 □□
 3 □□□ 2 □□
 4 □□□□ 2 □□
 3 □□□

- 48. 12 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP 8 □□□□□ □□□
 7 □□□□□ □□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
 6 □□□□□ □
 8 □□□□□ □□□
 6 □□□□□ □
 5 □□□□□
 5 □□□□□
 4 □□□□

- 49. 2 Spitting Cobras** (AC 13, HD 1, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7)

HP 8 □□□□□ □□□
 7 □□□□□ □□

- 50. 9 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	5	□□□□□	3	□□□
	7	□□□□□ □□	3	□□□
	7	□□□□□ □□	5	□□□□□
	7	□□□□□ □□	2	□□
	8	□□□□□ □□□		

- 51. 14 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7)

HP	6	□□□□□ □	5	□□□□□
	4	□□□□	3	□□□
	7	□□□□□ □□	3	□□□
	7	□□□□□ □□	4	□□□□
	5	□□□□□	4	□□□□
	7	□□□□□ □□	2	□□
	7	□□□□□ □□	1	□

- 52. 6 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP	4	□□□□	3	□□□
	2	□□	3	□□□
	2	□□	3	□□□

- 53. 29 Kobolds** (AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6)

HP	1	□	4	□□□□
	4	□□□□	3	□□□
	2	□□	3	□□□
	4	□□□□	1	□
	1	□	4	□□□□
	4	□□□□	4	□□□□
	4	□□□□	3	□□□
	2	□□	3	□□□
	2	□□	3	□□□
	4	□□□□	1	□
	4	□□□□	1	□
	1	□	4	□□□□
	4	□□□□	2	□□
	2	□□	1	□
	4	□□□□		

- 54. 16 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12)

HP	8	□□□□□ □□□
	3	□□□
	5	□□□□□
	7	□□□□□ □□
	3	□□□
	7	□□□□□ □□
	5	□□□□□
	7	□□□□□ □□
	2	□□
	8	□□□□□ □□□
	7	□□□□□ □□
	8	□□□□□ □□□
	7	□□□□□ □□
	8	□□□□□ □□□
	1	□
	3	□□□

- 55. 2 Bugbears** (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)

HP	7	□□□□□ □□
	4	□□□□

- 56. 5 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP	14	□□□□□ □□□□□ □□□□
	11	□□□□□ □□□□□ □
	12	□□□□□ □□□□□ □□
	10	□□□□□ □□□□□
	9	□□□□□ □□□□

- 57. 4 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP	11	□□□□□ □□□□□ □
	15	□□□□□ □□□□□ □□□□□
	15	□□□□□ □□□□□ □□□□□
	7	□□□□□ □□

- 58. 3 Shadows** (AC 13, HD 2, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12)

HP	6	□□□□□ □
	6	□□□□□ □
	4	□□□□

- 59. Gargoyle** (AC 15, HD 4, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11)

HP	14	□□□□□ □□□□□ □□□□
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- 60. Gelatinous Cube** (AC 12, HD 4, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12)

HP	12	□□□□□ □□□□□
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61. **Tentacle Worm** (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)
HP 9 □□□□□ □□□□
62. **Doppelganger** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)
HP 15 □□□□□ □□□□□ □□□□□
63. **Ogre** (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)
HP 18 □□□□□ □□□□□ □□□□□
□□□
64. **Wererat*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)
HP 9 □□□□□ □□□□
65. Supplement
66. Supplement
67. Supplement
68. Supplement
69. Supplement
70. Supplement
71. Supplement
72. Supplement
73. Supplement
74. Supplement
75. Supplement

76. Supplement
77. Supplement
78. Supplement
79. Supplement
80. Supplement
81. Supplement
82. Supplement
83. Supplement
84. Supplement
85. Supplement
86. Special
87. Special
88. Special
89. Special
90. Special
91. Special
92. Special
93. Special
94. Special
95. Special

96-00. Adventurer Party (see NPC Parties section)

Level 3

- 01. Gelatinous Cube** (AC 12, HD 4, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12)
HP 16 □□□□ □□□□ □□□□ □
- 02. 5 Giant Tiger Beetles** (AC 17, HD 3+1, #At 1, Dam 2d6, Mv 50', Sv F3, MI 9)
HP 18 □□□□ □□□□ □□□□ □
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 5 □□□□
 13 □□□□ □□□□ □□□
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 23 □□□□ □□□□ □□□□
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- 03. 5 Giant Tiger Beetles** (AC 17, HD 3+1, #At 1, Dam 2d6, Mv 50', Sv F3, MI 9)
HP 17 □□□□ □□□□ □□□□ □□
 17 □□□□ □□□□ □□□□ □□
 13 □□□□ □□□□ □□□
 10 □□□□ □□□□
 13 □□□□ □□□□ □□□
- 04. 6 Bugbears** (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)
HP 12 □□□□ □□□□ □□
 11 □□□□ □□□□ □
 8 □□□□ □□□
 15 □□□□ □□□□ □□□□
 9 □□□□ □□□□
 10 □□□□ □□□□
- 05. Wight*** (AC 15, HD 3, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12)
HP 12 □□□□ □□□□ □□
- 06. Gargoyle** (AC 15, HD 4, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11)
HP 21 □□□□ □□□□ □□□□
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- 07. 5 Bugbears** (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)
HP 9 □□□□ □□□□
 9 □□□□ □□□□
 15 □□□□ □□□□ □□□□
 10 □□□□ □□□□
 10 □□□□ □□□□
- 08. 10 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)
HP 22 □□□□ □□□□ □□□□
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 25 □□□□ □□□□ □□□□
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 20 □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□□
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 16 □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□□
 28 □□□□ □□□□ □□□□
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- 09. Tentacle Worm** (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)
HP 16 □□□□ □□□□ □□□□ □
- 10. 6 Carnivorous Apes** (AC 14, HD 4, #At 2 claws, Dam 1d4/1d4, Mv 40', Sv F4, MI 7)
HP 24 □□□□ □□□□ □□□□
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 11 □□□□ □□□□ □
 11 □□□□ □□□□ □
 24 □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□□
 10 □□□□ □□□□
- 11. 2 Carnivorous Apes** (AC 14, HD 4, #At 2 claws, Dam 1d4/1d4, Mv 40', Sv F4, MI 7)
HP 22 □□□□ □□□□ □□□□
 □□□□ □□
 20 □□□□ □□□□ □□□□
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- 12. Wererat*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)
HP 13 □□□□ □□□□ □□□

13. 6 Giant Ants (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 21 □□□□□ □□□□□ □□□□□
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 19 □□□□□ □□□□□ □□□□□
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 23 □□□□□ □□□□□ □□□□□
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 20 □□□□□ □□□□□ □□□□□
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 17 □□□□□ □□□□□ □□□□□
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14. 8 Wererats* (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)

HP 20 □□□□□ □□□□□ □□□□□
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 11 □□□□□ □□□□□ □
 17 □□□□□ □□□□□ □□□□□
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 19 □□□□□ □□□□□ □□□□□
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 14 □□□□□ □□□□□ □□□□□
 8 □□□□□ □□□
 12 □□□□□ □□□□□ □□
 15 □□□□□ □□□□□ □□□□□

15. 8 Giant Ants (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 15 □□□□□ □□□□□ □□□□□
 21 □□□□□ □□□□□ □□□□□
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 17 □□□□□ □□□□□ □□□□□
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 22 □□□□□ □□□□□ □□□□□
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 6 □□□□□ □
 12 □□□□□ □□□□□ □□
 18 □□□□□ □□□□□ □□□□□
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 20 □□□□□ □□□□□ □□□□□
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16. 9 Shadows (AC 13, HD 2, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12)

HP 10 □□□□□ □□□□□
 16 □□□□□ □□□□□ □□□□□ □
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
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 15 □□□□□ □□□□□ □□□□□
 7 □□□□□ □□
 8 □□□□□ □□□

17. 3 Tentacle Worms (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)

HP 14 □□□□□ □□□□□ □□□□□
 10 □□□□□ □□□□□
 17 □□□□□ □□□□□ □□□□□ □□

18. 5 Bugbears (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)

HP 9 □□□□□ □□□□□
 7 □□□□□ □□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 17 □□□□□ □□□□□ □□□□□ □□

19. 5 Bugbears (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)

HP 4 □□□□□
 10 □□□□□ □□□□□
 5 □□□□□
 10 □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□

20. 4 Wight* (AC 15, HD 3, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12)

HP 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 18 □□□□□ □□□□□ □□□□□
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 16 □□□□□ □□□□□ □□□□□
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- 21. 10 Shadows** (AC 13, HD 2, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12)

HP 10 □□□□□ □□□□□
 8 □□□□□ □□□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 9 □□□□□ □□□□
 3 □□□
 6 □□□□□ □

- 22. 6 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 20 □□□□□ □□□□□ □□□□□
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 21 □□□□□ □□□□□ □□□□□
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 12 □□□□□ □□□□□ □□
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 21 □□□□□ □□□□□ □□□□□
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 22 □□□□□ □□□□□ □□□□□
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- 23. 7 Bugbears** (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)

HP 12 □□□□□ □□□□□ □□
 12 □□□□□ □□□□□ □□
 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 9 □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□
 9 □□□□□ □□□□

- 24. 6 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 20 □□□□□ □□□□□ □□□□□
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 17 □□□□□ □□□□□ □□□□□ □□
 23 □□□□□ □□□□□ □□□□□ □□□□□
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 21 □□□□□ □□□□□ □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□

- 25. 7 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 19 □□□□□ □□□□□ □□□□□
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 15 □□□□□ □□□□□ □□□□□
 22 □□□□□ □□□□□ □□□□□ □□□□□ □□
 19 □□□□□ □□□□□ □□□□□ □□□□
 21 □□□□□ □□□□□ □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 18 □□□□□ □□□□□ □□□□□ □□□

- 26. 3 Wererats*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 18 □□□□□ □□□□□ □□□□□ □□□

- 27. 2 Wights*** (AC 15, HD 3, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12)

HP 13 □□□□□ □□□□□ □□□
 12 □□□□□ □□□□□ □□

- 28. 3 Gargoyles** (AC 15, HD 4, #At 2 claws/ 1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11)

HP 14 □□□□□ □□□□□ □□□□
 19 □□□□□ □□□□□ □□□□□
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 15 □□□□□ □□□□□ □□□□□

- 29. 6 Bugbears** (AC 15, HD 2+2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)

HP 6 □□□□□ □
 6 □□□□□ □
 7 □□□□□ □□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 14 □□□□□ □□□□□ □□□□

- 30. Wererat*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)

HP 14 □□□□□ □□□□□ □□□□

- 31. 6 Gargoyles** (AC 15, HD 4, #At 2 claws/
1 bite/1 horn, Dam 1d4/1d4/1d6/1d4,
Mv 30' Fly 50' (15'), Sv F6, MI 11)
HP 17 □□□□□ □□□□□ □□□□□ □□
13 □□□□□ □□□□□ □□□
15 □□□□□ □□□□□ □□□□□
14 □□□□□ □□□□□ □□□□
16 □□□□□ □□□□□ □□□□□ □
16 □□□□□ □□□□□ □□□□□ □

- 32. 6 Gargoyles** (AC 15, HD 4, #At 2 claws/
1 bite/1 horn, Dam 1d4/1d4/1d6/1d4,
Mv 30' Fly 50' (15'), Sv F6, MI 11)
HP 14 □□□□□ □□□□□ □□□□
12 □□□□□ □□□□□ □□
15 □□□□□ □□□□□ □□□□□
14 □□□□□ □□□□□ □□□□
22 □□□□□ □□□□□ □□□□□
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14 □□□□□ □□□□□ □□□□

- 33. 10 Shadows** (AC 13, HD 2, #At 1 touch,
Dam 1d4 + 1 point Strength loss, Mv 30',
Sv F2, MI 12)
HP 10 □□□□□ □□□□□
2 □□
10 □□□□□ □□□□□
9 □□□□□ □□□□□
5 □□□□□
7 □□□□□ □□
9 □□□□□ □□□□
11 □□□□□ □□□□□ □
7 □□□□□ □□
11 □□□□□ □□□□□ □

- 34. 3 Giant Tiger Beetles** (AC 17, HD 3+1, #At 1,
Dam 2d6, Mv 50', Sv F3, MI 9)
HP 12 □□□□□ □□□□□ □□
23 □□□□□ □□□□□ □□□□□
□□□□□ □□□
12 □□□□□ □□□□□ □□

- 35. 9 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6,
Mv 60', Sv F4, MI 7)
HP 19 □□□□□ □□□□□ □□□□□
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11 □□□□□ □□□□□ □
16 □□□□□ □□□□□ □□□□□
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22 □□□□□ □□□□□ □□□□□
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19 □□□□□ □□□□□ □□□□□
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20 □□□□□ □□□□□ □□□□□
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20 □□□□□ □□□□□ □□□□□
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15 □□□□□ □□□□□ □□□□□
19 □□□□□ □□□□□ □□□□□
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- 36. 4 Giant Tiger Beetles** (AC 17, HD 3+1, #At 1,
Dam 2d6, Mv 50', Sv F3, MI 9)
HP 8 □□□□□ □□□
14 □□□□□ □□□□□ □□□□
17 □□□□□ □□□□□ □□□□□ □□
14 □□□□□ □□□□□ □□□□

- 37. 6 Bugbears** (AC 15, HD 2+2, #At 1 weapon,
Dam 1d8 or by weapon, Mv 30', Sv F2, MI 9)
HP 9 □□□□□ □□□□
14 □□□□□ □□□□□ □□□□
12 □□□□□ □□□□□ □□
7 □□□□□ □□
10 □□□□□ □□□□□
11 □□□□□ □□□□□ □

- 38. 2 Ogres** (AC 15, HD 4+1, #At 1 weapon,
Dam 2d6, Mv 30', Sv F4, MI 10)
HP 16 □□□□□ □□□□□ □□□□□
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22 □□□□□ □□□□□ □□□□□
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- 39. 4 Wight*** (AC 15, HD 3, #At 1 touch,
Dam Energy drain (1 level), Mv 30', Sv F3,
MI 12)
HP 11 □□□□□ □□□□□ □
13 □□□□□ □□□□□ □□□
6 □□□□□ □
17 □□□□□ □□□□□ □□□□□ □□

- 40. Gelatinous Cube** (AC 12, HD 4, #At 1,
Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12)
HP 24 □□□□□ □□□□□ □□□□□
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- 41. 7 Wererats*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)

HP 13 □□□□□ □□□□□ □□□
 12 □□□□□ □□□□□ □□
 17 □□□□□ □□□□□ □□□□□
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 23 □□□□□ □□□□□ □□□□□
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 14 □□□□□ □□□□□ □□□□
 12 □□□□□ □□□□□ □□
 20 □□□□□ □□□□□ □□□□□
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- 42. 5 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 7 □□□□□ □□
 11 □□□□□ □□□□□ □
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- 43. 7 Wererats*** (AC 13, HD 3, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8)

HP 8 □□□□□ □□□
 7 □□□□□ □□
 12 □□□□□ □□□□□ □□
 17 □□□□□ □□□□□ □□□□□ □□
 8 □□□□□ □□□
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 14 □□□□□ □□□□□ □□□□

- 44. 6 Shadows** (AC 13, HD 2, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12)

HP 11 □□□□□ □□□□□ □
 11 □□□□□ □□□□□ □
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 8 □□□□□ □□□
 7 □□□□□ □□

- 45. 4 Giant Black Widow Spiders** (AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

HP 13 □□□□□ □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 13 □□□□□ □□□□□ □□□

- 46. 13 Giant Bombardier Beetles** (AC 16, HD 2, #At 1 bite/1 spray, Dam 1d6/2d6 (cone 10' wide by 10' long from rear of monster, save vs. Death Ray for half damage), Mv 40', Sv F2, MI 8)

HP 15 □□□□□ □□□□□ □□□□□
 9 □□□□□ □□□□
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- 47. 12 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12)

HP 7 □□□□□ □□
 14 □□□□□ □□□□□ □□□□
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- 48. 10 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

HP 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 9 □□□□□ □□□□
 14 □□□□□ □□□□□ □□□□
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 14 □□□□□ □□□□□ □□□□
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 10 □□□□□ □□□□□
 4 □□□□

- 49. 13 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20', Sv F2, MI 11)

HP 8 □□□□□ □□□
 11 □□□□□ □□□□□ □
 10 □□□□□ □□□□□
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 8 □□□□□ □□□
 3 □□□
 6 □□□□□ □

- 50. 14 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)

HP 7 □□□□□ □□
 6 □□□□□ □
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 8 □□□□□ □□□

- 51. 6 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

HP 7 □□□□□ □□
 8 □□□□□ □□□
 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□

- 52. 9 Ghouls** (AC 14, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9)

HP 5 □□□□□
 11 □□□□□ □□□□□ □
 12 □□□□□ □□□□□ □□
 13 □□□□□ □□□□□ □□□
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- 53. 11 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 9 □□□□□ □□□□
 6 □□□□□ □
 11 □□□□□ □□□□□ □
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- 54. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 24 □□□□□ □□□□□ □□□□□
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- 55. Rust Monster*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 18 □□□□□ □□□□□ □□□□□
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- 56. Rust Monster*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 22 □□□□□ □□□□□ □□□□□
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57. **3 Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)
 HP 13 □□□□ □□□□ □□□
 15 □□□□ □□□□ □□□□
 14 □□□□ □□□□ □□□□
58. **2 Hellhounds** (AC 15, HD 4, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9)
 HP 14 □□□□ □□□□ □□□□
 17 □□□□ □□□□ □□□□
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59. **Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)
 HP 8 □□□□ □□□
60. **Doppleganger** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)
 HP 11 □□□□ □□□□ □
61. **Wraith*** (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)
 HP 17 □□□□ □□□□ □□□□
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62. **Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)
 HP 25 □□□□ □□□□ □□□□
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63. **Owlbear** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)
 HP 29 □□□□ □□□□ □□□□
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64. **2 Cockatrice** (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)
 HP 18 □□□□ □□□□ □□□□
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 13 □□□□ □□□□ □□□
65. Supplement
66. Supplement
67. Supplement
68. Supplement
69. Supplement
70. Supplement
71. Supplement
72. Supplement
73. Supplement
74. Supplement
75. Supplement
76. Supplement
77. Supplement
78. Supplement
79. Supplement
80. Supplement
81. Supplement
82. Supplement
83. Supplement
84. Supplement
85. Supplement
86. Special
87. Special
88. Special
89. Special
90. Special
91. Special
92. Special
93. Special
94. Special
95. Special
- 96-00. Adventurer Party (see NPC Parties section)**

Level 4-5

01. Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 16 □□□□□ □□□□□ □□□□□ □

02. Caecilia, Giant (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 29 □□□□□ □□□□□ □□□□□
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03. 4 Doppelgangers (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 17 □□□□□ □□□□□ □□□□□
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18 □□□□□ □□□□□ □□□□□
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16 □□□□□ □□□□□ □□□□□
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04. Cave Bear (AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9)

HP 30 □□□□□ □□□□□ □□□□□
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05. 2 Cockatrice (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

HP 26 □□□□□ □□□□□ □□□□□
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20 □□□□□ □□□□□ □□□□□
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06. 4 Wraiths* (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 8 □□□□□ □□□
20 □□□□□ □□□□□ □□□□□
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25 □□□□□ □□□□□ □□□□□
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13 □□□□□ □□□□□ □□□

07. 5 Minotaurs (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)

HP 26 □□□□□ □□□□□ □□□□□
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25 □□□□□ □□□□□ □□□□□
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32 □□□□□ □□□□□ □□□□□
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08. Ochre Jelly* (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 25 □□□□□ □□□□□ □□□□□
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09. 4 Rust Monsters* (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 20 □□□□□ □□□□□ □□□□□
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13 □□□□□ □□□□□ □□□
17 □□□□□ □□□□□ □□□□□
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16 □□□□□ □□□□□ □□□□□
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10. 2 Werewolves* (AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8)

HP 27 □□□□□ □□□□□ □□□□□
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18 □□□□□ □□□□□ □□□□□
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11. 3 Doppelgangers (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 16 □□□□□ □□□□□ □□□□□ □
10 □□□□□ □□□□□
15 □□□□□ □□□□□ □□□□□

- 12. 5 Hellhounds** (AC 15, HD 4, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9)

HP 20 □□□□ □□□□ □□□□
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- 13. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 13 □□□□ □□□□ □□□

- 14. Cockatrice** (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

HP 29 □□□□ □□□□ □□□□
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- 15. Doppelganger** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 25 □□□□ □□□□ □□□□
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- 16. Ochre Jelly*** (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 21 □□□□ □□□□ □□□□
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- 17. 2 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 19 □□□□ □□□□ □□□□
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 32 □□□□ □□□□ □□□□
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- 18. 5 Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)

HP 29 □□□□ □□□□ □□□□
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- 19. 6 Werewolves*** (AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8)

HP 19 □□□□ □□□□ □□□□
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 20 □□□□ □□□□ □□□□
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- 20. Wraith*** (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 13 □□□□ □□□□ □□□

- 21. Cave Bear** (AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9)

HP 30 □□□□ □□□□ □□□□
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- 22. 4 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 22 □□□□ □□□□ □□□□
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 23 □□□□ □□□□ □□□□
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 18 □□□□ □□□□ □□□□
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- 23. 4 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 17 □□□□ □□□□ □□□□
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 17 □□□□ □□□□ □□□□
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 15 □□□□ □□□□ □□□□

- 24. Ochre Jelly*** (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 24 □□□□ □□□□ □□□□
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- 25. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)
HP 9 □□□□ □□□□
- 26. 5 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)
HP 18 □□□□ □□□□ □□□□
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22 □□□□ □□□□ □□□□
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- 27. Ochre Jelly*** (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)
HP 17 □□□□ □□□□ □□□□ □□
- 28. Cave Bear** (AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9)
HP 37 □□□□ □□□□ □□□□
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- 29. Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)
HP 24 □□□□ □□□□ □□□□
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- 30. 6 Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)
HP 26 □□□□ □□□□ □□□□
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28 □□□□ □□□□ □□□□
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33 □□□□ □□□□ □□□□
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28 □□□□ □□□□ □□□□
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21 □□□□ □□□□ □□□□
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- 31. Cockatrice** (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)
HP 16 □□□□ □□□□ □□□□ □
- 32. Ochre Jelly*** (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)
HP 24 □□□□ □□□□ □□□□
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- 33. 6 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)
HP 22 □□□□ □□□□ □□□□
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13 □□□□ □□□□ □□□
15 □□□□ □□□□ □□□□
13 □□□□ □□□□ □□□
14 □□□□ □□□□ □□□□
20 □□□□ □□□□ □□□□
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- 34. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)
HP 9 □□□□ □□□□
- 35. 2 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)
HP 33 □□□□ □□□□ □□□□
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22 □□□□ □□□□ □□□□
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- 36. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)
HP 20 □□□□ □□□□ □□□□
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15 □□□□ □□□□ □□□□
26 □□□□ □□□□ □□□□
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16 □□□□ □□□□ □□□□ □
- 37. 3 Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)
HP 11 □□□□ □□□□ □
23 □□□□ □□□□ □□□□
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27 □□□□ □□□□ □□□□
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- 38. 4 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 17 □□□□ □□□□ □□□□ □□
 14 □□□□ □□□□ □□□□
 21 □□□□ □□□□ □□□□
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 19 □□□□ □□□□ □□□□
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- 39. 3 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 23 □□□□ □□□□ □□□□
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 15 □□□□ □□□□ □□□□
 24 □□□□ □□□□ □□□□
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- 40. 3 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 28 □□□□ □□□□ □□□□
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 32 □□□□ □□□□ □□□□
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 □□
 20 □□□□ □□□□ □□□□
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- 41. 2 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 24 □□□□ □□□□ □□□□
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 26 □□□□ □□□□ □□□□
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- 42. Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 30 □□□□ □□□□ □□□□
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- 43. 3 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 33 □□□□ □□□□ □□□□
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 24 □□□□ □□□□ □□□□
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 30 □□□□ □□□□ □□□□
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- 44. 2 Owlbear** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 15 □□□□ □□□□ □□□□
 23 □□□□ □□□□ □□□□
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- 45. Gelatinous Cube** (AC 12, HD 4, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12)

HP 31 □□□□ □□□□ □□□□
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- 46. 6 Tentacle Worms** (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)

HP 13 □□□□ □□□□ □□□
 14 □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□
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 16 □□□□ □□□□ □□□□ □
 8 □□□□ □□□

- 47. 6 Ogres** (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 27 □□□□ □□□□ □□□□
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 12 □□□□ □□□□ □□
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 15 □□□□ □□□□ □□□□

48. 11 Giant Ants (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 17 □□□□ □□□□ □□□□
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 12 □□□□ □□□□ □□
 22 □□□□ □□□□ □□□□
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 11 □□□□ □□□□ □
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 18 □□□□ □□□□ □□□□
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49. Gelatinous Cube (AC 12, HD 4, #At 1, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12)

HP 28 □□□□ □□□□ □□□□
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50. 5 Tentacle Worms (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)

HP 6 □□□□ □
 14 □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□
 14 □□□□ □□□□ □□□

51. 3 Tentacle Worms (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)

HP 15 □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□
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 18 □□□□ □□□□ □□□□
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52. 3 Wights* (AC 15, HD 3, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12)

HP 13 □□□□ □□□□ □□□
 14 □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□

53. 13 Giant Ants (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 17 □□□□ □□□□ □□□□
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 11 □□□□ □□□□ □
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 15 □□□□ □□□□ □□□□

54. 9 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 24 □□□□ □□□□ □□□□
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 15 □□□□ □□□□ □□□□
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55. 2 Trolls (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)

HP 22 □□□□ □□□□ □□□□
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 25 □□□□ □□□□ □□□□
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56. Troll (AC 16, HD 6, #At 3,
Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)
HP 17 □□□□ □□□□ □□□□
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57. Displacer (AC 16, first attack always misses,
all others at -2, HD 6, #At 2 blades,
Dam 1d8/1d8, Mv 50', Sv F6, MI 8)
HP 18 □□□□ □□□□ □□□□
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58. Hydra, 5 Headed (AC 17, HD 5, #At 5 bites,
Dam 1d10 per bite, Mv 40' (10'), Sv F5, MI 9)
HP 23 □□□□ □□□□ □□□□
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59. 2 Basilisks (AC 16, HD 6, #At 1 bite/1 gaze,
Dam 1d10/petrification, Mv 20' (10'), Sv F6,
MI 9)
HP 14 □□□□ □□□□ □□□□
19 □□□□ □□□□ □□□□
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60. 4 Rust Monsters* (AC 18, HD 5, #At 1,
Dam special, Mv 40', Sv F5, MI 7)
HP 27 □□□□ □□□□ □□□□
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25 □□□□ □□□□ □□□□
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22 □□□□ □□□□ □□□□
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16 □□□□ □□□□ □□□□ □

61. Basilisk (AC 16, HD 6, #At 1 bite/1 gaze,
Dam 1d10/petrification, Mv 20' (10'), Sv F6,
MI 9)
HP 28 □□□□ □□□□ □□□□
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62. 2 Trolls (AC 16, HD 6, #At 3,
Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)
HP 29 □□□□ □□□□ □□□□
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27 □□□□ □□□□ □□□□
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63. 3 Basilisks (AC 16, HD 6, #At 1 bite/1 gaze,
Dam 1d10/petrification, Mv 20' (10'), Sv F6,
MI 9)
HP 23 □□□□ □□□□ □□□□
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18 □□□□ □□□□ □□□□
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21 □□□□ □□□□ □□□□
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64. 2 Basilisks (AC 16, HD 6, #At 1 bite/1 gaze,
Dam 1d10/petrification, Mv 20' (10'), Sv F6,
MI 9)
HP 28 □□□□ □□□□ □□□□
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28 □□□□ □□□□ □□□□
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65. Supplement

66. Supplement

67. Supplement

68. Supplement

69. Supplement

70. Supplement

71. Supplement

72. Supplement

73. Supplement

74. Supplement

75. Supplement

76. Supplement

77. Supplement

78. Supplement

79. Supplement

80. Supplement

81. Supplement

82. Supplement

83. Supplement

84. Supplement

85. Supplement

86. Special

87. Special

88. Special

89. Special

90. Special

91. Special

92. Special

93. Special

94. Special

95. Special

**96-00. Adventurer Party (see NPC Parties
section)**

Level 6-7

- 01. 4 Spectres*** (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)

HP 34 □□□□ □□□□ □□□□
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 30 □□□□ □□□□ □□□□
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- 02. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 39 □□□□ □□□□ □□□□
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- 03. 6 Basilisks** (AC 16, HD 6, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9)

HP 32 □□□□ □□□□ □□□□
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 28 □□□□ □□□□ □□□□
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- 04. 3 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 30 □□□□ □□□□ □□□□
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 20 □□□□ □□□□ □□□□
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 17 □□□□ □□□□ □□□□
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- 05. 3 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 12 □□□□ □□□□ □□
 16 □□□□ □□□□ □□□□
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 25 □□□□ □□□□ □□□□
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- 06. 2 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 15 □□□□ □□□□ □□□□
 19 □□□□ □□□□ □□□□
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- 07. 4 Spectres*** (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)

HP 27 □□□□ □□□□ □□□□
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 30 □□□□ □□□□ □□□□
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 28 □□□□ □□□□ □□□□
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- 08. Weretiger*** (AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9)

HP 26 □□□□ □□□□ □□□□
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- 09. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 47 □□□□ □□□□ □□□□
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- 10. 4 Trolls** (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)

HP 17 □□□□ □□□□ □□□□ □□
 39 □□□□ □□□□ □□□□
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- 11. 3 Trolls** (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)

HP 40 □□□□□ □□□□□ □□□□□
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- 12. 3 Mummies*** (AC 17, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12)

HP 26 □□□□□ □□□□□ □□□□□
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- 13. 3 Mummies*** (AC 17, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12)

HP 27 □□□□□ □□□□□ □□□□□
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 21 □□□□□ □□□□□ □□□□□
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- 14. 2 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 17 □□□□□ □□□□□ □□□□□
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 29 □□□□□ □□□□□ □□□□□
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- 15. 4 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 21 □□□□□ □□□□□ □□□□□
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 28 □□□□□ □□□□□ □□□□□
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- 16. 2 Displacers** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 16 □□□□□ □□□□□ □□□□□
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 32 □□□□□ □□□□□ □□□□□
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- 17. 2 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 30 □□□□□ □□□□□ □□□□□
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 18 □□□□□ □□□□□ □□□□□
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- 18. Displacer** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 28 □□□□□ □□□□□ □□□□□
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- 19. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 17 □□□□□ □□□□□ □□□□□
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- 20. 2 Mummies*** (AC 17, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12)

HP 18 □□□□□ □□□□□ □□□□□
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 20 □□□□□ □□□□□ □□□□□
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- 21. 5 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 18 □□□□□ □□□□□ □□□□□
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- 22. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)
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- 23. 4 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)
 HP 7 □□□□ □□
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 12 □□□□ □□□□ □□

- 24. 3 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)
 HP 25 □□□□ □□□□ □□□□
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- 25. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)
 HP 26 □□□□ □□□□ □□□□
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- 26. Owlbear** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)
 HP 25 □□□□ □□□□ □□□□
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- 27. 2 Trolls** (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)
 HP 26 □□□□ □□□□ □□□□
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- 28. 3 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)
 HP 24 □□□□ □□□□ □□□□
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- 29. Mummy*** (AC 17, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12)
 HP 27 □□□□ □□□□ □□□□
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- 30. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 52 □□□□ □□□□ □□□□
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- 31. Displacer** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)
 HP 24 □□□□ □□□□ □□□□
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- 32. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)
 HP 25 □□□□ □□□□ □□□□
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- 33. Hydra, 6 Headed** (AC 17, HD 6, #At 6 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F6, MI 9)
 HP 24 □□□□ □□□□ □□□□
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- 34. Spectre*** (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)
 HP 22 □□□□ □□□□ □□□□
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- 35. 3 Weretigers*** (AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9)

HP 19 □□□□ □□□□ □□□□
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- 36. 5 Trolls** (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)

HP 38 □□□□ □□□□ □□□□
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- 37. 5 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 20 □□□□ □□□□ □□□□
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- 38. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 46 □□□□ □□□□ □□□□
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- 39. Spectre*** (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)

HP 25 □□□□ □□□□ □□□□
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- 40. Giant Scorpion** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 14 □□□□ □□□□ □□□□

- 41. 2 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 25 □□□□ □□□□ □□□□
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- 42. Rust Monster*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 23 □□□□ □□□□ □□□□
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- 43. 2 Weretigers*** (AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9)

HP 16 □□□□ □□□□ □□□□ □
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- 44. 2 Weretigers*** (AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9)

HP 23 □□□□ □□□□ □□□□
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- 45. 5 Hellhounds** (AC 15, HD 5, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9)

HP 23 □□□□ □□□□ □□□□
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- 46. 11 Werewolves*** (AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8)

HP 15 □□□□□ □□□□□ □□□□□
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- 47. 6 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

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- 48. 4 Owlbears** (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 23 □□□□□ □□□□□ □□□□□
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- 49. 5 Wraiths*** (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 24 □□□□□ □□□□□ □□□□□
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- 50. Gray Ooze** (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 23 □□□□□ □□□□□ □□□□□
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- 51. 7 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 28 □□□□□ □□□□□ □□□□□
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- 52. 10 Werewolves*** (AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8)

HP 28 □□□□ □□□□ □□□□
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- 53. 8 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 25 □□□□ □□□□ □□□□
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- 54. 9 Minotaur** (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)

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- 55. Frost Salamander*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)

HP 35 □□□□ □□□□ □□□□
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- 56. Vampire*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 38 □□□□ □□□□ □□□□
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- 57. Stone Giant** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 33 □□□□ □□□□ □□□□
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- 58. Hill Giant** (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)
 HP 28 □□□□ □□□□ □□□□
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- 59. Purple Worm** (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)
 HP 28 □□□□ □□□□ □□□□
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- 60. Chimera** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)
 HP 34 □□□□ □□□□ □□□□
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- 61. Frost Salamander*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)
 HP 56 □□□□ □□□□ □□□□
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- 62. Vampire*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)
 HP 29 □□□□ □□□□ □□□□
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- 63. Stone Giant** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)
 HP 38 □□□□ □□□□ □□□□
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- 64. 2 Frost Salamanders*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)
 HP 35 □□□□ □□□□ □□□□
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80. Supplement
81. Supplement
82. Supplement
83. Supplement
84. Supplement
85. Supplement
86. Special
87. Special
88. Special
89. Special
90. Special
91. Special
92. Special
93. Special
94. Special
95. Special
- 96-00. Adventurer Party (see NPC Parties section)**

Level 8+

- 01. Hill Giant** (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 29 □□□□ □□□□ □□□□
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- 02. Frost Salamander*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)

HP 47 □□□□ □□□□ □□□□
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- 03. 4 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 23 □□□□ □□□□ □□□□
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- 04. 3 Hill Giants** (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 19 □□□□ □□□□ □□□□
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 28 □□□□ □□□□ □□□□
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- 05. 2 Hill Giants** (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 37 □□□□ □□□□ □□□□
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- 06. Purple Worm** (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 60 □□□□ □□□□ □□□□
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- 07. 7 Headed Hydra** (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)

HP 27 □□□□ □□□□ □□□□
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- 08. 3 Frost Salamanders*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)

HP 57 □□□□ □□□□ □□□□
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- 09. 3 Frost Salamanders*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)

HP 44 □□□□ □□□□ □□□□
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- 10. 2 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 18 □□□□ □□□□ □□□□
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- 11. 7 Headed Hydra** (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 33 □□□□□ □□□□□ □□□□□
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- 12. 2 Chimeras** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)
 HP 33 □□□□□ □□□□□ □□□□□
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- 13. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 52 □□□□□ □□□□□ □□□□□
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- 14. Frost Salamander*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)
 HP 40 □□□□□ □□□□□ □□□□□
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- 15. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 49 □□□□□ □□□□□ □□□□□
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- 16. 4 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)
 HP 16 □□□□□ □□□□□ □□□□□
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- 17. 2 Stone Giants** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)
 HP 37 □□□□□ □□□□□ □□□□□
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- 18. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 51 □□□□□ □□□□□ □□□□□
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- 19. 7 Headed Hydra** (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 27 □□□□□ □□□□□ □□□□□
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- 20. 3 Flame Salamanders*** (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)
 HP 28 □□□□□ □□□□□ □□□□□
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- 21. 4 Vampires*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)
 HP 33 □□□□□ □□□□□ □□□□□
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- 22. 5 Flame Salamanders*** (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)

HP 24 □□□□□ □□□□□ □□□□□
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- 23. 3 Frost Salamanders*** (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)

HP 52 □□□□□ □□□□□ □□□□□
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- 24. Black Pudding*** (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 42 □□□□□ □□□□□ □□□□□
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- 25. 4 Hill Giants** (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 43 □□□□□ □□□□□ □□□□□
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- 26. 2 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 15 □□□□□ □□□□□ □□□□□
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- 27. Vampire*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 24 □□□□□ □□□□□ □□□□□
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- 28. 2 Chimeras** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 42 □□□□□ □□□□□ □□□□□
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- 29. 2 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 26 □□□□□ □□□□□ □□□□□
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- 30. Chimera** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 44 □□□□□ □□□□□ □□□□□
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- 31. 2 Flame Salamanders*** (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)

HP 51 □□□□ □□□□ □□□□
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- 32. 4 Flame Salamanders*** (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)

HP 32 □□□□ □□□□ □□□□
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- 33. 2 Stone Giants** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 42 □□□□ □□□□ □□□□
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- 34. 2 Stone Giants** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 42 □□□□ □□□□ □□□□
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- 35. 4 Vampires*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 37 □□□□ □□□□ □□□□
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- 36. 3 Wereboars*** (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 13 □□□□ □□□□ □□□
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- 37. 2 Purple Worms** (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 43 □□□□ □□□□ □□□□
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- 38. 6 Vampires*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 28 □□□□ □□□□ □□□□
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- 39. Chimera** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 44 □□□□ □□□□ □□□□
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- 40. 5 Vampires*** (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 21 □□□□ □□□□ □□□□
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- 41. Chimera** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 31 □□□□ □□□□ □□□□
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- 42. 2 Chimeras** (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 33 □□□□ □□□□ □□□□
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- 43. 7 Headed Hydra** (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)

HP 35 □□□□ □□□□ □□□□
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- 44. 2 Stone Giants** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 47 □□□□ □□□□ □□□□
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- 45. 3 Displacers** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 35 □□□□ □□□□ □□□□
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- 46. 6 Basilisks** (AC 16, HD 6, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9)

HP 26 □□□□ □□□□ □□□□
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- 47. 4 Displacers** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 35 □□□□ □□□□ □□□□
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- 48. 9 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 19 □□□□ □□□□ □□□□
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- 49. Displacer** (AC 16, first attack always misses, all others at -2, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 46 □□□□ □□□□ □□□□
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- 50. 12 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

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- 51. 9 Caecilia, Giant** (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 30 □□□□ □□□□ □□□□
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- 52. 4 Rust Monsters*** (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)
 HP 35 □□□□ □□□□ □□□□
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53. Hydra, 7 Headed (AC 17, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 36 □□□□ □□□□ □□□□
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54. Spectre* (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)
 HP 40 □□□□ □□□□ □□□□
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55. Chimera (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)
 HP 28 □□□□ □□□□ □□□□
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56. Black Pudding* (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 43 □□□□ □□□□ □□□□
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57. Chimera (AC 16, HD 9, #At 2 claws/ 3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)
 HP 31 □□□□ □□□□ □□□□
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58. 6 Vampires* (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)
 HP 29 □□□□ □□□□ □□□□
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59. 3 Frost Salamanders* (AC 21, HD 12, #At 4 claws/1 bite+cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9)
 HP 59 □□□□ □□□□ □□□□
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60. 7 Headed Hydra (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 45 □□□□ □□□□ □□□□
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61. 7 Headed Hydra (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 29 □□□□ □□□□ □□□□
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62. Stone Giant (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)
 HP 42 □□□□ □□□□ □□□□
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- 63. 2 Stone Giants** (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 46 □□□□ □□□□ □□□□
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- 64. 7 Headed Hydra** (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)

HP 40 □□□□ □□□□ □□□□
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65. Supplement

66. Supplement

67. Supplement

68. Supplement

69. Supplement

70. Supplement

71. Supplement

72. Supplement

73. Supplement

74. Supplement

75. Supplement

76. Supplement

77. Supplement

78. Supplement

79. Supplement

80. Supplement

81. Supplement

82. Supplement

83. Supplement

84. Supplement

85. Supplement

86. Special

87. Special

88. Special

89. Special

90. Special

91. Special

92. Special

93. Special

94. Special

95. Special

96-00. Adventurer Party (see NPC Parties section)

Wilderness Encounters

Desert or Barren

01. Dragon, Blue

02. 7 Hellhounds (AC 15, HD 4, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9)

HP 13 □□□□□ □□□□□ □□□□
 17 □□□□□ □□□□□ □□□□□
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03. 4 Hellhounds (AC 15, HD 6, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F6, MI 9)

HP 27 □□□□□ □□□□□ □□□□□
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 23 □□□□□ □□□□□ □□□□□
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 37 □□□□□ □□□□□ □□□□□
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04. Giant, Fire

05. Giant, Fire

06. Giant, Fire

07. 2 Purple Worms (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 70 □□□□□ □□□□□ □□□□□
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08. 3 Purple Worms (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 32 □□□□□ □□□□□ □□□□□
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09. Purple Worm (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 41 □□□□□ □□□□□ □□□□□
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10. 2 Purple Worms (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 46 □□□□□ □□□□□ □□□□□
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11. 10 Giant Flies (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 3 □□□
 8 □□□□□ □□□
 5 □□□□□
 12 □□□□□ □□□□□ □□
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 7 □□□□□ □□
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 9 □□□□□ □□□□
 7 □□□□□ □□

- 12. 8 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 10 □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
 12 □□□□□ □□□□□ □□
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 2 □□

- 13. 6 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 4 □□□□
 5 □□□□□
 8 □□□□□ □□□
 10 □□□□□ □□□□□
 11 □□□□□ □□□□□ □
 2 □□

- 14. 9 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 6 □□□□□ □
 9 □□□□□ □□□□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
 6 □□□□□ □
 14 □□□□□ □□□□□ □□□□
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- 15. 6 Giant Flies** (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 8 □□□□□ □□□
 4 □□□□
 3 □□□
 11 □□□□□ □□□□□ □
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 9 □□□□□ □□□□

- 16. 2 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 13 □□□□□ □□□□□ □□□
 14 □□□□□ □□□□□ □□□□

- 17. 3 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 19 □□□□□ □□□□□ □□□□□
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- 18. 3 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 22 □□□□□ □□□□□ □□□□□
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 18 □□□□□ □□□□□ □□□□□
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- 19. 5 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 24 □□□□□ □□□□□ □□□□□
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- 20. Giant Scorpion** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 14 □□□□□ □□□□□ □□□□

- 21. 6 Giant Scorpions** (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 22 □□□□□ □□□□□ □□□□□
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22. Camel

23. Camel

24. Camel

25. Camel
26. Camel
27. Camel
28. Camel
29. Spider, Giant Tarantula
30. Spider, Giant Tarantula
31. Spider, Giant Tarantula
32. Spider, Giant Tarantula
33. Spider, Giant Tarantula
34. Spider, Giant Tarantula
35. Spider, Giant Tarantula
36. Spider, Giant Tarantula
37. NPC Party: Merchant
38. NPC Party: Merchant
39. NPC Party: Merchant
40. NPC Party: Merchant
41. NPC Party: Merchant
42. NPC Party: Merchant
43. NPC Party: Merchant
44. Hawk
45. Hawk
46. Hawk
47. Hawk
48. Hawk
49. Hawk
50. NPC Party: Bandit
51. NPC Party: Bandit
52. NPC Party: Bandit
53. NPC Party: Bandit
54. NPC Party: Bandit
55. **6 Ogres** (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)
 HP 16 □□□□□ □□□□□ □□□□□
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56. **2 Ogres** (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)
 HP 20 □□□□□ □□□□□ □□□□□
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 22 □□□□□ □□□□□ □□□□□
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57. **9 Ogres** (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)
 HP 20 □□□□□ □□□□□ □□□□□
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 19 □□□□□ □□□□□ □□□□□
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58. 7 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 20 □□□□ □□□□ □□□□
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 17 □□□□ □□□□ □□□□
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59. Griffon

60. Griffon

61. Griffon

62. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon, Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 25 □□□□ □□□□ □□□□
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5 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 14 □□□□ □□□□ □□□□
 9 □□□□ □□□□
 7 □□□□ □□
 12 □□□□ □□□□ □□
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63. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon, Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 25 □□□□ □□□□ □□□□
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10 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 16 □□□□ □□□□ □□□□
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64. Dragon, Red

Grassland

1. Dragon, Green

2. Troll

3. Troll

04. 7 Giant Flies (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 9 □□□□□ □□□□
 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
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 12 □□□□□ □□□□□ □□

05. 10 Giant Flies (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 3 □□□
 10 □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
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 9 □□□□□ □□□□

6. 9 Giant Flies (AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8)

HP 8 □□□□□ □□□
 9 □□□□□ □□□□
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07. Giant Scorpion (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 20 □□□□□ □□□□□ □□□□□
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08. 2 Giant Scorpions (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 24 □□□□□ □□□□□ □□□□□
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 15 □□□□□ □□□□□ □□□□□

09. 6 Giant Scorpions (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 22 □□□□□ □□□□□ □□□□□
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10. 5 Giant Scorpions (AC 15, HD 4, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11)

HP 15 □□□□□ □□□□□ □□□□□
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11. NPC Party: Bandit

12. NPC Party: Bandit

13. NPC Party: Bandit

14. NPC Party: Bandit

15. NPC Party: Bandit

16. Lion

17. Lion

18. Lion

19. Lion

20. Lion

21. Lion

22. Boar, Wild

23. Boar, Wild

24. Boar, Wild

25. Boar, Wild

26. Boar, Wild

- 27. Boar, Wild
- 28. Boar, Wild
- 29. NPC Party: Merchant
- 30. NPC Party: Merchant
- 31. NPC Party: Merchant
- 32. NPC Party: Merchant
- 33. NPC Party: Merchant
- 34. NPC Party: Merchant
- 35. NPC Party: Merchant
- 36. NPC Party: Merchant
- 37. Wolf
- 38. Wolf
- 39. Wolf
- 40. Wolf
- 41. Wolf
- 42. Wolf
- 43. Wolf
- 44. Bee, Giant
- 45. Bee, Giant
- 46. Bee, Giant
- 47. Bee, Giant
- 48. Bee, Giant
- 49. Bee, Giant

50. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9)
HP 22 □□□□ □□□□ □□□□
 □□□□ □□

5 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4,
Mv 30', Sv F1, MI 9)
HP 4 □□□□
6 □□□□ □
3 □□□
7 □□□□ □□
8 □□□□ □□□

51. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9)
HP 20 □□□□ □□□□ □□□□
 □□□□

9 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4,
Mv 30', Sv F1, MI 9)
HP 15 □□□□ □□□□ □□□□
16 □□□□ □□□□ □□□□
 □
6 □□□□ □
7 □□□□ □□
9 □□□□ □□□□
6 □□□□ □
7 □□□□ □□
7 □□□□ □□
13 □□□□ □□□□ □□□

52. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9)
HP 20 □□□□ □□□□ □□□□
 □□□□

5 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4,
Mv 30', Sv F1, MI 9)
HP 7 □□□□ □□
13 □□□□ □□□□ □□□
9 □□□□ □□□□
4 □□□□
8 □□□□ □□□

53. Gnolls:

2 Gnoll Warriors (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9)
HP 16 □□□□ □□□□ □□□□
 □
25 □□□□ □□□□ □□□□
 □□□□ □□□□

16 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4,
Mv 30', Sv F1, MI 9)

HP 3 □□□
9 □□□□□ □□□□
8 □□□□□ □□□
12 □□□□□ □□□□□ □□
6 □□□□□ □
6 □□□□□ □
9 □□□□□ □□□□
11 □□□□□ □□□□□ □
10 □□□□□ □□□□□
14 □□□□□ □□□□□ □□□□
6 □□□□□ □
8 □□□□□ □□□
6 □□□□□ □
11 □□□□□ □□□□□ □
6 □□□□□ □
3 □□□

54. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 25 □□□□□ □□□□□ □□□□□
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7 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4,
Mv 30', Sv F1, MI 9)

HP 16 □□□□□ □□□□□ □□□□□
□
9 □□□□□ □□□□
4 □□□□
9 □□□□□ □□□□
11 □□□□□ □□□□□ □
8 □□□□□ □□□
14 □□□□□ □□□□□ □□□□
10 □□□□□ □□□□□
8 □□□□□ □□□
7 □□□□□ □□

55. Goblin

56. Goblin

57. Goblin

58. Goblin

59. Blink Dog

60. Blink Dog

61. Blink Dog

62. Wolf, Dire

63. Wolf, Dire

64. Giant, Hill

Inhabited Territories

- | | |
|-------------------------|---|
| 1. Dragon, Gold | 32. NPC Party: Pilgrim |
| 2. Ghoul | 33. NPC Party: Pilgrim |
| 3. Ghoul | 34. NPC Party: Pilgrim |
| 4. Bugbear | 35. NPC Party: Pilgrim |
| 5. Bugbear | 36. NPC Party: Pilgrim |
| 6. Bugbear | 37. NPC Party: Noble |
| 7. Goblin | 38. NPC Party: Noble |
| 8. Goblin | 39. NPC Party: Noble |
| 9. Goblin | 40. NPC Party: Noble |
| 10. Goblin | 41. NPC Party: Noble |
| 11. Centaur | 42. NPC Party: Noble |
| 12. Centaur | 43. NPC Party: Noble |
| 13. Centaur | 44. Dog |
| 14. Centaur | 45. Dog |
| 15. Centaur | 46. Dog |
| 16. NPC Party: Bandit | 47. Dog |
| 17. NPC Party: Bandit | 48. Dog |
| 18. NPC Party: Bandit | 49. Dog |
| 19. NPC Party: Bandit | 50. Gargoyle* |
| 20. NPC Party: Bandit | 51. Gargoyle* |
| 21. NPC Party: Bandit | 52. Gargoyle* |
| 22. NPC Party: Merchant | 53. Gargoyle* |
| 23. NPC Party: Merchant | 54. Gargoyle* |
| 24. NPC Party: Merchant | 55. Gnolls: |
| 25. NPC Party: Merchant | 2 Gnoll Warriors (AC 15, HD 4, #At 1 weapon,
Dam 2d4+1, Mv 30', Sv F1, MI 9) |
| 26. NPC Party: Merchant | HP 23 □□□□□ □□□□□ □□□□□ |
| 27. NPC Party: Merchant | □□□□□ □□□ |
| 28. NPC Party: Merchant | 18 □□□□□ □□□□□ □□□□□ |
| 29. NPC Party: Pilgrim | □□□ |
| 30. NPC Party: Pilgrim | |
| 31. NPC Party: Pilgrim | |

10 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 11 □□□□□ □□□□□ □
 7 □□□□□ □□
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 7 □□□□□ □□
 14 □□□□□ □□□□□ □□□□
 5 □□□□□
 7 □□□□□ □□

56. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon, Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 24 □□□□□ □□□□□ □□□□□
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8 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 14 □□□□□ □□□□□ □□□□
 7 □□□□□ □□
 7 □□□□□ □□
 13 □□□□□ □□□□□ □□□
 11 □□□□□ □□□□□ □
 7 □□□□□ □□

57. Gnolls:

Gnoll Warrior (AC 15, HD 4, #At 1 weapon, Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 21 □□□□□ □□□□□ □□□□□
 □□□□□ □

9 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 10 □□□□□ □□□□□
 7 □□□□□ □□
 8 □□□□□ □□□
 8 □□□□□ □□□
 4 □□□□
 9 □□□□□ □□□□
 7 □□□□□ □□

58. Gnolls:

2 Gnoll Warriors (AC 15, HD 4, #At 1 weapon, Dam 2d4+1, Mv 30', Sv F1, MI 9)

HP 16 □□□□□ □□□□□ □□□□□
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 19 □□□□□ □□□□□ □□□□□
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11 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4, Mv 30', Sv F1, MI 9)

HP 5 □□□□□
 3 □□□
 11 □□□□□ □□□□□ □
 5 □□□□□
 10 □□□□□ □□□□□
 14 □□□□□ □□□□□ □□□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□
 3 □□□
 11 □□□□□ □□□□□ □
 6 □□□□□ □

59. 8 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 21 □□□□□ □□□□□ □□□□□
 □□□□□ □
 24 □□□□□ □□□□□ □□□□□
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 13 □□□□□ □□□□□ □□□
 24 □□□□□ □□□□□ □□□□□
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 18 □□□□□ □□□□□ □□□□□
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 14 □□□□□ □□□□□ □□□□
 18 □□□□□ □□□□□ □□□□□
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 25 □□□□□ □□□□□ □□□□□
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60. 6 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 14 □□□□□ □□□□□ □□□□
 27 □□□□□ □□□□□ □□□□□
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 20 □□□□□ □□□□□ □□□□□
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 25 □□□□□ □□□□□ □□□□□
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 16 □□□□□ □□□□□ □□□□□
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 21 □□□□□ □□□□□ □□□□□
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61. 7 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP 18 □□□□□ □□□□□ □□□□□
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 22 □□□□□ □□□□□ □□□□□
 □□□□□ □□
 16 □□□□□ □□□□□ □□□□□
 □
 26 □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □

18 □□□□□ □□□□□ □□□□□
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23 □□□□□ □□□□□ □□□□□
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22 □□□□□ □□□□□ □□□□□
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62. Minotaur

63. Minotaur

64. Vampire*

Jungle

- | | |
|-------------------------|-------------------------|
| 1. Dragon, Green | 32. Antelope |
| 2. NPC Party: Bandit | 33. Antelope |
| 3. NPC Party: Bandit | 34. Antelope |
| 4. Goblin | 35. Antelope |
| 5. Goblin | 36. Antelope |
| 6. Goblin | 37. Jaguar |
| 7. Hobgoblin | 38. Jaguar |
| 8. Hobgoblin | 39. Jaguar |
| 9. Hobgoblin | 40. Jaguar |
| 10. Hobgoblin | 41. Jaguar |
| 11. Centipede, Giant | 42. Jaguar |
| 12. Centipede, Giant | 43. Jaguar |
| 13. Centipede, Giant | 44. Stirge |
| 14. Centipede, Giant | 45. Stirge |
| 15. Centipede, Giant | 46. Stirge |
| 16. Snake, Giant Python | 47. Stirge |
| 17. Snake, Giant Python | 48. Stirge |
| 18. Snake, Giant Python | 49. Stirge |
| 19. Snake, Giant Python | 50. Beetle, Giant Tiger |
| 20. Snake, Giant Python | 51. Beetle, Giant Tiger |
| 21. Snake, Giant Python | 52. Beetle, Giant Tiger |
| 22. Elephant | 53. Beetle, Giant Tiger |
| 23. Elephant | 54. Beetle, Giant Tiger |
| 24. Elephant | 55. Caecilia, Giant |
| 25. Elephant | 56. Caecilia, Giant |
| 26. Elephant | 57. Caecilia, Giant |
| 27. Elephant | 58. Caecilia, Giant |
| 28. Elephant | 59. Shadow* |
| 29. Antelope | 60. Shadow* |
| 30. Antelope | 61. Shadow* |
| 31. Antelope | 62. NPC Party: Merchant |

63. NPC Party: Merchant

64. Lycanthrope, Weretiger*

Mountains or Hills

- | | |
|--|-----------------|
| 1. Dragon, White | 32. Hawk |
| 2. Roc (1d6: 1-3 Large, 4-5 Huge, 6 Giant) | 33. Hawk |
| 3. Roc (1d6: 1-3 Large, 4-5 Huge, 6 Giant) | 34. Hawk |
| 4. Displacer | 35. Hawk |
| 5. Displacer | 36. Hawk |
| 6. Displacer | 37. Orc |
| 7. Lycanthrope, Werewolf* | 38. Orc |
| 8. Lycanthrope, Werewolf* | 39. Orc |
| 9. Lycanthrope, Werewolf* | 40. Orc |
| 10. Lycanthrope, Werewolf* | 41. Orc |
| 11. Mountain Lion | 42. Orc |
| 12. Mountain Lion | 43. Orc |
| 13. Mountain Lion | 44. Bat, Giant |
| 14. Mountain Lion | 45. Bat, Giant |
| 15. Mountain Lion | 46. Bat, Giant |
| 16. Wolf | 47. Bat, Giant |
| 17. Wolf | 48. Bat, Giant |
| 18. Wolf | 49. Bat, Giant |
| 19. Wolf | 50. Hawk, Giant |
| 20. Wolf | 51. Hawk, Giant |
| 21. Wolf | 52. Hawk, Giant |
| 22. Spider, Giant Crab | 53. Hawk, Giant |
| 23. Spider, Giant Crab | 54. Hawk, Giant |
| 24. Spider, Giant Crab | 55. Giant, Hill |
| 25. Spider, Giant Crab | 56. Giant, Hill |
| 26. Spider, Giant Crab | 57. Giant, Hill |
| 27. Spider, Giant Crab | 58. Giant, Hill |
| 28. Spider, Giant Crab | 59. Chimera |
| 29. Hawk | 60. Chimera |
| 30. Hawk | 61. Chimera |
| 31. Hawk | 62. Wolf, Dire |

63. Wolf, Dire

64. Dragon, Red

Ocean

- | | |
|----------------------|------------------------------------|
| 1. Dragon, Sea | 32. Shark, Mako |
| 2. Hydra | 33. Shark, Mako |
| 3. Hydra | 34. Shark, Mako |
| 4. Whale, Sperm | 35. Shark, Mako |
| 5. Whale, Sperm | 36. Shark, Mako |
| 6. Whale, Sperm | 37. NPC Party: Merchant |
| 7. Crocodile, Giant | 38. NPC Party: Merchant |
| 8. Crocodile, Giant | 39. NPC Party: Merchant |
| 9. Crocodile, Giant | 40. NPC Party: Merchant |
| 10. Crocodile, Giant | 41. NPC Party: Merchant |
| 11. Crab, Giant | 42. NPC Party: Merchant |
| 12. Crab, Giant | 43. NPC Party: Merchant |
| 13. Crab, Giant | 44. NPC Party: Buccaneer (Pirate) |
| 14. Crab, Giant | 45. NPC Party: Buccaneer (Pirate) |
| 15. Crab, Giant | 46. NPC Party: Buccaneer (Pirate) |
| 16. Whale, Killer | 47. NPC Party: Buccaneer (Pirate) |
| 17. Whale, Killer | 48. NPC Party: Buccaneer (Pirate) |
| 18. Whale, Killer | 49. NPC Party: Buccaneer (Pirate) |
| 19. Whale, Killer | 50. Shark, Bull |
| 20. Whale, Killer | 51. Shark, Bull |
| 21. Whale, Killer | 52. Shark, Bull |
| 22. Octopus, Giant | 53. Shark, Bull |
| 23. Octopus, Giant | 54. Shark, Bull |
| 24. Octopus, Giant | 55. Roc (1d8: 1-5 Huge, 6-8 Giant) |
| 25. Octopus, Giant | 56. Roc (1d8: 1-5 Huge, 6-8 Giant) |
| 26. Octopus, Giant | 57. Roc (1d8: 1-5 Huge, 6-8 Giant) |
| 27. Octopus, Giant | 58. Roc (1d8: 1-5 Huge, 6-8 Giant) |
| 28. Octopus, Giant | 59. Shark, Great White |
| 29. Shark, Mako | 60. Shark, Great White |
| 30. Shark, Mako | 61. Shark, Great White |
| 31. Shark, Mako | 62. Mermaid |

63. Mermaid

64. Sea Serpent

River or Riverside

- | | |
|-------------------------|--------------------------|
| 1. Dragon, Black | 32. Frog, Giant |
| 2. Fish, Giant Piranha | 33. Frog, Giant |
| 3. Fish, Giant Piranha | 34. Frog, Giant |
| 4. Stirge | 35. Frog, Giant |
| 5. Stirge | 36. Frog, Giant |
| 6. Stirge | 37. Fish, Giant Catfish |
| 7. Fish, Giant Bass | 38. Fish, Giant Catfish |
| 8. Fish, Giant Bass | 39. Fish, Giant Catfish |
| 9. Fish, Giant Bass | 40. Fish, Giant Catfish |
| 10. Fish, Giant Bass | 41. Fish, Giant Catfish |
| 11. NPC Party: Merchant | 42. Fish, Giant Catfish |
| 12. NPC Party: Merchant | 43. Fish, Giant Catfish |
| 13. NPC Party: Merchant | 44. NPC Party: Buccaneer |
| 14. NPC Party: Merchant | 45. NPC Party: Buccaneer |
| 15. NPC Party: Merchant | 46. NPC Party: Buccaneer |
| 16. Lizardman | 47. NPC Party: Buccaneer |
| 17. Lizardman | 48. NPC Party: Buccaneer |
| 18. Lizardman | 49. NPC Party: Buccaneer |
| 19. Lizardman | 50. Troll |
| 20. Lizardman | 51. Troll |
| 21. Lizardman | 52. Troll |
| 22. Crocodile | 53. Troll |
| 23. Crocodile | 54. Troll |
| 24. Crocodile | 55. Jaguar |
| 25. Crocodile | 56. Jaguar |
| 26. Crocodile | 57. Jaguar |
| 27. Crocodile | 58. Jaguar |
| 28. Crocodile | 59. Nixie |
| 29. Frog, Giant | 60. Nixie |
| 30. Frog, Giant | 61. Nixie |
| 31. Frog, Giant | 62. Water Termite, Giant |

63. Water Termite, Giant

64. Dragon, Green

Swamp

- | | |
|-------------------------|-----------------------------------|
| 1. Dragon, Black | 32. Crocodile |
| 2. Shadow* | 33. Crocodile |
| 3. Shadow* | 34. Crocodile |
| 4. Troll | 35. Crocodile |
| 5. Troll | 36. Crocodile |
| 6. Troll | 37. Stirge |
| 7. Lizard, Giant Draco | 38. Stirge |
| 8. Lizard, Giant Draco | 39. Stirge |
| 9. Lizard, Giant Draco | 40. Stirge |
| 10. Lizard, Giant Draco | 41. Stirge |
| 11. Centipede, Giant | 42. Stirge |
| 12. Centipede, Giant | 43. Stirge |
| 13. Centipede, Giant | 44. Orc |
| 14. Centipede, Giant | 45. Orc |
| 15. Centipede, Giant | 46. Orc |
| 16. Leech, Giant | 47. Orc |
| 17. Leech, Giant | 48. Orc |
| 18. Leech, Giant | 49. Orc |
| 19. Leech, Giant | 50. Toad, Giant (see Frog, Giant) |
| 20. Leech, Giant | 51. Toad, Giant (see Frog, Giant) |
| 21. Leech, Giant | 52. Toad, Giant (see Frog, Giant) |
| 22. Lizardman | 53. Toad, Giant (see Frog, Giant) |
| 23. Lizardman | 54. Toad, Giant (see Frog, Giant) |
| 24. Lizardman | 55. Troglodyte |
| 25. Lizardman | 56. Troglodyte |
| 26. Lizardman | 57. Troglodyte |
| 27. Lizardman | 58. Troglodyte |
| 28. Lizardman | 59. Blood Rose |
| 29. Crocodile | 60. Blood Rose |
| 30. Crocodile | 61. Blood Rose |
| 31. Crocodile | 62. Hangman Tree |

63. Hangman Tree

64. Basilisk

Woods or Forest

- | | |
|--------------------------|---|
| 1. Dragon, Green | 32. Antelope |
| 2. Alicorn (see Unicorn) | 33. Antelope |
| 3. Alicorn (see Unicorn) | 34. Antelope |
| 4. Treant | 35. Antelope |
| 5. Treant | 36. Antelope |
| 6. Treant | 37. Wolf |
| 7. Orc | 38. Wolf |
| 8. Orc | 39. Wolf |
| 9. Orc | 40. Wolf |
| 10. Orc | 41. Wolf |
| 11. Boar, Wild | 42. Wolf |
| 12. Boar, Wild | 43. Wolf |
| 13. Boar, Wild | |
| 14. Boar, Wild | 44. 7 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10) |
| 15. Boar, Wild | HP 20 □□□□□ □□□□□ □□□□□ |
| 16. Bear, Black | □□□□□ |
| 17. Bear, Black | 19 □□□□□ □□□□□ □□□□□ |
| 18. Bear, Black | □□□□□ |
| 19. Bear, Black | 25 □□□□□ □□□□□ □□□□□ |
| 20. Bear, Black | □□□□□ □□□□□ |
| 21. Bear, Black | 23 □□□□□ □□□□□ □□□□□ |
| 22. Hawk, Giant | □□□□□ □□□ |
| 23. Hawk, Giant | 21 □□□□□ □□□□□ □□□□□ |
| 24. Hawk, Giant | □□□□□ □ |
| 25. Hawk, Giant | 19 □□□□□ □□□□□ □□□□□ |
| 26. Hawk, Giant | □□□□□ |
| 27. Hawk, Giant | 14 □□□□□ □□□□□ □□□□□ |
| 28. Hawk, Giant | |
| 29. Antelope | 45. 6 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10) |
| 30. Antelope | HP 17 □□□□□ □□□□□ □□□□□ |
| 31. Antelope | □□ |
| | 23 □□□□□ □□□□□ □□□□□ |
| | □□□□□ □□□ |
| | 19 □□□□□ □□□□□ □□□□□ |
| | □□□□□ |
| | 21 □□□□□ □□□□□ □□□□□ |
| | □□□□□ □ |
| | 25 □□□□□ □□□□□ □□□□□ |
| | □□□□□ □□□□□ |
| | 20 □□□□□ □□□□□ □□□□□ |
| | □□□□□ |

46. 10 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP	23	□□□□□ □□□□□ □□□□□
		□□□□□ □□□
	15	□□□□□ □□□□□ □□□□□
	17	□□□□□ □□□□□ □□□□□
		□□
	21	□□□□□ □□□□□ □□□□□
		□□□□□ □
	24	□□□□□ □□□□□ □□□□□
		□□□□□ □□□□
	22	□□□□□ □□□□□ □□□□□
		□□□□□ □□
	20	□□□□□ □□□□□ □□□□□
		□□□□□
	11	□□□□□ □□□□□ □
	19	□□□□□ □□□□□ □□□□□
		□□□□
	24	□□□□□ □□□□□ □□□□□
		□□□□□ □□□□

47. 6 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP	25	□□□□□ □□□□□ □□□□□
		□□□□□ □□□□□
	21	□□□□□ □□□□□ □□□□□
		□□□□□ □
	21	□□□□□ □□□□□ □□□□□
		□□□□□ □
	18	□□□□□ □□□□□ □□□□□
		□□□
	15	□□□□□ □□□□□ □□□□□
	12	□□□□□ □□□□□ □□

48. 6 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP	16	□□□□□ □□□□□ □□□□□
		□
	15	□□□□□ □□□□□ □□□□□
	15	□□□□□ □□□□□ □□□□□
	16	□□□□□ □□□□□ □□□□□
		□
	14	□□□□□ □□□□□ □□□□
	18	□□□□□ □□□□□ □□□□□
		□□□

49. 4 Ogres (AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10)

HP	19	□□□□□ □□□□□ □□□□□
		□□□□
	11	□□□□□ □□□□□ □
	17	□□□□□ □□□□□ □□□□□
		□□
	13	□□□□□ □□□□□ □□□

50. Bear, Brown

51. Bear, Brown

52. Bear, Brown

53. Bear, Brown

54. Bear, Brown

55. Wolf, Dire

56. Wolf, Dire

57. Wolf, Dire

58. Wolf, Dire

59. Giant, Hill

60. Giant, Hill

61. Giant, Hill

62. Owlbear

63. Owlbear

64. Unicorn

NPC Parties

Adventurer Parties

Level 1

Aethulwulf the Unclean: Male Human Cleric 1
Kind to animals. Keeps food in the pockets of his robe. You saw something move in his beard.

AC 19, #At 1, Dam 1d8+1, Mv 20', MI 9
 (STR 14 (+1) DEX 14 (+1) CON 15 (+1))
 Equipment: Plate Mail, Shield, Mace
 HP 7 □□□□□ □□

Herrold of Damsk: Male Human Fighter 1
Handsome, idealistic, prone to hero worship. Wears clothes several years out of fashion.
 AC 19, #At 1, Dam 1d8+1, Mv 20', MI 9
 (STR 13 (+1) INT 15 (+1) DEX 13 (+1) CON 13 (+1) CHR 16 (+2))
 Equipment: Plate Mail, Shield, Longsword, Map to Treasure Type A
 HP 9 □□□□□ □□□□

Alianor the Eld: Female Elf Fighter/Magic-User 1
Wears elaborate hairstyles, even into combat. Romantic. Treats human lives as interesting stories.
 AC 16, #At 1, Dam 1d8+1, Mv 20', MI 9
 (STR 14 (+1) DEX 8 (-1) CON 13 (+1))
 Spells: Magic Missile
 Equipment: Plate Mail, Shield, Scimitar
 HP 5 □□□□□

Low Irnie: Male Human Thief 1
Short, friendly, charitable, and relentlessly urban. Thinks the world ends at the city gates.
 AC 14, #At 1, Dam 1d8+2, Mv 30', MI 9
 (STR 17 (+2) INT 13 (+1) WIS 13 (+1) DEX 15 (+1) CON 13 (+1) CHR 15 (+1))
 Equipment: Leather Armor, Scimitar
 HP 2 □□

Gunther Grubenhau: Male Dwarf Fighter 1
 AC 18, #At 1, Dam 1d8, Mv 20', MI 9
A "domestic goddess" trapped in a battlexe wielding body. Carries spices. Is able to make any overnight stopping place comfortable.
 (INT 14 (+1) CHR 8 (-1))
 Equipment: Plate Mail, Battle Axe
 HP 6 □□□□□ □

Level 1

Human Fighter 1, AC 18, #At 1, Dam 1d8, Mv 20', MI 9
 (INT 7 (-1) WIS 16 (+2) CHR 16 (+2))
 Equipment: Plate Mail, Shield, Battle Axe
 HP 1 □

Dwarf Thief 1, AC 14, #At 1, Dam 1d8, Mv 30', MI 9
 (INT 6 (-1) DEX 13 (+1) CON 13 (+1))
 Equipment: Leather Armor, Scimitar
 HP 3 □□□

Elf Cleric 1, AC 16, #At 1, Dam 1d10, Mv 30', MI 9
 (INT 13 (+1) WIS 13 (+1) CON 15 (+1))
 Equipment: Chain Mail +1, Maul
 HP 5 □□□□□

Human Fighter 1, AC 19, #At 1, Dam 1d8, Mv 20', MI 9
 (INT 14 (+1) DEX 15 (+1) CON 13 (+1))
 Equipment: Plate Mail, Shield, Longsword
 HP 2 □□

Human Fighter 1, AC 19, #At 1, Dam 1d10, Mv 20', MI 9
 (WIS 6 (-1) DEX 16 (+2))
 Equipment: Plate Mail, Two-Handed Sword
 HP 7 □□□□□ □□

Human Thief 1, AC 14, #At 1, Dam 1d8, Mv 30', MI 9
 (INT 13 (+1) WIS 8 (-1) DEX 15 (+1) CON 13 (+1))
 Equipment: Leather Armor, Longsword
 HP 5 □□□□□

Human Thief 1, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 (INT 14 (+1))
 Equipment: Leather Armor, Battle Axe
 HP 1 □

Level 2

Human Cleric 2, AC 17, #At 1, Dam 1d10, Mv 20', MI 9
 (CON 6 (-1) CHR 13 (+1))
 Spells: Purify Food and Water
 Equipment: Plate Mail, Maul
 HP 3 □□□

Human Fighter 2, AC 18, #At 1, Dam 1d8, Mv 20',
MI 9

(WIS 8 (-1) CON 14 (+1) CHR 7 (-1))

Equipment: Plate Mail, Shield, Battle Axe

HP 18 □□□□□ □□□□□ □□□□□
□□□

Human Fighter 2, AC 19, #At 1, Dam 1d8, Mv 20',
MI 9

(INT 6 (-1) WIS 15 (+1) DEX 15 (+1) CHR 16 (+2))

Equipment: Plate Mail, Shield, Battle Axe

HP 11 □□□□□ □□□□□ □

Human Thief 2, AC 14, #At 1, Dam 1d8, Mv 30',
MI 9

(INT 16 (+2) DEX 15 (+1) CON 13 (+1) CHR 4 (-2))

Equipment: Leather Armor, Longsword, Scroll of
Protection from Elementals

HP 8 □□□□□ □□□

Human Thief 2, AC 14, #At 1, Dam 1d6, Mv 30',
MI 9

(STR 5 (-2) DEX 13 (+1))

Equipment: Leather Armor, Shortsword

HP 3 □□□

Level 2

Elf Cleric 2, AC 19, #At 1, Dam 1d8, Mv 30', MI 9
(STR 15 (+1) WIS 16 (+2) DEX 8 (-1) CHR 7 (-1))

Spells: Detect Magic, Light*

Equipment: Plate Mail +2, Shield, Mace

HP 4 □□□□

Human Cleric 2, AC 16, #At 1, Dam 1d6, Mv 20',
MI 9

(INT 13 (+1) WIS 15 (+1) DEX 5 (-2) CON 15 (+1)
CHR 8 (-1))

Spells: Light*, Protection from Evil*

Equipment: Plate Mail, Shield, Warhammer

HP 6 □□□□□ □

Human Fighter 2, AC 18, #At 1, Dam 1d8, Mv 20',
MI 9

(INT 16 (+2) CON 8 (-1) CHR 17 (+2))

Equipment: Plate Mail, Shield, Scimitar

HP 8 □□□□□ □□□

Halfling Fighter 2, AC 18, #At 1, Dam 1d8 +3, Mv
20', MI 9

(INT 8 (-1) WIS 4 (-2))

Equipment: Plate Mail, Shield, Battle Axe +3

HP 6 □□□□□ □

Human Thief 2, AC 14, #At 1, Dam 1d8 +2, Mv
30', MI 9

(STR 6 (-1) INT 7 (-1) WIS 14 (+1) DEX 15 (+1) CON
8 (-1))

Equipment: Leather Armor, Longsword +2

HP 2 □□

Level 2

Human Cleric 2, AC 18, #At 1, Dam 1d10, Mv 20',
MI 9

(STR 13 (+1) DEX 13 (+1) CON 16 (+2))

Spells: Cure Light Wounds*, Remove Fear*

Equipment: Plate Mail, Maul

HP 11 □□□□□ □□□□□ □

Human Cleric 2, AC 18, #At 1, Dam 1d6, Mv 20',
MI 9

(STR 13 (+1) INT 14 (+1) WIS 17 (+2) CHR 13 (+1))

Spells: Detect Magic, Resist Cold

Equipment: Plate Mail, Shield, Warhammer

HP 5 □□□□□

Human Fighter 2, AC 19, #At 1, Dam 1d6, Mv 20',
MI 9

(STR 15 (+1) INT 7 (-1) WIS 8 (-1) DEX 13 (+1) CHR
16 (+2))

Equipment: Plate Mail, Shield, Shortsword

HP 15 □□□□□ □□□□□ □□□□□

Human Fighter 2, AC 18, #At 1, Dam 1d8, Mv 20',
MI 9

(STR 14 (+1) WIS 8 (-1) CON 13 (+1) CHR 13 (+1))

Equipment: Plate Mail, Shield, Scimitar

HP 6 □□□□□ □

Human Magic-User 1, AC 11, #At 1, Dam 1d4,
Mv 40', MI 9

(STR 13 (+1) INT 13 (+1) CHR 8 (-1))

Spells: Floating Disc, Magic Missile

Equipment: Walking Staff

HP 3 □□□

Human Thief 2, AC 13, #At 1, Dam 1d8, Mv 30',
MI 9

(INT 7 (-1) WIS 8 (-1))

Equipment: Leather Armor, Longsword

HP 2 □□

Level 2

Human Cleric 2, AC 17, #At 1, Dam 1d8, Mv 20',
MI 9

(STR 8 (-1) DEX 7 (-1))

Spells: Detect Evil*, Protection from Evil*

Equipment: Plate Mail, Shield, Mace, Scroll of
Protection from Lycanthropes
HP 3 □□□

Human Cleric 2, AC 17, #At 1, Dam 1d6, Mv 20',
MI 9

(INT 14 (+1) DEX 8 (-1) CON 14 (+1) CHR 7 (-1))

Spells: Detect Magic, Protection from Evil*

Equipment: Plate Mail, Shield, Warhammer
HP 12 □□□□□ □□□□□ □□

Human Fighter 1, AC 18, #At 1, Dam 1d8, Mv 20',
MI 9

(INT 5 (-2) CON 8 (-1))

Equipment: Plate Mail, Shield, Longsword
HP 1 □

Human Fighter 2, AC 16, #At 1, Dam 1d10, Mv
20', MI 9

(STR 14 (+1) WIS 8 (-1) DEX 7 (-1) CON 8 (-1))

Equipment: Plate Mail, Great Axe
HP 2 □□

Human Fighter 2, AC 17, #At 1, Dam 1d6 +1, +2
vs. Special Enemy, Mv 20', MI 9

(STR 16 (+2) CHR 8 (-1))

Equipment: Plate Mail, Spear +1, +2 vs. Special
Enemy
HP 12 □□□□□ □□□□□ □□

Human Thief 2, AC 13, #At 1, Dam 1d8, Mv 30',
MI 9

(STR 14 (+1) INT 7 (-1))

Equipment: Leather Armor, Longsword
HP 4 □□□□

Halfling Thief 2, AC 14, #At 1, Dam 1d6, Mv 30',
MI 9

(DEX 13 (+1) CON 13 (+1) CHR 8 (-1))

Equipment: Leather Armor, Shortsword, Map to
Treasure Type A
HP 9 □□□□□ □□□□□

Level 2

Dwarf Cleric 2, AC 20, #At 1, Dam 1d8 +2, Mv
30', MI 9

(STR 8 (-1) CON 15 (+1) CHR 13 (+1))

Spells: Detect Magic, Light*

Equipment: Plate Mail +2, Shield, Mace +2
HP 8 □□□□□ □□□

Elf Cleric 2, AC 18, #At 1, Dam 1d6, Mv 20', MI 9
(STR 13 (+1) WIS 14 (+1) CON 13 (+1) CHR 6 (-1))

Spells: Cure Light Wounds*, Light*

Equipment: Plate Mail, Shield, Warhammer,
Cursed Scroll
HP 7 □□□□□ □□

Human Fighter 2, AC 18, #At 1, Dam 1d10, Mv
20', MI 9

(INT 7 (-1) DEX 13 (+1))

Equipment: Plate Mail, Great Axe
HP 8 □□□□□ □□□

Human Fighter 2, AC 17, #At 1, Dam 1d10, Mv
20', MI 9

(INT 7 (-1) WIS 13 (+1))

Equipment: Plate Mail, Two-Handed Sword
HP 8 □□□□□ □□□

Human Fighter 2, AC 20, #At 1, Dam 1d8, Mv 20',
MI 9

(STR 14 (+1) WIS 15 (+1) DEX 16 (+2))

Equipment: Plate Mail, Shield, Longsword, Scroll
of Protection from Lycanthropes
HP 3 □□□

Human Thief 1, AC 14, #At 1, Dam 1d8, Mv 30',
MI 9

(STR 14 (+1) WIS 14 (+1) DEX 13 (+1) CON 13 (+1))

Equipment: Leather Armor, Battle Axe
HP 4 □□□□

Level 6-7

Bentley: Human Male Fighter 7

Tall, dark, and heavyset; pushy but loyal.

AC 19, #At 1, Dam 1d8, Mv 20', MI 9

(STR 15 (+1) DEX 15 (+1) CON 14 (+1)

CHR 13 (+1))

Equipment: Plate Mail, Shield, Battle Axe

HP 44 □□□□□ □□□□□ □□□□□

□□□□□ □□□□□ □□□□□

□□□□□ □□□□□ □□□□□

April: Human Female Fighter 7*Lithe and trim; valiant but touchy.*

AC 20, #At 1, Dam 1d8, Mv 30', MI 9

(STR 13 (+1) INT 14 (+1) DEX 15 (+1) CON 13 (+1))

Equipment: **Plate Mail +1**, Shield, Longsword,**Potion of Control Plant**

HP 29 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□

Rusty: Human Male Magic-User 6*Small and studious-looking; cautious.*

AC 11, #At 1, Dam 1d4, Mv 40', MI 9

(INT 16 (+2) WIS 13 (+1))

Spells: Charm Person, Floating Disc, Magic
 Mouth, Knock, Phantasmal Force, Haste,
 Hold Person, Polymorph Other

Equipment: Walking Staff

HP 17 □□□□ □□□□ □□□□
 □□

Dexter: Human Male Thief 7*Tall and slender, with wild wavy blonde hair;
friendly and outgoing.*

AC 14, #At 1, Dam 1d8, Mv 30', MI 9

(INT 14 (+1) WIS 8 (-1) DEX 14 (+1) CHR 18 (+3))

Equipment: Leather Armor, Battle Axe

HP 17 □□□□ □□□□ □□□□
 □□

Bandit Parties**Level 1****Darnell:** Human Male Fighter 3, AC 17, #At 1,
Dam 1d8, Mv 20', MI 9*Darnell is a simple man who wants to get his
men the best chance for success.*

HP 12 □□□□ □□□□ □□

Gussett: Human Male Thief 5, AC 13, hp 9,
#At 1, Dam 1d8, Mv 30', MI 9*Gussett is a self-important fop who wishes
Darnell's peasants could stand quietly for
longer than ten seconds so the group might
have a chance of making some money.*

HP 9 □□□□ □□□□

First Level Thief, AC 13, #At 1, Dam 1d8, Mv 30',
MI 9

HP 4 □□□□

12 First Level Fighters, AC 13, #At 1, Dam 1d8,
Mv 30', MI 9

HP	1	□	5	□□□□□
	4	□□□□	6	□□□□□ □
	1	□	3	□□□
	2	□□	6	□□□□□ □
	2	□□	3	□□□
	8	□□□□□ □□□		
	2	□□		

Level 1**Faldam:** Human Male Fighter 3, AC 17, #At 1,
Dam 1d8, Mv 20', MI 9*Faldam is a hulking simpleton who will do
anything to impress his co-leader Keira.*HP 18 □□□□□ □□□□□ □□□□□
 □□□**Keira:** Human Female Thief 2, AC 13, #At 1,
Dam 1d8, Mv 30', MI 9*Keira is a heartless schemer who has used
her influence over Faldam to gain control
of the bandit party.*

HP 5 □□□□□

Five 1st Level Thieves, AC 13, #At 1, Dam 1d8,
Mv 30', MI 9

HP	2	□□	3	□□□
	3	□□□	4	□□□□
	4	□□□□		

Fifteen 1st Level Fighters, AC 13, #At 1, Dam 1d8,
Mv 30', MI 9

HP	5	□□□□□	3	□□□
	4	□□□□	1	□
	2	□□	4	□□□□
	5	□□□□□	1	□
	3	□□□	2	□□
	7	□□□□□ □□□		
	8	□□□□□ □□□□		
	7	□□□□□ □□□		
	8	□□□□□ □□□□		
	5	□□□□□		

Level 1**Warren:** Human Male Fighter 2, AC 17, #At 1,
Dam 1d8, Mv 20', MI 9*Warren likes nothing better than using his
brawn and fighting skills to back up his
smarter brother Gomer.*

HP 14 □□□□□ □□□□□ □□□□

Gomer: Human Male Thief 3, AC 13, hp 6, #At 1, Dam 1d8, Mv 30', MI 9
Gomer is a natural leader. With his larger brother Warren backing him up, he's almost unstoppable. Together they run one of the most successful bandit groups in the region.
 HP 6 □□□□□ □

Four 1st Level Thieves, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 2 □□ 2 □□
 4 □□□□ 3 □□□

Seventeen 1st Level Fighters, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 8 □□□□□ □□□□
 8 □□□□□ □□□□
 7 □□□□□ □□□
 5 □□□□□ 6 □□□□□ □
 1 □ 3 □□□
 6 □□□□□ □ 5 □□□□□
 6 □□□□□ □ 5 □□□□□
 6 □□□□□ □ 5 □□□□□
 3 □□□ 4 □□□□
 5 □□□□□ 4 □□□□

Level 1

Ellie: Human Female Fighter 4
 AC 17, #At 1, Dam 1d8+1, Mv 20', MI 9
*Tall, strong and competent, Ellie is the true leader of this bandit party. She fights with a **Mace +1, +2 vs Lycanthropes**, and carries a **Potion of Human Control**.*
 HP 22 □□□□□ □□□□□ □□□□□
 □□□□□ □□

Mag: Human Male Thief 4
 AC 13, #At 1, Dam 1d8, Mv 30', MI 9
Co-leader in name only, the timid Mag acts more as Ellie's lieutenant.
 HP 12 □□□□□ □□□□□ □□

Five 1st Level Thieves, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 2 □□ 2 □□
 3 □□□ 3 □□□
 1 □

Seventeen 1st Level Fighters, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 8 □□□□□ □□□□
 7 □□□□□ □□□
 8 □□□□□ □□□□
 7 □□□□□ □□□
 5 □□□□□ 5 □□□□□
 6 □□□□□ □ 5 □□□□□
 6 □□□□□ □ 4 □□□□
 1 □ 3 □□□
 6 □□□□□ □ 2 □□
 6 □□□□□ □ 4 □□□□
 2 □□

Level 1

Mallock: Human Male Fighter 4
 AC 17, hp 21, #At 1, Dam 1d8, Mv 20', MI 9
Mallock is a very intelligent fighter and a great leader.
 HP 21 □□□□□ □□□□□ □□□□□
 □□□□□ □

Tunstrom: Human Male Thief 5
 AC 13, #At 1, Dam 1d8, Mv 30', MI 9
Tunstrom is one of the best at what he does. He's also lazy and sarcastic, and more than willing to let Mallock take on the duties of party leader.
 HP 13 □□□□□ □□□□□ □□□

Three 1st Level Thieves, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 4 □□□□ 3 □□□
 1 □

Twelve 1st Level Fighters, AC 13, #At 1, Dam 1d8, Mv 30', MI 9
 HP 7 □□□□□ □□□
 7 □□□□□ □□□
 1 □ 4 □□□□
 3 □□□ 2 □□
 5 □□□□□ 4 □□□□
 5 □□□□□ 4 □□□□
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