

FOR 1ST EDITION
ADVENTURE GAME

BESPOKE D&D

DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE

TEMPERATE AND SUB-TROPICAL & TROPICAL AND NEAR-TROPICAL CONDITIONS



Here's the **BESPOKE DUNGEONS & DESIGNS DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE**, a playing aid for DMs of the **1ST EDITION ADVENTURE GAME**. No longer need the DM frantically search through many volumes in the midst of play when running random wilderness adventures, for all information required for monsters encounterable in **TEMPERATE AND SUB-TROPICAL** and **TROPICAL AND NEAR-TROPICAL CONDITIONS** can be found herein.

The **DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE** contains statistics for monsters encountered both out and about and in lair, listings of treasures, descriptions of captives and slaves, of NPC parties and patrols, of unique dragons, liches, ki-rins, titans, and vampires, and much, much more, all within reach whenever the need arises.

If you find this product useful, please look for the **TSR logo** on other helpful playing aids and historical publications from the Game Wizards!

Not distributed to the book trade in the United States by Random House, Inc., nor in Canada by Random House of Canada, Ltd.
Not distributed to the toy and hobby trade by regional distributors.

@2024, TMW COPIES



TMW Copies, Inc.
The Memory Wizards
No POB
NO LAKE, HU 72423

FOR 1ST EDITION
ADVENTURE GAME

BESPOKE D&D

DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE

TEMPERATE AND SUB-TROPICAL & TROPICAL AND NEAR-TROPICAL CONDITIONS



Here's the **BESPOKE DUNGEONS & DESIGNS DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE**, a playing aid for DMs of the **1ST EDITION ADVENTURE GAME**. No longer need the DM frantically search through many volumes in the midst of play when running random wilderness adventures, for all information required for monsters encounterable in **TEMPERATE AND SUB-TROPICAL** and **TROPICAL AND NEAR-TROPICAL CONDITIONS** can be found herein.

The **DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE** contains statistics for monsters encountered both out and about and in lair, listings of treasures, descriptions of captives and slaves, of NPC parties and patrols, of unique dragons, liches, ki-rins, titans, and vampires, and much, much more, all within easy reach whenever the need arises.

If you find this product useful, please look for the **TSR logo** on other helpful playing aids and historical publications from the Game Wizards!

Not distributed to the book trade in the United States by Random House, Inc., nor in Canada by Random House, of Canada, Ltd. l.
Not distributed to the toy and hobby trade by regional distributors.

@2024, TMW COPIES



TMW Copies, Inc.
The Memory Wizards
No POB
NO LAKE, HU 72423

DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE

(TEMPERATE AND SUB-TROPICAL & TROPICAL AND NEAR-TROPICAL CONDITIONS)

WORDS OF GRATITUDE

The gentle reader will find that extensive use has been made of information as it is available in various publications for D&D and AD&D and the editor wishes to express his undying gratitude to the many people whose work has been used in this guide, most notably Messrs Gary Gygax, Dave Arneson, Robert Kuntz, Lenard Lakofka, and James Ward.

An attempt has been made to mention all sources consulted (see **APPENDIX E**) and the editor apologizes to anyone he may have forgotten or otherwise offended, emphasizing that he intended the use of the works of others as a tribute to their authors rather than anything else.

INTRODUCTION

The **DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE** aims to provide DMs of what we shall call the **1ST EDITION ADVENTURE GAME** with ready-to-copy-paste stat blocks for random monster encounters in **TEMPERATE AND SUB-TROPICAL** and **TROPICAL AND NEAR-TROPICAL CONDITIONS**, as they can be rolled for on the relevant tables (**DMG**, p. 184-187, and p. 189). These stat blocks contain most of the information the DM will need to run such encounters, with all variables (as applicable) rolled for in accordance with the rules as provided in the **DMG**, **MM**, and **PHB**. There is no input from the editor, other than as dictated by die-rolls, required to fill in gaps, to solve problems, for personal names, or, on perhaps a handful of occasions, because inspiration. Where possible, any missing data for monsters were added using contemporary 1E sources. Finally, to avoid too many repetitive results, some of the tables found in the **DMG** were modified and others were created, which explains certain irregularities knowledgeable DMs might spot. These tables are beyond the scope of this guide and they have not been included. Names for NPCs and monsters were rolled for in the revised version of Judges Guild's **Treasury of Archaic Names** or picked from **Gary Gygax's Extraordinary Book of Names**, for which no praise can be enough. In some cases, names were retrofitted using two interwebbery sources: the highly recommended www.fantasynamgenerator.com/sumeriannames for Sumerian names and the name generator on www.scrollsoflankhmar.com.

ENCOUNTER STATISTICS

While the statistics given for monsters and NPCs are pretty self-explanatory, there are some caveats. First, some entries will have parts marked in **dark blue**, to indicate that they do not always apply. Second, the amount given for the damage a monster or NPC can inflict does not include any bonuses or penalties from high or low ability scores or due to circumstances that might influence them. Third, saving throws are given for hit dice or race, class, and level, with any bonuses and penalties added between brackets. Fourth, the vast majority of monsters and NPCs are presented with their full hit points and spell complements and it is up to the DM to implement changes to suit his whim and/or sense of reason. For example, NPCs may have used spells to protect their current location (e.g., *wizard lock*, *glyph of warding*, *Mordenkainen's faithful hound*), spells may have been cast if the approach of the PCs has been noticed (e.g., *strength*), and items or creatures may already be subject to (lasting) spells cast earlier and not currently memorized (e.g., *continual light*, *explosive runes*, *Leomund's trap*).

NPCs: Each NPC has been given an "appearance", a "persona" (consisting of a "disposition" and a single "trait"), and an "interest" (A/P/I in the text), with the "trait" rolled on a merger of the various relevant tables (**DMG**, p. 100-102: "PERSONAE OF NON-PLAYER CHARACTERS"). It is left to the DM to decide if and/or how these will influence encounter reactions and, for example, henchman loyalty (e.g., **DMG**, p. 36-37: "LOYALTY OF HENCHMEN & HIRELINGS, OBEDIENCE AND MORALE" and p. 102: "NON-PLAYER CHARACTER ENCOUNTER/OFFER REACTION ADJUSTMENTS").

Priests, druids, paladins, rangers, and bards were only given specific deities when their alignment matched that of a god in their pantheon and if there was something to be gained from this (e.g., choice of weapons, magic items, outfit, and sometimes spells). The "standard equipment" of NPCs is as suggested (**DMG**, p. 175: "Character And Henchman Equipment"). Men-at-arms (and monsters) with missile weapons such as bows, crossbows, and slings are assumed to have enough ammunition to last the encounter, except when mentioned otherwise.

Surprise: Statistics for surprise are only given at the beginning of an entry when they deviate from the norm and as per the basic rules for surprise (**DMG**, p. 61).

Treasure: Magic items for multi-classed NPCs were rolled for at the level that would have been their single-class level. Magic items for shamans, witch doctors, and "monsters with a former character class and full abilities" (e.g., lich) were rolled for at the appropriate "character class" level, with no item awarded if a result did not fit the monster or its "character class". In some rare cases, variant tables were used for this. The editor apologizes for not rolling for the flavor and color of potions as per the listings provided for this purpose (**DMG**, p. 221-222: "APPENDIX K: DESCRIBING MAGICAL SUBSTANCES").

Brushing Up: The DM might benefit from reading the sections on surprise, encounter reactions, monsters attacking to overbear, saving throws, morale, (detection of) invisibility, grenade-like missiles, spells, hiring and paying NPCs for spells and use of magic items, and awarding XP (**DMG**, p. 61-62: "Surprise"; p. 63: "ENCOUNTER REACTIONS"; p. 73: "Overbear"; p. 79-80: "SAVING THROW MATRICES" and p. 80-81: "SAVING THROWS" and "MAGIC ARMOR AND SAVING THROWS"; p. 67: "MORALE"; p. 59-60: "INVISIBILITY"; p. 64-65: "GRENADE-LIKE MISSILES"; p. 41-47: "SPELL EXPLANATIONS"; p. 103-104: "HIRING NON-PLAYER CHARACTERS TO CAST SPELLS OR USE DEVICES"; and p. 84-86: "EXPERIENCE").

Final Words: The editor apologizes for occasionally using 2E stats to solve problems and, on occasion, to facilitate his flights of fancy. Furthermore, mistakes **will** have been made and the editor welcomes any and all comments meant to right such wrongs, always considering that the word "encounterable" was used on purpose and that he knows he may have misinterpreted the powers of a **ring of mammal control**.

Enjoy.

DUNGEON MASTERS OUTDOOR RANDOM MONSTER ENCOUNTERS GUIDE

(TEMPERATE AND SUB-TROPICAL & TROPICAL AND NEAR-TROPICAL CONDITIONS)

TABLE. OUTDOOR RANDOM MONSTER ENCOUNTERS AND MILES TRAVELED PER DAY¹⁾

Type of Terrain*	Encounter Chance ²⁾			----Daylight hours ³⁾ ----			---Nighttime hours ⁴⁾ ---			-----Miles/day-----	
	UA (W) ⁵⁾	MSP (P) ⁶⁾	RDP	Morn	Noon	Evening	Night	Midn	Pre-Dawn	Afoot L/M/H ⁷⁾	Mount L/M/H/D/C/W ⁸⁾
Plain	1 in 10	1 in 12	1 in 20	x	-	x	-	x	-	30/20/10	60/40/30/30/25/25
Scrub	1 in 10	1 in 12	1 in 20	x	-	x	x	x	x	30/20/10	60/40/30/30/25/25
Forest	1 in 10	1 in 12	1 in 20	x	x	x	x	x	x	20/10/5	25/20/15/15/15/10
Forest, heavy	1 in 10	1 in 12	1 in 20	x	x	x	x	x	x	10/5/2	5/5/5/5/-/-
Forest, light	1 in 10	1 in 12	1 in 20	x	-	x	x	x	x	30/20/10	60/40/30/30/25/25
Desert	1 in 10	1 in 12	1 in 20	x	-	-	x	-	x	30/20/10	60/40/30/30/25/25
Hills, low	1 in 10	1 in 12	1 in 20	-	x	-	x	-	x	30/20/10	60/40/30/30/25/25
Hills, steep	1 in 10	1 in 12	1 in 20	-	x	-	x	-	x	20/10/5	25/20/15/15/15/10
Mountains	1 in 10	1 in 12	1 in 20	x	-	-	x	x	-	10/5/2	5/5/5/5/-/-
Marsh	1 in 10	1 in 12	1 in 20	x	x	x	x	x	x	10/5/2	5/5/5/5/-/-

¹⁾ No checks are made for columns marked with a dash unless the party numbers over 100 creatures. Note that specific terrains and circumstances can affect distances traveled (e.g., streams or large bodies of water, dense fog, snow, ice). Also note that there is a chance that the party may become lost (**DMG**, p. 49)

²⁾ 1 in 10 chance for **uninhabited areas** (wilderness); 1 in 12 chance for **moderate to sparsely populated terrain** (patrolled areas; e.g., near a castle, fortress, citadel, or village); 1 in 20 chance for **relatively densely populated terrain** (e.g., near a town or city)

³⁾ Encounter chance for about an hour after the party sets forth for the day (morning); the mid-point of the journey (noon); and near the end when camp is being made (evening)

⁴⁾ Encounter chance for first sleep (night); middle sleep (midnight); and end sleep (pre-dawn)

⁵⁾ Roll d20 whenever an encounter is indicated in an uninhabited area, with a "1" meaning that a fortress is discovered (**DMG**, p. 182-183: "Fortresses").

If the rules for creating random terrain are not followed, roll d% on the "INHABITATION" table (**DMG**, p. 173) regardless, with a result of "Ruins" meaning that a **ruin** is discovered and that the encounter will occur there. If a monster is not appropriate to the setting, roll on the "Rough" column on the appropriate "OUTDOOR RANDOM MONSTER ENCOUNTER TABLE" instead to find a result (**DMG**, p. 183-189), noting that the encounter will then include ruins within up to 5 miles of the party

⁶⁾ Roll d20 when an encounter is indicated in a patrolled area, with a result of 1-5 indicating a **patrol** is encountered

⁷⁾ Distance covered in miles per day with light (up to 25 lbs), medium (26-60 lbs), or heavy gear (60-90 lbs)

⁸⁾ Distance covered in miles per day by light, medium, heavy, or draft horses, carts, or wagons. Carts and wagons can only be used on roads and tracks or in open terrain

* **Plain**: tundra, steppe, savanna, prairie, heath, moor, downs, meadow. **Scrub**: brush, *velvet*, bush, thickets, brackens, *maquis*. **Forest**: woods, jungle: groves and copses (light forest). **Rough**: badlands. **Desert**: barrens, waste, flat, snowfield. **Hills**: ridges, bluffs, dunes. **Mountains**: mesas, glacier, tors. **Marsh**: fen, slough, swamp, bog, mire, quagmire, morass

Encounter Distance: If either party is surprised, the encounter distance is determined by subtracting the number rolled for surprise from the normal encounter distance.

Normal encounter distance is 6-24" (6d4 × 10 yds for outside encounters; e.g., surprise 1 means 50-230 yds (6d4-1), 2 means 40-220 yds (6d4-2), and 3 means 30-210 yds (6d4-3).

AFRICAN ELEPHANT (LOXODONT)

Never in lair; **MM**, p. 38-39

#AP 1 = rogue bull (6+ hp/HD; attack 90%); #AP 7 or more = plus 1-4 young (20-70% mature; non-combatant).

AFRICAN ELEPHANT (LOXODONT) (1-12) (XPL12)

1-12 **African elephants (Loxodont)** (N); AC 6; MV 15"; HD 11; **THACO 10**; #AT 5; D 2-16/2-16/2-12/2-12/2-12 (tusk/tusk/trunk/stomp/stomp); attack multiple opponents (max 2/opponent); PPD7 PP8 RSW9 BW8 S10; fear fire; Int 2-4; SZ L (11' tall); XP 2,125 + 16/hp (XPL12)

hp 47, 57, 44, 55, 57 // 51, 44, 42, 38, 44 // 42, 58

hp 49, 49, 41, 57, 52 // 44, 58, 40, 53, 52 // 55, 61

hp 60, 49, 35, 35, 42 // 48, 62, 50, 54, 57 // 60, 57

PT = **African elephants**: (#elephants × 2) × tusk (100-600 gp each; 1 lb/4 gp)

1 **African elephant (Loxodont) (rogue bull)** (N); AC 6; MV 15"; HD 11; **THACO 10**; #AT 5; D 2-16/2-16/2-12/2-12/2-12 (tusk/tusk/trunk/stomp/stomp); attack multiple opponents (max 2/opponent); PPD7 PP8 RSW9 BW8 S10; fear fire; Int 2-4; SZ L (11' tall); XP 2,125 + 16/hp (XPL12)

hp 80

hp 79

hp 77

PT = **African elephant**: 2 × tusk (100-600 gp each; 1 lb/4 gp)

ASIATIC ELEPHANT

Never in lair; **MM**, p. 38-39

#AP 1 = rogue bull (6+ hp/HD; attack 90%); #AP 7 or more = plus 1-4 young (20-70% mature; non-combatant).

ASIATIC ELEPHANT (1-20) (XPL12)

1 **Asiatic elephant (rogue bull)** (N); AC 6; MV 12"; HD 10; **THAC0 10**; #AT 5; D 2-12/2-12/2-12/2-12 (tusk/tusk/trunk/stomp/stomp); attack multiple opponents (max 2/opponent); PPD8 PP9 RSW10 BW9 S11; Int 2-4; SZ L (9' + tall); XP 1,500 + 14/hp (XPL11)
hp 70
hp 75
hp 68
PT = **Asiatic elephant**: 2×tusk (100-600 gp each; 1 lb/4 gp)

TT (U) = **56 gems:** 20 fancy stones (precious): 3×very deep blue spinel (3×500 gp), small very deep blue spinel (100 gp), large very deep blue spinel (1,000 gp), 3×aquamarine (3×500 gp), 3×topaz (350 gp, 500 gp, 550 gp), 4×violet garnet (4×500 gp), large violet garnet (1,000 gp), exceptional violet garnet (5,000 gp), 2×large peridot (1,000 gp), pure black pearl (500 gp); 10 fancy stones: 3×tourmaline (90 gp, 100 gp, 120 gp), large tourmaline (200 gp), pearl (100 gp), large pearl (200 gp), large jet (200 gp), alexandrite (100 gp), small alexandrite (50 gp), chrysoberyl (100 gp); 26 ornamental stones: 3×malachite (3×10 gp), very small malachite (2 gp), 3×blue quartz (6 gp, 2×10 gp), tiger eye (10 gp), large tiger eye (20 gp), 2×banded agate (2×10

gp), obsidian (10 gp), large obsidian (50 gp), 2×moss agate (10 gp, 12 gp), rhodochrosite (10 gp), 2×turquoise (10 gp, 14 gp), small turquoise (5 gp), azurite (10 gp), 2×hematite (2×10 gp), eye agate (10 gp), 2×large eye agate (2×50 gp), lapis lazuli (10 gp); **16 pieces of jewelry**: gold scarab with gems, with exceptional stone in the setting (5,000 gp + 5,000 gp), gold choker with gems (2,000 gp), gold *bull*a with gems (Etruscan disc-shaped ornamental pendant; lion head; 5,000 gp), gold bracelet with gems (6,000 gp), gold necklace with gems (7,000 gp), gold hair ornament with gems (4,000 gp), gold anklet with gems (7,000 gp), gold mask with gems (6,000 gp); silver chalice with gems, of exceptional value and with exceptional stone in the setting (6,000 gp + 5,000 gp), silver earrings with gems (6,000 gp), silver collar with gems (1,000 gp), silver bracelet with gems (6,000 gp), silver armlet with gems (5,000 gp); ivory arm band (100 gp), ivory armlet (800 gp), wrought silver flute (500 gp); **ring of invisibility**; **wand of illusion** (99 ch); **horn of bubbles**; **small shield** +3; **cursed long sword** +1; **mace of disruption**

TT (U) = **60 gems**: 20 fancy stones: 2×pearl (2×100 gp), red garnet (100 gp), 2×brown-green garnet (60 gp, 100 gp), jet (100 gp), alexandrite (100 gp), 3×coral (3×100 gp), large coral (500 gp), very small amber (10 gp), 2×tourmaline (2×100 gp), jade (100 gp), large jade (700 gp), chrysoberyl (70 gp), small chrysoberyl (40 gp), red spinel (100 gp), amethyst (100 gp); 30 fancy stones (precious): 3×violet garnet (3×500 gp), small violet garnet (100 gp), 2×pure black pearl (2×500 gp), large pure black pearl (1,000 gp), 2×aquamarine (500 gp, 650 gp), 4×small aquamarine (90 gp, 2×100 gp, 200 gp), 3×very deep blue spinel (2×500 gp, 550 gp), small very deep blue spinel (60 gp), 2×large very deep blue spinel (2×1,000 gp), 4×peridot (400 gp, 450 gp, 500 gp, 600 gp), 2×small peridot (2×100 gp), 3×topaz (450 gp, 500 gp, 700 gp), very small topaz (50 gp), large topaz (1,000 gp); 10 ornamental stones: azurite (10 gp), 2×malachite (12 gp, 16 gp), banded agate (10 gp), lapis lazuli (16 gp), large lapis lazuli (20 gp), large turquoise (50 gp), small turquoise (5 gp), eye agate (12 gp), blue quartz (11 gp); **23 pieces of jewelry**: 2×gold beaker with gems (5,000 gp, 7,000 gp), gold mask with gems (7,000 gp), gold arm band with gems (4,000 gp), gold statuette with gems (blindfolded man playing a lyre; 5,000 gp), gold candlestick with gems (3,000 gp), gold demi-parure with gems (5,000 gp), gold demi-parure with gems, of exceptional value (8,000 gp), gold chain with gems (4,000 gp), gold collier with gems, with exceptional stone in the setting (7,000 gp + 5,000 gp), gold headband with gems, with exceptional stone in the setting (fillet; 6,000 gp + 5,000 gp), gold seal with gems (4,000 gp); platinum bracelet with gems (7,000 gp), platinum signet ring with gems (9,000 gp), small platinum box with gems (7,000 gp), platinum earrings with gems (6,000 gp), platinum necklace with gems, with exceptional stone in the setting (10,000 gp + 5,000 gp), platinum hair ornament with gems, of exceptional value (12,000 gp)

TT (U) = **34 gems**: 20 ornamental stones: large azurite (20 gp), very large hematite (100 gp), 4×rhodochrosite (6 gp, 3×10 gp), turquoise (10 gp), 2×malachite (2×10 gp), small malachite (5 gp), large eye agate (20 gp), moss agate (10 gp), very small moss agate (2 gp), tiger eye (10 gp), large obsidian (70 gp), large hematite (20 gp), 2×banded agate (12 gp, 14 gp), small lapis lazuli (5 gp), large lapis lazuli (50 gp); 10 fancy stones (precious): violet garnet (700 gp), 4×peridot (400 gp, 3×500 gp), 3×aquamarine (450 gp, 500 gp, 650 gp), large topaz (1,000 gp), very deep blue spinel (550 gp); 4 fancy stones: large tourmaline (500 gp), alexandrite (80 gp), pearl (140 gp), large jade (500 gp); **18 pieces of jewelry**: gold scarab with gems (6,000 gp), gold clasp with gems (7,000 gp), gold spiral bracelet with gems (4,000 gp), gold choker with gems (6,000 gp); ivory ring (700 gp), ivory amulet (700 gp), ivory perfume bottle, of exceptional value (1,000 gp), ivory stamp (600 gp), wrought silver cameo (jasper) (500 gp), wrought silver scarf pin (200 gp), ivory scarf pin (900 gp); silver hairnet with gems (3,000 gp), silver signet ring with gems (5,000 gp), silver armlet with gems (1,000 gp); **ring of fire resistance**; **staff of striking** (24 ch); **decanter of endless water**; **plate mail** +3; **long sword** +1; **hammer** +2

TT (U) = **40 gems**: 30 fancy stones (precious): 6×peridot (400 gp, 4×500 gp, 650 gp), 5×pure black pearl (400 gp, 2×500 gp, 650 gp, 800 gp), 3×large pure black pearl (3×1,000 gp), large very deep blue spinel (1,500 gp), 3×violet garnet (350 gp, 2×500 gp), 3×aquamarine (3×500 gp), large aquamarine (1,000 gp), 3×topaz (3×500 gp), 4×large topaz (4×1,000 gp), exceptional topaz (5,000 gp); 10 semi-precious stones: sardonyx (50 gp), large chrysoprase (100 gp), 2×onyx (35 gp, 50 gp), 2×smoky quartz (50 gp, 80 gp), moonstone (70 gp), 2×bloodstone (35 gp, 50 gp), star rose quartz (50 gp); **ring of weakness**; **staff of command** (21 ch); **figurine of wondrous power** (marble elephant); **small shield** +2; **cursed berserking broadsword** (+2); **hand axe** +2

TT (U) = **14 pieces of jewelry**: wrought silver belt buckle (700 gp), ivory pendant on chain (600 gp), ivory earrings (500 gp), wrought silver pendant (800 gp), ivory necklace (200 gp), ivory pendant (100 gp), wrought silver anklet (500 gp); wrought silver and gold beads (400 gp), wrought silver and gold spurs (900 gp), wrought silver and gold boot buckles, of exceptional value (1,200 gp), wrought silver and gold shoe buckles (500 gp), wrought silver and gold goblet (200 gp); wrought gold ring (600 gp), wrought gold bangle (single, inflexible loop as bracelet; 700 gp); **ring of water walking**; **wand of lightning** (98 ch); **boots of elvenkind**; **plate mail** +1 (dwarf-sized); **broadsword** +1, +4 vs reptiles; **hand axe** +1

TT (U) = **42 gems**: 10 fancy stones: jet (100 gp), 2×red garnet (100 gp, 150 gp), red spinel (100 gp), chrysoberyl (90 gp), 2×amber (2×100 gp), alexandrite (100 gp), small alexandrite (35 gp), large amethyst (500 gp); 12 ornamental stones: eye agate (10 gp), small eye agate (5 gp), azurite (10 gp), large azurite (20 gp), large moss agate (20 gp), small hematite (8 gp), large rhodochrosite (20 gp), obsidian (10 gp), large obsidian (50 gp), malachite (10 gp), banded agate (10 gp), blue quartz (10 gp); 10 fancy stones (precious): very deep blue spinel (400 gp), small very deep blue spinel (100 gp), large very deep blue spinel (1,600 gp), large topaz (1,000 gp), 2×peridot (500 gp, 650 gp), 2×pure black pearl (700 gp, 800 gp), aquamarine (500 gp), large aquamarine (1,000 gp); 10 semi-precious stones: large citrine (100 gp), 4×zircon (4×50 gp), chalcedony (50 gp), small chalcedony (8 gp), star rose quartz (50 gp), small sardonyx (9 gp), very large sardonyx (200 gp); **21 pieces of jewelry**: platinum choker with gems (8,000 gp), platinum necklace with gems (3,000 gp), platinum seal with gems (10,000 gp), platinum stamp with gems (9,000 gp), platinum boot buckles with gems (7,000 gp), platinum belt with gems, of exceptional value and with exceptional stone in the setting (12,000 gp + 5,000 gp), platinum pendant with gems, with very exceptional stone in the setting (11,000 gp + 10,000 gp), platinum armlet with gems, of exceptional value (12,000 gp), platinum pendant with gems (6,000 gp), platinum ring with gems (8,000 gp), platinum and silk fan with gems (6,000 gp), platinum pendant with gems (5,000 gp); silver collier with gems (5,000 gp), silver flute with gems (2,000 gp), silver amulet with gems (4,000 gp), silver boot buckles with gems (4,000 gp)

ANHKHEG

15% in lair; MM, p. 6

Favor lying 5-10' underneath ground (antennae visible) and then burrow out underneath prey.

ANHKHEG (1-6) (XPL5/6/7/8/9/10)

1-6 **anhkhegs (3 HD)** (N); AC 2/4; MV 12" (6"); HD 3; **THACO 16**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ L (10' long); XP 220 + 3/hp (XPL5)

hp 17, 17, 14, 9, 15 // 16

hp 14, 9, 12, 19, 16 // 15

hp 13, 12, 11, 10, 13 // 10

1-6 **anhkhegs (4 HD)** (N); AC 2/4; MV 12" (6"); HD 4; **THACO 15**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ L (12' long); XP 320 + 4/hp (XPL6)

hp 18, 20, 21, 26, 26 // 13

hp 17, 19, 18, 16, 22 // 24

hp 24, 16, 17, 21, 27 // 20

1-6 **anhkhegs (5 HD)** (N); AC 2/4; MV 12" (6"); HD 5; **THACO 15**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD11 PP12 RSW13 BW13 S14; Int Non-; SZ L (14' long); XP 390 + 5/hp (XPL7)

hp 15, 18, 28, 22, 23 // 12

hp 16, 32, 22, 21, 16 // 22

hp 26, 23, 25, 29, 32 // 18

1-6 **anhkhegs (6 HD)** (N); AC 2/4; MV 12" (6"); HD 6; **THACO 13**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD11 PP12 RSW13 BW13 S14; Int Non-; SZ L (16' long); XP 650 + 6/hp (XPL8)

hp 27, 31, 26, 19, 39 // 13

hp 30, 24, 31, 17, 21 // 27

hp 29, 21, 22, 25, 25 // 29

1-6 **anhkhegs (7 HD)** (N); AC 2/4; MV 12" (6"); HD 7; **THACO 13**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (18' long); XP 925 + 8/hp (XPL9)

hp 32, 32, 39, 38, 36 // 20

hp 25, 26, 32, 37, 31 // 26

hp 29, 35, 35, 36, 33 // 19

1-6 **anhkhegs (8 HD)** (N); AC 2/4; MV 12" (6"); HD 8; **THACO 12**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (20' long); XP 1,475 + 10/hp (XPL10)

hp 27, 37, 44, 40, 48 // 31

hp 41, 38, 27, 30, 36 // 33

hp 33, 45, 43, 44, 40 // 33

EXAMPLE ANHKHEG (4) (XPL(7/9/2×10)/36)

1 **anhkheg (5 HD)** + 1 **anhkheg (7 HD)** + 2 **anhkhegs (8 HD)**

1 **anhkheg (5 HD)** (N); AC 2/4; MV 12" (6"); HD 5; **THACO 15**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD11 PP12 RSW13 BW13 S14; Int Non-; SZ L (14' long); XP 390 + 5/hp (XPL7)

hp 30

1 **anhkheg (7 HD)** (N); AC 2/4; MV 12" (6"); HD 7; **THACO 13**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (18' long); XP 925 + 8/hp (XPL9)

hp 35

2 **anhkhegs (8 HD)** (N); AC 2/4; MV 12" (6"); HD 8; **THACO 12**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (20' long); XP 1,475 + 10/hp (XPL10)

hp 42, 36

ANHKHEG LAIR

Forest and choice agricultural land.

ANHKHEG LAIR (1-6) (XPL5/6/7/8/9/10)

1-6 **anhkhegs (3 HD)** (N); AC 2/4; MV 12" (6"); HD 3; **THACO 16**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ L (10' long); XP 220 + 3/hp (XPL5)

hp 8, 13, 8, 9, 21 // 14

hp 14, 21, 17, 19, 5 // 18

hp 17, 20, 20, 14, 20 // 14

1-6 **anhkhegs (4 HD)** (N); AC 2/4; MV 12" (6"); HD 4; **THACO 15**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for ½); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ L (12' long); XP 320 + 4/hp (XPL6)

hp 22, 21, 22, 21, 20 // 20

hp 18, 21, 14, 17, 24 // 24

1-6 **anhkhegs (5 HD)** (N); AC 2/4; MV 12" (6"); HD 5; **THACO 15**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirf acid** (30'; 8-32 hp, save vs breath weapon for 1/2); PPD11 PP12 RSW13 BW13 S14; Int Non-; SZ L (14' long); XP 390 + 5/hp (XPL7)
hp 25, 19, 21, 28, 16 // 23
hp 12, 27, 18, 23, 17 // 23
hp 24, 18, 22, 12, 21 // 29

1-6 **anhkhegs (6 HD)** (N); AC 2/4; MV 12" (6"); HD 6; **THACO 13**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for 1/2); PPD11 PP12 RSW13 BW13 S14; Int Non-; SZ L (16' long); XP 650 + 6/hp (XPL8)
hp 32, 28, 32, 21, 25 // 29
hp 27, 35, 29, 24, 17 // 34
hp 31, 30, 29, 23, 33 // 34

1-6 **anhkhegs (7 HD)** (N); AC 2/4; MV 12" (6"); HD 7; **THACO 13**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirt acid** (30'; 8-32 hp, save vs breath weapon for 1/2); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (18' long); XP 925 + 8/hp (XPL9)
hp 30, 31, 29, 38, 39 // 36
hp 21, 32, 30, 26, 16 // 32
hp 28, 32, 30, 32, 35, 21

1-6 **anhkhegs (8 HD)** (N); AC 2/4; MV 12" (6"); HD 8; **THACO 12**; #AT 1; D 3-18; hit = acidic enzymes (1-4 hp/rd); 1/6 hrs: **squirf acid** (30'; 8-32 hp, save vs breath weapon for 1/2); PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (20' long); XP 1,475 + 10/hp (XPL10)
hp 38, 38, 30, 32, 37 // 36
hp 29, 40, 32, 42, 28 // 30
hp 33, 41, 36, 44, 41, 33

[illegible]

TT (C) = 4,000 sp; **1 piece of jewelry**: wrought silver and gold hat ornament (600 gp)

TT (C) = **4 gems**: 4 gem stones: fire opal (1,000 gp), large fire opal (2,000 gp), large emerald (2,000 gp), opal (1,000 gp)

TT (C) = **5 gems**: 3 semi-precious stones: smoky quartz (45 gp), chalcedony (50 gp), citrine (100 gp); 2 fancy stones: red-brown spinel (100 gp), large coral (200 gp); **long sword +1**; **ring of delusion (spell turning)**

$$\tau(C) = 2,000 \text{ cp}$$

TT (C) = **6 gems**: 5 **gem stones**: small sapphire (600 gp), star sapphire (1,000 gp), large star sapphire (2,000 gp), oriental amethyst (1,300 gp), black opal (1,000 gp); 1 **fancy stone (precious)**: aquamarine (400 gp)

Never in lair; MM, p. 8

Tribe led by 2-8 large males (+1 damage); 50% of tribe are young (non-combatant)

BABOON (10-40) (XPL2)

2-8 baboons (large males) (N); AC 7; MV 12; HD 1+1; **THAC0 18**; #AT 1; D 2-5; PPD14 PP15 RSW16 BW17 S17; Int 5-10; SZ S 4' + tall); XP 20 + 2/hp (XPL2)

hp 8, 8, 6, 7, 2 // 9, 3, 5

hp 8, 6, 5, 3, 6 // 2, 5, 4

hp 4, 3, 8, 9, 7 // 5, 9, 9

2-18 **baboons** (N); AC 7; MV 12; HD 1+1; **THACO 18**; #AT 1; D 1-4; PPD14 PP15 RSW16 BW17 S17; Int 5-10; SZ S 4'+ tall); XP 20 + 2/hp (XPL2)

hp 6, 8, 6, 2, 4 // 2, 4, 9, 9, 2 // 7, 6, 6, 3, 4 // 5, 5, 4

hp 9, 9, 6, 9, 9 // 2, 7, 9, 2, 9 // 9, 5, 4, 4, 5 // 5, 5, 1

hp 5, 3, 3, 8, 4 // 3, 6, 9, 4, 9 // 7, 4, 6, 4, 6 // 6, 6, 7

5-20 baboon young (N); non-combatant

Never in Iqir: MM. p. 8

#AP 2 or more = mated pair and young (non-combatant)

BADGER (2-5) (XPL2)

1-2 **badgers** (N); AC 4; MV 6" (3"); HD 1+2; **THACO 18**; #AT 3; D 1-2/1-2/1-3; PPD14 PP15 RSW16 BW17 S17; Int 2-4; SZ S; XP 20 + 2/hp (XPL2)

hp 8, 6

hp 4, 7

hp 6, 2

1-3 **badger young** (N); non-combatant

PT = **badgers**: (#**badgers**)×intact pelt (10-30 gp each)

BANDIT EXAMPLE—BELLAMY 'THE LARK' TRELAWNY

20% in lair; MM, p. 66-67

Lair is informal camp (80%); or cave complex with secret entrance (10%); or regular castle (10%) with 1-4 light catapults for defense. Lair has 2-20 important prisoners and 5-30 camp followers/slaves.

EXAMPLE BANDIT¹¹ (106+specials)

(XPL(10×1/10×3/10×2/10×2/10×2/40×1/16×1/5/6/6/6/5/8/8/9/3/9/3/10/3/10/3/5/3/5/3/4/3/4/3/5/3/3/11/3/13/3/12/3)/367)
+ (XPL12/12) + (XPL(180×½)/90) + (XPL(60×½)/30)

106 **bandits** (10 mounted) + 5 **3rd level bandit fighters** + 3 **4th level bandit fighters** + 2 **5th level bandit fighters (mounted)** + 2 **6th level bandit fighters (mounted)** + 6 **bandit guards (mounted)** + 1 **bandit lieutenant (mounted)** + 1 **bandit leader (mounted)** + 1 **bandit magic-user (mounted)** + 22 **medium warhorses** + 1 **riding horse** + 1 **8th level character**

10 **bandit medium cavalry swordsmen (mounted)** (N); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-8 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield, long sword; XP 10 + 1/hp (XPL1)
hp 1, 6, 2, 2, 4 // 4, 5, 2, 6, 4

+ 10 **medium warhorses** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11, 11, 11, 11, 11 // 5, 11, 16, 12, 14

10 **bandit spearmen** (N); AC 7; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6² (spear); I8-12; PPD16 PP17 RSW18 BW20 S19; leather armor & shield; spear (1/2/3); XP 14 + 1/hp (XPL2)
hp 1, 5, 4, 2, 2 // 4, 3, 5, 4, 3

10 **bandit crossbowmen** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-4 (crossbow); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; light crossbow & 12 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 3, 1, 1, 6, 1 // 4, 4, 1, 5, 2

10 **bandit archers** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 2; D 1-6/1-6 (bow); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; short bow & 12 arrows (5/10/15); XP 14 + 1/hp (XPL2)
hp 3, 5, 1, 2, 1 // 4, 6, 4, 2, 2

10 **bandit crossbowmen** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-4 (crossbow); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; light crossbow & 12 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 2, 3, 3, 6, 1 // 6, 4, 2, 3, 3

40 **bandit swordsmen** (N); AC 7; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-8 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; long sword; XP 10 + 1/hp (XPL1)
hp 3, 6, 6, 6, 2 // 2, 4, 4, 5, 2 // 5, 5, 4, 3, 5 // 4, 2, 4, 6, 6 // 5, 3, 5, 5, 5 // 6, 5, 3, 4, 4 // 3, 5, 3, 3, 3 // 2, 4, 4, 2, 6

16 **bandits (ranseurs)** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 2-8³ (ranseur); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; ranseur; XP 10 + 1/hp (XPL1)
hp 4, 4, 5, 3, 6 // 4, 4, 2, 4, 3 // 5, 5, 4, 3, 4 // 6

Brodribb Codger (N), **bandit fighter (F3)**; AC 2; MV 6"; HD F3; **THACO 18**; #AT 1 or 2; D 2-8³ (ranseur) or 1-6/1-6 (bow); S16 (+0/+1) I12 W7 D14 C10 Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): plate mail & shield; ranseur, short bow & 12 arrows (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud/haughty, mean; politics; XP 50 + 3/hp (XPL5)
hp 23

Pyke Tubb (N), **bandit fighter (F3)**; AC 2; MV 6"; HD F3; **THACO 18/17** (base/str); #AT 1 or 2; D 1-8⁴ (sword) or 1-6/1-6 (bow); S18/22 (+1/+3) I7 W9 D13 C14 Ch11; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (exc): plate mail & shield; bastard sword, composite short bow & 24 arrows (5/10/18); **potion of water breathing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; unfeeling, precise/exacting; drugs; XP 110 + 4/hp (XPL6)
hp 27

Livermore 'Greenfinger' of Deorage (N), **bandit fighter (F3)**; AC 6; MV 12"; HD F3; **THACO 18/17/16** (base/str/crossbow); #AT 1; D 2-8 (sword) or 1-4(+2) (crossbow); S18/13 (+1/+3) I9 W8 D10 C18 (+4) Ch9; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp (avg): **leather armor +1** & shield; broadsword, light crossbow & 20 bolts & 7 **bolts +2** (6/12/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, forgiving; horticulture; XP 110 + 4/hp (XPL6)
hp 23

Astrild (CN), **bandit fighter (F3)**; female; AC 1; MV 9"; HD F3; **THACO 18/17** (base/str, dex); #AT 1 or 3; D 1-8 (sword) or 1-3/1-3/1-3 (darts); S17 (+1/+1) I12 W10 D16 (+1/-2) C16 (+2) Ch12; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (scant): banded mail & shield; long sword, 9 darts (1½/3/4½); **philter of love**; complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; cheerful, aesthetic; politics; XP 110 + 4/hp (XPL6)
hp 30

Bri 'Barley' Gaunter (N), **bandit fighter (F3)**; female; AC 2; MV 6"; HD F3; **THACO 18**; #AT 1; D 1-8 (sword) or 1-4 (crossbow); S14 I11 W11 D13 C9 Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): plate mail & shield; long

sword, light crossbow & 10 bolts (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, dull; gambling; XP 85 + 4/hp (XPL5)
hp 28

Perrin 'Darts' of Fourdykes (LN), bandit fighter (F4); AC -1; MV 6"; HD F4; **THACO 18/16/15** (base/str/dex); #AT 1 or 2 or 3; D 2-8³⁾ (ranseur) or 1-6/1-6 (bow) or 1-3/1-3/1-3 (darts); S18/61 (+2/+3) I13 W12 D18 (+3/-4) C11 Ch10; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 dexterity); eqp (avg): plate mail & **shield -1**, **missile attractor** (3×chance being target of random missile selection); ranseur, composite short bow & 12 arrows (5/10/18), 12 darts (1½/3/4½); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; unfeeling, jealous; nature; XP 200 + 5/hp (XPL8)
hp 29

Culross Daye (N), bandit fighter (F4); AC -2; MV 6"; HD F4; **THACO 18/17/15** (base/str/dex); #AT 1 or 2 or 3; D 2-8 (morning star) or 1-6/1-6 (bow) or 1-3/1-3/1-3 (darts); S17 (+1/+1) I13 W12 D18 (+3/-4) C18 (+4) Ch13; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 dexterity); eqp (avg+): plate mail & shield; morning star, composite short bow & 24 arrows (5/10/18), 15 darts (1½/3/4½); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud/haughty, aloof; nature; XP 200 + 5/hp (XPL8)
hp 48

Swain Goatard (N), bandit fighter (F4); AC 0; MV 6"; HD F4; **THACO 18/17/16** (base/sword/dex, crossbow); #AT 1 or 3; D 1-6+1 (sword) or 1-4(+2) (crossbow) or 1-3/1-3/1-3 (darts); S15 (+0/+1) I11 W13 D16 (+1/-2) C11 Ch8; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): plate mail & shield; **short sword +1**, **Magebane ("Spellsorrow";** Int 17; N; EGO 10 (Personality 27); **special purpose:** slay magic-users (hit = **fear** 1-4 rds; save vs spell); **detect precious metals, kind, and amount 4"** radius; **detect invisible objects 1"** radius; **detect sloping passages 1"** radius; speech: neutral, orcish; read non-magical languages and maps; **alignment damage:** touch sword = 10 hp vs non-N, unless held by N wielder), light crossbow & 10 bolts & 13 **bolts +2** (6/12/18), 12 darts (1½/3/4½), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; morose, softhearted; politics; XP 200 + 5/hp (XPL8)
hp 29

'Quartermain' (N), bandit fighter (F5) (mounted); AC -1; MV 12" (18" on mount); HD F5; **THACO 16/14/13** (base/str/dex); #AT 1 or 2; D 2-7 or 4-14⁶⁾ (lance) or 2-8 (sword) or 1-4/1-4 (daggers) or 1-6/1-6 (bow); S18/54 (+2/+3) I11 W17 (+3) D18 (+3/-4) C18 (+4) Ch12; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+4 dexterity; +1 armor, +2 shield); eqp (avg): **studded leather armor +1 & shield +2**; medium lance, broadsword, 6 daggers (1/2/3), composite longbow & 20 arrows (6/12/21); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; harsh, iconoclastic; nature; XP 375 + 6/hp (XPL9)
hp 56

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Walsham of Wildacres (N), bandit fighter (F5) (mounted); AC -1; MV 6" (18" on mount); HD F5; **THACO 16**; #AT 1 or 2; D 2-7 or 4-14⁶⁾ (lance) or 2-8 (sword) or 2-7 (mace) or 1-6/1-6 (bow); S15 I12 W11 D13 C11 Ch9; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+3 shield); eqp (exc): plate mail & **shield +3**; medium lance, broadsword, footman's mace, composite longbow & 24 arrows (6/12/21), dagger (1/2/3); profuse weapons; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; humble, scrupulous; nature; XP 375 + 6/hp (XPL9)
hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 8

Penhallow 'Aces' Feller (NE), bandit fighter (F6) (mounted); AC 0; MV 6" (18" on mount); HD F6; **THACO 16/15** (base/dex); #AT 1 or 2; D 1-8 (sword) or 2-7 (mace) or 1-4 (crossbow) or 1-4 or 1-4/1-4 (daggers); S16 (+0/+1) I14 W9 D16 (+1/-2) C17 (+3) Ch9; 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity); eqp (avg): plate mail & shield; long sword, footman's mace, light crossbow & 10 bolts (6/12/18), 3 daggers (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; proud/haughty, hedonist; gambling; XP 600 + 8/hp (XPL10)
hp 63

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Volko Vokos (LN), bandit fighter (F6) (mounted); AC 2; MV 6" (18" on mount); HD F6; **THACO 16/14/12** (base/str/scimitar); #AT 1; D 1-8+2 (scimitar) or 2-8 (morning star) or 1-4 (crossbow); S18/65 (+2/+3) I13 W10 D14 C15 (+1) Ch7; 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14; eqp (avg): plate mail & shield; **scimitar +2**, morning star, light crossbow & 10 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; morose, thrifty; athletics; XP 600 + 8/hp (XPL10)
hp 49

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Veleda Merrybegotten (N), bandit guard (F2) (mounted); female; AC 5; MV 12" (18" on mount); HD F2; **THACO 20**; #AT 1; D 1-8 (sword) or 1-4 (crossbow); S12 I9 W10 D13 C13 Ch12; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+1

armor); eqp (avg): **ring mail +1** & shield; long sword, light crossbow & 10 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; compassionate, calculating; religion; XP 65 + 3/hp (XPL5)
hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 6

Aldert 'Jackman' of Penmarsh (N), bandit guard (F2) (mounted); AC 2; MV 6" (18" on mount); HD F2; **THACO 20**; #AT 1; D 1-8 (sword) or 1-4 (crossbow); S16 (+0/+1) I14 W11 D13 C16 (+2) Ch11; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): plate mail & shield; long sword, light crossbow & 10 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; unfeeling, friendly; politics; XP 65 + 3/hp (XPL5)
hp 22

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Sezora 'Cussed' Hartnet (NE), bandit guard (F2) (mounted); female; AC 1; MV 6" (18" on mount); HD F2; **THACO 20**; #AT 1; D 1-8 (sword) or 2-7 (mace) or 1-4 (crossbow); S14 I10 W10 D15 (+0/-1) C15 (+1) Ch9; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (exc): long sword, footman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; proud/haughty, opinionated; religion; XP 50 + 3/hp (XPL4)
hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Gulian 'Drinkall' Rower (LN), bandit guard (F2) (mounted); AC 8; MV 12" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 1-10 (sword); S18/60 (+2/+3) I13 W11 D15 C15 (+1) Ch13; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (none): leather armor; 2-handed sword; minimal gear (class-related items, silver or silvered weapon); A/P/I: rough; morose, truthful; wines & spirits; XP 50 + 3/hp (XPL4)
hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Elford Almonger (N), bandit guard (F2) (mounted); AC 3; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/crossbow); #AT 1; D 1-8 (sword) or 1-4 (crossbow); S15 I9 W13 D12 C13 Ch9; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (scant): banded mail & shield; long sword, light crossbow & 6 bolts & 14 **bolts +2** (6/12/18), dagger (1/2/3); complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, greedy; horticulture; XP 65 + 3/hp (XPL5)
hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Griggs 'the Oak' (N), bandit guard (F2) (mounted); AC 2; MV 6" (18" on mount); HD F2; **THACO 20/19** (base/str); #AT 1; D 2-8³ (ranseur); S18/15 (+1/+3) I6 W10 D12 C14 Ch10; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): plate mail & shield; ranseur; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, active; fishing; XP 35 + 3/hp (XPL3)
hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Ryder of Blackwood (N), bandit lieutenant (F7) (mounted); AC 3; MV 12"; HD F7; **THACO 14/13/11** (base/str/trident); #AT 3/2 (S/T) or 2 (missiles); D 2-7+3 (trident) or 2-8 (morning star) or 1-6/1-6 (bow); S17 (+1/+1) I15 W12 D14 C15 (+1) Ch8; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+1 armor); eqp (scant): **chain mail +1** & shield; **trident +3**, morning star, short bow & 6 arrows (5/10/15), dagger (1/2/3); complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; proud/haughty, abrasive; collector (weapons); XP 900 + 10/hp (XPL11)
hp 62

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Bellamy 'the Lark' Trelawny (N), bandit leader (F9) (mounted); AC -4; MV 6"; HD F9; **THACO 12/11/(10/9/8/7)/11** (base/str/(sword)/dex); #AT 3/2 (S/T) or 2 (missiles); D 1-8(+1/+2/+3/+4) (sword) or 2-7 (mace) or 1-6/1-6 (bow); S17 (+1/+1) I10 W9 D16 (+1/-2) C11 Ch13; 9 melee attacks/rd vs less than 1 hit die; PPD8 PP9 RSW10 BW9 S11 (+2 dexterity; +4 shield); eqp (avg): plate mail & **shield +4**; **sword +1**, **Flame Tongue**, footman's mace, longbow & 12 arrows (7/14/21), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, philosophical; religion; XP 2,250 + 14/hp (XPL13)
hp 63

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14

RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Flinders of Fairfield (LN), **bandit magic-user (MU7) (mounted)**; AC 10; MV 12"; HD MU7; **THACO 19**; #AT 1 or 2; D 1-6 (staff) or 1-4 or 1-4/1-4 (daggers); S9 I17 W11 D13 C15 (+1) Ch14; PPD13 PP11 RSW9 BW13 S10; eqp (avg): **staff of command** (4 ch; human influence, mammal control), 3 daggers (1/2/3); **Keoghtom's ointment** (2 jars; 10 applications); **scroll of protection from undead (vampires)**; very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: imposing; humble, greedy; wines & spirits; XP 1,075 + 10/hp (XPL12)

spells (4/3/2/1): I: **darkness**, **detect magic**, **magic missile**, **magic missile**
II: **invisibility**, **scare**, **web**
III: **fireball**, **mirror image**; **fireball** (with *Rary's mnemonic enhancer*)
IV: **fumble**

hp 27

* Spell book (**wizard lock** (MU7); I: *read magic*, *affect normal fires*, *light*, *jump*, *write*, *identify*, *magic missile*, *friends*, *shield*, *detect magic*; II: *scare*, *invisibility*, *wizard lock*, *locate object*, *web*; III: *fireball*, *monster summoning I*, *mirror image*; IV: *Rary's mnemonic enhancer*, *fumble*; VI: *enchant an item*)

+ 1 **riding horse (2E) (N)**; AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

+ **Osmoril Din Yssarion (N) (F8) (staff of command)**; female; AC 2; MV 9"; HD F8; **THACO 14/13/12** (base/sword/crossbow); #AT 3/2 (S/T) or 2 (missiles); D 1-8+1 (sword) or 1-4(+2) crossbow or 1-4/1-4 (daggers); S16 (+0/+1) I13 W8 D11 C16 (+2) CH12; 8 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+1 ring); eqp (scant): banded mail & shield, **ring of protection +1**; **long sword +1**, light crossbow & 6 bolts & 4 bolts +2 (6/12/18), 2 daggers (1/2/3); **pipes of the sewers**; complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, fearless; gambling; XP 1,500 + 12/hp (XPL12)
hp 73

example summoned rats (pipes of the sewers; 3d6×10; 4 rds to arrive): 180 ordinary rats (N); AC 7; MV 15"; HD 1/4; **THACO 20**; #AT 1; D 1 hp; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; Int 1; SZ S; XP 2 + 1/hp (XPL1/2)

hp 2, 1, 1, 2, 2 // 1, 1, 2, 2, 2 // 1, 2, 1, 1, 1 // 1, 1, 2, 2, 2 // 1, 2, 1, 2, 1 // 2, 1, 2, 2, 2 // 1, 2, 1, 1, 1 // 2, 2, 2, 2 // 1, 1, 1, 1, 2 // 1, 2, 2, 1, 1 // 1, 1, 2, 2, 2 // 2, 1, 2, 1 // 1, 2, 2, 2 // 1, 1, 1, 2, 2 // 2, 1, 1, 1, 2 // 1, 1, 2, 2 // 2, 1, 2, 1 // 1, 1, 1, 2, 1 // 2, 1, 1, 1 // 2, 2, 1, 1, 1 // 2, 2, 2, 2 // 1, 1, 1, 1 // 2, 2, 1, 1, 1, 2 // 1, 1, 1, 2 // 2, 2, 2, 1, 1 // 2, 1, 1, 1, 1 // 2, 2, 1, 2, 2 // 2, 1, 2, 2 // 2, 1, 2, 2

example summoned giant rats (pipes of the sewers; d6×10; 4 rds to arrive): 60 giant rats (N); AC 7; MV 12"/6"; HD 1/2; **THACO 20**; #AT 1; D 1-3; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; fear and flee from fire; Int 2-4; SZ S; XP 7 + 1/hp (XPL1/2)

hp 2, 2, 1, 3, 3 // 1, 3, 3, 2, 2 // 3, 1, 2, 2, 4 // 4, 4, 3, 2, 4 // 2, 1, 1, 1, 3 // 1, 4, 2, 2, 4 // 2, 2, 2, 3, 1 // 3, 1, 1, 3, 3 // 3, 3, 2, 2, 3 // 1, 3, 3, 1, 2 // 4, 1, 2, 3, 2

¹⁾ Magic items as "Men" (**MM**, p. 66)

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

³⁾ Weapon can dismount a rider on a score equal to or greater than the required to hit score; weapon can disarm an opponent on to hit score required to hit AC 8

⁴⁾ One-handed use (SF5; D 1-8/1-12); SF6 and D 2-8/2-16 for two-handed use

⁵⁾ Weapon does double damage against creatures of any size when it is employed by an attacker riding a charging mount

PT = **bandits (M)**: 127×4 gp

BASILISK

40% in lair; **MM**, p. 8

BASILISK (1-4) (XPL9)

1-4 **basilisks (N)**; AC 4; MV 6"; HD 6+1; **THACO 13**; #AT 1; D 1-10; **petrification** (gaze; save vs petrification; system shock survival check required; affects *astral* (kills) and *ethereal* (ethereal stone)); PPD10 PP11 RSW12 BW12 S13; affected by own reflected gaze in sufficient light; Int 1; SZ M (7' long); XP 1,000 + 8/hp (XPL9)

hp 30, 28, 33, 27

hp 29, 39, 27, 22

hp 34, 32, 29 28

BASILISK LAIR

BASILISK LAIR (1-4) (XPL9)

1-4 **basilisks (N)**; AC 4; MV 6"; HD 6+1; **THACO 13**; #AT 1; D 1-10; **petrification** (gaze; save vs petrification; system shock survival check required; affects *astral* (kills) and *ethereal* (ethereal stone)); PPD10 PP11 RSW12 BW12 S13; affected by own reflected gaze in sufficient light; Int 1; SZ M (7' long); XP 1,000 + 8/hp (XPL9)

+++++

[illegible]

TT (I S T) = 900 gp; **7 gems:** 3 ornamental stones: obsidian (10 gp), small obsidian (5 gp), large hematite (20 gp); 4 fancy stones: chrysoberyl (100 gp), amber (90 gp), alexandrite (100 gp), amethyst (45 gp); **9 pieces of jewelry:** 1 wrought silver bracelet (900 gp); wrought silver and gold snuffbox (1,100 gp), wrought silver and gold comb (800 gp); wrought gold torc (700 gp), wrought

gold snuffbox (900 gp), wrought gold vase (1,400 gp); silver necklace with gems (1,000 gp), silver seal with gems (2,000 gp); gold earrings with gems, with two exceptional stones in the setting (4,000 gp + 5,000 gp + 5,000 gp); **philter of love**, **potion of diminution**, **potion of super-herolism**; **illusionist scroll** (VII: alter reality; VII: alter reality; I: hypnotism; VII: alter reality; III: non-detection; VII: alter reality; IV: minor creation; I14; **DMG**, p. 128)

TT (I S T) = **2 pieces of jewelry**: wrought silver and gold hairpin (700 gp); silver anklet with gems (4,000 gp); **cleric scroll** (will fade if not read to determine contents immediately; VI: speak with monsters; III: speak with dead; III: cure blindness; III: animate dead; III: locate object; C11; **DMG**, p. 128); **cleric scroll** (III: feign death; C7; **DMG**, p. 128); **plate mail +2** (gnome-sized)*

* At the DM's option, this item can be a **treasure map** instead (monetary treasure; NW; labyrinth of caves found in the lair proper; **DMG**, p. 120; **24 pieces of jewelry**: wrought gold ring (1,600 gp), wrought gold disc (1,400 gp), wrought gold collier (1,400 gp), wrought gold spiral bracelet (1,500 gp); gold circlet with gems (5,000 gp), gold coffer with gems (2,000 gp), gold bracelet with gems (3,000 gp), gold earrings with gems (3,000 gp); silver locket with gems (6,000 gp), silver bulla with gems (Etruscan disc-shaped ornamental pendant; satyr head; 1,000 gp), silver bracelet with gems (2,000 gp), silver medal with gems, with very exceptional stone in the setting (2,000 gp + 10,000 gp), silver tray with gems, of exceptional value (6,000 gp), silver tie pin with gems (6,000 gp); wrought silver circlet (400 gp), wrought silver seal (400 gp), ivory anklet (500 gp); small wrought platinum box (2,200 gp), coral spurs (1,400 gp); platinum talisman with gems, with exceptional stone in the setting (9,000 gp + 5,000 gp), platinum medallion with gems (6,000 gp), platinum headband with gems (7,000 gp); wrought silver and gold signet ring (900 gp), wrought silver and gold boot buckles (900 gp))

TT (I S T) = **14 gems**: 14 fancy stones: chrysoberyl (70 gp), small coral (50 gp), large coral (200 gp), jet (100 gp), large alexandrite (500 gp), exceptional alexandrite (1,000 gp), large pearl (500 gp), red spinel (160 gp), amethyst (100 gp), large amethyst (500 gp), exceptional amethyst (1,000 gp), tourmaline (100 gp), jade (100 gp), amber (100 gp); **2 pieces of jewelry**: wrought platinum torc (1,900 gp); gold orb with gems, with very exceptional stone in the setting (5,000 gp + 10,000 gp); **druid scroll** (III: tree; V: animal growth; VI: fire seeds; V: control winds; III: plant growth; IV: animal summoning I; VI: cure critical wounds; D11; **DMG**, p. 128); **cleric scroll** (I: protection from evil; III: prayer; V: flame strike; IV: detect lie; C9; **DMG**, p. 128); **scroll of protection from devils**, **scroll of protection from undead (skeletons)**

TT (I S T) = 900 gp; **17 gems**: 17 ornamental stones: small turquoise (5 gp), eye agate (11 gp), large eye agate (20 gp), 2×blue quartz (10 gp, 2×11 gp), 2×obsidian (9 gp, 10 gp), 2×banded agate (8 gp, 10 gp), small malachite (5 gp), small rhodochrosite (5 gp), large azurite (50 gp), 2×hematite (7 gp, 10 gp), small hematite (4 gp), moss agate (7 gp); **oil of slipperiness**, **potion of clairvoyance**, **potion of herolism**; **scroll of protection from magic** (will fade if not read to determine contents immediately), **scroll of protection from magic**, **cursed scroll (explosive runes** (reader: D 6-24+6, no save; 1": save vs spell for 1/2; destroys scroll)), **scroll of protection from demons**

TT (I S T) = **oil of slipperiness**, **potion of invisibility**, **potion of giant strength (hill giant)**; **cleric scroll** (will fade if not read to determine contents immediately; II: silence 15' radius; V: atonement; II: resist fire; II: chant; V: atonement; C9; **DMG**, p. 128); **scroll of protection from magic**

BERSERKER EXAMPLE

10% in lair; **MM**, p. 66-67

Attack if a fight would bring honor (and possibly loot).

EXAMPLE BERSERKER¹¹ (49+specials) (XPL(49×2/3×3/4/4/5/6/6/8/9/12/7/special/3×8/7/2×11/10)/231)

49 **berserkers** + 4 **1st level berserker fighters** (F1) + 2 **2nd level berserker fighters** (F2) + 1 **3rd level berserker fighter** (F3) + 1 **4th level berserker fighter** (F4) + 2 **berserker subchieftains** (F6) + 1 **berserker war chief** (F9) + 1 **berserker cleric assistant** (C3) + 1 **hematite bear** + 4 **berserker cleric assistants** (C4) + 3 **berserker clerics** (C7)

49 **berserkers** (N); AC 7; MV 12"; HD 1-1 (2-7 hp); **THACO 20** (base); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); I8-12; attack with 1 (+2 to hit) or 2 weapons; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: long sword, hand axe (1/2/3); XP 14 + 1/hp (XPL2)

1 melee weapon (sword): #AT 1; THACO 18; D 1-8

1 melee weapon (axe): #AT 1; THACO 18; D 1-6

2 melee weapons (sword & axe): #AT 2; THACO 20; D 1-8 & 1-6

1 missile weapon (axe): #AT 1; THACO 18; D 1-6

hp 4, 7, 5, 5, 5 // 7, 6, 7, 6, 7 // 7, 4, 4, 3, 5 // 5, 5, 7, 3, 2 // 2, 2, 7, 7, 5 // 5, 3, 7, 2, 5 // 4, 7, 2, 2, 5 // 6, 7, 2, 3, 6 // 5, 5, 6, 5, 3 // 3, 3, 6, 3

Eyvindr (N), **berserker fighter** (F1); AC 5; MV 12"; HD F1; **THACO 20/19** (base/str, dex); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S18/25 (+1/+3) I12 D16 (+1/-2) C13; attack with 1 (+2 to hit) or 2 weapons; never check morale; PPD14 PP15 RSW16 BW17 S17 (+2 dexterity); eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; humble, liar; nature; XP 28 + 2/hp (XPL3)

1 melee weapon (sword): #AT 1; THACO 17; D 1-8+3

1 melee weapon (axe): #AT 1; THACO 17; D 1-6+3

2 melee weapons (sword & axe): #AT 2; THACO 19; D 1-8+3 & 1-6+3

1 missile weapon (axe): #AT 1; THACO 17; D 1-6+3

hp 10

Skúli (N), **berserker fighter** (F1); AC 7; MV 12"; HD F1; **THACO 20/19** (base/str); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S17 (+1/+1) I12 D10 C12; attack with 1 (+2 to hit) or 2 weapons; never check morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; morose, immoral; collector (carvings); XP 28 + 2/hp (XPL3)

1 melee weapon (sword): #AT 1; THACO 17; D 1-8+1

1 melee weapon (axe): #AT 1; THACO 17; D 1-6+1

2 melee weapons (sword & axe): #AT 2; THACO 19; D 1-8+1 & 1-6+1

1 missile weapon (axe): #AT 1; THACO 17; D 1-6+1

hp 10

Sturla 'the Birch' (N), berserker fighter (F1); AC 7; MV 12"; HD F1; **THAC0 20** (base); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S16 (+0/+1) I11 D10 C9; attack with 1 (+2 to hit) or 2 weapons; never check morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; easy going, slothful; collector (ornaments & jewelry); XP 28 + 2/hp (XPL3)

1 melee weapon (sword): #AT 1; THAC0 18; D 1-8+1

1 melee weapon (axe): #AT 1; THAC0 18; D 1-6+1

2 melee weapons (sword & axe): #AT 2; THAC0 20; D 1-8+1 & 1-6+1

1 missile weapon (axe): #AT 1; THAC0 18; D 1-6+1

hp 10

Álfr 'the Mountain' (N), berserker fighter (F1); AC 7; MV 12"; HD F1; **THAC0 20/19** (base/str); #AT 2 or 1; D 1-8+1 (sword) and/or 1-6 (axe); S17 (+1/+1) I9 D9 C15 (+1); attack with 1 (+2 to hit) or 2 weapons; never check morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg): **long sword +1**, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: massive, wherefore low dexterity; imposing; harsh, aloof, legends; XP 36 + 2/hp (XPL4)

1 melee weapon (sword): #AT 1; THAC0 17; D 1-8+2

1 melee weapon (axe): #AT 1; THAC0 17; D 1-6+2

2 melee weapons (sword & axe): #AT 2; THAC0 19; D 1-8+2 & 1-6+2

1 missile weapon (axe): #AT 1; THAC0 17; D 1-6+2

hp 11

Valbrandr (N), berserker fighter (F2); AC 7; MV 12"; HD F2; **THAC0 20/19** (base/str); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S17 (+1/+1) I10 D11 C15 (+1); attack with 1 (+2 to hit) or 2 weapons; 2 melee attacks/rd vs less than 1 hit die; never check morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud, pious; nature; XP 50 + 3/hp (XPL4)

1 melee weapon (sword): #AT 1; THAC0 17; D 1-8+1

1 melee weapon (axe): #AT 1; THAC0 17; D 1-6+1

2 melee weapons (sword & axe): #AT 2; THAC0 19; D 1-8+1 & 1-6+1

1 missile weapon (axe): #AT 1; THAC0 17; D 1-6+1

hp 20

Thorgils (N), berserker fighter (F2); AC 7; MV 12"; HD F2; **THAC0 20/19** (base/hammer); #AT 2 or 1; D 2-5+1 (hammer) and/or 1-6 (axe); S16 (+0/+1) I9 D13 C10; attack with 1 (+2 to hit) or 2 weapons; 2 melee attacks/rd vs less than 1 hit die; never check morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg): **hammer +1** (1/2/3), hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; harsh, rash; athletics; XP 65 + 3/hp (XPL5)

1 melee weapon (hammer +1): #AT 1; THAC0 17; D 2-5+2

1 melee weapon (axe): #AT 1; THAC0 18; D 1-6+1

2 melee weapons (hammer +1 & axe): #AT 2; THAC0 19 & THAC0 20; D 2-5+2 & 1-6+1

1 missile weapon (hammer +1): #AT 1; THAC0 17; D 2-5+2

1 missile weapon (axe): #AT 1; THAC0 18; D 1-6+1

hp 17

Brandr (N), berserker fighter (F3); AC 7; MV 12"; HD F3; **THAC0 18/17/(16/14)** (base/str/sword); #AT 2 or 1; D 1-8+1/+3 (sword) and/or 1-6 (axe); S17 (+1/+1) I9 D12 C16 (+2); attack with 1 (+2 to hit) or 2 weapons; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): **long sword +1, +3 vs regenerating creatures**, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; harsh, thrifty (frugal); history; XP 110 + 4/hp (XPL6)

1 melee weapon (sword +1/+3): #AT 1; THAC0 15/13; D 1-8+2/1-8+4

1 melee weapon (axe): #AT 1; THAC0 16; D 1-6+1

2 melee weapons (sword +1/+3 & axe): #AT 2; THAC0 16/14 & THAC0 17; D 1-8+2/1-8+4 & 1-6+1

1 missile weapon (axe): #AT 1; THAC0 15; D 1-6+1

hp 30

Steingrímur 'the Boar' (N), berserker fighter (F4); AC 7; MV 12"; HD F4; **THAC0 18/15** (base/str); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S18/00 (+3/+6) I11 D11 C14; attack with 1 (+2 to hit) or 2 weapons; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged, hot tempered, helpful; horticulture; XP 130 + 5/hp (XPL6)

1 melee weapon (sword): #AT 1; THAC0 13; D 1-8+6

1 melee weapon (axe): #AT 1; THAC0 13; D 1-6+6

2 melee weapons (sword & axe): #AT 2; THAC0 15; D 1-8+6 & 1-6+6

1 missile weapon (axe): #AT 1; THAC0 13; D 1-6+6

hp 25

Flosi (N), berserker subchieftain (F6); AC 7; MV 12"; HD F6; **THAC0 16/15** (base/str); #AT 2 or 1; D 1-8 (sword) and/or 1-6 (axe); S18/26 (+1/+3) I10 D13 C11; attack with 1 (+2 to hit) or 2 weapons; 6 melee attacks/rd vs less than 1 hit die; never check morale; PPD11 PP12 RSW13 BW13 S14; eqp (avg): long sword, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; hot tempered, overbearing; history; XP 350 + 8/hp (XPL8)

1 melee weapon (sword): #AT 1; THAC0 13; D 1-8+3

1 melee weapon (axe): #AT 1; THAC0 13; D 1-6+3

2 melee weapons (sword & axe): #AT 2; THAC0 15; D 1-8+3 & 1-6+3

1 missile weapon (axe): #AT 1; THAC0 13; D 1-6+3

hp 46

Jökull 'One-Leg' (N), berserker subchieftain (F6); AC 7; MV 12"; HD F6; **THAC0 16/14/(13/11)** (base/str/(sword)); #AT 2 or 1; D 1-8+1 (sword) and/or 1-6 (axe); S18/92 (+2/+5) I11 D7 C14; attack with 1 (+2 to hit) or 2 weapons; 6 melee attacks/rd vs less than 1 hit

die; never check morale; PPD11 PP12 RSW13 BW13 S14; eqp (avg): **long sword +1, +3 vs regenerating creatures**, hand axe (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; cheerful, barbaric; nature; XP 475 + 8/hp (XPL9)

1 melee weapon (sword +1/+3): #AT 1; THACO 11/9; D 1-8+6/1-8+8

1 melee weapon (axe): #AT 1; THACO 11; D 1-6+5

2 melee weapons (sword +1/+3 & axe): #AT 2; THACO 13/11 & THACO 14; D 1-8+6/1-8+8 & 1-6+5

1 missile weapon (axe): #AT 1; THACO 11; D 1-6+5

hp 40

Bergthórr 'the Red' (N), berserker war chief (F9); AC 7; MV 12"; HD F9; **THACO 12/9/8** (base/str/sword, axe); #AT 6/2² (sword and axe) or 3/2 (sword or axe); D 1-8+1 (sword) and/or 1-6+1 (axe); S18/00 (+3/+6) I10 D12 C17 (+3); attack with 1 (+2 to hit) or 2 weapons; 9 melee attacks/rd vs less than 1 hit die; never check morale; PPD8 PP9 RSW10 BW9 S11; eqp (avg): **long sword +1, hand axe +1** (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; harsh, barbaric; athletics; XP 1,800 + 14/hp (XPL12)

1 melee weapon (sword +1): #AT 1; THACO 6; D 1-8+7

1 melee weapon (axe +1): #AT 1; THACO 6; D 1-6+7

2 melee weapons (sword +1 & axe +1): #AT 2; THACO 8; D 1-8+7 & 1-6+7

1 missile weapon (axe +1): #AT 1; THACO 6; D 1-6+7

hp 82

Grímkell (N), berserker cleric assistant (C3) (Norse pantheon); AC 6; MV 12"; HD C3; **THACO 20** (base); #AT 2 or 1; D 1-6 (club) and/or 2-5 (hammer); S9 I11 W17 (+3; 2/2/1) D15 (+0/-1) C14; attack with 1 (+2 to hit) or 2 weapons; turn undead (4/7/10/13/16/19/20); never check morale; PPD10 PP13 RSW14 BW16 S15 (+3 wisdom, +1 dexterity); eqp (avg): club (1/2/3), hammer (1/2/3); **figurine of wondrous power (hematite bear)**; see below; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; even tempered, sober; clothier; assistant of Tjórvi; XP 175 + 4/hp (XPL7)

1 melee/missile weapon (club): #AT 1; THACO 18; D 1-6

1 melee/missile weapon (hammer): #AT 1; THACO 18; D 2-5

2 melee weapons (club & hammer): #AT 2; THACO 20; D 1-6 & 2-5

spells (4/3) I: **bless, cure light wounds, light, remove fear**

II: **chant, chant, hold person**

hp 21

+ 1 **hematite bear (figurine of wondrous power³)**; **totem bear**: N; AC 7; MV 12"; HD 3+3; **THACO 16**; #AT 3; D 1-3/1-3/1-6; claw hit "18" = hug (2-8); immune to magical control; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (6' + tall); XP 110 + 4/hp (XPL6); **berserk bear**: N; AC 4; MV 12"; HD 6+6; **THACO 13**; #AT 3; D 1-8+2/1-8+2/1-12+2; +2 to hit; claw hit "16" = rend (2-16+2); fight at 0 to -8 hp for 4 rds or until -9 hp; immune to magical control; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9' + tall); XP 475 + 8/hp (XPL9)

hp (totem bear) 21

hp (berserk bear) 42

Önundr of Skage (N), berserker cleric assistant (C4) (Norse pantheon); AC 7; MV 12"; HD C4; **THACO 18** (base); #AT 2 or 1; D 1-6 (club) and/or 2-5 (hammer); S9 I11 W14 (2/2) D12 C10; attack with 1 (+2 to hit) or 2 weapons; turn undead (T/T/4/7/10/13/16/20); never check morale; PPD9 PP12 RSW13 BW15 S14; eqp (avg): club (1/2/3), hammer (1/2/3), **wand of negation** (48 ch); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; proud, martyr/zealot; hunting; assistant of Ásbrandr 'the Oak'; XP 245 + 5/hp (XPL8)

1 melee/missile weapon (club): #AT 1; THACO 16; D 1-6

1 melee/missile weapon (hammer): #AT 1; THACO 16; D 2-5

2 melee weapons (club & hammer): #AT 2; THACO 18; D 1-6 & 2-5

spells (5/4) I: **bless, bless, cause fear, command, cure light wounds**

II: **chant, chant, hold person, silence 15' radius**

hp 15

Hallbjörn (N), berserker cleric assistant (C4) (Norse pantheon); AC 7; MV 12"; HD C4; **THACO 18** (base); #AT 2 or 1; D 1-6 (club) and/or 2-5 (hammer); S11 I11 W18 (+4; 2/2/1/1) D12 C12; attack with 1 (+2 to hit) or 2 weapons; turn undead (T/T/4/7/10/13/16/20); never check morale; PPD9 PP12 RSW13 BW15 S14 (+4 wisdom); eqp (avg): club (1/2/3), hammer (1/2/3); **incense of obsession**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; harsh, martyr/zealot; collector (books & scrolls); assistant of Ásbrandr 'the Oak'; XP 245 + 5/hp (XPL8)

1 melee/missile weapon (club): #AT 1; THACO 16; D 1-6

1 melee/missile weapon (hammer): #AT 1; THACO 16; D 2-5

2 melee weapons (club & hammer): #AT 2; THACO 18; D 1-6 & 2-5

spells (5/4) I: **bless, bless, cause fear, cure light wounds, remove fear**

II: **chant, chant, silence 15' radius, spiritual hammer**

hp 21

Skjaldbjörn (N), berserker cleric assistant (C4) (Norse pantheon); AC 7; MV 12"; HD C4; **THACO 18** (base); #AT 2 or 1; D 1-6 (club) and/or 2-5 (hammer); S11 I10 W18 (+4; 2/2/1/1) D14 C14; attack with 1 (+2 to hit) or 2 weapons; turn undead (T/T/4/7/10/13/16/20); never check morale; PPD9 PP12 RSW13 BW15 S14 (+4 wisdom); eqp (avg): club (1/2/3), hammer (1/2/3); **necklace of adaptation**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; morose, unforgiving; athletics; assistant of Ásbrandr 'the Oak'; XP 245 + 5/hp (XPL8)

1 melee/missile weapon (club): #AT 1; THACO 16; D 1-6

1 melee/missile weapon (hammer): #AT 1; THACO 16; D 2-5

2 melee weapons (club & hammer): #AT 2; THACO 18; D 1-6 & 2-5

spells (5/4) I: **bless, bless, cause fear, command, cure light wounds**

$\pi(B) = 1,000 \text{ cp}, 3,000 \text{ ep}$

TT (B) = **8 gems**: 2 semi-precious stones: star rose quartz (50 gp), smoky quartz (50 gp); 6 fancy stones: amber (100 gp), 2×large alexandrite (2×200 gp), jade (100 gp), amethyst (100 gp), red garnet (80 gp); **4 pieces of jewelry**: silver earrings with gems (3,000 gp), silver amulet with gems (6,000 gp), wrought gold hat ornament (800 gp), wrought platinum earrings (2,300 gp)

BLACK BEAR

Never in lair; MM, p. 9

BLACK BEAR (1-3) (XPL5)

1-3 **black bears** (N); AC 7; MV 12"; HD 3+3; **THACO 16**; #AT 3; D 1-3/1-3/1-6; claw hit "18" = hug (2-8); PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (6' + tall); XP 85 + 4/hp (XPL5)

hp 17, 17, 15

hp 18, 19, 22

hp 15, 16, 16

BLACK DRAGON EXAMPLE

30% in lair; speak black dragon and one or more human languages; MM, p. 29-31

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Tend towards the mid point between law and chaos in their evil.

EXAMPLE BLACK DRAGON (4) (4 SUB-ADULTS) (75% airborne) (XPL(10/9/9)/37)

Skiacalchax, black dragon (airborne) (huge/sub-adult/awake) (CE); AC 3; MV 12"/24" (E)¹⁾; HD 8 (4 hp/hit die); **THACO 12**; #AT 3; D 1-4/1-4/3-18; **breathe acid** (1/2"×6" stream; D 32 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD10 PP11 RSW12 BW12 S13; earth- and water-based attacks +1 to hit and damage²⁾; Int 8-10; SZ L (18' long); XP 825 + 10/hp (XPL10)

hp 32

Adraharcordax, black dragon (airborne) (average/sub-adult/speaking/awake) (CE); AC 3; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/3-18; **breathe acid** (1/2"×6" stream; D 21 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD10 PP11 RSW12 BW12 S13; earth- and water-based attacks +1 to hit and damage²⁾; Int 8-10; SZ L (16' long); XP 525 + 8/hp (XPL9)

hp 21

Aragmarmalax, black dragon (average/sub-adult/awake) (CE); AC 3; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/3-18; **breathe acid** (1/2"×6" stream; D 21 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD10 PP11 RSW12 BW12 S13; earth- and water-based attacks +1 to hit and damage²⁾; Int 8-10; SZ L (16' long); XP 525 + 8/hp (XPL9)

hp 21

Keruvavoris, black dragon (airborne) (average/sub-adult/speaking/awake) (CE); female; AC 3; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/3-18; **breathe acid** (1/2"×6" stream; D 21 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD10 PP11 RSW12 BW12 S13; earth- and water-based attacks +1 to hit and damage²⁾; Int 8-10; SZ L (16' long); XP 525 + 8/hp (XPL9)

hp 21

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by earth elemental, xorn, umber hulk, triton, or water elemental

BLACK DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Deep, dark caves in miasmal swamps or marshes. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable.

EXAMPLE BLACK DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL11)

Atrasulchuzzebrax, 'Murkfang', black dragon (huge/ancient/speaking/magic-using/awake) (CE); AC 3; MV 12"/24" (E)¹⁾; HD 8 (8 hp/hit die); **THACO 12**; #AT 3; D 1-4/1-4/3-18; **breathe acid** (1/2"×6" stream; D 64 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); PPD4 PP5 RSW5 BW4 S6 (save as 16 hit dice monster); earth- and water-based attacks +1 to hit and damage²⁾; Int 8-10; SZ L (30' long); XP 1,100 + 12/hp (XPL11)

spells (1/day each): 1: **erase**, **jump**, **magic missile**, **Nystul's magic aura**, **protection from evil**, **protection from evil**, **sleep**, **unseen servant**

hp 64

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by earth elemental, xorn, umber hulk, triton, or water elemental

TT (H×2) = 6,000 sp; 50,000 gp; **66 gems**: 10 fancy stones: 2×pearl (2×100 gp), very large pearl (1,000 gp), 2×amethyst (90 gp, 100 gp), alexandrite (70 gp), red spinel (90 gp), jet (60 gp), chrysoberyl (100 gp), jade (100 gp); 26 semi-precious stones: large star rose quartz (100 gp), moonstone (50 gp), 3×smoky quartz (30 gp, 35 gp, 50 gp), 2×rock crystal (50 gp, 60 gp), 3×onyx (3×50 gp), large onyx (100 gp), 4×chalcedony (4×50 gp), 2×citrine (2×50 gp), carnelian (50 gp), small carnelian (10 gp), large

BLINK DOG

BLINK DOG LAIR

BLUE DRAGON LAIR EXAMPLE

Harzerulmalax, blue dragon (average/ancient/sleeping^{1b}) (LE); AC 2; MV 9"/24" (E)^{2j}; HD 9 (7 hp/hit die); **THAC0 12**; #AT 3; D 1-6/1-6/3-24; **breathe lightning** (1½"×10" bolt; D 63 hp; save vs breath weapon for ½; 3/day); ferocity when mate or young attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (8" rad.); **dragon fear**

(MM, p. 30); infravision (60'); water- and lightning-based attacks -1 to hit and damage³; PPD4 PP5 RSW6 BW4 S7 (save as 16 hit dice monster); fire-based attacks +1 to hit and damage⁴; Int 11-12; SZ L (42' long); XP 2,000 + 12/hp (XPL13)
hp 63

Lazulomandris, blue dragon (airborne) (average/ancient/speaking/magic-using/awake) (LE); female; AC 2; MV 9"/24" (E)²; HD 9 (7 hp/hit die); **THAC0 12**; #AT 3; D 1-6/1-6/3-24; **breathe lightning** (1/2"×10" bolt; D 63 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate or young attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); water- and lightning-based attacks -1 to hit and damage³; PPD4 PP5 RSW5 BW4 S6 (save as 16 hit dice monster); fire-based attacks +1 to hit and damage⁴; Int 11-12; SZ L (42' long); XP 2,400 + 12/hp (XPL14)

spells (1/day each): I: **mending, push, unseen servant**
II: **darkness 15' radius, web**
III: **invisibility 10' radius, lightning bolt**

hp 63

¹ Awakens on "6" on d6; awakens when loud noise within 30-120' (e.g., talking, shouting, forcing a door; factors apply); opponents attack at +3 to hit while asleep

² On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

³ Includes attack by triton or water elemental

⁴ Includes attack by efreet, fire elemental, or salamander

TT (H×2 S×2) = 2,100 pp; **142 gems**: 34 semi-precious stones: 4×carnelian (2×50 gp, 65 gp, 80 gp), small carnelian (7 gp), large carnelian (100 gp), chalcedony (50 gp), 4×moonstone (35 gp, 40 gp, 2×50 gp), 4×citrine (50 gp, 60 gp, 75 gp, 80 gp), chrysoprase (50 gp), zircon (50 gp), rock crystal (50 gp), very exceptional rock crystal (1,000 gp), 3×smoky quartz (45 gp, 55 gp, 60 gp), small smoky quartz (13 gp), exceptional smoky quartz (500 gp), 2×star rose quartz (50 gp, 55 gp), large star rose quartz (100 gp), jasper (50 gp), 2×sardonyx (50 gp, 55 gp), onyx (75 gp), 2×large onyx (100 gp, 130 gp), bloodstone (60 gp); 24 fancy stones (precious): 3×pure black pearl (3×500 gp), large pure black pearl (1,000 gp), very large pure black pearl (2,000 gp), 3×topaz (3×500 gp), small topaz (100 gp), large topaz (1,000 gp), 3×violet garnet (3×500 gp), large violet garnet (1,000 gp), very large violet garnet (2,000 gp), 4×very deep blue spinel (400 gp, 3×500 gp), 3×aquamarine (350 gp, 2×500 gp), large peridot (1,000 gp), very large peridot (2,000 gp); 73 gem stones: 5×star ruby (700 gp, 3×1,000 gp, 1,300 gp), very small star ruby (100 gp), small star ruby (500 gp), large star ruby (5,000 gp), 12×sapphire (600 gp, 800 gp, 2×900 gp, 7×1,000 gp, 1,600 gp), 5×opal (800 gp, 2×1,000 gp, 1,300 gp, 1,600 gp), large opal (2,000 gp), 8×fire opal (8×1,000 gp), small fire opal (400 gp), 2×large fire opal (2×2,000 gp), 7×oriental topaz (800 gp, 3×1,000 gp, 1,200 gp, 1,300 gp, 1,500 gp), small oriental topaz (500 gp), large oriental topaz (5,000 gp), 7×star sapphire (800 gp, 5×1,000 gp, 1,300 gp), 5×oriental amethyst (4×1,000 gp, 1,600 gp), small oriental amethyst (500 gp), 2×large oriental amethyst (2×2,000 gp), 4×emerald (700 gp, 900 gp, 2×1,000 gp), 3×large emerald (2,000 gp, 5,000 gp, 5,500 gp), 5×black opal (600 gp, 800 gp, 3×1,000 gp); 9 fancy stones: pearl (100 gp), 2×coral (2×100 gp), large red-brown spinel (500 gp), red spinel (100 gp), amber (100 gp), alexandrite (100 gp), amethyst (150 gp), very small amethyst (14 gp); **38 pieces of jewelry**: ivory brooch (500 gp); wrought silver demi-parure (800 gp); wrought platinum toe ring (1,700 gp), wrought platinum scepter (1,600 gp), wrought platinum pin (2,400 gp), wrought platinum arm band (2,000 gp), wrought platinum chain (2,300 gp), wrought platinum hair ornament (2,200 gp); jade bangle (single, inflexible loop as bracelet; 1,800 gp), jade arm band (2,200 gp), jade hairpin (2,300 gp), jade earrings (1,400 gp), jade necklace (1,400 gp); coral ring (1,800 gp), coral armlet (1,100 gp), coral bracelet (1,000 gp), coral chain (2,500 gp), coral flagon (1,300 gp), coral locket (2,400 gp); gold necklace with gems, with exceptional stone in the setting (7,000 gp + 5,000 gp), 2×gold shoe buckles with gems (3,000 gp, 4,000 gp), gold parure with gems, of exceptional value (8,000 gp), gold ring with gems (3,000 gp), gold orb with gems (3,000 gp), gold earrings with gems (5,000 gp), gold earrings with gems, of exceptional value (8,000 gp), 2×gold bracelet with gems (2×3,000 gp), gold and silk fan with gems (6,000 gp), gold locket with gems (6,000 gp); silver amulet with gems, of exceptional value (4,000 gp), 2×silver armlet with gems (2,000 gp, 5,000 gp), silver locket with gems (6,000 gp), silver clasp with gems, of exceptional value and with exceptional stone in the setting (6,000 gp + 5,000 gp), silver earrings with gems (3,000 gp), silver beads with gems, of exceptional value (6,000 gp), silver shoe buckles with gems (6,000 gp)

BLUE DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Vast cave or underground cavern in deserts and arid lands. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults.

EXAMPLE BLUE DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL16)

Brimamalaxis, 'the Storm Queen', blue dragon (huge/ancient/speaking/magic-using/awake) (LE); female; AC 2; MV 9"/24" (E)¹; HD 10 (8 hp/hit die); **THAC0 10**; #AT 3; D 1-6/1-6/3-24; **breathe lightning** (1/2"×10" bolt; D 80 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); water- and lightning-based attacks -1 to hit and damage²; PPD3 PP4 RSW5 BW4 S6 (as 20 hit dice monster); fire-based attacks +1 to hit and damage³; Int 11-12; SZ L (42' long); XP 3,000 + 14/hp (XPL 16)

spells (1/day each): I: **jump, light, read magic**
II: **magic mouth, web**
III: **dispel magic, Leomund's tiny hut**

hp 80

¹ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by triton or water elemental

³⁾ Includes attack by efreet, fire elemental, or salamander

TT (H×2 S×2) = **magic-user scroll** (III: hold person; MU7; DMG, p. 128); **magic-user scroll** (VI: invisible stalker; MU12; DMG, p. 128); **bracers of defense AC 6**; **incense of meditation** (4 pieces); **cleric scroll** (I: create water; C7; DMG, p. 128); **talisman of Zagyg**; **dagger +1, +2 vs creatures smaller than man-sized**; **wand of metal and mineral detection** (95 ch); **potion of growth**, **potion of polymorph (self)**

BRASS DRAGON EXAMPLE

25% in lair; speak brass dragon and one or more human languages; MM, p. 29-31

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Quite forward and officious; love to converse; rather selfish and tend towards neutrality because of this.

EXAMPLE BRASS DRAGON (4) (4 SUB-ADULTS) (75% airborne) (XPL(10/10/10/10/1½)/40½)

Malachophylax, brass dragon (average/sub-adult/sleeping¹⁾) (CG [N]); AC 2; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; D 1-4/1-4/4-16; **breathe sleep gas** (½"×7"×2" cone; save vs breath weapon at -2 regardless of level; 3/day); **breathe fear gas** (5×4×2" cloud (long/wide/high); save vs breath weapon at -2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW10 BW9 S11; Int 13-14; SZ L (16' long); XP 650 + 8/hp (XPL10)
hp 21

Glaucalchis, brass dragon (average/sub-adult/sleeping¹⁾) (CG [N]); female; AC 2; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; D 1-4/1-4/4-16; **breathe sleep gas** (½"×7"×2" cone; save vs breath weapon at -2 regardless of level; 3/day); **breathe fear gas** (5×4×2" cloud (long/wide/high); save vs breath weapon at -2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW10 BW9 S11; Int 13-14; SZ L (16' long); XP 650 + 8/hp (XPL10)
hp 21

Sarboros, brass dragon (average/sub-adult/sleeping¹⁾) (CG [N]); AC 2; MV 12"/24" (E)¹⁾; HD 7 (3 hp/hit die); **THACO 13**; D 1-4/1-4/4-16; **breathe sleep gas** (½"×7"×2" cone; save vs breath weapon at -2 regardless of level; 3/day); **breathe fear gas** (5×4×2" cloud (long/wide/high); save vs breath weapon at -2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW10 BW9 S11; Int 13-14; SZ L (16' long); XP 650 + 8/hp (XPL10)
hp 21

Aeris, brass dragon (average/sub-adult/speaking/magic-using/awake) (CG [N]); female; AC 2; MV 12"/24" (E)¹⁾; **THACO 13**; HD 7 (3 hp/hit die); D 1-4/1-4/4-16; **breathe sleep gas** (½"×7"×2" cone; save vs breath weapon at -2 regardless of level; 3/day); **breathe fear gas** (5×4×2" cloud (long/wide/high); save vs breath weapon at -2; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW9 BW9 S10; Int 13-14; SZ L (16' long); XP 700 + 8/hp (XPL10)

spells (1/day each): I: **find familiar, hold portal**

II: **ray of enfeeblement**

hp 21 (+3 familiar)

+ 1 **weasel (familiar)** (N); **Hextrist**; male; AC 7; MV 15"; HD ½ (2-4 hp); **THACO 20**; #AT 1; D 1 hp; PPD16 PP17 RSW18 BW20 S19 (or as master); superior hearing, very superior olfactory power; **PHB**, p. 66; Int 3-4; SZ S; XP 5 + 1/hp (XPL½)
hp 4

¹⁾ Awakens on "6" on d6; awakens when loud noise within 30-120' (e.g., talking, shouting, forcing a door; factors apply); opponents attack at +3 to hit while asleep

²⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

BRASS DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Cavernous lair in sandy desert regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable.

EXAMPLE BRASS DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL12)

Cadradbadrax, 'the Eloquent Arbiter', brass dragon (huge/ancient/speaking/magic-using/awake) (CG [N]); AC 2; MV 12"/24" (E)¹⁾; HD 8 (8 hp/hit die); **THACO 12**; #AT 3; D 1-4/1-4/4-16; **breathe sleep gas** (½"×7"×2" cone; save vs breath weapon at -2 regardless of level; 3/day); **breathe fear gas** (5×4×2" cloud (long/wide/high); save vs breath weapon at -2; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); PPD4 PP5 RSW5 BW4 S6 (save as 16 hit dice monster); Int 13-14; SZ L (30' long); XP 1,275 + 10/hp (XPL12)

spells (1/day each): I: **affect normal fires, charm person, comprehend languages, read magic**

II: **knock, magic mouth, scare, shatter**

hp 64

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

TT (H×2) = 20,000 ep; 20,000 gp; **2 gems**: 1 **fancy stone (precious)**: violet garnet (500 gp); 1 **fancy stone**: small alexandrite (50 gp); **wand of negation** (83 ch); **magic-user scroll** (IV: lower water; MU7; DMG, p. 128); **military pick +1**; **wand of magic detection** (87 ch); **cleric scroll** (IV: cure serious wounds; II: slow poison; III: feign death; C7; DMG, p. 128); **cloak of protection +1**; **ring of fire resistance**; **potion of longevity**, **potion of speed**, **potion of levitation**

BRIGAND LAIR EXAMPLE—ELVIND 'THE RAPTOR' (INFORMAL CAMP)

20% in lair; MM, p. 66-67

Lair is informal camp (80%); or cave complex with secret entrance (10%); or regular castle (10%) with 1-4 light catapults for defense. Lair has 2-20 important prisoners and 5-30 camp followers/slaves.

EXAMPLE BRIGAND LAIR¹⁾ (INFORMAL CAMP) (121+specials)

(XPL(12×1/12×3/12×2/12×2/12×2/12×2/12×2/49×1/12×1/5/3/7/3/5/3/5/3/6/3/5/3/8/3/6/3/8/3/9/3/8/3/7/3/8/3/10/3/9/3/4/3/5/3/5/3/7/3/4/3/4/3/10/3/15/3/5/3/6/3/11/3)/509) + (XPL(7×1/2/2×2/3/5/2/1/1/20×1/2/5/4/7/5/2×1/2/6)/571/2)

121 brigands (36 mounted) + 6 3rd level brigand fighters (mounted) + 4 4th level brigand fighters (mounted) + 3 5th level brigand fighters (mounted) + 2 6th level brigand fighters (mounted) + 6 brigand guards (mounted) + 1 brigand lieutenant (mounted) + 1 brigand leader (mounted) + 2 brigand cleric assistants (mounted) + 1 brigand cleric (mounted) + 24 light warhorses + 38 medium warhorses + 38 camp followers/slaves + 3 important prisoners

12 brigand medium cavalry swordsmen (mounted) (CE); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-8 (sword); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield, long sword; XP 10 + 1/hp (XPL1)
hp 5, 6, 4, 2, 5 // 5, 6, 3, 1, 5 // 1, 2

+ 12 medium warhorses (N); AC 7; MV 18"; HD 2+2; THACO 16; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11, 12, 9, 12, 10 // 8, 11, 5, 11, 8, // 11, 9

12 brigand light cavalry spearmen (mounted) (CE); AC 7; MV 12" (24" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-6²⁾ (spear); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; spear (1/2/3); XP 14 + 1/hp (XPL2)
hp 4, 4, 4, 6, 4 // 1, 1, 6, 2, 6 // 2, 5

+ 12 light warhorses (N); AC 7; MV 24"; HD 2; THACO 16; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 8, 8, 9, 5, 9 // 11, 10, 10, 14, 9 // 7, 10

12 brigand light cavalry crossbowmen (mounted) (CE); AC 8; MV 12" (24" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-4 (crossbow); +1 morale; I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; light crossbow & 12 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 3, 4, 6, 3, 1 // 1, 2, 6, 6, 4 // 2, 6

+ 12 light warhorses (N); AC 7; MV 24"; HD 2; THACO 16; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 4, 5, 9, 8, 7 // 7, 6, 9, 10, 11 // 5, 9

12 brigand archers (CE); AC 8; MV 12"; HD 1-1 (1-6 hp); THACO 20; #AT 2; D 1-6/1-6 (bow); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; short bow & 12 arrows (5/10/15); XP 14 + 1/hp (XPL2)
hp 2, 3, 2, 2, 4 // 2, 1, 6, 2, 1 // 5, 6

12 brigand crossbowmen (CE); AC 8; MV 12"; HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-4 (crossbow); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; light crossbow & 12 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 3, 3, 4, 4, 3 // 5, 1, 1, 3, 3 // 5, 4

49 brigand swordsmen (CE); AC 7; MV 12"; HD 1-1 (1-6 hp); THACO 20; #AT 1; D 2-8 (sword); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; broadsword; XP 10 + 1/hp (XPL1)
hp 6, 5, 6, 4, 6 // 6, 1, 3, 1, 4 // 3, 5, 2, 3, 4 // 2, 1, 4, 6, 3 // 2, 2, 4, 5, 4 // 1, 4, 2, 1, 4 // 3, 6, 6, 6, 2 // 1, 4, 4, 6, 6 // 4, 3, 2, 5, 1 // 2, 4, 1, 1

12 brigand halberdiers (CE); AC 8; MV 12"; HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-10 (halberd); I8-12; +1 morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; halberd; XP 10 + 1/hp (XPL1)
hp 3, 6, 6, 4, 3 // 6, 3, 2, 3, 6 // 5, 2

Horton Sheather (CE), F3 (brigand fighter) (mounted); AC 4; MV 9" (18" on mount); HD F3; THACO 18; #AT 1 or 2; D 2-5 (flail) or 1-8 (sword) or 1-6/1-6 (bow); S15 I12 W9 D10 C13 Ch9; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain & shield; horseman's flail, long sword, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; easy going, dreaming; wines & spirits; XP 85 + 4/hp (XPL5)
hp 22

+ 1 medium warhorse (N); AC 7; MV 18"; HD 2+2; THACO 16; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Arder 'Baby Face' of Dragon's Bluff (LE), F3 (brigand fighter) (mounted); AC 0; MV 9" (18" on mount); HD F3; THACO 18/16 (base/dex); #AT 1 or 2; D 2-5 (flail) or 1-8 (sword) or 1-6/1-6 (bow); S14 I11 W11 D17 (+2/-3) C16 (+2) Ch14; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+3 dexterity; +1 shield); eqp (avg): chain mail & shield +1; horseman's flail, long sword, short bow & 12 arrows 5/10/15, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud/haughty, suspicious; exotic animals; XP 135 + 4/hp (XPL7)
hp 27

+ 1 medium warhorse (N); AC 7; MV 18"; HD 2+2; THACO 16; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Overton Ferrier (CE), F3 (brigand fighter) (mounted); AC 8; MV 9" (18" on mount); HD F3; **THACO 18/17/15** (base/str/sword); #AT 1; D 1-10+2 (sword); S17 (+1/+1) I12 W13 D13 C17 (+3) Ch12; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16; eqp (none): leather armor; **cursed berserking two-handed sword** (+2); minimal gear (class-related items, silver or silvered weapon); A/P/I: dirty; even tempered, courteous; gambling; XP 85 + 4/hp (XPL5)
hp 29

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

'Miss' Eloisa Granger (CE), F3 (brigand fighter) (mounted); female; AC 4; MV 9" (18" on mount); HD F3; **THACO 18**; #AT 1 or 2; D 2-5 (flail) or 1-8 (sword) or 1-6/1-6 (bow); S13 I11 W11 D11 C15 (+1) Ch18; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; horseman's flail, long sword, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; even tempered, hedonist; hunting; XP 85 + 4/hp (XPL5)
hp 31

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Crundall Pont (CE), F3 (brigand fighter) (mounted); AC 3; MV 9" (18" on mount); HD F3; **THACO 18/16** (base/scimitar); #AT 1 or 2; D 2-5 (flail) or 1-8+2 (scimitar) or 1-6/1-6 (bow); S12 I9 W10 D15 (+0/-1) C12 Ch8; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; horseman's flail, **scimitar** +2, short bow (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; proud/haughty, overbearing; wines & spirits; XP 110 + 4/hp (XPL6)
hp 24

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Kegan Greeves (NE), F3 (brigand fighter) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18**; #AT 1 or 2; D 2-5 (flail) or 1-8 (sword) or 1-6/1-6 (bow); S15 I11 W8 D13 C10 Ch9; 3 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain & shield; horseman's flail, long sword, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud/haughty, hostile; physics; XP 85 + 4/hp (XPL5)
hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Tench 'Diamond' Penfield (CE), F4 (brigand fighter) (mounted); AC -1; MV 9" (18" on mount); HD F4; **THACO 18/17/15/16** (base/str/sword/dex); #AT 1 or 2; D 1-6 (flail) or 1-8+2³ (sword) or 1-6⁴ (javelin) or 1-6/1-6 (bow); S18/16 (+1/+3) I7 W13 D16 (+1/-2) C12 Ch10; 4 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity; +3 shield); eqp (avg): chain mail & **shield** +3; horseman's flail, **bastard sword** +2, 2 javelins (2/4/6), short bow & 12 arrows (5/10/15); **potion of climbing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; unfeeling, taciturn; collector (minerals & gems); XP 200 + 5/hp (XPL8)
hp 29

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Barlow 'Bedlam' Drawer (CE), F4 (brigand fighter) (mounted); AC 1; MV 9" (18" on mount); HD F4; **THACO 18/17/16** (base/str/dex); #AT 1 or 2; D 1-6 (mace) or 1-6⁴ (javelin) or 1-8 (sword) or 1-6/1-6 (bow); S17 (+1/+1) I11 W15 D17 (+2/-3) C14 Ch11; 4 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+3 dexterity); eqp (avg): chain mail & shield; horseman's mace, 2 javelins (2/4/6), long sword, short bow & 12 arrows (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, hostile; athletics; XP 130 + 5/hp (XPL6)
hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Trigg 'Fugly' Poker (CE), F4 (brigand fighter) (mounted); AC 0; MV 12" (18" on mount); HD F4; **THACO 18/16** (base/dex, crossbow); #AT 1 or 2; D 2-5 (flail) or 1-6⁴ (javelin or sword) or 1-4(+2) (crossbow) or 1-6/1-6 (bow); S15 I10 W12 D17 (+2/-3) C18 (+4) Ch6; 4 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+3 dexterity; +1 armor); eqp (exc): **chain mail** +1 & shield; horseman's flail, short sword, 3 javelins (2/4/6), composite short bow & 24 arrows (5/10/18), light crossbow & 12 bolts & 13 **bolts** +2 (4 from Brys of Oakton) (6/12/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; hot tempered, amoral; legends; XP 200 + 5/hp (XPL8)
hp 35

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11

Byrne 'Reckless' Buckmaster (LE), F4 (brigand fighter) (mounted); AC -1; MV 12" (18" on mount); HD F4; **THACO 18/17** (base/sword); #AT 1 or 2; D 1-8+1 (sword) or 1-6/1-6 (bow); S15 I13 W13 D14 C16 (+2) Ch11; 4 melee attacks/rd vs less than 1 hit die; +1 morale; PPD13 PP14 RSW15 BW16 S16 (+1 armor, +4 shield); eqp (scant): **chain mail +1 & shield +4; long sword +1**, short bow & 6 arrows (5/10/15); complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, foolhardy; drugs; XP 240 + 5/hp (XPL9)
hp 43

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Mavis 'Grimace' Ganter (CE), F5 (brigand fighter) (mounted); female; AC 3; MV 12" (18" on mount); HD F5; **THACO 16**; #AT 1 or 2; D 1-6 (mace) or 1-8 (sword) or 1-6/1-6 (bow); S16 (+0/+1) I11 W7 D14 C15 (+1) Ch6; 5 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14 (+1 armor, +2 shield); eqp (avg): **ring mail +1 & shield +2**; horseman's mace, long sword, short bow & 12 arrows (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; morose, rash; history; XP 300 + 6/hp (XPL8)
hp 44

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Grinling Whelster (CE), F5 (brigand fighter) (mounted); AC 5; MV 9" (18" on mount); HD F5; **THACO 16/15** (base/str); #AT 1 or 2; D 1-6 (mace) or 1-10 (halberd) or 1-4 or 1-4/1-4 (daggers); S17 (+1/+1) I12 W11 D14 C13 Ch11; 5 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14; eqp (scant): scale & shield; horseman's mace, halberd, 2 daggers (1/2/3); complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; humble, deceitful; politics; XP 225 + 6/hp (XPL7)
hp 29

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Helmer 'Hazard' Bailhache (CE), F5 (brigand fighter) (mounted); AC 3; MV 9" (18" on mount); HD F5; **THACO 16/15** (base/str); #AT 1 or 2; D 1-6 (mace) or 1-10 (halberd) or 2-8 (sword) or 1-6/1-6 (bow); S18/23 (+1/+3) I9 W11 D13 C14 Ch12; 5 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14; eqp (avg): banded mail & shield; horseman's mace, halberd, broadsword, short bow & 12 arrows (5/10/15), dagger (1/2/3); **potion of extra-healing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; hot tempered, rude; gambling; XP 300 + 6/hp (XPL8)
hp 42

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Alaine 'Scully' Berner (CE), F6 (brigand fighter) (mounted); female; AC -2; MV 12" (18" on mount); HD F6; **THACO 16/15** (base/dex); #AT 1 or 2 or 3; D 2-5 (flail) or 1-6 (axe) or 1-6⁴⁾ (javelin) or 1-6/1-6 (bow) 1-3/1-3/1-3 (darts); S14 I12 W13 D16 (+1/-2) C16 (+2) Ch14; 6 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity; +1 armor, +4 shield); eqp (avg): **scale mail +1 & shield +4**; horseman's flail, axe (1/2/3), javelin (2/4/6), 15 darts (1 1/2/3/4 1/2); **philter of love**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; harsh, iconoclastic; foods & preparation; XP 600 + 8/hp (XPL10)
hp 53

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Madia 'Bream' Pike (CE), F6 (brigand fighter) (mounted); female; AC -2; MV 12" (18" on mount); HD F6; **THACO 16/(14/12)/15** (base/sword/dex); #AT 1; D 1-8+2 or 3-6+4⁵⁾ (sword); S13 I11 W13 D16 (+1/-2) C10 Ch10; 6 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity); eqp (none): **splint mail +4** (from Ciwan Crolas); **long sword +2, White Dragon Slayer**; minimal gear (class-related items, silver or silvered weapon); A/P/I: ragged; easy going, covetous; fishing; XP 350 + 8/hp (XPL9)
hp 47

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Eri Sermin (CE), F2 (brigand guard) (mounted); female; AC 2; MV 9" (18" on mount); HD F2; **THACO 20**; #AT 1 or 2; 2-5 (flail) or 1-8 (sword) or 1-6/1-6 (bow); S14 I10 W9 D11 C14 Ch12; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17; eqp (avg+): plate mail & shield; horseman's flail, long sword, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; proud/haughty, blustering; athletics; XP 50 + 3/hp (XPL4)
hp 30

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14

RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 5

Aithne Chaloner (CE), F2 (brigand fighter) (mounted); female; AC 2; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/axe); #AT 1 or 2; D 2-5 (flail) or 1-6+1 (axe) or 1-6/1-6 (bow); S14 I10 W9 D15 (+0/-1) C18 (+4) Ch11; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17 (+1 dexterity); eqp (avg): banded mail & shield; horseman's flail, **axe +1** (1/2/3), short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; proud/haughty, unforgiving; religion; XP 65 + 3/hp (XPL5)
hp 26

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Gael 'Nightshade' Perrier (CE), F2 (brigand guard) (mounted); female; AC 8; MV 12" (18" on mount); HD F2; **THACO 20/18** (base/javelin); #AT 1; D 1-6+2⁴ (javelin) or 1-4 (dagger); S14 I10 W11 D12 C13 Ch8; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17; eqp (none): leather armor; **javelin +2** (2/4/6), dagger (1/2/3); minimal gear (class-related items, silver or silvered weapon); A/P/I: rough; unfeeling, forceful; drugs; XP 65 + 3/hp (XPL5)
hp 16

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Elbert 'the Cat' (CE), F2 (brigand guard) (mounted); AC -1; MV 9" (18" on mount); HD F2; **THACO 20/17/(19/18)** (base/dex/(dagger)); #AT 1 or 2 or 3; D 2-5 (sling) or 1-4 or 1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S16 (+0/+1) I10 W12 D18 (+3/-4) C18 (+4) Ch14; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17 (+4 dexterity); eqp (avg): banded mail & shield; sling & 20 bullets (5/10/20), **dagger +1, +2 vs creatures smaller than man-sized** (1/2/3) (from Brys of Oakton), 5 daggers (1/2/3), 18 darts (1 1/2/3/4 1/2); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; cheerful, solitary/secretive; exotic animals; XP 80 + 3/hp (XPL7)
hp 16

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Esmond of Deermore, 'The Cavalier' (LE), F2 (brigand guard) (mounted); AC 6; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/dex); #AT 1; D 2-5 (flail); S15 I11 W15 D16 (+1/-2) C9 Ch11; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17 (+2 dexterity); eqp (none): leather armor; horseman's flail; **potion of clairvoyance**; minimal gear (class-related items, silver or silvered weapon); A/P/I: rough; easy going, very honorable; history; XP 50 + 3/hp (XPL4)
hp 19

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Dectera Pottharst, 'The Boxer' (CE), F2 (brigand guard) (mounted); female; AC 3; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str, dex); #AT 1 or 2; D 1-6 (mace) or 2-8 (sword) or 1-6/1-6 (bow); S18/30 (+1/+3) I9 W15 D16 (+1/-2) C15 (+1) Ch11; 2 melee attacks/rd vs less than 1 hit die; +1 morale; PPD14 PP15 RSW16 BW17 S17 (+2 dexterity); eqp (scant): scale & shield; horseman's mace, broadsword, short bow & 6 arrows (5/10/15), dagger (1/2/3); complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; humble, curious/inquisitive; husbandry; XP 50 + 3/hp (XPL4)
hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Ranald Corser (CE), F7 (brigand lieutenant) (mounted); AC 1; MV 12" (18" on mount); HD F7; **THACO 14/12/(10/9)/11** (base/str/(sword)/flail); #AT 3/2 (ST) or 2 (missiles); D 2-5+1 (flail) or 1-8+2 or 2-24+3⁹ (sword) or 1-6/1-6 (bow); S18/62 (+2/+3) I12 W15 D11 C15 (+1) Ch10; 7 melee attacks/rd vs less than 1 hit die; +1 morale; PPD10 PP11 RSW12 BW12 S13 (+1 armor); eqp (avg): **plate mail +1** & shield; **horseman's flail +1, long sword +2, Giant Slayer**, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; morose, hostile; drugs; XP 725 + 10/hp (XPL10)
hp 61

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Elvind 'the Raptor' (CE), F9 (brigand leader) (mounted); AC -3; MV 12" (18" on mount); HD F9; **THACO 12/9** (base/str); #AT 3/2 (ST) or 2 (missiles); D 1-8 (long sword) or 2-8 (morning star) or 1-6/1-6 (bow); S18/00 (+3/+6) I13 W12 D14 C17 (+3) Ch13; 9 melee attacks/rd vs less than 1 hit die; +1 morale; PPD8 PP9 RSW10 BW9 S11 (+5 armor); eqp (avg): **plate mail +5** & shield; **poisoned long sword** (from Edhil Dorvai; insinuating poison type A: onset 3 rds; D 15 hp; save vs poison at +4 for no damage; opponents 10% cumulative chance/rd to notice poisoned weapon), morning star, composite longbow & 12 arrows & 1 **arrow of slaying (fighters)**; **potion of clairvoyance**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; proud/haughty, violent/warlike; history; XP 3,300 + 14/hp (XPL15)

hp 88

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Davnet 'Fish' Tulliver (CE), C3 (brigand cleric assistant) (mounted) (Celtic pantheon); female; AC 3; MV 9" (18" mounted); HD C3; **THACO 20**; #AT 1; D 2-5 (flail) or 2-7 (mace); S10 I10 W14 (2) D9 C17 (+2) Ch11; command undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15; eqp (avg): banded mail & shield; horseman's flail, footman's mace; very complete gear (class-related items, unholy water, silver or silvered weapon, etc.); A/P/I: ragged; cheerful, craven; gambling; XP 125 + 4/hp (XPL5)
spells (4/1): I: **command, command, detect magic, protection from good**
II: **chant**

hp 27

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Craigh 'the Alchemist' (CE), C3 (brigand cleric assistant) (mounted) (Celtic pantheon); AC 5; MV 12"; HD C3; **THACO 20**; #AT 1; D 2-5 (flail) or 2-7 (mace); S14 I14 W18 (+4; 2/2/1/1) D11 C14 Ch13; command undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+4 wisdom; +1 armor); eqp (avg): **studded leather armor +1** & shield; horseman's flail, footman's mace; **incense of meditation** (7 pieces); very complete gear (class-related items, unholy water, silver or silvered weapon, etc.); A/P/I: immaculate; easy going, dull; alchemy; XP 175 + 4/hp (XPL6)
spells (4/3): I: **cause light wounds, command, protection from good, putrefy food & drink, sanctuary**
II: **chant, resist fire, silence 15' radius**

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Bebhionn ('The Hellcat') Magant (CE), C6 (brigand cleric) (mounted) (Celtic pantheon); female; AC 0; MV 12"; HD C6; **THACO 18**; #AT 1; D 2-5 (flail) or 2-5 (hammer) or 2-7 (mace); S8 I12 W16 (+2/ 2/2) D14 C14 Ch8; command undead (D/D/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 wisdom; +2 armor); eqp (avg): **plate mail +2** & shield; horseman's flail, footman's mace, hammer (1/2/3); **cleric scroll** (I: **detect magic**; C7; **DMG**, p. 128); very complete gear (class-related items, unholy water, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, martyr/zealot; fishing; XP 775 + 8/hp (XPL11)
spells (5/5/2): I: **cause light wounds, command, curse, darkness, destroy water**
II: **chant, chant, hold person, silence 15' radius, spiritual hammer**
III: **cause disease, prayer**

hp 42

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

CAMP FOLLOWERS (11):

1 **beggar (sedentary male)** (N); AC 10; MV 6"; HD 0-level (1-4 hp); **THACO 20** (-2 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: dirty; haughty, overbearing; wines & spirits; old, diseased, religious; 1%-8% chance of knowing information of interest if paid; XP 5 + 1/hp (XPL½)
hp 4

1 **beggar (sedentary female)** (CE); AC 10; MV 6"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; morose, pessimist; history; young, maimed, religious; 1%-8% chance of knowing information of interest if paid; XP 5 + 1/hp (XPL½)
hp 2

1 **drunk (sedentary male)** (N); AC 10; MV 6"; HD 0-level (1-4 hp); **THACO 20** (-2 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; **greatly intoxicated** (hp +3; -5 to hit; I4 W3 (-3) D6 (-0/+1) Ch7; +4 bravery; +15% ML); PPD16 PP17 RSW18 BW20 S19 (-3 wisdom, -1 dexterity); A/P/I: dirty; easy going, rude; wines & spirits; wine-sodden bum; XP 5 + 1/hp (XPL½)
hp 5 (2)

1 **harlot (active female)** (NE); AC10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-1 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: dirty; hot tempered, malevolent; drugs; slovenly trull; 30% likely to know valuable information; 15% likely to make something up in order to gain a reward; XP 5 + 1/hp (XPL½)
hp 1

3 **peddlers (active male)** (CN); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; XP 5 + 1/hp (XPL½)
hp 5, 5, 3

2 **ruffians (F2)** (N); AC 10; MV 12"; HD F2; **THACO 20**; #AT Nil; D Nil; I8-12; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; A/P/I: shabby; mean, hostile; XP 35 + 3/hp (XPL2)
hp 9, 10

Edhil Dorvai (N), A1; female; AC 6; MV 12"; HD A1; **THACO 20/17** (base/dex); #AT Nil; D Nil; S11 I12 W8 D18 (+3/-4) C11 Ch11; backstab×2; **assassination** (surprise; 50/45/35/35/10/1, **DMG**, p. 75); PPD13 PP12 RSW14 BW16 S15 (+4 dexterity); A/P/I: foppish; proud, thrifty; gambling; poison with Elvind 'the Raptor'; XP 65 + 2/hp (XPL3)

hp 6

fully equipped: Edhil Dorvai (N), **A1**; female; AC 3; MV 12"; HD A1; **THACO 20/17** (base/dex); #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers) or 1-6/1-6 (bow); S11 I12 W8 D18 (+3/-4) C11 Ch11; backstab×2; **assassination** (surprise; 50/45/35/35/10/1, **DMG**, p. 75); **poison** (insinuating poison type A: onset 3 rds; D 15 hp; save vs poison at +4 for no damage; opponents 10% cumulative chance/rd to notice poisoned weapon); PPD13 PP12 RSW14 BW16 S15 (+4 dexterity); eqp (avg+): leather armor & shield; 6 daggers (1/2/3), short bow & 24 arrows (1/2/3); minimal gear; A/P/I: foppish; proud, thrifty; gambling; XP 73 + 2/hp (XPL5)

hp 6

Mau Yin-dai (LG), C2 (Chinese pantheon/Chih Sung-Tzu); female; AC 10; MV 12"; HD C2; **THACO 20**; #AT Nil; D Nil; S14 I16 W18 (+4; 2/2/1/1) D10 C16 (+2) Ch15; turn undead (7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+4 wisdom); A/P/I: dirty; even tempered, vengeful; history; XP 105 + 3/hp (XPL5)

spells (4): 1: **cure light wounds**

hp 18

fully equipped: Mau Yin-dai (LG), **C2** (Chinese pantheon/Chih Sung-Tzu); female; AC 3; MV 9"; HD C2; **THACO 20**; #AT 1; D 2-7 (mace); S14 I16 W18 (+4; 2/2/1/1) D10 C16 (+2) Ch15; turn undead (7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+4 wisdom); eqp (avg): banded mail & shield; mace; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: dirty; even tempered, vengeful; history; XP 105 + 3/hp (XPL5)

spells (4): 1: **bless, cure light wounds, protection from evil, sanctuary**

hp 18

SLAVES (27):

1 **hobgoblin** (LE); AC 5; MV 9"; HD 1+1; **THACO 19**; #AT 1; D 1-8; PPD14 PP15 RSW16 BW17 S17; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)

hp 6

1 **bandit** (N); AC 10; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; morose, friendly; history; XP 10 + 1/hp (XPL1)

hp 5

1 **brigand** (CE); AC 10; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT Nil; I8-12; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; unfeeling, blustering; hunting; XP 10 + 1/hp (XPL1)

hp 6

4 **city watchmen (active male)** (LN); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; XP 5 + 1/hp (XPL½)

hp 3, 5, 2, 3

2 **goodwives (sedentary female)** (N); AC 10; MV 6"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; no interesting gossip; XP 5 + 1/hp (XPL½)

hp 1, 2

1 **laborer (laboring male)** (NG); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: nondescript fellow; compassionate, loquacious; collector (porcelain); no levy in city watch; XP 5 + 1/hp (XPL½)

hp 4

1 **mercenary (constitution)** (N); AC 10; MV 12"; HD 0-level (4-7 hp); **THACO 20**; #AT Nil; D Nil; I8-12; C18 (+2); PPD16 PP17 RSW18 BW20 S19; A/P/I: dirty; cheerful, servile; legends; XP 10 + 1/hp (XPL1)

hp 8

2 **merchants (active male)** (LN); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT Nil; D Nil; I13 Ch12+; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; not rich; 10% likely to have useful knowledge for a price; XP 9 + 1/hp (XPL½)

hp 2, 3

2 **merchants (active female)** (LN); AC 10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-1 to hit); #AT Nil; D Nil; I13 Ch12+; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; 10% likely to have useful knowledge for a price; XP 9 + 1/hp (XPL½)

hp 2, 4

1 **pilgrim** (N); female; AC 10; MV 12"; HD 0-level (1-6 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; compassionate/sensitive, pious; history; XP 5 + 1/hp (XPL½)

hp 5

5 **tradesmen (active male)** (N); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: nondescript; XPL 5 + 1/hp (XPL½)

hp 5, 5, 4, 3, 2

2 **tradesmen (active females)** (N); AC 10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-1 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: nondescript; XPL 5 + 1/hp (XPL½)

hp 4, 3

Haldarion of Beechvale (N), D2 (Celtic pantheon/Silvanus); **half-elf**; AC 10; MV 12"; HD D2; **THACO 20**; #AT Nil; D Nil; S9 I12 W14 (2) D9 C10 Ch14; PPD10 PP13 RSW14 BW16 S15 (+2 vs fire & electricity; 30% resistant to *sleep* and *charm*); infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; A/P/I: immaculate; easy going, softhearted; legends; XP 105 + 3/hp (XPL5)

spells (4/1): II: **obscurement**

hp 13

fully equipped: Haldarlon of Beechvale (N), **D2** (Celtic pantheon/Silvanus); **half-elf**; AC 7; MV 12"; HD D2; **THACO 20**; #AT 1; D 2-5 (hammer) or 1-4 (sling); S9 I12 W14 D9 C10 Ch14; PPD10 PP13 RSW14 BW16 S15 (+2 vs fire & electricity; 30% resistant to *sleep* and *charm*); infravision (60"); detect concealed & secret doors 1/1-3 & 1-2; eqp (avg): leather armor & shield; hammer (1/2/3), sling & 20 stones (4/8/16); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; easy going, softhearted; legends; XP 120 + 3/hp (XPL6)

spells (4/1): I: **entangle**, **locate animals**, **pass without trace**, **shillelagh**
II: **obscurement**

hp 13

Ciwan Crolas (LE), **F3**; female; AC 10; MV 12"; HD F3; **THACO 18**; #AT Nil; D Nil; S14 I10 W12 D13 C16 (+2) Ch14; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; A/P/I: clean; hot tempered, rash; history; splint mail +4 with Madia 'Bream' Pike; XP 60 + 4/hp (XPL4)

hp 30

fully equipped: Ciwan Crolas (LE), **F3**; AC -1; MV 6"; HD F3; **THACO 18**; #AT 1 or 2; D 1-8 (sword) or 2-8 (mace) or 1-6/1-6 (bow); S14 I10 W12 D13 C16 (+2) Ch14; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 armor); eqp (avg): **splint mail +4** & shield; long sword, morning star, short bow & 12 arrows (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; hot tempered, rash; history; XP 135 + 4/hp (XPL7)

hp 30

Palzyriax Vass (N), **I2**; AC 7; MV 12"; HD I2; **THACO 20/18** (base/dex); #AT Nil; D Nil; S11 I18 W16 (+2) D17 (+2/-3) C8 Ch15; PPD14 PP13 RSW11 BW15 S12 (+2 wisdom, +3 dexterity); A/P/I: immaculate; even tempered, friendly; hunting; XP 105 + 3/hp (XPL5)

hp 5

fully equipped: Palzyriax Vass (N), **I2**; AC 7; MV 12"; HD I2; **THACO 20/18** (base/dex); #AT 1 or 2 or 3; D 1-4 or 1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S11 I18 W16 (+2) D17 (+2/-3) C8 Ch15; PPD14 PP13 RSW11 BW15 S12 (+2 wisdom, +3 dexterity); eqp (avg+): 5 daggers, 18 darts (1 1/2/3/4 1/2); very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: immaculate; even tempered, friendly; hunting; XP 120 + 3/hp (XPL6)

spells (2): I: **detect invisibility**, **hypnotism**

hp 5

* Spell book (I: *light*, *detect invisibility*, *hypnotism*, *gaze reflection*)

IMPORTANT PRISONERS (3):

1 **gentleman (sedentary male)** (LN); AC 10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-2 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: foppish/dandyish; unfeeling, sober; hunting; XP 5 + 1/hp (XPL 1/2)

hp 4

1 **city official (sedentary female)** (LG); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: immaculate; humble, truthful; legends; assistant magistrate; XP 5 + 1/hp (XPL 1/2)

hp 3

Brys of Oakton (CN), **rake (F5)**; AC 8; MV 12"; HD F5; **THACO 16/15** (base/dex); #AT Nil; D Nil; S15 I10 W10 D16 (+1/-2) C12 Ch10; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity); A/P/I: rough; unfeeling, aggressive/rude/sarcastic; legends; young gentleman fighter; dagger +1, +2 vs creatures smaller than man-sized with Elbert 'the Cat'; 4 bolts +2 with Trigg 'Fugly' Poker; XP 150 + 6/hp (XPL6)

hp 34

fully equipped: Brys of Oakton (CN), **rake (F5)**; AC 2; MV 9"; HD F5; **THACO 16/15/(14/13)/14** (base/dex/(dagger)/crossbow); #AT 1 or 2; D 1-6 (sword) or 1-4(+1/+2) or 1-4(+1/+2)/1-4(+1/+2) (daggers) or 1-4(+2) (crossbow); S15 I10 W10 D16 (+1/-2) C12 Ch10; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity); eqp (avg): chain & shield; short sword, **dagger +1, +2 vs creatures smaller than man-sized** (1/2/3), 3 daggers, light crossbow & 10 bolts & 4 bolts +2; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; unfeeling, aggressive/rude/sarcastic; legends; young gentleman fighter; XP 300 + 6/hp (XPL8)

hp 34

¹⁾ Magic items as "Men" (MM, p. 66)

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

⁴⁾ One-handed use (SF5; D 1-8/1-12); SF6 and D 2-8/2-16 for two-handed use

⁴⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

⁵⁾ Weapon is +4 to hit vs dragons; triple damage vs white dragons

⁴⁾ Weapon is +3 to hit vs giants, ettins, ogre magi, titans; double damage vs giants

PT = **brigands (M)**: 147×6 gp

TT (A) = 2,000 sp; 6,000 ep; **20 gems**: 10 ornamental stones: 2×lapis lazuli (5 gp, 10 gp), large lapis lazuli 50 gp), moss agate (13 gp), eye agate (10 gp), blue quartz (65 gp), turquoise (20 gp), malachite (6 gp), banded agate (20 gp), hematite (20 gp); 5 fancy stones: amethyst (100 gp), jet (100 gp), large pearl (500 gp), alexandrite (100 gp), red spinel (100 gp); 5 gem stones: ruby (1,000 gp), 2×black sapphire (2×1,000 gp), large jacinth (2,000 gp), diamond (700 gp); **19 pieces of jewelry**: wrought gold cuff links (1,300 gp), wrought gold boot buckles, of exceptional value (1,800 gp), wrought gold ring (1,200 gp), wrought gold signet ring (900 gp), wrought gold shoe buckles (1,400 gp); wrought silver and gold necklace (1,100 gp), wrought silver and gold demi-parure (1,000 gp), wrought silver and gold decanter (600 gp), wrought silver and gold pendant (400 gp), wrought silver and gold ring (500 gp); gold toe ring with gems (5,000 gp), gold hairpin with gems (5,000 gp), gold anklet with gems (6,000 gp), gold

necklace with gems (8,000 gp), gold choker with gems (4,000 gp); wrought platinum necklace (1,600 gp), jade bangle (six-sided die; 1,300 gp), jade locket (2,600 gp), wrought platinum chain (2,100 gp)

BRONZE DRAGON EXAMPLE

45% in lair; speak bronze dragon and one or more human languages; MM, p. 29-32

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Basically of beneficent nature despite their love of wealth; often assume animal form to observe the affairs of humans (**polymorph self**).

EXAMPLE BRONZE DRAGON (3) (3 SUB-ADULTS) (75% airborne) (XPL13/13/12/38)

Aureoboros, bronze dragon (airborne) (average/sub-adult/speaking/magic-using/awake) (LG); AC 0; MV 9"/24" (E)¹¹; HD 9 (3 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/4-24; **breathe lightning** (1/2"×10" bolt; D 27 hp; save vs breath weapon for 1/2; 3/day); **breathe repulsion gas** (2"×3"×3" cloud (long/wide/high); save vs breath weapon or move away for 6 rds; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW9 BW9 S10; Int 15-16; SZ L (18' long); XP 2,000 + 12/hp (XPL13)

spells (1/day each): I: **burning hands, identify**

II: **ESP**

hp 27

Rhodomarxis, bronze dragon (airborne) (average/sub-adult/speaking/magic-using/awake) (LG); female; AC 0; MV 9"/24" (E)¹¹; HD 9 (3 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/4-24; **breathe lightning** (1/2"×10" bolt; D 27 hp; save vs breath weapon for 1/2; 3/day); **breathe repulsion gas** (2"×3"×3" cloud (long/wide/high); save vs breath weapon or move away for 6 rds; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD8 PP9 RSW9 BW9 S10; Int 15-16; SZ L (18' long); XP 2,000 + 12/hp (XPL13)

spells (1/day each): I: **affect normal fires, jump**

II: **ESP**

hp 27

Sarvazavoris, bronze dragon (small/sub-adult/speaking/magic-using/awake) (LG); female; AC 0; MV 9"/24" (E)¹¹; HD 8 (3 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/4-24; **breathe lightning** (1/2"×10" bolt; D 24 hp; save vs breath weapon for 1/2; 3/day); **breathe repulsion gas** (2"×3"×3" cloud (long/wide/high); save vs breath weapon or move away for 6 rds; 3/day); **detect hidden & invisible** (3" rad.); infravision (60'); PPD10 PP11 RSW0 BW12 S10; Int 15-16; SZ L (15' long); XP 1,275 + 10/hp (XPL12)

spells (1/day each): I: **identify, push**

II: **darkness 15' radius**

hp 24

¹¹ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

BRONZE DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Subterranean near substantial body of water (lakes, seas). #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable.

EXAMPLE BRONZE DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL15)

Harberuneriax, 'the Riddling Marshal', bronze dragon (huge/ancient/speaking/magic-using/awake) (LG); AC 0; MV 9"/24" (E)¹¹; HD 10 (8 hp/hit die); **THACO 10**; #AT 3; D 1-6/1-6/4-24; **breathe lightning** (1/2"×10" bolt; D 80 hp; save vs breath weapon for 1/2; 3/day); **breathe repulsion gas** (2"×3"×3" cloud (long/wide/high); save vs breath weapon or move away for 6 rds; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); PPD3 PP4 RSW5 BW4 S6 (as 20 hit dice monster); Int 15-16; SZ L (42' long); XP 3,450 + 14/hp (XPL15)

spells (1/day each): I: **identify, read magic**

II: **rope trick, stinking cloud**

III: **blink, invisibility 10' radius**

IV: **charm monster, polymorph self**

hp 80

¹¹ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

TT (H×2 S×2 T×2) = 32,000 cp; 38,000 sp; 80,000 ep; 80,000 gp; 2,600 pp; **oil of slipperiness, potion of invisibility, potion of animal control (swordfish), potion of sweet water, potion of ESP, potion of clairaudience, potion of growth, oil of slipperiness, potion of ESP, potion of delusion (levitation), potion of animal control (crocodiles), philter of persuasiveness**

BROWN BEAR

Never in lair; MM, p. 9

The grizzly bear is a brown bear of very aggressive disposition.

BROWN BEAR (1-6) (XPL7)

1-6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9' + tall); XP 300 + 6/hp (XPL7)

hp 26, 25, 34, 25, 29 // 34

hp 20, 24, 30, 26, 36 // 20

25% in lair; speak bugbear, alignment tongue, goblin, hobgoblin; **MM**, p. 12

#AP 12 or more = plus 1 leader; #AP 24 or more = plus 1 sub-chief and 1 chief.

EXAMPLE BUGBEAR (6-36) (XPL5)

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

6-36 **bugbears** (CE); AC 5; MV 9"; HD 3+1; **THACO 16**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (club) or 2-8; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 12, 16, 17, 13, 8 // 9, 23, 15, 16, 13 // 13, 14, 22, 12, 17 // 13, 18, 7, 19, 18 // 10, 18, 11, 22, 13 // 15, 10, 5, 6, 14 // 4, 16, 15, 18, 13 // 11

hp 7, 17, 16, 9, 13 // 16, 17, 18, 17, 11 // 16, 14, 19, 16, 22 // 14, 19, 15, 18, 14 // 9, 16, 14, 16, 21 // 13, 13, 16, 15, 18 // 11, 9, 11, 16, 12 // 15

hp 18, 13, 13, 16, 18 // 13, 14, 12, 20, 20 // 12, 14, 20, 17, 12 // 14, 7, 13, 16, 18 // 10, 14, 16, 9, 16 // 7, 10, 19, 20, 10 // 7, 11, 18, 8, 15 // 11

1 **bugbear leader** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+1¹⁾ (spear) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 19

hp 17

hp 14

1 **bugbear sub-chief** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+1¹⁾ (spear) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 16

hp 18

hp 15

1 **bugbear chief** (CE); AC 3; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+2¹⁾ (spear) or 2-8+2 (club) or 2-8+2; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 20

hp 19

hp 19

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **bugbears** (J K L M): (#**bugbears**)×3-24 cp; (#**bugbears**)×3-18 sp; (#**bugbears**)×2-12 ep; (#**bugbears**)×2-8 gp

EXAMPLE BUGBEAR (16+specials) (XPL(16×5/5)/85)

16 **bugbears** + 1 **bugbear leader**

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

16 **bugbears** (CE); AC 5; MV 9"; HD 3+1; **THACO 16**; #AT 1; D 2-5 (hammer) or 2-8; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: hammer (-/2/4, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 14, 6, 15, 23, 12 // 14, 12, 21, 16, 20 // 16, 9, 18, 16, 14 // 14

1 **bugbear leader** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 2-5+1 (hammer) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: hammer (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 25

PT = **bugbears** (J K L M): 16×15 cp, 16×9 sp, 16×5 ep, 16×5 gp; **leader**: 30 cp, 18 sp, 10 ep, 10 gp

EXAMPLE BUGBEAR (25+specials) (XPL(25×5/5/5/5)/140)

25 **bugbears** + 1 **bugbear leader** + 1 **bugbear sub-chief** + 1 **bugbear chief**

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

25 **bugbears** (CE); AC 5; MV 9"; HD 3+1; **THACO 16**; #AT 1; D 2-8 (club) or 2-8¹⁾ (guisarme-voulge) or 2-8; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12), guisarme-voulge; Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 7, 14, 15, 5, 21 // 8, 16, 6, 14, 12 // 10, 15, 13, 21, 13 // 13, 22, 17, 16, 10 // 10, 17, 19, 23, 18

1 **bugbear leader** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 2-8+1 (club) or 2-8+1¹⁾ (guisarme-voulge) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12), guisarme-voulge; Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 25

1 **bugbear sub-chief** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 2-8+1 (club) or 2-8+1¹⁾ (guisarme-voulge) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12), guisarme-voulge; Int 5-10; SZ L (7' + tall); XP 135 + 4/hp (XPL5)

hp 25

1 **bugbear chief** (CE); AC 3; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 2-8+2 (club) or 2-8+2¹⁾ (guisarme-voulge) or 2-8+2; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12), guisarme-voulge; Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)
hp 29

PT = **bugbears** (J K L M): 25×19 cp, 25×9 sp, 25×8 ep, 25×5 gp; **leader**: 38 cp, 18 sp, 16 ep, 10 gp; **sub-chief**: 57 cp, 27 sp, 24 ep, 15 gp; **chief**: 76 cp, 36 sp, 32 ep, 20 gp

¹⁾ Weapon can dismount a rider on a score equal to or greater than the required to hit score

BUGBEAR LAIR

Dismal surroundings, preferring caves and similar underground places. Always + 1 sub-chief, 1 chief, and +50% females and +50% young. #AP 12 or more = plus 1 leader; #AP 24 or more = plus 1 sub-chief and 1 chief.

EXAMPLE BUGBEAR LAIR (6-36) (XPL5/2½)

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

6-36 **bugbears** (CE); AC 5; MV 9"; HD 3+1; **THACO 16**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (club) or 2-8; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)

hp 17, 8, 16, 13, 10 // 17, 15, 20, 11, 16 // 9, 13, 14, 13, 16 // 14, 21, 19, 11, 19 // 12, 12, 13, 19, 16 // 10, 10, 15, 21, 20 // 22, 16, 19, 19, 20 // 14

hp 20, 13, 8, 7, 14 // 19, 8, 18, 17, 13 // 18, 20, 16, 16, 13 // 10, 7, 14, 14, 11 // 12, 17, 14, 18, 20 // 15, 13, 15, 16, 13 // 21, 12, 10, 8, 10 // 11

hp 12, 13, 13, 9, 15 // 10, 21, 17, 10, 21 // 14, 19, 14, 11, 17 // 15, 12, 13, 15, 7 // 10, 18, 16, 18, 24 // 11, 17, 18, 21, 12 // 19, 8, 24, 9, 12 // 16

1 **bugbear leader** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+1¹⁾ (spear) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)

hp 21

hp 15

hp 18

1 **bugbear sub-chief** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+1¹⁾ (spear) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)

hp 18

hp 17

hp 19

1 **bugbear chief** (CE); AC 3; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+2¹⁾ (spear) or 2-8+2 (club) or 2-8+2; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)

hp 18

hp 16

hp 20

(#males×½) **bugbear females** (CE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-8; PPD14 PP15 RSW16 BW17 S17; only fight in life and death situations; Int 5-10; SZ L (7'+ tall); XP 20 + 2/hp (XPL2)

hp 9, 6, 8, 5, 9 // 8, 3, 6, 3, 7 // 9, 2, 5, 4, 6 // 8, 8, 4

hp 4, 2, 7, 8, 7 // 2, 7, 8, 5, 7 // 8, 4, 2, 4, 4 // 3, 3, 8

hp 3, 3, 8, 8, 7 // 2, 3, 4, 3, 5 // 2, 4, 5, 5, 3 // 7, 5, 6

(#males×½) **bugbear young** (CE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-4; PPD16 PP17 RSW18 BW20 S19; only fight in life and death situations; Int 5-10; SZ S-M; XP 7 + 1/hp (XPL½)

hp 4, 4, 1, 1, 4 // 4, 4, 2, 1, 2 // 1, 2, 3, 3, 4 // 2, 2, 4

hp 4, 4, 4, 3, 1 // 3, 2, 3, 3, 3 // 3, 3, 4, 1, 4 // 2, 2, 1

hp 1, 1, 2, 2, 3 // 2, 3, 4, 4, 2 // 1, 2, 1, 1, 3 // 1, 1, 4

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **bugbears** (J K L M): (#bugbears)×3-24 cp; (#bugbears)×3-18 sp; (#bugbears)×2-12 ep; (#bugbears)×2-8 gp

EXAMPLE BUGBEAR LAIR (17+specials) (XPL(17×5/5/5/5/8×2/8×½)/120)

17 **bugbears** + 1 **bugbear leader** + 1 **bugbear sub-chief** + 1 **bugbear chief** + 8 **bugbear females** + 8 **bugbear young**
Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

17 **bugbears** (CE); AC 5; MV 9"; HD 3+1; **THACO 16**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (club) or 2-8; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, **MM**, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, **MM**, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)

hp 13, 17, 19, 21, 23 // 15, 18, 18, 14, 21 // 18, 22, 24

1-20 **bulls** (N); AC 7; MV 15"; HD 4; **THACO 15**; #AT 2; D 1-6/1-6; charge & trample (30'; D 3-12 + 1-4); PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ L (5' at shoulder); XP 85 + 4/hp (XPL5)
hp 19, 22, 18, 19, 16 // 23, 26, 18, 22, 21 // 14, 13, 19, 22, 12 // 18, 13, 25, 24, 24
hp 27, 25, 19, 20, 19 // 14, 20, 16, 20, 15 // 16, 19, 18, 15, 21 // 21, 14, 15, 19, 25
hp 10, 17, 20, 17, 20 // 17, 14, 10, 24, 14 // 17, 13, 17, 14, 24 // 19, 16, 17, 16, 13

10% in lair; MM, p. 7

CARNIVOROUS APE (2-8) (XPL6)

2-8 **carnivorous apes** (N); AC 6; MV 12"; HD 5; **THACO 15**; #AT 3; D 1-4/1-4/1-8; 2 claws hit = rend (1-8); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 7; SZ L (7' tall, very broad); XP 130 + 5/hp (XPL6)

hp 20, 20, 23, 25, 27 // 20, 29, 26

2-8 **carnivorous apes** (N); AC 6; MV 12"; HD 5; **THACO 15**; #AT 3; D 1-4/1-4/1-8; 2 claws hit = rend (1-8); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 7; SZ L (7' tall, very broad); XP 130 + 5/hp (XPL6)

EXAMPLE LAIR TREASURES

TT (C) = No treasure

TT (C) = 8,000 cp; 3,000 sp; 3,000 ep

TT (C) = **2 gems**: 1 semi-precious stone: onyx (80 gp), star rose quartz (50 gp); 1 gem stone: fire opal (1,000 gp); **1 piece of jewelry**: wrought platinum ring (1,600 gp)

TT (C) = 5,000 sp; **3 pieces of jewelry**: wrought gold signet ring (800 gp); silver beads with gems (1,000 gp); gold bracelet with gems (6,000 gp)

TT (C) = 5,000 sp

TT (C) = 1,000 ep; **6 gems**: 6 semi-precious stones: 2×sardonyx (2×50 gp), bloodstone (50 gp), 2×zircon (2×50 gp), citrine (50 gp)

CAVE BEAR

Never in lair; MM, p. 9

CAVE BEAR (1-2) (XPL9)

1-2 **cave bears** (N); AC 6; MV 12"; HD 6+6; **THACO 13**; #AT 3; D 1-8/1-8/1-12; claw hit "18" = hug (2-16); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (12' + tall); XP 475 + 8/hp (XPL9)

hp 35, 30, 29, 43, 25 // 29

hp 37, 22, 25, 37, 34 // 26

hp 35, 39, 34, 33, 43 // 27

CENTAUR

5% in lair; speak centaur, alignment tongue; MM, p. 14

50% of band encountered will wield clubs (2-12); 25% will wield bows; 25% will be leaders. Not generally friendly with humans or dwarves; gnomes and halflings tolerated; friendly with elves and like wood elves.

CENTAUR (4-24) (XPL4/5)

(#centaurs×½) **centaurs (club)** (N-CG); AC 5; MV 18"; HD 4; **THACO 15**; #AT 3; D 1-6/1-6/1-8 (hooves/club); PPD13 PP14 RSW15 BW16 S16; eqp: oaken club (SF7; 1-8/1-6; as morning star); Int 5-10; SZ L; XP 60 + 4/hp (XPL4)

hp 26, 20, 22, 21, 18 // 23, 26, 29, 22 15 // 20, 10

hp 15, 16, 23, 17, 17 // 20, 18, 11, 17, 26 // 19, 21

hp 13, 26, 17, 16, 13 // 25, 27, 15, 20, 21 // 17, 18

(#centaurs×¼) **centaurs (bow)** (N-CG); AC 5; MV 18"; HD 4; **THACO 15**; #AT 3; D 1-6/1-6/1-6 (hooves/bow); PPD13 PP14 RSW15 BW16 S16; eqp: centaur composite longbow & **10-30** arrows (8/16/24); Int 5-10; SZ L; XP 85 + 4/hp (XPL5)

hp 16, 17, 17, 20, 14 // 28

hp 17, 15, 18, 22, 20 // 29

hp 14, 26, 19, 24, 19 // 19

(#centaurs×¼) **centaur leaders** (N-CG); AC 4; MV 18"; HD 4; **THACO 15**; #AT 3; D 1-8/1-8/2-24 (hooves/lance); PPD13 PP14 RSW15 BW16 S16; eqp: shield, centaur lance (2-24); Int 5-10; SZ L; XP 60 + 4/hp (XPL4)

hp 16, 17, 15, 12, 27 // 22

hp 30, 22, 21, 20, 20 // 18

hp 18, 25, 22, 16, 23 // 24

PT = **centaurs** (M Q): (#centaurs)×7 gp; **centaur #1**: **1 gem**: 1 fancy stone: jade (110 gp); **centaur #2**: **4 gems**: 1 fancy stone: tourmaline (70 gp); 1 ornamental stone: large turquoise (20 gp); 2 fancy stones (precious): exceptional very deep blue spinel (1,000 gp), pure black pearl (500 gp); **centaur #3**: **1 gem**: 1 semi-precious stone: star rose quartz (50 gp); **centaur #9**: **3 gems**: 2 ornamental stones: obsidian (10 gp), eye agate (6 gp); 1 fancy stone: chrysoberyl (100 gp); **centaur #11**: **2 gems**: 1 ornamental stone: rhodochrosite (10 gp); 1 semi-precious stone: sardonyx (75 gp); **centaur #13**: **2 gems**: 2 fancy stones: amethyst (100 gp), coral (100 gp); **centaur #14**: **2 gems**: 2 gem stones: small opal (500 gp), black opal (1,000 gp); **centaur #16**: **3 gems**: 3 ornamental stones: moss agate (7 gp), blue quartz (10 gp), rhodochrosite (10 gp); **centaur #17**: **2 gems**: 2 fancy stones: amber (100 gp), pearl (100 gp)

PT = **centaur leaders** (M×2 Q×2): (#centaurs)×14 gp; **centaur leader #1**: **2 gems**: 1 fancy stone (precious): topaz (500 gp); 1 fancy stone: red-brown spinel (70 gp); **centaur leader #2**: **8 gems**: 8 fancy stones: deep green spinel (100 gp), brown-green garnet (100 gp), amethyst (100 gp), large amethyst (200 gp), small alexandrite (50 gp), exceptional jade (500 gp), very exceptional red spinel (1,000 gp), large red garnet (200 gp); **centaur leader #3**: **6 gems**: 4 ornamental stones: banded agate (8 gp), 2×moss agate (2×10 gp), hematite (10 gp); 2 fancy stones: very exceptional amber (1,000 gp), small coral (50 gp); **centaur leader #4**: **4 gems**: 2 fancy stones (precious): peridot (500 gp), topaz (500 gp); 2 fancy stones: very exceptional alexandrite (1,100 gp), jet (100 gp); **centaur leader #5**: **4 gems**: 4 fancy stones (precious): violet garnet (500 gp), topaz (500 gp), small topaz (60 gp), peridot (650 gp); **centaur leader #6**: **8 gems**: 1 semi-precious stone: sardonyx (50 gp); 7 ornamental stones: blue quartz (6 gp), small blue quartz (5 gp), lapis lazuli (10 gp), turquoise (10 gp), obsidian (10 gp), small obsidian (3 gp), large rhodochrosite (20 gp)

Hidden glen with rich grass and running water. Plus females equal to the number of centaurs; plus 5-30 young (1-3 HD); plus 1-6 additional centaurs. 90% likely to ransom threatened females and/or young with main treasure.

[illegible]

TT (D I T) = 4,000 cp; 5,000 gp; **18 gems:** 6 semi-precious stones: 3×sardonyx (45 gp, 70 gp, 80 gp), smoky quartz (50 gp), exceptional smoky quartz (200 gp), small bloodstone (10 gp), large bloodstone (100 gp), large carnelian (100 gp); 8 fancy

stones: small jet (50 gp), 2×alexandrite (110 gp, 120 gp), exceptional alexandrite (500 gp), exceptional pearl (500 gp), chrysoberyl (150 gp), tourmaline (100 gp), jade (100 gp); 2 gem stones: opal (1,000 gp), emerald (1,000 gp); 1 fancy stone (precious): very deep blue spinel (500 gp); 5 pieces of jewelry: wrought platinum belt buckle (1,700 gp); gold tobacco box with gems (4,000 gp); 2×wrought gold bracelet (700 gp, 1,200 gp); 600 gp wrought silver armlet; **druid scroll** (VI: animal summoning III; VII: fire storm; VI: turn wood; V: animal summoning II; VII: confusion; IV: cure serious wounds; VI: anti-animal shell; D12; **DMG**, p. 128); **magic-user scroll** (IV: enchanted weapon; MU7; **DMG**, p. 128)

TT (D I T) = 4,000 gp; 1,200 pp; 1 piece of jewelry: gold bracelet with gems (4,000 gp)

TT (D I T) = 4,000 gp; 6 gems: 4 fancy stones (precious): 2×aquamarine (2×500 gp), peridot (500 gp), large topaz (1,000 gp), pure black pearl (650 gp), large violet garnet (1,000 gp); 2 fancy stones: amethyst (50 gp), very exceptional chrysoberyl (500 gp); 7 pieces of jewelry: gold necklace with gems, with double exceptional stone in the setting (7,000 gp + 10,000 gp), gold bangle with gems (single inflexible loop as bracelet; 5,000 gp), gold bracelet with gems, of exceptional value (8,000 gp); wrought gold bracelet (600 gp), wrought gold arm band (900 gp), wrought gold hat pin (1,100 gp); 200 gp wrought silver arm band (200 gp)

TT (D I T) = 5,000 gp; 4 pieces of jewelry: silver necklace with gems (3,000 gp); wrought gold earrings (900 gp); wrought silver pectoral (900 gp); gold scabbard with gems, with exceptional stone in the setting (3,000 gp + 5,000 gp); 9 gems: 4 fancy stones (precious): large topaz (1,000 gp), very deep blue spinel (500 gp), 2×peridot (2×500 gp); 5 fancy stones: large jet (200 gp), red garnet (100 gp), amber (100 gp), large pearl (200 gp), jade (110 gp)

CHARACTERS EXAMPLE—HOT-TEMPERED EVIL PARTY

Never in lair

NPC parties comprise 9 individuals (2-5 dungeon characters, rest men-at-arms/henchmen); NPCs level 7-12, henchmen level 4-6 (level NPCs×½, rounded up); 90% chance to be mounted (warhorses where applicable), 10% afoot; mounted fighters will have lances, those afoot will have spears.

EXAMPLE CHARACTERS (MOUNTED) (3+6+specials) (XPL(10/3/12/3/12/3/9/3/6/3/10/3/7/3/8/3/7/3)/108) (HOT-TEMPERED EVIL PARTY)

3 **7th-level characters (mounted) (evil)** + 6 **4th-level henchmen (mounted)** + 7 **riding horses** + 2 **medium warhorses**

Surprise/surprised 1-4/1-2 (**DMG**, p. 61-62)

Booth Clouter (NE), T7 (mounted); AC 7; MV 12" (24" on mount); HD T7; **THACO 19**; #AT 1 or 2; D 1-4 (dagger) or 1-4/1-4 (daggers); S9 I12 W12 D15 (+0/-1) C11 Ch14; backstab×3; PP60 OL52 F/RT50 MS55 HS43 HN25 CW94 RL35; PPD12 PP11 RSW12 BW15 S13 (+1 dexterity); eqp (none): leather armor; 2 daggers (1/2/3); **scroll of protection from magic**; **potion of speed**, **potion of levitation**; minimal gear (class-related items, thieves' picks & tools); A/P/I: clean; hot-tempered, amoral; medicine; XP 900 + 10/hp (XPL10) hp 33

+ 1 **riding horse (2E) (N)**; AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3) hp 5

Dighton Graff (CN), MU7 (mounted); AC 5; MV 12" (24" on mount); HD MU7; **THACO 19**; #AT 3; D 1-3/1-3/1-3 (darts); S11 I15 W6 D18 (+3/-4) C14 Ch9; PPD13 PP11 RSW9 BW13 S10 (-1 wisdom, +4 dexterity; +1 ring); eqp (avg): **ring of protection +1**, **cloak of elvenkind**; 12 darts (1½/3/4½), **wand of negation** (83 ch); **magic-user scroll** (II: **darkness 15' radius**; IV: **fear**; MU7; **DMG**, p. 128); **potion of extra-healing**, **potion of polymorph (self)**; very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: unkempt; even tempered, lustful; foods & preparation; XP 1,075 + 10/hp (XPL12)

spells (4/3/2/1): I: **charm person**, **detect magic**, **shocking gasp**, **spider climb**
II: **levitate**, **mirror image**, **mirror image**
III: **blink**, **monster summoning I**
IV: **dig**

hp 19

* Spell book (I: *read magic*, *detect magic*, *erase*, *write*, *spider climb*, *Nystul's magic aura*, *identify*, *protection from evil*, *shocking grasp*, *charm person*; II: *ESP*, *locate object*, *levitate*, *pyrotechnics*, *mirror image*; III: *monster summoning I*, *gust of wind*, *blink*; IV: *dig*; IX: *gate*)

+ 1 **riding horse (2E) (N)**; AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3) hp 16

Tha'aba Keb (LE), C7 (mounted) (Melnibonéan pantheon); AC 1; MV 9" (24" on mount); HD C7; **THACO 16**; #AT 1; D 2-5 (hammer) or 1-6 (mace); S10 I14 W17 (+3; 2/2/1) D15 (+0/-1) C11 Ch14; command undead (D/D/D/T/T/4/7/10/13/16/20); PPD7 PP10 RSW11 BW13 S12 (+3 wisdom, +1 dexterity; +1 shield); eqp (none): banded mail & **shield +1**; hammer (1/2/3), horseman's mace; **cleric scroll** (III: **speak with dead**; C7; **DMG**, p. 128); **potion of human control (troglodytes)**, **potion of fire resistance**; minimal gear (class-related items, unholy water, silver or silvered weapon); A/P/I: unkempt; easy going, violent; religion; XP 1,075 + 10/hp (XPL12)

spells (5/5/3/1): I: **bless**, **command**, **detect magic**, **protection from good**, **putrefy food & drink**
II: **chant**, **hold person**, **silence 15' radius**, **silence 15' radius**, **spiritual hammer**
III: **bestow curse**, **cause blindness**, **dispel magic**
IV: **poison**

hp 42

+ 1 **riding horse (2E) (N)**; AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15

Jagdis (LE), C4 (mounted) (Melnibonéan pantheon); female; AC -1; MV 12" (24" on mount); HD C4; **THACO 18**; #AT 1; D 2-5 (hammer or flail); S13 I10 W15 (+1; 2/1) D9 C11 Ch14; command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+1 wisdom; +4 armor); eqp (avg): **splint mail +4** & shield; hammer (1/2/3), horseman's flail; very complete gear (class-related items, light source, rations, water, rope, much oil, unholy water, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; hot-tempered, fanatical/obsessive; wines & spirits; henchman of Booth Clouter; XP 285 + 5/hp (XPL9)
spells (5/3): I: **cause fear, command, cure light wounds, curse, sanctuary**
II: **chant, hold person, silence 15' radius**

hp 25

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Hanford Campling (CE), F4 (mounted); AC 2; MV 6" (18" on mount); HD F4; **THACO 18/16** (base/str); #AT 1 or 2; D 2-7 or 4-14¹⁾ (lance) or 1-10 (sword) or 1-6/1-6 (bow); S18/91 (+2/+5) I11 W10 D12 C13 Ch11; PPD13 PP14 RSW15 BW16 S16; eqp (avg): plate mail & shield; 2-handed sword, medium lance, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; unfeeling, miserly; legends; henchman of Dighton Graff; XP 130 + 5/hp (XPL6)
hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Lissiniel Vere (N), C/MU 3/3 (mounted) (Elven pantheon); elf; female; AC 9; MV 12" (24" on mount); HD C/MU 3/3; **THACO 20**; #AT 1 or 3; D 1-3/1-3/1-3 (darts) or 2-5 (hammer) or 1-6 (staff); S14 I18 W15 (+1; 2/1) D12 C11 Ch15; turn undead (4/7/10/13/16/19/20); surprise 1-4; PPD10 PP13 RSW11 BW15 S12 (+1 wisdom; +1 ring); 90% resistant to *sleep* and *charm*; infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; eqp (avg): **ring of protection +1**; 12 darts (1½/3/4½), hammer (1/2/3), quarterstaff; very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: clean; unfeeling, courteous; nature; henchman of Tha'aba Keb; XP 325 + 5/hp (XPL10)
spells (C; 4/2): I: **bless, detect magic, light, sanctuary**
II: **chant, silence 15' radius**
spells (MU; 2/1): I: **charm person, magic missile**
II: **scare**

hp 14

* Spell book (I: *read magic, feather fall, push, charm person, magic missile*; II: *scare*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Trelawyn Dungaler (N), F4 (mounted); AC 1; MV 6" (18" on mount); HD F4; **THACO 18**; #AT 1 or 2; D 2-7 or 4-14¹⁾ (lance) or 1-6 (sword) or 1-6/1-6 (bow); S14 I7 W10 D13 C16 (+1) Ch13; PPD13 PP14 RSW15 BW16 S16 (+1 shield); eqp (avg): plate mail & **shield +1**; broadsword, medium lance, short bow & 12 arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: ragged; humble, diplomatic; altruism; henchman of Booth Clouter; XP 160 + 5/hp (XPL7)
hp 32

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Barrol Fanner (CE), T4 (mounted); AC 7; MV 12" (24" on mount); HD T4; **THACO 20**; #AT 1 or 2 or 3; D 1-4 (dagger) or 1-6 (short sword) or 1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S10 I14 W9 D13 C17 (+2) Ch15; backstab×2; PP45 OL37 F/RT35 MS33 HS25 HN15 CW88 RL20; PPD13 PP12 RSW14 BW16 S15 (+1 armor); eqp (avg): **leather armor +1**; 3 daggers (1/2/3), 12 darts (1½/3/4½), short sword; very complete gear (class-related items, thieves' picks & tools, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; unfeeling, rude; planes (outer & astral); henchman of Dighton Graff; XP 275 + 5/hp (XPL8)
hp 22

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Wilfrid 'Tenner' (NE), A4 (mounted); AC 4; MV 12" (24" on mount); HD A4; **THACO 20/18** (base/dex); #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers) or 1-6 (axe); S9 I15 W14 D17 (+2/-3) C13 Ch11; backstab×2; **assassination** (surprise; 65/60/50/40/25/10/1, **DMG**, p. 75); PP40 OL39 F/RT25 MS26 HS21 HN10 CW86; PPD13 PP12 RSW14 BW16 S15 (+3 dexterity); eqp (none): leather armor & shield; axe (1/2/3), 2 daggers (1/2/3); minimal gear (class-related items, thieves' picks & tools, silver or silvered weapon); A/P/I: ragged; easy going, friendly; gambling; henchman of Tha'aba Keb; XP 245 + 5/hp (XPL7)
hp 18

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

CHARACTERS EXAMPLE—EVIL LANKHMARTS

Never in lair

NPC parties comprise 9 individuals (2-5 dungeon characters, rest men-at-arms/henchmen); NPCs level 7-12, henchmen level 4-6 (level NPCs $\times \frac{1}{2}$, rounded up); 90% chance to be mounted (warhorses where applicable), 10% afoot; mounted fighters will have lances, those afoot will have spears.

EXAMPLE CHARACTERS (MOUNTED) (3+6+specials) (XPL(13/3/11/3/6 \times 3/13/3/9/3/8/3/9/3/7/3/8/3/8/3)/131) (EVIL LANKHMARTS)

3 8th level characters (mounted) (evil) + 6 4th level henchmen (mounted) + 5 medium warhorses + 4 riding horses + 6 skeletons
Arshuuk (CE), F8 (mounted); AC 0 (-1/-2/-3/-4); MV 6" (18" on mount); HD F8; **THACO 14/(13/12/11/10)/13** (base/(sword)/dex); #AT 3/2 or 2 (missiles); D D 2-7 or 4-14¹⁾ (lance) or 1-8(+1/+2/+3/+4) (sword) or 2-7 (mace) or 1-6/1-6 (bow); S16 (+0/+1) I13 W15 D16 (+1/-2) C14 Ch11; 8 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+2 dexterity); eqp (exc): plate mail & shield; medium lance, **long sword +4, Defender**, medium lance, footman's mace, composite short bow & 24 arrows (5/10/18); **potion of super-heroism**; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: unkempt; hot tempered, slothful; wines & spirits; XP 1,800 + 12/hp (XPL13)
 hp 73

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
 hp 15

Frarv (N), C8 (mounted) (Nehwon pantheon) AC 1; MV 12" (18" on mount); HD C8; **THACO 16/15** (base/mace); #AT 1; D 1-6+1 (mace) or 2-7 (flail); S15 I12 W16 (+2; 2/2); D13 C15 (+1) Ch13; command undead (D*/D/D/D/T/T/4/7/10/13/16/19/20); PPD7 PP10 RSW11 BW13 S12 (+2 wisdom; +1 armor, +2 shield); eqp (avg): **chain mail +1 & shield +2; horseman's mace +1**, footman's flail; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: clean; humble, cowardly; horticulture; XP 1,300 + 12/hp (XPL11)

spells (5/5/3/2): I: **command, command, command, protection from evil, putrefy food & drink**
 II: **chant, hold person, silence 15' radius, speak with animals, spiritual hammer**
 III: **animate dead, dispel magic, glyph of warding (paralyzation)**
 IV: **poison, protection from good 10' radius**

hp 56

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
 hp 7

+ 6 **skeletons** (N) (**animate dead**); AC 8; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6; $\frac{1}{2}$ damage from sharp and/or edged weapons; immune to *sleep*, *charm*, *hold*, and *cold*; PPD14 PP17 RSW18 BW20 S19; holy water = 2-8 hp damage; XP 14 + 1/hp (XPL3)
 hp 1, 1, 8, 8, 5 // 4

Slulis (CE), F8 (mounted); female; AC -4; MV 12" (18" on mount); HD F8; **THACO 14/12/9** (base/str/sword); #AT 3/2; D 2-7 or 4-14¹⁾ (lance) or 1-8+3 (sword); S18/66 (+2/+3) I16 W13 D15 (+0/-1) C17 (+3) Ch12; 8 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+1 dexterity; +3 armor, +2 shield); eqp (scant): **plate mail +3 & shield +2**; medium lance, **long sword +3, Thief Slayer ("Vaurienber")**; Int 14; CE; EGO 12 (Personality 26); **special purpose**: slay thieves (hit = **blindness** 2-12 rds; save vs spell); **detect invisible objects** 2" radius; speech: chaotic evil, lammasu, ogre magian, guardian naga; **alignment damage**: touch sword = 12 hp vs non-CE, unless held by CE wielder, dagger (1/2/3); complete gear (class-related items, light source, rations, water, silver or silvered weapon, 10' pole, etc.); A/P/I: imposing; harsh, cruel; athletics; XP 1,900 + 12/hp (XPL13)
 hp 75

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
 hp 12

Arvushauble of Gnamph Nar (LE), MU4 (mounted); AC 10; MV 12" (24" on mount); HD MU4; **THACO 20**; #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers); S8 I15 W10 D12 C9 Ch11; PPD14 PP13 RSW11 BW15 S12; eqp (avg): 5 daggers (1/2/3); **magic-user scroll** (I: **hold portal**; III: **suggestion**; MU7; **DMG**, p. 128); very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: dirty; even tempered, very honorable; husbandry; henchman of Arshuuk; XP 285 + 5/hp (XPL9)

spells (3/2): I: **charm person, enlarge, feather fall**
 II: **web, web**

hp 13

* Spell book (I: *read magic, enlarge, write, feather fall, erase, charm person*; II: *web, knock*; III: *slow*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
 hp 9

Issu (NE), F4 (mounted); female; AC 2; MV 6" (18" on mount); HD F4; **THACO 18**; #AT 1 or 2; D 2-7 or 4-14¹⁾ (lance) or 2-8 (morning star) or 1-6 (axe) or 1-6/1-6 (bow); S16 (+0/+1) I13 W9 D11 C18 (+4) Ch12; PPD13 PP14 RSW15 BW16 S16; eqp (avg): plate mail &

shield; medium lance, axe (1/2/3), morning star, composite short bow (5/10/18); **potion of heroism**, **potion of invulnerability**; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: imposing; harsh, violent/warlike; nature; henchman of Frarv; XP 200 + 5/hp (XPL8)
hp 48

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 19

Quieeg (N), MU4 (mounted); AC 6; MV 12" (24" on mount); HD MU4; **THACO 20/17** (base/dex); #AT 3; D 1-3/1-3/1-3 (darts); S10 I16 W11 D18 (+3/-4) C17 (+2) Ch14; PPD14 PP13 RSW11 BW15 S12 (+4 dexterity); eqp (avg): 15 darts (1½/3/4½); **potion of levitation**; **magic-user scroll** (Ill: **water breathing**; I: **spider climb**; MU7; **DMG**, p. 128); very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: dirty; even tempered, diplomatic; athletics; henchman of Slulis; XP 285 + 5/hp (XPL9)

spells (3/2): I: **detect magic**, **shield**, **shocking grasp**
II: **stinking cloud**, **stinking cloud**

hp 17

* Spell book (I: *read magic*, *comprehend languages*, *detect magic*, *identify*, *shield*, *shocking grasp*; II: *ESP*, *stinking cloud*)

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Skard Ool (LE), F4 (mounted); AC 5; MV 12" (18" on mount); HD F4; **THACO 18/17/16** (base/dex/bow); #AT 1 or 2; D 2-7 or 4-14¹⁾ (lance) or 1-6 (axe) or 1-6+1/1-6+1 (bow); S16 (+0/+1) I12 W12 D16 (+1/-2) C18 (+4) Ch14; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity; +1 armor); eqp (none): **leather armor** +1; medium lance, axe (1/2/3), short bow & **10 arrows** +1 (5/10/15); minimal gear (class-related items, light source, rations, water, silver or silvered weapon); A/P/I: rough; harsh, precise/exacting; religion; henchman of Arshuuk; XP 160 + 5/hp (XPL7)
hp 46

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Hresifu of Tovilyis (N), T4 (mounted); female; AC 5; MV 12" (24" on mount); HD T4; **THACO 20/(18/17)/19** (base/(dagger)/dex); #AT 1 or 2; D 1-6 (sword) or 1-4(+2/+3) or 1-4(+2/+3/1-4(+2/+3) (daggers); S10 I14 W9 D16 (+1/-2) C9 Ch16; backstab×2; PP45 OL42 F/RT35 MS33 HS25 HN15 CW88 RL20; PPD13 PP12 RSW14 BW16 S15 (+2 dexterity; +1 armor); eqp (avg): **leather armor** +1; **dagger** +2, +3 vs creatures larger than man-sized (1/2/3), 3 daggers (1/2/3), short sword; very complete gear (class-related items, thieves' picks & tools, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; hot tempered, softhearted; wines & spirits; henchman of Frarv; XP 200 + 5/hp (XPL8)
hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Skasuf (LE), MU4 (mounted); female; AC 9; MV 12" (24" on mount); HD MU4; **THACO 20**; #AT 1; D 1-6 (staff); S9 I18 W13 D15 (+0/-1) C15 Ch17; PPD14 PP13 RSW11 BW15 S12 (+1 dexterity); **potion of human control (gnomes)**, **potion of animal control (wild dogs)**; eqp (avg): quarterstaff; very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: foppish; unfeeling, craven; handicrafts; henchman of Slulis; XP 160 + 5/hp (XPL8)
hp 11

spells (3/2): I: **magic missile**, **magic missile**, **sleep**
II: **continual light**, **shatter**

* Spell book (I: *read magic*, *identify*, *sleep*, *message*, *magic missile*, *dancing lights*; II: *continual light*, *shatter*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

¹⁾ Weapon does double damage against creatures of any size when it is employed by an attacker riding a charging mount

CHARACTERS EXAMPLE—POLYMORPH

Never in lair

NPC parties comprise 9 individuals (2-5 dungeon characters, rest men-at-arms/henchmen); NPCs level 7-12, henchmen level 4-6 (level NPCs×½, rounded up); 90% chance to be mounted (warhorses where applicable), 10% afoot; mounted fighters will have lances, those afoot will have spears.

EXAMPLE CHARACTERS (MOUNTED) (5+4+specials) (XPL13/3/13/3/11/3/12/3/11/3/8/3/6×½/10/3/8/3/8/3/130) (**POLYMORPH**)

5 7th-level characters (neutral) + 4 4h-level henchmen + 5 medium warhorses + 4 riding horses + 6 jackals
Surprise/surprised 1-4/1-2 (**DMG**, p. 61-62)

Javerbai Bagot (CN), MU7 (mounted); AC -1; MV 12" (24" on mount); HD MU7; **THACO 19/18** (base/dex); #AT 1 or 2 or 3; D 1-4 or

1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S12 I16 W14 D16 (+1/-2) C7 Ch10; PPD13 PP11 RSW9 BW13 S10 (+2 dexterity; +3 ring);
eqp (avg): **bracers of defense AC 4, ring of protection +3**; 3 daggers (1/2/3), 12 darts (1½/3/4½); **magic-user scroll** (VII:
simulacrum; VIII: **Bigby's clenched fist**; IX: **meteor swarm**; MU18; **DMG**, p. 128); **magic-user scroll** (III: **blink**; IV: **confusion**; MU7;
DMG, p. 128); **potion of extra-healing, potion of polymorph (self)**; very complete gear (class-related items, spell book*, light
source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; proud/haughty, greedy;
legends; XP 1,250 + 10/hp (XPL13)

spells (4/3/2/1): I: **detect magic, magic missile, magic missile, unseen servant**
II: **mirror image, web, web**
III: **fly, suggestion**
IV: **fire shield**

hp 19

* Spell book (**explosive runes** (reader: D 6-24+6, no save; 1": save vs spell for ½; destroys book); I: *read magic, ventriloquism, unseen servant, message, push, magic missile, shocking grasp, dancing lights, detect magic, sleep*; II: *knock, mirror image, web, Leomund's tiny hut, scare*; III: *explosive runes, fly, suggestion*; IV: *fire shield*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Sinfalas Amrendel (CN), C/MU 5/5 (mounted) (Elven pantheon); elf; AC 10; MV 12" (24" on mount); HD C/MU 5/5; **THACO 18**; #AT 1
or 3; D 2-7 (mace) or 1-3/1-3/1-3 (darts); S10 I16 W18 (+4; 2/2/1/1) D14 C12 Ch13; +1 to hit with bow & sword; surprise 1-4; turn
undead (T/T/T/4/7/10/13/16/20); PPD9 PP12 RSW11 BW15 S12 (+4 wisdom); 90% resistant to *sleep* and *charm*; infravision (60');
detect concealed & secret doors 1/1-3 & 1-2; eqp (avg): **ring of fire resistance, ring of invisibility**; mace, 12 darts (1½/3/4½),
wand of negation; magic-user scroll (II: **locate object**; MU7; **DMG**, p. 128); **potion of extra-healing, potion of polymorph (self)**;
very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered
weapon, 10' pole, etc.); A/P/I: immaculate; even tempered, deceitful; history; XP 1,250 + 10/hp (XPL13)

spells (C; 5/5/2): I: **bles, command, create water, detect magic, sanctuary**
II: **chant, chant, hold person, resist fire, silence 15' radius**
III: **cause blindness, dispel magic**

spells (MU; 4/2/1): I: **charm person, enlarge, magic missile, shield**
II: **ray of enfeeblement, strength**
III: **monster summoning I**

hp 21

* Spell book (**wizard lock** (MU5); I: *read magic, charm person, dancing lights, enlarge, light, burning hands, shield, magic missile, spider climb*;
II: *ray of enfeeblement, strength, wizard lock*; III: *monster summoning I*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 21

Falkiner 'the Ogre' (LN), F7 (mounted); AC -1; MV 6" (18" on mount); HD F7; **THACO 14/12/9** (base/str/sword); #AT 3/2 (S/T) or 2
(missiles); D 2-7 or 4-14¹⁾ (lance) 2-8+3 (sword) or 2-8 (morning star) or 1-6 (axe) or 1-4/1-4 (daggers); S18/91 (+2/+5) I11 W8 D12
C15 (+1) Ch14; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+3 ring); eqp (avg): plate mail & shield,
ring of protection +3; medium lance, **broadsword +3**, morning star, axe (1/2/3), 4 daggers (1/2/3); **potion of herolism, potion of**
invulnerability; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered
weapon, 10' pole, etc.); A/P/I: ragged; even tempered, forgiving; gambling; XP 900 + 10/hp (XPL11)

hp 61

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11

Colyss of Birchdale (N), F7 (mounted); female; AC -3; MV 9" (18" on mount); HD F7; **THACO 14/13/12/11** (base/str/dex/bow); #AT 3/2
(S/T) or 2 (missiles); D 2-7 or 4-14¹⁾ (lance) or 1-6 (axe) or 1-6²⁾ (javelin) or 2-5 (sling) or 1-6+1/1-6+1 (bow); S17 (+1/+1) I15 W13
D17 (+2/-3) C11 Ch9; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+3 dexterity; +3 ring); eqp (scant):
banded mail & shield, **ring of protection +3**; medium lance, axe (1/2/3), javelin (2/4/6), sling & 20 bullets (5/10/20), composite
short bow & 20 **arrows +1** (5/10/18); **potion of healing, potion of giant strength (hill giant)**; complete gear (class-related items,
light source, rations, water, silver or silvered weapon); A/P/I: dirty; harsh, iconoclastic; gambling; XP 1,075 + 10/hp (XPL12)

hp 51

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11

Enarvu of Cold Harbor (N), C7 (mounted) (Nehwon pantheon); female; AC 1; MV 12" (18" on mount); HD C7; **THACO 16/14** (base/
hammer); #AT 1; D 1-6 (mace) or 2-5+2 (hammer); S13 I10 W15 (+1; 2/1) D11 C13 Ch14; turn undead (D/D/D/T/T/4/7/10/13/16/20);
PPD7 PP10 RSW11 BW13 S12 (+1 wisdom; +1 armor, +2 shield); eqp (avg): **chain mail +1 & shield +2**; horseman's mace,
hammer +2 (1/2/3); **potion of extra-healing, potion of polymorph (self)**; very complete gear (class-related items, light source,
rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: imposing; humble, retiring; history; XP
900 + 10/hp (XPL11)

spells (5/4/2/1): I: **bles, command, cause light wounds, detect magic, sanctuary**
II: **chant, hold person, silence 15' radius, speak with animals**

III: **bestow curse, prayer**

IV: **poison**

hp 41

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9

Nebet Mer-en-Tehuti (N), C4 (mounted) (Egyptian pantheon); female; AC 3; MV 9" (18" on mount); HD C4; **THACO 18/17** (base/mace); #AT 1; D 1-6+1 (mace) or 2-5 (hammer); S14 I10 W16 (+2; 2/2) D12 C16 (+2) Ch10; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp (avg): banded mail & shield; **horseman's mace +1**, footman's mace, **ring of mammal control**; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: unkempt; unfeeling, solitary/secretive; politics; henchman of Javerbai Bagot; XP 245 + 5/hp (XPL8)

spells (5/3): I: **bles, cause fear, curse, detect evil, detect magic**

II: **chant, hold person, spiritual hammer**

hp 37

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

+ 6 **jackals (ring of mammal control)** (N); AC 7; MV 12"; HD 1/2; **THACO 20**; #AT 1; D 1-2; PPD16 PP17 RSW18 BW20 S19; Int 2-4; SZ S; XP 5 + 1/hp (XPL1/2)

hp 4, 3, 4, 4, 4 // 2

Melandriel Ralsilmian (N), F/MU 3/3 (mounted); half-elf; female; AC 10; MV 12" (24" on mount); HD F/MU 3/3; **THACO 18/15** (base/crossbow); #AT 1 or 2 or 3; D 1-6 (mace) or 1-8 (sword) or 1-4(+2)/1-4(+2) (crossbow) or 1-3/1-3/1-3 (darts); S16 (+0/+1) I18 W6 D14 C13 Ch10; PPD13 PP13 RSW11 BW15 S12; 30% resistant to *sleep* and *charm*; infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; eqp (avg+): horseman's mace, long sword, **light crossbow of speed (+1)** & 20 bolts & 4 **bolts +2** (6/12/18), 15 darts (1 1/2/3/4/1/2), **dust of appearance** (32 packets); **potion of climbing, potion of flying**; very complete gear (class-related items, spell book*, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: foppish; harsh, aloof; aesthetic; henchman of Sinfalas Amrendel; XP 325 + 5/hp (XPL10)

spells (2/1): I: **charm person, magic missile**; II: **mirror image**

hp 16

* Spell book (I: *read magic, detect magic, charm person, Tenser's floating disc, magic missile*; II: *mirror image*)

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Isambard Quarrell (N), T4 (mounted); AC 6; MV 12" (24" on mount); HD T4; **THACO 20/(18/17)/19** (base/(dagger)/dex); #AT 1 or 2; D 1-6 (sword) or 1-4(+2/+3) or 1-4(+2/+3)/1-4(+2/+3) (daggers) or 2-5 (sling); S11 I13 W12 D16 (+1/-2) C15 (+1) Ch12; backstab x2; PP45 OL42 F/RT35 MS33 HS25 HN15 CW88 RL20; PPD13 PP12 RSW14 BW16 S15 (+2 dexterity; +1 armor); eqp (avg): **leather armor +1; dagger +2, +3 vs creatures larger than man-sized** (1/2/3), 2 daggers (1/2/3), sling & 20 bullets (5/10/20); very complete gear (class-related items, thieves' picks & tools, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: ragged; hot tempered, fanatical/obsessive; nature; henchman of Falkiner 'the Ogre'; XP 200 + 5/hp (XPL8)

hp 24

+ 1 **riding horse (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 16

Arkwright of Surridge (NG), F4 (mounted); AC 1; MV 6" (18" on mount); HD F4; **THACO 18/17** (base/str); #AT 1 or 2; D 2-7 or 4-14¹⁾ (lance) or 1-6 (mace) or 1-8 (sword) or 1-6/1-6 (bow); S17 (+1/+1) I13 W10 D13 C14 Ch14; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 shield); eqp (avg): plate mail & **shield +1**; medium lance, horseman's mace, long sword, composite short bow (5/10/18), **potion of healing, potion of giant strength (hill giant)**; very complete gear (class-related items, light source, rations, water, rope, much oil, silver mirror, silver or silvered weapon, 10' pole, etc.); A/P/I: rough; proud/haughty, cautious; forgiving; henchman of Colyss of Birchdale; XP 200 + 5/hp (XPL8)

hp 35

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 7

¹⁾ Weapon does double damage against creatures of any size when it is employed by an attacker riding a charging mount

²⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

CHIMERA

40% in lair; speak very limited red dragon; **MM**, p. 14

CHIMERA (1-4) (75% airborne) (XPL11)

1-4 **chimeras** (CE); AC 6/5/2; MV 9"/18" (E); HD 9; **THACO 12**; #AT 6; D 1-3/1-3/1-4/1-4/2-8/3-12; **breathe fire** (5"; D 3-24; save vs breath weapon for 1/2; 50% chance/rd to breathe); PPD8 PP9 RSW10 BW9 S11; Int 2-4; SZ L (4' at shoulder); XP 1,000 + 12/hp (XPL11)
hp 46, 44, 52, 59
hp 47, 52, 42, 41
hp 49, 43, 53, 31

CHIMERA LAIR

CHIMERA LAIR (1-4) (75% airborne) (XPL11)

1-4 **chimeras** (CE); AC 6/5/2; MV 9"/18" (E); HD 9; **THACO 12**; #AT 6; D 1-3/1-3/1-4/1-4/2-8/3-12; **breathe fire** (5"; D 3-24; save vs breath weapon for 1/2; 50% chance/rd to breathe); PPD8 PP9 RSW10 BW9 S11; Int 2-4; SZ L (4' at shoulder); XP 1,000 + 12/hp (XPL11)
hp 36, 42, 36, 46
hp 50, 44, 51, 41
hp 45, 49, 44, 49

EXAMPLE LAIR TREASURES

TT (F) = 10,000 gp; **12 gems**: 5 gem stones: opal (1,000 gp), 2×large opal (2,000 gp, 5,000 gp), star ruby (1,000 gp), star sapphire (1,600 gp); 5 semi-precious stones: zircon (50 gp), smoky quartz (50 gp), bloodstone (50 gp), chrysoprase (35 gp), large chrysoprase (100 gp); 2 fancy stones: coral (160 gp), chrysoberyl (70 gp)

TT (F) = 7,000 ep; 5,000 pp

TT (F) = No treasure

TT (F) = 9,000 ep; 8,000 pp; **22 gems**: 5 fancy stones (precious): small very deep blue spinel (150 gp), peridot (500 gp), pure black pearl (500 gp), topaz (500 gp), aquamarine (500 gp); 10 ornamental stones: moss agate (10 gp), large eye agate (20 gp), malachite (10 gp), 3×turquoise (5 gp, 13 gp, 14 gp), large azurite (20 gp), obsidian (10 gp), small lapis lazuli (5 gp), banded agate (10 gp); 5 gem stones: opal (1,000 gp), exceptional emerald (10,000 gp), sapphire (1,000 gp), black opal (1,000 gp), oriental topaz (1,000 gp); 2 semi-precious stones: large citrine (100 gp), star rose quartz (45 gp); **studded leather armor** +1 (dwarf-sized); **splint mail** +1; **talisman of ultimate evil**; **potion of giant control (fire giants)**; **scroll of protection from lycanthropes (all)**

TT (F) = 1,000 pp; **19 gems**: 10 fancy stones (precious): 2×pure black pearl (500 gp, 750 gp), violet garnet (650 gp), large violet garnet (1,000 gp), 3×peridot (3×500 gp), large peridot (1,000 gp), aquamarine (500 gp), small aquamarine (200 gp); 5 fancy stones: exceptional brown-green garnet (1,000 gp), chrysoberyl (100 gp), 2×pearl (90 gp, 100 gp); large pearl (200 gp); 9 semi-precious stones: small smoky quartz (50 gp), jasper (100 gp), onyx (70 gp), large moonstone (100 gp), 2×bloodstone (50 gp, 80 gp), chrysoprase (50 gp), sardonyx (50 gp), rock crystal (50 gp)

TT (F) = 9,000 gp

CLOUD GIANT

40% in lair; speak cloud giant, alignment tongue; **MM**, p. 44

50/50% chance of NG/NE; 10% are very intelligent (Int 11-12; levitate (2/day; 2,000 lbs); dwell on cloud islands).

CLOUD GIANT (1-6) (XPL16)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

1-6 **cloud giants** (**NG or NE**); AC 2; MV 15"; HD 12+(2-7); **THACO 9/4** (base/**weapon**); #AT 1; D 6-36 **or by weapon**; S23 (+5/+11); hurl rocks (1"-24"; D 2-24); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: **giant weapon**; Int 8-10; SZ L (18' tall); XP 4,250 + 16/hp (XPL16)

hp 58+(2-7), 53+(2-7), 57+(2-7), 57+(2-7), 56+(2-7) // 46+(2-7)

hp 60+(2-7), 49+(2-7), 60+(2-7), 54+(2-7), 59+(2-7) // 46+(2-7)

hp 53+(2-7), 50+(2-7), 51+(2-7), 53+(2-7), 69+(2-7) // 59+(2-7)

CLOUD GIANT (VERY INTELLIGENT) (1-6) (XPL17)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

1-6 **cloud giants, very intelligent** (**NG or NE**); AC 2; MV 15"; HD 12+(2-7); **THACO 9/4** (base/**weapon**); #AT 1; D 6-36 **or by weapon**; S23 (+5/+11); hurl rocks (1"-24"; D 2-24); **levitate** (2/day; 2,000 lbs); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: **giant weapon**; Int 11-12; SZ L (18' tall); XP 4,950 + 16/hp (XPL17)

hp 55+(2-7), 43+(2-7), 55+(2-7), 57+(2-7), 47+(2-7) // 47+(2-7)

hp 53+(2-7), 53+(2-7), 39+(2-7), 56+(2-7), 56+(2-7) // 57+(2-7)

hp 62+(2-7), 46+(2-7), 56+(2-7), 60+(2-7), 56+(2-7) // 44+(2-7)

EXAMPLE CLOUD GIANT (VERY INTELLIGENT) (4) (XPL(4×17/4×7)/96)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

4 **cloud giants, very intelligent** (NG or NE); AC 2; MV 15"; HD 12+4; **THACO 9/4** (base/mace); #AT 1; D 6-36 or 3-18 (great mace); S23 (+5/+11); hurl rocks (1"-24"; D 2-24); **levitate** (2/day; 2,000 lbs); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: great mace (SF8; 3-18/3-12); Int 11-12; SZ L (18' tall); XP 4,950 + 16/hp (XPL17)
hp 68, 54, 63, 57

4 **spotted lions** (N); AC 5/6; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-8/2-8); PPD10 PP11 RSW12 BW12 S13; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 300 + 6/hp (XPL7)
hp 33, 28, 25, 28

CLOUD GIANT LAIR

Crude castles built atop mountains (90% chance); or on cloud islands (10% chance; very intelligent); 60% chance of 1-4 spotted lions; 50% chance for NE cloud giants to have 1-3 captives as slaves in lair (DM's choice). #AP 2 or more = 75% chance of 1 female and the rest young; #AP 6 thus = 1 male, 1 female, and the others young of either sex (1-3 = male; 4-6 = female; roll d% for maturity).

CLOUD GIANT LAIR (1-6) (XPL16/15/8/11/11/13/13/14/7)

Surprise/surprised 1-2/1 (DMG, p. 61-62)

1-6 **cloud giants** (NG or NE); AC 2; MV 15"; HD 12+(2-7); **THACO 9/4** (base/weapon); #AT 1; D 6-36 or by weapon; S23 (+5/+11); hurl rocks (1"-24"; D 2-24); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: **giant weapon**; Int 8-10; SZ L (18' tall); XP 4,250 + 16/hp (XPL16)
hp 71+(2-7), 70+(2-7), 52+(2-7), 52+(2-7) // 46+(2-7)
hp 38+(2-7), 55+(2-7), 61+(2-7), 46+(2-7), 58+(2-7) // 57+(2-7)
hp 46+(2-7), 67+(2-7), 50+(2-7), 41+(2-7), 61+(2-7) // 60+(2-7)

1 **cloud giant female** (NG or NE); AC 2; MV 15"; HD 10+(2-5); **THACO 10/6** (base/weapon); #AT 1; D 5-30 or by weapon; S22 (+4/+10) hurl rocks (1"-20"; D 2-20); catch rocks 60%; PPD7 PP8 RSW9 BW8 S10; eqp: **giant weapon**; Int 8-10; SZ L (18' tall); XP 2,700 + 16/hp (XPL15)
hp 50+(2-5)
hp 42+(2-5)
hp 53+(2-5)

1-4 **cloud giant young** (NG or NE); roll d% for maturity

1-4 **spotted lions** (N); AC 5/6; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-8/2-8); PPD10 PP11 RSW12 BW12 S13; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 300 + 6/hp (XPL7)
hp 26, 22, 29, 26
hp 37, 38, 39, 27
hp 25, 29, 38, 36

CLOUD GIANT (VERY INTELLIGENT) LAIR (1-6) (XPL17/16/7)

Surprise/surprised 1-2/1 (DMG, p. 61-62)

1-6 **cloud giants, very intelligent** (NG or NE); AC 2; MV 15"; HD 12+(2-7); **THACO 9/4** (base/weapon); #AT 1; D 6-36 or by weapon; S23 (+5/+11); hurl rocks (1"-24"; D 2-24); **levitate** (2/day; self + 2,000 lbs); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: **giant weapon**; Int 11-12; SZ L (18' tall); XP 4,950 + 16/hp (XPL17)
hp 64+(2-7), 50+(2-7), 59+(2-7), 53+(2-7), 52+(2-7) // 62+(2-7)
hp 64+(2-7), 54+(2-7), 57+(2-7), 50+(2-7), 50+(2-7) // 63+(2-7)
hp 55+(2-7), 61+(2-7), 64+(2-7), 54+(2-7), 65+(2-7) // 58+(2-7)

1 **cloud giant female, very intelligent** (NG or NE); AC 2; MV 15"; HD 10+(2-5); **THACO 10/6** (base/weapon); #AT 1; D 5-30 or by weapon; S22 (+4/+10) hurl rocks (1"-20"; D 2-20); catch rocks 60%; **levitate** (2/day; self + 2,000 lbs); PPD7 PP8 RSW9 BW8 S10; eqp: **giant weapon**; Int 11-12; SZ L (18' tall); XP 2,700 + 16/hp (XPL16)
hp 50+(2-5)
hp 42+(2-5)
hp 53+(2-5)

1-4 **cloud giant young, very intelligent** (NG or NE); roll d% for maturity

1-4 **spotted lions** (N); AC 5/6; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-8/2-8); PPD10 PP11 RSW12 BW12 S13; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 300 + 6/hp (XPL7)
hp 33, 28, 25, 28
hp 31, 29, 36, 23
hp 30, 35, 30, 27

EXAMPLE CLOUD GIANT (VERY INTELLIGENT) LAIR (3) (XPL12/17/14)

Description: Clouds in the sky but sunshine; young evil female giant (very intelligent) running on plains, Greek attire, sandals; is "hunting" a captive with bow ("Come out come out wherever you a-a-are!"; maybe starts strewing around the dust of appearance, "she starts emptying some packets of what appears to be fine dust into the wind"); captive emerges and starts running, she fires arrow and laughs merrily; combat = castle descends and others join in, hurling rocks; save PC is new henchman for 1-4 months (PHB, p. 119)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

Xuthos, cloud giant, very intelligent (NE); AC 2; MV 15"; HD 12+4; **THACO 9/4** (base/mace); #AT 1; D 6-36 or 3-18 (mace); S23 (+5/+11); hurl rocks (1"-24"; D 2-24); **levitate** (2/day; self + 2,000 lbs); catch rocks 60%; surprise/surprised 1-2/1; PPD5 PP6 RSW7 BW5 S8; eqp: giant footman's mace (SF10; 6-21/3-18); Int 11-12; SZ L (18' tall); XP 4,950 + 16/hp (XPL17)
hp 68

CAPTIVES (1):

fully equipped: Diosanthe Myia (NG), **BRD2** (Greek pantheon/Apollo); female; AC 4; MV 12"; HD BRD2; **THACO 16/15/14** (base/str/dex); #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow) or 1-4 -4 1-4/1-4 (daggers); AC 7; MV 12"; HD BRD2; **THACO 16**; #AT Nil; D Nil; S17 (+1/+1) I13 W15 (+1) D17 (+2/-3) C11 Ch15; **bard charm** 20% (4" radius; 1 rd to effectuate & all must listen regardless; save vs spell or sit entranced and save vs spell at -2 or subject to **suggestion**); **legend lore (items)** 5%¹¹; **inspire** (+1 to hit and +10% morale for 1 turn; 2 rds to initiate); **sing to negate** sound-based effects; read druid scrolls; backstab×3; PP55 OL52 F/RT40 MS45 HS36 HN20 CW90 RL25; PPD10 PP11 RSW12 BW13 S13 (+1 wisdom, +3 dexterity); eqp (avg): lute; leather armor & **small shield +1**; long sword, longbow & 12 arrows (7/14/21), mace, 3 daggers (1/2/3); **dust of appearance** (13 packets); **scroll of protection from magic**; **magic-user scroll** (VI: **spiritwrack**; MU12; **DMG**, p. 128); **cleric scroll** (IV: **exorcise**; C7; **DMG**, p. 128); very complete gear (class-related items, thieves' picks & tools, light source, rations, water, rope, much oil, silver or silvered weapon, 10' pole, etc.); A/P/I: clean; cheerful, unforgiving; gambling; XP 150 + 3/hp (XPL7)

¹⁾ Only if there is some legendary aspect to an item; may also determine magical properties and alignment of armor, miscellaneous weapons, miscellaneous magic items (e.g., whether usable by some class), potions, rings, rods *et al.* (e.g., whether usable by some class), scrolls, swords

[illegible]
$$\Pi(E \times Q \times 5) = 5,000 \text{ ep}$$

$$\Pi(E \times Q \times 5) = 2,000 \text{ ep}$$

30% in lair; **MM**, p. 15

hp 15, 20, 28, 27, 34 // 25

hp 28, 18, 36, 19, 14 // 14

+++++

TT (D) = No treasure

Kyprikalkis, copper dragon (average/adult/speaking/magic-using/sleeping²¹) (CG); female; AC 1; MV 9"/24" (E)¹; HD 7 (5 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/5-20; **breathe acid** (1/2"×7" stream; D 35 hp; save vs breath weapon for 1/2; 3/day); **breathe slow gas** (3"×2"×2" cloud (long/wide/high); move and attack at 1/2 normal rate for 6 rds; save vs breath weapon; 3/day); ferocity when mate or young attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden &**

invisible (5" rad.); **dragon fear** (MM, p. 30); **infravision** (60'); PPD8 PP9 RSW9 BW9 S10 (save as 9 hit dice monster); Int 13-14; SZ L (36' long); XP 825 + 8/hp (XPL11)

spells (1/day each): I: **affect normal fires**, **identify**, **read magic**

II: **fools gold**, **levitate**

hp 35

Ancacupris, **copper dragon** (average/very young/sleeping²⁾) (CG); AC 1; MV 9"/24" (E)¹⁾; HD 7 (1 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/5-20; **breathe acid** (1/2"×7" stream; D 7 hp; save vs breath weapon for 1/2; 3/day); **breathe slow gas** (3"×2"×2" cloud (long/wide/high); move and attack at 1/2 normal rate for 6 rds; save vs breath weapon; 3/day); **detect hidden & invisible** (1" rad.); **infravision** (60'); PPD10 PP11 RSW12 BW12 S13; Int 13-14; SZ S (3' long); XP 525 + 8/hp (XPL9)

hp 7

Raucaradhra, **copper dragon** (average/very young/sleeping²⁾) (CG); female; AC 1; MV 9"/24" (E)¹⁾; HD 7 (1 hp/hit die); **THACO 13**; #AT 3; D 1-4/1-4/5-20; **breathe acid** (1/2"×7" stream; D 7 hp; save vs breath weapon for 1/2; 3/day); **breathe slow gas** (3"×2"×2" cloud (long/wide/high); move and attack at 1/2 normal rate for 6 rds; save vs breath weapon; 3/day); **detect hidden & invisible** (1" rad.); **infravision** (60'); PPD10 PP11 RSW12 BW12 S13; Int 13-14; SZ S (3' long); XP 525 + 8/hp (XPL9)

hp 7

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Awakens on "6" on d6; awakens when loud noise within 30-120' (e.g., talking, shouting, forcing a door; factors apply); opponents attack at +3 to hit while asleep

TT (H S) = 76,000 sp; **24 pieces of jewelry**: small wrought gold box (1,200 gp), wrought gold brooch (1,300 gp), wrought gold brooch, of exceptional value (1,000 gp), wrought gold ring (900 gp), wrought gold boot buckles (1,400 gp), wrought gold anklet (1,600 gp), wrought gold locket (1,100 gp), wrought gold medal (1,800 gp); wrought platinum amulet (1,700 gp); 2×ivory *netsuke* (girdle toggle; 100 gp, 700 gp), wrought silver monocle (1,000 gp), wrought silver hairpin (600 gp), wrought silver chain (200 gp), wrought silver dog collar (600 gp), wrought silver belt, of exceptional value (1,200 gp); ivory bangle (single, inflexible loop as bracelet; 200 gp); silver medallion with gems (3,000 gp), silver hat ornament with gems (2,000 gp), silver earrings with gems (2,000 gp), silver parure with gems, with exceptional stone in the setting (1,000 gp + 5,000 gp), silver spurs with gems (4,000 gp), silver bracelet with gems (6,000 gp), silver comb with gems (6,000 gp); **potion of super-heroism**, **potion of delusion** (plant control), **potion of giant strength** (fire giant)

COPPER DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Cavern or cave in warmer, arid rocky regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Rather selfish and therefore somewhat neutral in outlook if gain is concerned.

EXAMPLE COPPER DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL13)

Krakamandris, 'The Maven Mirage', **copper dragon** (huge/ancient/speaking/magic-using/awake) (CG); female; AC 1; MV 9"/24" (E)¹⁾; HD 9 (8 hp/hit die); **THACO 12**; #AT 3; D 1-4/1-4/5-20; **breathe acid** (1/2"×7" stream; D 72 hp; save vs breath weapon for 1/2; 3/day); **breathe slow gas** (3"×2"×2" cloud (long/wide/high); move and attack at 1/2 normal rate for 6 rds; save vs breath weapon; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); **infravision** (60'); PPD3 PP4 RSW5 BW4 S6 (save as 18 hit dice monster); Int 13-14; SZ L (36' long); XP 2,000 + 12/hp (XPL13)

spells (1/day each): I: **Nystul's magic aura**, **protection from evil**, **ventriloquism**

II: **knock**, **stinking cloud**, **web**

III: **dispel magic**, **fireball**

hp 72

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

TT (H×2 S×2) = No treasure

COUATL EXAMPLE

10% in lair; speak several human languages and most serpent and avian languages; MM, p. 15; DMG, p. 197

EXAMPLE COUATL (1-4) (75% airborne) (XPL14)

Xochiquetzal, **couatl** (LG); female; AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; magic-user & cleric spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 92/46; attack/defense modes¹⁾: A E/G J; disciplines (2/4; as C9); major: **dimension door**, **dimension walk**; minor: **clairvoyance**, **domination**, **hypnosis**, **levitation**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)

spells (MU5; 4/2/1): I: **dancing lights**, **erase**, **identify**, **mending**

II: **detect evil**, **shatter**

III: **dispel magic**

spells (C7; 3/3/2/1): I: **bless**, **create water**, **cure light wounds**

II: **find traps**, **know alignment**, **spiritual hammer**

III: **dispel magic**, **glyph of warding** (paralyzation)

IV: **sticks to snakes**

hp 34

Temoctzin, couatl (LG); AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; cleric spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 108/42; attack/defense modes¹⁾: A B/F I; disciplines (2/4; as C9); major: **telepathic projection**, **teleportation**; minor: **body equilibrium**, **clairvoyance**, **object reading**, **suspend animation**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (C7; 3/3/2/1): I: **cure light wounds**, **detect magic**, **light**
II: **augury**, **silence 15' radius**, **spiritual hammer**
III: **continual darkness**, **remove curse**
IV: **speak with plants**

hp 42

Xoxopehualoc, couatl (LG); AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; cleric spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 108/42; attack/defense modes¹⁾: A B/G H; disciplines (2/4; as C9); major: **telepathic projection**, **teleportation**; minor: **animal telepathy**, **domination**, **mind over body**, **sensitivity to psychic impressions**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (C7; 3/3/2/1): I: **command**, **protection from evil**, **resist cold**
II: **glyph of warding (paralyzation)**, **prayer**, **prayer**
III: **dispel magic**, **glyph of warding (paralyzation)**
IV: **raise water**

hp 37

Macuixochitl, couatl (LG); AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; cleric spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 96/48; attack/defense modes¹⁾: A D/F J; disciplines (2/4; as C9); major: **energy control**, **telepathy**; minor: **animal telepathy**, **cell adjustment**, **sensitivity to psychic impressions**, **suspend animation**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (C7; 3/3/2/1): I: **command**, **cure light wounds**, **detect evil**
II: **chant**, **detect charm**, **resist fire**
III: **create food & water**, **glyph of warding (paralyzation)**
IV: **cure serious wounds**

hp 44

¹⁾ See **Eldritch Wizardry**, p. 8

COUATL LAIR EXAMPLE

Warm, jungle-like regions. Often regarded with awe and considered to be divine by the inhabitants of their homelands.

EXAMPLE COUATL LAIR (1-4) (XPL14)

Cuixtli, couatl (LG); AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; magic-user spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 80/40; attack/defense modes¹⁾: A B/F I; disciplines (2/4; as C9); major: **body control**, **telepathic projection**; minor: **animal telepathy**, **clairaudience**, **empathy**, **ESP**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (MU5; 4/2/1): I: **enlarge**, **identify**, **sleep**, **ventriloquism**
II: **detect invisibility**, **mirror image**
III: **fireball**

hp 48

Tezozomoc, couatl (LG); AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; magic-user & cleric spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 90/45; attack/defense modes¹⁾: A E/F G; disciplines (2/4; as C9); major: **molecular rearrangement**, **telekinesis**; minor: **clairaudience**, **levitation**, **object reading**, **sensitivity to psychic impressions**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (MU5; 4/2/1): I: **detect magic**, **friends**, **mending**, **spider climb**
II: **continual light**, **invisibility**
III: **suggestion**
spells (C7; 3/3/2/1): I: **bless**, **detect magic**, **protection from evil**
II: **chant**, **detect charm**, **speak with animals**
III: **continual darkness**, **dispel magic**
IV: **neutralize poison**

hp 54

Mizquixaua, couatl (LG); female; AC 5; MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; magic-user spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 104/52; attack/defense modes¹⁾: A C; H I; disciplines (2/4; as C9); major: **dimension walk**, **probability travel**; minor: **animal telepathy**, **detection of good or evil**, **object reading**, **precognition**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14)
spells (MU5; 4/2/1): I: **affect normal fires**, **read magic**, **unseen servant**, **ventriloquism**
II: **continual light**, **magic mouth**

hp 46

Nenetl, couatl (LG); female; AC 5, MV 6"/18" (A); HD 9; **THACO 12**; #AT 2; D 1-3/2-8 (bite/constrict); **poison** (bite; save vs poison); **constriction** (2-8); **polymorph self**; **ethereal form**; spell use (45/35/20%; magic-user spells); PPD7 PP9 RSW9 BW9 S10; psionic ability/strength: 96/48; attack/defense modes¹⁾: A E/G H; disciplines (2/4; as C9): major: **mass domination**, **teleportation**; minor: **detection of good or evil**, **mind over body**, **molecular agitation**, **suspend animation**; Int 17-18; SZ M (12' long); XP 2,400 + 12/hp (XPL14) spells (MU5; 4/2/1): 1: **message**, **Nystul's magic aura**, **shield**, **spider climb**

II: mirror image, web

III: monster summoning III

hp 40

example summoned monsters (monster summoning III; 1-4 3rd-level monsters, DMG, p. 223; 1-4 rds to arrive): 4 **giant lizards** (N); AC 5; MV 15"; HD 3+1; **THACO 16**; #AT 1; D 1-8; hit "20" = D 1-8×2; PPD13 PP15 RSW16 BW17 S17; Int Non-; SZ L (15' long); XP 125 + 4/hp (XPL5)
hp 13, 16, 12, 22

¹⁾ See **Eldritch Wizardry**, p. 8

+++++

EXAMPLE LAIR TREASURES

TT (B I) = **3 gems**: 3 ornamental stones: lapis lazuli (9 gp), hematite (11 gp), malachite (10 gp); **4 pieces of jewelry**: gold arm band with gems, with exceptional stone in the setting (5,000 gp + 5,000 gp), gold bracelet with gems (4,000 gp); wrought gold seal, of exceptional value (1,200 gp); coral armband (1,400 gp)

$$\pi(BI) = 4,000 \text{ cp; spear} + 1$$

TT (B I) = **6 pieces of jewelry:** jade ring (1,900 gp); wrought gold boot buckles (600 gp); silver and reed fan with gems (3,000 gp); ivory pendant (700 gp), ivory ring, of exceptional value (500 gp); wrought silver and gold locket (800 gp)

TT (B I) = 1,100 pp; **5 gems:** 3 fancy stones (precious): peridot (500 gp), violet garnet (500 gp), small violet garnet (100 gp); 2 ornamental stones: rhodochrosite (6 gp), large lapis lazuli (20 gp); **4 pieces of jewelry:** gold medallion with gems, with exceptional stone in the setting (4,000 gp + 5,000 gp), gold collier with gems (5,000 gp); silver belt with gems (4,000 gp), silver armlet with gems, with exceptional stone in the setting (1,000 gp + 5,000 gp)

TT (B I) = 1,100 gp; **12 gems:** 3 fancy stones: amber (100 gp), large jet (200 gp), pearl (100 gp); 6 semi-precious stones: star rose quartz (35 gp), large onyx (100 gp), 2×jasper (2×50 gp), large bloodstone (100 gp), citrine (80 gp); 1 gem stone (jewel): jacinth (6,000 gp); 2 ornamental stones: tiger eye (12 gp), turquoise (10 gp); **3 pieces of jewelry:** wrought silver tobacco box (700 gp); silver vase with gems, of exceptional value (5,000 gp); wrought silver and gold amulet (600 gp)

TT (B I) = 500 pp; **13 gems:** 8 fancy stones: amethyst (100 gp), tourmaline (110 gp), red spinel (60 gp), 2×chrysoberyl (2×100 gp), deep green spinel (100 gp), large amber (200 gp), large jade (500 gp); 5 gem stones: 2×star sapphire (2×1,500 gp), oriental topaz (1,000 gp), 2×sapphire (2×1,000 gp)

CRIOSPHINX

30% in lair; speak criosphinx, androsphinx, gynosphinx; speak with animals; **MM**, p. 89-90

Prize wealth and usually seek to extort passersby – safe passage for a hefty bribe. Lust after gynosphinxes, but the latter find them detestable.

CRIOSPHINX (1-4) (75% airborne) (XPL10)

1-4 **criosphinxes** (N); AC 0; MV 12"/24" (D); HD 10; **THACO 10**; #AT 3; D 2-8/2-8/3-18 (claw/claw/horns); **speak with animals**; PPD8
PP9 RSW10 BW9 S11; Int 8-10; SZ L (7½' tall); XP 1,350 + 14/hp (XPL10)

hp 41, 48, 46, 53

hp 45, 55, 58, 52

hp 46, 38, 52, 42

CRIOSPHINX LAIR

Likely in wooded areas.

CRIOSPHINX LAIR (1-4) (75% airborne) (XPL10)

1-4 **crisosphinxes** (N); AC 0; MV 12"/24" (D); HD 10; **THACO 10**; #AT 3; D 2-8/2-8/3-18 (claw/claw/horns); **speak with animals**; PPD8
PP9 RSW10 BW9 S11; Int 8-10; SZ L (7½' tall); XP 1,350 + 14/hp (XPL10)

hp 43, 45, 43, 46

hp 44, 40, 37, 42

hp 43, 56, 38, 53

[illegible]

EXAMPLE LAIR TREASURES

TT (F) = 13 **gems**: 8 **ornamental stones**: hematite (10 gp), malachite (10 gp), eye agate (10 gp), large moss agate (20 gp), large rhodochrosite (50 gp), small lapis lazuli (5 gp), 2×turquoise (2×10 gp); 5 **semi-precious stones**: 3×rock crystal (3×50 gp), rock crystal (50 gp), exceptional rock crystal (500 gp), small chalcedony (20 gp)

TT (F) = 400 pp

TT (F) = No treasure

TT (F) = 100 pp; **druid scroll*** (VI: weather summoning; D11; **DMG**, p. 128); **wand of magic detection** (92 ch); **large shield +2**; **potion of delusion (ESP)**; **magic-user scroll** (V: wall of iron; I: enlarge; II: knock; VI: globe of invulnerability; MU12; **DMG**, p. 128)

* At the DM's option, this item can be a **treasure map** instead (monetary treasure; NW; outdoors, 5-8 miles distant; **guarded in a lair**; **DMG**, p. 120; 10,000 gp)

TT (F) = 5,000 gp; **plate mail +3**; **potion of dragon control (evil dragons)**; **dust of appearance** (20 packets); **potion of longevity**; **magic-user scroll*** (VII: cacodemon; II: magic mouth; VII: delayed blast fireball; MU14; **DMG**, p. 128)

* At the DM's option, this item can be a **treasure map** instead (monetary treasure; S; outdoors, 5-8 miles distant; **guarded in a lair**; **DMG**, p. 120; 21,000 gp)

TT (F) = No treasure

CROCODILE

Never in lair; **MM**, p. 15

CROCODILE (3-24) (XPL3)

Surprise/surprised 1-3/1-2 (**DMG**, p. 61-62)

3-24 **crocodiles** (N); AC 5; MV 6"/12"; HD 3; **THACO 16**; #AT 2; D 2-8/1-12; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; cold weather = MV×½; Int 1; SZ L (8-15' long); XP 60 + 4/hp (XPL3)

hp 9, 16, 21, 11, 12 // 16, 14, 13, 13, 12 // 10, 8, 17, 9, 12 // 14, 6, 15, 20, 13 // 7, 10, 18, 16

hp 16, 10, 16, 13, 13 // 12, 8, 14, 12, 12 // 6, 12, 17, 7, 12 // 18, 13, 12, 14, 12 // 19, 5, 7, 13

hp 10, 16, 16, 12, 20 // 20, 11, 8, 14, 10 // 20, 21, 12, 10, 12 // 7, 17, 9, 13, 10 // 14, 9, 16, 5

DERVISH EXAMPLE—GULUSSA OF TAKLAT

5% in lair; **MM**, p. 66, 68-69

Highly religious nomads. Lair will be walled fortress (200-300 dervishes; 1-4 ballistae; 1-2 heavy catapults).

EXAMPLE DERVISH¹⁾ (169+specials)

(XPL(42×1/42×3/10×2/10×3/85×1/85×2/16×2/16×2/16×2/16×2/6/3/6/3/6/3/6/3/8/3/8/3/7/3/7/3/8/3/8/3/8/3/9/3/9/3/9/3/11/3/12/3/742)

169 **dervishes** + 5 **dervish fighters (F3)** + 4 **dervish fighters (F4)** + 3 **dervish fighters (F5)** + 2 **dervish fighters (F6)** + 1 **dervish cleric assistant (C6)** + 1 **dervish cleric assistant (C8)** + 1 **dervish cleric (C11)** + 117 **light warhorses** + 68 **medium warhorses**

42 **dervish medium cavalry lancers (LG)**; AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); **THACO 19** (base); #AT 1; D 2-7 or 4-14²⁾ (lance) or 1-8 (sword); I8-12; +1 damage; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; long sword, medium lance; XP 10 + 1/hp (XPL1)

hp 2, 5, 1, 6, 2 // 4, 2, 5, 5, 3 // 3, 4, 2, 6, 2 // 1, 1, 6, 6, 4 // 1, 5, 2, 3, 2 // 1, 5, 4, 1, 4 // 2, 5, 4, 2, 4 // 5, 3, 4, 4, 5 // 6, 5

+ 42 **medium warhorses** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 7, 7, 12, 11, 9 // 10, 13, 10, 14, 13 // 12, 12, 8, 10, 10 // 16, 13, 10, 9, 17 // 12, 5, 7, 9, 11 // 8, 11, 12, 8, 8 // 13, 11, 16, 12, 15 // 11, 4, 17, 17, 10 // 12, 10

10 **dervish medium cavalry archers (mounted) (LG)**; AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); **THACO 19** (base); #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow); I8-12; +1 damage; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; long sword, composite short bow & 24 arrows (5/10/18); XP 14 + 1/hp (XPL2)

hp 3, 2, 4, 5, 3 // 4, 1, 4, 2, 2

+ 10 **medium warhorses** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11, 14, 11, 14, 13 // 12, 18, 17, 16, 10

85 **dervish light cavalry lancers (mounted) (LG)**; AC 7; MV 12" (24" on mount); HD 1-1 (1-6 hp); **THACO 19** (base); #AT 1; D 1-8 (sword) or 1-6 or 2-12²⁾ (lance); I8-12; +1 damage; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; long sword, light lance; XP 10 + 1/hp (XPL1)

hp 5, 4, 3, 5, 5 // 5, 3, 4, 1, 3 // 4, 6, 5, 4, 5 // 2, 3, 6, 2, 4 // 6, 4, 1, 5, 5 // 2, 5, 2, 1, 6 // 5, 3, 1, 4, 6 // 2, 2, 4, 4, 4 // 2, 3, 2, 5, 4 // 4, 4, 2, 4, 5 // 1, 6, 3, 3, 5 // 1, 3, 5, 1, 6 // 4, 2, 4, 6, 2 // 4, 6, 2, 5, 3 // 1, 1, 6, 6, 5 // 2, 3, 1, 2, 2 // 3, 4, 4, 3, 5

+ 85 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 11, 10, 12, 11, 8 // 14, 7, 13, 7, 11 // 6, 10, 11, 8, 8 // 10, 5, 6, 6, 11 // 12, 13, 8, 11, 15 // 10, 6, 5, 5, 12 // 8, 16, 8, 8, 9 // 7, 5, 6, 7, 11 // 6, 16, 8, 14, 6 // 10, 11, 14, 11, 8 // 11, 8, 12, 4, 13 // 8, 5, 6, 7, 10 // 5, 8, 7, 8, 6 // 12, 7, 8, 6, 13 // 15, 8, 6, 5, 14 // 4, 11, 11, 7, 8 // 7, 7, 7, 8, 10 // 11, 11, 13, 7, 6

16 **dervish light cavalry archers (mounted) (LG)**; AC 7; MV 12" (24" on mount); HD 1-1 (1-6 hp); **THACO 19** (base); #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow); I8-12; +1 damage; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; long sword, composite short bow & 24 arrows (5/10/18); XP 14 + 1/hp (XPL2)

hp 1, 1, 1, 6, 4 // 6, 4, 1, 4, 6 // 1, 2, 2, 2, 2 // 4

+ 16 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 9, 15, 7, 5, 10 // 9, 15, 14, 6, 7 // 6, 8, 13, 10, 8 // 9

16 **dervish light cavalry crossbowmen (mounted)** (LG); AC 7; MV 12" (24" on mount); HD 1-1 (1-6 hp); **THACO 19** (base); #AT 1; D 1-6 (mace) or 1-4 (crossbow); 18-12; +1 damage; never check morale; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; horseman's mace, light crossbow & 20 bolts (6/12/18); XP 14 + 1/hp (XPL2)

hp 1, 5, 3, 2, 2 // 1, 3, 4, 3, 6 // 4, 6, 6, 3, 5 // 4

+ 16 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 11, 8, 7, 7, 7 // 7, 11, 9, 6, 16 // 13, 8, 19, 11, 12 // 9

Ahu (LG), dervish fighter (F3) (mounted); AC 3; MV 9" (18" on mount); HD F3; **THACO 17/16** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S17 (+1/+1) I9 W10 D13 C15 (+1) Ch11; +1 damage; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (+1 shield); eqp (avg): chain mail & **shield +1**; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; morose, rude; weapons; XP 110 + 4/hp (XPL6)

hp 30

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Ifser (LG), dervish fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 17/15/(13/12)** (base/str/(sword)); #AT 1 or 2; D 1-8+2³ (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/84 (+2/+4) I11 W9 D13 C17 (+3) Ch10; +1 damage; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; **long sword +2, +3 vs lamias and evil sphinxes⁴**, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; proud, friendly; history; XP 110 + 4/hp (XPL6)

hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Beketa (LG), dervish fighter (F3) (mounted); AC 4; MV 9"; HD F3; **THACO 17/16** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/21 (+1/+3) I11 W13 D14 C15 (+1) Ch10; +1 damage; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; compassionate, taciturn; husbandry; XP 110 + 4/hp (XPL6)

hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Ikemma (LG), dervish fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 17/16** (bast/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/47 (+1/+3) I10 W14 D14 C16 (+2) Ch13; +1 damage; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; morose, calculating; architecture; XP 110 + 4/hp (XPL6)

hp 26

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Tamaklast (LG), dervish fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 17/15** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/71 (+2/+3) I10 W7 D14 C16 (+2) Ch13; +1 damage; 3 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (-1 wisdom); eqp (avg): chain mail & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, rash; legends; XP 110 + 4/hp (XPL6)

hp 25

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Zin Yidir of Taouane (LG), dervish fighter (F4) (mounted); AC 0; MV 12" (18" on mount); HD F4; **THACO 17/16/(15/13)** (base/str/(sword)); #AT 1 or 2; D 1-8+1(+3) (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S17 (+1/+1) I11 W9 D14 C18 (+4) Ch14; +1 damage; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (+2 armor, +3 shield); eqp (avg): **scale mail +2 & shield +3; long sword +1, +3 vs regenerating creatures**, horseman's mace, composite short bow &

24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; proud, rash; hunting; XP 200 + 5/hp (XPL8)

hp 43

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

Zeffun of Mula (LG), dervish fighter (F4) (mounted); AC 0; MV 12" (18" on mount); HD F4; **THACO 17/15** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/55 (+2/+3) I12 W9 D15 (+0/-1) C16 (+2) Ch14; +1 damage; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity; +3 armor); eqp (avg): **chain mail +3** & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; compassionate, courteous; athletics; XP 200 + 5/hp (XPL8)

hp 41

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Khyar 'the Lion' (LG), dervish fighter (F4) (mounted); AC 3; MV 12" (18" on mount); HD F4; **THACO 17/15/14** (base/str/sword); #AT 1 or 2; D 2-8+1 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/90 (+2/+3) I12 W10 D10 C18 (+4) Ch11; +1 damage; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp (avg): **chain mail +1** & shield; **broadsword +1**, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; even tempered, brave; hunting; XP 160 + 5/hp (XPL7)

hp 44

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Agdada (LG), dervish fighter (F4) (mounted); AC 1; MV 12" (18" on mount); HD F4; **THACO 17/15** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/61 (+2/+3) I11 W8 D14 C17 (+3) Ch14; +1 damage; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16 (+3 armor); eqp (avg): **chain mail +3** & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; compassionate, rash; athletics; XP 160 + 5/hp (XPL7)

hp 37

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

Hottha (LG), dervish fighter (F5) (mounted); AC 3; MV 12" (18" on mount); HD F5; **THACO 15/14** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S17 (+1/+1) I9 W14 D13 C17 (+3) Ch10; +1 damage; 5 melee attacks/rd vs less than 1 hit die; never check morale; PPD11 PP12 RSW13 BW13 S14 (+2 armor); eqp (avg): **scale mail +2** & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; cheerful, diplomatic; history; XP 300 + 6/hp (XPL8)

hp 56

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Tabat 'the Desert Fox' (LG), dervish fighter (F5) (mounted); AC 4; MV 9" (18" on mount); HD F5; **THACO 15**; #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S16 (+0/+1) I10 W9 D10 C15 (+1) Ch8; +1 damage; 5 melee attacks/rd vs less than 1 hit die; never check morale; PPD11 PP12 RSW13 BW13 S14; eqp (avg): chain mail & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; **potion of diminution**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud/haughty, abrasive; athletics; XP 300 + 6/hp (XPL8)

hp 43

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Madidu (LG), dervish fighter (F5) (mounted); AC 4; MV 9" (18" on mount); HD F5; **THACO 15**; #AT 1 or 2; D 1-8 (sword) or 1-6 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S16 (+0/+1) I7 W11 D13 C14 Ch11; +1 damage; 5 melee attacks/rd vs less than 1 hit die; never check morale; PPD11 PP12 RSW13 BW13 S14 (-1 wisdom); eqp (avg): chain mail & shield; long sword, horseman's mace, composite short bow & 24 arrows (5/10/18), *jambiya*; **philter of persuasiveness**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; compassionate, altruist; religion; XP 300 + 6/hp (XPL8)

hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Aggur (LG), dervish fighter (F6) (mounted); AC 4; MV 9" (18" on mount); HD F6; **THACO 15/13** (base/str); #AT 1 or 2; D 1-6+2 (mace) or 1-6/1-6 (bow) or 1-4 (*jambiya*); S18/71 (+2/+3) I10 W6 D14 C15 (+1) Ch13; +1 damage; 6 melee attacks/rd vs less than 1 hit

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

spells (5/5/3):
I: bless, bless, cause fear, command, sanctuary
II: chant, chant, silence 15' radius, silence 15' radius, spiritual hammer
III: curse, dispel magic, prayer

spells (5/5/4/2):
 I: bless, command, detect evil, remove fear, sanctuary
 II: chant, charm, hold person, silence 15' radius, slow poison
 III: continual light, dispel magic, glyph of warding (paralyzation), prayer
 IV: cure serious wounds, exorcise, sticks to snakes

spells (7/6/4/3/2/0*): I: **bless, command, cure light wounds, cure light wounds, detect magic, sanctuary, sanctuary**
 II: **hold person, know alignment, silence 15' radius, snake charm, snake charm, spiritual hammer**
 III: **cure disease, dispel magic, feign death, remove curse**
 IV: **cure serious wounds, detect lie, protection from evil 10' radius**
 V: **cure critical wounds, flame strike**

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

[illegible]

TT (2) = 4,000 ep; **32 gems:** 10 ornamental stones: banded agate (10 gp), turquoise (10 gp), large rhodochrosite (20 gp), hematite (7 gp), eye agate (11 gp), obsidian (10 gp), small obsidian (5 gp), large obsidian (20 gp), azurite (10 gp), large azurite (20 gp); 10 semi-precious stones: 2×chalcedony (2×50 gp), 2×zircon (2×50 gp), small sardonyx (10 gp), small chrysoprase (10

TT (Z) = 4,000 sp, 4,000 ep; **14 pieces of jewelry:** ivory pendant (700 gp), wrought silver collier 600 gp), ivory signet ring (900 gp), ivory hairpin (400 gp), wrought silver hat pin (1,000 gp), ivory armlet (100 gp), ivory figurine (roaring lion; 1,000 gp), ivory brooch (100 gp), wrought silver decanter (300 gp), wrought silver boot buckles (100 gp); wrought gold beads (900 gp), wrought gold necklace (1,200 gp), wrought gold seal (800 gp), wrought gold earrings (900 gp); **apparatus of Kwalish; broadsword +1, +2 vs magic-using & enchanted creatures; flail +1**

25% in lair: MM, p. 28

hp 35, 23, 24, 20, 30

hp 18, 37, 35, 30, 24

[illegible]

TT (D) = 4,000 cp; 3,000 sp; 1,000 gp; **5 gems**: 3 fancy stones: deep green spinel (100 gp), pearl (100 gp), small pearl (50 gp); 2 semi-precious stones: rock crystal (50 gp), large rock crystal (100 gp); **plate mail of etherealness**; **mace +4**; **potion of undead control (ghasts)**

TT (D) = 6,000 cp; **2 aems**: 2 aem stones: oriental amethyst (1,100 ap), small star sapphire (500 ap)

hp 55

hp 49

Found only near oak trees; never more than 36" from their individual tree, of which they are actually a part.

DRYAD (1-6) (XPL4)

1-6 **dryads** N); AC 9; MV 12"; HD 2; **THACO 16**; #AT 1; D 1-4 (dagger); **charm person** (3/day; save vs spell at -3; 50/50% return never/within 1-4 days; only if threatened or against males with charisma 16); **step into tree/exit**; **dimension door** (in and out of tree); **speak with plants**; PPD14 PP13 RSW11 BW15 S12; MR 50%; eqp; dagger (1/2/3); Int 13-14; SZ M; XP 105 + 3/hp (XPL4)
hp 7, 9, 15, 10, 15 // 10
hp 11, 14, 13, 12, 6 // 8
hp 8, 10, 9, 14, 7 // 8

DRYAD LAIR

Found only near oak trees; never more than 36" from their individual tree, of which they are actually a part.

DRYAD LAIR (1-6) (XPL4)

1-6 **dryads** N); AC 9; MV 12"; HD 2; **THACO 16**; #AT 1; D 1-4 (dagger); **charm person** (3/day; save vs spell at -3; 50/50% return never/within 1-4 days; only if threatened or against males with charisma 16); **step into/exit tree**; **dimension door** (in and out of tree); **speak with plants**; PPD14 PP13 RSW11 BW15 S12; MR 50%; eqp; dagger (1/2/3); Int 13-14; SZ M; XP 105 + 3/hp (XPL4)
hp 9, 9, 14, 9, 9 // 9
hp 15, 7, 14, 5, 8 // 8
hp 13, 14, 6, 13, 7 // 5

EXAMPLE LAIR TREASURES

TT (M×100 Q×10) = (#dryads)×500 gp

TT (M×100 Q×10) = (#dryads)×400 gp

TT (M×100 Q×10) = (#dryads)×700 gp

TT (M×100 Q×10) = (#dryads)×300 gp; **10 gems**: 8 ornamental stones: 2×eye agate (2×10 gp); very small hematite (1 gp); tiger eye (10 gp); rhodochrosite (10 gp); obsidian (10 gp); small banded agate (7 gp); small lapis lazuli (5 gp); 2 fancy stones: small red-brown spinel (50 gp), pearl (80 gp)

TT (M×100 Q×10) = (#dryads)×600 gp

TT (M×100 Q×10) = (#dryads)×500 gp

DWARF EXAMPLE (HILL DWARVES)

50% in lair; speak dwarvish, gnomish, goblin, kobold, orcish; 75% speak common; MM, p. 34-35

EXAMPLE DWARF (222+specials) (XPL(22×3/33×3/33×3/57×3/22×3/22×3/22×2/5/6/8/9/10/8/10/12/13)/442)

222 **dwarves** + 1 **2nd level dwarf fighter** + 1 **3rd level dwarf fighter** + 1 **4th level dwarf fighter** + 1 **5th level dwarf fighter** + 1 **6th level dwarf fighter** + 1 **dwarf lieutenant** + 1 **dwarf chief** + 1 **dwarf cleric-fighter** (C/F 3/6) + 1 **dwarf cleric/fighter** (C/F 4/7)

22 **dwarf heavy crossbowmen** (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1/2; D 2-5 (crossbow) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: heavy crossbow & 12 bolts (8/16/24); Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 1, 7, 5, 8, 5 // 2, 4, 4, 3, 6 // 4, 2, 6, 5, 8 // 6, 4, 5, 8, 4 // 7, 7

33 **dwarf light crossbowmen** (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-4 (crossbow) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: light crossbow & 12 bolts (6/12/18); Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 2, 3, 4, 4, 7 // 8, 2, 2, 3, 3 // 3, 5, 4, 3, 2 // 4, 2, 4, 3, 5 // 8, 4, 2, 8, 4 // 5, 1, 2, 2, 5 // 7, 7

44 **dwarf spearmen** (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6¹⁾ (spear) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: spear (1/2/3); Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 5, 4, 2, 8, 2 // 5, 4, 2, 6, 5 // 6, 7, 3, 7, 4 // 5, 7, 2, 3, 1 // 3, 6, 8, 4, 6 // 8, 4, 1, 5, 7 // 1, 4, 5, 6, 7 // 3, 3, 6, 5 // 5, 3, 2, 6

57 **dwarves (axe & hammer)** (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (axe) or 2-5 (hammer) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: axe (1/2/3), hammer (1/2/3); Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 8, 4, 4, 5, 2 // 2, 8, 3, 8, 8 // 4, 6, 8, 3, 8 // 6, 7, 6, 4, 5 // 2, 2, 3, 5, 6 // 8, 8, 3, 8, 1 // 3, 3, 7, 6, 1 // 4, 7, 7, 5, 3 // 1, 7, 7, 3, 8 // 4, 2, 7, 7, 7 // 6, 2, 2, 6, 6 // 5, 5

22 **dwarves (axe & mace)** (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (axe) or 2-7 (mace) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: axe (1/2/3), mace; Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 2, 3, 2, 3, 8 // 3, 7, 7, 8, 8 // 2, 1, 6, 3, 5 // 6, 2, 8, 1, 3 // 8, 7

22 dwarf miners (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 2-5 (hammer) or 2-7 (pick) or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: hammer (1/2/3), footman's pick; Int 11-12; SZ S (4'+ tall); XP 18 + 1/hp (XPL3)
hp 1, 5, 3, 2, 8 // 1, 4, 7, 2, 7 // 1, 8, 6, 3, 2 // 3, 4, 6, 5, 6 // 7, 8

22 dwarf bardichiers (LG); AC 4; MV 6"; HD 1; **THACO 19**; #AT 1; D 2-8 (bardiche or 1-8; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: bardiche; Int 11-12; SZ S (4'+ tall); XP 14 + 1/hp (XPL2)
hp 4, 7, 4, 6, 8 // 5, 6, 4, 3, 7 // 8, 8, 2, 3, 6 // 3, 2, 5, 5, 7 // 6, 5

1 dwarf fighter (F2) (LG); AC 2; MV 6"; HD F2; **THACO 20**; #AT 1; D 1-6 (axe) or 2-7 (mace) or 1-4 (crossbow) or 1-8; S16 (+0/+1); +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: plate mail & shield; axe (1/2/3), mace, light crossbow & 12 bolts (6/12/18); Int 11-12; SZ S (4'+ tall); XP 65 + 3/hp (XPL5)
hp 20

1 dwarf fighter (F3) (LG); AC 2; MV 6"; HD F3; **THACO 18**; #AT 1; D 1-6 (axe) or 2-7 (mace) or 1-4 (crossbow) or 1-8; S16 (+0/+1); +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: plate mail & shield; axe (1/2/3), mace, light crossbow & 12 bolts (6/12/18); Int 11-12; SZ S (4'+ tall); XP 110 + 4/hp (XPL6)
hp 18

1 dwarf fighter (F4) (LG); AC 2; MV 6"; HD F4; **THACO 18/16/15** (base/str/sword); #AT 1; D 1-6+1 (sword) or 2-5 (hammer) or 1-4 (crossbow) or 1-8; S18/65 (+2/+3) I12; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: plate mail & shield; **short sword +1**, hammer (1/2/3), light crossbow & 12 bolts (6/12/18); SZ S (4'+ tall); XP 200 + 5/hp (XPL8)
hp 31

1 dwarf fighter (F5) (LG); AC 2; MV 6"; HD F5; **THACO 16**; #AT 1; D 1-6 (axe) or 2-7 (mace) or 1-4 (crossbow) or 1-8; S16 (+0/+1) I12; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+1 armor, +4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: **splint mail +1** & shield; axe (1/2/3), mace, light crossbow & 12 bolts (6/12/18); SZ S (4'+ tall); XP 375 + 6/hp (XPL9)
hp 36

1 dwarf fighter (F6) (LG); AC 4; MV 6"; HD F6; **THACO 16/15/14** (base/str/hammer); #AT 1; D 2-5+1 (hammer) or (2-8) bardiche or 1-4 (crossbow) or 1-8; S18/13 (+1/+3) I11; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+1 armor, +4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: **scale mail +1** & shield; **hammer +1** (1/2/3), bardiche, light crossbow & 12 bolts (6/12/18); SZ S (4'+ tall); XP 600 + 8/hp (XPL10)
hp 38

1 dwarf lieutenant (F4) (LG); AC 2; MV 6"; HD F4; **THACO 18/17/(15/14)** (base/str/(sword)); #AT 1; D 1-6+2 or 2-16+3² (sword) or 2-7 (mace) or 1-4 (crossbow) or 1-8; S17 (+1/+1) I11; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: plate mail & shield; **short sword +2**, **Orc Slayer**³, mace, light crossbow & 12 bolts (6/12/18); SZ S (4'+ tall); XP 200 + 5/hp (XPL8)
hp 32

1 dwarf chieftain (F6) (LG); AC 2; MV 6"; HD F6; **THACO 16/15/14** (base/str/sword); #AT 1; D 1-6+1 (sword) or 2-5 (hammer) or 1-4 (crossbow) or 1-8; S17 (+1/+1) I11; +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: plate mail & shield; **short sword +1**, **Luck Blade** ("Bifumil"; 3 wishes left; Int 14; LG; EGO 5 (Personality 19); **detect "elevator"/shifting rooms/walls 1" radius**; **detect traps of large size 1" radius**; speech: lawful good, dwarvish, bugbear; **alignment damage**: touch sword = 5 hp vs non-LG, unless held by LG wielder, hammer (1/2/3), light crossbow & 12 bolts (6/12/18); SZ S (4'+ tall); XP 600 + 8/hp (XPL10)
hp 57

1 dwarf cleric/fighter (C/F 3/6) (Dwarven pantheon) (LG); AC 4; MV 6"; HD C/F 3/6; **THACO 16/15** (base/str); #AT 1; D 2-7 (mace) or 2-5 (hammer); S18 (+1/+3) I12 W17 (+3; 2/2/1); +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 6 melee attacks/rd vs less than 1 hit die; turn undead (4/7/10/13/16/19/20); PPD10 PP12 RSW13 BW13 S14 (+3 wisdom; +1 armor; +4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: **scale mail +1** & shield; mace, hammer (1/2/3); SZ S (4'+ tall); XP 1,900 + 12/hp (XPL12)
spells (4/3): I: **bless**, **detect evil**, **protection from evil**, **sanctuary**
II: **chant**, **find traps**, **hold person**

hp 33

1 dwarf cleric/fighter (C/F 4/7) (Dwarven pantheon) (LG); AC 2; MV 6"; HD C/F 4/7; **THACO 14/12** (base/str); #AT 3/2 (ST); D 2-7 (mace); S18/82 (+2/+4) I11 W16 (+2; 2/2); +1 to hit vs goblins, orcs, and hobgoblins; ogres, trolls, and giants -4 to hit; 7 melee attacks/rd vs less than 1 hit die; turn undead (T/T/4/7/10/13/16/20); PPD9 PP11 RSW12 BW12 S13 (+2 wisdom; +1 armor, +4 vs magic, +4 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp: **splint mail +1** & shield, **ring of feather falling**, **cube of force** (36 ch/day); mace, **wand of negation** (41 ch); SZ S (4'+ tall); XP 2,400 + 14/hp (XPL13)
spells (5/4): I: **cause fear**, **command**, **cure light wounds**, **darkness**, **detect magic**

II: chant, resist fire, silence 15' radius, spiritual hammer

hp 35

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

²⁾ Weapon is +3 to hit vs orcs and half-orcs and inflicts double damage against orcs

³⁾ See Appendix A

PT = dwarves (M×5): 229×25 gp

ELF EXAMPLE (HIGH ELVES)

10% in lair; speak elvish, common, gnoll, gnomish, goblin, halfling, hobgoblin, orcish; MM, p. 39-40

EXAMPLE ELF (90+specials) (XPL(14×5/9×5/27×5/18×4/18×4/4×4/2×6/7/8/9/10)/456)

90 elves + 3 2nd level elf fighters + 1 3rd level elf fighter + 2 3rd/2nd level elf fighter/magic-users

Surprise/surprised 1-4(1-2)/1-2 (DMG, p. 61-62)

14 elf archers (CG); AC 5; MV 12"; HD 1+1; **THACO 18/17** (base/bow); #AT 1 or 2; D 1-6/1-6 (bow) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail; longbow (7/14/21); Int 13+; SZ M (5'+ tall); XP 44 + 2/hp (XPL5)
hp 5, 9, 2, 5, 7 // 9, 8, 4, 5, 6 // 9, 4, 4, 5

9 elves (sword & bow) (CG); AC 4; MV 12"; HD 1+1; **THACO 18/17** (base/sword, bow); #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; long sword, short bow (5/10/15); Int 13+; SZ M (5'+ tall); XP 44 + 2/hp (XPL5)
hp 7, 9, 2, 3, 7 // 7, 4, 7, 6

27 elf spearmen (CG); AC 4; MV 12"; HD 1+1; **THACO 18**; #AT 1; D 1-6¹⁾ (spear) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; spear (1/2/3); Int 13+; SZ M (5'+ tall); XP 44 + 2/hp (XPL4)
hp 2, 5, 2, 9, 8 // 2, 9, 5, 2, 4 // 7, 2, 8, 8, 2 // 9, 2, 4, 7, 3 // 4, 2, 5, 6, 4 // 7, 8

18 elves (sword & spear) (CG); AC 4; MV 12"; HD 1+1; **THACO 18/17** (base/sword); #AT 1; D 1-6¹⁾ (spear) or 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; long sword, spear (1/2/3); Int 13+; SZ M (5'+ tall); Int 13+; XP 44 + 2/hp (XPL5)
hp 5, 3, 9, 8, 5 // 4, 3, 8, 4, 6 // 8, 9, 6, 4, 7 // 7, 8, 9

18 elf swordsmen (CG); AC 4; MV 12"; HD 1+1; **THACO 18/17** (base/sword); #AT 1; D 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; long sword; Int 13+; SZ M (5'+ tall); XP 36 + 2/hp (XPL4)
hp 7, 5, 5, 6, 5 // 6, 4, 7, 4 // 5, 3, 2, 9, 4 // 7, 5, 4

4 elves (two-handed sword) (CG); AC 5; MV 12"; HD 1+1; **THACO 18/17** (base/sword); #AT 1; D 1-10 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail; two-handed sword; Int 13+; SZ M (5'+ tall); XP 36 + 2/hp (XPL4)
hp 8, 9, 5, 7

2 elf fighters (F2) (CG); AC 4; MV 12"; HD F2; **THACO 20/19** (base/sword, bow); #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; 2 melee attacks/rd vs less than 1 hit die; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; long sword, short bow (5/10/15); Int 13+; SZ M (5'+ tall); XP 80 + 3/hp (XPL6)
hp 9, 13

1 elf fighter (F2) (CG); AC 4; MV 12"; HD F2; **THACO 20/18** (base/scimitar); #AT 1 or 2; D 1-6/1-6 (bow) or 1-8+2 (scimitar) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; 2 melee attacks/rd vs less than 1 hit die; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; **scimitar** +2; Int 13; SZ M (5'+ tall); XP 95 + 4/hp (XPL7)
hp 12

1 elf fighter (F3) (CG); AC 3; MV 12"; HD F3; **THACO 18/17** (base/sword, bow); #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; 3 melee attacks/rd vs less than 1 hit die; **silent and invisible** in natural surroundings (surprise 1-4); PPD13 PP14 RSW15 BW16 S16 (+1 shield; 90% resistant to *sleep* and *charm*); eqp: chain mail & shield +1; long sword, short bow (5/10/15); Int 14; SZ M (5'+ tall); XP 160 + 4/hp (XPL8)
hp 15

1 elf fighter/magic-user (F/MU 3/2) (CG); female; AC 10; MV 12"; HD F/MU 3/2; **THACO 18/17** (base/sword, bow); #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; 3 melee attacks/rd vs less than 1 hit die; **silent and invisible** in natural surroundings (surprise 1-4); PPD13 PP13 RSW11 BW15 S12 (90% resistant to *sleep* and *charm*); eqp: long sword, short bow (5/10/15); spell book*; Int 16; SZ M (5'+ tall); XP 285 + 5/hp (XPL9)

spells (2): I: jump, magic missile

hp 13

* Spell book (I: read magic, mending, jump, magic missile, Nystul's magic aura)

spells (2): 1: magic missile, spider climb

* Spell book (I: *read magic*, *unseen servant*, *spider limb*, *magic missile*, *detect magic*)

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **elves** (N): 96×3 pp

20% in lair; speak ettin; **MM**, p. 40

Nocturnal.

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

hp 55, 55, 47, 42

hp 44, 51, 49, 42

hp 57, 43, 48, 43

PT = **ettins** (O): (#ettins)×1,000-4,000 cp (25% chance); (#ettins)×1,000-3,000 ep (20% chance)

Underground.

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

hp 44, 51, 49, 44

hp 47, 54, 52, 37

hp 59, 47, 41, 45

PT = **ettins** (O): (#ettins) × 1,000-4,000 cp (25% chance); (#ettins) × 1,000-3,000 ep (20% chance)

[illegible]

TT (C Y) = 2,000 ep; long sword +1; plate mail +1 (elf-sized); helm of underwater action; potion of ESP

TT (C Y) = **6 gems**: 1 fancy stone (precious): exceptional topaz (5,000 gp); 3 fancy stones: deep green spinel (100 gp), pearl (100 gp), chrysoberyl (100 gp); 1 semi-precious stone: jasper (100 gp); 1 ornamental stone: large blue quartz (20 gp); **2 pieces of jewelry**: jet *intaglio* (engraved jet; 2,000 gp), ivory flute (900 gp)

TT (C Y) = 5,000 sp; amulet of proof against detection and location; potion of super-heroism

TT (C Y) = **3 gems:** 1 fancy stone (precious): peridot (500 gp); 1 gem stone: large jacinth (5,000 gp); 1 ornamental stone: moss agate (15 gp); **robe of blending;** **potion of sweet water**

TT (C Y) = **3 pieces of jewelry**: wrought gold pendant (700 gp), silver armlet with gems (5,000 gp), silver spurs with gems (1,000 gp); **boots of speed**; **potion of delusion (extra-healing)**

TT (C Y) = **scroll of protection from devils**; **magic-user scroll** (VI: control weather; VI: legend lore; II: pyrotechnics; MU12; **DMG**, p. 128), **alchemy jug**; **potion of clairvoyance**

35% in lair; speak fire giant, alignment tongue: MM, p. 44

1-8 **fire giants** (LE); AC 3; MV 12"; HD 11+(2-3); **THACO 10/6** (base/**weapon**); #AT 1; D 5-30 **or by weapon**; S22 (+4/+10); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: **great weapon**; Int 5-10; SZ L (12' tall); XP 2,700 + 16/hp (XPL16)

hp 46+(2-3), 40+(2-3), 42+(2-3), 54+(2-3), 44+(2-3) // 47+(2-3), 51+(2-3), 50+(2-3)

hp 48+(2-3), 62+(2-3), 45+(2-3), 39+(2-3), 57+(2-3) // 44+(2-3), 47+(2-3), 57+(2-3)

hp 48+(2-3), 39+(2-3), 48+(2-3), 62+(2-3), 46+(2-3) // 42+(2-3), 47+(2-3), 50+(2-3)

1-8 **fire giants** (LE); AC 3; MV 12"; HD 11+(4-5); **THACO 9/5** (as 12 HD; base/**weapon**); #AT 1; D 5-30 **or by weapon**; S22 (+4/+10); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: **great weapon**; Int 5-10; SZ L (12' tall); XP 2,700 + 16/hp (XPL16)
hp 55+(4-5), 55+(4-5), 54+(4-5), 51+(4-5), 66+(4-5) // 60+(4-5), 58+(4-5), 55+(4-5)
hp 59+(4-5), 58+(4-5), 63+(4-5), 62+(4-5), 59+(4-5) // 57+(4-5), 56+(4-5), 55+(4-5)
hp 53+(4-5), 54+(4-5), 45+(4-5), 48+(4-5), 56+(4-5) // 48+(4-5), 57+(4-5), 54+(4-5)

EXAMPLE FIRE GIANT (3) (XPL(3×15/3×8)/69)

3 fire giants + 3 hell hounds

Surprise/surprised 1-4/1 (**DMG**, p. 61-62)

3 **fire giants** (LE); AC 3; MV 12"; HD 11+4; **THACO 9/5** (as 12 HD; base/sword); #AT 1; D 5-30 or 2-20 (sword); S22 (+4/+10); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: great bronze plate mail & great helmet, great two-handed sword (SF12; 2-20/6-36); Int 5-10; SZ L (12' tall); XP 2,700 + 16/hp (XPL16)
hp 51, 45, 47

3 **hell hounds (7 HD)** (LE); AC 4; MV 12"; HD 7; **THACO 15**; #AT 1; D 1-10; **breathe fire** (1"; D 7 hp; save vs breath weapon for ½); locate hidden/invisible 50%; surprise/surprised 1-4/1; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ M; XP 250 + 8/hp (XPL8)
hp 31, 34, 38

PT* = **fire giant #1**: giant's bag with drinking horn, iron cooking pot, 300 cp, haunch of meat, 2 torches, 2 small boulders, 3 large caltrops, worthless and mangy fur (brown bear), water skin (full), hard slightly moldy and stinky cheese; **fire giant #2**: giant's bag with skinning knife, iron cooking pot, worthless and mangy pelt (giant wolverine), 4 small boulders, worthless and mangy fur (cave bear), coil of very strong rope (40'; 32 lbs), various and sundry bent brass items, 300 cp, 40 sp, drinking horn, old axe blade (for use as hand chopper), bone comb and hairpins, 4 torches; **fire giant #3**: giant's bag with worthless and mangy pelt (giant badger), 1 large iron caltrop, iron cooking pot, skinning knife, 100 cp, haunch of meat, old sandals, coil of very strong rope (40'; 32 lbs), 20 gp, small box of salt, bone comb and hairpins, drinking horn

* See **Hall of the Fire Giant King**, p. 3

FIRE GIANT LAIR

Castles, caverns. 25% chance of 1-4 hell hounds (7 HD) and then surprise/surprised 1-4/1 (**DMG**, p. 61-62). #AP 4-6 = 4 males, 2 females; #AP 7-8 = 4 males, 2 females (as frost giants), rest young (roll d% for maturity).

FIRE GIANT LAIR (1-8) (XPL15)

Surprise/surprised 1-4/1 (**DMG**, p. 61-62)

1-8 **fire giants** (LE); AC 3; MV 12"; HD 11+(2-3); **THACO 10/6** (base/**weapon**); #AT 1; D 5-30 **or by weapon**; S22 (+4/+10); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: **great weapon**; Int 5-10; SZ L (12' tall); XP 2,700 + 16/hp (XPL16)

hp 48+(2-3), 40+(2-3), 46+(2-3), 37+(2-3), 43+(2-3) // 58+(2-3), 42+(2-3), 62+(2-3)

hp 57+(2-3), 56+(2-3), 43+(2-3), 47+(2-3), 55+(2-3) // 48+(2-3), 28+(2-3), 65+(2-3)

hp 48+(2-3), 49+(2-3), 59+(2-3), 61+(2-3), 46+(2-3) // 60+(2-3), 53+(2-3), 51+(2-3)

1-8 **fire giants** (LE); AC 3; MV 12"; HD 11+(4-5); **THACO 9/5** (as 12 HD; base/**weapon**); #AT 1; D 5-30 **or by weapon**; S22 (+4/+10); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: **great weapon**; Int 5-10; SZ L (12' tall); XP 2,700 + 16/hp (XPL16)

hp 46+(4-5), 63+(4-5), 61+(4-5), 59+(4-5), 58+(4-5) // 63+(4-5), 61+(4-5), 59+(4-5)

hp 58+(4-5), 60+(4-5), 57+(4-5), 62+(4-5), 59+(4-5) // 57+(4-5), 54+(4-5), 53+(4-5)

hp 50+(4-5), 68+(4-5), 59+(4-5), 59+(4-5), 73+(4-5) // 65+(4-5), 58+(4-5), 56+(4-5)

1-2 **fire giant females** (LE); AC 3; MV 12"; HD 10+(1-4); **THACO 10/6** (base/**weapon**); #AT 1; D 4-24 **or by weapon**; S21 (+4/+9); hurl rocks (1"-20"; D 2-20); catch rocks 50%; immune to fire; PPD7 PP8 RSW9 BW8 S10; eqp: **great weapon**; Int 5-10; SZ L (15' tall); XP 2,250 + 14/hp (XPL14)

hp 55+(1-4), 34+(1-4)

hp 45+(1-4), 40+(1-4)

hp 41+(1-4), 44+(1-4)

1-2 **fire giant young** (LE); roll d% for maturity

1-4 **hell hounds (7 HD)** (LE); AC 4; MV 12"; HD 7; **THACO 13**; #AT 1; D 1-10; **breathe fire** (1"; D 7 hp; save vs breath weapon for ½); locate hidden/invisible 50%; surprise/surprised 1-4/1; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ M; XP 250 + 8/hp (XPL8)

hp 28, 29, 34, 35

hp 36, 40, 28, 33

hp 35, 38, 39, 36

EXAMPLE FIRE GIANT LAIR (1+specials) (XPL(15/3×8)/39)

Intro: Fire giant smith in a cave; hell hounds detect PCs and 2 approach (infernal barking); circle party; more appear.

1 fire giant + 3 hell hounds

Surprise/surprised 1-4/1 (**DMG**, p. 61-62)

1 **fire giant** (LE); AC 3; MV 12"; HD 11+2; **THACO 10/6** (base/hammer); #AT 1; D 5-30 or 2-8 (hammer); S22 (+4/+10); hurl rocks

7 frost giants (CE); AC 4; MV 12"; HD 10+2; **THACO 10/6** (base/axe); #AT 1; D 4-24 or 2-12 (axe); S21 (+4/+9); hurl rocks (1"-20"; D 2-20); catch rocks 40%; immune to cold; PPD7 PP8 RSW9 BW8 S10; eqp: great axe (2/4/6; SF6; 2-12/2-8); Int 5-10; SZ (L (15' tall); XP 2,250 + 14/hp (XPL14)

hp 40, 44, 47, 48, 42 // 45, 46

PT* = **frost giant #1:** giant's bag with animal tusks (no value), skinning knife, various soiled and patched linens, 50 sp, full water skin, iron cooking pot, bone comb and hairpins, 3 small boulders, haunch of meat, various and sundry bent brass items, drinking horn, small bag of salt; **frost giant #2:** giant's bag with drinking horn, hard slightly moldy and stinky cheese, iron cooking pot, 60 sp, worthless and mangy fur pelt, various soiled and patched linens, shabby hide cloak, old sandals, haunch of meat; **frost giant #3:** giant's bag with haunch of meat, 4 large iron caltrops, old sandals, drinking horn, shabby wool cloak, bone comb and hairpins, various soiled and patched linens, 3 small boulders, 100 cp, small bag of salt, iron cooking pot, 50 sp, full water skin; **frost giant #4:** giant's bag with full wine skin, iron cooking pot, coil of very strong rope (110'; 88 lbs), 40 sp, 100 cp, skinning knife, 3 small boulders, full water skin, shabby wool cloak, haunch of meat, drinking horn; **frost giant #5:** giant's bag with iron cooking pot, 4 small boulders, full water skin, old axe blade (used as hand chopper), 100 cp, bone comb and hairpins, 6 large iron caltrops, drinking horn, skinning knife; **frost giant #6:** giant's bag with worthless and mangy fur pelt, shabby wool cloak, old sandals, haunch of meat, full water skin, full wine skin, animal teeth (no value), old axe blade (used as hand chopper), coil of very strong rope (110'; 88 lbs), battered tin bowl and spoon, 60 sp, drinking horn, skinning knife; **frost giant #7:** giant's bag with worthless and mangy fur pelt, hard slightly moldy and stinky cheese, 4 small boulders, bone comb and hairpins, drinking horn, old sandals, various and sundry bent brass items, various soiled and patches linens, 10 gp, full wine skin, old axe blade (used as hand chopper), coil of very strong rope (120'; 96 lbs), 40 sp, iron cooking pot, haunch of meat

20% in lair; speak gargoyle; **MM**, p. 42

Attack 90%.

GARGOYLE (2-16) (75% airborne) (XPL9)

2-16 **gargoyles** (CE); AC 5; MV 9"15" (C); HD 4+4; **THACO 15**; #AT 4; D 1-3/1-3/1-6/1-4 (claw/claw/bite/horn); +1 weapons to hit (or 4+1 hit dice); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ M; XP 165 + 5/hp (XPL7)

hp 20, 22, 23, 23, 25 // 22, 26, 22, 27, 21 // 31, 20, 24, 16, 23 // 21

hp 19, 26, 22, 29, 17 // 30, 20, 22, 25, 15 // 13, 18, 20, 20, 21 // 22

hp 18, 26, 26, 22, 20 // 24, 20, 18, 28, 20 // 15, 16, 20, 27, 20 // 19

PT = **gargoyles** (M×10): (#gargoyles)×20-80 gp

GARGOYLE LAIR

Ruins or dwelling in underground caverns.

GARGOYLE LAIR (2-16) (75% airborne) (XPL7)

2-16 **gargoyles** (CE); AC 5; MV 9"15" (C); HD 4+4; **THACO 15**; #AT 4; D 1-3/1-3/1-6/1-4 (claw/claw/bite/horn); +1 weapons to hit (or 4+1 hit dice); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ M; XP 165 + 5/hp (XPL7)

hp 22, 16, 30, 20, 18 // 24, 12, 20, 28, 15 // 28, 25, 25, 17, 32 // 20

hp 23, 18, 21, 26, 24 // 23, 28, 23, 18, 25 // 27, 14, 17, 25, 28 // 21

hp 26, 32, 31, 31, 29 // 25, 26, 29, 20, 30 // 25, 19, 22, 19, 24 // 27

PT = **gargoyles** (M×10): (#gargoyles)×20-80 gp

+++++

EXAMPLE LAIR TREASURES

TT (C) = No treasure

$\Pi(C) = 5$ **gems**: 5 ornamental stones: turquoise (10 gp), obsidian (10 gp), azurite (10 gp), malachite (10 gp), lapis lazuli (10 gp)

TT (C) = No treasure

$$\pi(C) = 4,000 \text{ cp}$$

TT (C) = No treasure

$$\pi(C) = 3,000 \text{ cp}$$

GHA

10% in lair; MM, p. 43

Usually found only with a pack of ghouls; often used as slaves by powerful demons.

GHASt (1-6) (XPL7)

1-6 **ghasts** (CE); AC 4; MV 15"; HD 4; **THAC0 15**; #AT 3; D 1-4/1-4/1-8; **paralyzation** (also affects elves; save vs paralyzation); **carrion stench** (10' rad.; nausea, -2 to hit; save vs poison); immune to *sleep* and *charm*; *protection from evil* requires cold iron; PPD13 PP14 RSW15 BW16 S16; cold iron = damage×2; Int 11-12; SZ M; XP 190 + 4/hp (XPL7)

hp 14, 21, 19, 15

hp 24, 15, 20, 20

hp 14, 17, 28, 14

GHAST LAIR

GHAST LAIR (1-6) (XPL7)

1-6 **ghasts** (CE); AC 4; MV 15"; HD 4; **THAC0 15**; #AT 3; D 1-4/1-4/1-8; **paralyzation** (also affects elves; save vs paralyzation); **carrion stench** (10' rad.; nausea, -2 to hit; save vs poison); immune to *sleep* and *charm*; *protection from evil* requires cold iron; PPD13 PP14 RSW15 BW16 S16; cold iron = damage×2; Int 11-12; SZ M; XP 190 + 4/hp (XPL7)

hp 24, 17, 8, 18, 23 // 15

hp 19, 25, 16, 28, 16 // 25

hp 17, 19, 21, 14, 14 // 21

+-+-+...+-+-+

EXAMPLE LAIR TREASURES

TT (B Q R S T) = 4,000 sp, 1,000 ep, **25 gems**: 10 ornamental stones: large obsidian (20 gp), 2×turquoise (10 gp, 12 gp), 2×eye agate (2×10 gp), large eye agate (50 gp), hematite (11 gp), tiger eye (10 gp), lapis lazuli (10 gp), exceptional rhodochrosite (200 gp); 15 semi-precious stones: 2×chrysoprase (2×50 gp), chalcedony (50 gp), very small chalcedony (5 gp), large chalcedony (100 gp), 3×zircon (2×30 gp, 50 gp), large carnelian (100 gp), citrine (45 gp), small citrine (10 gp), 2×moonstone (2×50 gp), smoky quartz (55 gp), small sardonyx (10 gp); **magic-user scroll** (I: find familiar; II: audible glamor; I: Tenser's floating

TT (B Q R S T) = 5,000 gp; 4,000 pp; **3 pieces of jewelry**: wrought silver and gold chain (600 gp); wrought gold circlet (1,200 gp); gold armlet with gems, of exceptional value (8,000 gp); **18 gems**: 6 semi-precious stones: 2×citrine (2×50 gp), chrysoprase (50 gp), rock crystal (65 gp), large moonstone (100 gp), star rose quartz (50 gp); 12 fancy stones: 3×pearl (3×100 gp), 2×amber (2×100 gp), jade (100 gp), amethyst (100 gp), 2×tourmaline (100 gp, 150 gp), large tourmaline (500 gp), deep-green spinel (100 gp), red garnet (100 gp)

EXAMPLE LAIR TREASURES

TT (E S) = 5,000 sp; 5,000 ep; **potion of super-heroism, potion of giant strength (frost giant), potion of clairvoyance, potion of plant control, potion of longevity**

TT (E S) = **potion of clairaudience, oil of etherealness, philter of persuasiveness, potion of giant strength (stone giant)**

TT (E S) = potion of healing, potion of human control (half-orcs), potion of plant control, potion of clairaudience, potion of clairaudience, potion of polymorph (self), philter of persuasiveness, potion of ESP

TT (E S) = 2,000 ep; 7,000 gp; **potion of clairvoyance, potion of fire resistance, potion of ESP**

TT (E S) = 2,000 ep; 1 **gem**: 1 semi-precious stone: onyx (50 gp)

TT (E S) = 5,000 sp; **6 gems:** 6 gem stones: 2×oriental emerald (2×1,000 gp), 2×ruby (2×1,000 gp), jacinth (1,000 gp), black sapphire (1,000 gp)

GHOUL

20% in lair; **MM**, p. 43-44

Always attack without fear.

GHOUL (2-24) (XPL4)

2-24 **ghouls** (CE); AC 6; MV 9"; HD 2; **THAC0 16**; #AT 3; D 1-3/1-3/1-6; **paralyzation** (save vs paralyzation; elves unaffected); slain victims rise as ghouls (*bless* to prevent); immune to *sleep* and *charm*; PPD14 PP15 RSW16 BW17 S17; kept completely at bay by *protection from evil*; Int 5-7; SZ M; XP 65 + 2/hp (XPL4)

hp 13, 5, 13, 11, 12 // 11, 11, 4, 8, 8 // 12, 4, 16, 14, 7 // 8, 10, 9, 14, 8 // 11, 6, 8, 11

hp 11, 11, 8, 10, 11 // 11, 4, 13, 10, 7 // 9, 10, 14, 14, 9 // 11, 12, 7, 11, 12 // 15, 9, 12, 10

hp 10, 16, 7, 8, 10 // 8, 3, 12, 15, 7 // 12, 12, 9, 12, 12 // 11, 6, 13, 9, 14 // 11, 8, 10, 11

EXAMPLE GHOUL (19) (XPL(19×4)/76)

19 **ghouls** (CE); AC 6; MV 9"; HD 2; **THACO 16**; #AT 3; D 1-3/1-3/1-6; **paralyzation** (save vs paralyzation; elves unaffected); slain victims rise as ghouls (*bless* to prevent); immune to *sleep* and *charm*; PPD14 PP15 RSW16 BW17 S17; Int 5-7; SZ M; XP 65 + 2/hp (XPL4)

hp 13, 5, 13, 11, 12 // 11, 11, 4, 8, 8 // 12, 4, 16, 14, 7 // 8, 10, 9, 14

GHOUL LAIR

GHOUL LAIR (2-24) (XPL4)

2-24 **ghouls** (CE); AC 6; MV 9"; HD 2; **THAC0 16**; #AT 3; D 1-3/1-3/1-6; **paralyzation** (save vs paralyzation; elves unaffected); slain victims rise as ghouls (*bless* to prevent); immune to *sleep* and *charm*; PPD14 PP15 RSW16 BW17 S17; kept completely at bay by *protection from evil*; Int 5-7; SZ M; XP 65 + 2/hp (XPL4)

hp 15. 9. 7. 10. 5 // 3. 11. 7. 7. 16 // 8. 7. 7. 12. 12 // 13. 10. 6. 13. 15 // 4. 12. 14. 11

hp 10, 7, 13, 6, 7 // 14, 7, 7, 8, 6 // 8, 12, 9, 6, 8 // 6, 5, 16, 10, 13 // 9, 10, 11, 6

hp 12, 11, 4, 11, 6 // 3, 12, 7, 7, 7 // 12, 12, 6, 13, 8 // 8, 11, 6, 14, 11 // 11, 9, 10, 6

[illegible]

EXAMPLE LAIR TREASURES

TT (B T) = 3,000 gp; **2 gems:** 1 fancy stone: red garnet (100 gp); 1 ornamental stone: large blue quartz (20 gp); **3 arrows +1**; **scroll of protection from magic**; **cursed scroll (polymorphing)**: reader *polymorphed* to monster of equal level and attacks any creatures nearby); **magic-user scroll** (I: Nystul's magic aura; MU7; **DMG**, p. 128); **cleric scroll** (IV: tongues; C7; **DMG**, p. 128)

TI (B T) = 5,000 sp; **8 gems:** 5 fancy stones (precious): aquamarine (500 gp), large peridot (1,000 gp), topaz (500 gp), small topaz (100 gp), exceptional violet garnet (10,000 gp); 3 ornamental stones: 2×eye agate (2×10 gp), large eye agate (20 gp); **1 piece of jewelry:** wrought silver and gold pendant (300 gp); **hammer +1**

TT (B T) = 1,000 cp; 3,000 gp

TT (B T) = 6,000 sp; 2,000 gp; **magic-user scroll** (IV: polymorph self; MU7; **DMG**, p. 128)
$$\tau(BT) = 1,000 \text{ ep}$$

TT (B T) = 6,000 cp; chain mail +2

GIANT ANT

10% in lair; MM, p. 7

GIANT ANT (1-100) (XPL2)

1-100 **giant ants (workers)** (N); AC 3; MV 18"; HD 2; **THACO 16**; #AT 1; D 1-6; PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S (2' long); XP 20 + 2/hp (XPL2)

hp 12, 7, 8, 8, 9 // 10, 11, 10, 13, 7 // 11, 7, 6, 13, 6 // 10, 15, 9, 7, 10 // 9, 12, 9, 8, 7 // 15, 11, 11, 10, 11

hp 9, 7, 7, 6, 8 // 12, 12, 16, 10, 11 // 7, 10, 10, 12, 13 // 3, 13, 10, 12, 4 // 12, 10, 5, 2, 11, 14 // 9, 8, 7, 10, 10

GIANT ANT LAIR

GIANT ANT LAIR (1-100) (XPL2/3/10)

hp 15, 9, 4, 7, 6 // 5, 8, 8, 7, 8 // 12, 5, 15, 11, 10 // 14, 12, 8, 8, 11 // 6, 10, 7, 7, 9 // 3, 11, 10, 12, 7

hp 10, 8, 7, 13, 4 // 10, 11, 8, 13, 13 // 13, 5, 8, 10, 10 // 10, 6, 13, 9, 10 // 10, 8, 15, 14, 7 // 3, 10, 8, 6, 9

hp 8, 9, 10, 14, 9 // 10, 5, 9, 10, 13 // 12, 7, 12, 8, 9 // 10, 8, 11, 6, 15 // 12, 5, 9, 9, 10 // 5, 10, 8, 11, 10

(#workers : 5) giant ants (warriors) (N); AC 3; MV 18"; HD 3; **THAC0 16**; #AT 1; D 2-8; hit = **sting** (3-18; save vs poison for 1-4); PPD13
PP14 RSW15 BW16 S16; Int 1; SZ S (2' long); XP 35 + 3/hp (XPL3)

hp 9, 15, 14, 9, 12 // 13, 14, 17, 12, 12 // 13, 10, 15, 9, 18 // 11, 11, 12, 13, 19

hp 10, 16, 13, 15, 14 // 9, 14, 17, 19, 14 // 10, 7, 12, 16, 22 // 18, 13, 9, 11, 12

hp 15, 12, 13, 8, 12 // 16, 14, 18, 9, 16 // 13, 9, 11, 20, 17 // 19, 12, 16, 13, 16

1 **giant ant queen** (N); AC 3; MV Nil; HD 10; **THACO 10**; #AT Nil; D Nil; killed = all ants confused for 6 rds and then leave the nest; PPD8 PP9 RSW10 BW9 S11; Int 1; SZ L; XP 900 + 14/hp (XPL10)

hp 39

hp 48

hp 53

+++++

EXAMPLE LAIR TREASURES

$\pi(C) = 4,000 \text{ sp}; 3,000 \text{ ep}$

$$\pi(C) = 3,000 \text{ sp}$$
$$\pi(C) = 2,000 \text{ sp}$$
$$\pi(C) = 5,000 \text{ sp}$$

$\pi(C) = \text{No treasure}$

TT (C) = No treasure

GIANT BADGER

Never in lair; **MM**, p. 8

#AP 2 or more = mated pair and young (non-combatant)

GIANT BADGER (2-5) (XPL3)

1-2 **glant badgers** (N); AC 4; MV 6" (3"); HD 3; **THACO 16**; #AT 3; D 1-3/1-3/1-6; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 35 + 3/hp (XPL3)

hp 17.11

hp 13.9

hp 13, 16

1-3 giant badger young (N): non-combatant

PT = **giant badgers**: (#giant badgers) × intact pelt (10-30 gp each)

GIANT BEAVER

80% in lair: MM, p. 9

GIANT BEAVER (10-40) (XPL(4)

10-40 **glant beavers** (N); AC 4; MV 6"/12"; HD 4; **THACO 15**; #AT 1; D 4-16; PPD13 PP14 RSW15 BW16 S16; Int 5-10; SZ M (6' long); XP 60 + 4/hp (XPL4)

hp 16, 10, 17, 24, 24 // 9, 14, 26, 14, 10 // 17, 22, 21, 18, 12 // 16, 9, 17, 15, 16 // 21, 18, 27, 14, 8 // 18, 19, 15, 21, 18 // 24, 27, 25, 26, 15 // 18, 24, 19, 14, 19

hp 14, 16, 17, 12, 21 // 22, 19, 19, 24, 21 // 20, 21, 15, 16, 20 // 17, 21, 29, 16, 21 // 19, 14, 14, 21, 13 // 20, 16, 19, 18, 23 // 14, 12, 21, 11, 14 // 13, 21, 17, 18, 25

hp 18, 9, 27, 22, 13 // 17, 19, 23, 25, 24 // 18, 18, 12, 29, 19 // 17, 17, 23, 11, 18 // 13, 19, 24, 14, 16 // 16, 23, 4, 12, 12 // 14, 17, 22, 22, 26 // 14, 11, 15, 21, 22

PT = **giant beavers**: (#giant beavers) × intact pelt (500-2,000 gp each)

Castle of mud and logs with walls not less than 5' thick in the middle of a lake created by their vast dam. Plus 10-40 young (non-combatant; roll d% for size; young under 8 hp can be subdued; 100-200 gp each). An alarm sounded (tail slap on the water) will make all beavers rush to the lair to defend it and their young.

10-40 **giant beavers** (N); AC 4; MV 6"//12"; HD 4; **THACO 15**; #AT 1; D 4-16; PPD13 PP14 RSW15 BW16 S16; Int 5-10; SZ M (6' long); XP 60 + 4/hp (XPL4)

hp 16, 16, 22, 20, 16 // 11, 16, 15, 24, 14 // 23, 14, 21, 17, 16 // 19, 27, 13, 17, 15 // 11, 13, 25, 22, 27 // 24, 11, 23, 19, 18 // 13, 17, 17, 19, 20 // 16, 18, 11, 22, 24

+++++

$$\pi(C) = \text{No treasure}$$

hp 15, 20, 13, 14

hp 19, 9, 9, 13

1-4 **giant boar young (2 HD)** (N); AC 6; MV 12"; HD 2; **THACO 16**; #AT 1; D 1-4; fight at 0 to -10 hp for 1-4 rds or until -11 hp; PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S (1' at shoulder); XP 20 + 2/hp (XPL2)

hp 9, 16, 10, 5

hp 10, 16, 8, 4

hp 7, 9, 10, 15

GIANT BOMBARDIER BEETLE

Never in lair; **MM**, p. 9

BOMBARDIER BEETLE (3-12) (XPL4)

3-12 **giant bombardier beetles** (N); AC 4; MV 9"; HD 2+2; **THACO 16**; #AT 1; D 2-12; **acid cloud** (50% chance/rd; 1/3 rds, max 2/8 hrs; 8'x8'x8' cloud; D 3-12 and 20%/20% chance stun/deaf all within 16'; stunned + deaf = 2-8 rds + 2-8 rds; deaf only = 2-12 rds); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ L (9' long); XP 105 + 3/hp (XPL4)

hp 12, 13, 12, 12, 16 // 5, 11, 14, 10, 15 // 9, 16

hp 9, 9, 8, 9, 6 // 16, 12, 9, 11, 5 // 18, 12

hp 14, 14, 9, 11, 13 // 17, 13, 13, 13, 9 // 11, 17

GIANT CENTIPEDE

Never in lair; **MM**, p. 14

GIANT CENTIPEDE (2-24) (XPL1 1/4)

2-24 **giant centipedes** (N); AC 9; MV 15"; HD 1/4; **THACO 20**; #AT 1; D Nil; **poison** (bite; save vs poison at +4); PPD17 PP18 RSW19 BW20 S20; Int Non-; SZ S (1' + long); XP 30 + 1/hp (XPL1 1/4)

hp 2, 1, 2, 1, 2 // 2, 2, 1, 1, 1 // 1, 2, 1, 2, 1 // 2, 1, 1, 2, 2 // 2, 2, 1, 1

hp 1, 2, 1, 2, 2 // 1, 2, 2, 1, 2 // 2, 1, 2, 2, 1 // 2, 1, 2, 2, 1 // 2, 2, 2, 1

hp 1, 1, 2, 1, 1 // 2, 2, 1, 1, 1 // 1, 1, 2, 1, 1 // 1, 1, 2, 1, 1 // 1, 1, 1, 2

GIANT CONSTRICTOR SNAKE

Never in lair; **MM**, p. 88-89

Grab prey within coils, then bite (1-4), then constrict (2-8)

GIANT CONSTRICTOR SNAKE (1-2) (XPL8)

1-2 **giant constrictor snakes** (N); AC 5; MV 9"; HD 6+1; **THACO 13**; #AT 2; D 1-4/2-8; **constriction** (automatic on first hit; 4xstrength 16 to free in 2-5 rds); PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 225 + 8/hp (XPL8)

hp 35, 29

hp 19, 36

hp 27, 27

GIANT EAGLE

20% in lair; speak giant eagle; telepathy; **MM**, p. 35

Typically ignore good creatures; attack evil creatures that seem to be threatening.

GIANT EAGLE (1-20) (75% airborne) (XPL4)

Surprise/surprised 1-2/never (1-2/1-2 at night in lair; **DMG**, p. 61-62)

1-20 **giant eagles** (N); AC 7; MV 3"/48" (D); HD 4; **THACO 15/11** (base/dive); #AT 3; 1-6/1-6/2-12; dive attack (50'+; D 2-12/2-12); never surprised (daytime); PPD13 PP14 RSW15 BW16 S16; **telepathy**; carry up to 200 lbs at 1/2 MV; Int 8-10; SZ M (20' wingspan); XP 150 + 4/hp (XPL4)

hp 16, 25, 21, 15, 18 // 16, 13, 14, 29, 22 // 17, 20, 19, 19, 24 // 14, 15, 19, 13, 22

hp 20, 25, 20, 22, 15 // 17, 22, 24, 14, 9 // 28, 22, 16, 24, 22 // 19, 17, 25, 26, 24

hp 15, 19, 25, 20, 27 // 20, 22, 24, 23, 21 // 11, 23, 20, 17, 20 // 19, 21, 12, 17, 24

GIANT EAGLE LAIR

Great bluffs, cliffs, mesas, or mountain crags. Always hostile in lair. 1 nest per 2 eagles. 50% chance/nest of 1-4 eggs or young (non-combatant); parents attack all creatures within 50' of lair if eggs/young; eggs 500-800 gp.

GIANT EAGLE LAIR (1-20) (75% airborne) (XPL4)

Surprise/surprised 1-2/never (1-2/1-2 at night in lair; **DMG**, p. 61-62)

1-20 **giant eagles** (N); AC 7; MV 3"/48" (D); HD 4; **THACO 15/11** (base/dive); #AT 3; 1-6/1-6/2-12; dive attack (50'+; D 2-12/2-12); never surprised (daytime); PPD13 PP14 RSW15 BW16 S16; **telepathy**; carry up to 200 lbs at 1/2 MV; Int 8-10; SZ M (20' wingspan); XP 150 + 4/hp (XPL4)

hp 19, 16, 16, 15, 15 // 22, 14, 16, 25, 21 // 17, 18, 17, 18, 26 // 14, 16, 15, 24, 15

GIANT GOAT

Never in lair; **MM**, p. 47

#AP 7 or more = remainder are young (size 50% + d% \times 1/2; non-combatant).

GIANT GOAT (1-12) (XPL5)

1-12 **giant goats** (N); AC 7; MV 18"; HD 3+1; **THACO 16**; #AT 1; D 2-16; charge (D 6-20); PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (5' + at shoulder); XP 85 + 4/hp (XPL5)

hp 13, 19, 12, 11, 12 // 18, 10, 17, 18, 17 // 20, 16 10

hp 11, 9, 15, 12, 14 // 11, 13, 18, 16, 17 // 15, 14, 8

hp 13, 14, 16, 18, 18 // 11, 13, 5, 14, 16 // 11, 14, 17

GIANT KILLER FROG

Never in lair; **MM**, p. 41

GIANT KILLER FROG (3-18) (XPL2)

3-18 **giant killer frogs** (N); AC 8; MV 3"/12"; HD 1+4; **THACO 16** (as 2 HD); #AT 3; D 1-2/1-2/2-5; PPD14 PP15 RSW16 BW17 S17; Int Non-; SZ S; XP 36 + 2/hp (XPL2)

hp 11, 12, 10, 9, 5 // 7, 5, 11, 9, 10 // 8, 9, 9, 7, 8 // 7, 12, 7

hp 11, 10, 11, 9, 12 // 11, 9, 11, 6, 9 // 12, 7, 5, 7, 10 // 7, 6, 11

hp 9, 5, 10, 9, 12 // 9, 9, 10, 11, 10 // 11, 9, 6, 5, 6 // 7, 8, 12

GIANT LEECH

Never in lair; **MM**, p. 60

GIANT LEECH (4-16) (XPL3/4/5/6)

4-16 **giant leeches (1 HD)** (N); AC 9; MV 3"; HD 1; **THACO 19**; #AT 1; D 1-4; **drain blood** (1 hp/rd; lose 50% hp = weakness and note attack); **fatal disease** (50% chance per bite; fatal in 2-5 weeks; *cure disease* to cure); 1% chance victim notices attack if in water (**MM**, p. 60); PPD14 PP15 RSW16 BW17 S17; Int Non-; SZ S; XP 26 + 1/hp (XPL3)

hp 6, 8, 2, 3, 3 // 4, 3, 6, 7, 1 // 6, 5, 1, 7, 8 // 8

hp 4, 8, 5, 1, 6 // 3, 4, 3, 5, 4 // 8, 1, 3, 8, 8 // 6

hp 1, 4, 1, 5, 4 // 2, 7, 5, 7, 2 // 8, 4, 5, 4, 7 // 2

4-16 **giant leeches (2 HD)** (N); AC 9; MV 3"; HD 2; **THACO 16**; #AT 1; D 1-4; **drain blood** (2 hp/rd; lose 50% hp = weakness and note attack); **fatal disease** (50% chance per bite; fatal in 2-5 weeks; *cure disease* to cure); 1% chance victim notices attack if in water (**MM**, p. 60); PPD14 PP15 RSW16 BW17 S17; Int Non-; SZ S; XP 52 + 2/hp (XPL4)

hp 12, 9, 15, 12, 9 // 4, 11, 10, 14, 14 // 11, 9, 8, 7, 5 // 7

hp 15, 14, 3, 11, 4 // 9, 9, 11, 7, 4 // 5, 12, 10, 9, 12 // 12

hp 14, 16, 11, 4, 9 // 12, 9, 14, 11, 7 // 11, 8, 7, 4, 12 // 4

4-16 **giant leeches (3 HD)** (N); AC 9; MV 3"; HD 3; **THACO 16**; #AT 1; D 1-4; **drain blood** (3 hp/rd; lose 50% hp = weakness and note attack); **fatal disease** (50% chance per bite; fatal in 2-5 weeks; *cure disease* to cure); 1% chance victim notices attack if in water (**MM**, p. 60); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ M; XP 95 + 3/hp (XPL5)

hp 17, 18, 11, 11, 18 // 9, 11, 17, 14, 18 // 19, 13, 16, 4, 7 // 20

hp 13, 22, 17, 21, 12 // 11, 15, 13, 10, 12 // 6, 13, 15, 9, 16 // 13

hp 15, 13, 5, 14, 9 // 8, 9, 16, 9, 20 // 12, 11, 10, 17, 16 // 18

4-16 **giant leeches (4 HD)** (N); AC 9; MV 3"; HD 4; **THACO 15**; #AT 1; D 1-4; **drain blood** (4 hp/rd; lose 50% hp = weakness and note attack); **fatal disease** (50% chance per bite; fatal in 2-5 weeks; *cure disease* to cure); 1% chance victim notices attack if in water (**MM**, p. 60); PPD13 PP14 RSW15 BW16 S16; Int Non-; SZ M; XP 160 + 4/hp (XPL6)

hp 13, 16, 18, 14, 21 // 24, 14, 20, 24, 30 // 14, 27, 9, 7, 22 // 25

hp 23, 17, 27, 13, 17 // 21, 18, 13, 15, 18 // 20, 16, 20, 20, 26 // 15

hp 12, 28, 28, 24, 15 // 20, 15, 17, 26, 13 // 13, 24, 21, 25, 25 // 13

GIANT LIZARD

Never in lair; **MM**, p. 61

GIANT LIZARD (2-12) (XPL5)

2-12 **giant lizards** (N); AC 5; MV 15"; HD 3+1; **THACO 16**; #AT 1; D 1-8; hit "20" = D 2-16; PPD13 PP15 RSW16 BW17 S17; Int Non-; SZ L (15' long); XP 125 + 4/hp (XPL5)

hp 13, 17, 9, 22, 17 // 22, 14, 15, 20, 13 // 19, 18

hp 19, 16, 9, 10, 15 // 15, 18, 22, 16, 19 // 15, 15

hp 16, 18, 15, 14, 17 // 22, 13, 18, 10, 14 // 17, 17

GIANT OWL

5% in lair; speak giant owl; **MM**, p. 77

Nocturnal.

GIANT OWL (2-5) (75% airborne) (XPL4)
Surprise/surprised 1-5/1-2 (DMG, p. 61-62)

2-5 **giant owls** (N); AC 6; MV 3"/18" (C); HD 4; **THACO 15**; #AT 3; D 2-8/2-8/2-5; surprise 1-5; PPD13 PP14 RSW15 BW16 S16; Int 11-12; SZ M; XP 150 + 4/hp (XPL4)
hp 19, 14, 22, 19, 19
hp 16, 22, 15, 16, 14
hp 19, 23, 14, 23, 15

EXAMPLE GIANT OWL (AIRBORNE) (4) (XPL(4×4)/16)
Surprise/surprised 1-5/1-2 (DMG, p. 61-62)

4 **giant owls (airborne)** (N); AC 6; MV 3"/18" (C); HD 4; **THACO 15**; #AT 3; D 2-8/2-8/2-5; surprise 1-5; PPD13 PP14 RSW15 BW16 S16; Int 11-12; SZ M; XP 150 + 4/hp (XPL4)
hp 7, 15, 21, 17

GIANT OWL LAIR

Very wild areas. 20% chance of 1-3 eggs (25%) or 1-3 young (75%; d6+1×10% grown; non-combatant); parents attack all who threaten eggs/young; eggs 1,000 gp; young 2,000 gp

GIANT OWL LAIR (2-5) (75% airborne) (XPL4)
Surprise/surprised 1-5/1-2 (DMG, p. 61-62)

2-5 **giant owls** (N); AC 6; MV 3"/18" (C); HD 4; **THACO 15**; #AT 3; D 2-8/2-8/2-5; surprise 1-5; PPD13 PP14 RSW15 BW16 S16; Int 11-12; SZ M; XP 150 + 4/hp (XPL4)
hp 12, 27, 16, 14, 20
hp 17, 21, 24, 27, 20
hp 19, 15, 21, 17, 11

EXAMPLE LAIR TREASURES

TT (Q×5 X) = **10 gems**: 5 fancy stones (precious): aquamarine (700 gp), very small topaz (50 gp), very deep blue spinel (500 gp), pure black pearl (500 gp), peridot (350 gp); 5 fancy stones: coral (160 gp), 2×alexandrite (70 gp, 100 gp), brown-green garnet (100 gp), amethyst (100 gp)

TT (Q×5 X) = **5 gems**: 5 fancy stones: tourmaline (80 gp), 2×large jet (500 gp, 1,000 gp), amber (120 gp), pearl (100 gp); **medallion of ESP**; **potion of speed**

TT (Q×5 X) = **5 gems**: 5 ornamental stones: azurite (10 gp), moss agate (12 gp), banded agate (10 gp), eye agate (10 gp), obsidian (10 gp)

TT (Q×5 X) = **15 gems**: 5 fancy stones: tourmaline (90 gp), pearl (100 gp), red garnet (140 gp), amber (100 gp), jet (100 gp); 5 semi-precious stones: chalcedony (50 gp), smoky quartz (100 gp), 2×rock crystal (40 gp, 50 gp), onyx (50 gp); 5 fancy stones (precious): 4×violet garnet (2×450 gp, 2×500 gp), large peridot (1,000 gp); **robe of useful items** (2×dagger, 2×lantern filled and lit, 2×large mirror, 2×10' pole, 2×50' rope, 2×large sack; **magic-user scroll** (VI: legend lore; MU12; DMG, p. 128), **magic-user scroll** (I: magic missile; MU7; DMG, p. 128), 10-cu-ft open pit, 24' wooden ladder, mule* with saddle bags, **potion of extra-healing**; **potion of super-heroism**

* 1 **mule** (**robe of useful items**) N; AC 7; MV 12"; HD 3; **THACO 16**; #AT 1 or 2; D 1-2 (bite) or 1-6 (kick); stubborn, may bite or kick handler; panic may cause loud braying; carry 200/600 lbs at normal/½ MV; Int 2-4; SZ L; XP 35 + 3/hp (XPL3)
hp 10

TT (Q×5 X) = **Quaal's feather token—swan boat**; **philter of love**

TT (Q×5 X) = **boots of levitation**; **potion of speed**

GIANT POISONOUS FROG

Never in lair; MM, p. 41

GIANT POISONOUS FROG (3-18) (XPL2)

2-12 **giant poisonous frogs** (N); AC 8; MV 3"/9"; HD 1; **THACO 19**; #AT 1; D 1 hp; **poison** (bite & touch; save vs poison at +4); PPD14 PP17 RSW18 BW20 S19; Int Non-; SZ S; XP 35 + 1/hp (XPL2)
hp 2, 6, 4, 8, 5 // 8, 4, 4, 2, 8 // 4, 5
hp 8, 6, 1, 7, 6 // 6, 3, 5, 1, 5 // 8, 5
hp 4, 7, 2, 6, 8 // 6, 1, 1, 4, 8 // 6, 5

GIANT POISONOUS SNAKE

Never in lair; MM, p. 88-89

1-6 **giant poisonous snakes** (N); AC 5; MV 15"; HD 4+2; **THAC0 15**; #AT 1; D 1-3; **poison** (bite; D 3-18; save vs poison); PPD11 PP12
RSW13 BW13 S14; Int 1; SZ L; XP 390 + 5/hp (XPL6)
hp 19, 22, 18, 15, 19 // 23
hp 24, 13, 23, 18, 19 // 28
hp 18, 20, 24, 10, 27 // 23

Never in lair; **MM**, p. 95

1-8 **giant poisonous toads** (N); AC 7; MV 6", Hop 6" (height = distance $\times\frac{1}{3}$); HD 2; **THAC0 16**; #AT 1; D 2-5; hop and attack in mid-air; **poison** (bite; save vs poison); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ M; XP 155 + 2/hp (XPL3)
hp 9, 8, 6, 5, 4 // 11, 12, 12
hp 10, 4, 11, 5, 15 // 6, 8, 12
hp 10, 9, 9, 8, 3 // 8, 9, 15

Never in lair; **MM**, p. 79

1-2 **giant porcupines** (N); AC 5; MV 6"; HD 6; **THAC0 13**; #AT 1; D 2-8 (bite); **fire quills** (30'; 1-8 hits for D 1-4/quill); **defensive quills** (1-4 hits for D 1-4/quill to anyone within 6'); PPD11 PP12 RSW13 BW13 S14; Int 1; SZ L; XP 350 + 6/hp (XPL8)
hp 33, 29
hp 28, 38
hp 31, 21

10% in lair; **MM**, p. 81

5-50 **glant rats** (N); AC 7; MV 12"//6"; HD ½; **THACO 20**; #AT 1; D 1-3; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; fear and flee from fire; Int 2-4; SZ S; XP 7 + 1/hp (XPL1½)
hp 1, 1, 4, 1, 2 // 2, 2, 4, 1, 1 // 3, 2, 2, 4, 4 // 2, 2, 1, 3, 2 // 1, 2, 1, 1, 4 // 1, 2, 1, 3, 1 // 1, 1, 4, 3, 1 // 4, 2, 2, 2, 2 // 3, 1, 3, 3, 2 // 2, 1, 1, 3, 4
hp 3, 3, 2, 2, 4 // 4, 3, 2, 3, 3 // 1, 3, 2, 2, 2 // 4, 1, 4, 4, 2 // 1, 1, 1, 2, 1 // 4, 1, 2, 3, 1 // 2, 1, 1, 2, 1 // 3, 1, 3, 2, 2 // 3, 3, 2, 2, 2 // 2, 1, 2, 2, 1
hp 4, 3, 4, 2, 2 // 2, 4, 3, 1, 1 // 1, 1, 1, 4, 4 // 1, 2, 2, 3, 1 // 2, 4, 4, 4, 3 // 4, 4, 2, 4, 3 // 3, 3, 4, 3, 3 // 4, 2, 2, 2, 2 // 2, 2, 3, 2, 4 // 3, 2, 2, 4, 3

Crypts, dungeons, graveyards.

5-50 **glant rats** (N); AC 7; MV 12"/"6"; HD ½; **THACO 20**; #AT 1; D 1-3; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; fear and flee from fire; Int 2-4; SZ S; XP 7 + 1/hp (XPL1½)
hp 2, 4, 1, 2, 4 // 4, 3, 1, 4, 3 // 1, 1, 2, 3, 4 // 2, 2, 3, 2, 1 // 2, 1, 4, 3, 3 // 3, 3, 2, 2, 3 // 1, 3, 4, 1, 1 // 4, 3, 2, 1, 2 // 1, 1, 2, 3, 2 // 4, 1, 4, 2, 1
hp 2, 4, 4, 1, 1 // 3, 4, 1, 2, 3 // 2, 1, 4, 2, 4 // 1, 3, 1, 2, 4 // 4, 2, 1, 2, 4 // 1, 4, 4, 4, 4 // 3, 2, 4, 1, 4 // 3, 1, 1, 4, 3 // 1, 4, 1, 3, 2 // 3, 3, 2, 1, 3
hp 4, 1, 4, 1, 2 // 3, 3, 4, 1, 4 // 3, 1, 4, 1, 1 // 2, 1, 4, 4, 3 // 1, 3, 4, 1, 1 // 1, 4, 2, 2, 3 // 4, 3, 2, 2, 2 // 2, 3, 4, 4, 2 // 4, 2, 1, 2, 2 // 1, 3, 2, 1, 1

[illegible]

TT (C) = No treasure

TT (C) = No treasure

Never in lair; MM, p. 9-10

1-6 **giant rhinoceros beetles** (N); AC 2; MV 6"; HD 12; **THACO 9**; #AT 2; D 3-18/2-16; PPD7 PP8 RSW9 BW8 S10; Int Non-; SZ L (12' long plus 6' horn); XP 2,150 + 16 hp (XPL13)
hp 42, 45, 42, 64, 74 // 52
hp 65, 52, 63, 59, 57 // 56
hp 64, 49, 59, 61, 54 // 65

50% in lair; MM, p. 85-86

1-4 **giant scorpions** (N); AC 3; MV 15"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-10/1-10/1-4 (claw/claw/sting); **poison** (sting; save vs poison); attack multiple opponents (max 3); PPD10 PP14 RSW15 BW16 S16; vulnerable to own poison; Int Non-; SZ M; XP 650 + 6/hp (XPL7)
hp 28, 40, 27, 25
hp 27, 20, 17, 20
hp 26, 31, 22, 28

1-4 **giant scorpions** (N); AC 3; MV 15"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-10/1-10/1-4 (claw/claw/sting); **poison** (sting; save vs poison); attack multiple opponents (max 3); PPD10 PP14 RSW15 BW16 S16; vulnerable to own poison; Int Non-; SZ M; XP 650 + 6/hp (XPL7)
hp 33, 39, 32, 25
hp 20, 33, 35, 34
hp 28, 31, 28, 26

+++++

$$\pi(D) = 3,000 \text{ gp}$$

Never in lair; MM, p. 88

1 **giant skunk** (N); AC 7; MV 9"; HD 5; **THACO 15**; #AT 1; D 1-6; **squirr musk** (2"×6"×2" cloud; retreat 1 full move and -50% strength and dexterity from nausea for 2-8 turns; save vs poison or blinded for 1-8 hrs; creatures will shun victim, cloth rots and useless; item saving throw for magical garb; **MM**, p. 88 and **DMG**, p. 80); PPD11 PP12 RSW13 BW13 S14; Int 1; SZ M; XP 165 + 5/hp (XPL7)
hp 22
hp 21
hp 25

70% in lair; MM, p. 90

Weaver spider. Webs as **web**.

GIANT SPIDER (1-8) (XPL7)

1-8 **giant spiders** (CE); AC 4; MV 3**12"; HD 4+4; **THAC0 15**; #AT 1; D 2-8; **poison** (bite; save vs poison); webs as **web** (S18 free in 1 rd, S17 in 2 rds, etc.; burns readily); PPD11 PP12 RSW13 BW13 S14; flee if losing; Int 5-7; SZ L; XP 315 + 5/hp (XPL7)

hp 24, 21, 24, 23, 24 // 21, 20, 23

hp 21, 23, 28, 22, 13 // 31, 24, 24

hp 25, 26, 27, 31, 24 // 23, 31, 21

GIANT SPIDER LAIR

Weaver spider. Webs as **web**.

GIANT SPIDER LAIR (1-8) (XPL7)

1-8 **glant spiders** (CE); AC 4; MV 3**12"; HD 4+4; **THAC0 15**; #AT 1; D 2-8; **poison** (bite; save vs poison); webs as **web** (S18 free in 1 rd, S17 in 2 rds, etc.; burns readily); PPD11 PP12 RSW13 BW13 S14; flee if losing; Int 5-7; SZ L; XP 315 + 5/hp (XPL7)

hp 24, 20, 25, 23, 30 // 20, 12, 22

hp 25, 23, 25, 22, 22 // 18, 21, 28

hp 27, 16, 20, 21, 16 // 24, 18, 24

+++++

EXAMPLE LAIR TREASURES

TT (C) = **3 gems**: 2 ornamental stones: rhodochrosite (10 gp), moss agate (10 gp); 1 gem stone: sapphire (1,000 gp)

TT (C) = **2 gems**: 1 fancy stone (precious): violet garnet (800 gp); 1 fancy stone: smoky quartz (140 gp)

$\pi(C) = 11,000$ cp; 3,000 ep

TT (C) = No treasure

TT (C) = **4 gems**: 2 semi-precious stones: small jasper (10 gp), chalcedony (50 gp); 1 fancy stone: alexandrite (100 gp)

1 ornamental stone: tiger eye (10 gp)

TT (C) = 2,000 sp; **potion of clairvoyance, potion of polymorph (self)**

GIANT SPITTING SNAKE

Never in lair; **MM**, p. 88-89

Such as the giant spitting cobra.

GIANT SPITTING SNAKE (1-4) (XPL7)

1-4 **giant spitting snakes** (N); AC 5; MV 12"; HD 4+2; **THACO 15**; #AT 1; D 1-3; **split poison** (3"; D 3-18; save vs poison); **poison** (bite; D 3-18; save vs poison); PPD11 PP12 RSW13 BW13 S14; Int 1; SZ M; XP 390 + 5/hp (XPL7)

hp 16, 23, 25, 19

hp 20, 27, 21, 16

hp 17, 20, 29, 23

GIANT STAG (AND GIANT DEER)

Never in lair; **MM**, p. 92

#AP 1 = plus 4, 5, 6, 7, or 8 giant deer; #AP 2 = plus 8, 10, 12, 14, or 16 giant deer.

GIANT STAG (1-2) (XPL5/5)

1-2 **glant stags** (N); AC 7; MV 21"; HD 5; **THACO 15**; #AT 1 or 2; D 4-16 (antlers) or 1-4/1-4 (hoofs); Int 1; SZ L (7' at shoulder; 1,500 lbs); XP 90 + 5/hp (XPL5)

hp 32, 24

hp 16, 25

hp 25, 26

4-16 giant deer (N); AC 7; MV 21"; HD 5; **THACO 15**; #AT 2; D 1-4/1-4 (hoofs); Int 1; SZ L; XP 90 + 5/hp (XPL5)

hp 28, 29, 21, 21, 24 // 22, 26, 26, 19, 38 // 19, 30, 25, 26, 27 // 10

hp 29, 27, 27, 33, 18 // 13, 18, 28, 23, 17 // 26, 25, 25, 33, 21 // 24

hp 16, 24, 21, 28, 15 // 24, 7, 29, 25, 24 // 24, 27, 28, 21, 25 // 20

GIANT STAG BEETLE

Never in lair; **MM**, p. 9-10

GIANT STAG BEETLE (2-12) (XPL7)

2-12 **giant stag beetles** (N); AC 3; MV 6"; HD 7; **THACO 13**; #AT 3; D 4-16/1-10/1-10; PPD10 PP11 RSW12 BW12 S13; Int Non-; SZ L (10' long, horns 8' long); XP 400 + 8/hp (XPL7)

hp 35, 24, 30, 42, 43 // 18, 38, 20, 31, 29 // 32, 29

hp 21, 37, 29, 32, 33 // 32, 25, 36, 29, 18 // 29, 34

hp 31, 43, 39, 39, 41 // 38, 39, 35, 27, 35 // 31, 43

GIANT TICK

Never in lair; **MM**, p. 94

GIANT TICK (3-12) (XPL5)

3-12 **giant ticks** (N); AC 3; MV 3"; HD 3; **THACO 16**; #AT 1; D 1-4; **drain blood** (1-6 hp/rd until own hp; kill, burn, or immerse in water to free); **fatal disease** (50% chance per bite; fatal in 2-8 days; *cure disease* to cure); PPD13 PP15 RSW16 BW17 S17; Int Non-; SZ S; XP 105 + 2/hp (XPL5)

hp 12, 8, 14, 13, 10 // 11, 10, 13, 12, 15 // 17, 14

hp 13, 20, 14, 5, 14 // 12, 11, 11, 12, 21 // 10, 12

hp 7, 14, 12, 14, 13 // 8, 17, 11, 17, 16 // 12, 14

GIANT TOAD

Never in lair; **MM**, p. 95

GIANT TOAD (1-12) (XPL4)

1-12 **giant toads** (N); AC 6; MV 6", Hop 6" (height = distance $\times \frac{1}{3}$); HD 2+4; **THACO 16**; #AT 1; D 2-8; hop and attack in mid-air; PPD13 PP14 RSW15 BW16 S16; Int 1; SZ M; XP 50 + 3/hp (XPL4)

hp 15, 16, 11, 16, 16 // 12, 14, 11, 10, 19 // 12, 14

hp 14, 13, 13, 14, 17 // 16, 14, 16, 12, 10 // 18, 8

hp 10, 14, 6, 13, 14 // 13, 10, 12, 16, 11 // 13, 14

GIANT WASP

25% in lair; **MM**, p. 99

GIANT WASP (1-20) (75% airborne) (XPL5)

1-20 **giant wasps** (N); AC 4; MV 6"/21" (B); HD 4; **THACO 15**; #AT 2; D 2-8/1-4 (bite/sting); **poison** (sting; paralysis and die within 2-5 days; save vs poison); PPD13 PP15 RSW16 BW17 S17; wings vulnerable to fire (*fireball* or hot flame sizzles wings, then flightless); Int Non-; SZ M; SZ XP 320 + 4/hp (XPL5)

hp 20, 20, 21, 11, 15 // 18, 17, 17, 22, 12 // 20, 8, 17, 21, 11 // 12, 16, 25, 21, 23

hp 12, 13, 16, 18, 15 // 15, 15, 20, 14, 27 // 24, 22, 22, 15, 17 // 22, 17, 20, 17, 23

hp 15, 24, 16, 15, 24 // 22, 18, 22, 14, 25 // 20, 15, 24, 21, 13 // 18, 20, 19, 19, 19

EXAMPLE GIANT WASP (AIRBORNE) (17) (XPL(17 \times 5)/85)

17 **giant wasps (airborne)** (N); AC 4; MV 6"/21" (B); HD 4; **THACO 15**; #AT 2; D 2-8/1-4 (bite/sting); **poison** (sting; paralysis and die within 2-5 days; save vs poison); PPD13 PP15 RSW16 BW17 S17; wings vulnerable to fire (*fireball* or hot flame sizzles wings, then flightless); Int Non-; SZ M; SZ XP 320 + 4/hp (XPL5)

hp 14, 21, 18, 16, 12 // 18, 10, 17, 28, 11 // 16, 20, 23, 17, 26 // 25, 10

GIANT WASP LAIR

Victims are eaten by larvae while paralyzed.

GIANT WASP LAIR (MUD CASE NEST) (1-20) (75% airborne) (XPL5)

1-20 **giant wasps (mud case nest)** (N); AC 4; MV 6"/21" (B); HD 4; **THACO 15**; #AT 2; D 2-8/1-4 (bite/sting); **poison** (sting; paralysis and die within 2-5 days; save vs poison); PPD13 PP15 RSW16 BW17 S17; wings vulnerable to fire (*fireball* or hot flame sizzles wings, then flightless); Int Non-; SZ M; SZ XP 320 + 4/hp (XPL5)

hp 21, 25, 21, 13, 13 // 20, 16, 15, 20, 18 // 16, 25, 21, 14, 15 // 18, 17, 14, 22, 14

hp 27, 21, 21, 14, 22 // 20, 24, 17, 22, 25 // 23, 14, 16, 16, 21 // 21, 13, 20, 15, 21

hp 18, 16, 8, 23, 19 // 17, 20, 13, 17, 21 // 10, 26, 22, 15, 14 // 19, 13, 21, 18, 10

GIANT WASP LAIR (PAPER NEST) (21-40) (75% airborne) (XPL5)

21-40 **giant wasps (paper nest)** (N); AC 4; MV 6"/21" (B); HD 4; **THACO 15**; #AT 2; D 2-8/1-4 (bite/sting); **poison** (sting; paralysis and die within 2-5 days; save vs poison); PPD13 PP15 RSW16 BW17 S17; wings vulnerable to fire (*fireball* or hot flame sizzles wings, then flightless); Int Non-; SZ M; SZ XP 320 + 4/hp (XPL5)

[illegible]

hp 2, 4, 8, 6, 9 // 5

hp 7, 14, 14, 10, 6 // 8

2-6 **giant weasel young (20-30% mature)** (N); AC 5; MV 15"; HD 1; **THACO 19**; #AT 1; D 1-4; **drain blood** (next rd; 1-4 hp/rd); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S; XP 45 + 1/hp (XPL2)

hp 1, 7, 2, 2, 4 // 6

hp 5, 1, 7, 7, 3 // 8

hp 1, 8, 5, 3, 7 // 5

2-6 **giant weasel young (10% mature)** (N); AC 6; MV 15"; HD ½; **THACO 20**; #AT 1; D 1 hp; **drain blood** (next rd; 1 hp/rd); PPD16 PP17 RSW18 BW20 S19; Int 1; SZ S; XP 30 + 1/hp (XPL1½)

hp 1, 3, 1, 1, 1 // 1

hp 2, 1, 3, 4, 1 // 2

hp 2, 4, 3, 2, 2 // 2

PT = **giant weasels**: (#**giant weasels**)×intact pelt (1,000-6,000 gp each)

GNOLL EXAMPLE

20% in lair; speak gnoll, alignment tongue, trollish; 60% speak hobgoblin and/or orcish; **MM**, p. 46

Generally on friendly terms with orcs, hobgoblins, bugbears, ogres, and even trolls – providing the weaker monsters are not very much weaker in numbers, and the gnolls are relatively equal in strength to the stronger monsters.

EXAMPLE GNOLL (106+specials) (XPL(16×3/90×2/11×3/4/3)/268)

106 **gnolls** + 5 **gnoll leaders** + 6 **gnoll chiefs guards** + 1 **gnoll chief** + 1 **gnoll shaman (3rd level)**

16 **gnoll archers** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1 or 2; D 1-6/1-6 (bow) or 2-8; PPD14 PP15 RSW16 BW17 S17; eqp: great bow (7/4/21); Int 5-10; SZ L (7'+ tall); XP 36 + 2/hp (XPL3)

hp 8, 9, 7, 5, 7 // 8, 4, 13, 3, 8 // 3, 7, 11, 8, 9 // 4

37 **gnoll fauchardiers** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1; D 1-8¹⁾ (fauchard-fork) or 2-8; PPD14 PP15 RSW16 BW17 S17; eqp: fauchard-fork; Int 5-10; SZ L (7'+ tall); XP 28 + 2/hp (XPL2)

hp 7, 8, 7, 6, 6 // 12, 12, 7, 6, 4 // 8, 7, 9, 13, 12 // 7, 4, 11, 9, 11 // 5, 8, 12, 10, 7 // 12, 12, 12, 7, 13 // 10, 14, 4, 5, 7 // 6, 6

16 **gnoll swordsmen** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1; D 1-10 (sword) or 2-8; PPD14 PP15 RSW16 BW17 S17; eqp: 2-handed sword; Int 5-10; SZ L (7'+ tall); XP 28 + 2/hp (XPL2)

hp 12, 14, 12, 13, 9 // 12, 14, 8, 8, 9 // 16, 14, 11, 10, 10 // 15

21 **gnoll axemen** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1; D 2-8 (battle axe) or 2-8; PPD14 PP15 RSW16 BW17 S17; eqp: battle axe; Int 5-10; SZ L (7'+ tall); XP 28 + 2/hp (XPL2)

HD 2; hp 13, 8, 7, 12, 7 // 10, 9, 9, 5, 16 // 9, 10, 7, 4, 7 // 8, 6, 9, 15, 8 // 5

16 **gnolls (morning stars)** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1; D 2-8 (morning star) or 2-8; PPD14 PP15 RSW16 BW17 S17; eqp: morning star; Int 5-10; SZ L (7'+ tall); XP 28 + 2/hp (XPL2)

hp 6, 5, 12, 10, 13 // 7, 10, 9, 5, 6 // 10, 9, 7, 7, 8 // 12

5 **gnoll leaders** (CE); AC 5; MV 9"; HD 3; **THACO 16**; #AT 1; D 1-10 (sword) or 2-8; attack as 3 hit dice monster; PPD13 PP14 RSW15 BW16 S16; eqp: 2-handed sword; Int 5-10; SZ L (7'+ tall); XP 35 + 3/hp (XPL3)

hp 16, 16

6 **gnoll guards** (CE); AC 4; MV 9"; HD 3; **THACO 16**; #AT 1; D 1-10 (sword) or 3-9; attack as 3 hit dice monster; PPD13 PP14 RSW15 BW16 S16; eqp: 2-handed sword; Int 5-10; SZ L (7'+ tall); XP 35 + 3/hp (XPL3)

hp 20, 20, 20, 20, 20 // 20

1 **gnoll chieftain** (CE); AC 3; MV 9"; HD 4; **THACO 15**; #AT 1; 1-10 (sword) or 4-10; attack as 4 hit dice monster; PPD13 PP14 RSW15 BW16 S16; eqp: 2-handed sword; Int 5-10; SZ L (7'+ tall); SZ L (7'+ tall); XP 60 + 4/hp (XPL4)

hp 22

1 **gnoll shaman (tribal cleric 3)** (CE); AC 5; MV 9"; HD 2; **THACO 16**; #AT 1; D 2-7 (mace) or 2-8; PPD10 PP13 RSW14 BW16 S15; eqp: mace; Int 5-10; SZ L (7'+ tall); XP 73 + 2/hp (XPL3)

spells (2/1): I: **cause light wounds**, **detect magic**

II: **chant**

hp 10

¹⁾ Weapon can dismount a rider on a score equal to or greater than the required to hit score

PT = **gnolls** (L M): 119×8 ep, 119×5 gp

GNOME LAIR EXAMPLE

50% in lair; speak gnomish, alignment tongue, dwarvish, halfling, goblin, kobold; speak with burrowing mammals; **MM**, p. 46

EXAMPLE GNOME LAIR (IN ROCKY HILL FORMATIONS) (224+specials)

(XPL(224×3/2×5/6/2×6/7/7/2×7/8/8/9/5/8/112×2/56×½)/1,025)

224 **gnomes** + 3 **2nd level gnome fighters** + 5 **3rd level gnome fighters** + 3 **4th level gnome fighters** + 1 **gnome lieutenant** + 1 **gnome chief** + 2 **gnome clerics** + 112 **gnome females** + 56 **gnome young**

22 gnomes (short sword & short bow) (N to LG); AC 5; MV 6"; HD 1; **THACO 19**; #AT 1 or 2; D 1-6 (sword) or 1-6/1-6 (bow) or 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail; short sword, short bow 5/10/15; Int 11-12; SZ S (3'+ tall); XP 18 + 1/hp (XPL3)
hp 7, 4, 4, 2, 6 // 5, 6, 6, 7, 4 // 3, 3, 2, 2, 1 // 3, 4, 4, 5, 6 // 6, 4

34 gnomes (club & sling) (N to LG); AC 5; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (club) or 1-4 (sling) or 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail; club (1/2/3), sling & stones (4/8/16); Int 11-12; SZ S (3'+ tall); XP 18 + 1/hp (XPL3)
hp 6, 7, 3, 2, 2 // 6, 4, 5, 5, 7 // 7, 2, 5, 8, 1 // 3, 3, 8, 2, 4 // 4, 2, 1, 8, 3 // 8, 7, 1, 2, 3 // 8, 7, 6, 2

90 gnomes (club & spear) (N to LG); AC 5; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (club) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail; club (1/2/3), spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 18 + 1/hp (XPL3)
hp 1, 3, 4, 6, 4 // 7, 4, 2, 7, 2 // 8, 6, 4, 1, 6 // 3, 6, 2, 4, 2 // 7, 3, 2, 6, 2 // 5, 3, 5, 3, 6 // 2, 1, 7, 4, 7 // 1, 8, 5, 3, 5 // 6, 5, 4, 3, 5 // 2, 3, 5, 3, 3 // 8, 5, 7, 7, 6 // 3, 1, 6, 5, 5 // 1, 7, 2, 2, 4 // 8, 8, 6, 2, 4 // 6, 6, 7, 7, 7 // 6, 2, 5, 7, 6 // 4, 7, 3, 3, 8 // 5, 7, 1, 1, 6

45 gnomes (short sword & spear) (N to LG); AC 5; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail; short sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 18 + 1/hp (XPL3)
hp 5, 7, 7, 4, 8 // 7, 1, 4, 5, 2 // 5, 5, 5, 1, 3 // 1, 5, 4, 5, 3 // 4, 8, 1, 8, 5 // 6, 3, 4, 2, 3 // 6, 8, 3, 3, 6 // 4, 4, 6, 5, 1 // 2, 4, 7, 8, 1

33 gnomes (club & short sword) (N to LG); AC 5; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6 (club or sword) or 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail; short sword, club (1/2/3); Int 11-12; SZ S (3'+ tall); XP 18 + 1/hp (XPL3)
hp 4, 3, 2, 3, 2 // 7, 1, 2, 7, 2 // 8, 4, 2, 8, 3 // 5, 4, 1, 1, 4 // 7, 5, 5, 3, 8 // 6, 5, 4, 7, 8 // 7, 6, 5

2 gnome fighters (F2) (LG); AC 4; MV 6"; HD F2; **THACO 20**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 2 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 65 + 3/hp (XPL5)
hp 10, 15

1 gnome fighter (F2) (LG); AC 2; MV 6"; HD F2; **THACO 20**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 2 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+2 shield, +4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & **shield +2**; sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 80 + 3/hp (XPL6)
hp 12

2 gnome fighters (F3) (LG); AC 4; MV 6"; HD F3; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 3 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 110 + 4/hp (XPL6)
hp 15, 18

1 gnome fighter (F3) (LG); AC 3; MV 6"; HD F3; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 3 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: **chain mail +1** & shield; spear (1/2/3), short sword; Int 11-12; SZ S (3'+ tall); XP 135 + 4/hp (XPL7)
hp 18

1 gnome fighter (F3) (N); AC 3; MV 6"; HD F3; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 3 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+1 shield, 4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & **shield +1**; spear (1/2/3), short sword; Int 11-12; SZ S (3'+ tall); XP 135 + 4/hp (XPL7)
hp 20

1 gnome fighter (F3) (N); AC 2; MV 6"; HD F3; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 3 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+1 armor, +1 shield, +4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: **chain mail +1** & **shield +1**; spear (1/2/3), short sword; Int 11-12; SZ S (3'+ tall); XP 135 + 4/hp (XPL7)
hp 23

2 gnome fighters (F4) (N to LG); AC 4; MV 6"; HD F4; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 4 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 160 + 5/hp (XPL7)
hp 16, 20

1 gnome fighter (F4) (N); AC 4; MV 6"; HD F4; **THACO 19/18** (base/spear); #AT 1; D 1-6+11 (spear) or 1-6 (sword) or 1-6; +1 to hit vs kobolds and goblins; 4 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; **spear +1** (1/2/3), short sword; Int 11-12; SZ S (3'+ tall); XP 200 + 5/hp (XPL8)
hp 27

1 **gnome lieutenant (F3)** (N); AC 0; MV 6"; HD F3; **THACO 19**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 3 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+1 armor, +3 shield, +4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: **chain mail +1 & shield +3**; spear (1/2/3), short sword; Int 11-12; SZ S (3' + tall); XP 160 + 4/hp (XPL8)
hp 17

1 **gnome chief (F5)** (LG); AC 0; MV 6"; HD F5; **THACO 17**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; +1 to hit vs kobolds and goblins; 5 melee attacks/rd vs less than 1 hit die; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD11 PP12 RSW13 BW13 S14 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; spear (1/2/3), short sword; Int 11-12; SZ S (3' + tall); XP 375 + 6/hp (XPL9)
hp 22

1 **gnome cleric (C2)** (Gnomish pantheon) (LG); AC 4; MV 6"; HD C2; **THACO 20**; #AT 1; D 1-6 (club) or 1-6; W18 (+4; 2/2/1/1); +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD10 PP13 RSW14 BW16 S15 (+4 wisdom; +4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield; club (1/2/3); Int 11-12; SZ S (3' + tall); XP 120 + 3/hp (XPL5)
spells (4): I: **bless, detect evil, resist cold, sanctuary**
hp 13

1 **gnome cleric (C4)** (Gnomish pantheon) (N); AC 1; MV 6"; HD C4; **THACO 18**; #AT 1; D 1-6 (club) or 1-6; W18 (+4; 2/2/1/1); +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD9 PP12 RSW13 BW15 S14 (+4 wisdom; +3 cloak; +4 vs magic, +4 vs poison; +2 vs cold); infravision 60'; mining skills 80/70/60/50; eqp: chain mail & shield, **cloak of protection +3, ring of warmth** (save +2 vs cold; -1 damage/die; restore cold damage 1 hp/turn); club (1/2/3); **philter of love**; Int 11-12; SZ S (3' + tall); XP 285 + 5/hp (XPL8)
spells (5/4): I: **bless, detect magic, light, purify food & drink, remove fear**
II: **chant, hold person, resist fire, silence 15' radius**
hp 22

112 **gnome females** (N to LG); AC 9; MV 6"; HD 1; **THACO 19**; #AT 1; D 1-6; +1 to hit vs kobolds and goblins; gnolls, bugbears, ogres, trolls, and giants -4 to hit; PPD14 PP15 RSW16 BW17 S17 (+4 vs magic, +4 vs poison); infravision 60'; mining skills 80/70/60/50; Int 11-12; SZ S (3' + tall); XP 14 + 1/hp (XPL2)
hp 14×1, 14×2, 14×3, 14×4, 14×5, 14×6, 14×7, 14×8

56 **gnome young** (N to LG); non-combatant

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **gnomes** (M×3): 239×18 gp

TT (C, Q×20) = No treasure

GOBLIN EXAMPLE

40% in lair; speak goblin, alignment tongue, hobgoblin, kobold, orcish; **MM**, p. 47

Lair in dismal surroundings, preferring caves and similar underground places.

EXAMPLE GOBLIN (30) (XPL(30×2)/60)

30 **goblins** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-6 (sword) or 1-4 (sling) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight; eqp: short sword, sling & stones (4/8/16); Int 8-10; SZ S (4' tall); XP 14 + 2/hp (XPL2)
hp 1, 3, 6, 4, 7 // 5, 2, 7, 4, 2 // 7, 4, 1, 5, 3 // 4, 1, 4, 4, 4 // 1, 7, 4, 1, 1 // 2, 4, 7, 1, 6
PT = **goblins** (K): 30×6 sp

EXAMPLE GOBLIN (203+specials) (XPL(120×2/80×1/20×2/5×2/3×3/1×3/2×2)/386)

203 **goblins** + 20 **goblin leader assistants** + 5 **goblin leaders** + 3 **goblin sub-chief's guards** + 1 **goblin sub-chief** + 2 **goblin shamans** (5th level)

60 **goblins (spear)** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight; eqp: spear (1/2/3); Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)
hp 1, 6, 2, 5, 3 // 2, 1, 4, 3, 1 // 1, 4, 1, 3, 2 // 3, 1, 2, 7, 1 // 2, 6, 5, 3, 3 // 6, 6, 2, 7, 1 // 1, 5, 5, 3, 4 // 3, 1, 7, 1, 2 // 3, 1, 3, 1, 1 // 5, 4, 2, 2, 6 // 1, 1, 1, 1, 7 // 3, 6, 2, 2, 3

20 **goblins (sling)** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-4 (sling) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight; eqp: sling & stones (4/8/16); Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)
hp 3, 7, 7, 3, 2 // 1, 1, 4, 4, 5 // 3, 6, 7, 7, 1 // 1, 5, 4, 4, 2

20 **goblins (sword & spear)** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight; eqp: spear (1/2/3), short sword; Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)
hp 1, 5, 5, 3, 1 // 3, 4, 5, 3, 1 // 3, 4, 7, 1, 7 // 7, 3, 1, 5, 5

20 **goblins (sword & sling)** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-6 (sword) or 1-4 (sling) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight; eqp: short sword, sling & stones (4/8/16); Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)
hp 3, 1, 4, 2, 1 // 4, 4, 2, 6, 1 // 3, 4, 6, 1, 7 // 7, 6, 6, 1, 7

40 **goblins (morning star)** (LE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 2-8 (morning star) or 1-6; PPD16 PP17 RSW18 BW20 S19;

-1 to hit in sunlight; eqp: morning star; Int 8-10; SZ S (4' tall); XP 10 + 1/hp (XPL1)

hp 6, 4, 6, 3, 4 // 1, 7, 3, 5, 5 // 6, 1, 7, 6, 4 // 4, 7, 3, 2 // 5, 1, 3, 6, 7 // 2, 3, 2, 7, 6 // 4, 4, 4, 3, 6 // 4, 3, 7, 1, 4

20 **goblins (sword & pick)**; AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 2-7 (pick) or 1-6 (sword) or 1-6; PPD16 PP17 RSW18 BW20 S19;

-1 to hit in sunlight; eqp: short sword, military pick; Int 8-10; SZ S (4' tall); XP 10 + 1/hp (XPL1)

hp 4, 1, 3, 4, 6 // 1, 5, 5, 4, 7 // 7, 4, 1, 5, 3 // 7, 7, 3, 6, 2

20 **goblins (pick)**; AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 2-7 (pick) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in sunlight;

eqp: military pick; Int 8-10; SZ S (4' tall); XP 10 + 1/hp (XPL1)

hp 7, 2, 2, 7, 2 // 7, 7, 1, 6, 3 // 3, 1, 2, 7, 7 // 1, 4, 6, 7, 4;

20 **goblin leader assistants (LE)**; AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (morning star) or 1-8; attack as 1 hit die monster, -1 to hit in sunlight; PPD14 PP15 RSW16 BW17 S17; eqp: spear (1/2/3), morning star; Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)

hp 7, 7, 7, 7, 7 // 7, 7, 7, 7, 7 // 7, 7, 7, 7, 7 // 7, 7, 7, 7, 7

5 **goblin leaders (LE)**; AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (morning star) or 1-8; attack as 1 hit die monster,

-1 to hit in sunlight; PPD14 PP15 RSW16 BW17 S17; eqp: spear (1/2/3), morning star; Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)

hp 7, 7, 7, 7, 7

3 **goblin sub-chiefs guards (LE)**; AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (morning star) or 1-8; attack as 1+1 hit die monster, -1 to hit in sunlight; PPD14 PP15 RSW16 BW17 S17; eqp: spear (1/2/3), morning star; Int 8-10; SZ S (4' tall); XP 28 + 2/hp (XPL3)

hp 8, 8, 8

1 **goblin sub-chief (LE)**; AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (morning star) or 1-8; attack as 1+1 hit die monster, -1 to hit in sunlight; PPD14 PP15 RSW16 BW17 S17; eqp: **potion of super-heroism**; spear (1/2/3), morning star; Int 8-10; SZ S (4' tall); XP 28 + 2/hp (XPL3)

hp 8

1 **goblin shaman (tribal cleric 5) (LE)**; AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 2-8 (morning star) or 1-8; -1 to hit in sunlight; PPD9 PP12 RSW13 BW15 S14; eqp: **cloak of elvenkind**; morning star; Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)

spells (2/1): I: **detect good**, **detect magic**

II: **chant**

hp 7

1 **goblin shaman (tribal cleric 5) (LE)**; AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 2-8 (morning star) or 1-8; -1 to hit in sunlight; PPD9 PP12 RSW13 BW15 S14; eqp: **potion of animal control (giraffes)**, **potion of fire resistance**, **potion of speed**; morning star; Int 8-10; SZ S (4' tall); XP 14 + 1/hp (XPL2)

spells (2/1): I: **cause blindness**, **cause disease**

II: **chant**

hp 6

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **goblins (K)**: 234×18 sp

GOLD DRAGON EXAMPLE

65% in lair; speak gold dragon and one or more human languages; **MM**, p. 29-33

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Spells always of the better sort; at least 50% have spell books, allowing for selection of spells for use rather than know the usual limited number of spells as given in **MM1**. Lawful, just, and good; still love precious metals and gems, using jewels and pearls as nourishment. Typically encountered in **polymorphed** form (animal or human).

EXAMPLE GOLD DRAGON (2) (MATED PAIR) (75% airborne) (XPL18/17)/35)

Aureozinzilux, 'the Golden Sovereign', gold dragon (airborne) (huge/very old/speaking/magic-using/awake) (LG); AC -2; MV 12"/30" (E)¹⁾; HD 12 (7 hp/hit die); **THACO 9**; #AT 3; D 1-8/1-8/6-36; **breathe fire** (½"×9"×3" cone; D 84; save vs breath weapon for ½; 3/day); **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 84 hp; save vs breath weapon for ½; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **polymorph self** (3/day; animal or human form); **detect hidden & invisible** (7" rad.); **dragon fear** (**MM**, p. 30); infravision (60'); cannot be subdued; PPD3 PP4 RSW5 BW4 S6 (save as 21 hit dice monster); Int 17-18; SZ L (54' long); XP 5,950 + 16/hp (XPL18)

spells²⁾³⁾ (1/day each): I: **erase**, **identify**

II: **fools gold**, **web**

III: **explosive runes**, **fireball**

IV: **fire trap**, **wall of fire**

V: **animal growth**, **teleport**

VI: **reincarnation**

hp 84

Zhinyastrionnis, 'Light of Dawn', gold dragon (airborne) (average/very old/speaking/magic-using/awake) (LG); AC -2; MV 12"/30" (E)¹⁾; HD 11 (7 hp/hit die); **THACO 10**; #AT 3; D 1-8/1-8/6-36; **breathe fire** (½"×9"×3" cone; D 77 hp; save vs breath weapon for ½; 3/day); **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 77 hp; save vs breath weapon for ½; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **polymorph self** (3/day; animal or

human form); **detect hidden & invisible** (7" rad.); **dragon fear** (MM, p. 30); infravision (60"); cannot be subdued; PPD3 PP4 RSW5 BW4 S6 (save as 21 hit dice monster); Int 17-18; SZ L (51' long); XP 5,950 + 16/hp (XPL17)

spells²⁾⁴⁾ (1/day each): I: **push, read magic**
II: **web, web**
III: **blink, lightning bolt**
IV: **ice storm, massmorph**
V: **wall of stone, wall of stone**
VI: **geas**

hp 77

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Base spells rolled for as per MM; at least 50% of gold dragons have spell books, allowing them to select spells for use rather than know the usual limited number of spells; see spell book for alternatives; additional spells were rolled for granting of +1/+2/+3/+4/+5 additional spells, counting down from the second-highest available spell level; spell levels with less spells than thus possible are because doubles were rolled for, either when rolling for spells as per MM or when rolling for additional spells

³⁾ Spell book Aureozinlux (**fire trap** (5' rad.; D 1-4+13, save for ½; F/RT×½; no harm to book): I: **friends, read magic; message, unseen servant, enlarge, protection from evil**; II: **fools' gold, web; shatter, ESP, invisibility**; III: **explosive runes, fireball; feign death, suggestion**; IV: **fire trap, wall of fire; minor globe of invulnerability, fumble**; V: **animal growth, teleport; cone of cold**; VI: **reincarnation**

⁴⁾ Spell book Zhinyastrionnis: I: **push, read magic; burning hands, jump, affect normal fires, message**; II: **web; rope trick, mirror image, locate object, ray of enfeeblement**; III: **blink, lightning bolt; dispel magic, clairvoyance, feign death**; IV: **ice storm, massmorph; hallucinatory terrain, polymorph other**; V: **wall of stone; Bigby's interposing hand**; VI: **geas**

GOLD DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Lair always of solid stone – whether a cave or a castle. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable.

EXAMPLE GOLD DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL18)

Ginzumeris, 'Profound Grace', gold dragon (huge/ancient/speaking/magic-using/awake) (LG); female; AC -2; MV 12"/30" (E)¹⁾; HD 12 (8 hp/hit die); **THACO 9**; #AT 3; D 1-8/1-8/6-36; **breathe fire** (½"×9"×3" cone; D 96 hp; save vs breath weapon for ½; 3/day); **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 96 hp; save vs breath weapon for ½; 3/day); **polymorph self** (3/day; animal or human form); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60"); cannot be subdued; PPD3 PP4 RSW5 BW4 S6 (as 24 hit dice monster); Int 17-18; SZ L (54' long); XP 5,950 + 16/hp (XPL18)

spells²⁾³⁾ (1/day each): I: **hold portal, push**
II: **stinking cloud, wizard lock**
III: **blink, hold person**
IV: **fumble, ice storm**
V: **teleport, transmute rock to mud**
VI: **Otiluke's freezing sphere, spiritwrack**

hp 96

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Base spells rolled for as per MM; at least 50% of gold dragons have spell books, allowing them to select spells for use rather than know the usual limited number of spells; see spell book for alternatives; additional spells were rolled for granting of +1/+2/+3/+4/+5 additional spells, counting down from the second-highest available spell level; spell levels with less spells than thus possible are because doubles were rolled for, either when rolling for spells as per MM or when rolling for additional spells

³⁾ Spell book (wizard lock (MU13): I: **hold portal, push; charm person, magic missile, jump, detect magic, unseen servant**; II: **stinking cloud, wizard lock; continual light, detect invisibility, darkness 15' radius, mirror image**; III: **blink, hold person; dispel magic, water breathing, haste**; IV: **fumble, ice storm; fire shield, massmorph**; V: **teleport, transmute rock to mud; cloudkill**; VI: **Otiluke's freezing sphere, spiritwrack**

TT (H×2 R×2 S×2 T×2) = 20,000 gp; 14,000 gp; 11,400 gp; **180 gems**: 70 ornamental stones: 4×eye agate (2×6 gp, 10 gp, 16 gp), 3×large eye agate (20 gp, 2×50 gp), 9×tiger eye (7 gp, 8×10 gp), very small tiger eye (2 gp), large tiger eye (50 gp), 5×azurite (5×10 gp), 2×large azurite (2×20 gp), 3×moss agate (2×10 gp, 16 gp), small moss agate (5 gp), 3×obsidian (3×10 gp), small obsidian (5 gp), 2×large obsidian (2×50 gp), 8×malachite (6 gp, 8 gp, 6×10 gp), large malachite (50 gp), 2×turquoise (9 gp, 10 gp), exceptional turquoise (100 gp), 4×hematite (3×10 gp, 15 gp), large hematite (20 gp), 4×lapis lazuli (8 gp, 9 gp, 2×10 gp), small lapis lazuli (5 gp), 4×rhodochrosite (7 gp, 3×10 gp), banded agate (10 gp), large banded agate (50 gp), very large banded agate (100 gp), 6×blue quartz (8 gp, 2×10 gp, 11 gp, 12 gp, 13 gp); 30 gem stones: 2×star sapphire (1,000 gp, 1,500 gp), small star sapphire (500 gp), 2×oriental amethyst (2×1,000 gp), small oriental amethyst (500 gp), 2×oriental topaz (900 gp, 1,000 gp), 4×black opal (600 gp, 3×1,000 gp), small black opal (500 gp), 2×sapphire (2×1,000 gp), small sapphire (300 gp), 2×large sapphire (2×2,000 gp), opal (1,000 gp), large opal (2,000 gp), 4×fire opal (4×1,000 gp), 5×star ruby (600 gp, 4×1,000 gp), emerald (1,100 gp); 40 semi-precious stones: 2×star rose quartz (50 gp, 80 gp), small star rose quartz (10 gp), large star rose quartz (100 gp), very large star rose quartz (200 gp), 3×carnelian (40 gp, 2×50 gp), jasper (50 gp), large jasper (100 gp), 3×zircon (3×50 gp), 4×citrine (3×50 gp, 70 gp), small citrine (10 gp), bloodstone (30 gp), 5×rock crystal (4×50 gp, 75 gp), 3×sardonyx (2×50 gp, 65 gp), moonstone (50 gp), small moonstone (10 gp), large moonstone (100 gp), smoky quartz (75 gp), large smoky quartz (100 gp), 2×chrysoprase (2×50 gp), large chrysoprase (100 gp), 2×chalcedony (2×50 gp), 2×small chalcedony (10 gp, 11 gp), large chalcedony (100 gp); 20 fancy stones: 3×alexandrite (3×100 gp), large alexandrite (200 gp), 2×amber (2×100 gp), 2×chrysoberyl (70 gp, 130 gp), small chrysoberyl (50 gp), 4×large chrysoberyl (3×200 gp, 500 gp), tourmaline (100 gp), 2×jet (100 gp, 140 gp), 2×large jet (200 gp, 500 gp), brown-green garnet (100 gp), large jade (500 gp); 30 fancy stones (precious): 8×pure black pearl (300 gp, 6×500 gp, 800 gp), 5×very deep blue spinel (350

gp, 4×500 gp), small very deep blue spinel (100 gp), 4×large very deep blue spinel (4×1,000 gp), violet garnet (500 gp), 2×large violet garnet (2×1,000 gp), large aquamarine (1,000 gp), topaz (500 gp), large topaz (1,000 gp), 4×peridot (350 gp, 2×500 gp), small peridot (100 gp), 2×large peridot (2×1,000 gp); **56 pieces of jewelry**: gold boot buckles with gems (5,000 gp), gold bracelet with gems (2,000 gp), gold medallion with gems (3,000 gp), gold clasp with gems, with exceptional stone in the setting (3,000 gp + 5,000 gp), gold necklace with gems (8,000 gp), gold snuffbox with gems (6,000 gp), gold coffer with gems (5,000 gp), gold chalice with gems, of exceptional value (8,000 gp), gold hat ornament with gems, of exceptional value and with exceptional stone in the setting (8,000 + 5,000 gp), gold parure with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp), gold torc with gems (2,000 gp), gold shoe buckles with gems (6,000 gp), gold with gems (6,000 gp), gold necklace with gems (6,000 gp), gold *uraeus* with gems (Egyptian regal head ornament: snake on *nemes*; 5,000 gp), gold scarab with gems (5,000 gp), gold necklace with gems (7,000 gp), gold beads with gems (5,000 gp), gold pendant with gems (4,000 gp), gold hat ornament with gems (4,000 gp); coral anklet (1,500 gp), coral armlet (2,200 gp), coral brooch (1,900 gp), jade scarab (2,200 gp), jade scarf pin (1,400 gp), jade anklet (1,200 gp), wrought platinum armlet (2,300 gp), coral beads (1,800 gp), wrought platinum hat ornament (2,100 gp), jade necklace (2,000 gp), wrought platinum pectoral (2,100 gp), coral crown (1,400 gp), coral bangle (single, inflexible loop as bracelet; 1,500 gp), wrought platinum scabbard (1,900 gp), jade bracelet (2,200 gp), coral belt (2,500 gp), jade earrings (1,300 gp), wrought platinum ring (1,900 gp), wrought platinum belt, of exceptional value (3,000 gp), coral locket (2,100 gp); silver *chatelaine* with gems (belt hook with chains & household items attached; 4,000 gp), silver *bulia* with gems (Etruscan disc-shaped ornamental pendant; bull head; 3,000 gp), silver locket with gems (3,000 gp), silver pendant with gems (1,000 gp), silver armlet with gems (2,000 gp), silver hairnet with gems (3,000 gp), silver bracelet with gems, with very exceptional stone in the setting (4,000 + 10,000 gp), silver earrings with gems, of exceptional value (6,000 gp), silver hairpin with gems (2,000 gp), silver amulet with gems (3,000 gp), silver shoe buckles with gems (1,000 gp), **silver ring with gems, of quadruple exceptional value** (28,000 gp), silver torc with gems (1,000 gp), silver ring with gems (4,000 gp), silver brooch with gems (4,000 gp), silver beaker with gems (1,000 gp); **hammer of thunderbolts**; **hammer +1**; **14 bolts +2**; **long sword +2**, **Giant Slayer*** ("Skelfing"; Int 14; LG; EGO 12 (Personality 26); **special purpose**: slay evil giants (**disintegrate**; save vs spell); **detect traps of large size 2"** radius; speech: lawful good, lammasu, gold dragon; **alignment damage**: touch sword = 12 hp vs non-LG, unless held by LG wielder); **potion of giant strength** (hill giant); **plate mail +1**; **cloak of displacement**; **philter of love**, **potion of animal control** (marsupials); **scroll of protection from possession**, **druid scroll** (will fade if not read to determine contents immediately; V: wall of fire; I: entangle; I: shillelagh; I: animal friendship; IV: hallucinatory forest; D9; **DMG**, p. 128), **scroll of protection from undead** (will fade if not read to determine contents immediately), **magic-user scroll** (I: read magic; IV: charm monster; II: ray of enfeeblement; III: phantasmal force; V: distance distortion; VI: move earth; I: shocking grasp; MU12; **DMG**, p. 128), **magic-user scroll** (VI: extension III; IV: dimension door; II: magic mouth; VI: monster summoning IV; MU12; **DMG**, p. 128)
 * At the DM's option, this item can be a **treasure map** instead (monetary treasure; E: outdoors, 50-500 miles distant; buried and unguarded; **DMG**, p. 120; **19 pieces of jewelry**: silver chain with gems (6,000 gp), silver hat pin with gems (2,000 gp), silver bracelet with gems, with very exceptional stone in the setting (2,000 gp + 10,000 gp), silver candlestick with gems (5,000 gp), silver collier with gems (3,000 gp); jade choker (2,000 gp), jade necklace, of exceptional value (3,000 gp); wrought silver and gold mask (600 gp), wrought silver and gold tobacco box (3,000 gp), wrought silver and gold armlet (600 gp); platinum earrings with gems (10,000 gp), platinum bracelet with gems (2,000 gp), platinum medallion with gems (10,000 gp); wrought gold bangle (single, inflexible loop as bracelet; 1,300 gp), wrought gold hat ornament (800 gp), wrought gold circlet (900 gp); wrought platinum beads (1,900 gp); gold anklet with gems (8,000 gp), gold scepter with gems (6,000 gp))

GORGON

40% in lair; **MM**, p. 48

GORGON (1-4) (XPL10)

1-4 **gorgons** (N); AC 2; MV 12"; HD 8; **THAC0 12**; #AT 1; D 2-12; 4/day: **petrification** (breath; cone ½"×6"×2"; save vs breath weapon; system shock survival check required; affects *astral* and *ethereal*); PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 1,750 + 10/hp) (XPL10)
 hp 40, 53, 37, 37
 hp 32, 38, 41, 37
 hp 42, 50, 47 47

GORGON LAIR

Vast wilderness or dreary caverns.

GORGON LAIR (1-4) (XPL10)

1-4 **gorgons** (N); AC 2; MV 12"; HD 8; **THAC0 12**; #AT 1; D 2-12; 4/day: **petrification** (breath; cone ½"×6"×2"; save vs breath weapon; system shock survival check required; affects *astral* and *ethereal*); PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 1,750 + 10/hp) (XPL10)
 hp 38, 43, 33, 48
 hp 43, 54, 51, 39
 hp 34, 33, 33, 44

EXAMPLE LAIR TREASURES

TT (E) = 1,000 ep; **long sword of life-stealing** (+2)* ("Henvergall"; Int 14; LE; EGO 6 (Personality 20); **detect evil/good** 1" radius; **detect precious metals**, kind, and amount ½" radius; speech: lawful evil, foreign human language, medusian; **alignment**

damage: touch sword = 6 hp vs non-LE, unless held by LE wielder); **potion of clairvoyance**; **cloak of the manta ray**; **scroll of protection from undead (ghosts**; will fade if not read to determine contents immediately)

* At the DM's option, this item can be a **treasure map** instead (monetary treasure; SW; outdoors 10 miles distant; buried and unguarded: 14,000 gp)

TT (E) = 1,000 gp; **wand of magic missiles** (87 ch); **small shield +2**; **rod of cancellation**; **druid scroll** (V: animal summoning II; V: wall of fire; D9; **DMG**, p. 128)

TT (E) = **9 gems**: 7 ornamental stones: hematite (15 gp), large hematite (20 gp), exceptional hematite (50 gp), eye agate (9 gp), large eye agate (20 gp), very exceptional eye agate (500 gp), small turquoise (5 gp); **1 semi-precious stone**: large rock crystal (100 gp); **1 fancy stone (precious)**: very deep blue spinel (400 gp); **staff of striking** (23 ch); **broom of flying***; **hammer +1**; **scroll of protection from elementals (all)**

* At the DM's option, this item can be a **treasure map** instead (magic treasure; NE; outdoors 10 miles distant; **secreted in a town**: **dagger +2**, +3 vs creatures larger than man-sized; **longbow +1**; **ring of feather falling**; **rod of cancellation**)

TT (E) = **1 gem**: **1 fancy stone**: amber (90 gp)

TT (E) = 7,000 gp

TT (E) = No treasure

GORILLA

Never in lair; **MM**, p. 7

GORILLA (1-4) (XPL6)

1-4 **gorillas** (N); AC 6; MV 12"; HD 4+1; **THACO 15**; #AT 3; D 1-3/1-3/1-6; 2 claws hit = rend (1-6); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ M (6' tall, 6' broad); XP 130 + 5/hp (XPL6)

hp 24, 20, 21, 18

hp 16, 25, 10, 15

hp 16, 25, 27, 15

GREEN DRAGON EXAMPLE

40% in lair; speak green dragon and one or more human languages; **MM**, p. 29-31, 33

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Very nasty tempered and thoroughly evil.

EXAMPLE GREEN DRAGON (2) (MATED PAIR) (75% airborne) (XPL11/11)/22)

Venenovramalax, 'Venomtide' green dragon (airborne) (average/ancient/awake) (LE); AC 2; MV 9"/24" (E)¹⁾; HD 8 (8 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/1-20; **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 64 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (8" rad.); **dragon fear** (**MM**, p. 30); infravision (60'); PPD4 PP5 RSW6 BW4 S7 (save as 16 hit dice monster); air-based attacks +1 to hit and damage²⁾; Int 8-12; SZ L (36' long); XP 1,000 + 10/hp (XPL11)
hp 64

Morbistris, 'the Wisp Thorn', green dragon (average/ancient/speaking/awake) (LE); female; AC 2; MV 9"/24" (E)¹⁾; HD 8 (8 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/1-20; **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 64 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (8" rad.); **dragon fear** (**MM**, p. 30); infravision (60'); PPD4 PP5 RSW6 BW4 S7 (save as 16 hit dice monster); air-based attacks +1 to hit and damage²⁾; Int 8-12; SZ L (36' long); XP 1,000 + 10/hp (XPL11)
hp 64

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by aerial servant, air elemental, djinni, invisible stalker, or "whirlwind"

GREEN DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Underground in or near woods or forests of the bleaker, wilder sort. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable.

EXAMPLE GREEN DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL12)

Note that **enlarge** can allow it inflict truly massive damage.

Vvarhodomanthys, 'Thornclaw', green dragon (huge/ancient/speaking/magic-using/awake) (LE); AC 2; MV 9"/24" (E)¹⁾; HD 9 (8 hp/hit die); **THACO 12**; #AT 3; D 1-6/1-6/1-20; **breathe chlorine gas** (5"×4"×3" cloud (long/wide/high); D 72 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (**MM**, p. 30); infravision (60'); PPD3 PP4 RSW5 BW4 S6 (save as 18 hit dice monster); air-based attacks +1 to hit and damage²⁾; Int 8-12; SZ L (36' long); XP 1,700 + 12/hp (XPL12)

spells (1/day each): I: **affect normal fires**, **charm person**, **enlarge** (9 turns; +180% = 100' long; damage×2.8), **protection from evil**

II: **audible glamer**, **detect evil**, **fools gold** (9 cu ft of copper; 4,000 gp = 1 cu ft; 9 hrs), **knock**

hp 72

²⁾ Includes attack by aerial servant, air elemental, djinni, invisible stalker, or "whirlwind"

GRIFFON

Smell horses at 35" and then wing to the hunt.

hp 30, 41, 30, 32, 25 // 31, 28, 35, 19, 28 // 25, 35

GRIFFON LAIR

hp 26, 44, 28, 20, 31 // 35, 46, 39, 34, 26 // 25, 30

[illegible]

TT (C S) = **2 gems**: 2 fancy stones: amber (100 gp), red garnet (100 gp)

GROANING SPIRIT (BANSHEE)

GROANING SPIRIT (BANSHEE) (1) (XPL12)

1 **groaning spirit (banshee)** (CE); AC 0; MV 15"; HD 7; **THAC0 13**; #AT 1; D 1-8; **keen**ing (1/day; 3"; save vs magic or die); +1 weapons to hit (or 4+1 hit dice); immune to *sleep*, *charm*, *hold*, cold, and electricity; killed by *exorcise*; PPD10 PP11 RSW12 BW12 S13; Int 15-16; SZ M; XP 2,450 + 10/hp (XPL12)

hp 46

hp 43

hp 36

GROANING SPIRIT (BANSHEE) LAIR

Desolate countrysides, moors, etc.

GROANING SPIRIT (BANSHEE) LAIR (1) (XPL12)

1 **groaning spirit (banshee)** (CE); AC 0; MV 15"; HD 7; **THAC0 13**; #AT 1; D 1-8; **keen**ing (1/day; 3"; save vs magic or die); +1 weapons to hit (or 4+1 hit dice); immune to *sleep*, *charm*, *hold*, cold, and electricity; PPD10 PP11 RSW12 BW12 S13; Int 15-16; SZ M; XP 2,450 + 10/hp (XPL12)

hp 46

hp 39

hp 39

EXAMPLE LAIR TREASURES

TT (D) = **ring of spell storing** (MU; 2 spells; IV: **wall of ice**; V: **transmute rock to mud**); **wand of metal & mineral detection** (82 ch); **potion of fire resistance**

TT (D) = **rod of cancellation** (1 use; item drained beyond even *wish*); **necklace of missiles** (10×1; 8×2; 6×2; 4×4; x6 fire damage); **potion of flying**

TT (D) = 1 **gem**: 1 semi-precious stone: sardonyx (50 gp)

TT (D) = 2,000 gp

TT (D) = **splint mail +2** (gnome/halfling-sized); **gauntlets of dexterity**; **potion of giant control** (cloud giants)

TT (D) = 1,000 cp; **long sword +1**, +2 vs magic-using & enchanted creatures; **cursed two-handed sword -2** ("Draodorn/Dornet"*; Int 14; N; EGO 3 (Personality 17); **detect evil/good** 1" radius; **detect precious metals, kind, and amount** 2" radius; speech: lawful evil, elvish; *teleports* to hand whenever wielder faces enemies, no matter location; *limited wish*, *wish*, or *alter reality* to get rid of; **alignment damage**: nil); **potion of diminution**

* The sword was cursed by an evil witch after it was made, who renamed it Dornet ("cursed hand") in mockery of its original name, which means "magic fist"; it takes *remove curse* cast by an 18th-level cleric to rid the weapon of the curse; until then, it will introduce itself as "Dornet")

GUARDIAN NAGA EXAMPLE

75% in lair; speak guardian naga; MM, p. 72-73

EXAMPLE GUARDIAN NAGA (11 HD) (1-2) (XPL15)

Rajadhevi, 'Golden Pearl', guardian naga (11 HD) (LG); AC 3; MV 15"; HD 11; **THAC0 10**; #AT 2; D 1-6 (bite) and 2-8 (constrict); **poison** (bite; save vs poison); **split poison** (3"; save vs poison); PPD6 PP8 RSW9 BW8 S10; Int 15-16; SZ L (20' long); XP 3,550 + 16/hp (XPL15)

spells (C6; 2/2/1/1): I: **detect magic**, **protection from evil**
II: **silence 15' radius**, **spiritual hammer**
III: **locate object**
IV: **exorcise**

hp 52

Mawar Puthi, 'the White Rose', guardian naga (11 HD) (LG); AC 3; MV 15"; HD 11; **THAC0 10**; #AT 2; D 1-6 (bite) and 2-8 (constrict); **poison** (bite; save vs poison); **split poison** (3"; save vs poison); PPD6 PP8 RSW9 BW8 S10; Int 15-16; SZ L (20' long); XP 3,550 + 16/hp (XPL15)

spells (C6; 2/2/1/1): I: **create water**, **cure light wounds**
II: **know alignment**, **spiritual hammer**
III: **cure disease**
IV: **neutralize poison**

hp 61

GUARDIAN NAGA LAIR EXAMPLE

Sacred places (e.g., guarding treasure of LG minions, or as watchers over some evil).

EXAMPLE GUARDIAN NAGA LAIR (12 HD) (1-2) (XPL16)

Ganesh Bindiya, **guardian naga** (12 HD) (LG); AC 3; MV 15"; HD 11; **THACO 10**; #AT 2; D 1-6 (bite) and 2-8 (constrict); **poison** (bite; save vs poison); **split poison** (3"; save vs poison); PPD6 PP8 RSW9 BW8 S10; Int 15-16; SZ L (20' long); XP 3,550 + 16/hp (XPL16)

spells (C6; 2/2/1/1): 1: **bless, command**

II: hold person, silence 15' radius

III: remove curse

IV: cure serious wounds

hp 52

Dviprakash, 'the Divine Light' guardian naga (12 HD) (LG); AC 3; MV 15"; HD 11; **THAC0 10**; #AT 2; D 1-6 (bite) and 2-8 (constrict); **poison** (bite; save vs poison); **spit poison** (3"; save vs poison); PPD6 PP8 RSW9 BW8 S10; Int 15-16; SZ L (20' long); XP 3,550 + 16/hp (XPL16)

spells (C6; 2/2/1/1): 1: **cure light wounds, light**

II: know alignment, speak with animals

III: glyph of warding (paralyzation)

IV: detect lie

hp 61

[illegible]

EXAMPLE LAIR TREASURES

TT (H) = 34,000 gp; **25 pieces of jewelry:** platinum coffer with gems (11,000 gp), platinum earrings with gems (2,000 gp), platinum ring with gems, of exceptional value (12,000 gp), platinum brooch with gems (9,000 gp), platinum earrings with gems (10,000 gp), platinum pin with gems (5,000 gp), platinum collier with gems, with exceptional stone in the setting (7,000 gp + 5,000 gp), platinum scepter with gems (9,000 gp); silver torc with gems, with exceptional stone in the setting (4,000 + 5,000 gp), silver hat pin with gems (1,000 gp), silver brooch with gems, of exceptional value (6,000 gp), silver earrings with gems (3,000 gp); wrought gold amulet (900 gp), wrought gold perfume bottle (1,000 gp), wrought gold half-mask (1,400 gp), wrought gold saucer (700 gp), wrought gold clasp (700 gp), wrought gold pendant, of exceptional value (1,800 gp), wrought gold spiral bracelet, of exceptional value (1,800 gp); gold flute with gems, with exceptional stone in the setting (5,000 gp + 5,000 gp), gold and silk fan with gems (4,000 gp), gold tie pin with gems (5,000 gp), gold bracelet with gems (6,000 gp), gold statuette with gems (t'ien-lung; 4,000 gp), gold torc with gems, of exceptional value (8,000 gp)

TI (H) = 18,000 cp; 70,000 sp; 26,000 ep; 39,000 gp; **79 gems:** 38 ornamental stones: 2×hematite (9 gp, 2×10 gp), 2×banded agate (2×10 gp), very small banded agate (2 gp), small banded agate (5 gp), large banded agate (20 gp), 2×moss agate (10 gp, 16 gp), 2×azurite (2×10 gp), small azurite (10 gp), 4×lapis lazuli (2×10 gp, 12 gp, 16 gp), small lapis lazuli (3 gp), obsidian (14 gp), 3×blue quartz (3×10 gp), 2×turquoise (2×10 gp), small turquoise (5 gp), 4×large turquoise (3×20 gp, 50 gp), 2×eye agate (10 gp, 16 gp), large eye agate (20 gp), 2×malachite (9 gp, 10 gp), small malachite (3 gp), large malachite (20 gp), rhodochrosite (9 gp), tiger eye (10 gp); 32 fancy stones (precious): 6×peridot (2×400 gp, 3×500 gp, 700 gp), large peridot (1,000 gp), 2×very deep blue spinel (450 gp, 500 gp), 2×large very deep blue spinel (2×1,000 gp), 9×violet garnet (8×500 gp, 600 gp), large violet garnet (1,000 gp), 3×topaz (300 gp, 2×500 gp), large topaz (1,000 gp), exceptional topaz (5,000 gp), 3×aquamarine (2×500 gp, 600 gp), large aquamarine (1,400 gp), 2×pure black pearl (500 gp, 550 gp); 9 gem stones (jewel): 2×diamond (4,500 gp, 5,000 gp), large diamond (10,000 gp), 3×large black sapphire (2×10,000 gp, 14,000 gp), oriental emerald (5,000 gp), jacinth (8,000 gp), large jacinth (11,000 gp); **24 pieces of jewelry:** wrought gold spurs (400 gp), wrought gold orb (800 gp), wrought gold hat ornament (1,000 gp), wrought gold boot buckles (600 gp), wrought gold *aigrette* (hat ornament; 600 gp), wrought gold choker (600 gp), wrought gold hairpin (900 gp), wrought gold collier (1,000 gp), wrought gold arm band (700 gp), wrought gold brooch, of exceptional value (1,800 gp); silver ring with gems, with exceptional stone in the setting (5,000 + 5,000 gp), silver belt with gems (5,000 gp), silver tie pin with gems (6,000 gp), silver rod of office with gems (4,000 gp); coral hat pin (1,700 gp), coral coffer (1,900 gp); wrought platinum *chatelaine* (belt hook with chains & household items attached; 1,500 gp), wrought platinum shoe buckles (1,400 gp), wrought platinum scarf pin, of exceptional value (3,000 gp), wrought platinum chain (1,500 gp), wrought platinum circlet (2,100 gp); platinum hairpin with gems (8,000 gp), platinum demi-parure with gems (7,000 gp), platinum pendant with gems (3,000 gp)

TT (H) = 69,000 sp; 25,000 ep

TT (H) = 26,000 sp; 21,000 ep; **86 gems:** 27 fancy stones (precious): violet garnet (500 gp), large violet garnet (1,000 gp), topaz (800 gp), small topaz (100 gp), large topaz (1,000 gp), 5×aquamarine (4×500 gp, 600 gp), large aquamarine (1,000 gp), 3×peridot (300 gp, 500 gp, 700 gp), 3×large peridot (3×1,000 gp), 4×very deep blue spinel (450 gp, 3×500 gp), large very deep blue spinel (1,000 gp), 3×pure black pearl (300 gp, 2×500 gp), small pure black pearl (100 gp), large pure black pearl (1,000 gp); 27 fancy stones: exceptional pearl (1,000 gp), 2×amber (2×100 gp), 2×small amber (2×50 gp), 4×tourmaline (2×100 gp, 130 gp, 150 gp), large tourmaline (600 gp), 5×coral (4×100 gp, 130 gp), 2×amethyst (80 gp, 100 gp), large amethyst (500 gp), exceptional amethyst (7,000 gp), jade (100 gp), chrysoberyl (70 gp), alexandrite (100 gp), large alexandrite (200 gp), jet (80 gp), large jet (500 gp), red garnet (100 gp), amber (100 gp); 11 semi-precious stones: 4×chrysoprase (4×50 gp), small chrysoprase (10 gp), 2×jasper (45 gp, 50 gp), large onyx (150 gp), large zircon (100 gp), citrine (50 gp), bloodstone (50 gp); 19 gem stones (jewel): 4×oriental emerald (3×5,000 gp, 6,500 gp), small oriental emerald (1,200 gp), 3×black sapphire (3×5,000 gp), 2×jacinth (5,000 gp, 5,500 gp), 2×small jacinth (1,000 gp, 2,000 gp), 3×large jacinth (2,000 3×10,000 gp), 2×diamond (2×5,000 gp), ruby (5,000 gp), large ruby (10,000 gp); 2 gem stones: star ruby (1,000 gp), opal (1,000 gp); **19 pieces of jewelry:** platinum brooch with gems, with exceptional stone in the setting (10,000 gp + 5,000 gp), platinum hat pin with gems, of exceptional value (12,000 gp), small platinum box with gems, with very exceptional stone in the setting (6,000 gp + 10,000 gp), 2×platinum hat ornament with gems (10,000 gp, 12,000 gp), platinum hairpin with gems, of exceptional value

(12,000 gp), 2×platinum necklace with gems (5,000 gp, 9,000 gp), platinum snuffbox with gems (4,000 gp), platinum signet ring with gems (7,000 gp), platinum pendant with gems (12,000 gp), platinum mask with gems, with exceptional stone in the setting (3,000 gp + 5,000 gp); gold boot buckles with gems (7,000 gp), 2×gold arm band with gems (5,000 gp, 6,000 gp), gold vase with gems, with exceptional stone in the setting (5,000 gp + 5,000 gp), gold toe ring with gems (4,000 gp), gold locket with gems (3,000 gp), gold beads with gems (5,000 gp)

TT (H) = 28,000 ep; 43,000 gp; **47 gems**: 3 gem stones: exceptional sapphire (10,000 gp), large fire opal (2,000 gp), emerald (1,000 gp); 19 gem stones (jewel): 2×oriental emerald (2×5,000 gp), 3×ruby (3×5,000 gp), large ruby (10,000 gp), jacinth (5,000 gp), large jacinth (10,000 gp), 5×diamond (3,500 gp, 4×5,000 gp), small diamond (1,000 gp), 5×black sapphire (3,500 gp, 4×5,000 gp); 21 fancy stones: 2×coral (100 gp, 160 gp), large coral (500 gp), brown-green garnet (100 gp), jet (120 gp), small jet (35 gp), large jet (500 gp), 2×amber (80 gp, 100 gp), tourmaline (100 gp), small tourmaline (50 gp), large tourmaline (200 gp), 2×jade (60 gp, 100 gp), alexandrite (90 gp), 2×chrysoberyl (60 gp, 100 gp), large chrysoberyl (500 gp), 2×pearl (120 gp, 130 gp), red spinel (120 gp); 4 ornamental stones: banded agate (6 gp), 2×eye agate (10 gp, 14 gp), hematite (10 gp); **19 pieces of jewelry**: platinum beads with gems (6,000 gp), platinum perfume bottle with gems (10,000 gp), platinum spiral bracelet with gems (9,000 gp), platinum tie pin with gems (4,000 gp), platinum anklet with gems, with exceptional stone in the setting (7,000 gp + 5,000 gp), platinum comb with gems (3,000 gp), platinum collar with gems (8,000 gp), platinum necklace with gems, of exceptional value (12,000 gp), platinum hairnet with gems, of exceptional value (12,000 gp), platinum locket with gems (5,000 gp), platinum spurs with gems (10,000 gp); wrought gold ring (1,400 gp), wrought gold necklace (700 gp), wrought gold rod of office (1,500 gp), wrought gold tie pin (1,000 gp), wrought gold cuff links (1,500 gp), wrought gold hat ornament (1,000 gp), wrought gold coffer (1,500 gp); gold choker with gems (3,000 gp), gold demi-parure with gems (3,000 gp)

TT (H) = 30,000 ep; 29,000 gp

GYNOSPHERX EXAMPLE

15% in lair; speak gynosphinx, androsphinx, criosphinx, hieracosphinx; MM, p. 89-90

Knowledgeable and wise; prize gems and wealth; may offer riddled advice if payed.

GYNOSPHERX (1) (75% airborne) (XPL11)

Ta-Kha'et 'the Minx', **gynosphinx** (N); AC -1; MV 15"/24" (D); HD 8; THACO 12; #AT 2; D 2-8/2-8; 1/day: **detect magic, read magic, read languages***, **detect invisible***, **locate object, dispel magic, clairaudience, clairvoyance, remove curse, legend lore**; 1/week: **symbol** (each once); SZ L (7' tall); PPD10 PP11 RSW9 BW12 S10; Int 17-18; SZ L (7' tall); XP 1,550 + 10/hp (XPL11)
hp 46

* See APPENDIX B

GYNOSPHERX LAIR EXAMPLE

GYNOSPHERX LAIR (1) (75% airborne) (XPL11)

Senbet Sit-Anuket, **gynosphinx** (N); AC -1; MV 15"/24" (D); HD 8; THACO 12; #AT 2; D 2-8/2-8; 1/day: **detect magic, read magic, read languages***, **detect invisible***, **locate object, dispel magic, clairaudience, clairvoyance, remove curse, legend lore**; 1/week: **symbol** (each once); SZ L (7' tall); PPD10 PP11 RSW9 BW12 S10; Int 17-18; SZ L (7' tall); XP 1,550 + 10/hp (XPL11)
hp 42

* See APPENDIX B

EXAMPLE LAIR TREASURES

TT (R X) = **13 gems**: 5 fancy stones: red garnet (100 gp), large alexandrite (200 gp), jet (160 gp), large chrysoberyl (500 gp), large amethyst (200 gp); 5 fancy stones (precious): violet garnet (500 gp), peridot (750 gp), 2×aquamarine (350 gp, 500 gp), large pure black pearl (1,000 gp); 3 semi-precious stones: large star rose quartz (100 gp), moonstone (50 gp), zircon (60 gp); **Keoghtom's ointment** (1 jar; 5 applications); **potion of sweet water**

TT (R X) = **4 pieces of jewelry**: gold ring with gems (3,000 gp), silver headdress with gems (3,000 gp), gold earrings with gems (6,000 gp), silver breastplate with gems, of exceptional value (6,000 gp)

TT (R X) = 8,000 gp; **24 gems**: 5 fancy stones (precious): violet garnet (500 gp), large violet garnet (1,000 gp), pure black pearl (450 gp), very deep blue spinel (500 gp), peridot (700 gp); 5 ornamental stones: tiger eye (10 gp), obsidian (10 gp), azurite (10 gp), moss agate (10 gp), malachite (10 gp); 5 semi-precious stones: 2×chrysoprase (40 gp, 70 gp), large star rose quartz (100 gp), smoky quartz (50 gp), carnelian (50 gp); 9 fancy stones: large amber (200 gp), large jade (500 gp), 2×amethyst (100 gp, 110 gp), chrysoberyl (100 gp), coral (50 gp), large coral (200 gp), 2×jet (2×100 gp); **boots of levitation**; **potion of fire resistance**

TT (R X) = 4,000 gp; 5,000 pp; **1 piece of jewelry**: ivory boot buckles (100 gp); **horn of Valhalla—Iron** (unaligned; 7 4th-level Fighters*; battle axe & spear); **potion of giant control (hill giants)**

* 7 berserk fighters (F4) (horn of Valhalla); (unaligned); AC 4; MV 9"; HD F4 (6 hp/HD); #AT 2 or 1 (missile); D 1-6¹¹ (spear) or 1-8 (battle axe); +2 to hit; 4 melee attacks/rd vs less than 1 hit die; never check morale; PPD13 PP14 RSW15 BW16 S16; eqp: chain mail & shield; spear (1/2/3), battle axe; Int 8-10; SZ M; XP 130 + 5/hp (XPL6)
hp 24, 24, 24, 24 // 24, 24, 24

¹¹Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

TT (R X) = 2,000 pp; **girdle of giant strength (hill giant)**; **potion of animal control (giant spitting snakes)**

TT (R X) = 8,000 gp; 1,000 pp; **14 gems:** 5 fancy stones (precious): 2×violet garnet (2×500 gp), aquamarine (500 gp), 2×very deep blue spinel (450 gp, 500 gp); 5 gem stones: oriental topaz (1,000 gp), fire opal (1,000 gp), large oriental amethyst (2,000 gp), opal (1,000 gp), sapphire (1,000 gp); 4 semi-precious stones: citrine (60 gp), large bloodstone (100 gp), large sardonyx (100 gp), carnelian (65 gp); **iron flask** (inlaid with runes of silver and stoppered by a brass plug bearing a seal of great dweomer set round with sigils, glyphs, and special symbols; air elemental*); **potion of human control (humans)**
 * 1 **air elemental (iron flask)**; (N); AC 2; MV 36"; HD 16; **THACO 7**; #AT 1; D 2-20; +1 to hit and +2/die damage in aerial combat; **whirlwind** (16" tall; 1 turn to form; 1 rd; sweeps away and kills 3 hit dice or less; D 2-16 to all non-aerial creatures not killed outright; +2 weapons to hit (or 6+2 hit dice); Int 5-7; SZ L XP 2,850 + 15/hp (XPL18)
 hp 77

HALFLING EXAMPLE (HAIRFOOT)

70% in lair; speak halfling, alignment tongue, common, gnomish, goblin, orcish; **MM**, p. 50-51

EXAMPLE HALFLING (153+specials) (XPL(30×1/18×2/15×2/30×2/30×2/15×2/15×1/7×4/5/7/7/6/7/6/7/7/6/8)/302)

30 halfling slingers + 18 halfling archers + 18 halfling archers (sword & bow) + 30 halfling axemen + 30 halfling spearmen + 15 halfling spearmen (sword & spear) + 15 halfling swordsmen + 13 halfling fighters (F2) + 2 halfling fighters (F3) + 1 halfling (sub-)leader (F3) + 1 halfling fighter (F4)
 Surprise/surprised 1-4/1-2 (**DMG**, p. 61-62)

30 halfling slingers (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/sling); #AT 1; D 2-5 (sling); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: sling & bullets (5/10/20); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 5, 5, 4, 1, 5 // 6, 5, 5, 1, 1 // 3, 5, 1, 4, 1 // 2, 5, 3, 6, 1 // 3, 5, 5, 2, 4 // 6, 6, 1, 5, 2

18 halfling archers (bow) (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/bow); #AT 2; D 1-6/1-6 (bow); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short bow & arrows (5/10/15); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 3, 3, 6, 6, 6 // 1, 6, 5, 5, 5 // 6, 2, 2, 3, 4 // 3, 4, 3

15 halfling archers (sword & bow) (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/bow); #AT 1 or 2; D 1-6 (sword) or 1-6/1-6 (bow); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword; short bow & arrows (5/10/15); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 1, 2, 6, 2, 5 // 2, 3, 1, 1, 6 // 2, 2, 6, 6, 3

30 halfling axemen (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (axe); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: hand axe (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 3, 5, 2, 4, 5 // 4, 5, 4, 2, 4 // 6, 5, 1, 1, 5 // 4, 1, 1, 2, 2 // 6, 5, 5, 3, 6 // 2, 6, 2, 6, 6

30 halfling spearmen (spear) (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 4, 1, 1, 4, 1 // 4, 5, 3, 3, 5 // 2, 6, 2, 3, 4 // 4, 1, 4, 5, 1 // 3, 4, 1, 4, 1 // 3, 6, 4, 1, 6

15 halfling spearmen (sword & spear) (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword) or 1-6¹¹ (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
 hp 2, 5, 6, 1, 4 // 1, 2, 2, 4, 1 // 3, 1, 3, 3, 2

15 halfling swordsmen (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword; Int 11-12; SZ S (3'+ tall); XP 10 + 1/hp (XPL1)
 hp 6, 5, 5, 3, 4 // 3, 5, 5, 2, 2 // 6, 4, 4, 4, 4

7 halfling fighters (F2) (LG); AC 6; MV 9"; HD F2; **THACO 20/17** (base/sling, bow); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp: studded leather armor & shield; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); Int 11-12; SZ S (3'+ tall); XP 50 + 3/hp (XPL4)
 hp 21, 17, 13, 20, 19 // 21, 16

Harwold 'Harlo' Applefern (LG), halfling fighter (F2); AC 1; MV 9"; HD F2; **THACO 20**; #AT 1; D 2-7 (mace); S16 (+0/+1) I11 W8 D9 C19 (+5) Ch9; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 armor; +1 vs poison); eqp (avg): **plate mail +1** & shield; footman's mace; SZ S (3'+ tall); A/P/I: immaculate; unfeeling, studious; gambling; XP 65 + 3/hp (XPL5)
 hp 30

Bardford 'Barbo' Swiftfoot (LG), halfling fighter (F2); AC 1; MV 9"; HD F2; **THACO 20/19/17** (base/flail/dex); #AT 1 or 2; D 2-7+1 (flail) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S16 (+0/+1) I16 W7 D18 (+3/-4) C19 (+5) Ch13; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 dexterity; +2 armor; +1 vs poison); eqp (avg): **scale mail +2** & shield; **footman's flail +1**, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: immaculate; humble, lazy; collector (armor); XP 95 + 3/hp (XPL7)
 hp 24

Harlwind Merrymead (LG), halfling fighter (F2); AC -1; MV 9"; HD F2; **THACO 20;** #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S15 I11 W10 D15 (+0/-1) C16 (+2) Ch10; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+4 armor); eqp (avg): **splint mail +4** & shield; short sword sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; cheerful, thrifty; fishing; XP 95 + 3/hp (XPL7)
hp 17

Emberwill Swiftfoot (LG), halfling fighter (F2); AC 6; MV 9"; HD F2; **THACO 20;** #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S14 I11 W11 D11 C14 Ch9; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 armor); eqp (avg): **leather armor +1** & shield; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: foppish; harsh, avaricious; art (jewelry); XP 80 + 3/hp (XPL6)
hp 15

Emberwill 'Will' of Mallowbridge (LG), halfling fighter (F2); AC 6; MV 9"; HD F2; **THACO 20/(19/18)** (base/(bow)); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6(+1)/1-6(+1) (bow) or 1-4 (dagger); S16 (+0/+1) I13 W10 C14 D11 Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp (avg): studded leather armor & shield; short sword, sling & bullets (5/10/20), short bow & 14 **arrows +1** (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: foppish; proud, fearless; mineralogy; XP 95 + 3/hp (XPL7)
hp 20

Gamwise Hazelcress WIS (LG), halfling fighter (F2); AC 2; MV 9"; HD F2; **THACO 20/19/17** (base/bow/dex); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6+1/1-6+1 (bow) or 1-4 (dagger); S16 (+0/+1) I9 W14 (+1) D18 (+3/-4) C19 (+5) Ch10; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 wisdom, +4 dexterity); eqp (avg): studded leather armor & shield; short sword, sling & bullets (5/10/20), **short bow +1** & arrows (5/10/15), dagger (1/2/3); A/P/I: imposing; hot tempered, modest; community service; SZ S (3'+ tall); XP 80 + 3/hp (XPL6)
hp 24

Bramblewise 'Bram' Willowbrook (LG), halfling fighter (F3); AC 4; MV 9"; HD F3; **THACO 18/17** (base/str); #AT 1 or 2; D 2-7 (mace) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I13 W10 D15 (+0/-1) C18 (+4) Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+1 dexterity; +1 armor); eqp (avg): **ring mail +1** & shield; footman's mace, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; compassionate, sober; gambling; XP 135 + 4/hp (XPL7)
hp 36

Gordodoc 'Gorse' Willowbrook (LG), halfling fighter (F3); AC 3; MV 9"; HD F3; **THACO 18/(18/15)/17** (base/(bow)/dex); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6(+3)/1-6(+3) (bow) or 1-4 (dagger); S15 I11 W10 D16 (+1/-2) C11 Ch12; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+2 dexterity); eqp (avg): chain mail; short sword, sling & bullets (5/10/20), short bow & 10 **arrows +3** (5/10/15), or dagger (1/2/3); SZ S (3'+ tall); A/P/I: rough; proud, capricious/mischievous; horticulture; XP 135 + 4/hp (XPL7)
hp 24

Tobert 'Toby' Applefern WIS (LG), halfling (sub-)leader (F3); AC 2; MV 9"; HD F3; **THACO 18/16** (base/dex); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S14 I10 W16 (+2) D17 (+2/-3) C18 (+4) Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+2 wisdom, +3 dexterity); eqp (avg): chain mail; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; cheerful, trusting; nature; XP 110 + 4/hp (XPL6)
hp 38

Everold Willowbrook (LG), halfling fighter (F4); AC 2; MV 9"; HD F4; **THACO 18/17** (base/str); #AT 1 or 2; D 2-7 (mace) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W11 D12 C19 (+5) Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+2 armor; +1 vs poison); eqp (avg): **chain mail +2** & shield; footman's mace, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: rough; even tempered, aesthetic; athletics; XP 200 + 5/hp (XPL8)
hp 49

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **halflings (K):** 170×10 sp

HALFLING LAIR EXAMPLE (HAIRFOOT)

Pastoral countryside.

EXAMPLE HALFLING LAIR (163+specials)

(XPL(32×2/19×2/16×2/32×2/32×2/16×2/16×2/9×4/6/6/6/7/7/7/8/469×2/163×1/98×½)/1,565)

32 **halfling slingers** + 19 **halfling archers** + 16 **halfling archers (sword & bow)** + 32 **halfling axemen** + 32 **halfling spearmen** + 16 **halfling spearmen (sword & spear)** + 16 **halfling swordsmen** + 13 **halfling fighters (F2)** + 2 **halfling fighters (F3)** + 1 **halfling (sub-)leader (F3)** + 1 **halfling fighter (F4)** + 469 **dogs** + 163 **halfling females** + 98 **halfling children**
Surprise/surprised 1-4/1-2 (DMG, p. 61-62)

32 **halfling slingers (LG);** AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/sling); #AT 1; D 2-5 (sling); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: sling & bullets (5/10/20); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)
hp 6, 5, 6, 4, 2 // 6, 2, 6, 6, 3 // 5, 2, 3, 2, 5 // 1, 3, 3, 4, 6 // 4, 4, 2, 1, 2 // 2, 2, 3, 4, 6 // 3, 4

19 **halfling archers (bow)** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/bow); #AT 2; D 1-6/1-6 (bow); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short bow & arrows (5/10/15); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 1, 2, 4, 4, 6 // 1, 1, 2, 3, 6 // 2, 6, 1, 2, 6 // 2, 6, 5, 5

16 **halfling archers (sword & bow)** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20/17** (base/bow); #AT 1 or 2; D 1-6 (sword) or 1-6/1-6 (bow); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword, short bow & arrows (5/10/15); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 2, 6, 4, 3, 5 // 5, 1, 5, 6, 6 // 1, 1, 3, 3, 6 // 5

32 **halfling axemen** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (axe); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: hand axe (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 6, 2, 5, 6, 1 // 1, 4, 4, 2, 3 // 1, 5, 2, 6, 3 // 4, 3, 6, 2, 5 // 1, 6, 2, 4, 6 // 3, 2, 1, 4, 5 // 4, 4

32 **halfling spearmen** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6¹⁾ (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 1, 2, 2, 5, 1 // 4, 5, 1, 4, 1 // 5, 4, 3, 5, 3 // 3, 2, 3, 5, 4 // 5, 4, 5, 3, 1 // 5, 3, 3, 3, 2 // 6, 6

16 **halfling spearmen (sword & spear)** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword) or 1-6¹⁾ (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 6, 6, 3, 1, 6 // 5, 5, 4, 6, 2 // 3, 3, 2, 2, 4 // 4

16 **halfling swordsmen** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword; Int 11-12; SZ S (3'+ tall); XP 10 + 1/hp (XPL1)

hp 5, 3, 5, 4, 4 // 4, 5, 5, 2 // 6, 6, 3, 4, 3 // 5

9 **halfling fighters (F2)** (LG); AC 6; MV 9"; HD F2; **THACO 20/17** (base/sling, bow); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp: studded leather armor & shield; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); Int 11-12; SZ S (3'+ tall); XP 50 + 3/hp (XPL4)

hp 12, 10, 8, 8, 10 // 14, 8, 12, 13

Bilmerbald Applegarden (LG), halfling fighter (F2); AC 5; MV 9"; HD F2; **THACO 20/19** (base/str); #AT 1 or 2; D 1-6¹⁾ (spear) or 1-6 (sword) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W10 D14 C19 (+5) Ch12; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 armor; +1 vs poison); eqp (avg): **scale mail +1** & shield; spear (1/2/3), short sword, short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: foppish; easy going, friendly; horticulture; XP 80 + 3/hp (XPL6)

hp 22

Brungold Biggins (LG), halfling fighter (F2); AC 6; MV 9"; HD F2; **THACO 20/19** (base/str); #AT 1 or 2; D 1-6¹⁾ (spear) or 2-7 (mace) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I11 W11 D14 C17 (+3) Ch5; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 armor); eqp (avg): **leather armor +1** & shield; spear (1/2/3), footman's mace, short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; morose, miserly; politics; XP 80 + 3/hp (XPL6)

hp 20

Halwise 'Haldo' Biggins (LG), halfling fighter (F2); AC 1 (8) (See below); MV 9"; HD F2; **THACO 20/19** (base/str); #AT 1 or 2; D 1-6¹⁾ (spear) or 2-7 (mace) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W9 D15 (+0/-1) C17 (+3) Ch8; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 dexterity); eqp (avg): **plate mail of vulnerability** & shield; spear (1/2/3), short sword, short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: immaculate; proud, gossip, miserly; gambling; XP 80 + 3/hp (XPL6)

hp 22

Bendelwin Oakdown (LG), halfling fighter (F2); AC 6; MV 9"; HD F2; **THACO 20/19** (base/dex); #AT 1 or 2; D 1-6¹⁾ (spear) or 2-7 +1 (mace) or 1-6/1-6 (bow) or 1-4 (dagger); S15 I11 W10 D16 (+1/-2) C17 (+3) Ch13; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity); eqp (avg): studded leather armor & shield; spear (1/2/3), **footman's mace +1**, short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: rough; hot tempered, forgiving; politics; XP 80 + 3/hp (XPL6)

hp 26

Boffert Merrydew (LG), halfling fighter (F3); AC 5; MV 9"; HD F3; **THACO 18**; #AT 1 or 2; D 1-6¹⁾ (spear) or 1-6 (sword) or 1-6/1-6 (bow) or 1-4 (dagger); S16 (+0/+1) I11 W10 D11 C14 Ch10; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+1 armor); eqp (avg): **ring mail +1** & shield; spear (1/2/3), short sword, short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: rough; cheerful, perceptive; community service; XP 135 + 4/hp (XPL7)

hp 22

Durwold Applegarden (LG), halfling fighter (F3); AC 5; MV 9"; HD F3; **THACO 18/17** (base/str); #AT 1 or 2; D 1-6¹⁾ (spear) or 2-7 (mace) or 1-6+2/1-6+2 (bow) or 1-4 (dagger); S17 (+1/+1) I11 W13 D14 C19 (+5) Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+1 vs poison); eqp (avg): chain mail; spear (1/2/3), footman's mace, short bow & 10 **arrows +2** (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; proud, conscientious; legends; XP 135 + 4/hp (XPL7)

hp 42

40 halfling spearmen (spear) (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6¹⁾ (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 4, 3, 5, 5, 6 // 1, 5, 4, 6, 3 // 1, 2, 4, 4, 5 // 4, 1, 5, 4, 4 // 5, 5, 4, 4, 5 // 4, 1, 4, 4, 5 // 2, 6, 6, 3, 3 // 2, 4, 3, 5, 5

20 **halfling spearmen (sword & spear)** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword) or 1-6 (spear); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword, spear (1/2/3); Int 11-12; SZ S (3'+ tall); XP 14 + 1/hp (XPL2)

hp 6, 2, 1, 5, 2 // 2, 1, 2, 4, 2 // 5, 5, 3, 4, 3 // 4, 6, 5, 3, 6

20 **halfling swordsmen** (LG); AC 9; MV 9"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (sword); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: short sword; Int 11-12; SZ S (3'+ tall); XP 10 + 1/hp (XPL1)

hp 6, 6, 5, 4, 3 // 4, 4, 5, 3, 5 // 5, 4, 5, 3, 1 // 5, 4, 2, 3, 5

9 **halfling fighters (F2)** (LG); AC 6; MV 9"; HD F2; **THACO 20/17** (base/sling/bow); #AT 1 or 2; D 1-6 (club) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp: studded leather armor & shield; club (1/2/3), sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); Int 11-12; SZ S (3'+ tall); XP 50 + 3/hp (XPL4)

hp 11, 8, 13, 12, 16 // 19, 7, 18, 11

Drogo Brightsdale (LG), halfling fighter (F2); AC 2; MV 9"; HD F2; **THACO 20/19** (base/str); #AT 1 or 2; D 2-7 (mace) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W14 D15 (+0/-1) C19 (+5) Ch9; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 dexterity; +3 shield; +1 vs poison); eqp (avg): studded leather armor & **shield +3**; footman's mace, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: foppish; unfeeling/insensitive, stingy; folklore; XP 80 + 3/hp (XPL6)

hp 27

Hamber Elmgold (LG), halfling fighter (F2); AC 4; MV 9"; HD F2; **THACO 20/19** (base/str, dex); #AT 1 or 2; D 2-7 (mace) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W14 D16 (+1/-2) C19 (+5) Ch13; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity; +1 armor; +1 vs poison); eqp (avg): **ring mail +1** & shield; footman's mace, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: rough; even tempered, truthful; fishing; XP 80 + 3/hp (XPL6)

hp 29

Emmerold Longbrook (LG), halfling fighter (F3); AC 6; MV 9"; HD F3; **THACO 18**; #AT 1 or 2; D 1-6 (club) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S14 I10 W11 D11 C15 (+1) Ch7; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 armor); eqp (avg): **leather armor +1** & shield; club (1/2/3), sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; cheerful, mean/miserly; legends; XP 80 + 3/hp (XPL6)

hp 17

Horiadoc 'Hordo' Birchwood (LG), halfling fighter (F2); AC 6; MV 9"; HD F2; **THACO 20/19/18** (base/str/spear); #AT 1 or 2; D 1-6 + 1¹¹ (spear) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S17 (+1/+1) I12 W7 D8 C19 (+5) Ch15; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 vs poison); eqp (avg): studded leather armor & shield; **spear +1** (1/2/3), sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: ragged; cheerful, blustering; gambling; XP 80 + 3/hp (XPL6)

hp 26

Bilmer Elmgold (LG), halfling fighter (F2); AC 2 (9) (See below); MV 9"; HD F2; **THACO 20**; #AT 1 or 2; D 1-6 (club) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S13 I11 W8 D14 C10 Ch8; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp (avg): **plate mail of vulnerability** & shield; club (1/2/3), sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: imposing; unfeeling/insensitive, abrasive; fishing; XP 80 + 3/hp (XPL6)

hp 15

Meriadad 'Merry' Cloverdale (LG), halfling fighter (F3); AC 1; MV 9"; HD F3; **THACO 18/15** (base/dex); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S15 I11 W11 D18 (+3/-4) C16 (+2) Ch9; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+4 dexterity); eqp (avg): chain mail; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: ragged; proud, jealous; politics; XP 110 + 4/hp (XPL6)

hp 28

Emmergrin Thornberry (LG), halfling (sub-)leader (F3); AC 5; MV 9"; HD F3; **THACO 18**; #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S16 (+0/+1) I11 W10 D15 (+0/-1) C17 (+3) Ch11; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+1 dexterity); eqp (avg): chain mail; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); SZ S (3'+ tall); A/P/I: clean; proud, aesthetic; collector (minerals & gems); XP 110 + 4/hp (XPL6)

hp 30

Bardoc Hollybottom (LG), halfling fighter (F4); AC 3; MV 9"; HD F4; **THACO 18/17** (base/dex); #AT 1 or 2; D 1-6 (sword) or 2-5 (sling) or 1-6/1-6 (bow) or 1-4 (dagger); S16 (+0/+1) I12 W11 D16 (+1/-2) C18 (+4) Ch13; +3 to hit with bow or sling; considered **invisible** in natural terrain; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+2 dexterity; +1 armor); eqp (avg): **studded leather armor +1** & shield; short sword, sling & bullets (5/10/20), short bow & arrows (5/10/15), dagger (1/2/3); A/P/I: ragged; easy going, well-spoken; collector (minerals & gems); SZ S (3'+ tall); XP 200 + 5/hp (XPL8)

hp 47

+ 575 **dogs (1-4 per halfling)** (N); AC 7; MV 15"; HD 1+1; **THACO 18**; #AT 1; D 1-4; PPD14 PP15 RSW16 BW17 S17; Int 2-4; SZ M; XP 20 + 2/hp (XPL2)

hp 5, 5, 9, 7, 4 // 6, 6, 8, 9, 8 // 3, 4, 3, 4, 4 // 2, 9, 7, 7, 4 // 2, 6, 9, 7, 4 // 9, 8, 8, 2, 5 // 6, 7, 8, 2, 4 // 2, 6, 3, 6, 3

hp 3, 5, 3, 2, 5 // 3, 2, 2, 2, 1 // 3, 6, 1, 5, 2 // 5, 2, 3, 4, 5 // 1, 4, 6, 1, 2 // 4, 2, 6, 5, 4 // 1, 2, 5, 5, 6 // 3, 6, 4, 4, 2

+ 124 **halfiling children** (LG); non-combatant

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **halflings** (K): 224×6 sp

[illegible]

EXAMPLE LAIR TREASURES

TT (B) = No treasure

TT (B) = 6,000 cp; 3,000 gp; **7 gems:** 7 fancy stones (precious): 3×violet garnet (500 gp, 550 gp, 600 gp), very deep blue spinel (500 gp), exceptional pure black pearl (7,000 gp), topaz (500 gp), large peridot (1,000 gp)

TT (B) = 6,000 sp; **cursed long sword -2**

TT (B) = **4 pieces of jewelry**: gold armlet with gems (8,000 gp); gold hair ornament with gems (7,000 gp); gold hairpin with gems (2,000 gp); silver clasp with gems, with very exceptional stone in the setting (3,000 gp + 10,000 gp)

TT (B) = 7,000 cp; **6 gems:** 3 fancy stones (precious): large pure black pearl (1,000 gp), peridot (500 gp), violet garnet (300 gp); 1 semi-precious stone: sardonyx (50 gp); 2 fancy stones: chrysoberyl (110 gp), exceptional chrysoberyl (1,000 gp) ; **3 pieces of jewelry:** silver hat pin with gems (3,000 gp); silver *chatelaine* with gems (5,000 gp); wrought gold hat pin (1,100 gp)

TT (B) = 2,000 cp; **5 gems:** 5 fancy stones: 2×coral (2×100 gp), pearl (100 gp), chrysoberyl (100 gp), large chrysoberyl (500 gp)

HARPY

25% in lair; speak only harpy; MM, p. 51

Voracious and foul; attack, torture, and devour charmed prey; foul what they do not want with excrement.

HARPY (2-8) (75% airborne) (XPL4)

2-8 **harples** (CE); AC 7; MV 6"/15" (C); HD 3; **THACO 16**; #AT 3 or 1; D 1-3/1-3/1-6 **or by weapon***; **harpy call** (approach calling harpy; save vs spell); **charm** (touch; any creature; save vs spell); PPD13 PP13 RSW11 BW15 S12; eqp: **weapon***; Int 5-7; SZ M; XP 145 + 3/hp (XPL4)

hp 7, 20, 23, 15, 18 // 8

hp 12, 12, 18, 16, 15 // 8

hp 13, 10, 13, 16, 14 // 10

* Often a bone club (1/2/3; SF4; 1-6/1-6), or some weapon left from former victims

HARPY LAIR

HARPY LAIR (2-8) (75% airborne) (XPL4)

2-8 **harples** (CE); AC 7; MV 6"/15" (C); HD 3; **THACO 16**; #AT 3 or 1; D 1-3/1-3/1-6 or by **weapon***; **harpy call** (approach calling harpy; save vs spell); **charm** (touch; any creature; save vs spell); PPD13 PP13 RSW11 BW15 S12; eqp: **weapon***; Int 5-7; SZ M; XP 145 + 3/hp (XPL4)

```
hp 13, 18, 18, 13, 6 // 13
```

hp 21, 15, 15, 9, 13 // 16

hp 17, 11, 11, 16, 15 // 19

* Often a bone club (1/2/3; SF4; 1-6/1-6), or some weapon left from former victims

[illegible]

EXAMPLE LAIR TREASURES

$$\pi(C) = 1,000 \text{ sp}$$

TT (C) = 12,000 cp; **5 gems:** 4 fancy stones: amber (140 gp), coral (90 gp), amethyst (100 gp), red garnet (100 gp); 1 ornamental stone: moss agate (8 gp); **1 piece of jewelry:** jade bracelet (1,400 gp)

TT (C) = **2 gems**: 2 semi-precious stones: rock crystal (50 gp), smoky quartz (50 gp)

TT (C) = 1,000 ep; rod of beguiling (41 ch); large shield + 1

TT (C) = 6,000 sp; **rod of absorption** (42 ch); **scroll of protection from elementals** (all; will fade if not read to determine contents immediately)

TT (C) = No treasure

HERD ANIMAL

Never in lair; **MM**, p. 51

HERD ANIMAL (20-200) (XPL2/3/4/5/6)

20-200 **herd animals (1 HD)** (N); AC 8-7; MV 15-24"; HD 1; **THACO 19**; #AT 1; D Var.; stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S-M-L; XP 14 + 1/hp (XPL2)

hp 3, 3, 5, 3, 6 // 4, 5, 7, 4, 7 // 4, 7, 7, 2, 6 // 6, 4, 7, 8, 4 // 7, 6, 5, 7, 2 // 4, 1, 8, 7, 2 // 4, 1, 5, 2, 3 // 6, 7, 5, 1, 4

hp 4, 6, 6, 8, 2 // 1, 1, 3, 2 // 4, 2, 5, 8, 8 // 3, 6, 1, 8, 7 // 2, 7, 4, 8, 7 // 5, 7, 8, 2, 7 // 4, 3, 1, 6, 1 // 5, 3, 8, 3, 8

hp 3, 7, 8, 2, 6 // 3, 1, 5, 1, 4 // 6, 4, 5, 7, 6 // 5, 3, 7, 5, 5 // 8, 2, 3, 5, 8 // 8, 6, 2, 7, 1 // 1, 6, 5, 3, 2 // 1, 2, 4, 3, 4

20-200 **herd animals (2 HD)** (N); AC 8-7; MV 15-24"; HD 2; **THACO 16**; #AT 1; D Var.; stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S-M-L; XP 28 + 2/hp (XPL3); e.g., **antelope, goat, llama, sheep, zebra**

hp 9, 15, 11, 9, 11 // 6, 4, 10, 2, 9 // 10, 6, 11, 6, 11 // 12, 13, 5, 12, 12 // 5, 10, 8, 10, 10 // 10, 6, 10, 7, 5 // 12, 13, 8, 5, 9

hp 11, 10, 10, 13, 14 // 7, 11, 11, 9, 8 // 13, 8, 10, 4, 9 // 14, 5, 7, 11, 9 // 6, 4, 4, 11, 5 // 8, 9, 11, 9, 13 // 14, 6, 6, 6, 11

hp 9, 10, 3, 9, 8 // 6, 2, 6, 15, 6 // 10, 13, 8, 13, 9 // 13, 11, 13, 13, 8 // 15, 11, 10, 5, 9 // 14, 11, 8, 12, 10 // 2, 9, 9, 3, 11

20-200 **herd animals (3 HD)** (N); AC 8-7; MV 15-24"; HD 3; **THACO 16**; #AT 1; D Var.; stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ S-M-L; XP 50 + 3/hp (XPL4); e.g., **muskox, caribou, wildebeest (gnu)**

hp 11, 24, 12, 10, 14 // 13, 7, 14, 16, 16 // 16, 17, 15, 10, 19 // 17, 15, 15, 14, 20 // 19, 13, 15, 23, 15 // 13, 17, 21, 9, 11

hp 18, 12, 14, 15, 14 // 22, 15, 13, 11, 14 // 21, 12, 16, 15, 15 // 13, 13, 17, 8, 13 // 9, 13, 11, 15, 10 // 10, 13, 22, 19, 13

hp 11, 12, 16, 15, 14 // 18, 10, 17, 8, 13 // 13, 20, 13, 20, 14 // 12, 20, 21, 14, 15 // 16, 10, 20, 12, 20 // 13, 8, 8, 13, 10

20-200 **herd animals (4 HD)** (N); AC 8-7; MV 15-24"; HD 4; **THACO 15**; #AT 1; D Var.; stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ S-M-L; XP 85 + 4/hp (XPL5); e.g., **forest reindeer, giraffe**

hp 15, 13, 18, 18, 14 // 17, 14, 26, 16, 14 // 10, 9, 10, 19, 17 // 17, 21, 21, 11, 12 // 10, 20, 17, 14, 23 // 24, 19, 25, 26, 26

hp 14, 24, 26, 19, 31 // 17, 19, 14, 18, 13 // 17, 23, 14, 21, 19 // 20, 27, 15, 17, 12 // 19, 15, 20, 23, 17 // 17, 24, 13, 13, 24

hp 15, 26, 18, 15, 17 // 16, 19, 17, 12, 12 // 18, 20, 16, 20, 20 // 14, 14, 12, 8, 24 // 19, 15, 21, 16, 19 // 17, 18, 23, 12, 15

20-200 **herd animals (5 HD)** (N); AC 8-7; MV 15-24"; HD 5; **THACO 15**; #AT 1; D Var.; stampede (M-sized or less in path = death); PPD11 PP12 RSW13 BW13 S14; Int 1; SZ S-M-L; XP 130 + 5/hp (XPL6)

hp 19, 23, 25, 24, 25 // 28, 21, 27, 18, 27 // 20, 32, 22, 16, 17 // 27, 16, 26, 17, 24 // 14, 19, 17, 22, 28 // 23, 21, 20, 16, 17

hp 19, 22, 31, 18, 25 // 32, 25, 21, 19, 21 // 15, 23, 32, 24, 24 // 15, 18, 27, 26, 16 // 21, 24, 22, 8, 22 // 29, 31, 22, 25, 28

hp 26, 18, 14, 28, 24 // 17, 30, 15, 20, 27 // 25, 19, 21, 21, 29 // 34, 24, 30, 12, 28 // 19, 23, 18, 33, 21 // 33, 10, 17, 25, 36

EXAMPLE HERD ANIMALS (D&D)

20-200 **antelopes** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 1; D 1-4 (butt or horns); stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ M (5' at shoulder); XP 28 + 2/hp (XPL3) (**MC1**; tropical plains)

20-200 **caribous (reindeer)** (N); AC 7; MV 21"; HD 3; **THACO 16**; #AT 1 or 2; D 2-12 (antlers) or 1-3/1-3 (hoofs); stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ S or M (3-5' at shoulder); XP 50 + 3/hp (XPL4) (**MM**, **d137**, **PHBR11**; cold plains)

20-200 **forest reindeer (reindeer)** (N); AC 7; MV 21"; HD 4; **THACO 15**; #AT 1 or 2; D 2-16 (antlers) or 1-4/1-4 (hoofs); stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; Int 1; SZ M (4-6' at shoulder); XP 85 + 4/hp (XPL5) (**MM**, **d137**; cold forest)

20-200 **giraffes** (N); AC 6; MV 21"; HD 4; **THACO 15**; #AT 1; D 1-4 (hoofs); kick (1-2/1-2); stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L (11½' at shoulder); XP 85 + 4/hp (XPL5) (**MM**, **PHBR11**; tropical plains)

20-200 **goats** (N); AC 7; MV 15"; HD 2; **THACO 16**; #AT 1; D 1-3 (butt or horns); charge (males; +2 to hit; D +1-2 hp); stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S (3' at shoulder; 5' long); XP 28 + 2/hp (XPL3) (**MM2**; any land)

20-200 **llamas** (N); AC 7; MV 15"; HD 2; **THACO 16**; #AT 1; D 1-3 (bite); spit (50% chance to blind); stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ M (4½' at shoulder); XP 36 + 2/hp (XPL4)

20-200 **muskox** (N); AC 5; MV 15"; HD 3; **THACO 16**; #AT 2; D 2-5/2-5 (horns); charge (males; +2 to hit; D 2-8); stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ M (4' at shoulder); XP 50 + 3/hp (XPL4) (**MM**, **d137**, **PHBR11**; cold plains)

20-200 **sheep** (N); AC 7; MV 12"; HD 2; **THACO 16**; #AT 1; D 1-4 (butt or horns); charge (males; +2 to hit; D +1-2 hp); stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S (3' at shoulder; 5' long); XP 28 + 2/hp (XPL3) (**MC1**; any land)

20-200 **zebras** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 1; D 1-3 (hoofs); stampede (M-sized or less in path = death); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S (3' at shoulder; 5' long); XP 28 + 2/hp (XPL3) (**d137**, **PHBR11**; tropical to temperate plains)

20-200 **wildebeests (gnu)** (N); AC 7; MV 18"; HD 3; **THACO 16**; #AT 1 or 2; D 2-12 (horns) or 1-4/1-4 (hoofs); charge (males; +2 to hit; D 4-6); stampede (M-sized or less in path = death); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ M (4' at shoulder); XP 50 + 3/hp (XPL4) (**MM**, **d137**; tropical plains)

HIERACOSPHINX

20% in lair; speak hieracosphinx; **MM**, p. 89-90

Evil and rapacious; prey on warm blooded creatures, favoring humans; highly value treasure; some known to serve as steeds for certain evil and powerful creatures.

HIERACOSPHINX (1-6) (75% airborne) (XPL9)

HIERACOSPHERINX LAIR

1-6 *hieracosphinxes* (CE); AC 1; MV 9"/36" (D); HD 9; **THACO 12**; #AT 3; D 2-8/2-8/1-10; PPD8 PP9 RSW10 BW9 S11; Int 5-7; SZ L (7' tall); XP 600 + 12/hp (XPL9)
hp 34, 52, 40, 45, 45 // 33
hp 39, 35, 39, 38, 42 // 56
hp 46, 38, 50, 53, 31 // 53

EXAMPLE LAIR TREASURES

TT (E) = 6,000 ep; 2,000 gp; **2 gems**: 1 fancy stone (precious): very deep blue spinel (500 gp); 1 fancy stone: amethyst (100 gp); **5 pieces of jewelry**: silver bangle with gems (ornate mug; 6,000 gp), platinum bracelet with gems (5,000 gp), platinum incense burner with gems (9,000 gp), ivory shoe buckles (200 gp), gold shoe buckles with gems, of exceptional value (8,000 gp); **hammer +3**, **Dwarven Thrower**; **plate mail +2** (dwarf-sized); **potion of growth**; **magic-user scroll** (III: clairaudience; IV: Rary's mnemonic enhancer; MU7; **DMG**, p. 128)

TT (E) = No treasure

TT (E) = 5,000 ep; **portion of dragon control (copper dragons); flail +1; 5 javelins of piercing; cleric scroll (will fade if not read to determine contents immediately; I: purify food & drink; C7: DMG, p. 128)**

TT (E) = No treasure

TT (E) = No treasure

TT (E) = No treasure

HILL GIANT

25% in lair; speak hill giant, alignment tongue; 50% speak ogrish; **MM**, p. 44-45

HILL GIANT (1-10) (XPL11)

1-10 **hill giants** (CE); AC 4; MV 12 ; HD 8+(1-2); **THAC0 12/9** (base/**weapon**); #AT 1; D 2-16 **or by weapon**; S19 (+3/+7); hurl rocks (1"-20"; D 2-16); catch rocks 30%; PPD8 PP9 RSW10 BW9 S11; eqp: **large weapon**; Int 5-7; SZ L (10½' tall); XP 1,400 + 12/hp (XPL11)

hp 31+(1-2), 35+(1-2), 41+(1-2), 44+(1-2), 40+(1-2) // 45+(1-2), 28+(1-2), 33+(1-2), 40+(1-2), 42+(1-2)
hp 35+(1-2), 30+(1-2), 25+(1-2), 29+(1-2), 35+(1-2) // 36+(1-2), 29+(1-2), 39+(1-2), 33+(1-2), 30+(1-2)
hp 35+(1-2), 29+(1-2), 41+(1-2), 41+(1-2), 47+(1-2) // 36+(1-2), 35+(1-2), 36+(1-2), 36+(1-2), 49+(1-2)

EXAMPLE HILL GIANT (10) (XPL(10×11)/110)

10 hill giants (CE); AC 4; MV 12"; HD 8+1; **THACO 12**; #AT 1; D 2-16; S19 (+3/+7); hurl rocks (1"-20"; D 2-16); catch rocks 30%; PPD8 PP9 RSW10 BW9 S11; Int 5-7; SZ L (10½' tall); XP 1,400 + 12/hp (XPL11)
hp 34, 33, 29, 37, 41 // 49, 35, 46, 39, 29

EXAMPLE HILL GIANT (9) (XPL(9×11)/90)

9 hill giants (CE); AC 4; MV 12"; HD 8+2; **THACO 12/9** (base/club); #AT 1; D 2-16 or 2-8 (club); S19 (+3/+7); hurl rocks (1"-20"; D 2-16); catch rocks 30%; PPD8 PP9 RSW10 BW9 S11; eqp: large club (2/4/6; SF7; 2-8/2-7); Int 5-7; SZ L (10½' tall); XP 1,400 + 12/hp (XPL11)
hp 42, 46, 44, 46, 42 // 31, 54

HILL GIANT LAIR

Cave or similar underground habitation in a forsaken area; 50% chance for guards (01-50 = 2-8 dire wolves; 51-80 = 1-3 giant lizards; 81-00 = 2-8 ogres). #AP 5 or more = 4 males, #5-7-9 females, rest young (roll d% for maturity).

HILL GIANT LAIR (1-10) (XPL11)

1-5 hill giants (CE); AC 4; MV 12"; HD 8+(1-2); **THACO 12/9** (base/**weapon**); #AT 1; D 2-16 **or by weapon**; S19 (+3/+7); hurl rocks (1"-20"; D 2-16); catch rocks 30%; PPD8 PP9 RSW10 BW9 S11; eqp: **large weapon**; Int 5-7; SZ L (10½' tall); XP 1,400 + 12/hp (XPL11)

hp 25+(1-2), 45+(1-2), 47+(1-2), 28+(1-2), 39+(1-2)
hp 45+(1-2), 44+(1-2), 41+(1-2), 31+(1-2), 33+(1-2)
hp 34+(1-2), 45+(1-2), 43+(1-2), 29+(1-2), 41+(1-2)
hp 38+(1-2), 39+(1-2), 37+(1-2), 43+(1-2), 28+(1-2)
hp 40+(1-2), 34+(1-2), 35+(1-2), 34+(1-2), 40+(1-2)
hp 37+(1-2), 24+(1-2), 31+(1-2), 43+(1-2), 21+(1-2)

1-3 **hill giant females** (CE); AC 4; MV 12"; HD 6; **THACO 13/12** (base/weapon); D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: **large weapon**; Int 5-7; SZ L (9' + tall); XP 150 + 6/hp (XPL6)

hp 41, 29, 22
hp 24, 25, 29
hp 22, 37, 30

1-3 **hill giant young** (CE); roll d% for maturity

2-8 **dire wolves** (N); AC 6; MV 18"; HD 3+3; **THACO 16**; #AT 1; D 2-8; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 60 + 4/hp (XPL4)

hp 13, 16, 26, 11, 15 // 17, 18, 17
hp 15, 18, 15, 13, 10 // 21, 9, 17
hp 8, 11, 14, 14, 19 // 19, 14, 19

1-3 **giant lizards** (N); AC 5; MV 15"; HD 3+1; **THACO 16**; #AT 1; D 1-8; hit "20" = D 2-16; PPD13 PP15 RSW16 BW17 S17; Int Non-; SZ L (15' long); XP 125 + 4/hp (XPL5)

hp 17, 12, 8
hp 19, 19, 13
hp 14, 15, 15

2-8 **ogres (unarmed or no missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: **large melee weapon**; Int 5-7; SZ L (9' + tall); XP 90 + 5/hp (XPL5)

hp 20, 22, 22, 22, 18 // 18, 19, 17
hp 14, 19, 13, 10, 15 // 24, 22, 23
hp 18, 24, 14, 21, 15 // 18, 11, 27

PT = **ogres** (M×10 Q): (#ogres)×20-80 gp; (#ogres)×1-4 gems (50% chance)

2-8 **ogres (missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: **large missile weapon**; Int 5-7; SZ L (9' + tall); XP 90 + 5/hp (XPL6)

hp 19, 27, 26, 15, 22 // 14, 20, 20
hp 21, 19, 14, 19, 20 // 14, 12, 20
hp 29, 17, 15, 27, 16 // 14, 9, 14

PT = **ogres** (M×10 Q): (#ogres)×20-80 gp; (#ogres)×1-4 gems (50% chance)

EXAMPLE HILL GIANT LAIR (8) (XPL(4×10/2×6/8/6)/66)

4 **hill giants** + 2 **hill giant females** + 2 **hill giant young**

4 **hill giants** (CE); AC 4; MV 12"; HD 8+1; **THACO 12**; #AT 1; D 2-16; S19 (+3/+7); hurl rocks (1"-20"; D 2-16); catch missiles 30%; PPD8 PP9 RSW10 BW9 S11; Int 5-7; SZ L (10½' tall); XP 1,400 + 12/hp (XPL10)
hp 42, 46, 39, 34

2 **hill giant females** (CE); AC 4; MV 12"; HD 6; **THACO 13**; #AT 1; D 1-10; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ L (9' + tall); XP 150 + 6/hp (XPL6)
hp 29, 17

1 **hill giant young (7 HD)** (CE); AC 4; MV 12"; HD 7; **THACO 13**; #AT 1; D 2-16; S18/00 (+3/+6); hurl rocks (1"-20"; D 2-16); catch missiles 30%; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L (10' tall); XP 350 + 8/hp (XPL8)
hp 36

1 **hill giant young (6 HD)** (CE); AC 4; MV 12"; HD 6; **THACO 13**; #AT 1; D 1-10; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ L (9' + tall); XP 150 + 6/hp (XPL6)
hp 17

PT* = **hill giant #1**: giant's bag with old sandals, full wine skin, iron cooking pot, shabby hide cloak, coil of very strong rope (40'; 32 lbs), 4 small boulders, 400 cp, worthless and mangy pelt, drinking horn, worthless and mangy pelt, various and sundry bent brass items, various soiled and patched linens; **hill giant #2**: giant's bag with coil of very strong rope (80'; 64 lbs), iron cooking pot, slightly moldy and stinky hard cheese, 3 small boulders, full water skin, 5 ivory animal tusks (no value), haunch of meat, 3 large iron caltrops, full wine skin, skinning knife, bone comb and hairpins, bone comb and hairpins, old sandals; **hill giant #3**: giant's bag with coil of very strong rope (30'; 24 lbs), old sandals, haunch of meat, worthless and mangy fur, iron cooking pot, slightly moldy and stinky hard cheese, worthless and mangy pelt, small boulder, skinning knife; **hill giant #4**: giant's bag with various and sundry bent brass items, full water skin, 100 cp, skinning knife, coil of very strong rope (70'; 56 lbs), worthless and mangy pelt, various soiled and patched linens, small boulder, full wine skin, shabby wool cloak

* See **Steading of the Hill Giant Chief**, p. 3

TT (D) = 7,000 ep; 4,000 gp; **5 pieces of jewelry**: silver choker with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp), gold spectacles with gems (6,000 gp), wrought silver and gold necklace (500 gp), wrought gold glasses (1,100 gp), coral bracelet (1,900 gp); **potion of sweet water**; **long sword** +1, +3 vs lycanthropes and shape changers; **potion of healing**

1 bull for every 4 females

HIPPOPOTAMUS (2-12) (XPL8)

1-3 **hippopotamus bulls** (N); AC 6; MV 9"/12"; HD 8; **THACO 12**; #AT 1; D 3-18; submerged = 50% chance to surface under boat or canoe and tip it over; PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 375 + 6/hp (XPL8)

hp 44, 43, 43

hp 39, 47, 40

hp 41, 40, 37

1-9 **hippopotamus females** (N); AC 6; MV 9"/12"; HD 8; **THACO 12**; #AT 1; D 2-12; PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 375 + 6/hp (XPL8)

hp 35, 42, 26, 31, 33 // 33, 31, 30, 36

hp 43, 40, 37, 47, 41 // 38, 28, 44, 42

hp 43, 27, 39, 45, 26 // 40, 42, 32, 36

HOBGOBLIN LAIR EXAMPLE (ABOVE GROUND/VILLAGE, DITCHES)

25% in lair; speak hobgoblin, alignment tongue; most speak carnivorous ape, goblin, orcish; 20% speak common; MM, p. 52-53

EXAMPLE HOBGOBLIN LAIR (ABOVE GROUND/VILLAGE, DITCHES) (97+specials)

(XPL(4×3/20×3/12×3/20×3/10×3/10×3/10×3/4×2/3×2/30×2/20×2/8×2/4×3/2/10×3/6/3/special/145×2)/731)

97 **hobgoblins** + 8 **hobgoblin assistants** + 4 **hobgoblin leaders** + 1 **hobgoblin standard bearer** + 10 **hobgoblin bodyguards** + 1 **hobgoblin chief** + 1 **hobgoblin shaman** (7th level) + 1 **mahogany monkey** + 145 **hobgoblin females** + 291 **hobgoblin young** + 1 **ballista** + 2 **heavy catapults** + 2 **light catapults** + 36 **hobgoblin war machine crew**

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

1 **BALLISTA** (direct; **THACO 18** (+/- to hit; **DMG**, p. 109-110; all targets base AC 10); ROF 1/4-1/2; r ¼"/32"; D 2-12/3-18; crew 2/4)

+ 4 **hobgoblin ballista crew** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: long sword, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 4, 5, 8, 4

2 **HEAVY CATAPULTS** (indirect; **THACO 18** (+/- to hit; **DMG**, p. 109-110; all targets base AC 0); ROF 1/4; r 18"/36"; D 2-24/4-16; crew 6/10)

+ 20 **hobgoblin heavy catapult crew** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: long sword, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 7, 7, 8, 3, 2 // 4, 2, 7, 5, 3 // 2, 5, 4, 4, 3 // 2, 9, 7, 7, 9

2 **LIGHT CATAPULTS** (indirect; **THACO 18** (+/- to hit; **DMG**, p. 109-110; all targets base AC 0); ROF 1/4; r 15"/30"; D 2-20/3-12; crew 4/6)

+ 12 **hobgoblin heavy catapult crew** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: long sword, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 9, 7, 5, 8, 7 // 7, 7, 7, 9, 3 // 8, 6

20 **hobgoblin archers** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: long sword, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 2, 4, 4, 3, 9 // 9, 9, 5, 8, 9 // 2, 7, 3, 2, 8 // 9, 9, 4, 4, 9

10 **hobgoblin scouts (sword & spear)** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 2-8 (sword) or 1-6¹⁾ (spear) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: broadsword, spear (1/2/3); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 6, 5, 9, 3, 2 // 5, 3, 6, 8, 7

10 **hobgoblin spearmen** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-6¹⁾ (spear) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: spear (1/2/3); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)

hp 9, 6, 2, 8, 3 // 5, 9, 9, 5, 9

4 **hobgoblins (sword & morning star)** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-6 (sword) or 2-8 (morning star) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: short sword, morning star; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)

hp 8, 4, 2, 4

3 **hobgoblins (sword & whip)** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-8 (sword) or 1-2²⁾ (whip) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 SW16 BW17 S17; eqp: long sword, whip¹⁾; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)

hp 3, 5, 5

30 **hobgoblin halberdiers** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-10 (halberd) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: halberd; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)

hp 2, 8, 6, 7, 8 // 3, 9, 4, 5, 5 // 2, 9, 3, 9, 8 // 2, 7, 7, 8, 8 // 6, 4, 5, 9, 6 // 3, 7, 6, 6, 8

20 **hobgoblins (morning stars)** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 2-8 (morning star) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: morning star; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)
hp 5, 3, 7, 2, 4 // 7, 4, 3, 9, 5 // 8, 7, 9, 2, 4 // 2, 4, 4, 8, 7

8 **hobgoblin leader assistants** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-10 (halberd) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: halberd; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)
hp 9, 9, 9, 9, 9 // 9, 9, 9, 9

4 **hobgoblin leaders** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 2-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: broadsword, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)
hp 9, 9, 9, 9

1 **hobgoblin standard bearer** (LE); AC 3; MV 9"; HD 2; **THACO 16**; #AT 1; D 1-6+2 (short sword) or 1-8+2; +1 to hit and +1 morale if within 6" of the tribal standard; tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: short sword; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)
hp 16

10 **hobgoblin bodyguards** (LE); AC 3; MV 9"; HD 2; **THACO 16**; #AT 1 or 2; D 1-10+2 (halberd) or 1-6/1-6 (bow) or 1-8+2; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: halberd, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp (XPL3)
hp 16, 16, 16, 16, 16 // 16, 16, 16, 16, 16

1 **hobgoblin chief** (LE); AC 2; MV 9"; HD 4; **THACO 15**; #AT 1 or 2; D 1-10+2 (halberd) or 1-6/1-6 (bow) or 1-10+1; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; eqp: **scroll of protection from magic**; **potion of speed**; halberd, composite short bow (5/10/18); Int 8-10; SZ M (6½' tall); XP 85 + 4/hp (XPL6)
hp 22

1 **hobgoblin shaman (tribal cleric 7)** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 2-8 (morning star) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD7 PP10 RSW11 BW13 S12; eqp: morning star, **rod of cancellation**, **figurine of wondrous power (mahogany monkey; see below)**, **dust of appearance** (30 packets); **cleric scroll** (II: **silence 15' radius**; III: **speak with dead**; C7; **DMG**, p. 128); **potion of fire resistance**; Int 8-10; SZ M (6½' tall); XP 73 + 2/hp (XPL3)
spells (3/3/2/1): I: **cause fear**, **cause light wounds**, **darkness**
II: **chant**, **chant**, **resist fire**
III: **cause disease**, **dispel magic**
IV: **poison**

hp 9

+ 1 **mahogany monkey (figurine of wondrous power³⁾; squirrel monkey**: N; AC 8; MV 9" @ 9"; HD 1; hp 6; **THACO 20**; #AT 1; D 1 hp; immune to magical control; surprise/surprised 1-2/1; PPD14 PP15 RSW16 BW17 S17; Int 4; SZ S; XP 14 + 1/hp (XPL2); or **carnivorous ape**: N; AC 6; MV 12"; HD 5; hp 35; **THACO 15**; #AT 3; D 1-4/1-4/1-8; 2 claws hit = rend (1-8); immune to magical control; surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 7; SZ L (7'+ tall); XP 170 + 5/hp (XPL7)
hp (squirrel monkey) 6
hp (carnivorous ape) 35

145 **hobgoblin females** (LE); AC 10; MV 9"; HD 1+1; **THACO 18**; #AT 1 or 2; D 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; Int 8-10; SZ M (6½' tall); XP 20 + 2/hp (XPL2)
hp 8, 4, 2, 8, 3 // 3, 7, 8, 6, 8 // 4, 4, 5, 6, 6 // 6, 6, 2, 7, 7 // 4, 4, 2, 3, 2 // 7, 9, 2, 3, 9 // 9, 3, 7, 9, 7 // 5, 9, 3, 6, 8 // 5, 5, 4, 3, 9 // 6, 2, 4, 9, 5 // 7, 8, 7, 3, 4 // 6, 6, 2, 5, 2 // 7, 3, 4, 2, 9 // 5, 3, 3, 6, 9 // 5, 3, 8, 4, 3 // 5, 8, 9, 6, 9 // 8, 7, 3, 4, 9 // 4, 9, 2, 7, 6 // 5, 2, 2, 8, 2 // 8, 6, 6, 4, 5 // 3, 6, 9, 3, 2 // 7, 6, 7, 3, 5 // 2, 6, 9, 2, 6 // 8, 6, 5, 7, 3 // 9, 2, 2, 7, 6 // 2, 3, 6, 5, 5 // 3, 4, 7, 9, 5 // 2, 6, 3, 5, 4 // 6, 4, 5, 7, 3

291 **hobgoblin young** (LE); non-combatant

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

²⁾ Weapon has a 5% chance/hit to entangle 1 limb/2 limbs/weapon arm & weapon/neck 50%/10%/20%/20 (or 40% if no weapon); 1 limb: no effective attack for 10 segments; 2 limbs: no effective attack for 10 segments, plus 25% chance of opponent kneeling or prone for that period and required to get back on feet; weapon arm/weapon: no effective attack for 10 segments, plus 10% chance the weapon is lost (edged weapon has a 50% chance of severing the whip); neck: no effective attack for 10 segments, plus additional garrote-type damage if no throat protection (e.g., thick hide, heavy leather, armor, mane-like fur or hair); wielder can disentangle whip by rolling his dexterity or less on 3d6-2 (save vs petrification), otherwise whip remains entangled until broken or severed, until the wielder pulls it loose, or until the opponent does so (5% + 1% per point of strength of opponent (**UA**, p. 78)

³⁾ See **Appendix A**

PT = **hobgoblins** (J M): 158×16 cp, 158×8 gp

T = **ballista** (75 gp); 2×**heavy catapult** (2×200 gp); 2×**light catapult** (2×150 gp)

TT (D Q×5) = 7,000 ep; **9 gems**: 5 **ornamental stones**: rhodochrosite (7 gp), 2×blue quartz (6 gp, 10 gp), banded agate (10 gp), moss agate (10 gp); 4 **fancy stones**: large violet garnet (1,000 gp), aquamarine (500 gp), 2×peridot (450 gp, 500 gp)

HUGE SPIDER

50% in lair; MM, p. 90

Hunter spider.

HUGE SPIDER (1-12) (XPL4)

1-12 **huge spiders** (N); AC 6; MV 18"; HD 2+2; **THAC0 16**; #AT 1; D 1-6; **poison** (bite; save vs poison at +1); surprise 1-5; PPD13PP14
RSW15 BW16 S16; Int 1; SZ M; XP 145 + 3/hp (XPL4)
hp 14, 9, 8, 10, 9 // 9, 13, 10, 13, 13 // 9, 12
hp 14, 13, 10, 16, 14 // 15, 11, 12, 11, 14 // 7, 15
hp 11, 14, 10, 11, 13 // 12, 10, 12, 11, 13 // 10, 10

1-12 **huge spiders** (N); AC 6; MV 18"; HD 2+2; **THAC0 16**; #AT 1; D 1-6; **poison** (bite; save vs poison at +1); surprise 1-5; PPD13PP14
 RSW15 BW16 S16; Int 1; SZ M; XP 145 + 3/hp (XPL4)
 hp 9, 11, 5, 11, 13 // 8, 9, 13, 11, 12 // 13, 14
 hp 11, 12, 6, 16, 17 // 11, 16, 15, 12, 14 // 11, 9
 hp 5, 12, 16, 10, 10 // 8, 12, 12, 15, 14 // 9, 18

1-4 **Jackalweres (human/jackal form)** (CE); AC 4/7; MV 12"; HD 4; **THAC0 15**; #AT 1; D 2-8/1-2; **sleep** (gaze; save vs spell); iron or +1 weapons to hit (or 4+1 hit dice); PPD13 PP13 RSW11 BW15 S12; Int 11-12; SZ M/S; XP 800 + 4/hp (XPL6)
hp 30, 22, 22, 21
hp 18, 21, 15, 15

1-6 **jackals** (N); AC 7; MV 12"; HD ½; **THACO 20**; #AT 1; D 1-2; PPD16 PP17 RSW18 BW20 S19; Int 2-4; SZ S; XP 5 +1/hp (XPL½)
 hp 1, 4, 4, 2, 3 // 4
 hp 4, 3, 1, 3, 1 // 3
 hp 4, 2, 2, 3, 1 // 3

20% chance to be found with jackals.

hp 16, 12, 10, 14
hp 13, 17, 30, 17
hp 28, 30, 18, 17

hp 4, 4, 4, 3, 2 // 4
hp 3, 3, 4, 4, 1 // 1
hp 2, 1, 4, 3, 3 // 4

.....

TT (C) = **5 gems**: 2 gem stones: fire opal (800 gp), star sapphire (1,000 gp); 3 fancy stones: jet (90 gp), alexandrite (100 gp), pearl (100 gp)

Very ferocious; attack any creature perceived as threat; hunt prey much larger than themselves; climb and swim well.

hp 14, 7
hp 15, 12
hp 10, 15

Jungle; 75% chance of 1-3 young (10-40% grown; non-combatant).

hp 28, 18
hp 19, 24
hp 22, 18

5% in lair; speak ki-rin; telepathy; **MM**, p. 56

Qianxun, 'Thousand Mysteries', *ki-rin* (LG); AC -5; MV 24"/48" (B); HD 12; **THAC0 9**; #AT 3; D 2-8/2-8/3-18; +3 to hit with horn; air-based conjurations are double strength in all respects; 1/day: **create nutritious food** (2-24 persons), **create soft goods/**

spells (MU18; 9/8/7/6/5/4/3/2/1)¹⁾: 1: **detect magic, elemental burst¹²⁾, erase, friends, message, protection from evil, push,**

II: detect evil, invisibility, invisibility, knock, locate object, mirror image, rope trick, web

normal missiles, slow, tongues

V: cone of cold, conjure elemental¹⁾, hold monster, monster summoning III, wall of force

VI: geas, Otiluke's freezing sphere, project image, stone to flesh

VII: limited wish, phase door, reverse gravity

VIII: maze, Seprtrional cloud²⁾

IX: prismatic sphere

¹⁾ All air-based conjurations are double strength in all respects

KI-RIN LAIR EXAMPLE

EXAMPLE KI-RIN LAIR (1) (75% airborne) (XPL17)

(XPL17)

spells (MU1 8: 9/8/7/6/5/4/3/2/1)¹⁾: 1: comprehend languages, enlarge, fiery eyes²⁾, hold portal, identify, message.

protection from evil, read magic, sleep

li: darkness 15' radius, detect invisibility, ESP, forget, rope trick, strength, wizard lock, shatter

III: clairvoyance, dispel magic, fireball, flame arrow, gust of wind, protection from evil
10' radius. slow

IV: dia. fire shield, fumble, minor globe of invulnerability, wall of fire, wizard eye

V: feeblemind, fire breath²⁾, hold monster, passwall, telekinesis

VI: disintegrate, globe of invulnerability, monster summoning IV, repulsion

VII: delayed blast fireball, duo-dimension, statue

VIII: incendiary cloud, Serten's spell immunity

IX: time stop

¹⁾ All air-based conjurations are double strength in all respects

²⁾ See Appendix B

TT (I S T) = **7 gems**: 2 fancy stones (precious): aquamarine (1,000 gp), small violet garnet (500 gp); 1 gem stone: opal (1,000 gp); 1 ornamental stone: lapis lazuli (10 gp); 3 semi-precious stones: carnelian (50 gp), rock crystal (50 gp), small rock crystal (10 gp); **4 pieces of jewelry**: coral collier (1,600 gp), platinum mask with gems (10,000 gp), jade chalice (1,800 gp), platinum *uraeus* with gems (Egyptian regal head ornament: snake on *nemes*; 5,000 gp); **cleric scroll** (II: **spiritual hammer**; IV: **cure serious wounds**; IV: **divination**; C7; DMG, p. 128), **cleric scroll** (III: **remove curse**; II: **augury**; II: **hold person**; V: **atonement**; VI: **speak with monsters**; C11; DMG, p. 128); **scroll of protection from devils**; **scroll of protection from lycanthropes (werewolves)**

TT (I S T) = 700 gp; **10 gems:** 2 fancy stones: jade (60 gp), exceptional jet (500 gp); 2 fancy stones (precious): violet garnet (500 gp), topaz (300 gp); 1 ornamental stone: large obsidian (50 gp); 4 semi-precious stones: large smoky quartz (100 gp), bloodstone (50 gp), chrysoprase (50 gp), star rose quartz (70 gp); 1 gem stone (jewel): oriental emerald (5,000 gp); **10 pieces of jewelry**: silver armlet with gems, with exceptional stone in the setting (4,000 gp + 5,000 gp), coral toe ring (2,100 gp), gold earrings with gems (8,000 gp), jade necklace (2,200 gp), wrought gold scarf pin (300-1,800 gp), ivory hair ornament (800 gp), silver hat ornament with gems, of exceptional value (6,000 gp), jade parure (2,000 gp), wrought gold statuette, of exceptional value (crowned bearded king spearing a boar from horseback; 1,800 gp), gold pendant with gems (4,000 gp); **magic-user scroll** (v:

passwall; II: strength; I: find familiar; II: detect evil; II: stinking cloud; III: explosive runes; MU9; DMG, p. 128); scroll of protection from elementals (all); scroll of protection from undead

TT (I S T) = 1,000 pp; 11 gems: 2 gem stones: sapphire (1,000 gp), opal (1,000 gp); 2 fancy stones: small brown-green garnet (50 gp), jade (160 gp); 3 ornamental stones: malachite (10 gp), rhodochrosite (10 gp), blue quartz (10 gp); 3 semi-precious stones: small zircon (10 gp), jasper (50 gp), bloodstone (30 gp); 1 gem stone (jewel): ruby (5,000 gp); potion of healing; potion of sweet water; oil of timelessness (UA); philter of beauty (UA); oil of elemental invulnerability (UA); potion of invulnerability

TT (I S T) = 13 gems: 5 ornamental stones: 2×turquoise (2×10 gp), moss agate (10 gp), 2×rhodochrosite (10 gp, 15 gp); 5 fancy stones (precious): topaz (500 gp), large topaz (1,000 gp), small aquamarine (200 gp), large aquamarine (1,000 gp), small very deep blue spinel (100 gp); 3 fancy stones: 2×jet (100 gp, 120 gp), large pearl (500 gp); 6 pieces of jewelry: jade brooch, of exceptional value (3,000 gp), wrought silver and gold dog collar (1,000 gp), wrought platinum brooch (1,600 gp), wrought gold medallion (300-1,800 gp), wrought gold brooch, of exceptional value (1,800 gp), gold torc with gems (6,000 gp); potion of giant strength (cloud giant); potion of climbing; elixir of life (UA); oil of disenchantment (UA); potion of speed

TT (I S T) = 1,200 pp; 9 gems: 5 fancy stones (precious): pure black pearl (700 gp), small pure black pearl (100 gp), 2×large peridot (2×1,000 gp), large topaz (1,000 gp); 4 semi-precious stones: smoky quartz (75 gp), rock crystal (50 gp), large bloodstone (100 gp), chrysoprase (50 gp); scroll of protection from magic

TT (I S T) = 1,400 pp; 4 pieces of jewelry: jade tablet (1,500 gp), wrought silver and gold brooch (1,000 gp), silver stamp with gems, with exceptional stone in the setting (3,000 gp + 5,000 gp), gold fan with gems (4,000 gp); potion of fire resistance; potion of water breathing; potion of water breathing; potion of growth; potion extra-healing; cleric scroll (I: cure light wounds; C7; DMG, p. 128); magic-user scroll (I: unseen servant; II: magic mouth; V: airy water; II: knock; VIII: incendiary cloud; MU16; DMG, p. 128)

KOBOLD EXAMPLE

40% in lair; speak kobold, alignment tongue; 75% speak goblin and orcish; MM, p. 57

Hate most other life; delight in killing and torture. War continually with gnomes and attack them on sight.

EXAMPLE KOBOLD (119+specials)

(XPL(6×1½/11×1½/20×1½/35×1½/25×1½/11×1½/11×½/6×1½/3×1½/2½/12×2½/2½/4×5)/175½)

117 kobolds + 6 kobold guards + 3 kobold leaders + 3 kobold witch doctors (5th/2nd level) + 12 wild dogs + 4 giant weasels

6 kobold scouts (javelin & short sword) (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 1-6¹⁾ (javelin) or 1-6 (sword) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: javelin (2/4/6), short sword; Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 1, 4, 2, 3, 4 // 4

11 kobold spearmen (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; 1-6²⁾ (spear) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spear (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 4, 3, 4, 1, 4 // 2, 4, 3, 2, 2 // 1

20 kobold javelinneers (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; 1-6¹⁾ (javelin) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: 3 javelins (2/4/6); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 4, 2, 4, 3, 2 // 1, 1, 2, 2, 3 // 3, 2, 3, 2, 2 // 3, 4, 2, 1, 4

35 kobold light infantry (spiked wooden club) (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 1-6 (club) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spiked wooden club (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 3, 2, 2, 3, 4 // 2, 3, 4, 2, 1 // 1, 2, 4, 1, 1 // 3, 2, 1, 1, 1 // 4, 4, 1, 1 // 1, 2, 2, 2, 2 // 4, 3, 2, 3, 1

25 kobold axemen (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 1-6 (axe) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: axe (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 2, 3, 4, 4, 1 // 3, 3, 2, 4, 2 // 2, 4, 2, 1, 4 // 2, 2, 3, 1, 3 // 3, 3, 2, 4, 2

11 kobold heavy infantry (spear & short sword) (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 1-6¹⁾ (spear) or 1-6 (sword) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spear (1/2/3), short sword; Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 4, 4, 4, 2, 4 // 4, 2, 2, 3, 4 // 4

11 kobold swordsmen (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 1-6 (sword) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: short sword; Int 8-10; SZ S (3' tall); XP 5 + 1/hp (XPL½)

hp 3, 4, 4, 3, 3 // 4, 2, 2, 3, 3 // 4

6 kobold guards (LE); AC 6; MV 6"; HD ½; THACO 20; #AT 1; D 1-6¹⁾ (spear) or 1-6 (sword) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spear (1/2/3), short sword; Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 4, 4, 4, 4, 4 // 4

3 kobold leaders (LE); AC 6; MV 6"; HD ½; THACO 20; #AT 1; D 1-5 (javelin or sword) or 1-6; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: 3 javelins (2/4/6), short sword; Int 8-10; SZ S (3' tall); XP 5 + 1/hp (XPL½)

hp 4, 4, 4

1 kobold witch doctor (tribal cleric/magic-user 5/2) (LE); AC 7; MV 6"; HD ½; THACO 20; #AT 1; D 2-7+1 (mace) or 1-4; PPD9 PP12 RSW11 BW15 S12; -1 to hit in bright sunlight; eqp: mace +1; ring of mammal control; Int 8-10; SZ S (3' tall); XP 32 + 1/hp (XPL2½)

spells (C; 3/3/1): I: cause fear, cause fear, darkness

II: augury, chant, resist fire

III: dispel magic

spells (MU; 2): I: push, shield

hp 3

+ 12 **wild dogs** (ring of mammal control) (N); AC 7; MV 15"; HD 1+1; **THACO 18**; #AT 1; D 1-4; PPD14 PP15 RSW16 BW17 S17;
Int 2-4; SZ M; XP 20 + 2/hp (XPL2)
hp 3, 5, 3, 4, 4 // 7, 2, 4, 8, 5 // 3, 9

1 **kobold witch doctor** (tribal cleric/magic-user 5/2) (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-4; PPD9 PP12 RSW11 BW15 S12;
-1 to hit in bright sunlight; eqp: **wand of illusion** (69 ch); **potion of climbing**, **potion of flying**, **potion of extra-healing**, **potion of polymorph (self)**; Int 8-10; SZ S (3' tall); XP 32 + 1/hp (XPL2½)

spells (C; 3/3/1): I: **detect magic**, **detect magic**, **protection from good**
II: **augury**, **resist fire**, **snake charm**
III: **cause blindness**

spells (MU; 2): I: **push**, **ventriloquism**

hp 3

1 **kobold witch doctor** (tribal cleric/magic-user 5/2) (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-4; PPD9 PP12 RSW11 BW15 S12;
-1 to hit in bright sunlight; eqp: **scroll of protection from magic**; **potion of climbing**, **potion of flying**; Int 8-10; SZ S (3' tall); XP 32 + 1/hp (XPL2½)

spells (C; 3/3/1): I: **cause fear**, **detect magic**, **protection from good**
II: **chant**, **snake charm**, **speak with animals**
III: **cause disease**

spells (MU; 2): I: **dancing lights**, **shield**

hp 2

4 **giant weasels** (N); AC 5; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 2-12; **drain blood** (next rd; 2-12 hp/rd); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ M; XP 125 + 4/hp (XPL5)
hp 18, 12, 18, 13

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **kobolds** (J): 131×11 cp

PT = **glant weasels**: 4×intact pelt (3,000 gp, 1,000 gp, 2,000 gp, 3,000 gp)

KOBOLD LAIR EXAMPLE

Dank, dark places, such as dismal overgrown forests or subterranean settings.

EXAMPLE KOBOLD LAIR (210+specials) (XPL(15×1½/20×1½/25×1½/65×1½/45×1½/20×1½/20×½/23×1½/5×1½/2×1½/1½/1½/2½/105×½/4×4)/413½)

210 **kobolds** + 23 **kobold guards** + 5 **kobold leaders** + 1 **kobold witch doctor** (3rd/1st level) + 1 **kobold witch doctor** (5th/2nd level) + 105 **kobold females** + 4 **wild boar**

15 **kobold scouts** (javelin & short sword) (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-6¹⁾ (javelin) or 1-6 (sword) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: javelin (2/4/6), short sword; Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)
hp 2, 1, 3, 3, 2 // 3, 4, 4, 3, 1 // 1, 4, 1, 1, 3

20 **kobold spearmen** (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; 1-6²⁾ (spear) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spear (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)
hp 2, 1, 3, 1, 4 // 4, 2, 3, 2, 1, 1 // 2, 3, 2, 1, 2 // 4, 1, 2, 1, 4

25 **kobold javellineers** (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; 1-6¹⁾ (javelin) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: 3 javelins (2/4/6); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)
hp 3, 3, 3, 1, 3 // 2, 4, 3, 2, 2 // 1, 1, 1, 2, 2 // 2, 4, 4, 3, 3 // 2, 2, 1, 1, 3

65 **kobold light infantry** (spiked wooden club) (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-6 (club) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spiked wooden club (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)
hp 3, 3, 4, 1, 3 // 3, 1, 1, 2, 2 // 4, 2, 3, 2, 1 // 1, 4, 1, 3, 1 // 4, 4, 1, 3, 3 // 4, 4, 1, 1, 3 // 4, 4, 2, 2, 3 // 3, 3, 1, 3 // 3, 2, 4, 2, 4 // 3, 1, 2, 1, 2 // 1, 3, 1, 3, 3 // 1, 3, 1, 1, 3 // 4, 2, 2, 1, 1
hp 2, 4, 3, 2, 4 // 4, 1, 1, 1, 1 // 2, 1, 4, 2, 4 // 3, 2, 4, 4, 1 // 2, 4, 4, 4, 2 // 2, 4, 1, 3, 4 // 4, 1, 3, 4, 3 // 1, 2, 1, 2, 1 // 3, 3, 2, 3, 3 // 3, 4, 4, 2, 1 // 3, 2, 2, 3, 4 // 2, 4, 4, 2, 4 // 4, 4, 4, 3, 2
hp 3, 2, 3, 2, 2 // 4, 2, 4, 3, 3 // 2, 1, 3, 1, 1 // 4, 4, 3, 3, 4 // 2, 4, 4, 4, 2 // 2, 1, 2, 1, 2 // 4, 2, 3, 3, 3 // 1, 4, 3, 4, 3 // 4, 3, 3, 1 // 4, 3, 2, 4, 2 // 2, 1, 2, 1, 4 // 4, 1, 3, 4, 4 // 2, 4, 4, 2, 2

45 **kobold axemen** (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-6 (axe) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: axe (1/2/3); Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)

hp 2, 3, 2, 3, 3 // 2, 2, 4, 1, 2 // 1, 3, 2, 2, 3 // 3, 2, 1, 3, 3 // 1, 4, 4, 1, 1 // 2, 1, 2, 2, 1 // 3, 4, 1, 4, 4 // 1, 3, 1, 3, 4 // 3, 3, 1, 3, 3
hp 2, 3, 1, 3, 3 // 2, 3, 4, 1, 3 // 1, 4, 4, 4, 3 // 2, 2, 4, 1, 3 // 4, 3, 4, 4, 1 // 3, 2, 3, 1, 1 // 3, 3, 1, 1, 3 // 4, 1, 1, 3, 4 // 3, 4, 4, 3, 3
hp 1, 2, 4, 4, 4 // 3, 3, 3, 2, 1 // 2, 4, 4, 3, 3 // 4, 2, 2, 2, 3 // 1, 2, 4, 4, 3 // 4, 3, 1, 1, 1 // 2, 2, 2, 2, 3 // 2, 3, 4, 2, 4 // 3, 4, 4, 4, 3

20 **kobold heavy infantry** (spear & short sword) (LE); AC 7; MV 6"; HD ½; **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 1-6 (sword) or 1-4; PPD16 PP17 RSW18 BW20 S19; -1 to hit in bright sunlight; eqp: spear (1/2/3), short sword; Int 8-10; SZ S (3' tall); XP 7 + 1/hp (XPL1½)
hp 4, 4, 1, 3, 4 // 4, 4, 3, 2, 1 // 2, 3, 4, 4, 3 // 2, 2, 1, 1, 1

hp 4, 4, 1, 3, 4 // 4, 4, 1, 2, 2 // 4, 4, 3, 1, 4 // 4, 3, 1, 3, 1

hp 4. 4. 4. 4. 4 // 4. 4. 4. 4. 4 // 4. 4. 4. 4. 4 // 4. 4. 4. 4. 4 // 4. 4. 4. 4. 4

hp 4, 4, 4, 4, 4

hp 4.4

hp 4

spells (C: 2/1): |; **cause** fear, **cure** light wounds

spells (MU: 1): | affect normal fires

hp 3

spells (3/3/1): | : cause fear, darkness, protection from good

III: cause disease

spells (MU; 2): 1: push, shield

hp 3

hp 4, 4, 3, 3, 4 // 3, 4, 1, 2, 3 // 1, 3, 3, 1, 2 // 3, 1, 3, 2, 3 // 3, 4, 4, 3, 3 // 2, 4, 2, 2, 3 // 3, 4, 1, 4, 3 // 1, 1, 1, 4, 3 // 1, 4, 3, 3, 4

hp 2. 2. 2. 3. 3 // 3. 4. 3. 4. 4 // 3. 1. 4. 2. 3 // 4. 4. 4. 1. 1 // 4. 2. 3. 2. 2 // 2. 3. 1. 4. 2 // 4. 4. 4. 1. 4 // 4. 1. 2. 4. 1 // 2. 2. 4. 4. 4

hp 3. 1. 2. 4. 2 // 3. 4. 2. 4. 3 // 3. 2. 2. 2. 3 // 3. 1. 3. 1. 2 // 2. 1. 4. 3. 2 // 3. 2. 4. 2. 3 // 2. 1. 4. 4. 1 // 4. 4. 3. 4. 4 // 3. 4. 1. 1. 3

21. kobold young (15): non-combatant

21 Kobold young (LE); non-combatant

180 kobold eggs

hp 19. 19. 16. 15

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **kobolds** (J): 243×21 cp[illegible]

EXAMPLE LAIR TREASURES

$$\pi(O_Q) = 3,000 \text{ cp}$$

TT (O Q) = 3,000 sp; **3 gems:** 3 gem stones: black opal (1,000 gp), star ruby (600 gp), sapphire (1,000 gp)

$$\pi(O_Q) = 3,000 \text{ cp}$$

TT (O Q) = **4 gems**: 3 ornamental stones: 2×eye agate (2×10 gp), large blue quartz (50 gp); 1 fancy stone (precious): violet garnet (500 gp)

$$\Pi(O, Q) = 2,000 \text{ sp}$$

TT (O Q) = 1,000 cp; **2 gems:** 2 gem stones: star ruby (1,000 gp), very small star sapphire (200 gp)

LAMIA

60% in lair; speak common, alignment tongue; **MM**, p. 59

Lure persons and then hold them to devour.

LAMIA (1) (XPL12)

LAMIA LAIR

LAMMASU EXAMPLE

hp 39

Ziyatum, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **bless, cure light wounds** (4-14 hp), **purify food & drink, sanctuary**
II: **find traps, resist fire, silence 15' radius**
III: **create food & water, locate object**
IV: **divination**

hp 52

Assur-na'da, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **create water, cure light wounds** (4-14 hp), **purify food & drink, sanctuary**
II: **find traps, resist fire, silence 15' radius**
III: **cure disease, remove curse**
IV: **divination**

hp 49

Melem-kish, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **detect magic, protection from evil** (double strength; -2/+2), **purify food & drink, resist cold**
II: **slow poison, speak with animals, spiritual hammer**
III: **dispel magic, prayer**
IV: **sticks to snakes**

hp 36

Belshunu, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **create water, cure light wounds** (4-14 hp), **protection from evil** (double strength; -2/+2), **resist cold**
II: **hold person, speak with animals, spiritual hammer**
III: **continual light, cure disease**
IV: **sticks to snakes**

hp 39

Ur-Ninurta, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **command, command, protection from evil** (double strength; -2/+2), **purify food & drink**
II: **chant, know alignment, spiritual hammer**
III: **continual light, dispel magic**
IV: **speak with plants**

hp 52

LAMMASU LAIR EXAMPLE

Warm regions.

EXAMPLE LAMMASU LAIR (2-8) (75% airborne) (XPL10)

Sedeq Melqartsha, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **bless, cure light wounds** (4-14 hp), **detect evil, resist cold**
II: **chant, silence 15' radius, silence 15' radius**
III: **dispel magic, glyph of warding** (cold; 15 hp)
IV: **divination**

hp 49

Baalat Asheratazor, lammasu (LG); AC 6; MV 12"/24" (C); HD 7+7; **THACO 12** (as 8 HD); #AT 2; D 1-6/1-6; **holy word, invisibility, dimension door, protection from evil 10' radius** (double strength; -2/+2); cure wounds and protection from evil spells double effect; PPD7 PP9 RSW10 BW9 S11; MR 30%; limited **telepathy**; unholy water = 2-8 hp damage; Int 17-18; SZ L; XP 850 + 10/hp (XPL10)
spells (C6; 4/3/2/1): I: **bless, detect evil, resist cold, sanctuary**
II: **augury, snake charm, spiritual hammer**
III: **continual light, cure disease**
IV: **sticks to snakes**

hp 34

$\Pi(R\ S\ T) = 1,000$ pp; **philter** of love; **potion** of healing

Weaver spider. Attack 90% if within 3".

hp 8, 7, 6, 9, 7 // 2, 3, 8, 8, 5 // 6, 3, 7, 7, 2 // 3, 4, 6, 6, 8
hp 4, 3, 9, 7, 2 // 7, 2, 8, 6, 3 // 6, 6, 2, 3, 6 // 8, 3, 5, 7, 4
hp 9, 2, 9, 9, 8 // 4, 2, 2, 6 // 8, 7, 3, 7, 8 // 6, 3, 8, 5, 5

hp 4, 5, 9, 6, 7 // 6, 4, 3, 2, 7 // 5, 6, 2, 5, 3 // 5, 7, 8, 4, 8
hp 9, 9, 6, 4, 9 // 6, 9, 6, 6, 4 // 7, 4, 7, 9, 3 // 8, 9, 8, 5, 5
hp 7, 5, 7, 3, 7 // 6, 4, 4, 2, 8 // 8, 6, 6, 5, 7 // 8, 5, 6, 4, 4

[illegible]

TT (J, K, L, M, N) = (#spiders) × 15 cp, (#spiders) × 15 sp, (#spiders) × 8 ep, (#spiders) × 6 gp, (#spiders) × 6 pp

Lie in wait and leaping upon prey.

hp 15, 16

Tropical woodland or jungle; 25% chance of 1-3 cubs (non-combatant).

+ 1 **slug/polymorphed umber hulk** (polymorph other; dispel magic required to return to normal); 1 **umber hulk** (CE); AC 2; MV 6" (1"-6"); HD 8+8; **THACO 12**; #AT 3; D 3-12/3-12/2-10; **confusion** (gaze; 3-12 rds; save vs magic); PPD8 PP9 RSW10 BW9 S11; Int 8-10; SZ L (8' tall, 5' wide); XP 1,300 + 12/hp (XPL10)

example summoned monster (monster summoning VII; 1 8th-level monster, DMG, p. 223; 2 rds to arrive): **Utu Re-hotep, androsphinx** (CG); AC -2; MV 18"/30" (D); HD 12; **THACO 9**; #AT 2; D 2-12/2-12; 3/day (only when aroused and angry, MM, p. 89); **roar** (1st: 36"; save vs wand or flee in panic for 3 turns; 2nd: 20"; save vs petrification or paralyzed with fright for 1-4 rds;

spells (C6; 3/3/2):
 I: **bless, command, protection from evil**
 II: **hold person, resist fire, silence 15' radius**
 III: **dispel magic, prayer**

[illegible]

TT (A) = 3,000 sp; **22 gems:** 22 semi-precious stones: 2×onyx (30 gp, 60 gp), 2×moonstone (35 gp, 50 gp), 2×large moonstone (2×100 gp), 2×chrysoprase (50 gp, 55 gp), small chrysoprase (20 gp), 2×star rose quartz (50 gp, 80 gp), large star rose quartz (100 gp), large bloodstone (100 gp), large sardonyx (100 gp), 2×citrine (2×50 gp), 2×large jasper (2×100 gp), zircon (50 gp), smoky quartz (55 gp), large smoky quartz (150 gp), rock crystal (30 gp)

1-3 lions (N); AC 5/6; MV 12", Leap 30"; HD 5+2; **THACO 15**; #AT 3; D 1-4/1-4/1-10; 2 claws hit = rear-claw rake (2-7/2-7); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L; XP 300 + 6/hp (XPL6)

1-9 **lionesses** (N); AC 6; MV 12', Leap 30'; HD 5+2; **THACO 15**; #AT 3; D 1-4/1-4/1-10; 2 claws hit = rear-claw rake (2-7/2-7); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; SZ L; XP 300 + 6/hp (XPL6)
hp 25, 23, 27, 27, 21 // 31, 20, 37, 21
hp 28, 10, 29, 26, 35 // 27, 31, 26, 27
hp 25, 29, 22, 31, 28 // 23, 19, 16, 20

Any temperate or warm region, from desert to jungle, swamp to savanna. 1-10 cubs (30-60% grown; non-combatant); females attack.

1-3 lions (N); AC 5/6; MV 12", Leap 30'; HD 5+2; **THACO 15**; #AT 3; D 1-4/1-4/1-10; 2 claws hit = rear-claw rake (2-7/2-7); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L; XP 300 + 6/hp (XPL6)
hp 31, 36, 18
hp 37, 35, 29
hp 33, 34, 21

1-9 **lloinesses** (N); AC 6; MV 12', Leap 30'; HD 5+2; **THACO 15**; #AT 3; D 1-4/1-4/1-10; 2 claws hit = rear-claw rake (2-7/2-7); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; SZ L; XP 300 + 6/hp (XPL6)
hp 26, 26, 29, 21, 30 // 22, 24, 18, 24
hp 22, 18, 29, 26, 27 // 27, 31, 28, 22
hp 26, 23, 30, 25, 33 // 19, 27, 25, 17

20% in lair; speak manticore; **MM**, p. 65
Actively hunt humans for food.

1-4 **manticores** (LE); AC 4; MV 12"/18" (E); HD 6+3; **THACO 13**; #AT 3; D 1-3/1-3/1-8; **spike volley** (6/12/18"; 6 spikes; D 1-6/hit; 4 volleys); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 525 + 8/hp (XPL9)
hp 25, 34, 37, 25
hp 31, 28, 25, 29
hp 28, 34, 26, 32

Dismal place, such cave or underground.

1-4 **manticores** (LE); AC 4; MV 12"/18" (E); HD 6+3; **THACO 13**; #AT 3; D 1-3/1-3/1-8; **spike volley** (6/12/18"; 6 spikes; D 1-6/hit; 4 volleys); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 525 + 8/hp (XPL9)
hp 34, 32, 39, 28
hp 29, 33, 37, 32
hp 36, 25, 39, 26

[illegible]

TT (E) = 1,000 ep; **8 gems:** 8 semi-precious stones: 2×star rose quartz (2×30 gp), chrysoprase (50 gp), 2×moonstone (50 gp, 60 gp), smoky quartz (55 gp), carnelian (50 gp), jasper (50 gp); **8 pieces of jewelry:** ivory ring, of exceptional value (1,000 gp), wrought silver and gold earrings (200 gp); gold spoon with gems (8,000 gp), gold ring with gems (5,000 gp), gold torc with gems (4,000 gp); platinum ring with gems, with very exceptional stone in the setting (8,000 gp + 10,000 gp); silver brooch with gems (2,000 gp), wrought gold clasp (700 gp)

$$\Pi(E) = 5,000 \text{ sp}$$

MERCHANT EXAMPLE

Never in lair; MM, p. 66, 69

EXAMPLE MERCHANT (175+specials; 5 wagons, 20 pack beasts)

(XPL(14×4/14×4/28×1/28×3/14×1/14×3/14×2/14×2/14×1/14×2/42×2/11×4/11×3/5/3/8/4/10/4/12/2/9/2/18×3/18×3/17×3/20×3/10×3//909)

18 **merchants/tradesmen (mounted)** + 17 **drovers** + 70 **mercenaries** + 70 **mercenaries (mounted)** + 12 **mercenary guards (mounted)** + 1 **mercenary lieutenant (mounted)** + 1 **mercenary captain (mounted)** + 1 **mercenary cleric (mounted)** + 1 **mercenary magic-user (mounted)** + 16 **heavy warhorses** + 54 **medium warhorses** + 16 **light warhorses** + 18 **riding horses** + 20 **mules** + 10 **oxen**

14 **mercenary heavy horsemen (mounted; lance & sword) (F1) (N)**; AC 2; MV 6" (15" on mount); HD F1; **THACO 20**; #AT 1; D 3-9 or 6-18¹⁾ (lance) or 1-8 (sword); PPD14 PP15 RSW16 BW17 S17; eqp: plate mail & shield; heavy lance, long sword; Int 8-10; SZ M; XP 20 + 2/hp (XPL4)

hp 7, 9, 9, 8, 6 // 6, 9, 7, 8, 8 // 7, 9, 8, 9

+ 14 **heavy warhorses (N)**; AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 3; D 1-8/1-8/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 60 + 4/hp (XPL4)

hp 11, 16, 13, 13, 16 // 18, 18, 16, 12, 12 // 13, 17, 16, 17

28 **mercenary medium horsemen, lancers (mounted; lance & sword) (N)**; AC 4; MV 9" (18" on mount); HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 2-7 or 4-14¹⁾ (lance) or 1-8 (sword); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; medium lance, long sword; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 4, 5, 4, 4, 4 // 6, 5, 7, 5, 5 // 5, 5, 5, 6 // 6, 5, 5, 7, 4 // 7, 6, 5, 6, 4 // 7, 4, 4

+ 28 **medium warhorses (N)**; AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12, 10, 14, 12, 9 // 11, 11, 15, 9, 8 // 11, 11, 17, 9, 13 // 14, 11, 12, 6, 12 // 5, 10, 12, 11, 7 // 11, 16, 10

14 **mercenary medium horsemen (mounted; flail & mace) (N)**; AC 4; MV 9" (24" on mount); HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 2-5 (flail) or 2-7 (mace); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; horseman's flail, footman's mace; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 5, 6, 7, 6, 6 // 7, 7, 7, 5, 7 // 6, 5, 5, 6

+ 14 **medium warhorses (N)**; AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 17, 13, 9, 8, 16 // 8, 10, 11, 14, 16 // 11, 10, 11, 10

14 **mercenary light horsemen, crossbowmen (mounted; crossbow & sword) (N)**; AC 6; MV 6" (24" on mount); HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-4 (crossbow) or 1-8 (sword); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: scale mail; light crossbow (6/12/18), long sword; Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 7, 7, 7, 4, 7 // 4, 6, 6, 4, 4 // 5, 4, 6, 4

+ 14 **light warhorses (N)**; AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; SZ L; XP 20 + 2/hp (XPL2)

hp 9, 6, 12, 12, 5 // 4, 14, 7, 6, 9 // 11, 9, 4, 10

14 **mercenary footmen (ranseur & mace) (N)**; AC 5; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 2-8²⁾ (ranseur) or 2-7 (mace); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail; ranseur, footman's mace; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 6, 6, 5, 6, 5 // 4, 4, 7, 4, 4 // 4, 5, 7, 6

14 **mercenary heavy crossbowmen (heavy crossbow & mace) (N)**; AC 5; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1/2 or 1; D 2-5 (crossbow) or 2-7 (mace); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail; heavy crossbow (8/16/24), footman's mace; Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 4, 4, 6, 6, 4 // 6, 7, 5, 6, 6 // 7, 6, 5, 7

42 **mercenary spearmen (N)**; AC 7; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6³⁾ (spear) or 2-8 (morning star); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: ring mail & shield; spear (1/2/3), morning star; Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 7, 4, 4, 7, 4 // 6, 4, 6, 7, 4 // 5, 6, 6, 6, 5 // 4, 6, 4, 6, 4 // 4, 4, 5, 4, 6 // 4, 4, 7, 5, 6 // 7, 7, 5, 6, 4 // 5, 4, 4, 5, 7 // 6, 4

11 **mercenary guards (mounted) (F2) (N)**; AC 2; MV 6" (18" on mount); HD F2; **THACO 20**; #AT 1; D 1-4 (crossbow) or 1-8 (sword) or 1-6 (mace); 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp: plate mail & shield; light crossbow (6/12/18), long sword, horseman's mace; Int 8-10; SZ M; XP 50 + 3/hp (XPL4)

hp 15, 17, 13, 16, 15 // 13, 15, 14, 12, 17 // 13

+ 11 **medium warhorses (N)**; AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9, 9, 9, 12, 12 // 17, 15, 13, 10, 14 // 11

1 **mercenary guard (mounted) (F2) (N)**; AC 2; MV 6" (18" on mount); HD F2; **THACO 20**; #AT 1; D 1-4(+1) (crossbow) or 1-6+2⁴⁾ (javelin) or 1-8 (sword) or 1-6 (mace); 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp: plate mail & shield; **javelin +2**, light crossbow & bolts & 10 **bolts +1** (6/12/18), long sword, horseman's mace; Int 8-10; SZ M; XP 65 + 3/hp (XPL5)

hp 14

+ 1 **medium warhorse (N)**; AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14

RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 7

1 **mercenary lieutenant (mounted) (F6)** (N); AC 2; MV 6" (18" on mount); HD F6; **THACO 16**; #AT 1; D 3-9 or 6-18¹⁾ (lance) or 1-4 (crossbow) or 1-8 (sword) or 1-6 (mace); 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14; eqp: plate mail & shield; heavy lance, long sword, horseman's mace, light crossbow (6/12/18); Int 8-10; SZ M; XP 350 + 8 hp (XPL8)
hp 38

+1 **heavy warhorse** (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 3; D 1-8/1-8/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 60 + 4/hp (XPL4)
hp 17

1 **mercenary captain (mounted) (F7)** (N); AC 2; MV 6" (18" on mount); HD F7; **THACO 14/(13/12)** (base/(dagger)); #AT 3/2; D 3-9 or 6-18¹⁾ (lance) or 1-4 (crossbow) or 1-8 (sword) or 1-6 (mace) or 1-4(+1/+2) (dagger); 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13; eqp: plate mail & shield, **cloak of elvenkind**; heavy lance, long sword, horseman's mace, light crossbow (6/12/18), **dagger +1**, **+2 vs creatures smaller than man-sized**; **dust of appearance** (17 packets); **potion of climbing**, **potion of flying**, **potion of human control (orcs)**, **potion of levitation**; Int 8-10; SZ M; XP 725 + 10/hp (XPL10)
hp 45

+1 **heavy warhorse** (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 3; D 1-8/1-8/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 60 + 4/hp (XPL4)
hp 19

1 **mercenary magic-user (mounted) (MU7)** (N); AC 10; MV 12" (18" on mount); HD MU7; **THACO 19/16** (base/staff); #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers) or 1-6(+3/+6/+9) (staff); I16; PPD13 PP11 RSW9 BW13 S10; eqp: **staff of striking** (25 ch), 3 daggers; **bag of tricks** (badger, badger, wolf, badger // giant stag, boar, wolverine, wolf, wolf), **dust of appearance** (23 packets); 2×**potion of healing**, **potion of human control (half-orcs)**, **potion of levitation**; 2×**potion of giant strength (frost giant)** (cannot use); spell book*; SZ M; XP 1,075 + 10/hp (XPL12)

spells (4/3/2/1): I: **comprehend languages**, **friends**, **shield**, **sleep**
II: **mirror image**, **web**, **web**
III: **pyrotechnics**, **suggestion**
IV: **plant growth**

hp 20

* Spell book (**explosive runes** (reader: D 6-24+6, no save; 1": save vs spell for ½; destroys book); I: *read magic*, *hold portal*, *shield*, *unseen servant*, *sleep*, *comprehend languages*, *detect magic*, *jump*, *protection from evil*, *friends*; II: *web*, *forget*, *mirror image*, *continual light*, *fools gold*; III: *explosive runes*, *suggestion*, *pyrotechnics*; IV: *plant growth*)

+1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 8

1 **mercenary cleric (mounted) (C5)** (N) (Nehwon pantheon); AC 2; MV 6" (18" on mount); HD C5; **THACO 18**; #AT 1; D 2-7 (mace); I15 W14 (2); turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp: plate mail & shield; horseman's mace; 2×**potion of fire resistance**, 2×**potion of speed**; SZ M; XP 425 + 6 hp (XPL9)

spells (5/3): I: **bless**, **detect evil**, **light**, **purify food & drink**, **remove fear**
II: **hold person**, **spiritual hammer**, **spiritual hammer**

hp 29

+1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 10

18 **merchants/tradesmen (active males)** (N); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-6 (club) or 1-4 (dagger); I13+ Ch12+; PPD16 PP17 RSW18 BW20 S19; eqp: club (1/2/3), dagger (1/2/3); SZ M; XP 9 + 1/hp (XPL3)
hp 2, 5, 4, 4, 2 // 4, 5, 5, 2, 2 // 4, 5, 3, 2, 4 // 4, 5, 4

+18 **riding horses (2E)** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16, 10, 8, 16, 10 // 12, 16, 22, 15, 18 // 11, 22, 12, 13, 7 // 11, 18, 13

17 **drovers (active males)** (N); AC 8; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-6 (club) or 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; club (1/2/3), dagger (1/2/3); Int 8-10; SZ M; XP 7 + 1/hp (XPL3)
hp 4, 5, 5, 4, 3 // 4, 3, 3, 4, 2 // 3, 4, 2, 2 // 5, 5

20 **mules** (N); AC 7; MV 12"; HD 3; **THACO 16**; #AT 1 or 2; D 1-2 (bite) or 1-2/1-6 (bite/kick); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15, 18, 18, 11, 21 // 19, 19, 7, 18, 9 // 11, 16, 8, 12, 6 // 10, 15, 20, 13, 16

10 **oxen** (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 2; D 1-6/1-6; charge & trample (D 3-12 + 1-4); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L (5' at shoulder); XP 35 + 3/hp (XPL3)
hp 13, 14, 9, 17, 14 // 12, 10, 14, 11, 13

¹⁾ Weapon does double damage against creatures of any size when it is employed by an attacker riding a charging mount

²⁾ Weapon can dismount a rider on a score equal to or greater than the required to hit score; weapon can disarm an opponent on to hit score required to hit AC 8

³⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

⁴⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

hp 17, 19

Forest, desert, mountains.

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

hp 14, 12

hp 22, 18

hp 23, 13

80% in lair; MM, p. 72

2-8 mummies (LE); AC 3; MV 6"; HD 6+3; **THAC0 13**; #AT 1; D 1-12; **rotting disease** (fatal 1-6 months, -2 charisma/month; *cure disease* to cure; victims heal wounds at 10% of normal rate only; victims killed rot unless *cure disease* and *raise dead* applied within 6 turns); **fear/revulsion** (6" rad.; paralyzed 1-4 rds; save vs magic; humans save at +2; save +1 for each creature above 6 to 1 mummy); +1 weapons to hit (or 4+1 hit dice; ½ damage, drop fractions); immune to *sleep*, *charm*, *hold*, cold, poison, paralysis; *raise dead* transforms to 7th level fighter; susceptible to fire (torch: 1-3 hp; flask of burning oil: 1-8 hp in 1st round, 2-16 hp in 2nd; magical fires: +1 hp damage/die); holy water = 2-8 hp damage; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ M; XP 1,150 + 8/hp (XPL11)

hp 41, 40, 30, 28, 28 // 39, 32, 39

hp 29, 18, 30, 37, 33 // 38, 28, 31

hp 36, 35, 34, 25, 30 // 41, 24, 23

Tomb (or similar burial place) or ruins.

2-8 **mummies** (LE); AC 3; MV 6"; HD 6+3; **THAC0 13**; #AT 1; D 1-12; **rotting disease** (fatal 1-6 months, -2 charisma/month; *cure disease* to cure; victims heal wounds at 10% of normal rate only; victims killed rot unless *cure disease* and *raise dead* applied within 6 turns); **fear/revulsion** (6" rad.; paralyzed 1-4 rds; save vs magic; humans save at +2; save +1 for each creature above 6 to 1 mummy); +1 weapons to hit (or 4+1 hit dice; ½ damage, drop fractions); immune to *sleep*, *charm*, *hold*, cold, poison, paralysis; *raise dead* transforms to 7th level fighter; susceptible to fire (torch: 1-3 hp; flask of burning oil: 1-8 hp in 1st round, 2-16 hp in 2nd; magical fires: +1 hp damage/die); holy water = 2-8 hp damage; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ M; XP 1,150 + 8/hp (XPL11)

hp 28. 24. 30. 30. 35 // 31. 24. 29

hp 36, 16, 39, 37, 37 // 33, 25, 30

hp 37, 29, 26, 35, 27 // 27, 35, 34

TT (D) = No treasure

$$\pi(D) = 5,000 \text{ gp}$$

TT (D) = No treasure

TT (D) = **6 pieces of jewelry**: wrought silver and gold comb (400 gp), wrought silver and gold bracteate (thin, gold Scandinavian disc-shaped pendant; 400 gp); platinum signet ring with gems (4,000 gp); gold signet ring with gems (6,000 gp); silver torc with gems (4,000 gp); wrought gold *aigrette* (hat ornament; 1,100 gp); **medallion of ESP**; **candle of invocation** (NG); **potion of extra-healing**

TT (D) = No treasure

TT (D) = 4,000 cp; 3,000 gp; **3 pieces of jewelry**: amethyst *intaglio* (engraved amethyst; 1,000 gp); wrought silver and gold signet ring (300 gp); wrought silver torc (200 gp); **cursed short sword +1**; **potion of climbing**, **potion of ESP**

15% in lair; **MM**, p. 66, 68-69

Typically withdraw when suffer 25%+ casualties if enemy likely to continue stout resistance. May feign retreat to lure enemy into ambush. 75% likely to capture weaker groups; 90% likely to parley with parties of near equal strength.

Lair either encampment of tents (or yurts and carts) at an oasis or stream (90% chance; as standard nomad band; +200% females, +100% children; +10-100 slaves; +100-400 horses; +200% herd animals (sheep, goats, camels, cattle and/or yaks) or

small walled city (10% chance; as above; +20-80 footmen (chain mail & shield; spear & sabre (50%) or composite bow & sabre (50%)).

EXAMPLE NOMAD (STEPPE/PLAINS)¹¹ (179+specials)

(XPL(35×1/35×3/19×2/19×3/35×1/35×2/90×2/90×2/5/3/6/3/7/3/5/3/6/3/7/3/8/3/6/3/7/3/9/3/7/3/7/3/9/3/9/3/5/3/4/3/5/3/4/3/5/3/4/3/4/3/4/3/5/3/6/3/5/3/5/3/1/3/1/3/3/6/3/5/3/9/3/8/2)/1,001)

179 nomads + 5 nomad fighters (F3) + 4 nomad fighters (F4) + 3 nomad fighters (F5) + 2 nomad fighters (F6) + 12 nomad guards (F2) + 1 nomad sub-commander (F7) + 1 nomad leader (F9) + 2 nomad clerics (C3) + 1 nomad cleric (C7) + 1 nomad magic-user (MU4) + 83 medium warhorses + 146 light warhorses
Surprise/surprised 1-4/1-2 (DMG, p. 61-62)

35 nomad medium cavalry lancers (mounted) (N); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 2-7 or 4-14²⁾ (lance) or 1-8 (sabre); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; sabre (SF5; 1-8/1-8), medium lance; XP 10 + 1/hp (XPL1)

hp 5, 4, 2, 3, 6 // 6, 2, 3, 6, 3 // 4, 2, 5, 3, 3 // 5, 3, 5, 1, 2 // 2, 5, 4, 5, 3 // 6, 3, 1, 5, 1 // 6, 5, 1, 2, 2

+ 35 medium warhorses (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9, 5, 11, 12, 18 // 7, 17, 14, 11, 7 // 11, 14, 16, 12, 8 // 13, 7, 12, 9, 14 // 11, 14, 13, 9, 14 // 14, 14, 10, 4, 11 // 7, 8, 16, 9, 12

19 nomad medium cavalry archers (mounted) (N); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 2 or 1; D 1-6/1-6 (bow) or 1-8 (sabre); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; sabre (SF5; 1-8/1-8), composite short bow & 24 arrows (5/10/18); XP 14 + 1/hp (XPL2)

hp 5, 2, 5, 6, 5 // 5, 3, 5, 3, 4, 2 // 2, 4, 6, 3, 4 // 2, 1, 4, 5

+ 16 medium warhorses (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15, 7, 11, 8, 13 // 13, 5, 15, 12, 9 // 10, 13, 15, 15, 11 // 13

35 nomad light cavalry lancers (mounted) (N); AC 7; MV 9" (24" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 or 2-12²⁾ (lance) or 1-8 (sabre); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; sabre (SF5; 1-8/1-8), light lance; XP 10 + 1/hp (XPL1)

hp 3, 3, 2, 2, 6 // 6, 5, 3, 5, 4 // 5, 2, 2, 5, 4 // 1, 2, 5, 4, 6 // 1, 4, 4, 2, 3 // 6, 1, 4, 2, 2 // 2, 5, 3, 1, 3

+ 35 light warhorses (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 7, 15, 10, 8, 12 // 8, 4, 15, 6, 11 // 6, 11, 10, 14, 10 // 7, 11, 15, 13, 8 // 13, 9, 12, 14, 8 // 12, 8, 16, 13, 8 // 12, 9, 13, 15, 19

90 nomad light cavalry archers (mounted) (N); AC 7; MV 9" (24" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 2 or 1; D 1-6/1-6 (bow) or 1-8 (sabre); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; sabre (SF5; 1-8/1-8), composite short bow & 24 arrows (5/10/18); XP 14 + 1/hp (XPL2)

hp 2, 4, 3, 5, 6 // 3, 2, 1, 2, 3 // 4, 2, 4, 6, 2 // 4, 1, 3, 3, 5 // 1, 4, 4, 2, 3 // 2, 5, 6, 3, 1 // 2, 1, 1, 1, 6 // 1, 4, 5, 4, 3 // 5, 2, 5, 5, 3 // 1, 6, 3, 2, 2 // 6, 3, 5, 6, 1 // 4, 6, 1, 3, 5 // 1, 3, 2, 4, 5 // 2, 3, 3, 5, 4 // 3, 1, 4, 4, 4 // 4, 6, 1, 2, 2 // 5, 5, 2, 6, 6 // 6, 3, 3, 6, 5

+ 90 light warhorses (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 10, 9, 10, 9, 8 // 13, 9, 8, 5, 3 // 13, 12, 12, 7, 14 // 9, 8, 10, 7, 5 // 14, 5, 6, 9, 4 // 5, 4, 9, 9, 7 // 10, 12, 7, 12, 7 // 12, 10, 6, 13, 8 // 8, 10, 9, 13, 5 // 7, 16, 10, 5, 5 // 11, 11, 12, 13, 7 // 11, 3, 10, 8, 6 // 13, 13, 7, 15, 9 // 7, 9, 12, 13, 13 // 14, 8, 7, 10, 11 // 9, 9, 9, 12, 8 // 3, 14, 9, 10, 6 // 5, 9, 5, 13, 8

Adarkidai (N), nomad fighter (F3) (mounted); AC 3; MV 9" (18" on mount); HD F3; **THACO 18/17** (base/str); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S18/48 (+1/+3) I12 W12 D15 (+0/-1) C17 (+3) Ch7; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; proud, liar; collector (minerals, gems); XP 85 + 4/hp (XPL5)

hp 33

+ 1 medium warhorse (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Guchu (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/17** (base/str); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I12 W13 D13 C15 (+1) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); **potion of invulnerability**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot-tempered, pessimist; gambling; XP 110 + 4/hp (XPL6)

hp 28

+ 1 medium warhorse (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

Gur (N), nomad fighter (F3) (mounted); AC 3 (2/1/0/-1/-2); MV 9" (18" on mount); HD F3; **THACO 18/(17/16/15/14/13)/17** (base/(sabre)/bow); #AT 1 or 2; D 1-8(+1/+2/+3/+4/+5) (sabre) or 1-6(+1)/1-6(+1) (bow) or 1-6 (mace); S16 (+0/+1) I11 W10 D15 (+0/-1) C15 (+1) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain

mail & shield; **sabre +5, Defender**, horseman's mace, composite short bow & 17 **arrows +1** & 7 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; humble, well-spoken; husbandry; XP 135 + 4/hp (XPL7)
hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Buril (N), nomad fighter (F3) (mounted); AC 3; MV 9" (12" on mount); HD F3; **THACO 18**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I11 W9 D13 C12 Ch9; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, rash; hunting; XP 85 + 4/hp (XPL5)
hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Tugei (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/17** (base/bow); #AT 1 or 2; D 1-8 (sabre) or 1-6(+1)/1-6(+1) (bow) or 1-6 (mace); S12 D15 (+0/-1) I10 W10 C13 Ch10; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 13 **arrows +1** & 11 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; easy going, moody; history; XP 110 + 4/hp (XPL6)
hp 26

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Burqan 'Dogolon', 'the Lame' (N), nomad fighter (F4) (mounted); AC 4; MV 6" (18" on mount); HD F4; **THACO 18**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I12 W13 D5 C13 Ch10; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (-1 dexterity; +1 shield); eqp (avg): chain mail & **shield +1**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; hot tempered, rash; athletics; XP 160 + 5/hp (XPL7)
hp 32

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Monggetu-beki (N), nomad fighter (F4) (mounted); AC -1; MV 12" (18" on mount); HD F4; **THACO 18/17/14** (base/str/sabre); #AT 1 or 2; D 1-8+3/+6³ (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S18/33 (+1/+3) I11 D17 (+2/-3) W14 C17 (+3) Ch8; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+3 dexterity; +2 armor); eqp (avg): **chain mail +2** & shield; **sabre +3, Frost Brand**, horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; morose, martyr; languages (demi-human); XP 200 + 5/hp (XPL8)
hp 40

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Altan (N), nomad fighter (F4) (mounted); AC 4; MV 9" (18" on mount); HD F4; **THACO 18**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I8 W11 D12 C15 (+1) Ch10; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; morose, jealous; wines & spirits; XP 130 + 5/hp (XPL6)
hp 26

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Guyuk (N), nomad fighter (F4) (mounted); AC 2; MV 9" (18" on mount); HD F4; **THACO 18/17** (base/dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I11 W10 D16 (+1/-2) C13 Ch11; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); **potion of levitation**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, dreaming; art (literature); XP 160 + 5/hp (XPL7)
hp 31

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Dorbei (N), nomad fighter (F5) (mounted); AC -1; MV 9" (18" on mount); HD F5; **THACO 16/15** (base/str); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I11 W13 D16 (+1/-2) C15 (+1) Ch13; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity; +3 shield); eqp (avg): chain mail & **shield +3**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; morose, solitary/secretive; fishing; XP 375 + 6/hp (XPL9)
hp 40

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Dei (N), nomad fighter (F5) (mounted); AC 1; MV 9" (18" on mount); HD F5; **THACO 16/15/14** (base/str/dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I11 W11 D17 (+2/-3) C14 Ch10; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+3 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; cheerful, careless; sociology & genealogy; XP 225 + 6/hp (XPL7)
hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Bala (N), nomad fighter (F5) (mounted); AC 4; MV 9" (18" on mount); HD F5; **THACO 16**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S15 I10 W11 D14 C13 Ch13; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; cheerful, thrifty; religion; XP 225 + 6/hp (XPL7)
hp 30

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Temujin-baatar (N), nomad fighter (F6) (mounted); AC 4; MV 9" (18" on mount); HD F6; **THACO 16/(15/14/13/12)/15** (base/(sabre)/mace); #AT 1 or 2; D 1-8(+1/+2/+3/+4)⁴⁾ (sabre) or 1-6/1-6 (bow) or 1-6+1 (mace); S15 I11 W11 D12 (+0/-1) C16 (+2) Ch15; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp (avg): chain mail & shield; **sabre +1**, **Flame Tongue** ("Tugemshik" (fire storm); Int 16; N; EGO 14 (Personality 30); **detect gems, kind, and number 1/2" radius**; **detect magic 1" radius**; **teleportation** (SF2; 1/day; 600 lbs); speech: neutral, human foreign language, dwarvish, lizard man; **alignment damage**: touch sword = 14 hp vs non-N, unless held by N wielder), **horseman's mace +1**, composite short bow & 24 arrows (5/10/18); **philter of love**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, immoral; wines & spirits; XP 475 + 8/hp (XPL9)
hp 55

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Onggur-mergen 'Anchin', 'the Hunter' (N), nomad fighter (F6) (mounted); AC 5; MV 12" (18" on mount); HD F6; **THACO 16/15** (base/sabre, dex); #AT 1 or 2; D 1-8+1 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S15 I13 W11 D16 (+1/-2) C11 Ch7; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+2 dexterity; +1 armor); eqp (avg): **leather armor +1** & shield; **sabre +1**, horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; even tempered, very honorable; athletics; XP 475 + 8/hp (XPL9)
hp 48

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Amal (N), nomad guard (F2) (mounted); AC 2; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str, dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+1/+1) I9 W9 D16 (+1/-2) C11 Ch12; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); **potion of invulnerability**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; unfeeling, avaricious; nature; XP 65 + 3/hp (XPL5)
hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Bektir (N), nomad guard (F2) (mounted); AC 2; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str, dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I12 W13 D16 (+1/-2) C15 (+1) Ch8; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; proud, hedonist; nature; XP 50 + 3/hp (XPL4)
hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Muqali 'Takhilch', 'the Priest' (N), nomad guard (F2) (mounted); AC 2; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S18/71 (+2/+4) I9 D15 (+0/-1) W13 C16 (+2) Ch15; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity; +1 shield); eqp (avg): chain mail & **shield +1**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, hostile; religion; XP 65 + 3/hp (XPL5)
hp 20

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 13

Badai (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str, dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S117 (+1/+1) I9 W8 D16 (+1/-2) C14 Ch12; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, rude; engineering; XP 50 + 3/hp (XPL4)
hp 16

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Kitei 'Khurdan', 'the Swift' (N), nomad guard (F2) (mounted); AC 0; MV 9" (18" on mount); HD F2; **THACO 20/17** (base/dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S15 I12 W12 D18 (+3/-4) C17 (+3) Ch11; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+4 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; harsh, curious/inquisitive; painting/limning; XP 65 + 3/hp (XPL5)
hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Batur Dayga (N), nomad guard (F2) (mounted); AC 3; MV 9" (18" on mount); HD F2; **THACO 20**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I12 W15 D15 (+0/-1) C16 (+2) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; compassionate, driven; religion; XP 50 + 3/hp (XPL4)
hp 20

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 8

Jungsai (N), nomad guard (F2) (mounted); AC 3; MV 9" (18" on mount); HD F2; **THACO 20**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I9 W11 D15 (+0/-1) C16 (+2) Ch9; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, practical joker; athletics; XP 50 + 3/hp (XPL4)
hp 20

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 8

Burqan'Khar' 'the Black' (N), nomad guard (F2) (mounted); AC 3; MV 9" (18" on mount); HD F2; **THACO 20**; #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I11 W11 D15 (+0/-1) C13 Ch11; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; humble, modest; collector (artwork); XP 50 + 3/hp (XPL4)
hp 20

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Bujek (N), nomad guard (F2) (mounted); AC 1; MV 6" (18" on mount); HD F2; **THACO 20/18/19** (base/sabre/dex); #AT 1 or 2; D 1-8+2 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I9 W12 D16 (+1/-2) C15 (+1) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): banded mail mail & shield; **cursed berserking sabre** (+2), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; even tempered, dull; collector (armor); XP 65 + 3/hp (XPL5)

hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 7

Taichu-baatar (N), nomad guard (F2) (mounted); AC -2; MV 12" (18" on mount); HD F2; **THACO 20/19** (base/dex); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S16 (+0/+1) I10 W11 D16 (+1/-2) C15 (+1) Ch14; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity; +2 armor, +2 shield); eqp (avg): **chain mail +2 & shield +2**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; proud, calculating; athletics; XP 80 + 3/hp (XPL6)

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 18

Ogodil 'Tuulai', 'the Rabbit' (N), nomad guard (F2) (mounted); AC 5; MV 12" (18" on mount); HD F2; **THACO 20/19** (base/str); #AT 1 or 2; D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I12 W10 D13 C9 Ch7; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp (avg): **ring mail +1 & shield**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; harsh, active; athletics; XP 65 + 3/hp (XPL5)

hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Asenggum-baatar (N), nomad guard (F2) (mounted); AC 2; MV 9" (18" on mount); HD F2; **THACO 20/19/16** (base/str, dex/axe); #AT 1 or 2; D 1-6+3 (axe) or 1-6/1-6 (bow) or 1-6 (mace); S18/36 (+1/+3) I8 W10 D16 (+1/-2) C16 (+2) Ch12; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (avg): chain mail & shield; **axe +3** (1/2/3), horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; unfeeling, diplomatic; history; XP 65 + 3/hp (XPL5)

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 10

Belgunut-ong Jahutkur (N), nomad sub-commander (F7) (mounted); AC -2; MV 12" (18" on mount); HD F7; **THACO 14/12** (base/str, dex); #AT 3/2 (sabre) or 2 (bow) or 1 (mace); D 1-8 (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S18/57 (+2/+3) I11 W11 D17 (+2/-3) C10 Ch15; 7 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+3 dexterity; +3 armor); eqp (avg): **chain mail +3 & shield**; sabre (SF5; 1-8/1-8), horseman's mace, composite short bow & 24 arrows (5/10/18); **potion of climbing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, abrasive; horse breeding; XP 900 + 10/hp (XPL11)

hp 50

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 18

Temur Khan 'Aguu Bar', 'the Great Tiger' (N), nomad leader (F9) (mounted); AC 0; MV 9" (18" on mount); HD F9; **THACO 12/11/ (10/9)/9** (base/str/(sabre)/dex); #AT 3/2 (sabre) or 2 (bow) or 1 (mace); 9 melee attacks/rd vs less than 1 hit die; D 1-8(+1/+2) (sabre) or 1-6/1-6 (bow) or 1-6 (mace); S17 (+1/+1) I11 W10 D18 (+3/-4) C10 Ch13; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+4 dexterity); eqp (avg): chain mail & shield; **sabre +1, +2 vs magic-using & enchanted creatures**, horseman's mace, composite short bow & 24 arrows (5/10/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; unfeeling, hostile; horse breeding; XP 2,250 + 14/hp (XPL13)

hp 73

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 18

Sacha 'Shonkor', 'the Falcon' (N), nomad cleric (C3) (mounted); AC 1; MV 9" (18" on mount); HD C3; **THACO 20**; #AT 1; D 1-6 (mace); S9 I11 W18 (+4; 2/2/1/1) D14 C9 Ch12; turn undead (4/7/10/13/16/19/20); surprise 1-4; PPD10 PP13 RSW14 BW16 S15 (+4 wisdom; +3 shield); eqp (avg): chain mail & **shield +3**; horseman's mace; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; unfeeling, rude; gambling; XP 150 + 4/hp (XPL6)

spells (4/3): I: **command, cure light wounds, light, sanctuary**

II: **hold person, silence 15' radius, spiritual hammer**

hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 10

spells (4/3):
I: **bless, command, detect evil, remove fear**
II: **chant, silence 15' radius, silence 15' radius**

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

spells (5/5/2):
 I: bless, cure light wounds, create water, detect magic, sanctuary
 II: chant, hold person, resist fire, silence 15' radius, speak with animals
 III: curse, dispel magic

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

spells (3/2):
I: burning hands, mending, unseen servant
II: darkness 15' radius, mirror image

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

.....

TT (Z) = 600 pp; **20 gems:** 10 fancy stones: 2×amethyst (2×100 gp), amber (100 gp), pearl (100 gp), large pearl (500 gp), deep green spinel (100 gp), small alexandrite (50 gp), chrysoberyl (200 gp), red garnet (100 gp), red-brown spinel (80 gp); 10 fancy stones (semi-precious): aquamarine (500 gp), large aquamarine (1,000 gp), 2×pure black pearl (2×500 gp), peridot (500 gp), small peridot (100 gp), 2×topaz (2×500 gp), 2×violet garnet (2×500 gp)

TT (Z) = **15 pieces of jewelry**: wrought gold medallion, of exceptional value (1,800 gp); wrought gold belt buckle, of exceptional value (1,800 gp); wrought gold beaker (1,000 gp); wrought gold locket (1,400 gp); wrought gold pendant (1,300 gp); jade comb (1,500 gp); coral scarf pin (2,200 gp); wrought platinum ring (2,100 gp); wrought platinum collier (1,800 gp); wrought platinum talisman (2,000 gp); gold pendant with gems, of exceptional value (8,000 gp); gold boot buckles with gems (2,000 gp); gold parure with gems (5,000 gp); gold circlet with gems (6,000 gp); gold earrings with gems, of exceptional value (8,000 gp)

TT (Z) = 2,000 cp, 1,000 sp, 3,000 ep; **60 gems**: **30 ornamental stones**: 4×azurite (6 gp, 2×10 gp, 16 gp), 3×malachite (7 gp, 11 gp, 14 gp), 5×obsidian (3×10 gp, 2×15 gp), 3×turquoise (5 gp, 2×10 gp), 4×blue quartz (8 gp, 9 gp, 2×10 gp), tiger eye (10 gp), 4×moss agate (9 gp, 2×10 gp, 13 gp), 3×lapis lazuli (3×10 gp), large lapis lazuli (80 gp), rhodochrosite (10 gp), banded agate (10 gp); **10 gem stones (jewel)**: 2×black sapphire (2×5,000 gp), small black sapphire (1,000 gp), ruby (4,000 gp), 4×diamond (2×5,000 gp, 6,500 gp, 7,000 gp), 2×large diamond (2×10,000 gp); **10 fancy stones**: 2×jet (2×100 gp), pearl (100 gp), red spinel (160 gp), large red spinel (500 gp), amber (100 gp), 2×coral (60 gp, 100 gp), jade (200 gp), alexandrite (120 gp); **10 semi-precious stones**: chalcedony (50 gp), 3×carnelian (3×50 gp), jasper (50 gp), citrine (50 gp), rock crystal (50 gp), small rock crystal (10 gp), moonstone (45 gp), onyx (50 gp); **flail +1; ring mail +1; ring of contrariness (invisibility)**

NOMAD LAIR EXAMPLE (DESERT)—CAPUSSA 'THE CHEETAH' (ENCAMPMENT)

15% in lair; MM, p. 66, 68-69

Typically withdraw when suffer 25%+ casualties if enemy likely to continue stout resistance. May feign retreat to lure enemy into ambush. 75% likely to capture weaker groups; 90% likely to parley with parties of near equal strength.

Lair either encampment of tents at an oasis or stream (90% chance; as standard nomad band; +200% females, +100% children; +10-100 slaves; +100-400 horses; +200% herd animals (sheep, goats, camels, cattle and/or yaks) or small walled city (10% chance; as above; +20-80 footmen (chain mail & shield; spear & sword (50%) or light crossbow & sword (50%)).

EXAMPLE NOMAD LAIR (DESERT)¹⁾ (154+specials)

(XPL(15×2/15×2/30×2/30×2/15×2/15×3/15×1/15×3/79×2/79×2/6/3/5/3/5/3/5/3/6/3/7/3/8/3/7/3/6/3/8/3/8/3/8/3/9/3/10/3/5/3/4/3/5/3/4/3/4/3/4/3/5/3/4/3/5/3/5/3/6/3/4/3/12/3/14/3/6/3/5/3/8/2/13/2/308×1/154×½/252×2/131×3/179×3/117×4/77×4/13×½/20×½/30×½/2×1½/3,509½)

154 nomads + 5 nomad fighters (F3) + 4 nomad fighters (F4) + 3 nomad fighters (F5) + 2 nomad fighters (F6) + 12 nomad guards (F2) + 1 nomad sub-commander (F7) + 1 nomad leader (F9) + 2 nomad clerics (C3) + 1 nomad magic-user (MU4) + 1 nomad magic-user (MU8) + 60 medium warhorses + 111 light warhorses + 308 nomad women + 154 nomad children + 252 horses (wild horses) + 131 goats (herd animal) + 179 sheep (herd animal) + 117 cows (wild cattle) + 77 dromedaries (wild camel) + 13 male slaves (laboring male) + 20 strong male slaves (laboring male) + 30 female slaves (active female) + 2 female slaves (merchant)

Surprise/surprised 1-4/1-2 (DMG, p. 61-62)

15 nomad light cavalry crossbowmen (mounted) (N); AC 7; MV 9" (24" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-4 (crossbow) or 2-8 (sword); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; broadsword, light crossbow & 20 bolts (6/12/18); XP 14 + 1/hp (XPL2)

hp 3, 6, 2, 6, 4 // 4, 6, 2, 1, 2 // 5, 2, 3, 1, 4

+ 15 light warhorses (N); AC 8; MV 24"; HD 2; THACO 16; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 15, 13, 11, 7, 9 // 5, 9, 7, 6, 7 // 12, 16, 14, 9, 9

30 nomad light cavalry javelineers (mounted) (N); AC 7; MV 9" (24" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-6 (javelin) or 2-8 (sword); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; 2 javelins (2/4/6), broadsword; XP 14 + 1/hp (XPL2)

hp 1, 6, 5, 3, 5 // 5, 6, 4, 6, 5 // 2, 6, 2, 5, 4 // 5, 1, 5, 3, 2 // 5, 5, 1, 6, 4 // 5, 3, 1, 6, 3

+ 30 light warhorses (N); AC 7; MV 24"; HD 2; THACO 16; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 5, 11, 7, 7, 9 // 11, 9, 12, 10, 7 // 9, 13, 15, 4, 11 // 12, 8, 9, 12, 10 // 6, 11, 13, 15, 5 // 6, 11, 9, 12, 5

15 nomad medium cavalry crossbowmen (mounted) (N); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 1-4 (crossbow) or 2-8 (sword); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; broadsword, light crossbow & 20 bolts (6/12/18); XP 14 + 1/hp (XPL2)

hp 3, 3, 6, 2, 4 // 4, 4, 6, 4, 6 // 4, 3, 1, 1, 2

+ 15 medium warhorses (N); AC 7; MV 18"; HD 2+2; THACO 16; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12, 10, 15, 14, 11 // 11, 13, 11, 15, 13 // 9, 7, 9, 9, 15

15 nomad medium cavalry lancers (mounted) (N); AC 4; MV 9" (18" on mount); HD 1-1 (1-6 hp); THACO 20; #AT 1; D 2-7 or 4-14²⁾ (lance) or 2-8 (sword); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; broadsword, medium lance; XP 10 + 1/hp (XPL1)

hp 3, 6, 2, 2, 5 // 3, 6, 3, 3, 6 // 3, 5, 3, 6, 2

+ 15 medium warhorses (N); AC 7; MV 18"; HD 2+2; THACO 16; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 10, 7, 11, 7, 12 // 14, 15, 14, 16, 10 // 10, 9, 14, 14, 11

79 nomad light cavalry lancers (mounted) (N); AC 4; MV 9" (24" on mount); HD 1-1 (1-6 hp); **THACO 20;** #AT 1; D 1-6 or 2-12²⁾ (lance) or 2-8 (sword); I8-12; surprise 1-4; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; broadsword, light lance; XP 10 + 1/hp (XPL1)

hp 3, 3, 2, 2, 6 // 6, 5, 3, 5, 4 // 5, 2, 2, 5, 4 // 1, 2, 5, 4, 6 // 1, 4, 4, 2, 3 // 6, 1, 4, 2, 2 // 2, 5, 3, 1, 3

+ **79 light warhorses (N);** AC 7; MV 24"; HD 2; **THACO 16;** #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 9, 7, 9, 12, 7 // 14, 6, 7, 9, 13 // 7, 15, 9, 8, 10 // 13, 13, 7, 4, 12 // 7, 3, 11, 6, 6 // 16, 15, 9, 7, 4 // 10, 14, 9, 7, 11 // 8, 9, 9, 11, 9 // 10, 4, 4, 12, 11 // 8, 5, 3, 12, 15 // 10, 14, 8, 7, 8 // 5, 7, 9, 12, 11 // 10, 10, 10, 13, 14 // 11, 14, 6, 10, 10 // 15, 14, 10, 8, 12 // 9, 11, 11, 7

Hotha ag Abidin (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/17/16** (base/str/axe); #AT 1; D 1-6+1 (axe) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I9 W10 D11 C15 (+1) Ch11; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; **hand axe +1** (1/2/3), horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; easy going, perceptive; exotic animals; XP 110 + 4/hp (XPL6)

hp 29

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15

Uksem (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18;** #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S15 I10 W6 D11 C14 Ch10; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; cheerful, capricious/mischievous; legends; XP 85 + 4/hp (XPL5)

hp 20

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Atas (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/17** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/37 (+1/+3) I11 W13 D14 C15 (+1) Ch12; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; unfeeling/insensitive; history; XP 85 + 4/hp (XPL5)

hp 27

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Igider, 'the Eagle' (N), nomad fighter (F3) (mounted); AC 3; MV 9" (18" on mount); HD F3; **THACO 18/16** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/80 (+2/+4) I11 W9 D15 (+0/-1) C16 (+2) Ch11; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity); eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; morose, modest; nature; XP 85 + 4/hp (XPL5)

hp 30

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Mezwar ag Aggur (N), nomad fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/16** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/76 (+2/+4) I13 W9 D13 C16 (+2) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; cheerful, friendly; horticulture; XP 110 + 4/hp (XPL6)

hp 28

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11

Issam (N), nomad fighter (F4) (mounted); AC 2; MV 12" (18" on mount); HD F4; **THACO 18/17** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I12 W13 D13 C15 (+1) Ch8; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+2 armor); eqp (avg): **chain mail +2** & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; hot tempered, vengeful; jealous; XP 160 + 5/hp (XPL7)

hp 31

+ **1 medium warhorse (N);** AC 7; MV 18"; HD 2+2; **THACO 16;** #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Biska (N), nomad fighter (F4) (mounted); AC 0; MV 12" (18" on mount); HD F4; **THACO 18**; #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S16 (+0/+1) I11 W12 D13 C15 (+1) Ch10; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16 (+4 armor); eqp (avg): **chain mail +4** & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; hot tempered, lustful; legends; XP 200 + 5/hp (XPL8)
hp 36

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Mazetule (N), nomad fighter (F4) (mounted); AC 4; MV 9" (18" on mount); HD F4; **THACO 18/17** (base/crossbow); #AT 1; D 2-8 (sword) or 1-4+1 (crossbow) or 106 (mace); S16 (+0/+1) I11 W10 D9 C14 Ch14; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 16 bolts +1 (6/12/18), dagger (1/2/3); **potion of plant control**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; even tempered, dull; husbandry; XP 160 + 5/hp (XPL7)
hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Ogdada (N), nomad fighter (F4) (mounted); AC 4; MV 9" (18" on mount); HD F4; **THACO 18/17** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I12 W11 D8 C10 Ch12; 4 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; humble, solitary; nature; XP 130 + 5/hp (XPL6)
hp 34

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Maziba (N), nomad fighter (F5) (mounted); AC 3; MV 9" (18" on mount); HD F5; **THACO 16/15** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/08 (+1/+3) I12 W14 D10 C15 (+1) Ch10; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 shield); eqp (avg): chain mail & **shield +1**; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; humble, unforgiving; military & martial matters; XP 300 + 6/hp (XPL8)
hp 32

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Nguna (N), nomad fighter (F5) (mounted); AC 4; MV 9" (18" on mount); HD F5; **THACO 16/14** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/59 (+2/+3) I11 W12 D12 C18 (+4) Ch12; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); **potion of diminution**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; humble, vengeful; gambling; XP 300 + 6/hp (XPL8)
hp 60

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Mastanabal ag Zalelsan (N), nomad fighter (F5) (mounted); AC 3; MV 9" (18" on mount); HD F5; **THACO 16/14** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/98 (+2/+5) I14 W14 D15 (+0/-1) C17 (+3) Ch14; 5 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 dexterity); eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; proud, hardhearted; collector (coins & tokens); XP 300 + 6/hp (XPL8)
hp 42

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Yuba ag Tegama (N), nomad fighter (F6) (mounted); AC 2; MV 9" (18" on mount); HD F6; **THACO 16/15** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/32 (+1/+3) I8 W10 D13 C15 (+1) Ch11; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+2 shield); eqp (avg): chain mail & **shield +2**; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); **potion of levitation**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; compassionate, friendly; husbandry; XP 475 + 8/hp (XPL9)
hp 40

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14

RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 16

Hamu ag Meslar (N), nomad fighter (F6) (mounted); AC 1; MV 12" (18" on mount); HD F6; **THACO 16/14** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/54 (+2/+3) I13 W14 D15 (+0/-1) C17 (+3) Ch14; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD11 PP12 RSW13 BW13 S14 (+1 dexterity; +1 armor, +1 shield); eqp (avg): **chain mail +1 & shield +1**; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; proud, anti-intellectual; nature; XP 600 + 8/hp (XPL10)

hp 67

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 17

Amghar (N), nomad guard (F2) (mounted); AC 5; MV 12" (18" on mount); HD F2; **THACO 20**; #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S15 I10 W10 D12 C10 Ch9; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17 (+1 armor); eqp (avg): **studded leather armor +1 & shield**; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); **philter of love**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; humble, deceitful; legends; XP 65 + 3/hp (XPL5)

hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

Asaru (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/52 (+2/+3) I9 W12 D11 C17 (+3) Ch10; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; even tempered, aloof; nature; XP 50 + 3/hp (XPL4)

hp 24

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15

Tegama (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18/16** (base/str/mace); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6+2 (mace; S18/80 (+2/+4) I11 W13 D11 C14 Ch8; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, **horseman's mace +2**, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; haughty, fanatical; physics; XP 65 + 3/hp (XPL5)

hp 12

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 7

Beketa (N), nomad guard (F2) (mounted); AC 2; MV 9" (18" on mount); HD F2; **THACO 20/18/19** (base/str/dex); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/76 (+2/+4) I12 W12 D16 (+1/-2) C18 (+4) Ch15; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17 (+2 dexterity); eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; easy going, altruist; athletics; XP 50 + 3/hp (XPL4)

hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 17

Khyar Bar (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I12 W13 D13 C15 (+1) Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; humble, energetic; community service; XP 50 + 3/hp (XPL4)

hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

Musa (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/74 (+2/+3) I11 W12 D13 C13 Ch10; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, sober; husbandry; XP 50 + 3/hp (XPL4)

hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Idir (N), nomad guard (F2) (mounted); AC 1; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/85 (+2/+4) I10 W14 D12 C17 (+3); Ch12; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17 (+3 shield); eqp (avg): chain mail & **shield +3**; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, softhearted; wines & spirits; XP 65 + 3/hp (XPL5)
hp 24

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Ayuba (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/84 (+2/+4) I10 W11 D14 C17 (+3) Ch10; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; compassionate, studious; art (jewelry); XP 50 + 3/hp (XPL4)
hp 25

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Akzer (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18/16** (base/str/hammer); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 2-5+2 (hammer) or 1-4 (dagger); S18/92 (+2/+5) I10 W11 D8 C14 Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, **hammer +2** (1/2/3), light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; hot tempered, liar; gambling; XP 65 + 3/hp (XPL5)
hp 12

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Anaba (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18/15** (base/str/fork); #AT 1; D 1-8+3 (fork) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/83 (+2/+4) I10 W14 D10 C17 (+3); Ch13; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; **military fork +3**, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; compassionate, dull; collector (weapons); XP 65 + 3/hp (XPL5)
hp 26

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Ixzi 'Izili', 'the Magnificent' (N), nomad guard (F2) (mounted); AC -1; MV 12" (18" on mount); HD F2; **THACO 20/18/17** (base/str/dex); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/68 (+2/+3) I12 W14 D18 (+3/-4) C17 (+3) Ch15; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17 (+4 dexterity; +1 armor); eqp (avg): **chain mail +1** & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; haughty, vengeful; hunting; XP 80 + 3/hp (XPL6)
hp 23

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Madidu (N), nomad guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/78 (+2/+4) I11 W13 D13 C16 (+2) Ch9; 3 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; morose, hardhearted; athletics; XP 50 + 3/hp (XPL4)
hp 16

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Adherbal ag Ehenu (N), nomad sub-commander (F7) (mounted); AC 0; MV 12" (18" on mount); HD F7; **THACO 14/12** (base/str); #AT 3/2 (sword, dagger) or 1 (crossbow, mace); D 2-8 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger) S18/86 (+2/+4) I13 W13 D15 (+0/-1) C16 (+2) Ch14; 6 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD10 PP11 RSW12 BW12 S13 (+1 dexterity; +3 armor); eqp (avg): **chain mail +3** & shield; broadsword, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3);

very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud, fearless; languages; XP 1,075 + 10/hp (XPL12)
hp 63

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Capussa 'Aksil', 'the Cheetah' (N), nomad leader (F9) (mounted); AC 0; MV 12" (18" on mount); HD F9; **THACO 12/10/8** (base/str/scimitar); #AT 3/2 (scimitar, dagger) or 1 (crossbow, mace); D 1-8+2 (scimitar) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger) S18/74 (+2/+3) I14 W10 D10 C10 Ch16; 9 melee attacks/rd vs less than 1 hit die; surprise 1-4; PPD8 PP9 RSW10 BW9 S11 (+1 armor, +5 shield); eqp (avg): **ring mail +1 & shield +5; scimitar +2**, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); **potion of healing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; unfeeling, overbearing; alchemy; XP 2,700 + 14/hp (XPL14)
hp 64

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Wertenezzu 'Sufian' ag Zeffun, 'the Pure' (NG), nomad cleric (C3); female; AC 4; MV 9" (18" on mount); HD C3; **THACO 20/19** (base/mace); #AT 1; D 1-6+1 (mace); S10 I11 W16 (+1; 2/2) D8 C10 Ch12; turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15; eqp (avg): chain mail & shield; **horseman's mace +1**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; compassionate, friendly; collector (books & scrolls); XP 150 + 4/hp (XPL6)
spells (4/3): I: **bless, detect magic, protection from evil, remove fear**
II: **augury, hold person, speak with animals**

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Tabat (N), nomad cleric (C3); AC 4; MV 9" (18" on mount); HD C3; **THACO 20**; #AT 1; D 1-6 (mace); S9 I10 W17 (+3; 2/2/1) D8 C11 Ch13; turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+3 wisdom); eqp (avg): chain mail & shield; horseman's mace; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; cheerful, cautious; fishing; XP 125 + 4/hp (XPL5)

spells (4/3): I: **command, detect magic, purify food & drink, sanctuary**
II: **know alignment, resist fire, slow poison**

hp 18

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Tafat ag Beddis (N), nomad magic-user (MU4) (mounted); female; AC 8; MV 12" (24" on mount); HD MU4; **THACO 20/19** (base/dex); #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers); S11 I18 W13 D16 (+1/-2) C8 Ch17; PPD14 PP13 RSW11 BW15 S12 (+2 dexterity); eqp (avg): 3 daggers (1/2/3); very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: ragged; compassionate, philosophical; nature; XP 245 + 5/hp (XPL8)

spells (3/2): I: **magic missile, sleep, Tenser's floating disc**
II: **web, web**

hp 11

* Spell book (I: *read magic, sleep, feather fall, write, Tenser's floating disc, magic missile*; II: *fools gold, web*; VII: *Drawmij's instant summons*)

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Abazza 'Munatas' (N), nomad magic-user (MU8) (mounted); AC 8; MV 12" (24" on mount); HD MU4; **THACO 20/19** (base/dex); #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers); S9 I19 W14 D16 (+1/-2) C11 Ch12; PPD13 PP11 RSW9 BW13 S10 (+2 dexterity); eqp (avg): 3 daggers (1/2/3); **ring of three wishes** (1 wish left); **scroll of protection from undead**; very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: ragged; humble, liar; horticulture; XP 1,900 + 12/hp (XPL13)

spells (4/3/3/2): I: **affect normal fires, light, magic missile, sleep**
II: **rope trick, stinking cloud, web**
III: **phantasmal force, protection from evil, slow**
IV: **bestow curse, dimension door**

hp 21

* Spell book (I: *read magic, detect magic, spider climb, sleep, magic missile, light, Nystul's magic aura, affect normal fires, Tenser's floating disc, hold portal*; II: *fools gold, rope trick, stinking cloud, continual light, web*; III: *protection from evil 10' radius, clairaudience, slow, phantasmal force*; IV: *dimension door, remove curse*)

+ 1 **light warhorse** (N); AC 8; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 9

hp 4, 6, 3, 2, 5 // 2, 2, 3, 4, 5 // 5, 6, 6, 6, 6 // 1, 4, 4, 1, 6 // 1, 1, 6, 2, 5 // 6, 1, 5, 3, 1 // 3, 3, 2, 3, 3 // 5, 3, 2, 1, 1
hp 3, 5, 5, 5, 5 // 6, 2, 1, 2, 4 // 3, 4, 4, 5, 2 // 1, 2, 6, 2, 4 // 3, 3, 4, 5, 3 // 1, 6, 4, 6, 2 // 2, 4, 3, 5, 6 // 6, 5, 4, 1, 1
hp 3, 1, 5, 5, 2 // 3, 3, 2, 2, 6 // 3, 4, 3, 2, 1 // 6, 2, 5, 5, 6 // 5, 5, 4, 2, 5 // 1, 4, 2, 1, 3 // 5, 1, 4, 1, 5 // 6, 1, 2, 3, 2

hp 8, 8, 12, 15, 15 // 13, 8, 14, 11, 8 // 2, 6, 8, 15, 7 // 11, 12, 9, 8, 14 // 11, 8, 9, 13, 13 // 14, 8, 7, 9, 9 // 14, 11, 15, 6, 11
hp 12, 6, 8, 10, 11 // 11, 6, 6, 10, 12 // 5, 9, 8, 5, 7 // 9, 14, 9, 13, 7 // 11, 12, 10, 6, 15 // 7, 11, 11, 10, 4 // 16, 14, 11, 3, 9
hp 6, 9, 6, 12, 6 // 5, 14, 11, 12, 13 // 10, 6, 9, 10, 9 // 13, 5, 15, 5, 8 // 11, 8, 11, 9, 12 // 11, 13, 11, 11, 15 // 11, 7, 19, 12, 10

hp 10, 7, 10, 14, 6 // 15, 7, 12, 9, 3 // 9, 6, 13, 7, 9 // 5, 7, 5, 7, 11 // 9, 15, 12, 4, 16 // 9, 11, 7, 12, 13 // 15, 8, 8, 12, 15
hp 14, 13, 10, 8, 8 // 11, 9, 10, 7, 11 // 9, 6, 6, 6, 11 // 16, 8, 4, 8, 12 // 11, 9, 4, 6, 10 // 15, 10, 11, 4, 13 // 10, 11, 14, 9, 11
hp 3, 14, 13, 9, 11 // 11, 6, 10, 8, 11 // 6, 10, 8, 7, 10 // 6, 12, 7, 16, 6 // 16, 7, 7, 9, 6 // 11, 11, 13, 10, 16 // 10, 6, 14, 11, 13

hp 7, 9, 8, 11, 12 // 5, 11, 10, 4, 7 // 8, 11, 8, 3, 5 // 9, 11, 10, 9, 7 // 10, 13, 12, 3, 6 // 13, 9, 6, 12, 13 // 15, 7, 12, 7, 10
hp 13, 6, 13, 3, 3 // 3, 12, 6, 7, 13 // 7, 8, 9, 10 // 6, 14, 8, 5, 4 // 14, 5, 9, 11, 8 // 9, 8, 14, 14, 7 // 8, 12, 9, 9, 10
hp 12, 10, 11, 12, 10 // 10, 8, 9, 7, 10 // 12, 7, 5, 11, 12 // 9, 6, 4, 9, 12 // 9, 12, 10, 7, 12 // 9, 12, 14, 9, 8 // 10, 3, 8, 9, 12

hp 15, 13, 12, 13, 16 // 12, 16, 17, 20, 14 // 18, 10, 12, 16, 9 // 10, 16, 12, 10, 8 // 7, 14, 12, 11, 16 // 16, 13, 21, 7, 10
hp 20, 13, 24, 10, 7 // 18, 9, 15, 13, 21 // 24, 23, 18, 10, 15 // 14, 18, 22, 16, 12 // 14, 16, 22, 12, 15 // 13, 17, 14, 15, 18
hp 12, 9, 18, 6, 16 // 8, 8, 4, 10, 10 // 11, 11, 12, 17, 8 // 12, 16, 18, 20, 12 // 10, 12, 18, 13, 12 // 13, 8, 14, 13, 9

hp 16, 11, 18, 16, 9 // 9, 19, 10, 10, 11 // 14, 13, 19, 10, 12 // 16, 12, 12, 8, 17 // 11, 19, 20, 12, 18 // 15, 19, 15, 8, 13
hp 14, 8, 18, 13, 8 // 14, 7, 19, 9, 14 // 17, 13, 16, 10, 16 // 16, 9, 19, 7, 13 // 12, 14, 14, 10, 15 // 10, 14, 14, 14, 3
hp 10, 16, 14, 14, 12 // 19, 11, 15, 10, 19 // 17, 14, 13, 16, 6 // 14, 13, 13, 11, 13 // 14, 8, 16, 12, 13 // 11, 14, 16, 9, 14

hp 2, 2, 2, 4, 2 // 6, 4, 5, 2, 3 // 4, 3, 7

hp 2, 5, 5, 2, 3 // 6, 7, 4, 5, 3 // 4, 6, 5, 4, 7 // 5, 4, 7, 6, 4

hp 4, 3, 4, 3, 3 // 5, 4, 3, 5, 5 // 2, 3, 2, 5, 2 // 2, 3, 5, 3, 2 // 3, 4, 4, 3, 3 // 5, 3, 5, 4, 2

hp 4, 5

³⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent; weapon can dismount a rider on a score equal to or greater than the required to hit score

[illegible]

$\Pi(Z) = 4,000 \text{ sp}; 2,000 \text{ ep}$

TT (Z) = 2,000 sp; **cloak of the desert fox***; **magic-user scroll** (VIII: **mind blank**; VI: **geas**; MU16; DMG, p. 128); **boots of striding & springing**

* See Appendix A

TT (Z) = 3,000 cp; 3,000 sp; 3,000 ep; 600 pp; **29 gems**: 23 fancy stones (precious): 4×aquamarine (3×500 gp, 650 gp), small aquamarine (100 gp), 3×large aquamarine (3×1,000 gp), exceptional aquamarine (5,000 gp), 4×pure black pearl (300 gp, 2×500 gp, 800 gp), large pure black pearl (1,400 gp), topaz (300 gp), very large topaz (2,000 gp), 3×very deep blue spinel (2×500 gp, 750 gp), small very deep blue spinel (100 gp), large very deep blue spinel (1,000 gp), peridot (450 gp), violet garnet (500 gp); 7 ornamental stones: 2×hematite (8 gp, 10 gp), large hematite (20 gp), large turquoise (50 gp), 2×eye agate (10 gp, 14 gp), large moss agate (20 gp); 2 fancy stones: jet (130 gp), small pearl (55 gp); **13 pieces of jewelry**: gold necklace with gems (6,000 gp), **gold scarab with gems, with quintuple exceptional stone in the setting** (6,000 gp + 80,000 gp); wrought gold circlet (1,800 gp), wrought gold coffer (1,300 gp), wrought gold necklace (1,400 gp), wrought gold earrings, of exceptional value (1,800 gp); coral (1,500 gp); platinum brooch with gems (6,000 gp), perfume bottle with gems, with exceptional stone in the setting (7,000 gp + 5,000 gp); wrought silver and gold choker (200 gp), wrought silver and gold scabbard (400 gp); ivory toe ring (1,000 gp); silver torc with gems (2,000 gp)

TT (Z) = 2,000 sp; **39 gems**: 14 semi-precious stones: 2×moonstone (35 gp, 50 gp), zircon (50 gp), chalcedony (50 gp), 2×bloodstone (35 gp, 40 gp), star rose quartz (30 gp), large star rose quartz (100 gp), carnelian (50 gp), exceptional carnelian (1,000 gp), 2×chalcedony (2×50 gp), jasper (50 gp), small jasper (10 gp); 6 ornamental stones: citrine (16 gp), chrysoprase (8 gp), tiger eye (10 gp), large tiger eye (20 gp), large moss agate (50 gp), very small obsidian (2 gp); 12 fancy stones: alexandrite (100 gp), small jade (50 gp), 2×jet (2×100 gp), large jet (500 gp), coral (100 gp), large red-brown spinel (200 gp), pearl (100 gp), 3×amethyst (3×100 gp), deep green spinel (100 gp); 7 fancy stones (precious): large very deep blue spinel (1,000 gp), 2×topaz (500 gp, 600 gp), pure black pearl (300 gp), violet garnet (500 gp), large violet garnet (1,000 gp), exceptional violet garnet (5,000 gp)

OGRE

20% in lair; speak ogrish, alignment tongue, orcish, stone giant, trollish; MM, p. 75

Ugly-tempered, voracious, fond of treasure; sometimes found serving as mercenaries in the ranks of orc tribes or evil clerics or joining with grolls for a profitable raid; mingle freely with trolls and some giants; sometimes enslaved by certain demons.

#AP 11 or more = plus 1 leader; #AP 16 or more = plus 2 leaders and 1 chieftain.

OGRE (2-20) (XPL 6)

2-20 **ogres (unarmed or no missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: **large melee weapon**; Int 5-7; SZ L (9' + tall); XP 90 + 5/hp (XPL5)

hp 23, 13, 27, 16, 23 // 11, 23, 20, 23, 30 // 24, 23, 29, 22, 14 // 12, 10, 23, 19, 23

hp 23, 17, 25, 25, 23 // 19, 21, 30, 17, 21 // 22, 21, 20, 25, 20 // 25, 24, 21, 26, 27

hp 19, 16, 23, 31, 26 // 21, 20, 24, 20, 25 // 24, 21, 22, 20, 25 // 26, 24, 16, 14, 18

2-20 **ogres (missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: **large missile weapon**; Int 5-7; SZ L (9' + tall); XP 130 + 5/hp (XPL6)

hp 15, 27, 24, 15, 28 // 18, 16, 29, 25, 24 // 22, 29, 25, 12, 23 // 20, 16, 18, 10, 28

hp 17, 18, 23, 24, 17 // 21, 16, 18, 21, 12 // 19, 21, 15, 22, 19 // 21, 15, 19, 21, 23

hp 16, 25, 12, 19, 23 // 19, 13, 25, 28, 21 // 27, 11, 16, 23, 18 // 27, 18, 24, 21, 20

PT = **ogres** (M×10 Q): (#ogres)×20-80 gp; (#ogres)×1-4 gems (50% chance)

EXAMPLE OGRE (10) (XPL(10×6)/60)

10 **ogres (spears)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/spear); #AT 1; D 3-9¹⁾ (spear) or 1-10; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9' + tall); XP 130 + 5/hp (XPL6)

hp 25, 21, 21, 17, 22 // 20, 18, 21, 19, 25

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **ogres** (M×10 Q): 10×30 gp; **ogre #2**: 1 fancy stones (precious): violet garnet (500 gp); 1 fancy stone: topaz (100 gp); **ogre #3**: 2 semi-precious stones: chrysoprase (100 gp), 130 gp); 1 fancy stone: aquamarine (500 gp); **ogre #5**: 1 fancy stone (precious): violet garnet (1,000 gp); 1 semi-precious stone: carnelian (100 gp); **ogre #6**: 2 fancy stones: topaz (500 gp), aquamarine (500 gp); 1 ornamental stone: moss agate (10 gp); 1 semi-precious stone: rock crystal (100 gp); **ogre #7**: 3 semi-precious stones: chrysoprase (100 gp), sardonyx (10 gp), bloodstone (30 gp); 1 ornamental stone: tiger eye (10 gp)

EXAMPLE OGRE (16+specials) (XPL(16×6/2×6/6)/114)

16 **ogres** + 2 **ogre leaders** + 1 **ogre chieftain**

16 **ogres (spears)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/spear); #AT 1; D 3-9¹⁾ (spear) or 1-10; S18 (+1/+2); PPD11 PP12 RSW13BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9' + tall); XP 130 + 5/hp (XPL6)

hp 15, 6, 20, 23, 19 // 22, 23, 6, 16, 21 // 23, 17, 18, 29, 21 // 17

2 **ogre leaders (spears)** (CE); AC 3; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/spear); #AT 1; D 3-9¹⁾ (spear) or 2-12; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9' + tall); XP 130 + 5/hp (XPL6)

hp 32, 31

1 **ogre chieftain (spear)** (CE); AC 4; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/spear); #AT 1; D 3-9¹⁾ (spear) or 4-14; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9'+ tall); XP 130 + 5/hp (XPL6)
hp 37

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

PT = **ogres** (M×10 Q): 19×40 gp; **ogre #2**: 3 fancy stones: jade (50 gp), red spinel (100 gp), pearl (150 gp); **ogre #3**: 3 fancy stones: 2× red spinel (100 gp, 500 gp), alexandrite (200 gp); **ogre #4**: 1 ornamental stone: azurite (10 gp); **ogre #6**: 3 ornamental stones: hematite (20 gp), lapis lazuli (20 gp), blue quartz (50 gp); **ogre #7**: 4 semi-precious stones: chalcedony (50 gp), citrine (50 gp), sardonyx (50 gp), carnelian (500 gp); **ogre #9**: 1 fancy stone: violet garnet (500 gp); **ogre #11**: 3 semi-precious stones: bloodstone (40 gp), carnelian (75 gp), chalcedony (100 gp); **ogre #13**: 2 gem stones: opal (1,000 gp), black opal (1,500 gp); **ogre #15**: 1 gem stone: fire opal (800 gp); **chieftain**: 3 gem stones: sapphire (1,000 gp), star sapphire (1,000 gp), emerald (1,000 gp)

OGRE LAIR

Plus 2-12 females and 2-8 young; 30% chance of prisoners (01-25 = slaves; 26-00 = food; DM's choice; only 10% likely that any halflings/dwarves/elves are found alive). #AP 11 or more = plus 1 leader; #AP 16 or more = plus 2 leaders and 1 chieftain.

OGRE LAIR (2-20) (XPL5)

2-20 **ogres (unarmed or no missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: large melee weapon; Int 5-7; SZ L (9'+ tall); XP 90 + 5/hp (XPL5)

hp 19, 18, 24, 24, 21 // 14, 26, 29, 22, 20 // 24, 16, 23, 21, 24 // 21, 20, 18, 12, 20

hp 15, 19, 23, 28, 22 // 23, 20, 25, 20, 15 // 17, 25, 22, 20, 21 // 18, 17, 21, 19, 22

hp 16, 25, 21, 19, 15 // 21, 21, 18, 28, 21 // 21, 22, 18, 14, 22 // 16, 14, 14, 22, 22

2-20 **ogres (missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/weapon); #AT 1; D 1-10 or by weapon; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: large missile weapon; Int 5-7; SZ L (9'+ tall); XP 130 + 5/hp (XPL6)

hp 16, 22, 30, 21, 22 // 13, 21, 11, 23, 25 // 19, 17, 15, 22, 21 // 28, 17, 21, 26, 20

hp 19, 20, 28, 15, 15 // 22, 10, 25, 22, 24 // 23, 20, 17, 26, 27 // 17, 18, 19, 23, 28

hp 27, 22, 20, 18, 28 // 23, 23, 28, 19, 23 // 24, 24, 13, 9, 24 // 20, 23, 18, 15, 31

1-2 **ogre leaders (unarmed or no missiles)** (CE); AC 3; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/weapon); #AT 1; D 2-12 or by weapon; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large melee weapon; Int 5-7; SZ L (9'+ tall); XP 90 + 5/hp (XPL5)

hp 30, 30

hp 32, 32

hp 31, 32

1-2 **ogre leaders (missiles)** (CE); AC 3; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/weapon); #AT 1; D 2-12 or by weapon; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large missile weapon; Int 5-7; SZ L (9'+ tall); XP 130 + 5/hp (XPL6)

hp 33, 33

hp 33, 32

hp 33, 31

1 **ogre chieftain (unarmed or no missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/weapon); #AT 1; D 4-14 or by weapon; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large melee weapon; Int 5-7; SZ L (9'+ tall); XP 90 + 5/hp (XPL5)

hp 37

hp 34

hp 34

1 **ogre chieftain (missiles)** (CE); AC 4; MV 9"; HD 4+1; **THACO 13/11** (as 7 HD; base/weapon); #AT 1; D 4-14 or by weapon; S18/76 (+2/+4); attack as 7 HD; PPD11 PP12 RSW13 BW13 S14; eqp: large missile weapon; Int 5-7; SZ L (9'+ tall); XP 130 + 5/hp (XPL6)

hp 37

hp 37

hp 36

2-12 **ogre females** (CE); AC 4; MV 9"; HD 4+1 (max 6 hp/HD); **THACO 15/14** (base/weapon); #AT 1; D 2-8; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ L (9'+ tall); XP 90 + 5/hp (XPL5)

hp 14, 13, 14, 22, 17 // 11, 25, 19, 11, 18 // 18, 16

hp 15, 9, 17, 15, 15 // 17, 19, 14, 16, 14 // 16, 9

hp 17, 19, 13, 15, 18 // 13, 14, 14, 19, 20 // 16, 22

2-8 **ogre young** (CE); AC 6; MV 6"; HD 1-1; **THACO 20**; #AT 1; D 1-6; PPD16 PP17 RSW18 BW20 S19; Int 5-7; SZ S (4' tall); XP 14 + 2/hp (XPL2)

hp 3, 6, 4, 7, 5 // 7, 4, 7

hp 5, 3, 4, 1, 4 // 4, 4, 1

hp 1, 4, 7, 4, 1 // 1, 6, 7

PT = **ogres** (M×10 Q): (#ogres)×20-80 gp; (#ogres)×1-4 gems (50% chance)

TT (G [magic only] R S) = **potion of invulnerability; potion of plant control, philter or love; potion of healing; potion of poison** (strong; save vs poison -3)

TT (G [magic only] R S) = No treasure

TT (G [magic only] R S) = **potion of human control (troglydotes); scroll of protection from possession; wand of negation (100 ch); staff of the serpent (python); scroll of protection from elementals (earth elementals, xorn)**

TT (G [magic only] R S) = **potion of extra-healing; potion of water breathing; potion of animal control (reindeer); potion of treasure finding; potion of dragon control (good dragons); potion of super-heroism**

ORC LAIR EXAMPLE (UNDERGROUND)

35% in lair; speak orcish, alignment tongue, goblin, hobgoblin, ogrish; MM, p. 76

Place of darkness or dim sunlight. Tribes 75% chance to fight other tribes when they meet, unless a strong leader (e.g., wizard, evil priest, evil lord) with sufficient force behind him is on hand to control them.

EXAMPLE ORC LAIR (UNDERGROUND) (XPL(98×2/41×1/12×2/4×2/3/25×4/4/70×1/139×1/2/5×5)/5401/2)

139 orcs + 12 orc leader assistants + 4 orc leaders + 1 orc standard bearer (orc guard) + 25 orc bodyguards + 1 orc chief + 70 orc females + 139 orc young + 5 ogres

14 orcs (sword & spear) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6¹⁾ (spear) or 1-8 (sword) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: long sword, spear (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 4, 7, 2, 3, 6 // 2, 3, 8, 2, 2 // 5, 5, 6, 8

14 orcs (axe & spear) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6 (axe) or 1-6¹⁾ (spear) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: axe (1/2/3), spear (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 6, 7, 3, 7, 2 // 2, 2, 4, 2, 1 // 6, 2, 3, 1

14 orcs (axe & bec de corbin) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-8 (bec de corbin) or 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: bec de corbin, axe (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 2, 2, 8, 1, 5 // 3, 1, 6, 3, 5 // 8, 7, 8, 3

14 orc crossbowmen (crossbow & axe) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-4 (crossbow) or 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: axe (1/2/3), light crossbow (6/12/18); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 8, 7, 5, 4, 2 // 3, 1, 7, 2, 7 // 5, 5, 8, 5

14 orc archers (short bow & axe) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1 or 2; D 1-6/1-6 (bow) or 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: axe (1/2/3), short bow (5/10/15); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 3, 1, 5, 3, 2 // 1, 1, 3, 4, 4 // 6, 2, 6, 4

14 orc spearmen (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6¹⁾ (spear) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: spear (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 6, 7, 2, 7, 3 // 4, 4, 6, 2, 8 // 5, 5, 2, 1

14 orc axemen (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: axe (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 3, 1, 3, 2, 8 // 7, 8, 7, 6, 4 // 7, 4, 7, 2

6 orcs (sword & flail) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 2-8 (sword) or 2-7 (flail) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: broadsword, flail; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 3, 3, 3, 7, 5 // 3

7 orcs (sword & battleaxe) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-8 (long sword or battleaxe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: long sword, battle axe; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 1, 4, 7, 7, 2 // 8, 7

28 orc halberdiers (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-10 (halberd) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: halberd; Int 8-10; SZ M; XP 10 + 1/hp (XPL1)

hp 3, 5, 1, 5, 3 // 7, 7, 3, 8, 2 // 4, 8, 7, 2, 5 // 8, 1, 1, 1, 4 // 3, 8, 1, 7, 8 // 6, 8, 8

12 orc leader assistants (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 2-8 (bill-guisarme) or 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: bill-guisarme, axe (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 8, 8, 8, 8, 8 // 8, 8, 8, 8, 8 // 8, 8

4 orc leaders (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1 or 2; D 2-8 (sword) or 1-6/1-6 (bow) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: broadsword, short bow (5/10/15); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)

hp 8, 8, 8, 8

1 **orc standard bearer (orc guard)** (LE); AC 4; MV 9"; HD 1; **THACO 16** (as 2 HD); #AT 1; D 1-10 (halberd) or 1-6 (axe) or 2-7; +1 to hit and +1 morale if within 6" of the tribal standard; tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: halberd, axe (1/2/3); Int 8-10; SZ M; XP 28 + 2/hp (XPL3)
hp 11

25 **orc bodyguards** (LE); AC 4; MV 12"; HD 1; **THACO 16** (as 3 HD); #AT 1 or 2; D 1-6/1-6 (bow) or 1-10 (halberd) or 2-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD13 PP14 RSW15 BW16 S16; -1 to hit in full daylight; eqp: short bow (5/10/15), halberd; Int 8-10; SZ M; XP 50 + 3/hp (XPL4)
hp 16, 16, 16, 16, 16 // 16, 16, 16, 16, 16 // 16, 16, 16, 16, 16 // 16, 16, 16, 16, 16 // 16, 16, 16, 16, 16

1 **orc chief** (LE); AC 4; MV 12"; HD 1; **THACO 16** (as 3 HD); #AT 1 or 2; D 1-6/1-6 (bow) or 2-8²⁾ (sword) or 2-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD13 PP14 RSW15 BW16 S16; -1 to hit in full daylight; eqp: short bow (5/10/15), bastard sword; Int 8-10; SZ M; XP 50 + 3/hp (XPL4)
hp 16

70 **orc females** (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; Int 5-7; SZ M; XP 10 + 1/hp (XPL1)
hp 1, 2, 7, 6, 3 // 3, 1, 1, 4, 5 // 2, 2, 2, 5, 1 // 3, 2, 1, 1, 4 // 1, 8, 3, 4, 3 // 5, 6, 5, 2, 7 // 1, 1, 7, 8, 2 // 7, 2, 8, 5, 7 // 8, 2, 4, 8, 3 // 5, 8, 3, 4, 8 // 5, 7, 8, 8, 5 // 2, 4, 1, 8, 3 // 5, 8, 8, 2, 7 // 1, 1, 6, 2, 6

139 **orc young** (LE); AC 9; MV 12"; HD ½; **THACO 20**; #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; Int 8-10 (5-7); S S; XP 2 + 1/hp (XPL½)
hp 35×1, 35×2, 35×3, 34×4

5 **ogres (spears)** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/spear); #AT 1; D 3-9¹⁾ (spear) or 1-10; S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9' + tall); XP 130 + 5/hp (XPL6)
hp 26, 17, 16, 20, 31

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

²⁾ Two-handed use (SF6; D 2-8/2-16); SF5 and D 1-8/1-12 for one-handed use (as long sword)

PT = **orcs** (L): 182×12 ep

PT = **ogres** (M×10 Q): 5×40 gp; **ogre #2**: 3 semi-precious stones: chrysoprase (50 gp), onyx (50 gp), small smoky quartz (10 gp); **ogre #3**: 2 ornamental stones: large turquoise (20 gp), banded agate (10 gp); 2 semi-precious stones: zircon (50 gp), sardonyx (50 gp); **ogre #5**: 1 ornamental stone: eye agate (10 gp); 3 semi-precious stones: large citrine (100 gp), large chrysoprase (100 gp), jasper (50 gp)

TT (C, O, Q×10, S) = 3,000 cp; 4,000 sp; 1,000 sp; **20 gems**: 20 fancy stones (precious): 3×topaz (3×500 gp), violet garnet (500 gp), small violet garnet (100 gp), 3×aquamarine (400 gp, 2×500 gp), small aquamarine (100 gp), 2×pure black pearl (2×500 gp), 2×large pure black pearl (2×1,000 gp), 2×peridot (2×500 gp), 2×large peridot (2×1,000 gp), 3×very deep blue spinel (300 gp, 2×500 gp)

OWLBEAR

30% in lair; MM, p. 77

Ravenous eaters, aggressive hunters, and evil tempered at all times; attack prey on sight and fight to the death.

OWLBEAR (2-5) (XPL7)

2-5 **owlbears** (N); AC 5; MV 12"; HD 5+2; **THACO 15**; #AT 3; D 1-6/1-6/2-12; claw hit "18" = hug (2-16); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ L; XP 225 + 8/hp (XPL7)
hp 19, 29, 28, 22, 27
hp 26, 23, 24, 22, 30
hp 30, 24, 25, 30, 22

OWLBEAR LAIR

Tangled forest, subterranean labyrinth; 25% chance of 1-6 eggs (20%) or young (80%; 40-70% grown); eggs 2,000 gp; young under 50% grown 5,000 gp.

OWLBEAR LAIR (2-5) (XPL7/5/4/4/3)

2-5 **owlbears** (N); AC 5; MV 12"; HD 5+2; **THACO 15**; #AT 3; D 1-6/1-6/2-12; claw hit "18" = hug (2-16); PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ L (males 1,300-1,500 lbs); XP 225 + 8/hp (XPL7)
hp 21, 19, 26, 17, 19
hp 30, 27, 28, 28, 26
hp 23, 27, 27, 26, 28

1-6 **owlbear young (70% mature)** (N); AC 5; MV 12"; HD 3+2; **THACO 16**; #AT 3; D 1-4/1-4/1-10; claw hit "18" = hug (1-12); PPD13 PP14 RSW15 BW16 S16; Int 5-7; SZ L; XP 85 + 4/hp (XPL5)
hp 20, 14, 20, 19, 19 // 17
hp 17, 12, 17, 15, 25 // 19
hp 17, 16, 14, 16, 13 // 15

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 9

3 **patrol fighters (F1) (mounted)** (LG); AC 2; MV 6" (24" on mount); HD F1; **THACO 20**; #AT 1; D 1-6 or 2-12¹⁾ or 2-5 (flail) or 1-8 (long sword); I8-12; PPD14 PP15 RSW16 BW17 S17; eqp (avg): plate mail & shield; light horse lance, horseman's flail, long sword; very complete gear (class-related items, silver or silvered weapon, etc.); XP 20 + 2/hp (XPL2)

hp 7, 10, 7

+ 3 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 15, 9, 9

Myrick Piltier (N), **patrol magic-user (MU5) (mounted)**; AC 9; MV 12" (24" on mount); HD MU5; **THACO 20**; #AT 1; D 1-6 (staff); S12 I16 W13 D14 C12 Ch6; PPD14 PP13 RSW11 BW15 S12 (+1 ring); eqp (avg): **ring of protection +1**; quarterstaff; very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: clean; haughty, rude, antagonistic; athletics; XP 425 + 6/hp (XPL9)

spells (4/2/1): I: **comprehend languages, enlarge, shield, Tenser's floating disc**

II: **mirror image, web**

III: **lightning bolt**

hp 17

* Spell book (**wizard lock** (MU5); I: *read magic, enlarge, shield, charm person, dancing lights, light, burning hands, Tenser's floating disc, comprehend languages*; II: *web, wizard lock, mirror image*; III: *lightning bolt*)

+ 1 **riding horse (2E) (N)**; AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-2/1-2; kick (1-3); panic 90% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 20

7 **patrol soldiers (men-at-arms) (mounted)** (N); AC 4; MV 9" (24" on mount); HD 1-1 (4-7 hp); **THACO 20**; #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; short bow & arrows (5/10/15), long sword; XP 14 + 1/hp (XPL2)

hp 5, 4, 6, 5, 7 // 5, 4

+ 7 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 12, 10, 8, 9, 12 // 12, 7

7 **patrol soldiers (men-at-arms) (mounted)** (N); AC 4; MV 9" (24" on mount); HD 1-1 (4-7 hp); **THACO 20**; #AT 1; D 1-4 (crossbow) or 1-8 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; light crossbow & bolts (6/12/18), long sword; XP 14 + 1/hp (XPL2)

hp 6, 5, 7, 5, 6 // 5, 4

+ 7 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 8, 12, 10, 10, 10 // 7, 10, 9

¹⁾ Weapon does double damage against creatures of any size when it is employed by an attacker riding a charging mount

PATROL EXAMPLE (HUMAN RANGERS)

Never in lair

Race as village/fortress/castle; always mounted unless terrain or other circumstances (e.g., nation that shuns mounts).

EXAMPLE PATROL (RANGERS) (MOUNTED) (NEUTRAL GOOD) (THE PIOUS RANGER AND THE BEARS)

XPL(10/2/8/2/5/2/3×4/3×2/12/2/4×7/21×2/21×2)/171)

1 **patrol commander (R8)** + 1 **light warhorse** + 1 **patrol lieutenant (R5)** + 1 **light warhorse** + 1 **patrol sergeant (R2)** + 1 **light warhorse** + 3 **patrol rangers (R1)** + 3 **light warhorses** + 1 **patrol cleric (C7)** + 1 **light warhorse** + 21 **patrol soldiers (men-at-arms)** + 21 **light warhorses**

Surprise/surprised 1-3/1 (DMG, p. 61-62)

Dunglas Paver (NG), **patrol commander (R8) (mounted)**; AC 6; MV 9" (24" on mount); HD R6; **THACO 14/(12/11)/12** (base/ (dagger)/crossbow); #AT 1; D 1-6 (flail) or 1-8 (sword) or 1-4(+2/+3) (dagger) or 1-4(+2) (crossbow); S15 I13 W14 D10 C17 (+3) Ch10; +6 damage vs giant class creatures; tracking 65/55/45/35/25 (PHB, p. 24); surprise/surprised 1-3/1; PPD11 PP12 RSW13 BW13 S14; eqp (avg): studded leather armor & shield; horseman's flail, long sword, **dagger +2**, **+3 vs creatures larger than man-sized**, light crossbow & 4 **bolts +2** & bolts (6/12/18); **potion of healing, potion of giant strength (cloud giant)**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; easy going, pious; gambling; XP 600 + 8/hp (XPL10)

hp 61

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 14

Carvell Brackner (NG), **patrol lieutenant (R5) (mounted)**; AC 6; MV 9" (24" on mount); HD R5; **THACO 16**; #AT 1 or 2; D 1-6 (flail) or 1-8 (sword) or 1-6/1-6 (bow) or 1-4 (dagger); S13 I13 W18 (+4) D11 C14 Ch12; +5 damage vs giant class creatures; tracking 65/55/45/35/25 (PHB, p. 24); surprise/surprised 1-3/1; PPD11 PP12 RSW13 BW13 S14 (+4 wisdom); eqp (avg): studded leather armor & shield; horseman's flail, long sword, short bow & arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; easy going, hedonist; legends; XP 300 + 6/hp (XPL8)

hp 39

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 10

Worley Fagge (LG), patrol serjeant (R2) (mounted); AC 6; MV 9" (24" on mount); HD R2; **THACO 20**; #AT 1 or 2; D 1-6 (flail) or 1-8 (sword) or 1-6/1-6 (bow) or 1-4 (dagger); S13 I13 W14 D10 C14 Ch10; +2 damage vs giant class creatures; tracking 65/55/45/35/25 (**PHB**, p. 24); surprise/surprised 1-3/1; PPD14 PP15 RSW16 BW17 S17; eqp (avg): studded leather armor & shield; horseman's flail, long sword, short bow & arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, fanatic/obsessive; blacksmithing; XP 65 + 3/hp (XPL5)
hp 23

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 11

3 **patrol rangers (R1) (mounted)**; AC 6; MV 9" (24" on mount); HD R1; **THACO 20**; #AT 1 or 2; D 1-6 (flail) or 1-8 (sword) or 1-6/1-6 (bow) or 1-4 (dagger); +1 damage vs giant class creatures; tracking 65/55/45/35/25 (**PHB**, p. 24); surprise/surprised 1-3/1; PPD14 PP15 RSW16 BW17 S17; eqp: studded leather armor & shield; horseman's flail, long sword, short bow & arrows (5/10/15), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); XP 36 + 2/hp (XPL4)
hp 12, 10, 13

+ 3 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 11, 13, 11

iona Wildroot (CG), patrol cleric (C7) (Wilderlands pantheon, Taros) (NG) (**mounted**); female; AC -2; MV 6" (24" on mount); HD C7; **THACO 16/14** (base/dex); #AT 1; D 1-6 (mace) or 2-5 (hammer); S15 I10 W18 (+4; 2/2/1/1); D17 (+2/-3) C10 Ch8; turn undead (D/D/T/T/4/7/10/13/16/20); PPD7 PP10 RSW11 BW13 S12 (+4 wisdom); eqp (avg): plate mail & shield, **ring of invisibility**, **ring of fire resistance**; horseman's mace, hammer (1/2/3); **ring of mammal control**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: clean; unfeeling/insensitive, abrasive; athletics; XP 1,075 + 10/hp (XPL12)

spells (5/5/3/3): I: **command, detect evil, detect magic, light, remove fear**
II: **augury, chant, hold person, silence 15' radius, speak with animals**
III: **dispel magic, prayer, remove curse**
IV: **cure serious wounds, neutralize poison, protection from evil 10' radius**

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 15

+ 4 **brown bears (ring of mammal control)** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9' + tall); XP 300 + 6/hp (XPL7)
hp 35, 34, 27, 25

21 **patrol soldiers (men-at-arms) (mounted)** (NG); AC 4; MV 9" (24" on mount); HD 1-1 (4-7 hp); **THACO 20**; #AT 1 or 2; D 1-6/1-6 (bow) or 1-8 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; short bow & arrows (5/10/15), long sword; XP 14 + 1/hp (XPL2)
hp 6, 4, 7, 5, 5 // 5, 5, 5, 6, 5 // 5, 6, 5, 6, 4 // 4, 7, 6, 5, 5 // 6

+ 21 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 10, 7, 10, 6, 8 // 11, 9, 11, 12, 10 // 11, 14, 8, 7, 11 // 6, 6, 12, 9, 16 // 12

PEGASUS

15% in lair (no TT); **MM**, p. 78

Will serve only good characters.

PEGASUS (1-10) (75% airborne) (XPL4)

1-10 **pegasi** (CG); AC 6; MV 24"/48" (C); HD 4; **THACO 15**; #AT 3; D 1-8/1-8/1-3; PPD13 PP14 RSW15 BW16 S16; Int 8-10; SZ L; XP 60 + 4/hp (XPL4)
hp 25, 22, 15, 21, 24 // 28, 20, 22, 29, 19
hp 15, 14, 19, 21, 12 // 17, 17, 18, 19, 18
hp 13, 21, 19, 18, 19 // 15, 14, 15, 15, 21

PEGASUS LAIR

Remote place. One nest for every 2 pegasi; 20% chance per nest for 1-2 eggs (30%) or young (70%; 20-50% mature); eggs 3,000 gp; young 5,000 gp.

PEGASUS LAIR (1-10) (75% airborne) (XPL4/2/1)

1-4 **phase spiders** (N); AC 7; MV 6*15"; HD 5+5; **THACO 13** (as 6 HD); #AT 1; D 1-6; **poison** (bite; save vs poison at -2); **phase shift (etheral form)**; webs as **web** (\$18 free in 1 rd, \$17 in 2 rds, etc.; burns readily); see and use *phase door*; subject to *phase door* to force material form for 7 rds; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 700 + 6/hp (XPL8)
 hp 32, 27, 37, 27
 hp 35, 30, 37, 26
 hp 33, 25, 24, 29

PHASE SPIDER LAIR

Will evade unfavorable encounters. Webs as **web**.

PHASE SPIDER LAIR (1-4) (XPL8)

1-4 **phase spiders** (N); AC 7; MV 6*15"; HD 5+5; **THACO 13** (as 6 HD); #AT 1; D 1-6; **poison** (bite; save vs poison at -2); **phase shift (etheral form)**; webs as **web** (\$18 free in 1 rd, \$17 in 2 rds, etc.; burns readily); see and use *phase door*; subject to *phase door* to force material form for 7 rds; PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 700 + 6/hp (XPL8)
 hp 25, 29, 12, 24
 hp 28, 28, 36, 24
 hp 25, 29, 28, 31

EXAMPLE LAIR TREASURES

TT (E) = 10,000 sp

TT (E) = 6,000 ep

TT (E) = 4,000 ep; **6 gems**: 3 semi-precious stones: onyx (50 gp), chrysoprase (50 gp), small chalcedony (10 gp); 3 fancy stones: jade (90 gp), red garnet (110 gp), amber (100 gp)

TT (E) = No treasure

TT (E) = 4,000 ep; **9 gems**: 2 semi-precious stones: chrysoprase (65 gp), moonstone (50 gp); 1 ornamental stone: large obsidian (20 gp); 2 fancy stones (precious): very large peridot (2,000 gp), pure black pearl (500 gp); 4 fancy stones: pearl (100 gp), small pearl (50 gp), large pearl (200 gp), alexandrite (100 gp)

TT (E) = 3,000 ep; 5,000 gp

PILGRIM EXAMPLE—DONBLAS THE JUSTICE MAKER (AFOOT)

Never in lair; MM, p. 66, 69

En route to honor Donblas in ruined temple they believe to be where the forces of Chaos drove him off the Prime Material Plane (DDG, p. 88)

EXAMPLE PILGRIM (LG)¹⁾ (AFOOT) (61 + specials)

(XPL(61 × 1 1/2/4/3/5/3/9/3/8/3/7/3/8/3/9/3/12/3/7/3/9/3/13/34/3/5/3/7/3/6/3/8/6/10/6/11/6/14/6)/316 1/2)

61 pilgrims (LG) + 2 2nd-level pilgrim clerics + 4 4th-level pilgrim clerics + 2 6th-level pilgrim clerics + 1 3rd-level pilgrim cleric leader assistant + 1 5th-level pilgrim cleric leader assistant + 1 8th-level pilgrim cleric leader + 2 1st-level pilgrim paladins + 1 2nd-level pilgrim paladin + 1 3rd-level pilgrim paladin + 1 5th-level pilgrim paladin + 1 6th-level pilgrim paladin + 1 7th-level pilgrim paladin + 1 8th-level pilgrim paladin + 15 medium warhorses + 4 paladin's warhorses

61 pilgrims (LG); AC 10; MV 12"; HD 0-level (1-6 hp); **THACO 20**; #AT 1; D 1-6 (club or staff); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: club or staff (1/2/3); XP 7 + 1/hp (XPL1 1/2)

hp 3, 3, 6, 3, 3 // 6, 5, 2, 5, 3 // 4, 5, 6, 3, 4 // 6, 2, 4, 4, 6 // 4, 3, 6, 3, 2 // 3, 6, 4, 4, 2 // 5, 2, 1, 1, 3 // 4, 5, 6, 6, 1 // 5, 3, 5, 6, 4 // 1, 6, 2, 1, 3 // 2, 2, 1, 6, 4 // 4, 3, 3, 6, 5 // 5

Pascarein Gerva (LG), pilgrim cleric (C2) (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 2; MV 6" (18" on mount); HD C2; **THACO 20**; #AT 1; D 2-7 (mace); S14 I11 W14 (2) D11 C12 Ch13; turn undead (7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15; eqp (avg): plate mail & shield; horseman's mace; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: foppish; easy going, loquacious; handicrafts; XP 90 + 3/hp (XPL4)

spells (4): I: **cure light wounds, detect evil, purify food & drink, sanctuary**
 hp 13

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
 hp 8

Meelba-Eil (LG), pilgrim cleric (C2) (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 2; MV 6" (18" on mount); HD C2; **THACO 20**; #AT 1; D 1-6 (mace or staff); S9 I11 W13 (1) D10 C15 Ch15; turn undead (7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15; eqp (avg): plate mail & shield; horseman's mace, quarterstaff; **cleric scroll** (I: **resist cold**; C7; **DMG**, p. 128); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: nondescript; morose, saintly; art; XP 105 + 3/hp (XPL5)
 spells (3): I: **bless, light, purify food & drink**
 hp 13

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Chalfant of Brundlewyck (LG), **pilgrim cleric (C4)** (Melnibonéan pantheon/Donblas) (**mounted**); AC 1; MV 6" (18" on mount); HD C4; **THACO 18**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S13 I13 W14 (2) D11 C16 (+2) Ch12; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+1 shield); eqp (avg): plate mail & **shield** +1; horseman's mace, hammer (1/2/3); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; morose, diplomatic; athletics; XP 200 + 5/hp (XPL9)

spells (5/2): I: **command, cure light wounds, detect evil, light, protection from evil**
II: **chant, spiritual hammer**

hp 35

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 14

Astolphe (LG), **pilgrim cleric (C4)** (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 6" (18" on mount); HD C4; **THACO 18**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S16 (+0/+1) I12 W17 (+3; 2/2/1) D13 C14 Ch14; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+3 wisdom); eqp (avg): plate mail & shield; horseman's mace, hammer (1/2/3); **potion of longevity**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: nondescript; proud/haughty, courteous; husbandry; XP 245 + 5/hp (XPL8)

spells (5/4): I: **command, command, cure light wounds, cure light wounds, remove fear**
II: **chant, chant, silence 15' radius, slow poison**

hp 24

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 15

Theleb Vool (LG), **pilgrim cleric (C4)** (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 6" (18" on mount); HD C4; **THACO 18**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S14 I11 W13 (1) D10 C10 Ch11; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp (avg): plate mail & shield; horseman's mace, hammer (1/2/3); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; even tempered, greedy; agriculture; XP 205 + 5/hp (XPL7)

spells (4/2): I: **command, detect magic, light, slow poison**
II: **hold person, spiritual hammer**

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Vzoris Zzyk (LG), **pilgrim cleric (C4)** (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 2; MV 6" (18" on mount); HD C4; **THACO 18**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S16 (+0/+1) I10 W15 (+1; 2/1) D7 C8 Ch10; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+1 wisdom); eqp (avg): plate mail & shield; horseman's mace, hammer (1/2/3); **potion of giant control (stone giants)**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: rough; harsh, very honorable; husbandry; XP 160 + 5/hp (XPL8)

spells (4/3): I: **cause fear, create water, remove fear, sanctuary**
II: **chant, find traps, slow poison**

hp 25

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Yormexoon Vool (LG), **pilgrim cleric (C6)** (Melnibonéan pantheon/Donblas) (**mounted**); AC 1; MV 6" (18" on mount); HD C6; **THACO 18**; #AT 1; D 1-6 (mace) or 2-7 (mace) or 2-5 (hammer); S14 I7 W18 (+4; 2/2/1/1) D15 (+0/-1) C9 Ch13; turn undead (D/D/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+4 wisdom, +1 dexterity); eqp (scant): plate mail & shield; horseman's mace, footman's mace, hammer (1/2/3); complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; hot tempered, forceful; religion; XP 525 + 8/hp (XPL9)

spells (5/5/3): I: **bless, command, command, create water, sanctuary**
II: **chant, hold person, know alignment, silence 15' radius, spiritual hammer**
III: **dispel magic, prayer, speak with dead**

hp 35

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14
RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Quoor-mod (LG), **pilgrim cleric (C6)** (Melnibonéan pantheon/Donblas) (**mounted**); AC -1; MV 6" (18" on mount); HD C6; **THACO 18**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S12 I14 W16 (+2; 2/2) D8 C12 Ch14; turn undead (D/D/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 wisdom; +3 shield); eqp (scant): plate mail & **shield** +3; horseman's mace, hammer (1/2/3); complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: ragged; hot tempered, overbearing; athletics; XP 900 + 8/hp (XPL12)

spells (5/5/2): I: **cause fear, command, create water, cure light wounds, detect evil**
II: **chant, hold person, know alignment, speak with animals, spiritual hammer**
III: **dispel magic, glyph of warding (paralyzation)**

hp 34

+ 1 **medium warhorse** (horseshoes of speed) (N); AC 7; MV 36" (18"); HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 17

Arax Ellin (LG), pilgrim cleric leader assistant (C3) (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 3; MV 12" (18" on mount); HD C3; **THACO 20**; #AT 1; D 1-6 (mace) or 2-7 (mace) or 2-5 (hammer); S10 I9 W17 (+3; 2/2/1) D12 C5 Ch13; turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+3 wisdom; +1 armor); eqp (avg+): **chain mail +1** & shield; horseman's mace, footman's mace, hammer (1/2/3); **magic-user scroll** (II: **web**; VII: **geas**; VIII: **power word—blind**; VIII: **Serten's Spell Immunity**; VI: **extension III**; I: **Nystul's magic aura**; II: **continual light**; MU16; **DMG**, p. 128); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: ragged; even tempered, forceful; nature; XP 175 + 4/hp (XPL7)

spells (4/3): I: **detect evil, light, detect magic, sanctuary**
II: **find traps, know alignment**

hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Yand-Xis (LG), pilgrim cleric leader assistant (C5) (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 12" (18" on mount); HD C5; **THACO 18/16** (base/hammer); #AT 1; D 1-6 (mace) or 2-5+2 (hammer) or 2-7 (mace); S13 I10 W12 D9 C9 Ch15; turn undead (1/1/1/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp (exc): **chain mail +1** & **shield +1**, **boots of elvenkind**, **hammer +2** (1/2/3), horseman's mace, footman's mace; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: ragged; easy going, aloof; collector (weapons); XP 350 + 6/hp (XPL9)

spells (3/3/1): I: **bless, remove fear, sanctuary**
II: **detect charm, resist fire, silence 15' radius**
III: **locate object**

hp 28

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Nulb Viskek (LG), pilgrim cleric leader (C8) (Melnibonéan pantheon/Donblas) (**mounted**); AC 0; MV 12" (18" on mount); HD C8; **THACO 16**; #AT 1; D 1-6 (mace) or 2-5 (hammer); S9 I15 W17 (+3; 2/2/1) D10 C16 (+2) Ch16; turn undead (D*/D/D/D/T/T/4/7/10/13/16/19/20); PPD7 PP10 RSW11 BW13 S12 (+3 wisdom); eqp (avg): **split mail +3** & shield; horseman's mace, hammer (1/2/3); **well of many worlds** (elemental plane of water), **wand of magic detection** (49 ch); **scroll of protection from elementals** (air elementals); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; even tempered, vengeful; gambling; XP 1,900 + 12/hp (XPL13)

spells (5/5/4/2): I: **cause fear, command, command, remove fear, protection from evil**
II: **hold person, hold person, silence 15' radius, spiritual hammer, spiritual hammer**
III: **dispel magic, glyph of warding (paralyzation), prayer, remove curse**
IV: **protection from evil 10' radius, sticks to snakes**

hp 62

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Sruul 'One-Eye' of Myrrim (LG), pilgrim paladin (P1) (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 6" (18" on mount); HD P1; **THACO 20/19** (base/str); #AT 1 or 2; D 1-6 (mace) or 2-5 (hammer) or 1-6/1-6 (bow); S18 (+1/+2) I9 W13 D8 C11 Ch17; **detect evil** (60'), **lay on hands** (2 hp); **protection from evil 1" rad.**, immune to disease; PPD12 PP13 RSW14 BW15 S15; unholy water = 2-8 hp damage; eqp (avg): plate mail & shield; horseman's mace, hammer (1/2/3), short bow & 12 arrows (5/10/15); minimal gear; A/P/I: rough; proud/haughty, curious/inquisitive; nature; XP 44 + 2/hp (XPL4)

hp 9

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Hreen Genze (LG), pilgrim paladin (P1) (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 2; MV 6" (18" on mount); HD P1; **THACO 20**; #AT 1 or 2; D 1-6 (mace) or 2-5 (hammer) or 1-6/1-6 (bow); S16 (+0/+1) I11 W13 D13 C15 (+1) Ch17; **detect evil** (60'), **lay on hands** (2 hp); **protection from evil 1" rad.**, immune to disease; PPD12 PP13 RSW14 BW15 S15; psionic ability/strength: 144/72; attack/defense modes: A, D, E/F, H: disciplines (3/1): minor: **Invisibility** (plus **body equilibrium, object reading**; major: **telekinesis**); unholy water = 2-8 hp damage; eqp (avg): plate mail & shield; horseman's mace, hammer (1/2/3), short bow & 12 arrows (5/10/15); minimal gear; A/P/I: ragged; humble, perceptive; religion; XP 89 + 2/hp (XPL5)

hp 10

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15

Janvel Godayle (LG), pilgrim paladin (P2) (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 6" (18" on mount); HD P2; **THACO 20**; #AT 1 or 2; D 1-6 (mace) or 2-7 (mace) or 1-6/1-6 (bow); S16 (+0/+1) I14 W13 D9 C9 Ch17; 2 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (4 hp); **protection from evil 1" rad.**, immune to disease; PPD12 PP13 RSW14 BW15 S15; unholy water = 2-8 hp damage; eqp (avg): plate mail & shield; horseman's mace, footman's mace, short bow & 12 arrows (5/10/15); **potion of fire resistance**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: rough; even tempered, retiring; athletics; XP 110 + 3/hp (XPL7)

hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 12

Suulbar Moold (LG), pilgrim paladin (P3) (Melnibonéan pantheon/Donblas) (**mounted**); AC 2; MV 6" (18" on mount); HD P3; **THACO 18/17** (base/str); #AT 1; D 1-6 (mace) or 2-5 (hammer); S17 (+1/+1) I11 W14 D10 C14 Ch17; 3 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (6 hp); **protection from evil 1" rad.**, immune to disease; turn undead (10/13/16/19/20); PPD11 PP12 RSW13 BW14 S14; unholy water = 2-8 hp damage; eqp (scant): plate mail & shield; horseman's mace, hammer (1/2/3); complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; cheerful, perceptive; history; XP 135 + 4/hp (XPL6)

hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 17

Urwoon Santrul (LG), pilgrim paladin (P5) (Melnibonéan pantheon/Donblas) (**mounted**); female; AC 1; MV 6" (18" on mount); HD P5; **THACO 16**; #AT 1; D 2-7 or 4-14² (lance) or 1-6 (staff); S14 I12 W14 D15 (+0/-1) C16 (+2) Ch17; 5 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (10 hp); **protection from evil 1" rad.**, immune to disease; turn undead (4/7/10/13/16/19/20); call warhorse; PPD9 PP10 RSW11 BW11 S12 (+1 dexterity; +1 shield); unholy water = 2-8 hp damage; eqp (none): plate mail & shield +1; medium lance, quarterstaff; **potion of healing**; minimal gear (class-related items, holy water, silver or silvered weapon); A/P/I: foppish; humble, friendly; art; XP 375 + 6/hp (XPL8)

hp 45

+ **paladin's warhorse** (N); AC 5; MV 18"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 150 + 5/hp (XPL6)

hp 28

Mlenjas Sersoom (LG), pilgrim paladin (P6) (Melnibonéan pantheon/Donblas) (**mounted**); AC 5; MV 12" (18" on mount); HD P6; **THACO 18/16** (base/str); #AT 1 or 2; D 2-7 or 4-14² (lance) or 1-6 (mace) or 2-8 (morning star) or 1-6/1-6 (bow); S18/76 (+2/+4) I9 W13 D10 C11 Ch17; 6 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (12 hp); **protection from evil 1" rad.**, immune to disease; turn undead (T/T/4/7/10/13/16/20); call warhorse; PPD9 PP10 RSW11 BW11 S12 (+1 armor); unholy water = 2-8 hp damage; eqp (avg): **ring mail +1** & shield; horseman's mace, medium lance, morning star, composite short bow & 12 arrows (5/10/18), dagger (1/2/3); **potion of animal control (vultures)**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: foppish; hot tempered, sober; nature; XP 725 + 8/hp (XPL10)

hp 42

+ **paladin's warhorse** (N); AC 5; MV 18"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 150 + 5/hp (XPL6)

hp 26

Fodusk Lorbis (LG), pilgrim paladin (P7) (Melnibonéan pantheon/Donblas) (**mounted**); AC 4; MV 12" (18" on mount); HD P7; **THACO 14/13** (base/str); #AT 3/2 or 2; D 2-7 or 4-14² (lance) or 1-6 (mace) or 2-7 (mace) or 1-6/1-6 (bow); S17 (+1/+1) I12 W14 D14 C14 Ch17; 7 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (14 hp); **protection from evil 1" rad.**, immune to disease; turn undead (T/T/4/7/10/13/16/20); call warhorse; PPD8 PP9 RSW10 BW10 S11 (+1 armor); unholy water = 2-8 hp damage; eqp (avg): **scale mail +1** & shield; medium lance, horseman's mace, footman's mace, composite short bow & 12 arrows (5/10/18), dagger (1/2/3); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: immaculate; hot tempered, virtuous; altruism; XP 1,075 + 10/hp (XPL11)

hp 49

+ **paladin's warhorse** (N); AC 5; MV 18"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L; XP 150 + 5/hp (XPL6)

hp 36

Sir Naall Nyyrn Dharza (LG), pilgrim paladin (P8) (Melnibonéan pantheon/Donblas) (**mounted**); AC -3; MV 12" (18" on mount); HD P8; **THACO 14/(13/12/11/10)/13** (base/(sword)/dex); #AT 3/2 or 2 (missiles); D 2-7 or 4-14² (lance) or 1-8(+1/+2/+3/+4) (sword) or 1-6/1-6 (bow); S16 (+0/+1) I13 W17 (+3) D16 (+1/-2) C16 (+2) Ch18; 8 melee attacks/rd vs less than 1 hit die; **detect evil** (60'), **lay on hands** (16 hp); **protection from evil 1" rad.**, immune to disease; turn undead (D/D/T/T/4/7/10/13/16/20); call warhorse; PPD8 PP9 RSW10 BW10 S11 (+3 wisdom, +2 dexterity; +4 armor); unholy water = 2-8 hp damage; eqp (avg): **plate mail +4** & shield; medium lance, **long sword +1**, **Flame Tongue**, composite short bow & 12 arrows (5/10/18), dagger (1/2/3); **potion of heroism**; very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: imposing; proud/haughty, virtuous; legends; XP 2,400 + 12/hp (XPL14)

hp 77

PT = **pilgrims** (J): 69×7 cp; **clerics** (J K M): 11×19 cp, 11×9 sp, 11×4 gp; **paladins (fighters)** (L M): 8×7 ep, 8×4 gp

TT (R S T X) = 3,000 gp; **27 gems:** 16 ornamental stones: 2×malachite (2×10 gp), large malachite (20 gp), blue quartz (8 gp), banded agate (10 gp), 2×tiger eye (2×10 gp), turquoise (15 gp), large turquoise (20 gp), very exceptional turquoise (500 gp), rhodochrosite (10 gp), large rhodochrosite (20 gp), eye agate (10 gp), azurite (10 gp), large azurite (20 gp), exceptional moss agate (50 gp); 8 fancy stones: 2×jet (60 gp, 150 gp), coral (100 gp), small coral (50 gp), jade (100 gp), 3×pearl (3×100 gp); 2

TT (R S T X) = **23 gems**: 4 ornamental stones: azurite (10 gp), malachite (10 gp), hematite (10 gp), turquoise (6 gp); 16 semi-precious stones: 2×chrysoprase (2×50 gp), 3×smoky quartz (3×50 gp), small smoky quartz (10 gp), large smoky quartz (100 gp), sardonyx (50 gp), moonstone (50 gp), rock crystal (50 gp), carnelian (35 gp), large carnelian (100 gp), jasper (50 gp), 2×zircon (2×50 gp), chalcedony (50 gp); 2 fancy stones (precious): violet garnet (500 gp), small very deep blue spinel (100 gp); 1 gem stone: very small star ruby (200 gp); **potion of poison** (deadly; save vs poison -4); **potion of invisibility**; **potion of delusion (giant strength (hill giant))**; **potion of invisibility**; **potion super-heroism**; **pearl of power** (6th-level spell); **philter of love**

TT (R S T X) = 7,000 gp; 3,000 pp; **22 gems:** 14 gem stones: 4×sapphire (4×1,000 gp), opal (1,000 gp), 2×large opal (2×2,000 gp), black opal (900 gp), oriental topaz (1,000 gp), small oriental topaz (500 gp), exceptional oriental topaz (5,000 gp), oriental amethyst (1,000 gp), 2×fire opal (700 gp, 1,000 gp); 8 ornamental stones: turquoise (10 gp), 2×tiger eye (2×10 gp), rhodochrosite (12 gp), azurite (10 gp), exceptional lapis lazuli (50 gp), banded agate (7 gp), obsidian (10 gp); **magic-user scroll** (I: Tenser's floating disc; III: invisibility 10' radius; I: feather fall; I: affect normal fires; VIII: mind blank; MU16: **DMG**, p. 128)

TT (R S T X) = 4,000 gp; **27 gems:** 4 fancy stones (precious): peridot (500 gp), pure black pearl (700 gp), violet garnet (500 gp), large very deep blue spinel (1,000 gp); 26 ornamental stones: 2×exceptional tiger eye (50 gp, 70 gp), 4×azurite (9 gp, 3×10 gp), exceptional azurite (50 gp), 2×banded agate (8 gp, 10 gp), 2×blue quartz (2×10 gp), 2×lapis lazuli (2×10 gp), 2×eye agate (2×10 gp), small eye agate (3 gp), 3×turquoise (3×10 gp), small turquoise (5 gp), obsidian (10 gp), malachite (14 gp), small malachite (5 gp), large malachite (20 gp), very exceptional malachite (100 gp), rhodochrosite (10 gp); 1 fancy stone: red-brown spinel (80 gp); **1 piece of jewelry:** platinum *unholy symbol* (Kurtulmak) with gems (7,000 gp); **helm of underwater action;**
potion of diminution

5% in lair; telepathy: **MM**, p. 79-80

PSEUDO-DRAGON (1) (75% airborne) (XPL4)

hp 14
hp 9
hp 13

Great hollow tree or small cave.

hp 7
hp 8
hp 11

TT (Q×10) = **30 gems**: 10 semi-precious stones: moonstone (60 gp), sardonyx (70 gp), very large chalcedony (200 gp), 2×carnelian (70 gp, 80 gp), smoky quartz (50 gp), large citrine (100 gp), chrysoprase (50 gp), zircon (50 gp), very large rock crystal (200 gp); 10 fancy stones: 2×amethyst (90 gp, 100 gp), pearl (100 gp), jet (100 gp), brown-green garnet (90 gp), chrysoberyl (100 gp), small chrysoberyl (50 gp), large chrysoberyl (500 gp), coral (60 gp), jade (100 gp); 10 fancy stones (precious): 3×aquamarine (2×500 gp, 700 gp), large aquamarine (1,000 gp), pure black pearl (500 gp), 2×topaz (400 gp, 650 gp), 2×small very deep blue spinel (100 gp, 200 gp), violet garnet (500 gp)

TT (Q×10) = **30 gems: 20 semi-precious stones:** 2×zircon (50 gp, 55 gp), 2×carnelian (2×50 gp), large carnelian (160 gp), 3×star rose quartz (3×50 gp), 2×rock crystal (35 gp, 45 gp), 2×citrine (35 gp, 50 gp), 2×moonstone (50 gp, 65 gp), large moonstone (100 gp), smoky quartz (50 gp), chalcedony (50 gp), small chrysoprase (10 gp), onyx (70 gp), sardonyx (50 gp); 10 fancy stones (precious): 3×topaz (300 gp, 2×500 gp), very small topaz (50 gp), 2×pure black pearl (600 gp, 700 gp), 2×violet garnet (400 gp, 500 gp), small violet garnet (100 gp), peridot (300 gp)

TT (Q×10) = No treasure

TT (Q×10) = **40 gems**: 10 ornamental stones: large blue quartz (20 gp), tiger eye (11 gp), 2×rhodochrosite (8 gp, 11 gp), large rhodochrosite (50 gp), banded agate (10 gp), small lapis lazuli (5 gp), large lapis lazuli (50 gp), 2×malachite (8 gp, 10 gp); 20 semi-precious stones: 2×chalcedony (2×50 gp), 2×jasper (10 gp, 50 gp), small jasper (10 gp), 2×bloodstone (35 gp, 50 gp), 2×zircon (2×50 gp), sardonyx (45 gp), small rock crystal (10 gp), large rock crystal (100 gp), carnelian (50 gp), smoky quartz (50 gp), large smoky quartz (100 gp), star rose quartz (70 gp), 2×chrysoprase (2×50 gp), onyx (45 gp), moonstone (50 gp); 10 gem stones: 3×oriental topaz (700 gp, 2×1,000 gp), 2×oriental amethyst (2×1,000 gp), large oriental amethyst (2,000 gp), large star sapphire (5,000 gp), fire opal (1,000 gp), large fire opal (2,000 gp), black opal (1,000 gp)

TT (Q×10) = No treasure

TT (Q×10) = No treasure

RAKSHASA EXAMPLE

25% in lair; MM, p. 81

Fond of human flesh; masters of illusion (create illusion of what prey deem friendly, then attack while prey off-guard).

EXAMPLE RAKSHASA (1-4) (XPL11)

Hiryanamaya, 'Golden Illusion', rakshasa (LE); AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **Illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2): I: **enlarge**, **hold portal**, **message**, **ventriloquism**
II: **detect good**, **lock**, **wizard lock**
III: **haste**, **haste**

spells (C; 2): I: **destroy water**, **putrefy food & drink**
hp 42

Birju, rakshasa (LE); AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **Illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2): I: **charm person**, **sleep**, **spider climb**, **Tenser's floating disc**
II: **detect good**, **pyrotechnics**, **ray of enfeeblement**
III: **clairvoyance**, **hold person**

spells (C; 2): I: **destroy water**, **putrefy food & drink**
hp 30

Suchitra, 'Golden Claw', rakshasa (LE); female; AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **Illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2): I: **identify**, **protection from good**, **read magic**, **spider climb**
II: **detect invisibility**, **levitate**, **wizard lock**
III: **clairaudience**, **invisibility 10' radius**

spells (C; 2): I: **cause light wounds**, **detect magic**
hp 48

Saphadba, 'White Tiger', rakshasa (LE); AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **Illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2): I: **darkness**, **enlarge**, **jump**, **magic missile**
II: **audible glamer**, **mirror image**, **web**
III: **blink**, **fireball**

spells (C; 2): I: **command**, **curse**
hp 38

RAKSHASA LAIR EXAMPLE

#AP 2 or more = 1 male, remainder female.

EXAMPLE RAKSHASA LAIR (1-4) (XPL11)

RAKSHASA (1-4) (XPL11)

Bhadrabahu, 'Dragon King', rakshasa (LE); AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **Illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2): I: **comprehend languages**, **dancing lights**, **protection from good**, **unseen servant**
II: **Leomund's trap**, **levitate**, **wizard lock**
III: **clairaudience**, **haste**

spells (C; 2): I: **darkness**, **detect magic**
hp 35

Ang Jangmu, rakshasa (LE); female; AC -4; MV 15"; HD 7; **THACO 13**; #AT 3; D 1-3/1-3/2-5; **ESP & tailor-made illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2):
I: **enlarge, hold portal, protection from good, sleep**
II: **audible glamor, shatter, web**
III: **blink, monster summoning I**

spells (C; 2): l: **command, curse**

hp 39

Rajaratna, 'Night Jewel', rakshasa (LE); female; AC -4; MV 15"; HD 7; **THAC0 13**; #AT 3; D 1-3/1-3/2-5; **ESP & tailor-made illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2):
 I: **burning hands, friends, Nystul's magic aura, Tenser's floating disc**
 II: **audible glamer, clairvoyance, fools gold**
 III: **lightning bolt, suggestion**

spells (C; 2): l: command, putrefy food & drink

hp 41

Suchitra, rakshasa (LE); female; AC -4; MV 15"; HD 7; **THAC0 13**; #AT 3; D 1-3/1-3/2-5; **ESP** & tailor-made **illusion**; ½ damage from weapons of less than +3 enchantment; unaffected by spells under 8th level; PPD7 PP10 RSW9 BW12 S10; killed by a *blessed* crossbow bolt; Int 11-12; SZ M; XP 925 + 8/hp (XPL11)

spells (MU; 4/3/2):
 I: burning hands, push, read magic, ventriloquism
 II: continual light, magic mouth, ray of enfeeblement
 III: hold person, slow

spells (C: 2): l: cause light wounds, sanctuary

hp 49

+

EXAMPLE LAIR TREASURES

 $\Pi(F) = \text{No treasure}$

TT (F) = 6,000 gp; **15 gems:** 1 semi-precious stone: carnelian (50 gp); 13 fancy stones: 2×pearl (2×100 gp), chrysoberyl (100 gp), 2×alexandrite (2×100 gp), amber (100 gp), red garnet (100 gp), red spinel (100 gp), 2×tourmaline (2×100 gp), brown-green garnet (100 gp), amethyst (100 gp), jet (100 gp); 1 fancy stone (precious): very deep blue spinel (500 gp); **potion of levitation; ever-smoking bottle; mirror mental prowess; potion of sweet water; scroll of protection from lycanthropes (shape-changers)**

TT (F) = 4,000 cp; 800 pp

$$TT(F) = 500 \text{ pp}$$
$$TT(F) = 9,000 \text{ gp}$$

TT (F) = 400 pp; **16 gems:** 12 semi-precious stones: jasper (70 gp), 3×sardonyx (50 gp, 55 gp, 65 gp), large sardonyx (100 gp), carnelian (50 gp), large chrysoprase (100 gp), rock crystal (50 gp), small citrine (20 gp), 2×star rose quartz (2×50 gp), large star rose quartz (100 gp), bloodstone (50 gp); 4 fancy stones: 2×large tourmaline (200 gp, 500 gp), jet (100 gp), coral (160 gp); **wand of magic detection** (95 ch); **potion of treasure finding**; **druid scroll** (III: summon insects; D7; DMG, p. 128); **potion of poison** (strong; save vs poison -1); **druid scroll** (I: invisibility to animals; II: locate plants; I: locate animals; D7; DMG, p. 128)

RED DRAGON LAIR EXAMPLE

60% in lair; speak red dragon and one or more human languages; MM, p. 29-31, 33-34

Subterranean cave or similar place in great hills or mountainous regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Very greedy and avaricious; the worst of all evil dragons, save for Tiamat herself.

EXAMPLE RED DRAGON LAIR (3) (MATED PAIR & 1 YOUNG) (75% airborne) (XPL(16/8/16/16)/56)

Scarvaphylax, 'Tyrantclaw', red dragon (airborne) (average/old/speaking/magic-using/awake) (CE); AC -1; MV 9"/24" (E)¹¹; HD 10 (6 hp/hit die); **THACO 10**; #AT 3; D 1-8/1-8/3-30; **breathe fire** (1/2"×9"×3" cone; D 60 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (6" rad.); **dragon fear** (MM, p. 30); infravision (60'); air- and fire-based attacks -1 to hit and damage²¹; PPD3 PP4 RSW5 BW4 S6 (save as 17 hit dice monster); earth- and water-based attacks +1 to hit and damage³¹; Int 15-16; SZ L (45' long); XP 4,100 + 14/hp (XPL16)

spells (1/day each): I: **charm person, ventriloquism**
II: **invisibility, web**
III: **explosive runes, monster summoning I**

hp 60

+ **Jasan Kos (CE)**, **F5 (brigand fighter) (charm person)**; AC 3; MV 9"; HD F5; **THAC0 16/15/13** (base/str/hammer); #AT 1 or 2; D 2-5+2 (hammer) or 1-10 (halberd) or 1-6 (sword) or 1-6/1-6 (bow); S18/05 (+1/+3) I9 W10 D12 C15 (+1) Ch11; 5 melee attacks/rd vs less than 1 hit die; +1 morale; PPD11 PP12 RSW13 BW13 S14; eqp (avg): banded mail & shield; **hammer +2** (1/2/3), halberd, short sword, short bow & 12 arrows (5/10/15), dagger (1/2/3); **potion of gaseous form**; very complete gear

(class-related items, silver or silvered weapon, etc.); A/P/I: ragged/ easy going, cruel/callous; wines & spirits; XP 300 + 6/hp (XPL8)
hp 34

example summoned monsters (monster summoning I; 2-8 1st-level monsters, DMG, p. 222; 1-4 rds to arrive): 6 elves (CG); AC 4; MV 12"; HD 1+1; **THACO 18**; #AT 1; D 1-6⁵⁾ (spear) or 1-10; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); eqp: chain mail & shield; spear (1/2/3); Int 13+; SZ M (5' + tall); XP 44 + 2/hp (XPL4)
hp 8, 5, 7, 9, 4 // 4

Xhiuzihylvoris, 'Emberqueen', red dragon (airborne) (small/old/speaking/awake) (CE); female; AC -1; MV 9"/24" (E)¹⁾; HD 9 (6 hp/hit die); **THACO 12**; #AT 3; D 1-8/1-8/3-30; **breathe fire** (1/2"×9"×3" cone; D 54 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (6" rad.); **dragon fear (MM, p. 30)**; infravision (60'); air- and fire-based attacks -1 to hit and damage²⁾; PPD4 PP5 RSW6 BW4 S7 (save as 16 hit dice monster); earth- and water-based attacks +1 to hit and damage³⁾; Int 15-16; SZ L (42' long); XP 3,900 + 12/hp (XPL16)
hp 54

Melkarvalax, red dragon (average/very young/speaking/asleep⁴⁾) (CE); AC -1; MV 9"/24" (E)¹⁾; HD 10 (1 hp/hit die); **THACO 10**; #AT 3; D 1-8/1-8/3-30; **breathe fire** (1/2"×9"×3" cone; D 10 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (1" rad.); infravision (60'); air- and fire-based attacks -1 to hit and damage²⁾ (**MM, p. 30**); PPD8 PP9 RSW10 BW9 S11; earth- and water-based attacks +1 to hit and damage³⁾; Int 15-16; SZ L (9' long); XP 3,900 + 14/hp (XPL16)
hp 10

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by aerial servant, air elemental, djinni, invisible stalker, "whirlwind", efreet, fire elemental, or salamander

³⁾ Includes attack by earth elemental, xorn, umber hulk, triton, or water elemental

⁴⁾ Awakens on "6" on d6; awakens when loud noise within 30-120' (e.g., talking, shouting, forcing a door; factors apply); opponents attack at +3 to hit while asleep

⁵⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

TT (H S T) = 20,000 ep; 2,000 pp; **21 pieces of jewelry**: wrought silver and gold shoe buckles (1,100 gp), wrought silver and gold anklet (900 gp); platinum bracelet with gems, of exceptional value (12,000 gp), platinum snuffbox with gems (10,000 gp), platinum medallion with gems (7,000 gp), platinum tobacco box with gems (7,000 gp), platinum boot buckles with gems (7,000 gp), platinum pendant with gems (8,000 gp), platinum choker with gems, of exceptional value (12,000 gp), platinum collier with gems (8,000 gp), platinum *fibula* with gems (clasp to fasten cloak at shoulder; 9,000 gp), platinum anklet with gems (3,000 gp), platinum anklet with gems, with exceptional stone in the setting (10,000 gp + 5,000 gp); jade snuffbox (2,000 gp); 2×wrought gold hat ornament (1,100 gp, 1,600 gp), wrought gold spurs (1,200 gp), wrought gold bracteate (thin, gold Scandinavian disc-shaped pendant; 1,200 gp), wrought gold ring (900 gp); gold necklace with gems (3,000 gp); **scroll of protection from possession**; **magic-user scroll** (in scroll case with **explosive runes** (reader: D 6-24+6, no save; 1": save vs spell for 1/2; destroys case and scroll); VI: **death spell**; VI: **spiritwrack**; III: **fly**; I: **magic missile**; IV: **dig**; MU12; **DMG, p. 128**); **magic-user scroll** (in scroll case with **explosive runes** (reader: D 6-24+6, no save; 1": save vs spell for 1/2; destroys case and scroll); will fade if not read to determine contents immediately; VI: **invisible stalker**; V: **wall of force**; III: **clairvoyance**; V: **transmute rock to mud**; V: **extension II**; MU12; **DMG, p. 128**)

RED DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

Subterranean cave or similar place in great hills or mountainous regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Very greedy and avaricious; the worst of all evil dragons, save for Tiamat herself.

EXAMPLE RED DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL18)

Note **polymorph self**, allowing it to appear as something quite innocuous; also note **blink** and that **enlarge** can allow it to inflict truly massive damage.

Abracadavorax, 'Magic-Eater', red dragon (huge/ancient/speaking/magic-using/awake) (CE); AC -1; MV 9"/24" (E)¹⁾; HD 11 (8 hp/hit die); **THACO 10**; #AT 3; D 1-8/1-8/3-30; **breathe fire** (1/2"×9"×3" cone; D 88 hp; save vs breath weapon for 1/2; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear (MM, p. 30)**; infravision (60'); air- and fire-based attacks -1 to hit and damage²⁾; PPD3 PP4 RSW5 BW4 S6 (as 22 hit dice monster); earth- and water-based attacks +1 to hit and damage³⁾; Int 15-16; SZ L (48' long); XP 6,650 + 16/hp (XPL18)

spells (1/day each): I: **enlarge** (11 turns; +200% = 144' long; damage×3), **ventriloquism**

II: **continual light**, **ESP**

III: **blink**, **feign death**

IV: **ice storm**, **polymorph self**

hp 88

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Includes attack by aerial servant, air elemental, djinni, invisible stalker, "whirlwind", efreet, fire elemental, or salamander

³⁾ Includes attack by earth elemental, xorn, umber hulk, triton, or water elemental

TT (H×2 S×2 T×2) = 22,000 cp; 3,000 pp; **118 gems**: **30 fancy stones (precious)**: small violet garnet (100 gp), 5×aquamarine (300 gp, 4×500 gp), 5×peridot (5×500 gp), 7×violet garnet (5×500 gp, 400 gp, 800 gp), very large violet garnet (2,000 gp),

RHINOCEROS

Aggressive herbivores and most will charge. #AP 3 or more = remainder is young (30-60% mature; non-combatant).

1-4 **rhinoceroses (8 HD) (single-horned)** (N); AC 9; MV 12"; HD 8; **THACO 12**; #AT 1 or 2; D 2-8 (horn) or 2-8/2-8 (trample)*; charge (D 2-8×2); PPD10 PP11 RSW12 BW12 S13; Int 1; SZ L; XP 900 + 12 /hp (XPL10)

* Target must be low enough for this action

1-4 **rhinoceroses (9 HD) (two-horned)** (N); AC 9; MV 12"; HD 9; **THACO 12**; #AT 1 or 2; D 2-12 (horn) or 2-8/2-8 (trample)*; charge (D 2-12x2); PPD8 PP9 RSW10 BW9 S11; Int 1; SZ L; XP 900 + 12 /hp (XPL12)

* Target must be low enough for this action

ROC

Prey upon large creatures such as cattle, horses, and elephants. Occasionally tamed and used by giants.

1-2 **rocs** (N); AC 4; MV 3"/30" (E); HD 18; **THACO 7**; #AT 2 or 1; D 3-18/3-18 (claws) or 4-24 (beak); **swoop and grab** (to hit roll; resist = beak attack); PPD3 PP4 RSW5 BW4 S6; Int 1; SZ L (60' wingspan); XP 5,000 + 25/hp (XPL19)

hp 83, 76

ROC LAIR

1-2 **rocs** (N); AC 4; MV 3"/30" (E); HD 18; **THACO 7**; #AT 2 or 1; D 3-18/3-18 (claws) or 4-24 (beak); **swoop and grab** (to hit roll; resist = beak attack); PPD3 PP4 RSW5 BW4 S6; Int 1; SZ L (60' wingspan); XP 5,000 + 25/hp (XPL19)

hp 83, 84

+

EXAMPLE LAIR TREASURES

TT (C) = **6 gems**: 1 ornamental stone: tiger eye (6 gp); 2 semi-precious stones: chalcedony (65 gp), smoky quartz (50 gp); 1 fancy stone: brown-green garnet (90 gp); 2 fancy stones (precious): topaz (400 gp), peridot (500 gp)

EXAMPLE LAIR TREASURES

TT (I S X) = **10 gem stones**: 1 gem stone: small black opal (450 gp); 3 fancy stones: small red spinel (80 gp), amethyst (70 gp), brown-green garnet (100 gp); 4 fancy stones (precious): pure black pearl (500 gp), 2×topaz (2×500 gp), large violet garnet (1,000 gp); 2 ornamental stones: blue quartz (10 gp), small blue quartz (5 gp); **9 pieces of jewelry**: wrought gold candlestick (1,400 gp); silver bracelet with gems, of double exceptional value (3,000 gp), silver shoe buckles with gems (3,000 gp), silver anklet with gems (3,000 gp); wrought silver and gold necklace (500 gp), wrought silver and gold hat ornament (700 gp), wrought silver and gold hat ornament, of exceptional value (1,200 gp), wrought silver and gold clasp (800 gp); gold hairnet with gems (4,000 gp); **military pick +1***; **bowl of watery death**; **potion of heroism**

TT (1 S X) = 700 gp; **9 gems:** 6 semi-precious stones: large smoky quartz (100 gp), zircon (35 gp), moonstone (70 gp), chrysoprase (50 gp), exceptional star rose quartz (100 gp), bloodstone (40 gp); 1 gem stone: oriental emerald (1,000 gp); 1 ornamental stone: azurite (7 gp); 1 fancy stone: jet (70 gp); **12 pieces of jewelry:** wrought silver and gold bangle (single, inflexible loop as bracelet; 900 gp); wrought gold earrings (1,700 gp), wrought gold signet ring (1,300 gp); gold torc with gems (5,000 gp); wrought platinum hat ornament (2,200 gp), wrought platinum ring (1,500 gp), wrought platinum *uræus*, of exceptional value (Egyptian regal head ornament: snake on *nemes*; 3,000 gp); silver chalice with gems (3,000 gp), silver chain with gems (5,000 gp), silver comb with gems (1,000 gp), silver rod of office with gems (1,000 gp); platinum earrings with gems (7,000 gp); **splint mail +2; arrow of direction; potion of invisibility**

TT (I S X) = 700 pp; **11 gems**: 8 fancy stones: large coral (200 gp), deep green spinel (100 gp), alexandrite (120 gp), very small brown-green garnet (10 gp), 2×pearl (2×100 gp), jet (100 gp), small jet (50 gp); **2 gem stones**: fire opal (1,600 gp), emerald (1,600 gp); **1 fancy stone (precious)**: large aquamarine (1,000 gp); **cursed scroll*** (**disease**; fatal to reader in 2-8 turns unless cured); **potion of healing**; **potion of healing**; **oil of ethereality**

$$\Pi(I \ S \ X) = \text{cloak of protection} + 3: \text{potion of longevity}$$

40% in lair: **MM**, p. 86

2-20 shadows (CE); AC 7; MV 12"; HD 3+3; **THACO 16**; #AT 1; D 2-5; **drain strength** (-1/hit; 2-8 turns; slain victims rise as shadows); immune to *sleep*, *charm*, *hold*, and cold; PPD13 PP14 RSW15 BW16 S16; 90% undetectable in unlit conditions; Int 5-7; SZ M; XP 225 + 4/hp (XPL6)

hp 24, 15, 15, 16, 8 // 13, 17, 20, 14, 17 // 13, 20, 19, 14, 21 // 10, 21, 18, 13, 24
hp 18, 22, 22, 16, 27 // 15, 18, 17, 24, 19 // 19, 17, 16, 21, 18 // 15, 13, 15, 16, 14
hp 18, 16, 13, 13, 14 // 16, 15, 18, 16, 15 // 14, 23, 17, 10, 21 // 23, 12, 18, 13, 19

Ancient ruins or deep beneath the ground.

2-20 shadows (CE); AC 7; MV 12"; HD 3+3; **THACO 16**; #AT 1; D 2-5; **drain strength** (-1/hit; 2-8 turns; slain victims rise as shadows); immune to *sleep*, *charm*, *hold*, and cold; PPD13 PP14 RSW15 BW16 S16; 90% undetectable in unlit conditions; Int 5-7; SZ M; XP 225 + 4/hp (XPL6)

hp 18, 16, 19, 13, 17 // 12, 12, 21, 23, 17 // 18, 17, 19, 11, 13 // 13, 18, 11, 17, 15
hp 18, 15, 20, 20, 15 // 14, 17, 18, 9, 20 // 20, 15, 19, 18, 11 // 17, 18, 17, 23, 23
hp 17, 16, 17, 21, 10 // 19, 25, 18, 17, 12 // 25, 20, 18, 21, 17 // 23, 17, 13, 16, 22

[illegible]
$$TT(F) = 100 \text{ pp}$$

TT (F) = 8,000 gp

TT (F) = 200 pp; **ring of protection +1**; **potion of invulnerability**; **tome of clear thought**; **potion of levitation**; **scroll of protection from magic**

TT (F) = 9,000 ep; 5,000 gp

TT (F) = **figurine of wondrous power (ebony fly)**; **potion of longevity**; **cloak of protection +2**; **potion of delusion (water breathing)**; **scroll of protection from undead (zombies)**

TT (F) = 600 pp; **instrument of the bards—Fochlucan bandore**; **plate mail +2**; **plate mail +1**; **potion of treasure finding**; **cursed scroll (disease; fatal to reader in 2-8 turns unless cured)**

SHAMBLING MOUND

30% in lair; MM, p. 87

Attack fearlessly.

SHAMBLING MOUND (1-3) (XPL15)

1-3 **shambling mounds** (N); AC 0; MV 6"; HD 10; **THACO 10**; #AT 2; D 2-16/2-16; 2 hits = **entangle and suffocate** in 2-8 rds; ½ damage from all weapons; immune to fire; lightning causes 1 hit die of growth; ½ damage from cold; PPD8 PP9 RSW10 BW9 S11; Int 5-7; SZ L; XP 1,800 + 10/hp (XPL15)
hp 31, 45, 49
hp 54, 48, 56
hp 56, 49, 46

SHAMBLING MOUND LAIR

Dismal marsh or certain wet subterranean places.

SHAMBLING MOUND LAIR (1-3) (XPL15)

1-3 **shambling mounds** (N); AC 0; MV 6"; HD 10; **THACO 10**; #AT 2; D 2-16/2-16; 2 hits = **entangle and suffocate** in 2-8 rds; ½ damage from all weapons; immune to fire; lightning causes 1 hit die of growth; ½ damage from cold; PPD8 PP9 RSW10 BW9 S11; Int 5-7; SZ L; XP 1,800 + 10/hp (XPL15)
hp 48, 54, 45
hp 50, 38, 51
hp 45, 65, 32

EXAMPLE LAIR TREASURES

TT (B T X) = 6,000 sp; 2,000 ep; **3 pieces of jewelry**: coral bracelet (1,800 gp); ivory spiral bracelet, of exceptional value (1,000 gp); wrought silver and gold bangle (single, inflexible loop as bracelet; 1,100 gp); **scroll of protection from magic**; **scroll of protection from magic**; **bracers of defense AC 4**; **potion of poison** (weak; save vs poison +3)

TT (B T X) = 6,000 cp; **broom of animated attack**; **potion of delusion (water breathing)**

TT (B T X) = 3,000 cp; 3,000 gp; **magic-user scroll** (VI: guards and wards; IV: wall of ice; VI: repulsion; IV: minor globe of invulnerability; V: cloudkill; I: erase; MU12; **DMG**, p. 128); **cursed scroll (liquefaction)**; reader turned to liquid and drains away

TT (B T X) = 3,000 cp; 4,000 ep; **5 gems**: **1 ornamental stone**: eye agate (10 gp); **3 semi-precious stones**: bloodstone (50 gp), large smoky quartz (100 gp), small rock crystal (10 gp); **1 fancy stone (precious)**: peridot (500 gp); **magic-user scroll** (VI: control weather; I: write; II: detect invisibility; III: water breathing; I: burning hands; MU12; **DMG**, p. 128); **3 javelins of lightning**; **potion of water breathing**

TT (B T X) = 4,000 sp; 3,000 gp; **2 gems**: **2 ornamental stones**: tiger eye (10 gp), moss agate (9 gp); **cloak of protection +2**; **potion of climbing**

TT (B T X) = 5,000 cp; **1 gem**: **1 fancy stone (precious)**: pure black pearl (500 gp); **16 arrows +1**; **Quaal's feather token—anchor**; **potion of delusion (super-heroism)**

SHEDU EXAMPLE

25% in lair; speak shedu and most human languages; MM, p. 87

Travel and seek to further the ends of LG, helping allied creatures when in need.

EXAMPLE SHEDU (2-8) (75% airborne) (XPL14)

Warad-kubi, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 73/36½; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **detection of good or evil**, **domination**, **empathy**, **hypnosis**, **precognition**; major: **mass domination**, **molecular rearrangement**, **telepathy**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 56

Zummabu, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 82/41; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **animal telepathy, clairvoyance, detection of good or evil, levitation, reduction**; major: **astral projection, dimension walk, telepathic projection**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 54

Yahurum, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 96/48; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **clairvoyance, expansion, invisibility, mind over body, precognition**; major: **dimension walk, etherealness, telekinesis**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 49

Ikuppi-adad, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 86/43; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **clairaudience, empathy, invisibility, mind over body, precognition**; major: **dimension door, molecular rearrangement, telepathic projection**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 59

Balulu, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 87/43½; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **body weaponry, clairvoyance, domination, expansion, invisibility**; major: **etherealness, mass domination, telepathic projection**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 48

Puzur-Nirah, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 100/50; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **body equilibrium, cell adjustment, ESP, expansion, sensitivity to psychic impressions**; major: **dimension door, energy control**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 56

Ubar-Sin, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 76/38; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **animal telepathy, body weaponry, clairvoyance, reduction, sensitivity to psychic impressions**; major: **astral projection, body control, telepathy**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 48

SHEDU LAIR EXAMPLE

EXAMPLE SHEDU LAIR (2-8) (75% airborne) (XPL14)

Ashmadu, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 87/43½; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **animal telepathy, empathy, ESP, levitation, mind over body**; major: **probability travel, shape alteration, telepathy**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 54

Anbu, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 94/47; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **animal telepathy, detection of good or evil, domination, ESP, suspend animation**; major: **astral projection, aura alteration, probability travel**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 48

Ennam-belum, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 72/36; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **animal telepathy, clairvoyance, invisibility, mind over body, precognition**; major: **body control, telepathic projection, teleportation**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 49

Beli-Ashared, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 82/41; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **body weaponry, domination, hypnosis, invisibility, levitation**; major: **body control, dimension door, dimension walk**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 53

Enmul, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 86/43; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **body weaponry, cell adjustment, domination, invisibility, sensitivity to psychic impressions**; major: **aura alteration, mass domination, telepathy**; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 45

Sisuthros, shedu (LG); AC 4; MV 12"/24" (C); HD 9+9; **THACO 10** (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 78/39; attack/defense modes: All/All; disciplines (5/3; at 9th level): minor: **detection of**

magic, domination, object reading, precognition, sensitivity to psychic impressions; major: mind bar, molecular rearrangement, shape alteration; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 52

Uta-misharam, *shedū* (LG); AC 4; MV 12"/24" (C); HD 9+9; THACO 10 (as 10 HD); #AT 2; D 1-6/1-6; **ethereal form**; PPD7 PP8 RSW9 BW8 S10; MR 25%; psionic ability/strength 83/41½; attack/defense modes: All/All; disciplines (5/3; at 9th level); minor: clairaudience, detection of good or evil, detection of magic, molecular agitation, object reading; major: body control, molecular rearrangement, telepathy; unholy water = 2-8 hp damage; Int 15-16; SZ L; XP 1,950 + 14/hp (XPL14)
hp 52

EXAMPLE LAIR TREASURES

TT (G) = 10,000 gp; 1,100 pp; **10 pieces of jewelry**: wrought gold tie pin (500 gp), wrought platinum belt buckle (1,900 gp), wrought silver saucer (300 gp), wrought platinum hairpin (2,100 gp), ivory necklace (100 gp), gold medal with gems, of exceptional value (8,000 gp), wrought gold ring (700 gp), small silver box with gems (6,000 gp), wrought silver and gold hairpin (900 gp), silver anklet with gems (4,000 gp)

TT (G) = 40,000 gp; **15 gems**: 10 fancy stones: brown-green garnet (50 gp), large red spinel (100 gp), pearl (100 gp), small pearl (50 gp), chrysoberyl (150 gp), 2×alexandrite (80 gp, 100 gp), 2×deep green spinel (60 gp, 100 gp), jet (100 gp); 5 fancy stones (precious): 2×aquamarine (500 gp, 750 gp), pure black pearl (300 gp), large pure black pearl (1,000 gp), peridot (500 gp); **3 pieces of jewelry**: silver torc with gems (3,000 gp), wrought silver and gold headdress (1,100 gp), wrought gold snuffbox (800 gp)

TT (G) = 10,000 gp; 1,000 pp; **9 pieces of jewelry**: ivory amulet (700 gp), wrought silver and gold glasses (400 gp), wrought platinum stamp (1,400 gp), silver hat pin with gems (3,000 gp), wrought gold locket (1,400 gp), silver torc with gems, of exceptional value (6,000 gp), gold scarf pin with gems (7,000 gp), silver scepter with gems (6,000 gp), jade pin (2,000 gp); **libram of silver magic**; **scroll of protection from magic**; **wand of wonder** (93 ch); **long sword +1, +4 vs reptiles**; **magic-user scroll** (V: monster summoning III; III: lightning bolt; I: enlarge; III: tongues; V: feeblemind; III: infravision; MU9; DMG, p. 128)

TT (G) = 200 pp; **17 gems**: 10 gem stones (jewel): 3×diamond (3×5,000 gp), small diamond (1,300 gp), 2×oriental emerald (3,000 gp, 4,000 gp), jacinth (5,500 gp), black sapphire (5,000 gp), large black sapphire (10,000 gp), large ruby (13,000 gp); 5 semi-precious stones: zircon (40 gp), 2×smoky quartz (2×50 gp), 2×rock crystal (2×50 gp); 2 fancy stones (precious): pure black pearl (500 gp), violet garnet (700 gp); **dagger +2, +3 vs creatures larger than man-sized**; **rod of resurrection** (46 ch); **large shield +4**; **plate mail of etherealness** (gnome/halfling-sized); **scroll of protection from possession**

TT (G) = **10 gems**: 10 fancy stones (precious): 2×very deep blue spinel (300 gp, 500 gp), 3×pure black pearl (2×500 gp, 800 gp), small pure black pearl (60 gp), 2×large pure black pearl (2×1,000 gp), topaz (500 gp), large violet garnet (1,000 gp)

TT (G) = 900 pp; **leather armor +1**; **horn of the tritons**; **helm of comprehending languages & reading magic**; **bastard sword +2**; **cursed scroll** (transportation; reader and all within 20' radius transported 200-1,200 miles in a random direction)

SILVER DRAGON EXAMPLE

55% in lair; speak silver dragon and one or more human languages; MM, p. 29-31, 34

#AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Some 25% have spell books, allowing for selection of spells for use rather than know the usual limited number of spells as given in MM1. Typically encountered in **polymorphed** form (animal or human, such as a kindly old man or a fair damsel).

EXAMPLE SILVER DRAGON (2) (MATED PAIR) (75% airborne) (XPL16/15/31)

Valorous, 'the Silver Knight', *silver dragon (airborne)* (average/ancient/speaking/magic-using/awake) (LG); AC -1; MV 9"/24" (E)¹¹; HD 10 (8 hp/hit die); THACO 10; #AT 3; D 1-6/1-6/5-30; **breathe frost** (½"×8"×3" cone; D 80 hp; save vs breath weapon for ½; 3/day); **breathe paralyzing gas** (5"×4"×2" cloud (long/wide/high); save vs breath weapon; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **polymorph self** (3/day; animal or human form); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); cannot be subdued; PPD3 PP4 RSW5 BW4 S6 (save as 20 hit dice monster); Int 15-16; SZ L (45' long); XP 4,050 + 14/hp (XPL16)

spells (1/day each²):
I: **Nystul's magic aura**, **unseen servant**
II: **continual light**, **levitate**
III: **hold person**, **slow**
IV: **fear**, **wizard eye**
V: **teleport**, **wall of iron**

hp 80

Serelumis, 'Lumisette', *silver dragon (airborne)* (small/adult/speaking/awake) (LG); female; AC -1; MV 9"/24" (E)¹¹; HD 9 (5 hp/hit die); THACO 12; #AT 3; D 1-6/1-6/5-30; **breathe frost** (½"×8"×3" cone; D 45 hp; save vs breath weapon for ½; 3/day); **breathe paralyzing gas** (5"×4"×2" cloud (long/wide/high); save vs breath weapon; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **polymorph self** (3/day; animal or human form); **detect hidden & invisible** (5" rad.); **dragon fear** (MM, p. 30); infravision (60'); cannot be subdued; PPD7 PP8 RSW9 BW8 S10 (save as 11 hit dice monster); Int 15-16; SZ L (42' long); XP 3,900 + 14/hp (XPL15)
hp 45

¹¹ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

SILVER DRAGON LAIR EXAMPLE (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE)

On mountain peaks, clouds, and similar locales; legend says they can be found in the home of the King of Good Dragons as well as behind other winds. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable

EXAMPLE SILVER DRAGON LAIR (1) (HUGE/ANCIENT/SPEAKING/MAGIC-USING/AWAKE) (75% airborne) (XPL17)

Sidereomantis, 'Moonwhisper', **silver dragon** (huge/ancient/speaking/magic-using/awake) (LG); female; AC -1; MV 9"/24" (E)¹⁾; HD 11 (8 hp/hit die); **THACO 10**; #AT 3; D 1-6/1-6/5-30; **breathe frost** (1/2"×8"×3" cone; D 88 hp; save vs breath weapon for 1/2; 3/day); **breathe paralyzing gas** (5"×4"×2" cloud (long/wide/high); save vs breath weapon; 3/day); **polymorph self** (3/day; animal or human form); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); infravision (60'); cannot be subdued; PPD3 PP4 RSW5 BW4 S6 (as 22 hit dice monster); Int 15-16; SZ L (48' long); XP 5,950 + 16/hp (XPL17)

spells (1/day each²⁾): I: **hold portal**, **light**
II: **darkness 15' radius**, **rope trick**
III: **haste**, **tongues**
IV: **Rary's mnemonic enhancer**, **Rary's mnemonic enhancer**
V: **airy water**, **monster summoning III**

hp 88

example summoned monsters (monster summoning I; 2-8 1st-level monsters, DMG, p. 222; 1-4 rds to arrive): 7 **orcs** (**axe & bec de corbin**) (LE); AC 6; MV 9"; HD 1; **THACO 19**; #AT 1; D 1-8 (bec de corbin) or 1-6 (axe) or 1-8; +1 to hit and +1 morale if within 6" of the tribal standard; PPD14 PP15 RSW16 BW17 S17; -1 to hit in full daylight; eqp: bec de corbin, axe (1/2/3); Int 8-10; SZ M; XP 14 + 1/hp (XPL2)
hp 8, 6, 2, 3, 7 // 4, 5

example summoned monsters (monster summoning III; 1-4 3rd-level monsters, DMG, p. 223; 1-4 rds to arrive): 3 **giant lizards** (N); AC 5; MV 15"; HD 3+1; **THACO 16**; #AT 1; D 1-8; hit "20" = D 2-16; PPD13 PP15 RSW16 BW17 S17; Int Non-; SZ L (15' long); XP 125 + 4/hp (XPL5)
hp 16, 16, 13

¹⁾ On an attack pass, a dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

²⁾ Base spells rolled for as per MM; 25% of silver dragons have spell books, allowing them to select spells for use rather than know the usual limited number of spells; see spell book for alternatives; additional spells were rolled for granting +1/+2/+3/+4/+5 additional spells, counting down from the second-highest available spell level; spell levels with less spells than thus possible are because doubles were rolled for, either when rolling for spells as per MM or when rolling for additional spells

³⁾ Spell book: I: **hold portal**, **light**; **read magic**, **detect magic**, **spider climb**; II: **darkness 15' radius**, **rope trick**; **locate object**, **fools gold**, **shatter**; III: **haste**, **tongues**; **monster summoning I**, **flame arrow**; IV: **Rary's mnemonic enhancer**; **charm monster**; V: **airy water**, **monster summoning III**

TT (H×2 T×2) = 91,000 sp; **16 gems**: **10 gem stones**: 3×star sapphire (800 gp, 2×1,000 gp), large star sapphire (2,000 gp), oriental amethyst (1,000 gp), black opal (1,000 gp), small black opal (300 gp), exceptional black opal (10,000 gp), opal (1,000 gp), emerald (1,000 gp); **5 ornamental stones**: large obsidian (20 gp), small tiger eye (2½ gp), large turquoise (20 gp), moss agate (11 gp), rhodochrosite (10 gp); **1 fancy stone (precious)**: 1 pure black pearl (100 gp)

SLAVER (BANDIT) EXAMPLE—BUTEO NERVA, 'THE BUZZARD'

20% in lair

Lair is informal camp (80%); or cave complex with secret entrance (10%); or regular castle (10%) with 1-4 light catapults for defense. Lair has 2-20 important prisoners and 5-30 camp followers/slaves.

EXAMPLE SLAVER (BANDIT)¹⁾ (99+specials+slaves)

(XPL(10×2/10×2/10×2/10×2/10×1/10×3/10×2/10×2/10×1/7/3/6/3/6/3/5/3/7/3/7/3/7/3/8/3/7/3/10/3/4/3/6/3/4/3/5/3/4/3/4/3/1/1/3/11/3/7/2/5/2/10/2)/420) + (XPL(7×1/2/2×1/2/4×1/2/2×1/2/3×1/2/3×1/2/4/2×1/1/2/1/2/4/1/2)/23)

99 **slavers** (bandits) (30 mounted) + 4 **slaver fighters** (F3) (mounted) + 3 **slaver fighters** (F4) (mounted) + 2 **slaver fighters** (F5) (mounted) + 1 **slaver fighter** (F6) (mounted) + 6 **slaver guards** (F2) (mounted) + 1 **slaver lieutenant** (F7) (mounted) + 1 **slaver leader** (F8) (mounted) + 2 **slaver cleric assistants** (C3) (mounted) + 1 **slaver cleric** (C5) (mounted) + 30 **slaves**

10 **slaver light cavalry crossbowmen** (mounted) (N); AC 8; MV 12" (24" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-4 (crossbow); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; light crossbow & 20 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 3, 4, 1, 4, 4 // 2, 3, 3, 6, 4

+ 10 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)
hp 13, 8, 14, 8 // 9, 10, 15, 10, 8

10 **slaver light cavalry spearmen** (mounted) (N); AC 7; MV 12" (24" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6²⁾ (spear); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; spear (1/2/3); XP 14 + 1/hp (XPL2)
hp 2, 5, 6, 4, 6 // 2, 3, 3, 5, 2

+ 10 **light warhorses** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 9, 11, 13, 12, 9 // 9, 12, 14, 7, 11

10 **slaver medium cavalry swordsmen (mounted)** (N); AC 4; MV 12" (18" on mount); HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 2-7 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; drusus (SF3; 2-7/2-9); XP 10 + 1/hp (XPL1)
hp 6, 4, 4, 4, 1 // 5, 4, 4, 4, 5

+ 10 **medium warhorses** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10, 12, 11, 9, 10 // 15, 16, 9, 12, 8

10 **slaver crossbowmen** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-4 (crossbow); I8-12; PPD16 PP17 RSW18 BW20 S19; leather armor; light crossbow & 20 bolts (6/12/18); XP 14 + 1/hp (XPL2)
hp 1, 3, 2, 3, 1 // 2, 2, 5, 2, 1

10 **slaver archers** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 2; D 1-6/1-6 (bow); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor; short bow & 12 arrows (5/10/15); XP 14 + 1/hp (XPL2)
hp 1, 4, 4, 1, 5 // 2, 3, 3, 4, 1

10 **slaver spetums** (N); AC 8; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 2-7³ (spetum); I8-12; PPD16 PP17 RSW18 BW20 S19; leather armor; spetum; XP 10 + 1/hp (XPL1)
hp 3, 2, 4, 5, 6 // 4, 3, 2, 3, 2

39 **bandit swordsmen** (N); AC 7; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 2-7 (sword); I8-12; PPD16 PP17 RSW18 BW20 S19; eqp: leather armor & shield; drusus (SF3; 2-7/2-9); XP 10 + 1/hp (XPL1)
p 6, 6, 4, 5, 6 // 5, 3, 2, 6, 4 // 3, 5, 2, 5, 2 // 4, 6, 4, 6, 3 // 5, 2, 4, 4, 6 // 6, 6, 3, 4, 2 // 3, 6, 5, 3, 4 // 6 4 3 2

Otho Verrespor (N), slaver fighter (F3) (mounted); AC -1; MV 9" (18" on mount); HD F3; **THACO 18/16** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/75 (+2/+3) I10 W12 D14 C17 (+3) Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+5 shield); eqp (avg): chain mail & **shield** +5; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; hot tempered, immoral; nature; XP 135 + 4/hp (XPL7)
hp 33

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Crus Cato (N), slaver fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/15** (base/crossbow); #AT 1; D 2-7 (sword) or 1-4+3 (crossbow) or 1-6 (mace) or 1-4 (dagger); S16 (+0/+1) I11 W10 D13 C15 (+1) Ch10; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), **light crossbow of accuracy +3** & 20 bolts (no to hit penalties for range; 6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, opinionated/contrary; nature; XP 110 + 4/hp (XPL6)
hp 24

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Helvus Corcan (N), slaver fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18/17** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I11 W14 D13 C16 (+2) Ch13; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); **potion of animal control (buffaloes)**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud, lustful; nature; XP 110 + 4/hp (XPL6)
hp 31

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 11

Siligus (N), slaver fighter (F3) (mounted); AC 4; MV 9" (18" on mount); HD F3; **THACO 18**; #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S15 I9 W9 D10 C11 Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; harsh, rude; history; XP 85 + 4/hp (XPL5)
hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Hila Maso (N), slaver fighter (F4) (mounted); AC 2; MV 12" (18" on mount); HD F4; **THACO 18/16** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/53 (+2/+3) I9 W12 D11 C14 Ch4; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+2 armor); eqp (avg): **chain mail** +2 & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; haughty, cruel/callous; athletics; XP 160 + 5/hp (XPL7)
hp 28

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14

RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9

Spuro Pullis (N), slaver fighter (F4) (mounted); AC 4; MV 9" (18" on mount); HD F4; **THACO 18/17/(16/15/14/13)** (base/str/(sword)); #AT 1; D 2-8(+1/+2/+3/+4)⁴¹ (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/46 (+1/+3) I9 W12 D14 C15 (+1) Ch10; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; **broadsword of dancing**, light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; proud, ponderous; religion; XP 160 + 5/hp (XPL7)

hp 36

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 16

Coruncar Ganus (N), slaver fighter (F4) (mounted); AC 4; MV 9" (18" on mount); HD F4; **THACO 18/17/(16/14)** (base/str/(sword)); #AT 1; D 1-8(+1/+3) (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I11 W13 D12 C14 Ch12; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail & shield; **long sword +1, +3 vs lycanthropes & shape changers**, light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; proud, forceful; leather working; XP 160 + 5/hp (XPL7)

hp 30

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9

'Old' Voltursius (N), slaver fighter (F5) (mounted); AC 1; MV 12" (18" on mount); HD F5; **THACO 16/15/13** (base/str/scimitar); #AT 1; D 1-8+2 (scimitar) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I9 I9 D10 C11 Ch8; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+2 armor, +1 shield); eqp (avg): **chain mail +2 & shield +1; scimitar +2**, light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; haughty, hardhearted; architecture; XP 300 + 6/hp (XPL8)

hp 28

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Aspren Procul (N), slaver fighter (F5) (mounted); AC 4; MV 9" (18" on mount); HD F5; **THACO 16/15** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I9 W9 D14 C14 Ch10; 5 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; morose, miserly; husbandry; XP 225 + 6/hp (XPL7)

hp 28

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 10

Maccan (N), slaver fighter (F6) (mounted); AC 0; MV 12" (18" on mount); HD F6; **THACO 16/14/12** (base/str/axe); #AT 1; D 1-6+2 (axe) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/91 (+2/+5) I10 W12 D14 C16 (+2) Ch11; 6 melee attacks/rd vs less than 1 hit die; PPD11 PP12 RSW13 BW13 S14 (+3 armor); eqp (avg): **splint mail +3 & shield; hand axe +2**, light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; unfeeling, curious; legends; XP 600 + 8/hp (XPL10)

hp 59

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 11

Volur (N), slaver guard (F2) (mounted); AC 4; MV 9" (12" on mount); HD F2; **THACO 20**; #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S14 I12 W12 D11 C11 Ch6; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; unfeeling/insensitive, hostile; wines & spirits; XP 50 + 3/hp (XPL4)

hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 13

Rupi (N), slaver guard (F2) (mounted); AC -1; MV 9" (12" on mount); HD F2; **THACO 20/19** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S18/27 (+1/+3) I10 W9 C14 C15 (+1) Ch13; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+5 shield); eqp (avg): chain mail & **shield +5**; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); **potion of sweet water**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; easy going, rash; nature; XP 80 + 3/hp (XPL6)

hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 10

Selion Varas (N), slaver guard (F2) (mounted); AC 4; MV 9" (12" on mount); HD F2; **THACO 20**; #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S14 I9 W11 D11 C11 Ch10; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; cheerful, barbaric; legends; XP 50 + 3/hp (XPL4)
hp 17

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 7

Soson (N), slaver guard (F2) (mounted); AC 7; MV 12" (18" on mount); HD F2; **THACO 20/18** (base/str); #AT 1; D 2-7³ (spetum) or net⁵; S18/54 (+2/+3) I11 W13 D12 C15 (+1) Ch13; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+1 armor); eqp (avg): **leather armor +1**; spetum, net; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; hot tempered, anti-intellectual; hunting; XP 65 + 3/hp (XPL5)
hp 21

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Silan (N), slaver guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20/19** (base/str); #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I9 W9 D13 C14 Ch10; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; unfeeling/insensitive, martyr; hunting; XP 50 + 3/hp (XPL4)
hp 19

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 9

Veres (N), slaver guard (F2) (mounted); AC 4; MV 9" (18" on mount); HD F2; **THACO 20**; #AT 1; D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S16 (+0/+1) I10 W11 D10 C12 Ch11; 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp (avg): chain mail & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; harsh, greedy; sculpting; XP 50 + 3/hp (XPL4)
hp 14

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 6

Dekus Naso (N), slaver lieutenant (F7) (mounted); AC -1; MV 12" (18" on mount); HD F7; **THACO 14/13** (base/str); #AT 3/2 (drusus, dagger) or 1 (crossbow, mace); D 2-7 (sword) or 1-4 (crossbow) or 1-6 (mace) or 1-4 (dagger); S17 (+1/+1) I11 W10 D12 C12 Ch12; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+4 armor); eqp (avg): **spilint mail +4** & shield; drusus (SF3; 2-7/2-9), light crossbow & 20 bolts (6/12/18), horseman's mace, dagger (1/2/3); **oil of slipperiness**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; unfeeling/insensitive, iconoclastic; collector (coins & tokens); XP 900 + 10/hp (XPL11)
hp 50

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 12

Buteo Nerva, 'the Buzzard' (N), slaver leader (F8) (mounted); AC 3; MV 12" (18" on mount); HD F8; **THACO 14/12** (base/crossbow); #AT 3/2 (drusus, dagger) or 1 (crossbow, mace); D 2-7 (sword) or 1-4(+2) (crossbow) or 1-6 (mace) or 1-4 (dagger); S16 (+0/+1) I9 W10 D12 C10 Ch13; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+2 armor); eqp (avg): **scale mail +2** & shield; drusus (SF3; 2-7/2-9), light crossbow & 9 bolts +2 & 11 bolts (6/12/18), horseman's mace, dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; saturnine, forceful; religion; XP 1,200 + 12/hp (XPL11)
hp 62

+ 1 **medium warhorse** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 3; D 1-6/1-6/1-3; panic 10% (fire, noise, smell); PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)
hp 16

Accis Nero (N), slaver cleric assistant (C3) (mounted); AC 0; MV 12" (24" on mount); HD C3; **THACO 20**; #AT 1; D 1-6 (mace); S9 I11 W18 (+4; 2/2/1/1) D8 C10 Ch14; turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+4 wisdom; +3 armor); eqp (avg): **spilint mail +3** & shield; horseman's mace; **boots of levitation**; **potion of growth**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; proud, cautious; husbandry; XP 175 + 4/hp (XPL7)

spells (4/3): I: **command, protection from evil, resist cold, sanctuary**
II: **chant, resist fire, speak with animals**

hp 17

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 8

Eubur Crus (N), slaver cleric assistant (C3) (mounted); AC 4; MV 9" (24" on mount); HD C3; **THACO 20**; #AT 1; D 1-6 (mace); S12 I10 W18 (+4; 2/2/1/1) D11 C11 Ch15; turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+4 wisdom); eqp (avg): chain mail & shield; horseman's mace; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; harsh, truthful; gambling; XP 125 + 4/hp (XPL5)

spells (4/3): I: **bless, light, purify food & drink, remove fear**
II: **detect charm, find traps, hold person**

hp 14

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 8

Clodus Corvus, 'the Crow' (N), slaver cleric (C5) (mounted); AC -3; MV 9" (24" on mount); HD C5; **THACO 18/17** (base/dex); #AT 1; D 2-5 (hammer); S16 (+0/+1) I11 W19 (+4; 3/3/2/1) D16 (+1/-2) C14 Ch15; turn undead (T/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+4 wisdom, +2 dexterity; +5 shield); eqp (avg): chain mail & **shield +5**; hammer (1/2/3); **eyes of the eagle**; **potion of healing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; harsh, mean; gambling; XP 500 + 6/hp (XPL10)

spells (6/3/2): I: **command, create water, cure light wounds, protection from evil, purify food & drink, sanctuary**
II: **chant, know alignment, slow poison**
III: **cause blindness, glyph of warding (paralyzation)**

hp 27

+ 1 **light warhorse** (N); AC 7; MV 24"; HD 2; **THACO 16**; #AT 2; D 1-4/1-4; panic 10% (fire, noise, smell); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ L; XP 20 + 2/hp (XPL2)

hp 12

PT = **slavers** (M): 120×4 gp

SLAVES (30)⁶:

7 men (laboring male) (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; XP 5 + 1/hp (XPL½)

hp 4, 4, 3, 4, 5 // 5, 4

2 strong men (laboring male) (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT Nil; D Nil; S16 (+0/+1) I8-12; PPD16 PP17 RSW18 BW20 S19; XP 5 + 1/hp (XPL½)

hp 6, 7

4 women (active female) (AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20** (-1 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; XP 5 + 1/hp (XPL½)

hp 2, 3, 2, 5

2 mothers (sedentary female) (N); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: mothers of the 3 children; XP 5 + 1/hp (XPL½)

hp 1, 2

3 children (N); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; A/P/I: children of the 3 mothers; XP 5 + 1/hp (XPL½)

hp 3, 1, 1

3 teenage girls (sedentary female) (CG) (N); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; I8-12; PPD16 PP17 RSW18 BW20 S19; XP 5 + 1/hp (XPL½)

hp 2, 1, 2, 2

1 elf (CG); **elf**; AC 9; MV 12"; HD 1+1; **THACO 18**; #AT 1; D 1 hp or by weapon; +1 to hit with bow and sword; move/fire/move with bow; **silent and invisible** in natural surroundings (surprise 1-4); PPD16 PP17 RSW18 BW20 S19 (90% resistant to *sleep* and *charm*); Int 13+; SZ M (5' + tall); XP 36 + 2/hp (XPL4)

hp 5

2 amazons (LN); AC 10; MV 12"; HD 1-1 (1-6 hp); **THACO 20**; #AT 1; D 1-6 (fist, kicks) or by weapon; I8-12; PPD16 PP17 RSW18 BW20 S19; XP 10 + 1/hp (XPL1)

hp 6, 5

Eldon of Mategrave (CG), boy/duke's son; AC 10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-2 to hit); #AT Nil; D Nil; I13; PPD16 PP17 RSW18 BW20 S19; A/P/I: clean, fair-haired; proud, brave; with the 4 children; nephew of a duke in the north; will not reveal this, but will be helpful and will say that his family will be grateful for his return; the duke will pay any reasonable reward requested; XP 7 + 1/hp (XPL½)

hp 2

Markham 'Manky' Bletcher (NE), **traitor (sedentary male)**; AC 10; MV 12"; HD 0-level (1-4 hp); **THAC0 20** (-2 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: ragged; unfeeling/insensitive, deceitful; looking to win the favor of the overseers and will call out to them about any rescue attempts; XP 5 + 1/hp (XPL $\frac{1}{2}$)
hp 3

Ornis of Kyrene (N), amazon elite guard (B2); AC 10; MV 15"; HD B2; **THAC0 20/19** (base/str); #AT 1; D 1-6 (fist, kicks) or by weapon; S18/27 (+1/+3) I14 W11 D14 C15 (+2) Ch12; HT31/16 CT/CW86; detect and counter attack from behind 10%; detect illusion 10%; detect magic 30%; first aid (1 hp; healing rate×2); neutralize poison/cure disease 65%/10% (**UA**, p. 20); leadership Ch14; horsemanship; running (MV×2 for 3 days); leap 10'3'/3' (running start 16-21'/nil/4½'-6'); spring (running start) 4-7'; may associate with clerics and use magic potions; never surprised (unless invisible); PPD11 PP15 RSW14 BW15 S17; A/P/I: clean, bald; proud, aloof; history; XP 28 + 2/hp (XPL4)
hp 26

Zenon Prestor (CN), merchant (active male) (LE); AC 10; MV 12"; HD 0-level (1-6 hp); **THACO 20**; #AT Nil; D Nil; I16 Ch12; PPD16
PP17 RSW18 BW20 S19; A/P/I: potbellied and gray; ragged; unfeeling/insensitive, egoist; carpentry; XP 5 + 1/hp (XPL $\frac{1}{2}$)
hp 1

¹⁾ Magic items as “Men” (MM, p. 66)

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

³⁾ Weapon can disarm an opponent on to hit score required to hit AC 8

⁴¹ Weapon is +1 in 1st round 1, +2 in 2nd round, etc., then +1 in 5th round, and so on. Wielder may opt to release weapon in any round the weapon is +1 to hit so that it fights alone, within 3" and at his level, for 4 rds (+1/+2/+3/+4), then returns in 5th round (at +1), when wielder must wield weapon again for rounds before he can let go of it again (**DMG**, p. 165-166)

⁵⁾ Target is treated as AC 10, modified for magical items and dexterity. Hit entangles victim (weapon arm, shield arm); no other meaningful acts but attempt to free himself by passing a strength check. Additional hits in the rounds thereafter (one per round) allow the wielder to tighten the hold, effectively reducing the victim's strength by four points per hit with regard to their attempts to break free; creatures that reach zero strength in this way are hopelessly enmeshed and can no longer free themselves

⁶⁾ Based on **Secret of the Slavers Stockade** (TSR, 1981)

SPECTRE

20% in lair; MM, p. 89

SPECTRE (1-6) (XPL12)

1-6 **spectres** (LE); AC 2; MV 15"/30"; HD 7+3; **THACO 13**; AT 1; D 1-8; **energy drain** (2 levels/hit; 0-level rises as half-strength spectre); +1 weapons to hit (or 4+1 hit dice); unaffected by *sleep*, *charm*, *hold*, and cold-based spells; holy water = 2-8 hp damage; destroyed by *raise dead* (save vs magic); powerless in daylight); Int 13-14; SZ M; XP 1,650 + 10/hp (XPL12)

hp 34, 45, 40, 38, 35 // 41

hp 26, 35, 37, 39, 31 // 32

hp 39, 38, 37, 42, 43 // 32

SPECTRE LAIR

Haunt the most desolate of places, tombs, and dungeons.

SPECTRE LAIR (1-6) (XPL12)

1-6 **spectres** (LE); AC 2; MV 15"/30"; HD 7+3; **THAC0 13**; AT 1; D 1-8; **energy drain** (2 levels/hit; 0-level rises as half-strength spectre); +1 weapons to hit (or 4+1 hit dice); unaffected by *sleep*, *charm*, *hold*, and cold-based spells; holy water = 2-8 hp damage; destroyed by *raise dead* (save vs magic); powerless in daylight); Int 13-14; SZ M; XP 1,650 + 10/hp (XPL12)

hp 43, 34, 41, 37, 35 // 43

hp 41, 39, 33, 33, 36 // 35

hp 33, 34, 41, 36, 46 // 41

EXAMPLE LAIR TREASURES

TT (Q×3 X Y) = **9 gems**: 5 ornamental stones: obsidian (10 gp), banded agate (10 gp), small banded agate (5 gp), small tiger eye (7 gp), large azurite (50 gp); 2 semi-precious stones: small chrysoprase (10 gp), rock crystal (35 gp); 1 fancy stone: amber (70 gp); 1 fancy stone (precious): very deep blue spinel (500 gp)

TT (Q×3 X Y) = 7,000 gp; **9 gems:** 1 ornamental stone: lapis lazuli (8 gp); 3 semi-precious stones: carnelian (70 gp), smoky quartz (50 gp), very small smoky quartz (5 gp); 3 fancy stones: 2×chrysoberyl (2×100 gp), large jet (500 gp); 2 fancy stones (precious): very small aquamarine (50 gp), peridot (500 gp)

TT ($Q \times 3 \times Y$) = No treasure

TT (Q×3 X Y) = 9,000 gp; **pearl of wisdom**; **potion of invisibility**

$\Pi(\mathbb{Q} \times 3 \times Y) =$ bracers of defense AC 6; potion of super-heroism

TT (Q×3 X Y) = **6 gems**: 1 semi-precious stone: moonstone (45 gp); 2 fancy stones: chrysoberyl (100 gp), pearl (110 gp); 3 fancy stones (precious): aquamarine (550 gp), topaz (300 gp), large very deep blue spinel (1,000 gp); 1 gem stone: large oriental amethyst (2,000 gp); **phylactery of long years**; **potion of plant control**

SPIRIT NAGA EXAMPLE

60% in lair; speak spirit naga; MM, p. 72-73

Totally evil; seek to do harm whenever and wherever possible.

EXAMPLE SPIRIT NAGA (9 HD) (1-3) (XPL11)

Ambuja, spirit naga (9 HD) (CE); AC 4; MV 12"; HD 9; **THACO 12**; #AT 1; D 1-3; **poison** (bite; save vs poison); **charm humanoid** (gaze; permanent; save vs paralyzation); PPD6 PP9 RSW9 BW9 S10; Int 13-14; SZ L (15' long); XP 2,700 + 14/hp (XPL11)

spells (MU; 4/2/1): I: **charm person, feather fall, hold portal, shocking grasp**

II: **rope trick, stinking cloud**

III: **fireball**

spells (C; 2/1): I: **curse, resist cold**

II: **chant**

hp 43

example charmed humanoid¹⁾ (charm humanoid); 1 **hobgoblin** (LE); AC 5; MV 9"; HD 1+1; **THACO 18**; #AT 1; D 1-8 (sword) or 1-6 (spear) or 1-8; PPD14 PP15 RSW16 BW17 S17; eqp: long sword, spear (1/2/3); Int 8-10; SZ M (6½' tall); XP 28 + 2/hp
hp 7

Rudrani, spirit naga (9 HD) (CE); AC 4; MV 12"; HD 9; **THACO 12**; #AT 1; D 1-3; **poison** (bite; save vs poison); **charm humanoid** (gaze; permanent; save vs paralyzation); PPD6 PP9 RSW9 BW9 S10; Int 13-14; SZ L (15' long); XP 2,700 + 14/hp (XPL11)

spells (MU; 4/2/1): I: **hold portal, identify, jump, unseen servant**

II: **lightning bolt, web**

III: **suggestion**

spells (C; 2/1): I: **detect magic, sanctuary**

II: **snake charm**

hp 54

example charmed humanoid¹⁾ (charm humanoid); 1 **troll** (CE); AC 4; MV 12"; HD 6+6; **THACO 13**; #AT 3; D 5-8/5-8/2-12; attack multiple opponents (max 3); regenerate 3 hp/rd (3 rds after suffering damage; acid & fire prevent regeneration); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L (9'+ tall); XP 325 + 8/hp (XPL9)
hp 38

Meenakshi, spirit naga (9 HD) (CE); AC 4; MV 12"; HD 9; **THACO 12**; #AT 1; D 1-3; **poison** (bite; save vs poison); **charm humanoid** (gaze; permanent; save vs paralyzation); PPD6 PP9 RSW9 BW9 S10; Int 13-14; SZ L (15' long); XP 2,700 + 14/hp (XPL11)

spells (MU; 4/2/1): I: **friends, magic missile, spider climb, unseen servant**

II: **forget, levitate**

III: **protection from normal missiles**

spells (C; 2/1): I: **cause light wounds, destroy water**

II: **silence 15' radius**

hp 45

example charmed humanoid¹⁾ (charm humanoid); 1 **ogre** (CE); AC 4; MV 9"; HD 4+1; **THACO 15/14** (base/spear); #AT 1; D 1-10 or 3-9²⁾ (spear); S18 (+1/+2); PPD11 PP12 RSW13 BW13 S14; eqp: large spear (2/4/6; SF7; 3-9/3-12); Int 5-7; SZ L (9'+ tall); XP 90 + 5/hp (XPL6)
hp 30

¹⁾ As DMG, p. 106

²⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

SPIRIT NAGA LAIR EXAMPLE

Ruined, dismal, or subterranean places.

EXAMPLE SPIRIT NAGA LAIR (10 HD) (1-3) (XPL12)

Saraja, spirit naga (10 HD) (CE); AC 4; MV 12"; HD 10; **THACO 10**; #AT 1; D 1-3; **poison** (bite; save vs poison); **charm humanoid** (gaze; permanent; save vs paralyzation); PPD6 PP9 RSW9 BW9 S10; Int 13-14; SZ L (15' long); XP 2,700 + 14/hp (XPL12)

spells (MU; 4/2/1): I: **affect normal fires, darkness, hold portal, light**

II: **detect good, stinking cloud**

III: **clairvoyance**

spells (C; 2/1): I: **command, cause light wounds**

II: **resist fire**

hp 48

example charmed humanoid¹⁾ (charm humanoid); 1 **bugbear leader** (CE); AC 4; MV 9"; HD 3+1; **THACO 15** (as 4 HD); #AT 1; D 1-6+1²⁾ (spear) or 2-8+1 (club) or 2-8+1; surprise 1-3; PPD13 PP14 RSW15 BW16 S16; eqp: spear (-/2/4, MM, p. 12), spiked wooden club (-/2/4; SF7; 2-8/2-7; as morning star, MM, p. 12); Int 5-10; SZ L (7'+ tall); XP 135 + 4/hp (XPL5)
hp 19

Rauvati, spirit naga (10 HD) (CE); AC 4; MV 12"; HD 10; **THACO 10**; #AT 1; D 1-3; **poison** (bite; save vs poison); **charm humanoid** (gaze; permanent; save vs paralyzation); PPD6 PP9 RSW9 BW9 S10; Int 13-14; SZ L (15' long); XP 2,700 + 14/hp (XPL12)

SPRITE LAIR (10-100) (75% airborne) (XPL4)

hp 4, 2, 7, 1, 6 // 4, 5, 8, 7, 4 // 2, 8, 2, 3, 3 // 4, 8, 6, 4, 5 // 7, 2, 7, 5, 6 // 2, 6, 1, 1, 7 // 8, 1, 6, 7, 7 // 8, 8, 6, 2, 3 // 1, 1, 7, 4, 6 // 5, 2, 4, 7, 5 // 8, 8, 1, 5, 7 // 1, 6, 8, 3, 8 // 8, 2, 5, 5, 3 // 1, 7, 4, 4, 7 // 5, 1, 3, 3, 8 // 3, 2, 8, 8, 6 // 3, 3, 3, 8, 6 // 4, 7, 6, 3, 5 // 3, 8, 4, 3, 8 // 7, 3, 6, 4, 5

hp 5, 3, 8, 2, 2 // 6, 4, 4, 5, 6 // 7, 6, 3, 1, 8 // 4, 2, 4, 8, 6 // 5, 6, 6, 3, 8 // 8, 1, 1, 8, 3 // 3, 4, 8, 6, 4 // 5, 6, 3, 3, 5 // 6, 2, 1, 3, 1 // 7, 4, 8, 7, 6 // 8, 6, 1, 7, 8 // 4, 1, 3, 2, 2 // 5, 8, 4, 6, 7 // 5, 8, 4, 6, 1 // 6, 8, 3, 4, 2 // 5, 6, 5, 4, 3 // 1, 5, 7, 6, 8 // 2, 2, 6, 8, 5 // 8, 3, 4, 2, 2 // 4, 7, 4, 1, 1

hp 4, 5, 7, 7, 4 // 8, 8, 5, 7, 7 // 6, 6, 2, 8, 4 // 4, 4, 3, 3, 5 // 4, 4, 8, 1, 2 // 6, 7, 3, 1, 2 // 5, 7, 7, 2, 8 // 8, 8, 1, 2, 8 // 7, 6, 8, 7, 1 // 4, 3, 2, 5, 4 // 2, 2, 7, 8, 8 // 6, 8, 3, 3, 6 // 4, 7, 8, 8, 2 // 7, 5, 5, 8, 4 // 7, 4, 7, 4, 1 // 2, 6, 7, 8, 4 // 3, 7, 4, 6, 4 // 3, 1, 8, 8, 4 // 1, 6, 8, 4, 7 // 8, 8, 1, 7, 8

$$\pi(C) = 1,000 \text{ ep}$$

TT (C) = 4,000 cp; 6,000 sp; **6 gems:** 5 fancy stones (precious): 2×very deep blue spinel (2×500 gp), small very deep blue spinel (100 gp), small violet garnet (100 gp), small aquamarine (100 gp); 1 fancy stone: pearl (100 gp)

TT (C) = No treasure

TT (C) = No treasure

TT (C) = No treasure

Never in lair; **MM**, p. 92

STAG (1-4) AND DEER (XPL3/3)

hp 17, 16, 18, 10

hp 12, 17, 15, 17

hp 20, 17, 6, 17

4-32 deer (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-3/1-3; PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 15, 16, 6, 12, 16 // 11, 20, 15, 19, 12 // 15, 14, 17, 20, 12 // 14, 14, 13, 11, 9 // 6, 22, 12, 11, 15 // 17, 15, 16, 13, 8 // 10, 6

hp 5, 14, 9, 15, 22 // 14, 10, 6, 7, 15 // 8, 14, 17, 18, 15 // 8, 15, 20, 12, 9 // 14, 15, 14, 19, 17 // 12, 10, 18, 10, 12 // 5, 14

hp 16, 10, 13, 15, 9 // 16, 19, 12, 12, 14 // 14, 17, 13, 13, 9 // 10, 11, 14, 13, 7 // 7, 17, 7, 17, 13 // 7, 14, 14, 9, 17 // 17, 14

1 **stag** (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 1 or 2; D 2-8 or 1-3/1-3; PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 14

8 deer (N); AC 7; MV 24"; HD 3; **THACO 16**; #AT 2; D 1-3/1-3; PPD13 PP14 RSW15 BW16 S16; Int 1; SZ L; XP 35 + 3/hp (XPL3)

hp 9, 10, 11, 13, 12 // 15, 11, 11

60% in lair; MM, p. 92

3-30 **stirges** (N); AC 8; MV 18" (C); HD 1+1; **THACO 18** (+4 to hit); #AT 1; D 1-3; **drain blood** (1-4 hp/rd; up to 12 hp); PPD14 PP15 RSW16 BW17 S17; Int 1; SZ S; XP 36 + 2/hp (XPL3)

hp 8, 5, 5, 3, 2 // 4, 2, 5, 9, 7 // 2, 8, 7, 8, 7 // 9, 4, 2, 6, 3 // 2, 6, 8, 9, 6 // 8, 4, 8, 4, 3

hp 2, 8, 6, 5, 3 // 9, 2, 9, 4, 3 // 9, 2, 4, 4, 6 // 4, 7, 4, 8, 8 // 2, 9, 2, 7, 5 // 5, 5, 5, 3, 4

hp 5, 6, 9, 6, 9 // 7, 7, 9, 4, 5 // 8, 9, 3, 6, 5 // 7, 7, 5, 7, 7 // 2, 2, 9, 3, 5 // 3, 9, 4, 3, 9

Very dark, tangled forests or subterranean.

STIRGE LAIR (3-30) (75% airborne) (XPL3)

+

hp 35, 39, 34, 33, 43 // 27

$\Pi(D) = 5,000 \text{ gp}$; 1 **gem**: 1 ornamental stone: azurite (10 gp)

TT (D) = **3 pieces of jewelry**: gold choker with gems (6,000 gp), wrought gold belt buckle (1,100 gp), wrought gold hat ornament (1,100 gp); **scale mail +1**; **cursed broadsword -2**; **potion of diminution**

TT (D) = 4,000 gp; **10 gems**: 5 fancy stones (precious): very deep blue spinel (700 gp), violet garnet (500 gp), peridot (800 gp), topaz (500 gp), large topaz (1,000 gp); 5 semi-precious stones: 2×rock crystal (2×50 gp), large rock crystal (100 gp), sardonyx (50 gp), chrysoprase (50 gp); **broadsword +2**; **plate mail of vulnerability** (elf-sized); **potion of human control** (troglydites)

TT (D) = 3 fancy stones: aquamarine (130 gp), pure black pearl (100 gp), peridot (100 gp)

55% in lair; speak storm giant, alignment tongue; **MM**, p. 44-45

1-4 **storm giants** (15+**[2-3]** HD) (CG); AC 1; MV 15"; HD 15+**[2-3]**; **THAC0 8/2** (base/**weapon**); #AT 1; D 7-42 **or by weapon**; S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D (1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD4 PP5 RSW6 BW4 S7; breathe water; eqp: **giant weapon**; Int 15-16; SZ L (21' tall); XP 5,850 + 20/hp (XPL21)

hp 68+(2-3)

1-4 **storm giants** (15+[4-7] HD) (CG; AC 1; MV 15"; HD 15+[5-7]; **THACO 7/1** (as 16 HD; base/**weapon**); #AT 1; D 7-42 **or by weapon**; S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D (1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD3 PP4 RSW5 BW4 S6; breathe water; eqp: **giant weapon**; Int 15-16; SZ L (21' tall); XP 5,850 + 20/hp (XPL21)

hp 64+(4-7)

EXAMPLE STORM GIANT (4) (XPL(4×22)/88)

4 storm giants (15+6 HD) (CG); AC 1; MV 15"; HD 15+6; THACO 7/1 (as 16 HD; base/spear); #AT 1; D 7-42 or 3-18¹⁾ (spear); S24 (+6/+12); 1/day: hurl lightning bolt (8-48), predict weather, call lightning (3 bolts; D (1-6+9)×6 each), control winds, weather summoning; 2/day: levitate (+3,000 lbs additional weight); immune to electricity; PPD3 PP4 RSW5 BW4 S6; breathe water; eqp: giant spear (3/6/9; SF9; 3-18/3-24); Int 15-16; SZ L (21' tall); XP 7,100 + 20/hp (XPL22)

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

Cloud island (60% chance; 30% chance of 1-2 rocs (70%) or 1-4 griffons (30%); or mountain peak (30% chance; 30% chance of 1-2 rocs (70%); or 1-4 griffons (30%)) or underwater (10% chance; 30% chance of 2-8 sea lions).

1-4 **storm giants** (15+**[2-3]** HD) (CG); AC 1; MV 15"; HD 15+**[2-3]**; **THAC0 8/2** (base/**weapon**); #AT 1; D 7-42 **or by weapon**; S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D (1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD4 PP5 RSW6 BW4 S7; breathe water; eqp: **giant weapon**; Int 15-16; SZ L (21' tall); XP 5,850 + 20/hp (XPL21)

hp 68+(2-3)

1-4 **storm giants** (15+[4-7] HD) (CG); AC 1; MV 15"; HD 15+(4-7); **THAC0 7/1** (as 16 HD; base/**weapon**); #AT 1; D 7-42 **or by weapon**; S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D (1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD3 PP4 RSW5 BW4 S6; breathe water; eqp: **giant weapon**; Int 15-16; SZ L (21' tall); XP 5,850 + 20/hp (XPL21)

hp 69+(4-7)

example conjured air elemental (conjure air elemental; 1 turn to arrive); 1 **air elemental** (N); AC 2; MV 36"; HD 16; **THACO 7**; #AT 1; D 2-20; +1 to hit and +2/die damage in aerial combat; **whirlwind** (16" tall; 1 turn to form; 1 rd; sweeps away and kills 3 hit dice or less; D 2-16 to all non-aerial creatures not killed outright; +2 weapons to hit (or 6+2 hit dice); Int 5-7; SZ L XP 2,850 + 15/hp (XPL18)
hp 80

Aerial places.

Fliss, **sylyph** (N(G)); AC 9; MV 12"/36" (A); HD 3; **THACO 16**; #AT Nil; D Nil; **invisibilty** (at will), **conjure air elemental** (1/week); PPD13
PP13 RSW11 BW15 S12; MR 50%; Int 15-16; SZ M; XP 325 + 3/hp (XPL6)

I: charm person, protection from evil, push, read magic
II: phantasmal force, suggestion, wizard lock
III: hold person, monster summoning II
IV: wall of force

example conjured air elemental (conjure air elemental; 1 turn to arrive); 1 **air elemental** (N); AC 2; MV 36"; HD 16; **THACO** 7; #AT 1; D 2-20; +1 to hit and +2/die damage in aerial combat; **whirlwind** (16" tall; 1 turn to form; 1 rd; sweeps away and kills 3 hit dice or less; D 2-16 to all non-aerial creatures not killed outright; +2 weapons to hit (or 6+2 hit dice); Int 5-7; SZ L XP 2,850 + 15/hp (XPL18)
hp 79

TT (Q×10 X) = **robe of useful items** (2×dagger; 2×lantern, filled and lit; 2×large mirror; 2×10' pole; 2×rope (50' coil); 2×large sack; **magic-user scroll** (Ill: **dispel magic**; MU7; DMG, p. 128); **potion of extra-healing**; wooden ladder (24' long); rowboat (12' long); silver coffer (1½×½×1'; 500 gp); open pit (10 cu ft); iron door (up to 10' wide and 10' high and barred on one side; must be placed upright, will attach and hinge itself); **10 gems**: 10 fancy stones: jade (100 gp), alexandrite (100 gp), red spinel (100 gp), tourmaline (100 gp), chrysoberyl (100 gp), 2×amber (2×100 gp), 2×brown-green garnet (2×100 gp), red-brown spinel (100 gp), 2 war dogs (MM, p. 29)); **potion of speed**

$$\Pi(Q \times 10^X) = \text{No treasure}$$

TT (Q×10 X) = **10 gems**: 2 fancy stones (precious): 2× pure black pearl (350 gp, 500 gp); 7 fancy stones: jet (90 gp), very exceptional jet (1,000 gp), 2×pearl (2×100 gp), tourmaline (120 gp), chrysoberyl (130 gp), coral (100 gp); 1 ornamental stone: turquoise (10 gp); **bracers of defense AC6**; **potion of animal control (wolves)**

TT (Q×10 X) = **30 gems**: 2 fancy stones (precious): pure black pearl (500 gp), aquamarine (500 gp); 1 semi-precious stone: zircon (50 gp); 9 fancy stones: 2×pearl (2×100 gp), large jade (200 gp), 2×brown-green garnet (100 gp, 160 gp), chrysoberyl (80 gp), exceptional jet (500 gp), red garnet (100 gp), exceptional coral (500 gp); 18 ornamental stones: 2×malachite (6 gp, 11 gp), 3×turquoise (6 gp, 10 gp, 13 gp), 2×obsidian (8 gp, 10 gp), 2×banded agate (2×10 gp), lapis lazuli (10 gp), small blue quartz (5 gp), 2×eye agate (8 gp, 10 gp), small tiger eye (5 gp), large tiger eye (20 gp), moss agate (10 gp), large moss agate (20 gp), rhodochrosite (16 gp)

TT (Q×10 X) = **20 gems**: 6 fancy stones (precious): pure black pearl (600 gp), violet garnet (500 gp), very deep blue spinel (750 gp), topaz (500 gp), peridot (500 gp), aquamarine (50 gp); 13 fancy stones: 3×alexandrite (2×70 gp, 100 gp), 2×coral (100 gp, 160 gp), amethyst (100 gp), 2×large amethyst (2×200 gp), red garnet (100 gp), jet (160 gp), amber (100 gp), exceptional amber (500 gp), small brown-green garnet (45 gp); 1 ornamental stone: malachite (10 gp); **figurine of wondrous power** (quartz falcon; see APPENDIX A); **potion of treasure finding**

TT (Q×10 X) = **20 gems**: 5 gem stones (jewels): ruby (5,500 gp), diamond (4,500 gp), exceptional diamond (10,000 gp), oriental emerald (8,000 gp), exceptional jacinth (10,000 gp); 11 semi-precious stones: chalcedony (50 gp), smoky quartz (35 gp), 3×rock crystal (2×50 gp, 65 gp), moonstone (50 gp), sardonyx (50 gp), chrysoprase (50 gp), jasper (65 gp), zircon (50 gp), citrine (50 gp); 2 fancy stones: exceptional alexandrite (500 gp), small coral (50 gp); 2 gem stones: oriental topaz (800 gp), fire opal (1,000 gp)

5% in lair (no TT); MM, p. 94

TIGER (1-4) (XPL6)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

1-4 **tigers** (N); AC 6; MV12", Leap 30-50' (10' up); HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 2-5/2-5/1-10; 2 claws hit = rear-claw rake (2-8/2-8); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L; XP 225 + 6/hp (XPL6)

hp 32, 32, 25, 27

hp 17, 25, 29, 24

hp 22, 19, 25, 35

25% chance of 1-3 cubs (30-60% mature; non-combatant).

TIGER LAIR (1-4) (XPL6)

Surprise/surprised 1-2/1 (**DMG**, p. 61-62)

1-4 **tigers** (N); AC 6; MV12", Leap 30-50' (10' up); HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 2-5/2-5/1-10; 2 claws hit = rear-claw rake (2-8/2-8); surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L; XP 225 + 6/hp (XPL6)

hp 33, 27, 27, 34

hp 31, 28, 25, 30

hp 29, 29, 29, 31

TITAN EXAMPLE

10% in lair; speak titan, alignment tongue, cloud giant, common, fire giant, frost giant, hill giant, stone giant, storm giant, **MM**, p. 94-95

#AP 1 = 20% chance of a storm giant.

EXAMPLE TITAN (LESSER TITAN) (1 or [10%] 2) (XPL23)

Thrasybulos, lesser titan (17 HD) (CG); AC 2; MV 21"; HD 17; **THACO 7/0** (base/**weapon**); #AT 1; D 7-42 **or by weapon**; S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD3 PP4 RSW5 BW4 S6; MR 60%; psionic ability/strength: 152/76; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (7/5; as 7th level cleric); minor: **animal telepathy**, **body equilibrium**, **detection of magic**, **invisibility**, **mind over body**, **molecular agitation**, **suspend animation**; major: **astral projection**, **dimension walk**, **molecular rearrangement**, **shape alteration**, **telepathy**; eqp: **giant weapon**; Int 17-20; SZ L (18'+ tall); XP 7,000 + 25/hp (XPL23)

- spells (MU; 2/2/2/2): I: **charm person**, **read magic**
II: **mirror image**, **stinking cloud**
III: **fly**, **gust of wind**
IV: **extension I**, **polymorph other**
- spells (C; 2/2/2/2): I: **cause fear**, **sanctuary**
II: **hold person**, **snake charm**
III: **dispel magic**, **glyph of warding**
IV: **lower water**, **neutralize poison**

hp 76

Lopodytes, lesser titan (18 HD) (CG); AC 1; MV 21"; HD 18; **THACO 7/0** (base/**weapon**); #AT 1; D 7-42 **or by weapon**; S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD3 PP4 RSW5 BW4 S6; MR 60%; psionic ability/strength: 177/88½; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (8/4; as 7th level cleric); minor: **animal telepathy**, **body equilibrium**, **body weaponry**, **cell adjustment**, **clairvoyance**, **detection of good or evil**, **detection of magic**, **molecular agitation**; major: **aura alteration**, **body control**, **telekinesis**, **teleportation**; eqp: **giant weapon**; Int 17-20; SZ L (18'+ tall); XP 7,000 + 25/hp (XPL24)

- spells (MU; 2/2/2/2): I: **shocking grasp**, **spider climb**
II: **knock**, **magic mouth**
III: **hold person**, **suggestion**
IV: **polymorph other**, **wall of fire**
- spells (C; 2/2/2/2): I: **command**, **create water**
II: **chant**, **silence 15' radius**
III: **create food & water**, **dispel magic**
IV: **detect lie**, **speak with plants**

hp 90

EXAMPLE TITAN (MAJOR TITAN) (1 or [10%] 2) (XPL26/27)

Oibalos, major titan (19 HD) (CG); AC 0; MV 15"; HD 19; **THACO 7/0** (base/**weapon**); #AT 1; D 7-42 **or by weapon**; S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD2 PP4 RSW5 BW4 S6; MR 60%; psionic ability/strength: 170/85; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (10/6; as 7th level cleric); minor: **body equilibrium**, **body weaponry**, **detection of good or evil**, **detection of magic**, **empathy**, **hypnosis**, **invisibility**, **molecular agitation**, **object reading**, **sensitivity to psychic impressions**; major: **aura alteration**, **dimension door**, **mass domination**, **molecular rearrangement**, **probability travel**, **telekinesis**; eqp: **giant weapon**; Int 17-20; SZ L (18'+ tall); XP 9,000 + 30/hp (XPL26)

- spells (MU; 2/2/2/2/2): I: **friends**, **message**
II: **audible glamer**, **locate object**
III: **dispel magic**, **explosive runes**
IV: **fear**, **polymorph other**
V: **Leomund's secret chest**, **wall of iron**
- spells (C; 2/2/2/2/2): I: **command**, **sanctuary**
II: **know alignment**, **spiritual hammer**
III: **dispel magic**, **feign death**
IV: **divination**, **protection from evil 10' radius** (double strength vs LE; 20' radius; -4 to hit; +4 on saving throws)
V: **dispel evil**, **true seeing**

hp 91

Aphanes, major titan (20 HD) (CG); AC -1; MV 15"; HD 20; **THAC0 7/0** (base/[weapon](#)); #AT 1; D 7-42 [or by weapon](#); S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD2 PP4 RSW5 BW4 S6; MR 60%; psionic ability/strength: 134/67; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (7/8; as 7th level cleric): minor: **animal telepathy, body weaponry, detection of magic, mind over body, precognition, sensitivity to psychic impressions, suspend animation**; major: **dimension walk, energy control, mass domination, body control, mind bar, molecular rearrangement, shape alteration, teleportation**; eqp: [giant weapon](#); Int 17-20; SZ L (18'+ tall); XP 9,000 + 30/hp (XPL27)

- spells (MU; 2/2/2/2/2/2): I: **burning hands, jump**
II: **darkness 15' radius, detect invisibility**
III: **gust of wind, hold person**
IV: **dimension door, wall of ice**
V: **airy water, animal growth**
VI: **globe of invulnerability, stone to flesh**
- spells (C; 2/2/2/2/2/2): I: **create water, light**
II: **detect charm, resist fire**
III: **glyph of warding (paralyzation), locate object**
IV: **exorcise, speak with plants**
V: **dispel evil, raise dead**
VI: **blade barrier, speak with monsters**

hp 92

EXAMPLE TITAN (ELDER TITAN) (1 or [10%] 2) (XPL28/29)

Demetron, elder titan (21 HD) (CG); AC -2; MV 15"; HD 21; **THAC0 7/0** (base/[weapon](#)); #AT 1; D 8-48 [or by weapon](#); S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD2 PP4 RSW3 BW4 S4; MR 60%; psionic ability/strength: 148/74; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (7/6; as 7th level cleric): minor: **cell adjustment, clairaudience, clairvoyance, detection of good or evil, molecular agitation, precognition, suspend animation**; major: **astral projection, aura alteration, energy control, molecular manipulation, telekinesis, teleportation**; eqp: [giant weapon](#); Int 17-20; SZ L (18'+ tall); XP 11,000 + 35/hp (XPL28)

- spells (MU; 2/2/2/2/2/2): I: **feather fall, identify**
II: **locate object, mirror image**
III: **protection from evil 10' radius** (double strength vs LE; 20' radius; -4 to hit; +4 on saving throws), **tongues**
IV: **minor globe of invulnerability, wall of fire**
V: **airy water, cloudkill**
VI: **Bigby's forceful hand, death spell**
- spells (C6; 2/2/2/2/2/2): I: **bless, detect magic**
II: **silence 15' radius, spiritual hammer**
III: **cure disease, remove curse**
IV: **detect lie, speak with plants**
V: **plane shift, quest**
VI: **gate, holy word**

hp 101

Magistratos, elder titan (22 HD) (CG); AC -3; MV 15"; HD 22; **THAC0 7/0** (base/[weapon](#)); #AT 1; D 8-48 [or by weapon](#); S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD2 PP4 RSW3 BW4 S4; MR 60%; psionic ability/strength: 186/93 = OK; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (9/7; as 7th level cleric): minor: **animal telepathy, body equilibrium, cell adjustment, ESP, hypnosis, invisibility, mind over body, molecular rearrangement, suspend animation**; major: **astral projection, aura alteration, dimension walk, mind bar, shape alteration, telekinesis, telepathy**; eqp: [giant weapon](#); Int

17-20; SZ L (18'+ tall); XP 11,000 + 35/hp (XPL29)

- spells (MU; 2/2/2/2/2/2): I: **light, unseen servant**
II: **detect invisibility, stinking cloud**
III: **fireball, suggestion**
IV: **cone of cold, conjure elemental**
V: **animal growth, wall of stone**
VI: **legend lore, project image**
VI: **Mordenkainen's sword, statue**
- spells (C6; 2/2/2/2/2/2): I: **remove fear, sanctuary**
II: **silence 15' radius, spiritual hammer**
III: **continual darkness, create food & water**
IV: **detect lie, lower water**
V: **flame strike, raise dead**
VI: **atonement, dispel evil**
VI: **control weather, regenerate**

hp 121

1 **storm giant (15+[2-3] HD)** (CG); AC 1; MV 15"; HD 15+[\(2-3\)](#); **THAC0 8/2** (base/[weapon](#)); #AT 1; D 7-42 [or by weapon](#); S24 (+6/

1 **storm giant** (15+[4-7] HD) (CG); AC 1; MV 15"; HD 15+(4-7); **THAC0** 7/1 (as 16 HD; base/**weapon**); #AT 1; D 7-42 **or by weapon**; S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D (1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD3 PP4 RSW5 BW4 S6; breathe water; eqp: **giant weapon**; Int 15-16; SZ L (21' tall); XP 5,850 + 20/hp (XPL21)
hp 85+(4-7)
hp 68+(4-7)
hp 83+(4-7)

Normally dwell on a plane somewhere above the material plane; will occasionally visit for various periods of time. #AP 1 = 20% chance of a storm giant.

Kallipropyros, lesser titan (18 HD) (CG); AC 1; MV 21"; HD 18; **THACO 7/0** (base/sword); #AT 1; D 7-42 or 6-14 (sword) or 3-18/3-18 (bow); S25 (+7/+14); **invisibility** (at will); **ethereal form** (2/day); **levitate** (2/day); PPD3 PP4 RSW5 BW4 S6; MR 60%; psionic ability/strength: 180/90; attack/defense modes: B, C, D, E/immune to psionic attacks; disciplines (10/7; as 7th level cleric); minor: **body weaponry, cell adjustment, detection of magic, ESP, hypnosis, mind over body, molecular agitation, object reading, precognition, sensitivity to psychic impressions**; major: **astral projection, energy control, molecular manipulation, probability travel, shape alteration, telempathic projection, telepathy**; eqp: giant broadsword (SF8; 6-24/6-21); giant longbow (15/30/45; SF11; 3-18/3-18); Int 18; SZ L (18' + tail); XP 7,000 + 25/hp (XPL25)

- II: continual light, pyrotechnics
- III: explosive runes, fireball
- IV: massmorph, wall of fire
- V: distance distortion, teleport
- VI: anti-magic shell, move earth

storm giant (15+7 HD) (CG); AC 1; MV 15"; HD 15+7; **THAC0 7/1** (as 16 HD; base/spear); #AT 1 or 2; D 7-42 or 3-18¹⁾ (spear); S24 (+6/+12); 1/day: hurl **lightning bolt** (8-48), **predict weather**, **call lightning** (3 bolts; D 1-6+9)×6 each), **control winds**, **weather summoning**; 2/day: **levitate** (+3,000 lbs additional weight); immune to electricity; PPD3 PP4 RSW5 BW4 S6; breathe water; eqp: giant spear (3/6/9; SF9; 3-18/3-24); Int 16; SZ L (21' tall); XP 5,850 + 20/hp (XPL22)
hp 79

TT (E Q×10 R) = 6,000 cp, 9,000 gp; **50 gems:** 10 ornamental stones: small hematite (5 gp), tiger eye (10 gp), large obsidian (20 gp), large banded agate (50 gp), blue quartz (8 gp), eye agate (10 gp), large eye agate (20 gp), azurite (10 gp), large azurite (20 gp), moss agate (10 gp); 20 fancy stones (semi-precious): 3×violet garnet (2×45 gp, 50 gp), large violet garnet (100 gp), 2×large pure black pearl (2×100 gp), 2×topaz (2×50 gp), aquamarine (50 gp), very small aquamarine (5 gp), exceptional aquamarine (500 gp), 3×peridot (3×50 gp), large peridot (100 gp), 2×very deep blue spinel (2×50 gp), 3×large very deep blue spinel (3×100 gp); 20 fancy stones: pearl (100 gp), small pearl (50 gp), 2×amethyst (2×100 gp), very large amethyst (750 gp), 2×chrysoberyl (2×100 gp), large chrysoberyl (200 gp), 3×alexandrite (60 gp, 2×100 gp), 3×jade (90 gp, 100 gp, 120 gp), small red garnet (65 gp), 2×jet (2×100 gp), red spinel (150 gp), small red-brown spinel (50 gp), deep green spinel (100 gp); 2 gem stones: large oriental topaz (2,000 gp), sapphire (1,000 gp); **1 piece of jewelry:** platinum bracelet with gems, of double exceptional value (18,000 gp)

TT (E Q×10 R) = 5,000 ep; 5,000 pp; **52 gems:** 20 semi-precious stones: bloodstone (52 gp), 2×chrysoprase (2×50 gp), rock crystal (80 gp), small rock crystal (10 gp), 2×large rock crystal (2×100 gp), 3×carnelian (35 gp, 45 gp, 50 gp), small carnelian (10 gp), large carnelian (100 gp), onyx (50 gp), large sardonyx (100 gp), jasper (50 gp), large jasper (100 gp), 2×moonstone (2×50 gp), chalcedony (50 gp), large zircon (100 gp); 7 gem stones (jewel): diamond (5,000 gp), small diamond (1,000 gp), 2×jacinth (2×5,000 gp), large jacinth (10,000 gp), black sapphire (5,000 gp), ruby (5,000 gp); 5 ornamental stones: exceptional

malachite (100 gp), tiger eye (10 gp), rhodochrosite (7 gp), blue quartz (10 gp), turquoise (10 gp); 20 fancy stones: 4×amber (3×100 gp, 150 gp), amethyst (70 gp), 3×alexandrite (3×100 gp), 2×jet (2×100 gp), exceptional chrysoberyl (1,000 gp), 2×red-brown spinel (100 gp, 130 gp), jade (100 gp), large red spinel (500 gp), 2×pearl (100 gp, 110 gp), 2×tourmaline (100 gp, 150 gp), very small tourmaline (15 gp), large coral (500 gp), deep green spinel (100 gp); **bag of tricks** (giant lynx, giant stag, wild boar, wolf, wolverine // wolf, badger, badger, giant lynx, giant stag); **splint mail** +1; **Quaal's feather token—swan boat**; **scroll of protection from petrification**

TT (E Q×10 R) = 11,000 sp; 4,000 gp; **16 gems**: 9 semi-precious stones: 2×onyx (2×50 gp), 2×zircon (50 gp, 70 gp), chalcedony (60 gp), moonstone (50 gp), large sardonyx (100 gp), star rose quartz (50 gp), chrysoprase (45 gp); 7 fancy stones: amber (100 gp), chrysoberyl (120 gp), 2×small chrysoberyl (45 gp, 50 gp), coral (100 gp), alexandrite (100 gp), pearl (100 gp); **short sword** +1, **+3 vs lycanthropes & shape changers**; **candle of invocation** (LN); **trident of fish command**; **magic-user scroll** (Ill: feign death; MU7; DMG, p. 128)

TT (E Q×10 R) = 4,000 sp; 1,000 pp; **40 gems**: 15 fancy stones: 2×amber (2×100 gp), 2×jade (2×100 gp), large brown-green garnet (200 gp), 2×alexandrite (80 gp, 100 gp), exceptional alexandrite (1,000 gp), small red spinel (50 gp), large red spinel (200 gp), 3×jet (50 gp, 150 gp, 160 gp), deep green spinel (100 gp), large pearl (200 gp); 10 gem stones (jewel): 2×diamond (4,500 gp, 5,000 gp), 4×black sapphire (3,500 gp, 2×5,000 gp, 7,000 gp), 2×large black sapphire (2×10,000 gp), jacinth (5,000 gp), large jacinth (10,000 gp), ruby (5,000 gp); 5 gem stones: oriental topaz (1,400 gp), small emerald (500 gp), star sapphire (1,000 gp), large star sapphire (2,000 gp), fire opal (1,000 gp); 5 semi-precious stones: moonstone (50 gp), 2×smoky quartz (20 gp, 45 gp), large citrine (100 gp), rock crystal (50 gp); 5 fancy stones (precious): very deep blue spinel (300 gp), aquamarine (450 gp), topaz (500 gp), peridot (500 gp), small peridot (100 gp); **4 pieces of jewelry**: silver hat pin with gems (5,000 gp), silver hair ornament with gems (4,000 gp), gold brooch with gems (4,000 gp), gold bracelet with gems (4,000 gp)

TT (E Q×10 R) = 3,000 pp; **40 gems**: 10 semi-precious stones: large bloodstone (100 gp), rock crystal (50 gp), large rock crystal (100 gp), large sardonyx (100 gp), chalcedony (100 gp), small chalcedony (10 gp), smoky quartz (50 gp), large chrysoprase (100 gp), onyx (65 gp), small onyx (13 gp); 15 gem stones (jewel): 2×ruby (2×5,000 gp), exceptional ruby (27,500 gp), 4×diamond (4,500 gp, 3×5,000 gp), 3×black sapphire (2×5,000 gp, 8,000 gp), jacinth (5,000 gp), 2×large jacinth (2×10,000 gp), 2×oriental emerald (4,000 gp, 5,000 gp); 10 fancy stones: pearl (100 gp), amethyst (100 gp), red garnet (100 gp), small jet (50 gp), tourmaline (100 gp), coral (100 gp), large chrysoberyl (200 gp), brown-green garnet (75 gp), large brown-green garnet (200 gp), alexandrite (70 gp); 5 fancy stones (precious): 3×very deep blue spinel (3×500 gp), peridot (500 gp), large violet garnet (1,000 gp)

TT (E Q×10 R) = 1,000 sp; 4,000 ep; 5,000 pp; **26 gems**: 10 gem stones (jewel): 2×jacinth (2×4,500 gp), large jacinth (10,000 gp), large ruby (10,000 gp), **very exceptional ruby (20,000 gp)**, 4×black sapphire (3×5,000 gp, 5,500 gp), large black sapphire (10,000 gp); 16 fancy stones (precious): 4×aquamarine (400 gp, 3×500 gp, 800 gp), large aquamarine (1,000 gp), 2×very deep blue spinel (2×500 gp), 2×pure black pearl (2×500 gp); topaz (500 gp), 3×violet garnet (300 gp, 2×500 gp), 2×peridot (350 gp, 500 gp)

TT (E Q×10 R) = 2,000 ep; 4,000 gp; 4,000 gp; 3,000 pp

TREANT

10% in lair; MM, p. 96

Basically indistinguishable from trees. Hate evil things or unrestrained use of fire.

TREANT (7 HD) (1-20) (XPL9)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (7 HD) (CG); AC 0; MV 12"; HD 7; **THAC0 13**; #AT 2; D 2-16/2-16; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP10 RSW11 BW12 S12 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (12-15' tall); XP 1,200 + 10/hp (XPL9)

hp 26, 31, 20, 42, 32 // 35, 30, 21, 34, 20 // 31, 34, 37, 38, 35 // 37, 30, 33, 43, 34

hp 51, 29, 38, 17, 33 // 32, 27, 26, 34, 24 // 17, 24, 32, 27, 18 // 35, 31, 30, 20, 29

hp 33, 40, 24, 38, 32 // 23, 39, 22, 38, 34 // 26, 23, 38, 37, 24 // 27, 37, 37, 26, 27

TREANT (8 HD) (1-20) (XPL10)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (8 HD) (CG); AC 0; MV 12"; HD 8; **THAC0 12**; #AT 2; D 2-16/2-16; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP10 RSW11 BW12 S12 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (12-15' tall); XP 1,200 + 10/hp (XPL10)

hp 39, 34, 27, 31, 36 // 37, 33, 29, 30, 35 // 32, 31, 40, 37, 31 // 31, 34, 34, 36, 35

hp 43, 31, 35, 33, 41 // 39, 30, 37, 36, 27 // 30, 26, 36, 35, 41 // 41, 39, 37, 44, 37

hp 42, 44, 44, 36, 35 // 34, 33, 26, 33, 48 // 40, 27, 35, 37, 45 // 26, 45, 42, 40, 43

TREANT (9 HD) (1-20) (XPL11)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (9 HD) (CG); AC 0; MV 12"; HD 9; **THAC0 12**; #AT 2; D 3-18/3-18; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP9 RSW10 BW9 S11 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (16-19' tall); XP 1,950 + 14/hp (XPL11)

hp 37, 45, 49, 45, 41 // 38, 41, 55, 43, 39 // 41, 40, 37, 55, 27 // 42, 42, 34, 32, 40

hp 42, 38, 32, 49, 41 // 36, 40, 29, 39, 41 // 53, 37, 42, 35, 41 // 33, 39, 26, 39, 28

hp 41, 38, 33, 40, 44 // 53, 43, 36, 45, 38 // 39, 35, 32, 53, 49 // 40, 36, 48, 37, 52

TREANT (10 HD) (1-20) (XPL11)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (10 HD) (CG); AC 0; MV 12"; HD 10; **THACO 10**; #AT 2; D 3-18/3-18; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP9 RSW10 BW9 S11 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (16-19' tall); XP 1,950 + 14/hp (XPL12)

hp 37, 56, 34, 45, 48 // 35, 58, 54, 47, 47 // 39, 37, 40, 42, 45 // 60, 53, 43, 43, 51

hp 48, 43, 50, 41, 46 // 49, 55, 43, 45, 45 // 49, 50, 44, 30, 44 // 39, 53, 54, 37, 49

hp 41, 38, 41, 53, 46 // 48, 45, 37, 46, 37 // 42, 48, 38, 47, 44 // 57, 55, 51, 48, 35

TREANT (11 HD) (1-20) (XPL12)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (11 HD); AC 0; MV 12"; HD 11; **THACO 10**; #AT 2; D 4-24/4-24; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP8 RSW9 BW8 S10 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL13)

hp 50, 62, 45, 60, 50 // 60, 50, 40, 44, 51 // 65, 46, 49, 43, 53 // 39, 47, 59, 50, 52

hp 53, 51, 48, 39, 36 // 60, 45, 41, 55, 59 // 55, 39, 45, 40, 59 // 56, 50, 43, 30, 63

hp 51, 52, 56, 66, 36 // 39, 41, 54, 55, 45 // 37, 50, 42, 45, 64 // 58, 40, 46, 53, 56

TREANT (12 HD) (1-20) (XPL12)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1-20 **treants** (12 HD) (CG); AC 0; MV 12"; HD 12; **THACO 9**; #AT 2; D 4-24/4-24; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP8 RSW9 BW8 S10 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL14)

hp 49, 51, 59, 60, 53 // 52, 63, 42, 46, 52 // 33, 54, 56, 63, 51 // 52, 58, 47, 71, 65

hp 62, 42, 45, 49, 58 // 70, 59, 50, 55, 65 // 43, 59, 50, 49, 63 // 43, 56, 56, 61, 61

hp 40, 58, 52, 57, 64 // 59, 69, 48, 64, 65 // 56, 60, 41, 50, 53 // 57, 56, 60, 51, 66

example animated trees (**animate trees**; 1 or 2, must remain within 6"); 1-2 **animated trees** (N); AC 0; MV 3"; HD 12; **THACO 9**; #AT 2; D 4-24/4-24; structural damage 1; PPD7 PP12 RSW13 BW13 S14 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL13)

hp 47, 64

hp 53, 64

hp 45, 55

EXAMPLE TREANT (17) (XPL(9/10/5×11/2×12/2×13/6×14)/208) (XPL13/442)

1 **treant** (7 HD) + 1 **treant** (8 HD) + 5 **treants** (9 HD) + 2 **treants** (10 HD) + 2 **treants** (11 HD) + 6 **treants** (12 HD)

Surprise/surprised 1-2/never (DMG, p. 61-62)

1 **treant** (7 HD) (CG); AC 0; MV 12"; HD 7; **THACO 13**; #AT 2; D 2-16/2-16; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP10 RSW11 BW12 S12 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (13' tall); XP 1,200 + 10/hp (XPL9)

hp 39

1 **treant** (8 HD) (CG); AC 0; MV 12"; HD 8; **THACO 12**; #AT 2; D 2-16/2-16; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP10 RSW11 BW12 S12 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (13' tall); XP 1,200 + 10/hp (XPL10)

hp 34

5 **treants** (9 HD) (CG); AC 0; MV 12"; HD 9; **THACO 12**; #AT 2; D 3-18/3-18; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD7 PP9 RSW10 BW9 S11 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (16-19' tall); XP 1,950 + 14/hp (XPL11)

hp 44, 34, 44, 55, 50

2 **treants** (10 HD) (CG); AC 0; MV 12"; HD 10; **THACO 10**; #AT 2; D 3-18/3-18; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP9 RSW10 BW9 S11 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (16-19' tall); XP 1,950 + 14/hp (XPL12)

hp 43, 56

2 **treants** (11 HD); AC 0; MV 12"; HD 11; **THACO 10**; #AT 2; D 4-24/4-24; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP8 RSW9 BW8 S10 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL13)

hp 59, 63

6 **treants** (12 HD) (CG); AC 0; MV 12"; HD 12; **THACO 9**; #AT 2; D 4-24/4-24; **animate trees** (max 2, must remain within 6"); structural damage 1; never surprised; PPD6 PP8 RSW9 BW8 S10 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL14)

hp 61, 65, 67, 72, 50 // 59

example animated trees (**animate trees**; 1 or 2, must remain within 6"); 1-2 **animated trees** (N); AC 0; MV 3"; HD 12; **THACO 9**; #AT 2; D 4-24/4-24; structural damage 1; never surprised; PPD7 PP12 RSW13 BW13 S14 (-4 vs fire); vulnerable to fire (+4 to hit; +1 damage; save -4); Int 11-12; SZ L (20-23+' tall); XP 2,850 + 16/hp (XPL13)

hp 44, 56

EXAMPLE LAIR TREASURES

TT (Q×5 S) = **4 gems**: 4 semi-precious stones: 2×chalcedony (2×50 gp), moonstone (40 gp), chrysoprase (50 gp)

TT (Q×5 S) = **4 gems**: 2 gem stones: small star sapphire (500 gp), fire opal (1,000 gp); 2 ornamental stones: small eye agate (5 gp), large banded agate (20 gp)

TT (Q×5 S) = **2 gems**: 2 fancy stones: red-brown spinel (100 gp), jet (90 gp); oil of etherealness, potion of delusion (diminution), potion human control (trogodytes)

TT (Q×5 S) = **1 gem**: 1 semi-precious stone: large star rose quartz (100 gp)

TT (Q×5 S) = potion of sweet water, potion of invulnerability, potion of giant control (cloud giants), potion invulnerability, potion of gaseous form, potion of polson (average)

TT (Q×5 S) = No treasure

TRIBESMAN EXAMPLE—AKINTUNDE

40% in lair; MM, p. 66-68

EXAMPLE TRIBESMAN (69+specials) (XPL(69×2/5×5/6/7/8/7/7/6/7/7/6/9/6×3/9/2×7/11/2×12)/309) + (XPL3/3)

69 **tribesmen** + 6 **tribesman fighters** (F3) + 1 **tribesman leader assistant** (F4) + 1 **tribesman leader** (F5) + 6 **4th-level tribesman clerics** (C4) + 2 **6th-level tribesman clerics** (C6) + 1 **tribesman witch doctor** (C8) + 2 **spotted lions** + 6 **zombies** + 2 **African elephants**

Surprise/surprised 1-2/1 (DMG, p. 61-62)

21 **tribesmen archers** (N); AC 8; MV 12"; HD 1; **THACO 20**; #AT 1 or 2; 1-6/1-6 (bow) or 2-7 (club); I8-12; PPD14 PP15 RSW16 BW17 S17; eqp: tribesman club (as mace), short bow + 12 arrows (5/10/15); XP 14 + 1/hp (XPL2)
hp 2, 1, 2, 1, 6 // 6, 7, 2, 5, 1 // 8, 3, 5, 2, 7 // 1, 6, 5, 5, 8 // 6

27 **tribesman spearmen** (N); AC 7; MV 12"; HD 1; **THACO 20**; #AT 1; D 1-6¹¹ (spear); I8-12; PPD14 PP15 RSW16 BW17 S17; eqp: large shield; 2 spears (1/2/3); XP 14 + 1/hp (XPL2)
hp 1, 2, 3, 4, 3 // 2, 2, 1, 7, 6 // 2, 8, 3, 3, 7 // 1, 8, 7, 8, 8 // 7, 3, 3, 8, 8 // 1, 6

21 **tribesmen (spear & club)** (N); AC 7; MV 12"; HD 1; **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 2-7 (club); I8-12; PPD14 PP15 RSW16 BW17 S17; eqp: large shield; spear (1/2/3), tribesman club (as mace); XP 14 + 1/hp (XPL2)
hp 1, 8, 4, 8, 6 // 3, 1, 6, 7, 8 // 7, 4, 8, 6, 4 // 5, 6, 5, 4, 4 // 4

Uhuru (N), tribesman fighter (F3); AC 7; MV 12"; HD F3; **THACO 18**; #AT 1; D 1-6¹¹ (spear) or 1-6+1 (club); S15 I9 W11 D8 C12 Ch12; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (exc): large shield; spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, aloof; history; XP 85 + 4/hp (XPL5)
hp 17

Temu (N), tribesman fighter (F3); AC 7; MV 12"; HD F3; **THACO 18**; #AT 1; D 1-6¹¹ (spear) or 2-7 (club); S16 (+0/+1) I10 W8 D14 C14 Ch11; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): large shield; spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; easy going, dreaming; gambling; XP 85 + 4/hp (XPL5)
hp 17

Juma (N), tribesman fighter (F3); AC 7; MV 12"; HD F3; **THACO 18**; #AT 1; D 1-6¹¹ (spear) or 2-7 (club); S16 (+0/+1) I10 W10 D9 C18 (+4) Ch13; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): large shield; spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; humble, friendly; drugs; XP 85 + 4/hp (XPL5)
hp 30

Mtoto (N), tribesman fighter (F3); AC 7; MV 12"; HD F3; **THACO 18/17** (base/str); #AT 1; D 1-6¹¹ (spear) or 2-7 (club); S17 (+1/+1) I10 W11 D11 C10 Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): large shield; spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, cowardly; gambling; XP 85 + 4/hp (XPL5)
hp 22

Kafele (N), tribesman fighter (F3); AC 7; MV 12"; HD F3; **THACO 18**; #AT 1; D 1-6¹¹ (spear) or 2-7 (club); S13 I10 W9 D10 C14 Ch10; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (exc): large shield; spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; compassionate, dreaming; legends; XP 85 + 4/hp (XPL5)
hp 21

Wemusa (N), tribesman fighter (F3); AC 4; MV 12"; HD F3; **THACO 18/17/16** (base/str/atlatl); #AT 1 or 2; D 1-6¹¹ (spear) or 2-7 (club) or 1-3/1-3 (atlatl); S17 (+1/+1) I9 W13 D17 (+2/-3) C15 (+1) Ch6; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+2 dexterity); eqp (exc): large shield; **atlatl of speed²¹** & 20 darts (3/6/9), spear (1/2/3), tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; morose, deceitful; art; XP 110 + 4/hp (XPL6)
hp 25

Kodwo (N), tribesman leader assistant (F4); AC 7; MV 12"; HD F4; **THACO 18/16** (base/str); #AT 1; D 1-6¹¹ (spear); S18/00 (+3/+6) I10 W9 D11 C14 Ch17; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; **scroll of protection from magic**; eqp

(avg+): large shield; 2 spears (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; easy going, loquacious; history; XP 160 + 5/hp (XPL7)
hp 30

Akintunde (LN), tribesman leader (F5); AC 5; MV 12"; HD F5; **THACO 16/14/(12/11)** (base/str/(dagger)); #AT 1; D 1-4+2/+3 (dagger), 1-6¹⁾ (spear) or 2-7 (club); S18/90 (+2/+4) I10 W15 (+1) D16 (+1/-2) C12 Ch13; 5 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 wisdom, +2 dexterity); eqp (avg): large shield; **dagger +2, +3 vs creatures larger than man-sized** (1/2/3), spear (1/2/3), tribesman club (as mace); **potion of giant strength (frost giant), potion of heroism, potion of invulnerability**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; morose, calculating; history; XP 300 + 6/hp (XPL8)
hp 38

Ababuo (LN), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); female; AC 7; MV 12"; HD C4; **THACO 18**; #AT 1; D 2-7 (club); S11 I9 W18 (+4; 2/2/1/1) D11 C13 Ch16; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+4 wisdom); eqp (avg): large shield; tribesman club (as mace); **scroll of protection from undead; cleric scroll (II: obscurement; IV: protection from lightning; C7; DMG, p. 128)**; very complete gear (class-related items, silver-silvered weapon, etc.); A/P/I: rough; compassionate, aesthetic; history; XP 205 + 5/hp (XPL7)

spells (5/4): I: **command, detect magic, detect poison, entangle, invisibility to animals**
II: **heat metal, obscurement, produce flame, warp wood**

hp 15

Atsu (CN), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); AC 6; MV 12"; HD C4; **THACO 18**; #AT 1; D 2-7 (club); S6 I9 W18 (+4; 2/2/1/1) D11 C8 Ch9; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+4 wisdom; +1 ring); eqp (avg): large shield, **ring of protection +1, brooch of shielding (50 hp left)**; tribesman club (as mace); **cleric scroll (IV: plant door; IV: plant door; C7; DMG, p. 128)**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; cheerful, perceptive; hunting; XP 205 + 5/hp (XPL7)

spells (5/4): I: **command, detect evil, detect magic, invisibility to animals, magical stone, shillelagh**
II: **chant, heat metal, snake charm, withdraw**

hp 23

Tse (N), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); AC 5; MV 12"; HD C4; **THACO 18/17** (base/dex); #AT 1; D 2-7 (club); S7 I8 W13 D16 (+1/-2) C14 Ch15; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 dexterity); eqp (avg): large shield; tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; hot tempered, friendly; exotic animals; XP 165 + 5/hp (XPL6)

spells (3/2): I: **cause fear, endure cold, putrefy food & drink**
II: **cure light wounds, shillelagh**

hp 23

Mbogo (N), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); AC 7; MV 12"; HD C4; **THACO 18/17** (base/dex); #AT 1; D 2-7 (club); S12 I10 W16 (+2; 2/2) D16 (+1/-2) C11 Ch14; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 wisdom, +2 dexterity); eqp (avg): large shield; tribesman club (as mace); **scroll of protection from undead; potion of climbing, potion of flying**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; compassionate, dull; collector (minerals & gems); XP 205 + 5/hp (XPL7)

spells (5/4): I: **cause fear, create water, faerie fire, invisibility to undead, protection from good**
II: **heat metal, obscurement, obscurement, trip**

hp 19

Omosode (NG), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); female; AC 6; MV 12"; HD C4; **THACO 18/17** (base/club); #AT 1; D 2-7+1 (club); S12 I10 W15 (+1; 2/1) D9 C12 Ch14; turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+1 wisdom; +1 shield); eqp (avg): **large shield +1; tribesman club +1** (as mace); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: rough; compassionate, aesthetic; drugs; XP 205 + 5/hp (XPL7)

spells (5/3): I: **cure light wounds, cure light wounds, cure light wounds, detect magic, sanctuary**
II: **chant, produce flame, spiritual hammer**

hp 10

Okonkwo (N), tribesman cleric (C4) (Babylonian pantheon/"Druidical"); AC 7; MV 12"; HD C4; **THACO 18/17** (base/dex); #AT 1; D 2-7 (club); S7 I10 W12 D16 (+1/-2) C15 Ch14; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 dexterity); eqp (avg): large shield; tribesman club (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, violent; handicrafts; XP 165 + 5/hp (XPL6)

spells (3/2): I: **cause fear, destroy water, endure heat**
II: **barkskin, speak with animals**

hp 22

Jaja (CN), tribesman cleric (C6) (Babylonian pantheon/"Druidical"); AC 4; MV 12"; HD C6; **THACO 18/17** (base/str); #AT 1; D 2-7+2 (club); S9 I10 W14 (2) D15 (+0/-1) C11 Ch13; turn/command undead (D/D/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+1 dexterity; +3 cloak); eqp (avg+): large shield, **cloak of protection +3; tribesman club +2** (as mace); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dirty; easy going, foolhardy; gambling; XP 350 + 8/hp (XPL9)

spells (5/3/2): I: **bless, command, command, entangle, invisibility to animals**
II: **hold person, produce flame, speak with animals**
III: **animate dead, dispel magic**

hp 36

+ 6 **zombies** (N) (**animate dead**); AC 8; MV 6"; HD 2; **THACO 16**; #AT 1; D 1-8; always strike last in round; immune to *sleep*, *charm*, *hold*, and *cold*; PPD14 PP15 RSW16 BW17 S17; holy water = 2-8 hp damage; Int Non-; SZ M; XP 20 + 2/hp (XPL3)
hp 10, 8, 11, 7, 13 // 10

Lefu (N), **tribesman cleric** (C6) (Babylonian pantheon/"Druidical"); AC 7; MV 12"; HD C6; **THACO 18**; #AT 1; D 2-7 (club); S6 I8 W17 (+3; 2/2/1) D13 C10 Ch17; turn/command undead (D/D/T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+3 wisdom); eqp (scant): large shield; tribesman club (as mace); **cleric scroll** (II: **aid**; II: **hold person**; C7; **DMG**, p. 128); **potion of speed**, **potion of fire resistance**; complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; hot tempered, saintly; altruism; XP 350 + 8/hp (XPL9)

spells (5/5/3): I: **animal friendship**, **cause fear**, **command**, **darkness**, **detect good**, **detect magic**
II: **chant**, **dust devil**², **hold person**, **hold person**, **silence 15' radius**
III: **cause disease**, **prayer**, **summon insects**

hp 35

+ 2 **spotted lions** (N) (**animal friendship**); AC 5/6; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-8/2-8); PPD13 PP14 RSW15 BW16 S16; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 300 + 6/hp (XPL7)
hp 30, 39

example dust devil (**dust devil**): 1 **dust devil** (N); AC 4; MV 18"; HD 2; **THACO 16**; #AT 1; D 1-4; **blinding** dust cloud (10' diameter); **ruin spells** (save vs spell); Int Non-; SZ S; XP 28 + 2/hp (XPL3)
hp 15

Ametefe (NE), **tribesman witch doctor** (C8) (Babylonian pantheon/"Druidical"); AC 1; MV 12"; HD C8; **THACO 16/13/10** (base/gauntlets/club); #AT 1; D 2-7+3 (club); S18/00 (+3/+6; 12) I8 W18 (+4; 2/2/1/1) D10 C13 Ch16; turn/command undead (D*/D/D/D/T/T/4/7/10/13/16/19/20); PPD7 PP10 RSW11 BW13 S12 (+4 wisdom; +1 armor, +2 shield); eqp (avg+): **chain mail +1**, **large shield +2**, **gauntlets of ogre power**, **tribesman club +3** (as mace); **ring of mammal control**; **potion of speed**, **potion of fire resistance**, **potion of healing**; very complete gear (class-related items, unholy water, silver or silvered weapon, etc.); A/P/I: rough; hot tempered, active; athletics; XP 900 + 12/hp (XPL11)

spells (5/5/4/3): I: **command**, **darkness**, **entangle**, **pass without trace**, **sanctuary**
II: **charm person or mammal**, **chant**, **heat metal**, **hold person**, **obscurement**
III: **bestow curse**, **cause disease**, **protection from fire**, **spike growth**
IV: **hallucinatory forest**, **poison**, **sticks to snakes**

hp 47

2 **African elephants** (**ring of mammal control**) (N); AC 6; MV 15"; HD 11; **THACO 10**; #AT 5; D 2-16/2-16/2-12/2-12/2-12 (tusk/tusk/trunk/stomp/stomp); attack multiple opponents (max 2/opponent); PPD7 PP8 RSW9 BW8 S10; Int 2-4; SZ L (11' tall); XP 2,125 + 16/hp (XPL12)
hp 64, 66

¹ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

² See **APPENDIX A**

³ See **APPENDIX B**

PT = **African elephants**: 4×tusk (500 gp, 2×400 gp, 300 gp; 125 lbs, 2×100 lbs, 75 lbs)

TT = **on elephants** (MM, p. 68): 11×ivory tusk (11×1,000 gp; 250 lbs each; "2 men to carry each"); 51 gold nuggets (51×5 gp); 61 **uncut ornamental stones**: 61×10 gp base value

TROLL

40% in lair; speak trollish; MM, p. 97

Know no fear and attack unceasingly. Very acute smell and superior infravision.

TROLL (1-12) (XPL9)

1-12 **trolls** (CE); AC 4; MV 12"; HD 6+6; **THACO 13**; #AT 3; D 5-8/5-8/2-12; attack multiple opponents (max 3); regenerate 3 hp/rd (3 rds after suffering damage; acid & fire prevent regeneration); superior infravision (90'); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L (9' + tall); XP 325 + 8/hp (XPL9)

hp 35, 33, 33, 38, 30 // 29, 39, 28, 36, 29 // 29, 34

hp 30, 35, 33, 34, 29 // 35, 34, 29, 38, 23 // 31, 29

hp 29, 28, 33, 27, 40 // 28, 38, 35, 32, 34 // 27, 27

TROLL LAIR

TROLL LAIR (1-12) (XPL9)

1-12 **trolls** (CE); AC 4; MV 12"; HD 6+6; **THACO 13**; #AT 3; D 5-8/5-8/2-12; attack multiple opponents (max 3); regenerate 3 hp/rd (3 rds after suffering damage; acid & fire prevent regeneration); superior infravision (90'); PPD10 PP11 RSW12 BW12 S13; Int 5-7; SZ L (9' + tall); XP 325 + 8/hp (XPL9)

hp 34, 38, 39, 36, 36 // 29, 30, 29, 31, 28 // 40, 33

hp 30, 26, 38, 27, 43 // 29, 37, 33, 29, 35 // 35, 37

hp 29, 33, 35, 35, 37 // 32, 32, 30, 34, 32 // 37, 37

EXAMPLE LAIR TREASURES

$$\pi(D) = 2,000 \text{ gp}$$
$$\pi(D) = 11,000 \text{ sp}$$
$$\pi(D) = 1,000 \text{ gp}$$
$$\pi(D) = 10,000 \text{ sp}$$

TT (D) = 6,000 gp; **3 pieces of jewelry:** jade ring, of exceptional value (6,000 gp), wrought silver and gold scarf pin (900 gp), platinum perfume bottle with gems, of exceptional value (12,000 gp)

UNICORN

5% in lair; speak unicorn; MM, p. 98

Elven and human maids of pure heart and good alignment may sometimes (25%) tame unicorns for use as steeds, and such are faithful, obedient mounts.

UNICORN (2-5) (XPL7)

Surprise/surprised 1-5/1-2 (DMG, p. 61-62)

2-5 unicorns (CG; AC 2; MV 24"; HD 4+4; **THAC0 15/13** (base/charge); #AT 3; D 1-6/1-6/1-12; charge (D 2-24); **dimension door** (1/day; 36"); **sense enemies** (24"); immune to poison and *charm*, *hold*, and *death* spells; surprise 1-5; PPD11 PP9 RSW7 BW11 S8; Int 8-10; SZ L; XP 400 + 5/hp (XPL7)

hp 21, 22, 23, 20, 19

hp 26, 23, 19, 26, 21

hp 21, 13, 20, 27, 23

UNICORN LAIR

Open dells; warded treasure is kept in a nearby hollow tree, rocky niche, etc.

UNICORN LAIR (2-5) (XPL7)

Surprise/surprised 1-5/1-2 (DMG, p. 61-62)

2-5 unicorns (CG; AC 2; MV 24"; HD 4+4; **THAC0 15/13** (base/charge); #AT 3; D 1-6/1-6/1-12; charge (D 2-24); **dimension door** (1/day; 36"); **sense enemies** (24"); immune to poison and *charm*, *hold*, and *death* spells; surprise 1-5; PPD11 PP9 RSW7 BW11 S8; Int 8-10; SZ L; XP 400 + 5/hp (XPL7)

hp 26, 23, 21, 27, 27

hp 22, 20, 32, 22, 18

hp 21, 16, 23, 16, 21

EXAMPLE LAIR TREASURES

$\pi(X)$ = robe of eyes; potion of healing

 $\Pi(X) = \text{No treasure}$

TT (X) = horn of blasting; potion of plant control

TT (X) = 2 javelins of lightning; potion of invulnerability

TT (X) = cloak of elvenkind; philter or persuasiveness

$\Pi(X)$ = instrument of the bards—Conaith mandolin; potion of heroism

VAMPIRE

25% in lair; MM, p. 99

Nocturnal; rest in coffin during the day.

VAMPIRE (1-4) (75% airborne) (XPL14)

1-4 **vampires** (CE); AC 1; MV 12"/18" (B) (See below); HD 8+3; **THAC0 12/10** (base/str); #AT 1; D 5-10; S18/76 (+2/+4); **energy drain** (2 levels/hit; 0-level human rises as lesser vampire; **MM**, p. 99, **The Dragon 30**, p. 7); **charm person** (gaze; obey all but self-destructive commands; save vs spell at -2); **summon wolves, bats, or rats**¹⁾ (1/3 hrs, 1/hr; 2-12 rds to arrive); **shape change** (bat)²⁾; **gaseous form**³⁾; infravision (60'); +1 weapons to hit (or 4+1 hit dice); regenerate 3 hp/rd; immune to *sleep*, *charm*, *hold*, poison, and paralysis; ½ damage from cold and electricity; PPD8 PP9 RSW7 BW9 S8; forced to return to coffin in *gaseous form* on 0 hp (see below and **MM**, p. 99); holy water = 2-7 hp damage; recoil from mirrors, garlic, and holy symbols; killed by direct sunlight (immediately powerless; killed in 1 turn), immersion in running water for 3 rds (lose one-third of hit points per round of immersion),

hp 42, 31, 40, 50
hp 38, 48, 42, 34
hp 36, 40, 49, 38

example summoned bats (**summon bats**; 10-100; 2-12 rds to arrive); 10-100 **bats** (N); AC 8; MV 1"/24" (B); HD ½ (1-2 hp); THACO 20; #AT Nil; D Nil; **swarm** (50% chance of 1 hp damage per 5 bats swarming; to hit roll required; opponents in swarm have a 10% chance each round to suffer a -3 to hit penalty); PPD16 PP17 RSW18 BW20 S19; Int 1; SZ S; XP 1 (XPL½)
hp 2, 2, 2, 1 // 2, 1, 2, 2 // 2, 1, 2, 2 // 1, 1, 2, 1 // 2, 2, 1, 2 // 1, 2, 2, 2 // 1, 1, 1, 2 // 1, 1, 1, 2
// 2, 2, 2, 2 // 2, 1, 2, 1 // 2, 1, 1, 1 // 1, 2, 1, 2 // 1, 2, 2, 1 // 1, 2, 1, 2 // 2, 1, 2, 1 // 2, 1, 1,
2 // 2, 2, 1, 2 // 1, 1, 1, 2, 1

¹⁾ Outdoors: 3-18 wolves. Underground: 10-100 rats or bats

³ **Gaseous form:** MV 6" (A); no attacks or abilities; only affected by *fireball*, *lightning bolt* (½ damage), cold (½ damage), and wind-based effects (double damage; e.g., *air elemental*, *gust of wind*, a djinni's *whirlwind*); reform if broken up (1-100 rds depending on conditions; see **The Dragon** 30, p. 8)

1 vampire (MU12) + 1 nightmare

spells (4/4/4/4/4/1):
 I: burning hands, feather fall, jump, magic missile
 II: forget, invisibility, mirror image, stinking cloud
 III: blink, fireball, protection from normal missiles, slow
 IV: confusion, fire shield, wall of fire, wizard eye
 V: cloudkill, feeblemind, passwall, teleport
 VI: Otiluke's freezing sphere

* Spell book contains: I: read magic, comprehend languages, burning hands, unseen servant, identify, magic missile, jump, dancing lights, message, sleep, feather fall, enlarge; II: pyrotechnics, invisibility, scare, continual light, stinking cloud, forget, mirror image, web; III: blink, fireball, lightning bolt, slow, feign death, phantasmal force, protection from normal missiles; IV: wizard eye, monster summoning II, wall of fire, confusion, charm monster, fire shield; V: conjure elemental, passwall, teleport, feeblemind, cloudkill; VI: Otiluke's freezing sphere

example summoned bats (summon bats; 10-100; 2-12 rds to arrive): 10-100 **bats** (N); AC 8; MV 1"/24" (B); HD ½ (1-2 hp); THACO 20; #AT Nil; D Nil; **swarm** (50% chance of 1 hp damage per 5 bats swarming; to hit roll required; opponents in swarm have a 10% chance each round to suffer a -3 to hit penalty); PPD16 PP17 RSW18 BW20 S19; Int 1; SZ S; XP 1 (XPL½)
hp 2, 2, 2, 1, 1 // 2, 1, 2, 1, 1 // 2, 2, 1, 1 // 1, 1, 2, 2, 2 // 2, 2, 1, 2, 1 // 2, 2, 1, 1, 2, 1 // 2, 2, 1, 2, 2, 1,
2 // 1, 2, 2, 2, 1 // 1, 1, 2, 2, 1 // 1, 1, 1, 2, 1 // 2, 2, 1, 2, 1 // 2, 1, 2, 1, 2, 2 // 1, 1, 2, 2, 2, 1, 2,

1 // 2, 1, 2, 1, 1 // 2, 1, 2, 1, 1

example summoned bats (summon rats; 10-100; 2-12 rds to arrive): 10-100 rats (N); AC 8; MV 15"; HD ½ (1-4 hp); **THACO 20**; #AT 1; D 1 hp; PPD16 PP17 RSW18 BW20 S19; fear fire; Int 1; SZ S; XP 2 + 1/hp (XPL½)
hp 2, 3, 3, 2, 1 // 3, 4, 2, 1, 4 // 3, 3, 4, 4, 3 // 1, 2, 3, 2, 3 // 4, 4, 1, 2, 3 // 3, 2, 3, 3, 4 // 3, 1, 3, 4, 4 // 3, 2, 4, 2, 3 // 3, 4, 3, 1, 1 // 3, 3, 2, 4, 1 // 4, 4, 3, 1, 1 // 4, 2, 1, 2, 3 // 2, 4, 2, 3, 4 // 2, 3, 1, 3, 3 // 3, 2, 3, 3, 4 // 3, 1, 4, 1, 4 // 3, 2, 4, 3, 3 // 2, 3, 2, 1, 3 // 2, 3, 4, 2, 2 // 4, 2, 3, 1, 2

¹⁾ Outdoors: 3-18 wolves. Underground: 101-100 rats or bats

²⁾ **Bat form:** AC 7; MV 18" (B); HD 8+3; hp as vampire; **THACO 16** (as 3 HD); #AT 1; D 1-2 hp; no vampire or class abilities; +1 weapons to hit (or 4+1 hit dice); unaffected by spells that affect animals and/or cannot harm vampires; SZ S

³⁾ **Gaseous form:** MV 6" (A); no attacks, no abilities; only affected by *fireball*, *lightning bolt* (½ damage), cold (½ damage), and wind-based effects (double damage; e.g., air elemental, *gust of wind*, a djinni's *whirlwind*); reform if broken up (1-100 rds depending on conditions; see **The Dragon 30**, p. 8)

VAMPIRE LAIR

One coffin per vampire. Nocturnal; rest in coffin during the day.

VAMPIRE LAIR (1-4) (75% airborne) (XPL14)

1-4 **vampires** (CE); AC 1; MV 12"/18" (B) (See below); HD 8+3; **THACO 12/10** (base/str); #AT 1; D 5-10; S18/76 (+2/+4); **energy drain** (2 levels/hit; 0-level human rises as lesser vampire; **MM**, p. 99, **The Dragon 30**, p. 7); **charm person** (gaze; obey all but self-destructive commands; save vs spell at -2); **summon wolves, bats, or rats**¹⁾ (1/3 hrs, 1/hr; 2-12 rds to arrive); **shape change** (bat)²⁾; **gaseous form**³⁾; infravision (60'); +1 weapons to hit (or 4+1 hit dice); regenerate 3 hp/rd; immune to *sleep*, *charm*, *hold*, poison, and paralysis; ½ damage from cold and electricity; PPD8 PP9 RSW7 BW9 S8; forced to return to coffin in *gaseous form* on 0 hp (see below and **MM**, p. 99); holy water = 2-7 hp damage; recoil from mirrors, garlic, and holy symbols; killed by direct sunlight (immediately powerless; killed in 1 turn), immersion in running water for 3 rds (lose one-third of hit points per round of immersion), and by wooden stake driven through heart (as long as stake remains; cut off head and fill mouth with holy wafers to kill); Int 15-16; SZ M; XP 3,800 + 12/hp (XPL14)

hp 39, 35, 42, 37

hp 42, 35, 49, 39

hp 41, 54, 40, 47

example summoned wolves (summon wolves; 3-18; 2-12 rds to arrive): 3-18 wolves (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 1; D 2-5; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ S; XP 35 + 5/hp (XPL3)

hp 12, 11, 16, 4, 12 // 5, 8, 12, 11, 7 // 9, 8, 10, 11, 14 // 11, 11, 16

hp 8, 15, 6, 11, 12 // 11, 10, 13, 19, 7 // 10, 14, 9, 17, 17 // 12, 6, 15

hp 14, 7, 10, 14, 14 // 8, 10, 13, 11, 16 // 10, 13, 10, 13, 8 // 9, 14, 11

example summoned bats (summon bats; 10-100; 2-12 rds to arrive): 10-100 bats (N); AC 8; MV 1"/24" (B); HD ½ (1-2 hp); **THACO 20**; #AT Nil; D Nil; **swarm** (50% chance of 1 hp damage per 5 bats swarming; to hit roll required; opponents in swarm have a 10% chance each round to suffer a -3 to hit penalty); PPD16 PP17 RSW18 BW20 S19; Int 1; SZ S; XP 1 (XPL½)

hp 1, 2, 2, 2, 1 // 2, 2, 2, 1, 1 // 2, 2, 2, 1, 1 // 1, 2, 2, 1, 2 // 2, 1, 1, 2, 2 // 2, 1, 2, 1 // 1, 1, 2, 2, 2 // 1, 1, 1, 2 // 1, 1, 1, 2 // 1, 1, 1, 2, 1 // 2, 2, 1, 1, 1 // 2, 1, 2, 1, 1 // 2, 1, 2, 2, 1 // 2, 1, 2, 1 // 2, 1, 2, 2, 1 // 1, 2, 1, 2, 2 // 2, 2, 1, 2, 1 // 2, 1, 1, 1, 2 // 2, 1, 1, 2, 2, 1

example summoned rats (summon rats; 10-100; 2-12 rds to arrive): 10-100 rats (N); AC 8; MV 15"; HD ½ (1-4 hp); **THACO 20**; #AT 1; D 1 hp; PPD16 PP17 RSW18 BW20 S19; fear fire; Int 1; SZ S; XP 2 + 1/hp (XPL½)

hp 2, 2, 3, 1, 2 // 3, 4, 4, 1, 2 // 2, 3, 2, 1, 2 // 4, 3, 3, 1, 2 // 1, 3, 4, 4, 1 // 4, 2, 3, 3, 2 // 3, 4, 3, 3, 1 // 3, 2, 4, 4, 4 // 2, 1, 4, 3, 3 // 4, 2, 2, 3, 1 // 4, 2, 3, 1, 2 // 1, 4, 3, 4, 2 // 2, 2, 1, 3, 4 // 3, 3, 4, 4, 2 // 3, 4, 3, 2, 3 // 2, 2, 4, 1, 3 // 2, 3, 3, 2, 1 // 4, 2, 3, 1, 2 // 3, 2, 4, 3, 3 // 4, 3, 3, 2, 3

¹⁾ Outdoors: 3-18 wolves. Underground: 101-100 rats or bats

²⁾ **Bat form:** AC 7; MV 18" (B); HD 8+3; hp as vampire; **THACO 16** (as 3 HD); #AT 1; D 1-2 hp; no vampire or class abilities; +1 weapons to hit (or 4+1 hit dice); unaffected by spells that affect animals and/or cannot harm vampires; SZ S

³⁾ **Gaseous form:** MV 6" (A); no attacks, no abilities; only affected by *fireball*, *lightning bolt* (½ damage), cold (½ damage), and wind-based effects (double damage; e.g., air elemental, *gust of wind*, a djinni's *whirlwind*); reform if broken up (1-100 rds depending on conditions; see **The Dragon 30**, p. 8)

EXAMPLE VAMPIRE LAIR (C7) (1) (75% airborne) (XPL15)

Vakon Pazlat, vampire (7th level cleric) (Wilderlands pantheon/Ostyed) (CE); AC 1; MV 12"/18" (B) (See below); HD 8+3; **THACO 12/10** (base/str); #AT 1; D 5-10; S18/76 (+2/+4) I15; **energy drain** (2 levels/hit; 0-level human rises as lesser vampire; **MM**, p. 99, **The Dragon 30**, p. 7); **charm person** (gaze; save vs spell at -2); **summon wolves, bats, or rats**¹⁾ (1/3 hrs, 1/hr; 2-12 rds to arrive); **shape change** (bat)²⁾; **gaseous form**³⁾; infravision (60'); **command undead** (D/D/D/T/T/4/7/10/13/16/20); +1 weapons to hit (or 4+1 hit dice); regenerate 3 hp/rd; immune to *sleep*, *charm*, *hold*, poison, and paralysis; ½ damage from cold and electricity; PPD7 PP9 RSW9 BW9 S10; forced to return to coffin in *gaseous form* on 0 hp (see below and **MM**, p. 99); holy water = 2-7 hp damage; recoil from mirrors, garlic, and holy symbols; killed by direct sunlight (immediately powerless; killed in 1 turn), immersion in running water for 3 rds (lose one-third of hit points per round of immersion), and by wooden stake driven through heart (as long as stake remains; cut off head and fill mouth with holy wafers to kill); SZ M; XP 4,200 + 12/hp (XPL15)

hp 32

spells (3/3/2/1): I: **command, command, detect magic**

II: **speak with animals, spiritual hammer, undetectable charm**

IV: **poison**

hp 12, 11, 16, 4, 12 // 5, 8, 12, 11, 7 // 9, 8, 10, 11, 14 // 11, 11, 16
hp 8, 15, 6, 11, 12 // 11, 10, 13, 19, 7 // 10, 14, 9, 17, 17 // 12, 6, 15
hp 14, 7, 10, 14, 14 // 8, 10, 13, 11, 16 // 10, 13, 10, 13, 8 // 9, 14, 11

hp 2, 1, 2, 1, 2 // 2, 1, 1, 1 // 2, 2, 2, 1, 1 // 1, 2, 2, 1, 2 // 2, 1, 1, 2, 2 // 1, 2, 1, 2, 1 // 2, 1, 2, 1, 1 // 2, 1, 1, 2, 1 // 1, 2, 2, 2, 2 // 1, 1, 2, 1, 2 // 1, 2, 1, 2, 2 // 1, 1, 1, 2, 1 // 2, 2, 1, 1, 1 // 2, 1, 2, 1, 1 // 2, 2, 1, 2, 1 // 2, 1, 2, 2, 1 // 2, 2, 1, 2, 1 // 1, 2, 2, 2, 1 // 2, 1, 1, 1, 2 // 2, 1, 1, 2, 1

hp 2, 3, 2, 2, 1 // 2, 4, 1, 1, 2 // 3, 3, 3, 3, 3 // 1, 3, 3, 4, 3 // 2, 2, 1, 3, 3 // 3, 2, 3, 3, 4 // 3, 1, 3, 4, 4 // 3, 1, 4, 3, 3 // 4, 4, 2, 1, 1 // 3, 3, 4, 3, 2 // 4, 4, 4, 1, 2 // 4, 2, 1, 1, 3 // 1, 4, 2, 4, 4 // 2, 3, 1, 3, 3 // 3, 3, 3, 1, 2 // 3, 2, 4, 3, 2 // 3, 4, 4, 1, 3 // 2, 1, 4, 1, 3 // 2, 3, 3, 2, 3 // 4, 2, 3, 1, 2

³⁾ **Gaseous form:** MV 6" (A); no attacks, no abilities; only affected by *fireball*, *lightning bolt* (½ damage), *cold* (½ damage), and wind-based effects (double damage; e.g., *air elemental*, *gust of wind*, a djinni's *whirlwind*); reform if broken up (1-100 rds depending on conditions; see **The Dragon 30**, p. 8)

$$TT(F) = 2,000 \text{ gp}$$
[illegible]

TT (F) = No treasure

TT (F) = 7,000 sp; **7 pieces of jewelry:** wrought platinum belt (1,900 gp); wrought gold hat ornament (1,300 gp), wrought gold earrings (1,200 gp); gold half-mask with gems (3,000 gp), gold arm band with gems, of exceptional value (8,000 gp); coral *bull*a (Etruscan disc-shaped ornamental pendant; satyr head; 1,900 gp), coral orb (1,900 gp)

TT (F) = 10,000 gp; 800 pp; **13 gems:** 2 semi-precious stones: large moonstone (100 gp), chrysoprase (60 gp); 9 fancy stones: red garnet (100 gp), tiny red garnet (5 gp), red spinel (100 gp), jet (160 gp), pearl (100 gp), chrysoberyl (100 gp), alexandrite (100 gp), jade (100 gp), large brown-green garnet (200 gp); 2 fancy stones (precious): pure black pearl (500 gp), peridot (500 gp)

TT (F) = 2,000 ep; 5,000 gp; 200 pp

$$TT(F) = 4,000 \text{ gp}$$

Never in lair; **MM**, p. 11

#AP 3-6 = 1 male and 1 female; rest young. Only aggressive if cornered or self or territory threatened.

WARTHOG (1-6) (XPL3/1/2)

hp 14, 16
hp 13, 10
hp 15, 11

hp 9, 16, 11, 5
hp 10, 9, 8, 9
hp 7, 9, 12, 11

hp 5, 3, 2, 8
hp 1, 4, 6, 5
hp 4, 1, 5, 7

WEREBEAR

10% in lair; speak werebear, common; **MM**, p. 63

#AP 1 = 50% chance of 1-6 brown bears. Most likely in wereform during the hours of darkness; 90% in wereform during full moon; otherwise usually in human form.

WEREBEAR (1-4) (XPL10)

1-4 **werebears** (CG); AC 2; MV 9"; HD 7+3; **THACO 13**; #AT 3; D 1-3/1-3/2-8; hug (2-16); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63), **summon bears** (1 mile rad.; 1-6; 2-12 turns to arrive); **cure disease** (except self; 1-4 weeks to take effect); silver or +1 weapons to hit (or 4+1 hit dice); immune to disease; PPD7 PP10 RSW11 BW12 S12; heal damage at rate×3; PPD7 PP10 RSW11 BW12 S12; Int 15-16; SZ L; XP 825 + 10/hp (XPL10)

hp 29, 39, 48, 33

hp 48, 31, 36, 21

hp 32, 42, 42, 31

example summoned bears (**summon bears**; 1-6; 2-12 turns to arrive if within 1 mile); 1-6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; 1-6/1-6/1-8; claw hit "18" = hug (2-12); PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 31, 38, 31, 47, 34 // 33

hp 33, 28, 28, 26, 39 // 37

hp 29, 38, 35, 25, 27 // 41

1-6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; 1-6/1-6/1-8; claw hit "18" = hug (2-12); PPD11 PP12 RSW13 BW13 S14; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 31, 31, 23, 28, 34 // 33

hp 35, 30, 29, 21, 26 // 29

hp 36, 36, 17, 21, 19 // 21

EXAMPLE WEREBEAR (4) (XPL(4×10)/40) + (XPL(6×7)/42)

4 **werebears** (CG); AC 2; MV 9"; HD 7+3; **THACO 13**; #AT 3; D 1-3/1-3/2-8; hug (2-16); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63), **summon bears** (1 mile rad.; 1-6; 2-12 turns to arrive); **cure disease** (except self; 1-4 weeks to take effect); silver or +1 weapons to hit (or 4+1 hit dice); immune to disease; PPD7 PP10 RSW11 BW12 S12; heal damage at rate×3; Int 15-16; SZ L; XP 825 + 10/hp (XPL10)

hp 47, 40, 42, 41

example summoned bears (**summon bears**; 1-6; 2-12 turns to arrive if within 1 mile); 6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12

S13; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 32, 23, 28, 26, 23 // 26

EXAMPLE WEREBEAR (1) (XPL(12/2×7)/26) + (XPL(10×7)/70)

Surprise/surprised (d%) 50%(67%)//10%(5%) (**UA**, p. 19, **DMG**, p. 61-62)

Riona Bearrain, barbarian (B4)/werebear (CG); female; **wereform**: AC 2; MV 9"; HD 7+3; **THACO 13**; #AT 3; D 1-3/1-3/2-8; hug (2-16); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63), **summon bears** (1 mile rad.; 1-6; 2-12 turns to arrive); **cure disease** (except self; 1-4 weeks to take effect); silver or +1 weapons to hit (or 4+1 hit dice); immune to disease; PPD7 PP10 RSW11 BW12 S12; heal damage at rate×3; **natural form**: AC 10; MV 15"; HD B4; **THACO 18/(16/14)** (base/(dagger)); #AT 1; D 1-6 (axe) or 1-6¹⁾ (spear) or 1-4(+2/+3) dagger or 1-3 (knife); S16 (+0/+1) I16 W10 D14 C15 (+2) Ch10; HT25/13 CT/CW88; hit creatures hit only by +1 weapons (no bonus); detect and counter attack from behind 20%; detect illusion 20%; detect magic 40%; first aid (1 hp; healing rate×2); neutralize poison/cure disease 65%/10% (**UA**, p. 20); leadership Ch14; running (MV×2 for 3 days); leap 10'/3'/3' (running start 16-21'/nil/4½'-6'); spring (running start) 4-7'; identify plants & animals, predict weather (as D3), tracking (outdoors; as R4); may associate with clerics, use magic potions, use magic weapons; surprise/surprised (d%) 50/67//10/5 (**UA**, p. 19); PPD10 PP12 RSW13 BW14 S16 (+1 vs poison, +1 vs spell); eqp: hand axe (1/2/3), spear (1/2/3), **dagger +2, +3 vs creatures larger than man-sized** (1/2/3), knife (1/2/3); **potion of speed, potion of fire resistance**; A/P/I: dirty; even tempered, egoist; legends; of solitary temperament; XP 1,175 + 10/hp (XPL12)

hp (wereform) 33

hp (natural form) 31

+ 2 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 37, 35

example summoned bears (**summon bears**; 2-12 turns to arrive); 10 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 34, 23, 36, 29, 33 // 23, 32, 41, 36, 38

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

#AP 1 = 50% chance of 1-6 brown bears.

1-4 **werebears** (CG); AC 2; MV 9"; HD 7+3; **THAC0 13**; #AT 3; D 1-3/1-3/2-8; hug (2-16); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63), **summon bears** (1 mile rad.; 1-6; 2-12 turns to arrive); **cure disease** (except self; 1-4 weeks to take effect); silver or +1 weapons to hit (or 4+1 hit dice); immune to disease; PPD7 PP10 RSW11 BW12 S12; heal damage at rate×3; Int 15-16; SZ L; XP 825 + 10/hp (XPL10)

hp 33, 36, 33, 34

hp 34, 40, 38, 28

hp 37, 44, 35, 41

example summoned bears (summon bears; 1-6; 2-12 turns to arrive if within 1 mile); 1-6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 1-6/1-6/1-8; claw hit "18" = hug (2-12); fight at 0 to -8 hp for 1-4 rds or until -9 hp; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9'+ tall); XP 300 + 6/hp (XPL7)

hp 41, 28, 40, 37, 38 // 28

hp 24. 35. 36. 31. 35 // 42

hp 38, 31, 32, 28, 31 // 25

1-6 **brown bears** (N); AC 6; MV 12"; HD 5+5; **THACO 13** (as 6 HD); #AT 3; 1-6/1-6/1-8; claw hit "18" = hug (2-12); PPD11 PP12
RSW13 BW13 S14; Int 2-4; SZ L (9' + tall); XP 300 + 6/hp (XPL7)

hp 16, 28, 30, 19, 27 // 29

hp 23, 25, 19, 30, 33 // 26

hp 28, 36, 25, 32, 25 // 23

+++++

TT (R T X) = 3,000 gp; **22 gems:** 5 fancy stones (precious): 2×aquamarine (2×500 gp), small aquamarine (100 gp), exceptional very deep blue spinel (2,000 gp), peridot (500 gp); 10 semi-precious stones: jasper (50 gp), 3×chrysoprase (2×50 gp, 65 gp), smoky quartz (50 gp), large smoky quartz (100 gp), 4×chalcedony (30 gp, 3×50 gp); 5 fancy stones: jet (100 gp), large chrysoberyl (200 gp), pearl (100 gp), amber (100 gp), amethyst (100 gp); 2 ornamental stones: 2×moss agate (2×10 gp); **5 pieces of jewelry:** gold stamp with gems (4,000 gp), gold rod of office with gems (4,000 gp), wrought platinum scarab (1,700 gp), silver headband with gems (fillet; 2,000 gp), wrought silver and gold hat pin (400 gp); **magic-user scroll** (IV: remove curse; II: darkness 15' radius; MU7; **DMG**, p. 128), **scroll of protection from lycanthropes** (all); **chime of opening** (60 ch); **potton of healing**

TT (R T X) = 8,000 gp; 3,000 pp; **10 pieces of jewelry**: platinum brooch with gems (11,000 gp), wrought silver and gold pin (700 gp), wrought gold flute (1,400 gp), wrought platinum clasp (1,800 gp), wrought silver tie pin (500 gp), platinum scarf pin with gems (6,000 gp), coral earrings (2,100 gp), silver rod of office with gems (1,000 gp), wrought gold amulet (1,000 gp), coral scarab (2,700 gp); **cloak of elvenkind** (human/elf-sized); **philter of love**

TT (R T X) = 8,000 gp; **15 gems**: 5 fancy stones: large amethyst (500 gp), alexandrite (70 gp), large tourmaline (200 gp), pearl (60 gp), amber (100 gp); 5 fancy stones (precious): topaz (450 gp), small topaz (100 gp), violet garnet (750 gp), pure black pearl (500 gp), very deep blue spinel (500 gp); 5 gem stones: large fire opal (2,000 gp), opal (1,100 gp), emerald (1,000 gp), exceptional star ruby (10,000 gp), oriental topaz (1,000 gp); **3 pieces of jewelry**: silver pendant with gems (3,000 gp), wrought gold statuette (a huntsman in the chase winding a horn; 1,200 gp), wrought gold earrings (1,200 gp); **magic-user scroll** (IV: wall of fire; II: shatter; II: magic mouth; MU7; **DMG**, p. 128), **magic-user scroll** (V: distance distortion; MU9; **DMG**, p. 128), **magic-user scroll** (II: shatter; MU7; **DMG**, p. 128); **rope of climbing**: **potion of diminution**

TT (RT X) = 6,000 gp; 1,000 pp; **8 pieces of jewelry**: gold bracelet with gems (4,000 gp), silver pendant with gems (6,000 gp), wrought gold choker (700 gp), silver necklace with gems (5,000 gp), silver bracelet with gems (5,000 gp), wrought gold hat ornament (900 gp), silver collier with gems, with exceptional stone in the setting (4,000 gp + 5,000 gp), gold choker with gems (5,000 gp)

TT (R T X) = **tome of clear thought; potion of treasure finding**

TT (R T X) = 2,000 pp; **23 gems**: 5 **ornamental stones**: lapis lazuli (10 gp), eye agate (6 gp), hematite (10 gp), turquoise (8 gp), large rhodochrosite (20 gp); 13 **semi-precious stones**: bloodstone (50 gp), small citrine (10 gp), large citrine (100 gp), 4×jasper (12 gp, 3×50 gp), smoky quartz (30 gp), moonstone (50 gp), chrysoprase (50 gp), carnelian (50 gp), chalcedony (50 gp), rock crystal (35 gp); 5 **fancy stones**: deep green spinel (140 gp), exceptional amethyst (1,000 gp), alexandrite (100 gp), pearl (120 gp), tourmaline (110 gp); **magic-user scroll** (II: web; MU7; **DMG**, p. 128); **magic-user scroll** (IX: wish; VII: mass invisibility; VII: phase door; MU18; **DMG**, p. 128); **magic-user scroll** (III: detect evil; I: unseen servant; MU7; **DMG**, p. 128); **dust of appearance** (35 packets); **potion of sweet water**

20% in lair; speak wereboar. common; **MM**, p. 63

15% chance of 1-12 wild boar. Most likely in wereform during the hours of darkness; 90% in wereform during full moon; otherwise usually in human form.

WEREBOAR (2-8) (XPL8)

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

2-8 **wereboars** (N); AC 4; MV 12"; HD 5+2; **THACO 15**; #AT 1; D 2-12; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ L; XP 275 + 6/hp (XPL8)

hp 34, 28, 14, 24, 25 // 28, 18, 23

hp 20, 22, 26, 18, 28 // 25, 18, 26

hp 26, 23, 25, 20, 30 // 15, 27, 12

1 **wild boar (male)** (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 3-12; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (3' at shoulder); XP 85 + 4/hp (XPL4)

hp 21

hp 19

hp 20

1-3 **wild boar (sow)** (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 1; D 2-8; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 50 + 3/hp (XPL3)

hp 11, 16, 9

hp 12, 15, 19

hp 16, 17, 16

1-8 **wild boar (sounder)** (N); non-combatant

WEREBOAR LAIR

Dense woodlands and similar areas; 15% chance of 1-12 wild boar.

WEREBOAR LAIR (2-8) (XPL8)

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

2-8 **wereboars** (N); AC 4; MV 12"; HD 5+2; **THACO 15**; #AT 1; D 2-12; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ L; XP 275 + 6/hp (XPL8)

hp 18, 23, 24, 26, 25 // 27, 19, 23

hp 22, 24, 29, 25, 22 // 19, 29, 28

hp 22, 30, 21, 30, 23 // 20, 12, 23

1 **wild boar (male)** (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 3-12; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (3' at shoulder); XP 85 + 4/hp (XPL4)

hp 23

hp 15

hp 23

1-3 **wild boar (sow)** (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 1; D 2-8; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 50 + 3/hp (XPL3)

hp 22, 11, 21

hp 17, 12, 9

hp 15, 17, 19

1-8 **wild boar (sounder)** (N); non-combatant

EXAMPLE WEREBOAR LAIR (2) (XPL(2×9)/18)

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

Truffard Grongeon, forester (laboring male)/wereboar (N); **wereform**: AC 4; MV 12"; HD 5+2; **THACO 15**; #AT 1; D 2-12; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ L; **natural form**: AC 8; MV 12"; HD 0-level (2-7 hp); **THACO 20/18/17** (base/axe/dex); #AT 1; D 1-6+2 (axe); S14 I8 W8 D16 (+1/-2) C17 (+2) Ch9; **assume wereform**; PPD16 PP17 RSW18 BW20 S19 (+2 dexterity); **eqp**: **hand axe +2** (1/2/3); wrought gold earrings (7,000 gp); A/P/I: unkempt; hot tempered, irascible; carpentry; brother of Gervas Grongeon; XP 350 + 6/hp (XPL9)

hp (wereform) 25

hp (natural form) 9

Gervas Grongeon, forester (laboring male)/wereboar (N); **wereform**: AC 4; MV 12"; HD 5+2; **THACO 15**; #AT 1; D 2-12; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ L; **natural form**: AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20/19** (base/str); #AT 1; D 1-6 (axe); S17 (+1/+1) I12 W11 D12 C14 Ch11; **assume wereform**; PPD16 PP17 RSW18 BW20 S19; **eqp**: **hand axe** (1/2/3); A/P/I: rough; unfeeling/insensitive (hardhearted), moody; nature; brother of Truffard Grongeon; XP 350 + 6/hp (XPL9)

hp (wereform) 31

hp (natural form) 7

TT (B S) = 4,000 cp; **5 gems**: 3 **semi-precious stones**: large moonstone (100 gp), jasper (50 gp), sardonyx (35 gp); 2 **ornamental stones**: azurite (8 gp), obsidian (7 gp); **2 pieces of jewelry**: silver locket with gems (6,000 gp) and see equipment

TT (B S) = 6,000 cp; **potion of flying; potion of healing; potion of heroism; potion of climbing**

example summoned giant rats (summon giant rats; 2-12): 2-12 **giant rats** (N); AC 7; MV 12"/6"; HD ½; **THACO 20**; #AT 1; D 1-3; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; fear and flee from fire; Int 2-4; SZ S; XP 7 + 1/hp (XPL1½)

hp 4, 2, 1, 4, 4 // 1, 2, 1, 2, 4 // 2, 2
hp 2, 3, 1, 1, 2 // 1, 4, 1, 1, 2 // 4, 1
hp 2, 2, 1, 3, 1 // 2, 4, 1, 3, 1 // 1, 1

example summoned giant rats (summon giant rats; 2-12): 2-12 **giant rats** (N); AC 7; MV 12"/6"; HD ½; **THAC0 20**; #AT 1; D 1-3; **severe disease** (5% chance per wound; save vs poison; **DMG**, p. 14: "Severity"); PPD16 PP17 RSW18 BW20 S19; fear and flee from fire; Int 2-4; SZ S; XP 7 + 1/hp (XPL1½)

hp 3, 3, 4, 4, 3 // 2, 1, 3, 2, 2 // 4, 3
hp 2, 4, 1, 3, 1 // 1, 2, 2, 2, 4 // 2, 1
hp 1, 3, 3, 2, 2 // 4, 1, 4, 1, 4 // 3, 4

Barnaby 'Blacktooth' Cobbles, chimney sweep (laboring male)/wererat (CE); wereform (ratman); AC 6; MV 12"; HD 3+1; **THAC0 16**; #AT 1; D 1-8 (bite) or 1-4 (dagger); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna

within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: dagger (1/2/3); Int 11; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume wereform**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 11; SZ S; **natural form**: AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT 1; D 1-4 (dagger); S15 I11 W10 D14 C14 Ch8; **assume wereform or giant rat form**; PPD16 PP17 RSW18 BW20 S19; eqp: dagger (1/2/3); A/P/I: rough; unfeeling, violent/warlike; wines & spirits; husband of Ethel 'Nightclaw' Cobbles, son of Harriet 'Ratka' Cobbles, father of Prudence 'Gundi' Cobbles, Horatio 'Grimfang' Cobbles, and Bartholomew 'Gutterpaw' Cobbles; XP 175 + 4/hp (XPL7)
hp (wereform or giant rat form) 22
hp (natural form) 3

Ethel 'Nightclaw' Cobbles, washerwoman(laboring female)/wererat (CE); **wereform (ratwoman)**: AC 6; MV 12"; HD 3+1; **THACO 16**; #AT 1; D 1-8 (bite) or 1-3 (knife); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: knife; Int 11; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume wereform**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 11; SZ S; **natural form**: AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT 1; D 1-3 (knife); S14 I12 W10 D13 C8 Ch9; **assume wereform or giant rat form**; PPD16 PP17 RSW18 BW20 S19; eqp: knife; A/P/I: unkempt; harsh, amoral; politics; wife of Barnaby 'Blacktooth' Cobbles, daughter of Millicent 'Seweretooth' Kral, mother of Prudence 'Gundi' Cobbles, Horatio 'Grimfang' Cobbles, and Bartholomew 'Gutterpaw' Cobbles; XP 150 + 4/hp (XPL6)
hp (wereform or giant rat form) 15
hp (natural form) 4

Prudence 'Gundi' Cobbles, washerwoman(laboring female)/wererat (CE); **wereform (ratwoman)**: AC 6; MV 12"; HD 3+1; **THACO 16**; #AT 1; D 1-8 (bite) or 1-3 (knife); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: knife; Int 12; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume wereform**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 12; SZ S; **natural form**: AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20/19** (base/str); #AT 1; D 1-3 (knife); S17 (+1/+1) I12 W11 D10 C11 Ch9; **assume wereform or giant rat form**; PPD16 PP17 RSW18 BW20 S19; eqp: knife; A/P/I: rough; unfeeling, liar; astrology; daughter of Barnaby 'Blacktooth' Cobbles and Ethel 'Nightclaw' Cobbles; granddaughter of Millicent 'Seweretooth' Kral and Harriet 'Ratka' Cobbles; sister of Horatio 'Grimfang' Cobbles and Bartholomew 'Gutterpaw' Cobbles; *belle* of Slipel 'Stinktail' Muck; XP 150 + 4/hp (XPL6)
hp (wereform or giant rat form) 17
hp (natural form) 7

Horatio 'Grimfang' Cobbles, chimney sweep (laboring male)/wererat (CE); **wereform (ratman)**: AC 6; MV 12"; HD 3+1; **THACO 16**; #AT 1; D 1-8 (bite) or 1-3 (knife); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: knife; Int 12; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume wereform**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 12; SZ S; **natural form**: AC 8; MV 12"; HD 0-level (2-7 hp); **THACO 20/19** (base/dex); #AT 1; D 1-3 (knife); S12 I12 W11 D16 (+1/-2) C14 Ch8; **assume wereform or giant rat form**; PPD16 PP17 RSW18 BW20 S19 (+2 dexterity); eqp: knife; A/P/I: ragged; easy going, ponderous; dweomercraeft; son of Barnaby 'Blacktooth' Cobbles and Ethel 'Nightclaw' Cobbles; grandson of Millicent 'Seweretooth' Kral and Harriet 'Ratka' Cobbles; brother of Prudence 'Gundi' Cobbles and Bartholomew 'Gutterpaw' Cobbles; XP 150 + 4/hp (XPL6)
hp (wereform or giant rat form) 22
hp (natural form) 3

Bartholomew 'Gutterpaw' Cobbles, chimney sweep (laboring male)/wererat (CE); **wereform (ratman)**: AC 6; MV 12"; HD 3+1; **THACO 16**; #AT 1; D 1-8 (bite) or 1-3 (knife); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; eqp: knife; Int 12; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume wereform**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 12; SZ S; **natural form**: AC 6; MV 12"; HD 0-level (2-7 hp); **THACO 20/17** (base/dex); #AT 1; D 1-3 (knife); S12 I9 W11 D18 (+3/-4) C10 Ch9; **assume wereform or giant rat form**; PPD16 PP17 RSW18 BW20 S19 (+4 dexterity); eqp: knife; A/P/I: unkempt; hot tempered, deceitful; history; son of Barnaby 'Blacktooth' Cobbles and Ethel 'Nightclaw' Cobbles; grandson of Millicent 'Seweretooth' Kral and Harriet 'Ratka' Cobbles; brother of Prudence 'Gundi' Cobbles and Horatio 'Grimfang' Cobbles; XP 150 + 4/hp (XPL6)
hp (wereform or giant rat form) 18
hp (natural form) 3

Millicent 'Seweretooth' Kral, grandmother (sedentary female)/wererat (CE); **wereform (ratwoman)**: AC 6; MV 12"; HD 3+1; **THACO 16**; #AT 1; D 1-8 (bite); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); **summon giant rats** (2-12; full control); **assume giant rat form**; silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-4; PPD13 PP14 RSW15 BW16 S16; Int 12; SZ M; **giant rat form**: AC 7; MV 12"/6"; HD 3+1; **THACO 16**; #AT 1; D 1-3; **lycanthropy** (50%+ of hp in

15% in lair; speak weretiger, common; speak with cats: **MM**, p. 63-64

Usually female. Most likely in wereform during the hours of darkness; 90% in wereform during full moon; otherwise usually in human form. 5% chance of 1-4 tigers and then surprise/surprised 1-2/1 (DMG, p. 61-62).

WERETIGER (1-6) (XPL10)

Surprise/surprised 1-2/1 (DMG, p. 61-62)

1-6 **weretigers** (N); AC 3; MV 12" HD 6+2; **THAC0 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-5/2-5); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); **speak with cats**; cats 75% likely to be friendly; PPD10 PP11 RSW12 BW12 S13; Int 8-10; SZ L; XP 525 + 8/hp (XPL10)

hp 22, 32, 32, 44, 30 // 27

hp 26, 24, 37, 33, 35 // 26

hp 33, 38, 39, 26, 41 // 34

1-4 **tigers** (N); AC 6; MV12", Leap 30-50' (10') up; HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 2-5/2-5/1-10; 2 claws hit = rear-claw rake (2-8/2-8); PPD11 PP12 RSW13 BW13 S14; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 225 + 6/hp (XPL6)

hp 31, 26, 24, 36

hp 31, 25, 32, 24

hp 32, 28, 25, 32

WERETIGER LAIR

5% chance of 1-4 tigers and then surprise/surprised 1-2/1 (DMG, p. 61-62).

WERETIGER LAIR (1-6) (XPL10)

Surprise/surprised 1-2/1 (DMG, p. 61-62)

1-6 **weretigers** (N); AC 3; MV 12" HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-5/2-5); **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); **speak with cats**; cats 75% likely to be friendly; PPD10 PP11 RSW12 BW12 S13; Int 8-10; SZ L; XP 525 + 8/hp (XPL10)

hp 41. 28. 32. 38. 34 // 33

hp 30, 36, 35, 33, 33 // 35

hp 29. 36. 33. 26. 32 // 24

1-4 **tigers** (N); AC 6; MV12", Leap 30-50' (10' up); HD 5+5; **THACO 13** (as 6 HD); #AT 3; D 2-5/2-5/1-10; 2 claws hit = rear-claw rake (2-8/2-8); PPD11 PP12 RSW13 BW13 S14; surprise/surprised 1-2/1; Int 2-4; SZ L; XP 225 + 6/hp (XPL6)

hp 25. 29. 37. 32

hp 14, 29, 21, 30

hp 35, 27, 31, 29

EXAMPLE WERETIGER LAIR (3) (XPL(1 1/2×10)/31)

Chandranakhara, 'Moonclaw', merchant/weretiger (N); female; wereform: AC 3; MV 12"; HD 6+2; THACO 13; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-5/2-5); lycanthropy (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, MM, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); speak with cats; cats 75% likely to be friendly; PPD10 PP11 RSW12 BW12 S13; Int 8-10; SZ L; natural form: AC 10; MV 12"; HD 0-level (2-5 hp); THACO 20 (-1 to hit); #AT 1; D 2-4 (katar); S9 I12 W10 D11 C14 Ch16; assume wereform; PPD16 PP17 RSW18 BW20 S19; eqp: katar (SF2; 2-4/1-3); potion of growth; wrought gold bracelet (1,000 gp); jade necklace (2,000 gp); A/P/I: elegant; proud, spendthrift; athletics; mother of Abayaratna, paramour of Kamyadiya; XP 525 + 8/hp (XPL11)

hp (wereform) 32

hp (natural form) 9

Abayaratna, 'Fearless Jewel', merchant's daughter (sedentary female)/weretiger (N); female; **wereform**: AC 3; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-5/2-5); lycanthropy (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); **speak with cats**; cats 75% likely to be friendly; PPD10 PP11 RSW12 BW12 S13; Int 8-10; SZ L; **natural form**: AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT 1; D 2-4 (*katar*); S10 I10 W12 D11 C12 Ch12; **assume wereform**; PPD16 PP17 RSW18 BW20 S19; eqp: *katar* (SF2; 2-4/1-3); gold anklet with gems (4,000 gp); A/P/I: immaculate; even tempered, covetous/desirous; collector (coins & tokens); daughter of Chandranakhara; XP 525 + 8/hp (XPL10)

Kamyadiya, 'Kamya', 'Desirable Light', **paramour (sedentary female)/weretiger** (N); female; **wereform**: AC 3; MV 12"; HD 6+2; **THACO 13**; #AT 3; D 1-4/1-4/1-12; 2 claws hit = rear-claw rake (2-5/2-5); lycanthropy (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); **speak with cats**; cats 75% likely to be friendly; PPD10 PP11 RSW12 BW12 S13; Int 8-10; SZ L; **natural form**: AC 9; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT 1; D 2-4 (*katar*); S9 I10 W9 D15 (+0/-1) C11 Ch11; **assume wereform**; PPD16 PP17 RSW18 BW20 S19 (+1 dexterity); eqp: *katar* (SF2; 2-4/1-3); wrought gold bracelet (1,000 gp); gold necklace with gems, of exceptional value (8,000 gp); A/P/I: clean; hot tempered, lustful; gambling; paramour of Chandranakharā; XP 525 + 8/hp (XPL10)

hp (wereform) 24

hp (natural form)

$\Pi(D \times 5) =$ See equipment of each

EXAMPLE LAIR TREASURES

TT (D Q×5) = 6 fancy stones: amber (200 gp), tourmaline (200 gp), jet (200 gp), exceptional jade (1,000 gp), red garnet (100 gp)

TT (D Q×5) = 3,000 sp; 6,000 ep; 3,000 gp; **20 gems:** 5 fancy stones (precious): pure black pearl (1,000 gp), peridot (350 gp), large peridot (1,000 gp), aquamarine (500 gp), large aquamarine (1,000 gp); 5 ornamental stones: lapis lazuli (10 gp), turquoise (10 gp), tiger eye (12 gp), hematite (6 gp), rhodochrosite (10 gp); 10 semi-precious stones: smoky quartz (50 gp), small smoky quartz (20 gp), exceptional smoky quartz (100 gp), sardonyx (7 gp), 2×bloodstone (2×50 gp), onyx (55 gp), large onyx (100 gp), citrine (50 gp), moonstone (50 gp)

TT (D Q×5) = 4,000 gp; **10 gems:** 10 semi-precious stones: 3×jasper (3×50 gp), chrysoprase (50 gp), carnelian (50 gp), tiny star rose quartz (5 gp), onyx (50 gp), sardonyx (80 gp), zircon (50 gp), large zircon (160 gp)

TT (D Q×5) = No treasure

TT (D Q×5) = 6,000 gp; **5 pieces of jewelry:** wrought silver and gold bracelet (1,100 gp); wrought platinum ring (1,100 gp), wrought gold figurine (three maidens in skirts; 800 gp); silver armlet with gems (6,000 gp); silver locket with gems (5,000 gp); **10 gems:** 5 fancy stones (precious): 2×very deep blue spinel (500 gp, 550 gp), large very deep blue spinel (1,000 gp), 2×violet garnet (2×500 gp); 5 semi-precious stones: bloodstone (50 gp), smoky quartz (50 gp), sardonyx (45 gp), onyx (50 gp), star rose quartz (50 gp)

TT (D Q×5) = 6,000 gp; **15 gems:** 10 ornamental stones: 2×banded agate (2×10 gp), small banded agate (5 gp), large moss agate (50 gp), 2×tiger eye (2×10 gp), large rhodochrosite (20 gp), turquoise (8 gp), large azurite (50 gp), small lapis lazuli (5 gp); 5 semi-precious stones: chrysoprase (50 gp), large carnelian (100 gp), 2×rock crystal (30 gp, 40 gp), exceptional jasper (200 gp)

WEREWOLF

25% in lair; speak werewolf, common; **MM**, p. 63-64

Most likely in wereform during the hours of darkness; 90% in wereform during full moon; otherwise usually in human form.

#AP 5-8 can be family pack (1 male, 1 female, 3-6 young of 60-90% growth).

WEREWOLF (3-18) (XPL7)

Surprise/surprised 1-3/1-2 (**DMG**, p. 61-62)

3-18 **werewolves** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 19, 24, 19, 15, 23 // 18, 16, 14, 22, 19 // 19, 30, 23, 20, 20 // 26, 19, 11

hp 26, 30, 18, 22, 18 // 27, 22, 22, 28, 24 // 13, 18, 25, 31, 16 // 20, 25, 25

hp 26, 24, 19, 21, 25 // 20, 21, 26, 25, 26 // 12, 10, 20, 23, 19 // 24, 20, 21

WEREWOLF FAMILY PACK (XPL7)

Surprise/surprised 1-3/1-2 (**DMG**, p. 61-62)

1 **werewolf** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; +2 to hit and damage if female attacked; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 19

hp 23

hp 25

1 **werewolf female** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; +3 to hit and full damage if young attacked;

lycanthropy (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 27

hp 29

hp 30

3-6 **werewolf young (90% mature)** (CE); AC 5; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD13 PP14 RSW15 BW16 S16; Int 8-10; SZ M; XP 150 + 4/hp (XPL6)

hp 15, 21, 10, 21, 12 // 13

hp 12, 16, 12, 15, 17 // 12

hp 16, 22, 15, 18, 14 // 16

3-6 **werewolf young (80% mature)** (CE); AC 5; MV 15"; HD 2+2; **THACO 16**; #AT 1; D 2-5; -1 to hit; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD13 PP14 RSW15 BW16 S16; Int 8-10; SZ M; XP 105 + 3/hp (XPL5)

hp 10, 8, 13, 5, 13 // 13

hp 13, 9, 12, 13, 6 // 14

hp 8, 13, 12, 9, 12 // 15

3-6 **werewolf young (70% mature)** (CE); AC 5; MV 15"; HD 1+1; **THACO 18**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD14 PP15 RSW16 BW17 S17; Int 8-10; SZ M; XP 83 + 2/hp (XPL4)

hp 2, 7, 8, 9, 7 // 6

hp 2, 3, 4, 8, 3 // 9

hp 7, 9, 2, 3, 2 // 6

3-6 **werewolf young (60% mature)** (CE); AC 5; MV 15"; HD 1-1; **THACO 20**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD16 PP17 RSW18 BW20 S19; Int 8-10; SZ M; XP 49 + 1/hp (XPL3)

hp 2, 5, 5, 6, 1 // 3

hp 1, 7, 6, 6, 1 // 1

hp 7, 3, 1, 6, 7 // 1

WEREWOLF LAIR

#AP 5-8 can be family pack (1 male, 1 female, 3-6 young of 60-90% growth).

WEREWOLF LAIR (3-18) (XPL7)

Surprise/surprised 1-3/1-2 (**DMG**, p. 61-62)

3-18 **werewolves** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 21, 21, 9, 22, 23 // 19, 14, 27, 17, 23 // 19, 17, 27, 22, 29 // 22, 25, 16

hp 25, 23, 26, 26, 18 // 16, 23, 22, 12, 20 // 28, 13, 30, 15, 24 // 15, 25, 18

hp 21, 16, 26, 27, 27 // 24, 27, 20, 21, 19 // 19, 14, 31, 23, 29 // 23, 17, 21

WEREWOLF FAMILY PACK LAIR (XPL7)

Surprise/surprised 1-3/1-2 (**DMG**, p. 61-62)

1 **werewolf** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; +2 to hit and damage if female attacked; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 19

hp 23

hp 25

1 **werewolf female** (CE); AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; +3 to hit and full damage if young attacked; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)

hp 27

hp 29

hp 30

3-6 **werewolf young (90% mature)** (CE); AC 5; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD13 PP14 RSW15 BW16 S16; Int 8-10; SZ M; XP 150 + 4/hp (XPL6)

hp 16, 18, 12, 17, 10 // 22

hp 12, 15, 18, 20, 21 // 21

hp 16, 19, 20, 11, 21 // 21

3-6 **werewolf young (80% mature)** (CE); AC 5; MV 15"; HD 2+2; **THACO 16**; #AT 1; D 2-5; -1 to hit; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD13 PP14 RSW15 BW16 S16; Int 8-10; SZ M; XP 105 + 3/hp (XPL5)

hp 12, 15, 14, 9, 4 // 12

hp 13, 8, 11, 8, 14 // 10

hp 13, 11, 10, 7, 8 // 4

3-6 **werewolf young (70% mature)** (CE); AC 5; MV 15"; HD 1+1; **THACO 18**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD14 PP15 RSW16 BW17 S17; Int 8-10; SZ M; XP 83 + 2/hp (XPL4)

hp 6, 6, 9, 8, 2 // 6

hp 7, 2, 3, 8, 7 // 1

hp 3, 1, 1, 4, 3 // 6

3-6 **werewolf young (60% mature)** (CE); AC 5; MV 15"; HD 1-1; **THACO 20**; #AT 1; D 2-5; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr; **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD16 PP17 RSW18 BW20 S19; Int 8-10; SZ M; XP 49 + 1/hp (XPL3)

hp 4, 7, 2, 2, 4 // 5

hp 3, 2, 7, 2, 7 // 7

hp 5, 1, 3, 5, 6 // 7

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

14 **werewolves** (CE); AC 5; MV 15"; HD 4+3; **THAC0 15**; #AT 1; D 2-8; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; XP 205 + 5/hp (XPL7)
hp 22, 20, 21, 20, 30 // 21, 24, 29, 17, 25 // 17, 17, 16, 19, 20

TT (B) = 2,000 cp; **2 gems**: 2 fancy stones: jade (160 gp), pearl (60 gp)

[illegible]

TT (B) = 2,000 cp; 4,000 sp; 3,000 ep; 2,000 gp; **6 gems:** 1 semi-precious stone: sardonyx (80 gp); 3 ornamental stones: 2×obsidian (2×10 gp), blue quartz (12 gp); 1 gem stone: black opal (1,000 gp); 1 fancy stone: small violet garnet (100 gp)

$$\pi(B) = 3,000 \text{ ep}$$

TT (B) = 3,000 ep; **7 gems**: 3 fancy stones (precious): pure black pearl (500 gp), large topaz (1,600 gp), large aquamarine (1,000 gp); 1 gem stone: black opal (1,000 gp); 1 gem stone (jewel): large jacinth (10,000 gp); 2 ornamental stones: hematite (10 gp), malachite (16 gp); **plate mail of etherealness** (elf-sized)

TT (B) = 4,000 cp; **4 gems:** 1 ornamental stone: hematite (10 gp); 2 semi-precious stones: jasper (40 gp), carnelian (50 gp); 1 gem stone: star ruby (800 gp); **studded leather armor** +1 (dwarf-sized)

TT (B) = 4,000 ep; 1 **piece of jewelry**: ivory bracelet (500 gp)

TT (B) = 6,000 cp; 2,000 sp; 1,000 gp; **2 gems**: 2 fancy stones: amethyst (100 gp), red-brown spinel (100 gp)

20% in lair; speak white dragon and one or more human languages; **MM**, p. 29-31, 34

Icy caves or deep subterranean places in chilly or cold regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Not as intelligent as most other dragons, yet as evil and greedy as any.

Hrimtalon, 'Iceheart', **white dragon** (small/old/speaking/sleeping^{1b}) (CE); AC 3; MV 12"/30" (E)²; HD 5 (6 hp/hit die); **THAC0 15**; #AT 3; D 1-4/1-4/2-16; **breathe cold** (1½"×7"×2½" cone; D 30 hp; save vs breath weapon for ½; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (6" rad.); **dragon fear** (MM, p. 30); earth- and water-based attacks -1 to hit and damage³; PPD10 PP11 RSW12 BW12 S13 (save as 7 hit dice monster); fire- and electricity-based attacks +1 to hit and damage⁴; Int 8-10; SZ L (20' long); XP 285 + 5/hp (XPL9)
hp 30

Lyssamandris, 'Isilliss', *white dragon (airborne)* (average/old/awake) (CE); female; AC 3; MV 12"/30" (E)²; HD 6 (6 hp/hit die); THAC0 13; #AT 3; D 1-4/1-4/2-16; **breathe cold (1/2" x 7" x 2 1/2" cone; D 30 hp; save vs breath weapon for 1/2; 3/day); ferocity when mate attacked (breathe followed by melee to bite, at +2 to hit and D +1/+3 hp for claws/bite); **detect hidden & invisible** (6" rad.); **dragon fear** (MM, p. 30); earth- and water-based attacks -1 to hit and damage³; PPD8 PP9 RSW10 BW9 S11 (save as 9 hit dice monster); fire- and electricity-based attacks +1 to hit and damage⁴; Int 8-10; SZ L (22' long); XP 500 + 6/hp (XPL10) hp 36**

+2 white dragon eggs

¹⁾ Awakens on "6" on d6; awakens when loud noise within 30-120' (e.g., talking, shouting, forcing a door; factors apply); opponents attack at +3 to hit while asleep

²⁾ On an attack pass, a flying dragon can either bite or use its claws – never both. Alternatively, it may breathe on an approach and then pass and slash with fang or claw

³⁾ Includes attack by earth elemental, xorn, umber hulk, water elemental, triton

⁴⁾ Includes attack by efreet, fire elemental, salamander

TT (E Q S) = No treasure

Icy caves or deep subterranean places in chilly or cold regions. #AP 2 or more in lair = mated pair (age category 5-8), with eggs (10%) or young (90%; very young) if applicable. #AP 2 outside lair = mated pair (age category 5-8); #AP 3 or more outside lair = sub-adults. Not as intelligent as most other dragons, yet as evil and greedy as any.

Wravörung, 'the Winter King', **white dragon** (huge/ancient/speaking/magic-using/awake) (CE); AC 3; MV 12"/30" (E)¹¹; HD 7 (8 hp/hit die); **THAC0 13**; #AT 3; D 1-4/1-4/2-16; **breathe cold** (½"×7"×2½" cone; D 56 hp; save vs breath weapon for ½; 3/day); **detect hidden & invisible** (8" rad.); **dragon fear** (MM, p. 30); earth- and water-based attacks -1 to hit and damage²¹; PPD5 PP6 RSW7 BW5 S8 (save as 14 hit dice monster); fire- and electricity-based attacks +1 to hit and damage³¹; Int 8-10; SZ L (24' long); XP 825 + 8/hp (XPL11)

hp 56

²⁾ Includes attack by earth elemental, xorn, umber hulk, water elemental, triton

TT (E×2 Q×2 S×2) = 8,000 ep; ring of protection +1; magic-user scroll (IV: dig; II: web; II: Leomund's trap; VI: death spell; MU12; DMG, p. 128); scroll of protection from lycanthropes (werebears); ring of delusion (protection +4, +2 on saving throws); potion of dragon control (gold dragons), potion of giant strength (cloud giant), oil of slipperiness, potion of treasure finding, potion of herolism, potion of clairaudience, potion of polymorph (self), potion of treasure finding

70% in lair; **MM**, p. 100

2-16 **wights** (LE); AC 5; MV 12"; HD 4+3; **THACO 15**; #AT 1; D 1-4; **energy drain** (1 level/hit; dead victims rise as half-strength wights); silver or +1 weapons to hit (or 4+1 hit dice); immune to *sleep*, *charm*, *hold*, cold, poison, paralyzation; PPD11 PP12 RSW13 BW13 S14; holy water = 2-8 hp damage; destroyed by *raise dead*; Int 8-10; SZ M; XP 540 + 5/hp (XPL8)

hp 19, 11, 21, 24, 17 // 12, 29, 24, 14, 25 // 22, 22, 17, 23, 23 // 17

Barrow mound or catacombs.

2-16 **wights** (LE); AC 5; MV 12"; HD 4+3; **THACO 15**; #AT 1; D 1-4; **energy drain** (1 level/hit; dead victims rise as half-strength wights); silver or +1 weapons to hit (or 4+1 hit dice); immune to *sleep*, *charm*, *hold*, cold, poison, paralyzation; PPD11 PP12 RSW13 BW13 S14; holy water = 2-8 hp damage; destroyed by *raise dead*; Int 8-10; SZ M; XP 540 + 5/hp (XPL8)

hp 26, 18, 23, 14, 27 // 22, 21, 17, 15, 17 // 30, 21, 19, 21, 18 // 23

[illegible]

TT (B) = 3,000 sp; 2,000 gp; **1 gem:** 1 semi-precious stone: moss agate (50 gp); **3 pieces of jewelry:** gold clasp with gems (5,000 gp), gold hat ornament with gems (5,000 gp); silver circlet with gems (5,000 gp)

TT (B) = 8,000 cp; 1,000 gp; **5 gems:** 1 ornamental stone: moss agate (10 gp); 3 fancy stones: large amethyst (200 gp), tourmaline (100 gp), large chrysoberyl (500 gp); 1 fancy stone (precious): small aquamarine (80 gp)

TT (B) = 8,000 cp; **5 gems:** 1 ornamental stone: large eye agate (50 gp); 2 semi-precious stones: small sardonyx (9 gp), rock crystal (50 gp); 2 fancy stones: 2×jet (2×100 gp)

TT (B) = 3,000 cp; **3 gems:** 1 semi-precious stones: chrysoprase (50 gp); 2 fancy stones: coral (120 gp), tourmaline (140 gp)

Never in lair; **MM**, p. 11

WILD BOAR (1-12) (XPL4/3/1)

1 **wild boar (male)** (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 3-12; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (3' at shoulder); XP 85 + 4/hp (XPL4)

hp 9

1-3 **wild boar (sow)** (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 1; D 2-8; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 50 + 3/hp (XPL3)

hp 7, 17, 16

EXAMPLE WILD BOAR (6) (XPL(4/3/4×1)/11)

6 wild boar

1 wild boar (male) (N); AC 7; MV 15"; HD 3+3; **THACO 16**; #AT 1; D 3-12; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (3' at shoulder); XP 85 + 4/hp (XPL4)
hp 15

1 wild boar (sow) (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 1; D 2-8; fight at 0 to -7 hp for 2-5 rds or until -7 hp; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M; XP 50 + 3/hp (XPL3)
hp 12

4 wild boar (sounder) (N); non-combatant

WILD CAMEL

Never in lair; **MM**, p. 13

WILD CAMEL (1-12) (XPL4)

1-12 wild camels (dromedary) (N); AC 7; MV 21"; HD 3; **THACO 16**; #AT 1; D 1-4; **spit** (50% chance; 25% chance to blind for 1-3 rds); PPD13 PP14 RSW15 BW16 S16; carry 400-500/600 lbs at MV 15"/MV 9"; Int 1-4; SZ L; XP 35 + 3/hp (XPL4)

hp 14, 16, 19, 21, 15 // 12, 16, 16, 14, 12 // 14, 15

hp 10, 9, 18, 9, 18 // 19, 19, 19, 11, 10 // 14, 12

hp 17, 11, 13, 16, 12 // 6, 5, 17, 8, 10, // 19, 12

1-12 wild camels (Bactrian camel) (N); AC 7; MV 18"; HD 3; **THACO 16**; #AT 1; D 1-4; **spit** (50% chance; 25% chance to blind for 1-3 rds); PPD13 PP14 RSW15 BW16 S16; carry 400-500/600 lbs at MV 12"/MV 6"; Int 1-4; SZ L; XP 35 + 3/hp (XPL4)

hp 7, 8, 24, 19, 11 // 9, 5, 7, 13, 22 // 12, 15

hp 16, 16, 15, 13, 8 // 20, 20, 16, 13, 11 // 14, 14

hp 11, 16, 16, 5, 5 // 19, 15, 11, 15, 9 // 11, 18

WILD CATTLE

Never in lair; **MM**, p. 13-14

Attack 75% if approached within 8"; 25% chance to stampede.

WILD CATTLE (1-20) (XPL2/3/4/5)

20-200 wild cattle (1 HD) (N); AC 7; MV 15"; HD 1; **THACO 19**; #AT 1; D 1-4; stampede (no cover = 2-8 PCs in path; D 1-4/animal); PPD14 PP15 RSW16 BW17 S17; Int 2-4; SZ L; XP 14 + 1/hp (XPL2)

hp 5, 1, 7, 7, 4 // 8, 7, 4, 4, 3 // 6, 8, 7, 3, 2 // 1, 2, 4, 5, 4 // 2, 6, 6, 7, 7 // 8, 2, 7, 8, 5 // 6, 1, 7, 2, 7 // 5, 5, 7, 7, 1

hp 3, 5, 7, 3, 4 // 6, 7, 7, 8, 3 // 3, 8, 4, 4, 6 // 6, 5, 8, 4, 2 // 7, 6, 3, 8, 1 // 3, 1, 3, 3, 3 // 8, 2, 4, 6, 6 // 5, 7, 5, 5, 7

hp 5, 5, 5, 5, 8 // 6, 3, 3, 1, 6 // 7, 4, 4, 4, 6 // 8, 4, 8, 8, 4 // 3, 1, 1, 6, 8 // 5, 5, 2, 4, 2 // 3, 8, 5, 8, 8 // 6, 7, 1, 3, 5

20-200 wild cattle (2 HD) (N); AC 7; MV 15"; HD 2; **THACO 16**; #AT 1; D 1-4; stampede (no cover = 2-8 PCs in path; D 1-4/animal); PPD14 PP15 RSW16 BW17 S17; Int 2-4; SZ L; XP 28 + 2/hp (XPL3)

hp 10, 7, 4, 7, 6 // 15, 5, 12, 10, 3 // 7, 6, 8, 12, 6 // 6, 2, 6, 4, 14 // 14, 11, 10, 7, 16 // 7, 6, 4, 10, 12 // 6, 15, 8, 12, 6

hp 8, 10, 11, 8, 10 // 6, 12, 14, 7, 3 // 12, 4, 11, 9, 10 // 14, 19, 13, 11, 10 // 11, 12, 12, 10, 16 // 13, 13, 7, 10, 6

hp 8, 13, 8, 8, 13 // 11, 8, 6, 7, 5 // 11, 4, 5, 5, 3 // 7, 3, 12, 8, 4 // 4, 11, 10, 6, 8 // 8, 11, 10, 13, 5 // 11, 7, 7, 6, 3

20-200 wild cattle (3 HD) (N); AC 7; MV 15"; HD 3; **THACO 16**; #AT 1; D 1-4; stampede (no cover = 2-8 PCs in path; D 1-4/animal); PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ L (5' at shoulder); XP 50 + 3/hp (XPL4)

hp 19, 12, 18, 12, 14 // 15, 17, 14, 12, 17 // 21, 8, 13, 15, 11 // 15, 13, 20, 12, 9 // 10, 9, 10, 8, 22 // 11, 17, 13, 5, 20

hp 11, 12, 11, 10, 9 // 15, 15, 15, 14, 11 // 14, 16, 14, 10, 10 // 11, 15, 6, 22, 12 // 8, 17, 20, 17, 13 // 6, 17, 11, 7, 17

hp 8, 10, 11, 14, 8 // 14, 18, 15, 17, 13 // 14, 6, 13, 19, 14 // 16, 11, 16, 14, 11 // 14, 6, 11, 15, 16 // 12, 18, 14, 12, 23

20-200 wild cattle (4 HD) (N); AC 7; MV 15"; HD 4; **THACO 15**; #AT 1; D 1-4; stampede (no cover = 2-8 PCs in path; D 1-4/animal); PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ L (5' at shoulder); XP 85 + 4/hp (XPL5)

hp 16, 12, 20, 21, 28 // 8, 22, 14, 23, 14 // 15, 28, 9, 19, 25 // 14, 17, 18, 13, 17 // 18, 18, 19, 21, 17 // 13, 21, 20, 26, 16

hp 17, 19, 12, 18, 26 // 20, 17, 20, 12, 15 // 13, 15, 18, 19, 16 // 22, 19, 19, 18, 19 // 20, 23, 19, 13, 16 // 24, 17, 13, 25, 22

hp 11, 22, 20, 9, 17 // 16, 22, 21, 22, 18 // 9, 15, 22, 22, 16 // 4, 21, 19, 12, 15 // 21, 20, 22, 16, 21 // 18, 16, 21, 17, 20

WILD DOG

Never in lair; **MM**, p. 28

Can be tamed.

WILD DOG (4-16) (XPL2)

4-16 wild dogs (N); AC 7; MV 15"; HD 1+1; **THACO 18**; #AT 1; D 1-4; PPD14 PP15 RSW16 BW17 S17; Int 2-4; SZ M; XP 20 + 2/hp (XPL2)

hp 7, 7, 6, 3, 4 // 7, 7, 9, 3, 6 // 2, 9, 9, 3, 5 // 5

hp 6, 8, 9, 9, 9 // 2, 2, 8, 2, 2 // 9, 6, 6, 4, 6 // 8

Never in lair; **MM**, p. 53

hp 11, 6, 9, 8, 5 // 10, 7, 7, 4, 10 // 12, 9, 12, 9, 12 // 3, 15, 12, 6, 10 // 5, 8, 8, 9, 6 // 7, 15, 7, 11, 8

hp 8, 8, 6, 10, 7 // 7, 4, 5, 10, 11 // 9, 3, 10

hp 10, 7, 10, 4, 10 // 11, 6, 9, 12, 10 // 8, 13, 10, 7, 10 // 14, 7, 9, 11, 7

5% in lair (1) or 90% lair close by (1-3); **MM**, p. 101

hp 46

hp 47

[illegible]

TT (Z) = 3,000 cp; 4,000 sp; **19 pieces of jewelry:** silver armlet with gems, with exceptional stone in the setting (5,000 gp + 5,000 gp), jade *bulla* (Etruscan disc-shaped ornamental pendant; satyr head; 2,100 gp), silver ring with gems (3,000 gp), wrought gold scarf pin (700 gp), coral orb (2,200 gp), wrought silver clasp (600 gp), wrought gold *uraeus* (Egyptian regal head ornament: snake on *nemes*; 800 gp), gold hair ornament with gems (5,000 gp), wrought gold necklace (700 gp), wrought gold hair ornament, of exceptional value (1,800 gp), **gold beaker with gems, of quintuple exceptional value** (96,000 gp), silver seal with

gems (6,000 gp), ivory *netsuke*, of exceptional value (girdle toggle; 1,000 gp), gold *lavalier*e with gems (small jeweled gold locket on chain; 5,000 gp); **large shield** +1; **long sword** +2, **Dragon Slayer**; **magic-user scroll** (I: protection from evil; MU7; **DMG**, p. 128)

TT (Z) = 2,000 ep; **33 gems:** 5 gem stones: oriental amethyst (1,000 gp), oriental topaz (700 gp), 2×star sapphire (700 gp, 1,000 gp), exceptional sapphire (10,000 gp); 5 semi-precious stones: 2×sardonyx (60 gp, 100 gp), jasper (100 gp), smoky quartz (100 gp), small citrine (50 gp); 10 ornamental stones: 2×eye agate (2×10 gp), rhodochrosite (10 gp), azurite (10 gp), banded agate (10 gp), 2×tiger eye (9 gp, 10 gp), blarge lue quartz (20 gp), hematite (10 gp), lapis lazuli (10 gp); 10 fancy stones (precious): 2×very deep blue spinel (2×500 gp), 2×pure black pearl (400 gp, 500 gp), 2×aquamarine (50 gp, 350 gp), large aquamarine (1,000 gp), 2×violet garnet (2×500 gp), peridot (500 gp); 3 fancy stones: tourmaline (100 gp), large amber (200 gp), red-brown spinel (100 gp); **long sword +4; scimitar +2; ring of swimming**

TT (Z) = 400 pp; **potion of human control (elves/half-elves); long sword +1; staff of the serpent (python)**

TI (Z) = 3,000 gp; 32 gems: 10 fancy stones: red-brown spinel (100 gp), large jade (500 gp), large tourmaline (200 gp), chrysoberyl (140 gp), large pearl (200 gp), deep green spinel (100 gp), exceptional pearl (1,000 gp), alexandrite (150 gp), small amber (45 gp), small amethyst (50 gp); 5 semi-precious stones: 2×rock crystal (50 gp, 70 gp), bloodstone (50 gp), large sardonyx (100 gp), moonstone (50 gp); 10 fancy stones (precious): 3×aquamarine (2×500 gp, 800 gp), peridot (500 gp), large peridot (1,000 gp), 3×very deep blue spinel (350 gp, 500 gp, 750 gp), 2×large topaz (2×1,000 gp); 7 ornamental stones: banded agate (14 gp), large blue quartz (20 gp), tiger eye (14 gp), turquoise (10 gp), small malachite (5 gp), 2×large azurite (2×20 gp); **17 pieces of jewelry:** wrought gold necklace (1,400 gp), gold belt buckle with gems (2,000 gp), wrought gold hairnet (900 gp), gold shoe buckles with gems (7,000 gp), silver talisman with gems (5,000 gp), silver with gems, of exceptional value (6,000 gp), wrought gold *inro* (small tiered box for tobacco; 800 gp), coral ring (1,500 gp), silver armlet with gems, of exceptional value (6,000 gp), silver decanter with gems (6,000 gp), silver circlet with gems, of exceptional value (6,000 gp), silver ring with gems (1,000 gp), silver belt buckle with gems (1,000 gp), jade ring (1,400 gp), wrought silver and gold comb (400 gp), wrought platinum coffer (1,300 gp), gold hair ornament with gems (3,000 gp); **carpet of flying; periapt of proof against poison; wand of magic detection** (95 ch)

WILL-O-(THE)-WISP LAIR (1-3)

Deserted, dangerous places such as bogs, fens, swamps, or catacombs where mires, quicksand, pit traps and the like are plentiful; 90% chance close to lair; will surrender and reveal lair at 5 hp or less

WILL-O-(THE)-WISP LAIR (1-3) (XPL13)

1-3 **will-o-(the)-wisps** (CE); AC -8; MV 18"; HD 9; **THACO 12**; #AT 1; D 2-16 (electrical damage); **blank out** (2-8 rds; **invisible**; no attacks); unaffected by magic except *protection from evil*, *magic missile*, and *maze*; PPD8 PP9 RSW10 BW9 S11; Int 15-16; SZ S; XP 1,200 + 12 hp (XPL13)

hp 56, 45, 51

hp 42, 55, 40

hp 54, 41, 54

[illegible]

EXAMPLE LAIR TREASURES

TT (Z) = 1,000 cp; 2,000 sp; **32 gems:** 15 semi-precious stones: sardonyx (50 gp), 3×chrysoprase (40 gp, 50 gp, 80 gp), 3×zircon (2×35 gp, 40 gp), 4×rock crystal (3×50 gp, 75 gp), carnelian (50 gp), 2×large chalcedony (2×100 gp), citrine (45 gp); 10 fancy stones: tourmaline (120 gp), deep green spinel (100 gp), small deep green spinel (50 gp), jade (100 gp), small jade (50 gp), coral (100 gp), small coral (50 gp), amber (160 gp), large amethyst (200 gp), pearl (100 gp); 5 fancy stones (precious): very deep blue spinel (500 gp), 2×topaz (400 gp, 500 gp), 2×peridot (2×500 gp); 2 ornamental stones: large blue quartz (20 gp), malachite (14 gp); **17 pieces of jewelry:** silver vase with gems, with exceptional stone in the setting (4,000 gp + 5,000 gp), wrought gold spiral bracelet (1,700 gp), silver chain with gems (2,000 gp), wrought gold arm band (700 gp), silver circlet with gems (5,000 gp), wrought silver earrings (300 gp), gold *l'aviere* with gems (small jeweled gold locket on chain; 8,000 gp), wrought silver and gold bracelet (500 gp), wrought silver and gold necklace (500 gp), wrought platinum earrings (1,800 gp), wrought silver and gold locket (600 gp), wrought platinum necklace (2,300 gp), gold half-mask with gems, with very exceptional stone in the setting (7,000 gp + 10,000 gp), wrought gold earrings (1,300 gp), gold parure with gems (4,000 gp), wrought gold spoon (1,300 gp), wrought gold candlestick (800 gp)

TT (Z) = 2,000 cp; **31 gems:** 10 fancy stones (precious): 3×violet garnet (3×500 gp), topaz (450 gp), large topaz (1,000 gp), 3×peridot (3×500 gp), 2×very deep blue spinel (500 gp, 800 gp); 5 gem stones: large star ruby (2,000 gp), large black opal (5,000 gp), emerald (1,400 gp), small oriental amethyst (500 gp), star sapphire (800 gp); 5 semi-precious stones: moonstone (50 gp), chalcedony (50 gp), chrysoprase (50 gp), bloodstone (50 gp), carnelian (50 gp); 11 fancy stones: 2×jet (2×100 gp), red-brown spinel (100 gp), 2×red garnet (100 gp, 160 gp), large brown green garnet (200 gp), small jade (50 gp), 2×alexandrite (100 gp, 150 gp), large amethyst (200 gp), chrysoberyl (100 gp)

TT (Z) = 1,000 cp; **31 gems:** 20 gem stones: star sapphire (1,000 gp), 2×emerald (800 gp, 1,000 gp), 4×oriental topaz (4×1,000 gp), 2×small oriental topaz (2×500 gp), large oriental topaz (2,000 gp), fire opal (1,000 gp), large fire opal (2,000 gp), 2×small opal (200 gp, 500 gp), opal (1,000 gp), 2×sapphire (1,000 gp, 1,200 gp), star ruby (1,000 gp), large oriental amethyst (2,000 gp), exceptional oriental amethyst (10,000 gp), black opal (1,000 gp); 6 semi-precious stones: 3×chrysoprase (2×50 gp, 75 gp), large sardonyx (100 gp), rock crystal (50 gp), zircon (65 gp); 5 ornamental stones: banded agate (10 gp), azurite (10 gp), large

azurite (20 gp), malachite (10 gp), large rhodochrosite (50 gp); **figurine of wondrous power** (marble elephant (Asiatic)); **cursed scroll (disease)**; disease fatal to reader in 2-8 turns unless cured); **long sword +3**

11 (2) = 1,000 sp; 31 gems: 10 semi-precious stones: 4×rock crystal (4×50 gp), sardonyx (50 gp), smoky quartz (50 gp), small smoky quartz (10 gp), large chalcedony (100 gp), large citrine (100 gp), bloodstone (50 gp); 5 gem stones: oriental topaz (1,000 gp), large oriental topaz (5,000 gp), star ruby (1,000 gp), black opal (1,200 gp), star sapphire (1,000 gp); 11 ornamental stones: 2×lapis lazuli (2×10 gp), 2×eye agate (10 gp, 14 gp), 2×large moss agate (2×20 gp), azurite (10 gp), small azurite (5 gp), obsidian (10 gp), tiger eye (10 gp), hematite (10 gp); 5 fancy stones (precious): 2×very deep blue spinel (500 gp, 750 gp), violet garnet (500 gp), large aquamarine (1,000 gp), peridot (500 gp); **10 pieces of jewelry:** silver snuffbox with gems (3,000 gp), silver bracelet with gems (4,000 gp), silver amulet with gems, with very exceptional stone in the setting (6,000 gp + 10,000 gp), gold hairnet with gems, of double exceptional value (12,000 gp), gold armlet with gems (8,000 gp), wrought gold hairpin (1,200 gp), silver amulet with gems (2,000 gp), silver earrings with gems (4,000 gp), wrought gold ring (1,200 gp), wrought gold scabbard (800 gp)

11 (Z) = 2,000 ep; 4,000 gp; **32 gems:** 10 semi-precious stones: moonstone (55 gp), large moonstone (100 gp), jasper (50 gp), smoky quartz (50 gp), large smoky quartz (100 gp), zircon (50 gp), bloodstone (50 gp), carnelian (50 gp), star rose quartz (50 gp), sardonyx (80 gp); **5 fancy stones (precious):** 3×pure black pearl (2×500 gp, 550 gp), aquamarine (650 gp), topaz (500 gp); **15 fancy stones:** jet (90 gp), large jet (500 gp), red spinel (100 gp), amethyst (100 gp); large amethyst (500 gp), 3×chrysoberyl (3×100 gp), coral (100 gp), jade (110 gp), exceptional jade (1,000 gp), alexandrite (100 gp), 2×pearl (2×100 gp), small pearl (50 gp); **2 gem stones:** fire opal (1,000 gp), star ruby (1,000 gp); **17 pieces of jewelry:** gold half-mask with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp), silver coffer with gems, of exceptional value (6,000 gp), wrought silver and gold bracelet (1,100 gp), coral belt buckle (1,800 gp), wrought silver and gold coffer (900 gp), gold candlestick with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp), wrought silver bangle, of exceptional value (mirror; 1,000 gp), gold belt buckle with gems, of exceptional value (8,000 gp), wrought gold anklet (700 gp), silver *bulla* with gems (Etruscan disc-shaped ornamental pendant; satyr head; 3,000 gp), wrought gold hair ornament (600 gp), gold torc with gems (5,000 gp), platinum collier with gems (11,000 gp), wrought gold hair ornament, of exceptional value (1,800 gp), silver belt buckle with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp), coral statuette (an armed warrior leaning on a broadsword; 2,100 gp), silver spurs with gems (4,000 gp); **splint mail +1; cleric scroll** (IV: protection from evil 10' radius; I: sanctuary; IV: sticks to snakes; V: commune; C9; **DMG**, p. 128); **bracers of defense AC 6**

TT (Z) = 1,000 ep; 100 pp; scimitar +2; ring of warmth; cloak of protection +5

WIND WALKER

20% in lair; MM, p. 101

Approach detectable within 10" per wind walker, as a whistling (10"), howling (20"), or roaring (30").

WIND WALKER (1-3) (75% AIRBORNE) (XPL9)

1-3 **wind walkers** (N); AC 7; MV 15"/30" (A); HD 6+3; **THACO 13**; #AT (to hit roll for each creature within 1"); D 3-18; **deafness** (2"; -2 to hit, MV×¼; 50% chance of spell failure); **ethereal form** (only affected by creatures/weapons in *ethereal form*, magical barriers, telepathic attacks, *control weather* (kills; save vs magic), *haste* (as *fireball* but ½ damage and wind walker inflicts 3-18×2 hp damage while subject to *haste*), *ice storm* (drives away for 1-4 rds), and *slow*); **detect thoughts** (10"/individual present; max 30"); pursue for 2-5 rds minimum; PPD10 PP11 RSW12 BW12 S13; Int 11-12; SZ L; XP 575 + 8/hp (XPL9)

hp 32, 30, 30

hp 31, 30, 20

hp 41, 30, 31

WIND WALKER LAIR

High in mountains or in great caverns very far below the surface.

WIND WALKER LAIR (1-3) (75% AIRBORNE) (XPL9)

1-3 **wind walkers** (N); AC 7; MV 15"/30" (A); HD 6+3; **THACO 13**; #AT (to hit roll for each creature within 1"); D 3-18; **deafness** (2"; -2 to hit, MV $\times \frac{1}{2}$; 50% chance of spell failure); **ethereal form** (only affected by creatures/weapons in *ethereal form*, magical barriers, telepathic attacks, *control weather* (kills; save vs magic), *haste* (as *fireball* but $\frac{1}{2}$ damage and wind walker inflicts 3-18 $\times 2$ hp damage while subject to *haste*), *ice storm* (drives away for 1-4 rds), and *slow*); **detect thoughts** (10"/individual present; max 30"); pursue for 2-5 rds minimum; PPD10 PP11 RSW12 BW12 S13; Int 11-12; SZ L; XP 575 + 8/hp (XPL9)

[illegible]

TT (C R) = **12 pieces of jewelry**: silver headband with gems (6,000 gp); ivory bracelet (1,000 gp), ivory necklace (400 gp), ivory beads (300 gp); wrought gold collier (1,100 gp), wrought gold bracelet (1,000 gp), wrought gold goblet (1,200 gp); gold tobacco box with gems, with exceptional stone in the setting (6,000 gp + 5,000 gp); wrought silver belt buckle (200 gp), wrought silver collier (800 gp); jade armband, of exceptional value (3,000 gp); coral medallion (1,700 gp); **long sword +1, +3 vs regenerating creatures; potion of invisibility**

TT (C R) = **23 gems:** 8 ornamental stones: 2×eye agate (2×10 gp), small lapis lazuli (5 gp), 2×azurite (2×10 gp), small azurite (5 gp), small obsidian (5 gp), large obsidian (20 gp); 4 semi-precious stones: sardonyx (50 gp), 2×citrine (2×50 gp), onyx (50 gp); 3 fancy stones: red-brown spinel (60 gp), jade (100 gp), large amethyst (200 gp); 8 fancy stones (precious): very deep blue spinel

(500 gp), large pure black pearl (1,000 gp), 2×peridot (2×500 gp), 3×topaz (350 gp, 2×500 gp), large violet garnet (1,000 gp); **10 pieces of jewelry**: wrought gold pendant (1,600 gp), wrought gold torc (1,000 gp), wrought gold crown, of exceptional value (1,800 gp), wrought gold earrings (000 gp); wrought silver and gold anklet, of exceptional value (1,000 gp); ivory hair ornament (600 gp), ivory anklet (600 gp); silver hat ornament with gems (2,000 gp), silver brooch with gems (6,000 gp); gold headdress with gems (7,000 gp)

TT (C R) = 4,000 gp; 4,000 pp

TT (C R) = 5,000 sp; 3,000 gp; **23 gems**: 2 ornamental stones: large banded agate (20 gp), hematite (10 gp); 13 fancy stones (precious): 4×pure black pearl (400 gp, 3×500 gp), large pure black pearl (1,100 gp), 2×topaz (450 gp, 500 gp), large topaz (1,000 gp), aquamarine (500 gp), small aquamarine (100 gp), large aquamarine (1,000 gp), violet garnet (500 gp), large violet garnet (1,000 gp); 8 gem stones: emerald (700 gp), star sapphire (1,000 gp), 3×oriental topaz (600 gp, 700 gp, 1,600 gp), large oriental topaz (5,000 gp), black opal (1,300 gp), star ruby (900 gp); **9 pieces of jewelry**: wrought silver boot buckles (500 gp); wrought silver and gold hat pin (700 gp); wrought gold signet ring (1,100 gp), wrought gold armlet (900 gp), wrought gold earrings (1,400 gp); wrought platinum medal (1,700 gp); silver figurine with gems (sylph (gaming piece); 1,000 gp); gold scabbard with gems (5,000 gp), gold signet ring with gems (5,000 gp)

TT (C R) = 1,000 ep; 5,000 pp; **25 gems**: 5 fancy stones: pearl (140 gp), coral (100 gp), chrysoberyl (80 gp), large chrysoberyl (200 gp), amber (160 gp); 4 ornamental stones: turquoise (10 gp), azurite (14 gp), large hematite (50 gp), eye agate (10 gp); 12 semi-precious stones: 2×onyx (50 gp, 65 gp), rock crystal (50 gp), 2×chalcedony (50 gp, 65 gp), exceptional carnelian (500 gp), citrine (50 gp), jasper (35 gp), large jasper (100 gp), small bloodstone (10 gp), zircon (65 gp), small zircon (10 gp); 4 fancy stones (precious): peridot (500 gp), very deep blue spinel (500 gp), large very deep blue spinel (1,000 gp), aquamarine (400 gp); **5 pieces of jewelry**: wrought silver and gold torc (700 gp); gold necklace with gems (6,000 gp), gold necklace with gems (3,000 gp); ivory earrings (100 gp); wrought silver hat ornament (200 gp)

TT (C R) = 5,000 pp; **10 gems**: 6 semi-precious stones: zircon (50 gp), smoky quartz (50 gp), exceptional smoky quartz (1,400 gp), carnelian (70 gp), sardonyx (65 gp), onyx (40 gp); 4 fancy stones: alexandrite (100 gp), jade (120 gp)

WOLF

10% in lair (no TT); MM, p. 101

Hungry and attack 75%; howling 50% likely to panic herbivores not held and calmed.

WOLF (2-20) (XPL3)

2-20 **wolves** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 1; D 2-5; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ S; XP 35 + 5/hp (XPL3)
hp 7, 13, 10, 12, 14 // 11, 14, 11, 12, 7 // 11, 14, 12, 8, 8 // 18, 14, 11, 12, 15
hp 16, 16, 11, 16, 5 // 13, 11, 8, 11, 16 // 16, 10, 12, 16, 12 // 8, 10, 13, 17, 10
hp 18, 14, 12, 13, 14 // 9, 10, 11, 15, 11 // 7, 11, 8, 13, 8 // 15, 9, 18, 8, 12

WOLF LAIR

Wild forests; 30% chance of 1-4 cubs per mated pair (non-combatant; can be trained as war dogs or hunting beasts).

WOLF LAIR (2-20) (XPL3)

2-20 **wolves** (N); AC 7; MV 18"; HD 2+2; **THACO 16**; #AT 1; D 2-5; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ S; XP 35 + 5/hp (XPL3)
hp 4, 12, 7, 15, 15 // 12, 16, 12, 12, 10 // 11, 9, 11, 13, 12 // 13, 5, 11, 9, 13
hp 8, 11, 14, 8, 13 // 11, 9, 16, 10, 12 // 14, 15, 10, 12, 8 // 12, 16, 11, 8, 6
hp 12, 5, 14, 16, 9 // 9, 11, 11, 6, 12 // 11, 7, 14, 13, 10 // 7, 12, 11, 10, 6

WORG

10% in lair (no TT); speak worg; MM, p. 101

Often often found in co-operation with goblins; as large as ponies and can be ridden.

WORG (3-12) (XPL5)

3-12 **worgs** (NE); AC 6; MV 18"; HD 4+4; **THACO 15**; #AT 1; D 2-8; PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ M (up to 4½' at shoulder, 14 hands); XP 90 + 5/hp (XPL5)
hp 26, 16, 21, 23, 14 // 21, 17, 28, 28, 17 // 21, 23
hp 18, 22, 30, 20, 29 // 26, 21, 21, 18, 17 // 28, 25
hp 18, 25, 23, 27, 16 // 18, 22, 23, 18, 25 // 19, 19

WORG LAIR

Wild forests or as goblins (dismal surroundings, caves and similar underground places); 30% chance of 1-4 cubs per mated pair (non-combatant).

WORG LAIR (3-12) (XPL5)

3-12 **worgs** (NE); AC 6; MV 18"; HD 4+4; **THACO 15**; #AT 1; D 2-8; PPD11 PP12 RSW13 BW13 S14; Int 5-7; SZ M (up to 4½' at shoulder, 14 hands); XP 90 + 5/hp (XPL5)
hp 23, 27, 25, 23, 30 // 21, 23, 19, 25, 23 // 20, 23

[illegible]

EXAMPLE LAIR TREASURES

TT (E) = 6,000 sp; 4,000 ep; 7,000 gp; **ring mail +1**; **small shield +3**; **rod of cancellation**; **scroll of protection from elementals (water elementals, tritons, water weards**; will fade if not read to determine contents immediately)

TT (E) = **potion of water breathing**; **long sword +2, Dragon Slayer ("Mardragon"**; Int 17; N: EGO 18 (Personality 35); **detect evil/good 1" radius**; **detect gems, kind, and number 1/2" radius**; **detect magic 1" radius**; 3/day; **levitation** (1 turn; as MU6); speech: neutral, elvish, goblin; telepathy; read languages, maps, and magical writings; **alignment damage**: touch sword = 18 hp vs non-N, unless held by N wielder); **splint mail +3**; **scroll of protection from undead**

TT (E) = 10,000 sp

TT (E) = 12,000 sp; 5,000 ep

TT (E) = 2,000 gp

TT (E) = 5,000 sp

APPENDIX A – OLD, NEW, & VARIANT MAGIC ITEMS

Atlatl of Speed (Darts): Like a *crossbow of speed*, an *atlatl of speed (darts)* has a +1 bonus and allows its wielder to double the rate of fire normal for the weapon (ROF 2). If it is grasped, the atlatl will automatically load itself with a dart carried by the wielder. In surprise situations it is of no help, but in *complete surprise* situations the held atlatl will enable its user to fire in the second segment portion. Otherwise, it allows first fire in any melee round, and end of round fire also.

XP/GP Value: 1,500 xp/7,500 gp.

Source/Origins: *Crossbow of Speed*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Cloak of the Desert Fox: Much like a *cloak of elvenkind*, a *cloak of the desert fox* looks like nothing more than a plain, sand-colored garment indistinguishable from any sort of ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it renders the wearer nearly invisible in desert surroundings, for the cloak has chameleon-like powers. In a sandy desert the wearer is almost totally invisible (99%), nearly so in other desert settings (90%) if not violently or hastily moving, when he is easily seen. Fully 90% of these cloaks are sized for humanoids standing 5-6' tall; the remaining 10% are sized for smaller humanoids (4' or so in height).

XP/GP Value: 500 xp/3,000 gp.

Source/Origins: *Cloak of Elvenkind*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Figurine of Wondrous Power – Hematite Bear: A *figurine of wondrous power* is apparently a statuette of small size, but an inch or so high. However, when it is tossed down and a command word spoken, the *figurine* becomes a living creature that obeys and serves its owner, readily obeying his commands, and returning to statuette form when the command word is spoken again. The *hematite bear* becomes either a totem bear or a berserk bear, as commanded by its owner. The latter usage is limited to three times; thereafter the *figurine* loses all of its magical properties.

1. *The Totem Bear* (N; AC 7; MV 12"; HD 3+3; hp 21; THAC0 16; #AT 3; D 1-3/1-3/1-6; claw hit "18" = hug (2-8); immune to magical control; PPD13 PP14 RSW15 BW16 S16; Int 2-4; SZ M (6' + tall); XP 110 + 4/hp (XPL6)) is about as strong as a black bear and its presence aids fighters within 15 feet of it, so that 1 hit point is deducted from any damage they receive while in this area.
2. *The Berserk Bear* (N; AC 4; MV 12"; HD 6+6; THAC0 13; hp 42; #AT 3; D 1-8+2/1-8+2/1-12+2; +2 to hit; claw hit "16" = rend (2-16+2); fight at 0 to -8 hp for 4 rds or until -9 hp; immune to magical control; PPD10 PP11 RSW12 BW12 S13; Int 2-4; SZ L (9' + tall); XP 475 + 8/hp (XPL9)) conforms to a large cave bear in most respects, which will fight for the owner until destroyed. In addition, it inspires courage in all berserkers fighting within 15 feet of it, granting them a +1 bonus to hit in addition to any other bonuses they may enjoy. If slain in combat, the bear immediately reverts to statuette form, from which it cannot be brought back for one full week. Otherwise, it can be used once every day, up to a maximum of three times before its magic is lost.

The *figurine* is forever ruined if it would be destroyed in its statuette form, all magic lost and leaving it without power. If slain in animal-like form, the *figurine* simply reverts to its statuette conformation and can be used again at a later time (as above) as long as the statuette is not broken.

XP/GP Value: 500 xp/5,000 gp.

Source/Origins: *Figurine of Wondrous Power*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Figurine of Wondrous Power – Mahogany Monkey: A *figurine of wondrous power* is apparently a statuette of small size, but an inch or so high. However, when it is tossed down and a command word spoken, the *figurine* becomes a living creature that obeys and serves its owner, readily obeying his commands, and returning to statuette form when the command word is spoken again.

The *mahogany monkey* becomes either a squirrel monkey or a carnivorous ape, as commanded by its owner. The latter usage is limited to three times; thereafter the *figurine* loses all of its magical properties.

1. *The Squirrel Monkey* (N; AC 8; MV 9" @ 9"; HD 1; hp 6; THAC0 19; #AT 1; D 1 hp; immune to magical control; surprise/surprise 1-2/1; PPD14 PP15 RSW16 BW17 S17; Int 4; SZ S; XP 14 + 1/hp (XPL2)) can be used as a spy. It has exceptional senses of sight and hearing and it will relay its findings to its owner verbally, as limited by its intelligence. In addition, if he should so desire, its owner can see through its eyes as long as it remains within 120'.
2. *The Carnivorous Ape* (N; AC 6; MV 12"; HD 5; hp 35; THAC0 15; #AT 3; D 1-4/1-4/1-8; 2 claws hit = rend (1-8); immune to magical control; surprise/surprised 1-2/1; PPD11 PP12 RSW13 BW13 S14; Int 7; SZ L (7' + tall); XP 170 + 5/hp (XPL7)) conforms to a regular carnivorous ape in all respects. If slain in combat, the ape immediately reverts to statuette form, from which it cannot be brought back for one full week. Otherwise, it can be used once every day, up to a maximum of three times before its magic is lost.

The *figurine* is forever ruined if it would be destroyed in its statuette form, all magic lost and leaving it without power. If slain in animal-like form, the *figurine* simply reverts to its statuette conformation and can be used again at a later time (as above) as long as the statuette is not broken.

XP/GP Value: 500 xp/5,000 gp.

Source/Origins: *Figurine of Wondrous Power*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Sword +2, +3 vs lamias and evil sphinxes: Somewhat like a *sword +2*, *Giant Slayer*, a *sword +2, +3 vs lamias and evil sphinxes* is +3 to hit against evil human-lion hybrids (such as lamias) and hieracosphinxes, and inflicts double damage against them (e.g., 5-19/5-27 hit points of damage for a long sword).

XP/GP Value: 900 xp/4,500 gp.

Source/Origins: *Sword +2, Giant Slayer*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

Sword +2, Orc Slayer: Like a *sword +2*, *Giant Slayer*, a *sword +2*, *Orc Slayer* is +3 to hit against orcs, half-orcs, and any other creatures of orcish ilk (e.g., ettin), while it inflicts double damage against orcs (e.g., 5-15/5-19 hit points of damage for a short sword).

XP/GP Value: 900 xp/4,500 gp.

Source/Origins: *Sword +2*, *Giant Slayer*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)

APPENDIX B – OLD, NEW, & VARIANT SPELLS

Detect Invisible – Restricted: Lost Spell (Divination)

Level: 2
Range: 1"/level
Duration: 6 turns
Area of Effect: The caster

Components: V, S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: *Detect invisible* enables the caster to find secreted treasure hidden by an *invisibility* spell. It will also locate *invisible* creatures.

Notes: *Detect invisible* is a lost spell.

A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game, which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 115-116: "Spell Research"). Note that a reintroduced version of the spell will likely differ from the description given above in many ways (e.g., *detect invisibility*).

As a modified version of a lost spell, *detect invisible* will only work as described at the DM's discretion.

Lore: The spell is also referred to as *detect invisible objects* or *detect invisible object*.

Source/Origins: *Detect Invisible (Objects)*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 1: Men & Magic* (TSR, 1974)

Dispel Silence (Abjuration, Alteration)

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: 10' radius/level

Components: S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: *Dispel silence* enables the caster to temporarily surround himself with a stationary dweomer that negates all magical silence and prevents any silence-based effects from taking effect in the area for as long as the spell lasts. Although immobile, the area of effect will extend through walls and doors, around intervening objects, and so forth.

Silence-based spells and effects cannot negate the spell, although a successful casting of *dispel magic* will. In the latter case, only permanent silence-based affects will return.

Note that the spell has no verbal component, which means that it can be cast in a magically silenced area.

The material component of *dispel silence* is a pinch of powdered diamond worth at least 50 gp, which the caster must fling into the air when he casts the spell.

Notes: *Dispel silence* is a rare spell (FORGOTTEN REALMS setting).

Lore: Some sources suggest that a lost 2nd-level version of the spell is in *Bowgentle's Book*.

Source/Origins: *Dispel Silence*: Ed Greenwood, *Pages from the Mages IV. More Long-Lost Magical Lore from Elminster*, in: *Dragon 97* (TSR, 1985); *Dispel Silence*: Ed Greenwood, *Forgotten Realms Campaign Set* (TSR, 1986); *Dispel Silence*: Jeff Grubb and Ed Greenwood, *Forgotten Realms Adventures* (TSR, 1990); *Dispel Silence*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume One* (TSR, 1996)

Dust Devil (Conjuration/Summoning)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: 1'×5'×4' cone

Components: V, S
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: *Dust devil* empowers the caster to call forth a *dust devil*, a small 5-foot-tall whirlwind, 1 foot in diameter at its base, and 4 feet across at the top, which moves at his silent commands at the equivalent of MV 18" and which he can use for several purposes (See below). The dust devil can be attacked and it has armor class 4 and 2 hit dice for this purpose. Another dust devil or a creature native to the elemental plane of air can disperse a dust devil with a single hit, which ends the spell. The dust devil dissipates if it ever ends up further than 30 yards away from the caster, which ends the spell.

1) **Attack:** The caster can make the dust devil crash into one creature per round, which requires a to hit roll as a 2 hit dice monster and inflicts 1-4 points of damage.

2) **Stop Gas:** If positioned correctly (e.g., in a narrow passageway), the caster can use the dust devil to hold a gas cloud or a creature in *gaseous form* at bay and even push it away from him by making it move against them; this does not disperse or inflict damage upon a cloud or creature in *gaseous form*.

3) **Obscure Vision and Blind:** As it skims along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. This cloud obscures normal vision and creatures caught within are blinded while inside and for one round after they emerge (blind creatures have great difficulty casting most spells; unless their other senses are unusually keen, they suffer a +2 penalty to their Initiative checks and a -4 or +4 penalty to all other die-rolls associated with sight (as applicable; -20% or +20% for percentage rolls; e.g., to hit rolls, saving throws, surprise checks); attacks against them are made at a +4 bonus to hit).

4) **Disrupt Spell Casting:** A spell caster attacked by the dust devil or caught in its cloud while casting a spell must pass a saving throw versus spell or have his concentration broken, ruining the spell.

5) **Extinguish Flame:** The caster can use the dust devil to extinguish small, non-magical, open flames (e.g., torch, small campfire, exposed flame in a lantern).

Notes: *Dust devil* is a common spell for Clerics and Druids.

Lore: Some older sources mention a 3rd-level version of the spell that calls forth the weakest of air elementals, 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top, which moves at about 30 miles per hour, and generates a 30-foot-diameter cloud of loose dust, sand, or ash instead of one of 10 feet in diameter. This dust devil cannot affect creatures from other planes of existence and creatures from the elemental plane of air can dismiss it at will, while contact with the body of any creature that passes its magic resistance check instantly cancels the spell.

Source/Origins: *Dust Devil:* Lenard Lakofka, *Leomund's Tiny Hut*, *Beefing up the Cleric*, in: *Dragon 58* (TSR, 1982); *Dust Devil:* Gary Gygax, *Unearthed Arcana* (TSR, 1985); *Dust Devil:* David Cook et al., *Player's Handbook* (TSR, 1989); *Dust Devil:* Mark Middleton (comp.), *Priest's Spell Compendium, Volume One* (TSR, 1999)

Elemental Burst (Conjuration)

Level: 1	Components: V, S
Range: 6"	Casting Time: 3 segments
Duration: <i>Instantaneous</i>	Saving Throw: <i>Special</i>
Area of Effect: 1' diameter	

Explanation/Description: *Elemental burst* enables the caster to utter a twisted phrase of great potency to indicate one item composed of one of the five elements (air, fire, stone, water, wood) and cause it to release the magical elemental energies within it in a sudden burst. This does not noticeably affect the structure of this item.

Air: An air burst creates a concussive wave, stunning all creatures in the area of effect for 1-2 rounds (save versus spell to negate; stunned creatures immediately drop whatever they are holding; they are unable to think or act coherently, rendering them incapable of engaging in any meaningful actions for the duration of the effect; they cannot communicate, cast spells, employ spell-like abilities or magic items, or use psionic powers; they can move at one-third of their MV rate or at MV 3 only, whichever is less; they suffer a -4 penalty to their saving throws and attacks against them are made at a +4 bonus to hit).

Fire: A fire burst shoots off glowing sparks, causing 1-4 points of damage to creatures in the area of effect (save versus spell for no damage). The sparks have a 5% chance of igniting flammable objects in the area of effect.

Stone and Wood: Stone and wooden items throw off sharp slivers in all directions, inflicting 1-8 points of damage to creatures in the area of effect (save versus spell for half damage).

Water: A water burst pushes out water in a strong wave, knocking down all in the area of effect (save versus spell to negate; knocked-down creatures cannot attack for the remainder of the round; while prone, they suffer a -4 penalty to hit while attacks against them are made at a +4 bonus to hit; standing up requires a full round, in which no attacks can be made). Boats, ships, and similar waterborne vessels are unaffected by the wave.

Notes: *Elemental burst* is a common spell for wu jen (ORIENTAL ADVENTURES setting); it is otherwise very rare.

Note that the ability to cast wu jen spells requires the teachings of a master of the art. Great secrecy surrounds these teachings, which rely on a strict regimen of mental training and meditation that can take years. As such, the DM must decide whether Western spell casters must undergo this training before they can cast wu jen spells, whether Western versions of these spells exist, or whether Western mages have to adapt them for their own use. Note that the latter will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 115-116: "Spell Research") and that the adapted version will differ from the version above in many ways.

Source/Origins: *Elemental Burst:* Gary Gygax with David Cook and Francois Marcela-Froideval, *Oriental Adventures* (TSR, 1985); *Elemental Burst:* Mark Middleton (comp.), *Wizard's Spell Compendium, Volume Two* (TSR, 1997)

Fiery Eyes (Alteration)

Level: 1	Components: V, S
Range: 0	Casting Time: 5 segments
Duration: 3 rounds/level	Saving Throw: See below
Area of Effect: The caster	

Explanation/Description: *Fiery eyes* enables the caster to make his eyes glow with an unnatural fire and project beams of bright light of a color ranging from a reddish glow to brilliant yellow, as desired, and out to a range of 3 feet, clearly illuminating the area as if lit by a lantern. Further, by fixing his sight on one spot for 3 rounds, he can cause combustible materials to burst into small, flickering flames if desired.

In addition, a creature looking at the caster must pass a saving throw versus spell or hesitate for an instant, fascinated by the unearthly light, and automatically losing the initiative on the next combat round. If the spell is used in conjunction with *hypnosis*, *hypnotic pattern*, or *mass suggestion*, creatures looking at the caster suffer a -1 penalty to their saving throw.

Notes: *Fiery eyes* is a common spell for wu jen (ORIENTAL ADVENTURES setting); it is otherwise very rare.

Note that the ability to cast wu jen spells requires the teachings of a master of the art. Great secrecy surrounds these teachings, which rely on a strict regimen of mental training and meditation that can take years. As such, the DM must decide whether Western spell casters must undergo this training before they can cast wu jen spells, whether Western versions of these spells exist, or whether Western mages have to adapt them for their own use. Note that the latter will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 115-116: "Spell Research") and that the adapted version will differ from the version above in many ways. For example, one source speaks of a version of the spell restricted to illusionists and with limited effects (v. **Dragon 130**, p. 20: "Fiery Eyes").

Source/Origins: *Fiery Eyes:* Gary Gygax with David Cook and Francois Marcela-Froideval, *Oriental Adventures* (TSR, 1985); *Fiery Eyes:* Len Carpenter, *Arcane Lore. Magic from East to West*, in: *Dragon 130* (TSR, 1988); *Fiery Eyes:* Mark Middleton (comp.), *Wizard's Spell Compendium, Volume Two* (TSR, 1997)

Fire Breath (Evocation)

Level: 5	Components: V, S, M
Range: 0	Casting Time: 1 round
Duration: <i>Instantaneous</i>	Saving Throw: ½
Area of Effect: ½"×3"×1½" cone	

Explanation/Description: *Fire breath* enables the caster to breathe a cone of magical flames in a cone 3" long and 1½" wide at its terminus, inflicting 1-6 points of fire damage for each of his levels to all creatures caught in it (up to a maximum of 15-90 points of damage; save versus breath weapon for half damage). In addition, all items held or worn by creatures that fail their saving throw must pass an item saving throw versus magical fire each to determine whether they are affected as well (v. **DMG**, p. 80: "SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS"). Combustible objects in the area of effect are ignited automatically, which may cause additional damage to creatures within the area, as adjudicated by the DM.

The material component of *fire breath* is a piece of red hot charcoal, which the caster must clench in his teeth when he casts the spell. This causes him no harm.

Notes: *Fire breath* is a common spell for wu jen (ORIENTAL ADVENTURES setting); it is otherwise very rare.

Note that the ability to cast wu jen spells requires the teachings of a master of the art. Great secrecy surrounds these teachings, which rely on a strict regimen of mental training and meditation that can take years. As such, the DM must decide whether Western spell casters must undergo this training before they can cast wu jen spells, whether Western versions of these spells exist, or whether Western mages have to adapt them for their own use. Note that the latter will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 115-116: "Spell Research") and that the adapted version will differ from the version above in many ways.

Source/Origins: *Fire Breath:* Gary Gygax with David Cook and Francois Marcela-Froideval, *Oriental Adventures* (TSR, 1985); *Fire Breath:* David Cook, *Campaign Classics. Oriental Adventures*, in: *Dragon 229* (TSR, 1996); *Fire Breath:* Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Two* (TSR, 1997)

Read Languages – Restricted: Lost Spell (Divination)

Level: 1	Components: V, S
Range: 0	Casting Time: 1 round
Duration: 2 turns	Saving Throw: None
Area of Effect: The caster	

Explanation/Description: *Read languages* enables the caster to understand a text or series of characters written in a non-magical language he does not normally understand and which would otherwise be totally unintelligible to him. A text can be on an object, in a book, on a scroll, in mid-air, and so on. The caster can typically read about one or two pages or their equivalent before the spell ends (e.g., two pages of a single book; the writings on a single treasure map; directions engraved in a rock). The caster need use the spell for any given text only once: once a particular text is looked at with the spell, he can read it again without such aid. Note that the spell does not decipher texts written in code and that it does not protect the caster from any adverse effects as a result of reading a text.

Notes: *Read languages* is a lost spell.

A lost spell is a spell for which no AD&D game statistics exist or which has been withdrawn from the system. At the DM's option, a lost spell may be reintroduced into the game, which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 115-116: "Spell Research"). Note that a reintroduced version of the spell will likely differ from the description given above in many ways. As a modified version of a lost spell, *read languages* will only work as described at the DM's discretion.

Source/Origins: *Read Languages:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 1: Men & Magic* (TSR, 1974); *Read Languages:* Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977)

Seprtrional Cloud (Alteration, Evocation)

Level: 8	Components: V, S
Range: 3"	Casting Time: 2 segments
Duration: 1-6+4 rounds	Saving Throw: ½
Area of Effect: Special	

Explanation/Description: *Seprtrional cloud* enables the caster to cause an amount of fog present within range to billow forth and assume an extremely low temperature after two rounds, freezing everything in the area through the next three rounds before it warms up again, and leaving a cloud of fog for the remainder of the effect. He can thus call forth a thick, writhing stream of fog 10 feet tall, 20 feet wide, and 20 feet long, which will billow forth until it fills a volume 100 times that of the area it occupied at the end of the first round, conforming to the shape of any rooms it may fill, and otherwise being roughly spherical from the ground up. The spell does not work in an area that does not allow for the initial stream of fog to form.

For as long as it remains, the fog will obscure vision within its confines beyond 2 feet, requiring all creatures caught within it to pass a saving throw versus spell or suffer a -2 penalty to all combat rolls, as well as a +2 armor class penalty. In addition, the cloud begins to freeze on the third round of its existence, causing 1-2 points of cold damage per level of the caster in that round and 1-4 points of damage per level in the fourth round (e.g., 18-36 points and 18-72 points, respectively, for an 18th-level caster) before dropping back to 1-2 points of damage per level in the fifth round as the temperature rises again. During any successive rounds of its existence, the cloud is harmless again, although it will still obscure vision, as above.

Creatures caught in the cloud when it begins to freeze in the third round are allowed one saving throw versus spell, with success meaning that they suffer half damage from the cold for as long as they remain exposed to it, and failure that they must make additional saving throws in the fourth and fifth round or until they pass one, with results as above.

The material components of *Seprtrional cloud* are a drop of water and scrapings of rime.

Notes: *Seprtrional cloud* is a very rare spell.

As an unofficial spell, *Seprtrional cloud* will only work as described at the DM's discretion.

Source/Origins: *Incendiary Cloud:* Lenard Lakofka and Gary Gygax, *A Study in Fire Use. A New Dungeons & Dragons Subclass*, in: *Liaisons Dangereuses #74* (Lenard Lakofka, September 1976); *Incendiary Cloud:* Gary Gygax, *Players Handbook* (TSR, 1978); Lenard Lakofka, *Tales from the Green Dragon Inn. Leomund's Life*, in: *The Oerth Journal 10* (www, 1999)

Thunderlance (Evocation)

Level: 4
Range: 0
Duration: Up to 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: *Thunderlance* enables the caster to bring into being a faint, gray, shimmering force in the general shape of a staff or spear (the lance), which can extend up to 20 feet from his pointed finger and retract or grow as mentally commanded by him for as long as the spell lasts. For as long as it remains, he can use the lance to generate a number of effects, as explained below. However, although he can otherwise act as usual, the caster is not allowed to cast any other spells for as long as the spell lasts.

1) Lance: First, the lance can be used as any regular lance, allowing the caster to hit creatures as if they were not wearing any armor, although any magical pluses provided by magical armor still apply (e.g., a knight in *plate mail* +1 would have armor class 9, further modified for dexterity). Any creature hit or otherwise contacted by the lance suffers 4-24 points of damage, which can also make the lance an effective barrier (e.g., across a doorway).

The lance is unaffected by effects that do not specifically have magical force, allowing it to remain unharmed by acid, fire, water, and cold magical and mundane and even passing through ice as if it is not there.

2) Absorb Magical Missiles: Second, the lance can absorb magical missiles directed at the caster and store some of them within it until it hits a creature and the missiles are discharged, which ends the spell and causes the lance to vanish with a loud clap of thunder. The lance can thus absorb up to one magical missile for every three levels of the caster. All missiles stored must be released at once when the lance hits a creature, and each adds 2-5 points to the damage it normally inflicts.

Magical missiles are missiles that are wholly composed of some magically generated element, substance, or force, including the flaming bolts of *flame arrow* and the missiles generated by *magic disk*, *magic missile*, *Melf's acid arrow*, *Melf's minute meteors*, *serpent missile*, *slingstar*, *Snillloc's major missile*, *Snillloc's snowball swarm*, *sun stone*, and *tempestcone*.

3) Destroy Magic: Third, the lance can be used to cancel *shield*, *wall of force*, and all spells of the school of Abjuration of 5th level or less that have some physical manifestation (e.g., *minor globe of invulnerability* but not *protection from evil*). This requires the caster to touch the manifestation with the lance, which instantly ends the spell, causing the lance to fade. *Thunderlance* lasts until it has run its course, until it is canceled by the caster, or until the caster dies, loses consciousness, or casts any other spell.

The material component of *thunderlance* is a small silver spear.

Notes: *Thunderlance* is an uncommon spell (FORGOTTEN REALMS setting).

Lore: Some sources suggest the spell is in *Aubayreer's Workbook*.

Source/Origins: *Thunderlance*: Ed Greenwood, *Pages from the Mages III. Four More Magic Books*, Courtesy of Elminster, in: *Dragon 92* (TSR, 1984); *Thunderlance*: Ed Greenwood, *Forgotten Realms Campaign Set* (TSR, 1986); *Thunderlance*: Jeff Grubb and Ed Greenwood, *Forgotten Realms Adventures* (TSR, 1990); *Thunderlance*: Ed Greenwood et al., *Volo's Guide to All Things Magical* (TSR, 1996); *Thunderlance*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Four* (TSR, 1998)

APPENDIX C – EXAMPLE ENCOUNTERS FOR TOWNS & CITIES (DAY) (d12)

1. THIEF EXAMPLE

DMG, p. 190-194

A lone thief will be an adventurer, merely stopping for a short time in the city/town. Others will be on guild business, or "working", or both.

EXAMPLE THIEF (XPL(14/7/7)/28)

With apprentices; on guild business and "working".

1 thief (T10) + 1 apprentice (T3) + 1 apprentice (F/T 2/2)

'Fancy' Trafford (CN), T10; AC 3; MV 12"; HD T10; THACO 16/15/13 (base/sword/dex); #AT 1 or 2 or 3; D 1-6+1 (sword) or 1-4 or 1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S13 I15 W8 D18 (+3/-4) C17 (+2) Ch15; backstab×4; PP90 OL82 F/RT70 MS88 HS73 HN30 CW99 RL50; utilize non-cleric scrolls 75%; PPD11 PP10 RSW10 BW14 S11 (+4 dexterity; +1 armor); eqp (avg+): **leather armor +1**, **brooch of shielding** (1 hp left); **short sword +1**, 3 daggers (1/2/3), 15 darts (1½/3/4½); very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: ragged; even tempered, energetic; horticulture; on guild business and "working"; XP 2,250 + 14/hp (XPL14)
hp 55

Madia Ringe (N), T3; female; AC 4; MV 12"; HD T3; THACO 20/19/17 (base/sword/dex); #AT 1 or 3; D 1-6+1 (sword) or 1-3/1-3/1-3 (darts); S8 I14 W12 D18 (+3/-4) C13 Ch14; backstab×2; PP50 OL48 F/RT35 MS37 HS30 HN15 CW87; PPD13 PP12 RSW14 BW16 S15 (+4 dexterity); eqp (none): leather armor; **short sword +1**, 3 darts (1½/3/4½); minimal gear (class-related items, thieves' picks & tools, silver or silvered weapon); A/P/I: immaculate; cheerful, immoral; alchemy; on guild business and "working"; apprentice of 'Fancy' Trafford; XP 135 + 4/hp (XPL7)
hp 15

Arbelast Telfer (LE), F/T 2/2; half-elf; AC 5; MV 12"; HD F/T 2/2; THACO 20/19 (base/dex); #AT 1 or 2; D 1-6 (sword) or 1-6/1-6 (bow) or 1-4 or 1-4/1-4 (daggers); S15 I11 W12 D16 (+1/-2) C14 Ch11; 2 melee attacks/rd vs less than 1 hit die; backstab×2; PP45 OL34 F/RT25 MS21 HS21 HN10 CW86; PPD13 PP12 RSW14 BW16 S15 (+2 dexterity; 30% resistant to *sleep* and *charm*); infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; eqp (avg): leather armor & shield; short sword, short bow & 24 arrows (5/10/15), 3 daggers (1/2/3); **potion of polymorph (self)**; very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: immaculate; even tempered, slothful; collector (weapons); on guild business and "working"; apprentice of 'Fancy' Trafford; XP 240 + 5/hp (XPL7)
hp 13

2. CITY WATCHMAN/DAY WATCH EXAMPLE

DMG, p. 190-194

Will question suspicious persons, arrest law breakers, etc.

EXAMPLE CITY WATCH/DAY WATCH (XPL(5×1½/6/6)/19½)

5 men of the watch + 1 sergeant of the watch (F3) + 1 indentured cleric (C3)

5 men of the watch (active males) (LN); AC 7; MV 9"; HD 0-level (2-5 hp); THACO 20; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); PPD16 PP17 RSW18 BW20 S19; eqp: studded leather armor; spear (1/2/3), footman's mace; XP 7 + 1/hp (XPL1½)
hp 5, 4, 5, 5, 4

1 sergeant of the watch (F3) (LN); AC 6; MV 9"; HD F3; THACO 20; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); 3 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+1 cloak); eqp: studded leather armor, **cloak of protection +1**; spear (1/2/3), footman's mace; XP 110 + 4/hp (XPL6)
hp 23

1 indentured cleric (C3) (LG) (Egyptian pantheon); AC 6; MV 9"; HD C3; THACO 20/19 (base/mace); #AT 1; D 2-7+1 (mace); I9 W15 (+1; 2/1); turn undead (4/7/10/13/16/19/20); PPD10 PP13 RSW14 BW16 S15 (+1 wisdom); eqp: studded leather armor & shield; **footman's mace +1**; cleric scroll (III: **dispel magic**; II: **find traps**; I: **slow poison**; III: **speak with dead**; C7; DMG, p. 128); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: indentured to the city for 1 year for non-payment of taxes; XP 190 + 4/hp (XPL6)

spells (4/3): I: **command**, **detect evil**, **remove fear**, **sanctuary**
II: **hold person**, **hold person**, **know alignment**

hp 19

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

3. MERCENARY EXAMPLE

DMG, p. 190-194

70% chance already in the employ of someone.

EXAMPLE MERCENARY (XPL(7×1½/2×3)/16½)

7 mercenaries + 2 mercenary fighters (F1)

Already employed.

4 **mercenaries** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 2-8 (morning star); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), morning star; A/P/I: nondescript; already employed; XP 14 + 1/hp (XPL1½)
hp 6, 5, 6, 4

1 **mercenary (constitution)** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 2-8 (morning star); C17 (+2); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), morning star; A/P/I: nondescript; proud/haughty, egoist/arrogant; fishing; already employed; XP 14 + 1/hp (XPL1½)
hp 7

1 **mercenary (strong, constitution)** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20/19** (base/str); #AT 1; D 1-6¹¹ (spear) or 2-8 (morning star); S17 (+1/+1) C 18 (+2); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), morning star; A/P/I: nondescript; humble, retiring; nature; already employed; XP 14 + 1/hp (XPL1½)
hp 9

1 **mercenary (constitution)** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 2-8 (morning star); C18 (+2); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), morning star; A/P/I: nondescript; morose, amoral; athletics; already employed; XP 14 + 1/hp (XPL1½)
hp 8

2 **mercenary fighters (F1)** (N); AC 2; MV 6"; HD F1; **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 1-8 (sword); PPD14 PP15 RSW16 BW17 S17; eqp: plate mail & shield; spear (1/2/3), long sword; A/P/I: nondescript; already employed; XP 28 + 2/hp (XPL3)
hp 9, 7

¹¹ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

4. MERCHANT EXAMPLE

DMG, p. 190-194

Will fear robbery. 10% likely to have useful knowledge for a price. 10% chance to be rich (indistinguishable from an important city official or noble).

EXAMPLE MERCHANT (XPL(3×2½/1½/1½/5)/15½)

3 **merchants** + 2 **mercenaries** + 1 **mercenary serjeant (F2)**

Not rich so there's no mistaking them for nobles; will fear robbery.

3 **merchants (active males)** (LN); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-4 (dagger); I15, I14, I13; Ch12+; PPD16 PP17 RSW18 BW20 S19; eqp: club (1/2/3), dagger (1/2/3); 10% likely to have useful knowledge for a price; A/P/I: not rich; XP 9 + 1/hp (XPL2½)
hp 4, 5, 3

1 **mercenary** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 1-8 (sword); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), long sword; XP 14 + 1/hp (XPL1½)
hp 4

1 **mercenary (constitution)** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹¹ (spear) or 1-8 (sword); C18 (+2); PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), long sword; XP 14 + 1/hp (XPL1½)
hp 9

1 **mercenary serjeant (F2)** (N); AC 6; MV 12"; HD F2; **THACO 16**; #AT 1; D 1-6²¹ (javelin) or 1-8 (sword); 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17 (+1 armor); eqp: **studded leather armor +1** & shield; javelin (2/4/6), long sword, footman's mace; **gauntlets of swimming and climbing**; XP 65 + 3/hp (XPL5)
hp 11

¹¹ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

²¹ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

PT = **merchants** (J K L M N Q): 3×11 cp, 3×10 sp, 3×7 ep, 3×4 gp, 3×3 pp; **merchant #1**: 4 **gem stones**: 2×oriental amethyst (2×1,000 gp), large star ruby (2,000 gp), oriental topaz (1,000 gp); **merchant #3**: 1 **semi-precious stone**: citrine (50 gp); **mercenaries** (K): 2×13 sp; **serjeant** (M): 7 gp

5. GOODWIFE EXAMPLE

DMG, p. 190-194

Any offensive treatment or seeming threat will likely cause the woman to scream for help, accusing the offending party of any number of crimes (e.g., assault, rape, theft, or murder). 20% chance to know interesting gossip.

EXAMPLE GOODWIFE (XPL½)

Knows no interesting gossip.

1 **goodwife (sedentary female)** (N); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: clean; harsh, curious/inquisitive; history; XP 5 + 1/hp (XPL½)
hp 3

6. BEGGAR EXAMPLE

DMG, p. 190-194

Young or old; maimed, diseased, or whole; religious or otherwise; male or female. Beseeching alms. 1-8% chance of knowing information of interest to the character encountering him, for a price. Any gratuity or gift given will immediately attract the attention of other beggars nearby (0-9 others will be near). May be a thief (8th-11th level).

EXAMPLE BEGGAR (XPL $\frac{1}{2}$)

Old, diseased, beseeching alms; no thief; no other beggars are near.

1 **beggar (sedentary male)**; AC 10; MV 6"; HD 0-level (1-4 hp); **THACO 20** (-2 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; 1-8% chance of knowing information of interest to the character encountered, if payment is made; XP 5 + 1/hp (XPL $\frac{1}{2}$)
hp 3

7. RUFFIAN EXAMPLE

DMG, p. 190-194

Fellows of shabby appearance and mean disposition; weapons concealed.

EXAMPLE RUFFIAN (XPL(11 \times 4/14)/58)

With assassin.

11 **ruffians (F2)** + 1 **assassin (A7)**

11 **ruffians (F2)** (N); AC 8; MV 12"; HD F2; **THACO 16**; #AT 1 or 2; D 1-6 (club) or 1-4 or 1-4/-1-4 (daggers); 2 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp: leather armor; club (1/2/3), 2 daggers (1/2/3); A/P/I: shabby; mean, var.; var.; XP 50 + 3/hp (XPL4)

hp 16, 16, 15, 14, 14 // 15, 13, 12, 15, 13 // 16

Eosin Gaherist (LE), **A7**; female; AC 7; MV 12"; HD A7; **THACO 19/(17/15)/18** (base/(sword)/mace, dex); #AT 1 or 2 or 3; D 1-6(+1/+3) (sword) or 1-6+2 (mace) or 1-4+poison or 1-4/1-4 (daggers) or 1-3/1-3/1-3 (darts); S12 I16 W11 D16 (+1/-2) C8 Ch15; backstab \times 3; **assassination** (surprise; 80/75/65/55/40/25/15/5, **DMG**, p. 75); **poisoned daggers** (insinuate; C: 1 rd; 35 hp; save vs poison at +2; opponents 10% cumulative chance/rd to notice poisoned weapon; ingestive; A: 2-8 rds; 25 hp; save vs poison at +4 for 10 hp; 80% chance of tasting/smelling/seeing poison); PP50 OL47 F/RT40 MS40 HS31 HN20 CW90 RL25; PPD12 PP11 RSW12 BW15 S13 (+2 dexterity; +1 armor); eqp (avg): **leather armor +1**; **short sword +1**, **+3 vs lycanthropes & shape changers**, **horseman's mace +2**, 3 daggers (1/2/3), 12 darts (1 $\frac{1}{2}$ /3/4 $\frac{1}{2}$); very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: dirty; humble, friendly; history; XP 1,350 + 10/hp (XPL14)
hp 31

8. LABORER OR PEDDLER EXAMPLE

DMG, p. 190-194

50% chance for a laborer; 50% chance for a peddler. Loitering or on their way back from work. 10% chance of one being a levy in the city watch, with commensurate friends and knowledge. Rough customers in a brawl.

EXAMPLE LABORER OR PEDDLER (XPL(6 \times 1 $\frac{1}{2}$)/9)

6 **laborers**

On their way back from work; one is a levy in the city watch, with commensurate friends and knowledge

3 **laborers (laboring males)** (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT 1; D 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: dagger (1/2/3); A/P/I: nondescript fellows; on their way back from work; XP 7 + 1/hp (XPL1 $\frac{1}{2}$)
hp 6, 3, 5

1 **laborer (laboring male, strong)** (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20/19** (base/str); #AT 1; D 1-4 (dagger); S17 (+1/+1); PPD16 PP17 RSW18 BW20 S19; eqp: dagger (1/2/3); A/P/I: nondescript fellow; proud/haughty, curious/inquisitive; history; on his way back from work; XP 7 + 1/hp (XPL1 $\frac{1}{2}$)
hp 6

1 **laborer (laboring male, strong)** (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20/19** (base/str); #AT 1; D 1-4 (dagger); S18 (+1/+2); PPD16 PP17 RSW18 BW20 S19; eqp: dagger (1/2/3); A/P/I: nondescript fellow; easy going, dreaming/flighty; nature; on his way back from work; XP 7 + 1/hp (XPL1 $\frac{1}{2}$)
hp 4

1 **laborer (laboring male)** (LN); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT 1; D 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: dagger (1/2/3); A/P/I: nondescript fellow; easy going, sober; on his way back from work; levy in the city watch, with commensurate friends and knowledge; fishing; XP 7 + 1/hp (XPL1 $\frac{1}{2}$)
hp 7

9. CITY WATCHMAN/DAY WATCH EXAMPLE

DMG, p. 190-194

Will question suspicious persons, arrest law breakers, etc.

EXAMPLE CITY WATCH/DAY WATCH (XPL(5 \times 1 $\frac{1}{2}$ /3/9)/19 $\frac{1}{2}$)

5 men of the watch + 1 sergeant of the watch (F3) + 1 indentured cleric (C5)

5 men of the watch (active males) (LN); AC 7; MV 9"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; 1-6¹⁾ (spear) or 2-7 (mace); PPD16 PP17 RSW18 BW20 S19; eqp: studded leather armor; spear (1/2/3), footman's mace; XP 7 + 1/hp (XPL1½)
hp 5, 5, 4, 5, 4

1 sergeant of the watch (F1) (LN); AC 7; MV 9"; HD F1; **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); PPD14 PP15 RSW16 BW17 S17; eqp: studded leather armor; spear (1/2/3), footman's mace; XP 28 + 2/hp (XPL3)
hp 9

1 indentured cleric (C5) (CG) (Celtic pantheon); AC 5; MV 12"; HD C5; **THACO 18**; #AT 1; D 1-6 (staff) or 2-7 (mace); I14 W16 (+2; 2/2); turn undead (T/T1/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14 (+2 wisdom; +1 armor); eqp: **studded leather armor +1** & shield; quarterstaff, footman's mace; **incense of meditation** (4 pieces); very complete gear (class-related items, holy water, silver or silvered weapon, etc.); A/P/I: indentured to the city for 1 year for infraction of city rules; XP 500 + 6/hp (XPL9)
spells (5/5/1): I: **command, command, cure light wounds, detect evil, sanctuary**
II: **augury, chant, chant, silence 15' radius, slow poison**
III: **dispel magic**

hp 29

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

10. TRADESMAN EXAMPLE

DMG, p. 190-194

On their way to or from work. Greatly valued citizens; friendly with city guards and city watch.

EXAMPLE TRADESMAN (XPL(2×½)/1)

On their way to work.

2 tradesmen (coopers; active males); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: dagger; A/P/I: nondescript; on their way to work; XPL 7 + 1/hp (XPL½)
hp 3, 4

11. CITY OFFICIAL EXAMPLE

DMG, p. 190-194

90% chance of minor bureaucrat (e.g., tax collector, customs officer, guard or watch lieutenant, deputy bailiff, assistant magistrate); 10% chance of major official (e.g., steward, alderman, justice, guard or watch captain, chamberlain, magistrate). Any official will have 1-4 personal guards (1st-4th level fighters); major officials also 2-8 city guards.

EXAMPLE CITY OFFICIAL (XPL(½/6/6/6×½)/15½)

Will resent unwarranted intrusion; will speak with persons regarding important matters.

1 city official/alderwoman (active female) + 1 guard (F3) + 1 guard (F3) + 6 guardsmen (mercenary)

1 alderwoman (active female) (N); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20** (-1 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: elegant; hot tempered, precise/exacting; wars & armies; will resent unwarranted intrusion; will speak with persons regarding important matters; XP 5 + 1/hp (XPL½)
hp 2

1 personal guard (F3) (LN); AC 4; MV 12" HD F3; **THACO 16/15** (base/str); #AT 1 or 2; D 1-8 (sword) or 1-6/1-6 (bow); S17 (+1/+1) I9 W12 D13 C16 (+2) Ch11; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp: **chain mail +1** & shield; long sword, short bow & 12 arrows (5/10/15); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: nondescript; morose, taciturn; athletics; XP 110 + 4/hp (XPL6)
hp 28

1 guard (F3) (LN); AC 4; MV 12"; HD F3; **THACO 16/14/15** (base/str/bow); #AT 1 or 2; D 1-8 (sword) or 1-6(+1)/1-6(+1) (bow); S18/72 (+2/+3) I8 W11 D10 C16 (+2) Ch8; 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp: **scale mail +1**; long sword, short bow & 2 arrows and 10 arrows +1 (5/10/15); **rope of climbing**; very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: immaculate; hot tempered, rude; gambling; XP 110 + 4/hp (XPL6)
hp 30

6 guardsmen (spear & mace) (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), mace; XP 14 + 1/hp (XPL2)
hp 7, 6, 7, 4, 7 // 6

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

12. GENTLEMAN EXAMPLE

DMG, p. 190-194

40% chance of a foppish dandy and 1-4 sycophants; 20% chance of a gentlewoman; 40% chance of well-dressed fighter-types (7th-10th level) with 1-4 friends the same abilities. Any rude remarks will give offense. Fops seek revenge by causing trouble for the party with officials, gentlewomen will send a champion, fighters will challenge the offenders.

EXAMPLE GENTLEMAN (XPL $\frac{1}{2}/3 \times \frac{1}{2}/4$) + (XPL10)

1 **gentlewoman (sedentary female)** + 3 **sycophants (sedentary female)**

Porsenna Tasslevert (N), **gentlewoman (sedentary female)**; AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: imposing; morose/moody, abrasive; horticulture; rude remarks will give offense, will send a champion; XP 5 + 1/hp (XPL $\frac{1}{2}$)
hp 3

3 **sycophants (sedentary female)** (N); AC 10; MV 12"; HD 0-level (1-3 hp); **THACO 20** (-3 to hit); #AT Nil; D Nil; PPD16 PP17 RSW18 BW20 S19; A/P/I: sycophant; XP 5 + 1/hp (XPL $\frac{1}{2}$)
hp 3, 3, 1

Parlaud Pellingale (N), **champion (F7)**; AC 2; MV 6"; HD F7; **THACO 14/13/12** (base/str/sword); #AT 3/2 (sword, dagger) or 1 (mace, crossbow); D 2-8+1 (sword) or 1-6 (mace) or 1-4 (crossbow) or 1-4 (dagger); S17 (+1/+1) I10 W11 D13 C16 (+2) Ch11; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+2 cloak); eqp (scant): **bracers of defense AC 4, cloak of protection +2; broadsword +1**, horseman's mace, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); minimal (class-related items, silvered weapon, etc.); A/P/I: foppish; even tempered, hedonist; hunting; champion for Porsenna Tasslevert; XP 725 + 10/hp (XPL10)
hp 40

APPENDIX D – EXAMPLE ENCOUNTERS FOR TOWNS & CITIES (NIGHT) (d12)

1. ASSASSIN EXAMPLE (NIGHT)

DMG, p. 190-194

Will typically ignore passers-by or act as thieves, but are as likely to slay first and steal afterwards as to simply pick a pocket or two.

EXAMPLE ASSASSIN (XPL(16/special)/16)

1 assassin (A10) + 1 ebony fly

Korlis Pelmercest (CE), A10; female; AC 3; MV 12" (36" on fly); HD A10; **THACO** 16/14/(14/13)/14 (base/sword/(dagger)/dex); #AT 1 or 2; D 1-6+2 (sword) or 1-6/1-6 (bow) or 1-4(+2/+3) (dagger) or 1-4+poison or 1-4/1-4 (daggers); S16 (+0/+1) I14 W10 D17 (+2/-3) C17 (+2) Ch10; backstab×4; **assassination** (surprise; 99/95/85/75/60/45/35/25/10/1, DMG, p. 75); **poisoned daggers** (insinuating; B: 1-3 rds; 25 hp; save vs poison at +3 for no damage; opponents 10% cumulative chance/rd to notice poisoned weapon; insinuating; D: 1 segment; death; save vs poison at +1 to avoid; opponents 10% cumulative chance/rd to notice poisoned weapon); **poison** (ingestive; A: 2-8 rds; 25 hp; save vs poison at +4 for 10 hp; 80% chance of tasting/smelling/seeing poison); PP70 OL67 F/RT55 MS67 HS54 HN25 CW96 RL40; PPD10 PP9 RSW8 BW13 S9 (+3 dexterity); eqp (super): **bracers of defense AC 6**; **short sword +2**, **dagger +2**, +3 vs creatures larger than man-sized (1/2/3), short bow & 24 arrows (5/10/15), 2 daggers (1/2/3); **figurine of wondrous power** (ebony fly; see below); **potion of gaseous form**; very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: dandyish; unfeeling/insensitive, depraved; nature; XP 3,900 + 14/hp (XPL16) hp 56

+ 1 **ebony fly** (**figurine of wondrous power**) N; AC 4; MV 9"/48" (C); HD 4+4; **THACO** 15; #AT Nil; D Nil; immune to magical control; PPD11 PP12 RSW13 BW13 S14; carry rider or weight (at MV 6"/36" for 0-210 lbs; at MV 3"/24" for 211-350 lbs); Int Non-; SZ M (4' at shoulder); XP 90 + 5/hp (XPL5) hp 25

2. CITY WATCHMAN/NIGHT WATCH EXAMPLE (NIGHT)

DMG, p. 190-194

Will question suspicious persons, arrest law breakers, etc.; ready to aid attacked persons.

EXAMPLE CITY WATCHMAN/NIGHT WATCH (XPL(2½/9×1½/6/5/7/7)/40)

10 men of the watch + 2 sergeants of the watch (F3) + 1 lieutenant of the watch (F4) + 1 indentured cleric (C4)

1 **man of the watch** (active male); **half elf** (N); AC 7; MV 9"; HD 0-level (2-5 hp); **THACO** 20; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); PPD16 PP17 RSW18 BW20 S19 (30% resistant to *sleep* and *charm*); infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; eqp: studded leather armor; spear (1/2/3), footman's mace; XP 9 + 1/hp (XPL2½) hp 4

9 **men of the watch** (active males) (LN); AC 7; MV 9"; HD 0-level (2-5 hp); **THACO** 20; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); PPD16 PP17 RSW18 BW20 S19; eqp: studded leather armor; spear (1/2/3), footman's mace; XP 7 + 1/hp (XPL1½) hp 5, 4, 5, 5, 4 // 2, 2, 4, 5

1 **sergeant of the watch** (F3) (LN); AC 7; MV 9"; HD F3; **THACO** 18/17 (base/bow); #AT 1 or 2; D 1-6¹⁾ (spear) or 2-7 (mace) or 1-6+1/1-6+1 (bow); 3 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp: studded leather armor; spear (1/2/3), **short bow +1** & 12 arrows (5/10/15), footman's mace; XP 110 + 4/hp (XPL6) hp 21

1 **sergeant of the watch** (F3) (LN); AC 7; MV 9"; HD F3; **THACO** 18; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); 3 melee attacks/rd vs less than 1 hit die; PPD14 PP15 RSW16 BW17 S17; eqp: studded leather armor, spear (1/2/3), footman's mace; XP 85 + 4/hp (XPL5) hp 23

1 **lieutenant of the watch** (F4) (LN); AC 7; MV 9"; HD F4; **THACO** 18/17 (base/spear); #AT 1; D 1-6+1¹⁾ (spear) or 2-7 (mace); 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp: studded leather armor; **spear+1** (1/2/3), footman's mace; XP 150 + 5/hp (XPL7) hp 30

1 **indentured cleric** (C4) (N) (Chinese pantheon); female; AC 6; HD C4; **THACO** 18; MV 9"; #AT 1; D 2-7 (mace); I12 W13 (1); turn undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp: studded leather armor & shield; footman's mace, **wand of fear** (41 ch); very complete gear (class-related items, holy, silver or silvered weapon, etc.); A/P/I: indentured to the city for 1 year for non-payment of taxes; XP 205 + 5/hp (XPL7)

spells (4/2): I: **cause fear**, **detect evil**, **detect magic**, **sanctuary**
II: **augury**, **silence** 15' radius

hp 21

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

3. NOBLE EXAMPLE (NIGHT)

DMG, p. 190-194

Can easily be mistaken for important city official or very rich merchant; any insult will be taken seriously.

EXAMPLE NOBLE (XPL(16/7/7/7/8/2×½)/46)

1 level fighter (F11) + 4 retainers (F4) + 2 servants (active male)

Jocelyn Anselm of Ashbrook, Baron Tullamore (NG), F11; AC -2; MV 12"; HD F11; THACO 10/9/4 (base/sword/javelin); #AT 3/2 (S/T) or 2 (missiles); D 1-8+1 (sword) or 1-6+6¹⁾ (javelin); S16 (+0/+1) I13 W17 (+3) D11 C17 (+3) Ch13; 11 melee attacks/rd vs less than 1 hit die; PPD7 PP8 RSW9 BW8 S10 (+3 wisdom; +1 armor, +3 shield); eqp (exc): **plate mail +1 & shield +3; long sword +1, Luck Blade** ("Thoirsgaolithe"²⁾; 3 wishes left; Int 14; CG; EGO 5 (Personality 19); **detect gems, kind, and number ½"** radius; **detect precious metals, kind, and amount 2"** radius; speech: chaotic good, copper dragon, elvish; **alignment damage**: touch sword = 5 hp vs non-CG, unless held by CG wielder); **javelin of piercing** (+6; launches itself; all distance short range) (2/4/6), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dandyish; compassionate/sensitive, lustful; nature; XP 4,100 + 16/hp (XPL16)
hp 64

Guirens of Bainsfeather (LG), F4; AC 5; MV 9"; HD F4; THACO 18/16/13 (base/str/sword); #AT 1; D 2-8+3¹⁾ (sword); S18/36 (+1/+3) I11 W15 D12 C16 (+2) Ch12; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16; eqp (avg): chain mail; **bastard sword +3, Confounder** ("Driithlis" ("Bewilderer"); Int 12; LG; EGO 8 (Personality 20); **special purpose**: slay evil fighters (hit = **confusion** 2-12 rds; save vs spell); **detect evil** 1" radius; semi-empathy; **alignment damage**: touch sword = 8 hp vs non-LG, unless held by LG wielder), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; cheerful, wastrel; altruism; retainer of Jocelyn Anselm of Ashbrook, Baron Tullamore; XP 170 + 5/hp (XPL7)
hp 34

Seguin of Harwood (LN), F4; AC 1; MV 9"; HD F4; THACO 18/17/15 (base/axe/dex); #AT 1 or 2; D 1-6+1 (axe) or 1-4/1-4 (daggers); S13 I10 W12 D18 (+3/-4) C18 (+4) Ch13; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 dexterity); eqp (avg): chain mail; **hand axe +1** (1/2/3), 6 daggers (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: foppish; easy going, loquacious; hunting; retainer of Jocelyn Anselm of Ashbrook, Baron Tullamore; XP 170 + 5/hp (XPL7)
hp 46

Blaise of Tullamore (LN), F4; AC 1; MV 12"; HD F4; THACO 18/17 (base/str); #AT 1; D 2-8³⁾ (sword) or 1-4(+2) (crossbow); S18/34 (+1/+3) I11 W13 D15 (+0/-1) C10 Ch14; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity; +1 ring); eqp (avg): **chain mail +3**; bastard sword, light crossbow & 20 bolts & 4 bolts +2 (6/12/18), dagger (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: imposing; hot tempered, saintly; collector (coins & tokens); retainer of Jocelyn Anselm of Ashbrook, Baron Tullamore; XP 170 + 5/hp (XPL7)
hp 28

Severin of Thornley (N), F4; AC -2; MV 9"; HD F4; THACO 18/15 (base/dex); #AT 1 or 2; D 1-6 (axe) or 1-4 or 1-4/1-4 (daggers); S14 I10 W9 D18 (+3/-4) C18 (+4) Ch13; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+4 dexterity; +3 ring); eqp (avg): chain mail, **ring of protection +3**; axe (1/2/3), 6 daggers (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: dandyish; easy going, capricious/mischievous; altruism; retainer of Jocelyn Anselm of Ashbrook, Baron Tullamore; XP 210 + 5/hp (XPL8)
hp 42

2 servants (active males) (LN); AC 10; MV 12"; HD 0-level (2-5 hp); THACO 20; #AT 1; D 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: dagger; XP 7 + 1/hp (XPL½)
hp 4, 5

¹⁾ Weapon does double damage when set (firmly grounded) to receive a charging L-sized opponent

²⁾ Pronounced "hoRs-wee-ha"

³⁾ Two-handed use (SF6; D 2-8/2-16); SF5 and D 1-8/1-12 for one-handed use (as long sword)

4. GHAST (NIGHT)

DMG, p. 190-194

Must be near charnel houses, graveyards, and the like.

GHAST (2-8) (XPL7)

2-8 ghastrs (CE); AC 4; MV 15"; HD 4; THACO 15; #AT 3; D 1-4/1-4/1-8; **paralyzation** (also affects elves; save vs paralyzation); **carrion stench** (10' rad.; nausea, -2 to hit; save vs poison); immune to *sleep* and *charm*; *protection from evil* requires cold iron; PPD13 PP14 RSW15 BW16 S16; cold iron = damage×2; Int 11-12; SZ M; XP 190 + 4/hp (XPL7)
hp 13, 26, 19, 15, 22 // 14, 18, 14
hp 20, 17, 12, 21, 21 // 20, 12, 14
hp 16, 12, 18, 17, 23 // 23, 28, 19

EXAMPLE GHAST (XPL(4×7)/28)

4 ghastrs (CE); AC 4; MV 15"; HD 4; THACO 15; #AT 3; D 1-4/1-4/1-8; **paralyzation** (also affects elves; save vs paralyzation); **carrion stench** (10' rad.; nausea, -2 to hit; save vs poison); immune to *sleep* and *charm*; *protection from evil* requires cold iron; PPD13 PP14 RSW15 BW16 S16; cold iron = damage×2; Int 11-12; SZ M; XP 190 + 4/hp (XPL7)
hp 15, 18, 22, 30

5. HARLOT EXAMPLE (NIGHT)

DMG, p. 190-194

See sub-table (DMG, p. 192). 20% likely to be, or work with, a thief.

EXAMPLE HARLOT/TYPICAL STREETWALKER EXAMPLE (XPL $\frac{1}{2}$)

Not a thief or working with one.

1 **harlot (active female)**; AC10; MV 12"; HD 0-level (1-4 hp); **THACO 20** (-1 to hit); #AT 1; D 1-4 (dagger); PPD16 PP17 RSW18 BW20 S19; eqp: dagger; 30% likely to know valuable information; 15% likely to make something up in order to gain a reward; XP 7 + 1/hp (XPL $\frac{1}{2}$)
hp 1

6. FIGHTER EXAMPLE (NIGHT)

DMG, p. 190-194

EXAMPLE FIGHTER (XPL(16/8/8/6)/38)

1 **fighter (F11)** + 1 **henchman (C3)** + 1 **henchman (F4)** + **henchman (MU2)**

Hablot 'Scarface' (N), F11; **half-elf**; AC -4; MV 12"; HD F11; **THACO 10/9/8** (base/sword/axe); #AT 3/2 (S/T) or 1 (other) or 2 (missiles); D 1-8¹⁾ (sword) or 1-6+2 (axe) or 2-7 (mace) or 1-6/1-6 (bow); S16 (+0/+1) I12 W11 D15 (+0/-1) C13 Ch8; 11 melee attacks/rd vs less than 1 hit die; PPD7 PP8 RSW9 BW8 S10 (+1 dexterity; +2 armor, +3 shield; 30% resistant to *sleep* and *charm*); infravision (60'); detect concealed & secret doors 1/1-3 & 1-2; eqp (scant): **plate mail +2** & **shield +3**; **bastard sword of sharpness** (+1, counts as +3), mace, **hand axe +2**, short bow & 12 arrows, dagger; complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: clean; even tempered, brave; religion; XP 3,400 + 16/hp (XPL16)
hp 60

Masahira Ishida (LE), C4 (Japanese pantheon); AC 2; MV 12"/32", 18", or 12" (C) (wings of flying; DMG, p. 155); HD C4; **THACO 18/16** (base/flail); #AT 1; D 2-7+2 (flail) or 2-5 (hammer); S10 I10 W14 (2) D11 C10 Ch11; turn/command undead (T/T/4/7/10/13/16/20); PPD9 PP12 RSW13 BW15 S14; eqp (scant): **chain mail +2** & shield; **flail +2**, hammer (1/2/3); **wings of flying**, **wand of illumination** (5 ch); complete gear (class-related items, unholy water, silver or silvered weapon, etc.); A/P/I: rough; humble, reverent; wars & armies; henchman of Hablot 'Scarface'; XP 245 + 5/hp (XPL8)

spells (5/4): I: **bless, cause fear, command, detect magic, sanctuary**
II: **chant, hold person, slow poison, speak with animals**

hp 21

Grobdrimdir (CE), F4; **dwarf**; AC 3; MV 9"; HD F4; **THACO 18**; #AT 1; D 1-6 (axe) or 2-5 (hammer) or 1-4+2 (crossbow); S16 (+0/+1) I10 W13 D11 C16 (+2) Ch7; +1 to hit vs half-orcs, goblins, hobgoblins, orcs; 4 melee attacks/rd vs less than 1 hit die; ogres, trolls, ogre magi, giants, titans -4 to hit; PPD13 PP14 RSW15 BW16 S16 (+4 vs magic, +4 vs poison; +1 armor); infravision (60'); mining skills 75/75/66.6/50/50; eqp (avg): **chain mail +1** & shield; axe (1/2/3), hammer (1/2/3); light crossbow & 11 **bolts +2** (6/12/18); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; unfeeling/insensitive, malevolent; gambling; henchman of Hablot 'Scarface'; XP 200 + 5/hp (XPL8)
hp 35

Risnys 'Riss' Derfel (CE), MU2; female; AC 6; MV 12"; HD MU2; **THACO 20/17** (base/dex); #AT 3; D 1-3/1-3/1-3 (darts); S12 I18 W9 D18 (+3/-4) C8 Ch11; PPD14 PP13 RSW11 BW15 S12 (+4 dexterity); eqp (avg): 15 darts (1 $\frac{1}{2}$ /3/4 $\frac{1}{2}$); very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: clean; even tempered, aesthetic; athletics; henchman of Hablot 'Scarface'; XP 120 + 3/hp (XPL6)

spells (2): I: **magic missile, magic missile**

hp 6

* Spell book (I: *read magic, magic missile, write, burning hands, comprehend languages*; III: *monster summoning II*)

¹⁾ One-handed use (SF5; D 1-8/1-12); SF6 and D 2-8/2-16 for two-handed use

7. CITY GUARD/NIGHT WATCH EXAMPLE (NIGHT)

DMG, p. 190-194

Will question suspicious persons, arrest law breakers, etc.; ready to aid attacked persons.

EXAMPLE CITY GUARD/NIGHT WATCH (XPL(7 \times 2/6/9)/29)

7 **guardsmen** + 1 **guardsman leader (F4)** + 1 **indentured magic-user (MU4)**

7 **guardsmen (spear & mace) (N)**; AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 2-7 (mace); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), mace; XP 14 + 1/hp (XPL2)
hp 7, 4, 4, 4, 6 // 5, 5

1 **guardsman leader (F4) (N)**; AC 2; MV 12"; HD F4; **THACO 18/(17/16)** (base/(dagger)); #AT 1; D 1-6¹⁾ (spear) or 1-8 (sword) or 1-4(+1/+2) (dagger); 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 armor); **banded mail +1** & shield; spear (1/2/3), long sword, **dagger +1**, +2 vs creatures smaller than man-sized; XP 160 + 5/hp (XPL6)
hp 29

1 **indentured magic-user (MU4)** (LG); AC 10; MV 12"; HD MU4; **THACO 20**; #AT 1 or 2; D 1-4 or 1-4/1-4 (daggers); I14; PPD14 PP13 RSW11 BW15 S12; eqp: 3 daggers; **rod of cancellation**; **magic-user scroll** (III: **dispel magic**; II: **mirror image**; MU7; **DMG**, p. 128); very complete gear (class-related items, spell book*, silver or silvered weapon, etc.); A/P/I: indentured to the city for 1 year for bad debts; XP 285 + 5/hp (XPL9)

spells (3/2): I: **charm person**, **detect magic**, **feather fall**
II: **invisibility**, **invisibility**

hp 11

* Spell book (I: *read magic*, *mending*, *charm person*, *feather fall*, *detect magic*, *write*; II: *continual light*, *invisibility*; VIII: *polymorph any object*)

¹¹ Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

8. THIEF EXAMPLE (NIGHT)

DMG, p. 190-194

A lone thief will be an adventurer, merely stopping for a short time in the city/town. Others will be on guild business, or "working", or both.

EXAMPLE THIEF (XPL(13/5/4)/21)

With apprentices; on guild business and "working".

1 **thief (T8)** + 1 **apprentice (T2)** + 1 **apprentice (T1)**

Bromfuldur (CN), **T8**; **dwarf**; AC 1; MV 9"; HD T8; **THACO 19/18/(17/16)/17** (base/sword/(dagger)/dex); #AT 1 or 3; D 1-6+1 (sword) or 1-4(+2/+3) (dagger) or 1-3/1-3/1-3 (darts); S14 I14 W12 D17 (+2/-3) C10 Ch7; +1 to hit vs half-orcs, goblins, hobgoblins, orcs; ogres, trolls, ogre magi, giants, titans -4 to hit; backstab×3; PP70 OL77 F/RT70 MS67 HS54 HN25 CW86 RL35; PPD12 PP11 RSW12 BW15 S13 (+3 dexterity; +2 vs magic, +2 vs poison); infravision (60'); mining skills 75/75/66.6/50/50; eqp (none): **bracers of defense AC 4**; **dagger +2**, **+3 vs creatures larger than man-sized**, **short sword +1**, **Dungeoneer** ("Trozharon" ("Cavern Watchman"); Int 13; CN; EGO 5 (Personality 18); **detect secret doors** 1/2" radius; **detect elevator/shifting rooms/walls** 1" radius; empathy; **alignment damage**: touch sword = 5 hp vs non-CN, CE, or CG, unless held by CN, CE, or CG wielder, darts (1 1/2/3/4 1/2); minimal gear (class-related items, thieves' picks & tools, silver or silvered weapon); A/P/I: ragged; harsh, lustful; mineralogy; on guild business and "working"; XP 1,800 + 12/hp (XPL13)
hp 24

Selig Slater (NG), **T2**; AC 6; MV 12"; HD T2; **THACO 20**; #AT 1 or 2; D 1-6 (sword) or 1-4/1-4 (daggers); S10 I12 W11 D14 C12 Ch17; backstab×2; PP35 OL29 F/RT25 MS21 HS16 HN10 CW86; PPD13 PP12 RSW14 BW16 S15 (+2 cloak); eqp (avg): **leather armor +1**, **cloak of displacement**; short sword, 3 daggers (1/2/3), **rope of entanglement**; very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: clean; proud/haughty, calculating; exotic animals; on guild business and "working"; apprentice of Bromfuldur; XP 65 + 3/hp (XPL5)
hp 9

Aibell Quache (CN), **T1**; female; AC 8; MV 12"; H T2; **THACO 20**; #AT 1; D 1-6 (sword) or 1-4 (sling); S11 I17 W10 D12 C11 Ch16; backstab×2; PP30 OL25 F/RT20 MS15 HS10 HN10 CW85; PPD13 PP12 RSW14 BW16 S15; eqp (avg): leather armor; short sword, sling & 20 stones (4/8/16); very complete gear (class-related items, thieves' picks & tools, silver or silvered weapon, etc.); A/P/I: ragged; unfeeling/insensitive, jealous; exotic animals; on guild business and "working"; apprentice of Bromfuldur; XP 36 + 2/hp (XPL4)
hp 5

9. RAKE EXAMPLE (NIGHT)

DMG, p. 190-194

25% chance to be drunk.

EXAMPLE RAKE (XPL(13/13/12)/38)

3 **rakes (F9)**

Aggressive, rude, and sarcastic; not drunk

Carvell Jackman (N), **F9**; AC -1; MV 12"; HD F9; **THACO 12/9** (base/sword); #AT 3/2 (S/T) or 2 (missiles); D 1-8+3 (sword) or 1-4(+1/+2)/1-4(+1/+2) daggers; S15 I8 W8 D15 (+0/-1) C18 (+4) Ch12; 9 melee attacks/rd vs less than 1 hit die; PPD8 PP9 RSW10 BW9 S11 (+1 dexterity; +4 armor); eqp (avg): **splint mail +4**; **long sword +3**, 2 daggers (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: unkempt; harsh, retiring; astrology; aggressive, rude, and sarcastic; not drunk; XP 2,250 + 14/hp (XPL13)
hp 92

Andrus Laver (LE), **F9**; AC 9; MV 12"; HD F9; **THACO 12/(11/9)** (base/sword); #AT 3/2 (S/T) or 2 (missiles); D 1-8(+1/+3) (sword) or 1-6 (axe) or 1-4/1-4 (daggers); S16 (+0/+1) I13 W11 D15 (+0/-1) C15 (+1) Ch13; 9 melee attacks/rd vs less than 1 hit die; PPD8 PP9 RSW10 BW9 S11 (+1 dexterity); eqp (avg+): **long sword +1**, **+3 vs regenerating creatures**, axe (1/2/3), 3 daggers (1/2/3); **Keoghtom's ointment** (3 jars; 24 applications); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: ragged; unfeeling, deceitful; nature; aggressive, rude, and sarcastic; not drunk; XP 2,250 + 14/hp (XPL13)
hp 69

'Scummy' Clerihew (CE), **F9**; AC 10; MV 12"; HD F9; **THACO 12/(11/8)** (base/sword); #AT 3/2 (S/T) or 2 (missiles); D 1-8(+1/+4) (sword) or 1-4/1-4 (daggers); S14 I10 W7 (-1) D12 C16 (+2) Ch9; 9 melee attacks/rd vs less than 1 hit die; PPD8 PP9 RSW10 BW9 S11 (-1

wisdom); eqp (avg): **long sword +1**, **+4 vs reptiles**, 3 daggers (1/2/3); very complete gear (class-related items, silver or silvered weapon, etc.); A/P/I: rough; even tempered, unforgiving; nature; aggressive, rude, and sarcastic; not drunk; XP 1,800 + 14/hp (XPL12)
hp 73

10. DRUNK EXAMPLE (NIGHT)

DMG, p. 190-194

Minor bureaucrat.

EXAMPLE DRUNK (2) (XPL $(\frac{1}{2}/\frac{1}{2}/2 \times 3)/7$)

1 **drunk/tax collector (active male)** + 1 **drunk/tax collector (active male)** + 2 **personal guards (F1)**

Wine-sodden bums.

1 **drunk/tax collector (active male)** (NE); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-3 (knife); PPD16 PP17 RSW18 BW20 S19; **greatly intoxicated** (hp +3; **THACO 20** (-5 to hit); I5 W4 (-2) D5 (-1/+2) Ch6; +4 bravery; +15% ML); PPD16 PP17 RSW18 BW20 S19 (-2 wisdom, -2 dexterity); eqp: knife; A/P/I: rough; hot tempered, hardhearted; gambling; wine-sodden bum; XP 5 + 1/hp (XPL $\frac{1}{2}$)

hp 6 (3)

1 **drunk/deputy bailiff (active male)** (N); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-3 (knife); PPD16 PP17 RSW18 BW20 S19; **greatly intoxicated** (hp +3; **THACO 20** (-5 to hit); I4 W4 (-2) D7 Ch7; +4 bravery; +15% ML); PPD16 PP17 RSW18 BW20 S19 (-2 wisdom); eqp: knife; A/P/I: rough; unfeeling, rude; gambling; wine-sodden bum; XP 5 + 1/hp (XPL $\frac{1}{2}$)

hp 8 (5)

2 **personal guards (F1)** (N); AC 4; MV 9"; HD F1; **THACO 20**; #AT 1; D 1-8 (sword) or 1-4 (crossbow or dagger); PPD14 PP15 RSW16 BW17 S17; eqp: chain mail & shield; long sword, light crossbow & 20 bolts (6/12/18), dagger (1/2/3), long sword; Int 8-12; XP 28 + 2/hp (XPL3)

11. MERCENARY EXAMPLE (NIGHT)

DMG, p. 190-194

70% chance they are already in the employ of someone.

EXAMPLE MERCENARY (XPL $(11 \times 2/3 \times 3/6)/37$)

11 **mercenaries** + 3 **mercenary fighters (F1)** + 1 **mercenary serjeant (F3)**

Already employed.

11 **mercenaries** (N); AC 4; MV 9"; HD 0-level (4-7 hp); **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 2-8 (morning star); **S+1 C+3**; PPD16 PP17 RSW18 BW20 S19; eqp: chain mail & shield; spear (1/2/3), morning star; A/P/I: nondescript; already employed; XP 14 + 1/hp (XPL2)
hp 7, 6, 5, 4, 6 // 6, 7, 6, 7, 7 // 7

3 **mercenary fighters (F1)** (N); AC 2; MV 6"; HD F1; **THACO 20**; #AT 1; D 1-6¹⁾ (spear) or 1-8 (sword); PPD14 PP15 RSW16 BW17 S17; eqp: plate mail & shield; spear (1/2/3), long sword; A/P/I: nondescript; already employed; XP 28 + 2/hp (XPL3)
hp 7, 6, 8

1 **mercenary serjeant (F3)** (N); AC 5; MV 6"; HD F3; **THACO 18**; #AT 1; D 1-6¹⁾ (spear) or 1-8 (sword) or 1-4 (crossbow); 3 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 armor); eqp: **studded leather armor +1** & shield; spear (1/2/3), long sword, light crossbow & 20 bolts; A/P/I: nondescript; morose, deceitful; alchemy; already employed; XP 110 + 4/hp (XPL6)
hp 20

¹⁾Weapon does double damage when set (firmly grounded) to receive a charge from an opponent of any size

12. WEREWOLF EXAMPLE (NIGHT)

DMG, p. 190-194; MM, p. 63-64

Noblewoman and retinue (human form). Can be mistaken for a courtesan or procuress.

EXAMPLE WEREWOLF (3) (XPL $(9/9/7/3 \times 1\frac{1}{2}/2 \times 1\frac{1}{2})/30\frac{1}{2}$)

In sedan chair. Any insult will be taken seriously.

1 **werewolf (F7)** + 1 **werewolf (F4)** + 1 **werewolf (active female)** + 4 **carriers (active male)** + 2 **linkboys (active male)**

Surprise/surprised 1-3/1-2 (DMG, p. 61-62)

Sélène de Courselune, noblewoman (F7)/werewolf (CE); female; **wereform**: AC 2; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, MM, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14 (+3 ring); eqp: **ring of protection +3** (STF); Int 8-10; SZ M; **natural form**: AC 7; MV 12"; HD F7; **THACO 14/13** (base/sword); #AT 3/2 (S/T) or 2 (missiles); D 1-6+2 (sword) or 1-4 (dagger); S16 (+0/+1) I10 W12 D14 C16 (+2) Ch10; 7 melee attacks/rd vs less than 1 hit die; PPD10 PP11 RSW12 BW12 S13 (+3 ring; +1 vs magic; save at "20" if no save allowed); eqp: **ring of protection +3** (STF); **scarab of protection** (10 life levels left); **short sword +1**; **potion of gaseous form**; A/P/I: immaculate; proud, aloof; legends; any insult will be taken seriously; XP 285 + 5/hp (XPL9)

hp (wereform) 23

hp (natural form) 56

Lycène Hurlevent, personal guard (F4)/werewolf (CE); wereform: AC 9; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; **lycanthropy** (50% + of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; natural form: AC 4; MV 12"; HD F4; **THACO 18/16** (base/str); #AT 1; D 1-8 (sword) or 1-4 (crossbow or dagger); S18/90 (+2/+4) I10 W14 C17 (+3) D15 (+0/-1) Ch13; 4 melee attacks/rd vs less than 1 hit die; PPD13 PP14 RSW15 BW16 S16 (+1 dexterity; +1 shield); eqp: **shield +1**; long sword, light crossbow & 20 bolts (6/12/18), dagger (1/2/3); A/P/I: imposing; even tempered, overbearing; engineering; XP 285 + 5/hp (XPL9)

hp (wereform) 30

hp (natural form) 29

Fuchelle Grissomber, servant (active female)/werewolf (CE); wereform: AC 5; MV 15"; HD 4+3; **THACO 15**; #AT 1; D 2-8; **lycanthropy** (50%+ of hp in biting damage; 25% chance to cure by eating belladonna within 1 hr, **MM**, p. 63); silver or +1 weapons to hit (or 4+1 hit dice); surprise 1-3; PPD11 PP12 RSW13 BW13 S14; Int 8-10; SZ M; natural form: AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20** (-1 to hit); #AT 1; D 1-4 (dagger); -1 to hit; PPD16 PP17 RSW18 BW20 S19; eqp: dagger; A/P/I: rough; unfeeling, deceitful; clothes & fashion; XP 205 + 5/hp (XPL7)

hp (wereform) 29

hp (natural form) 2

4 carriers (laboring male) (N); AC 10; MV 12"; HD 0-level (2-7 hp); **THACO 20**; #AT 1; D 1-6 (club); S13-15; PPD16 PP17 RSW18 BW20 S19; eqp: club (1/2/3); XP 5 + 1/hp (XPL1½)

hp 7, 6, 4, 6

2 linkboys (active male) (N); AC 10; MV 12"; HD 0-level (2-5 hp); **THACO 20**; #AT 1; D 1-3 (knife); PPD16 PP17 RSW18 BW20 S19; eqp: knife (1/2/3); XP 5 + 1/hp (XPL1½)

hp 2, 5

APPENDIX E – CREDITS, BIBLIOGRAPHY, & COLOPHON

Credits

Design: The Dungeon Masters Guide
Layout and Editing: The editor
Art: The artist
Development: The developer
Able Assistance: The able assistant

Bibliography

The following publications were consulted for this guide:

Gary Gygax, *Dungeon Masters Guide* (TSR, 1979)
Gary Gygax, *Monster Manual* (TSR, 4th edition, 1979; 1977)
Gary Gygax, *Players Handbook* (TSR, 1978)

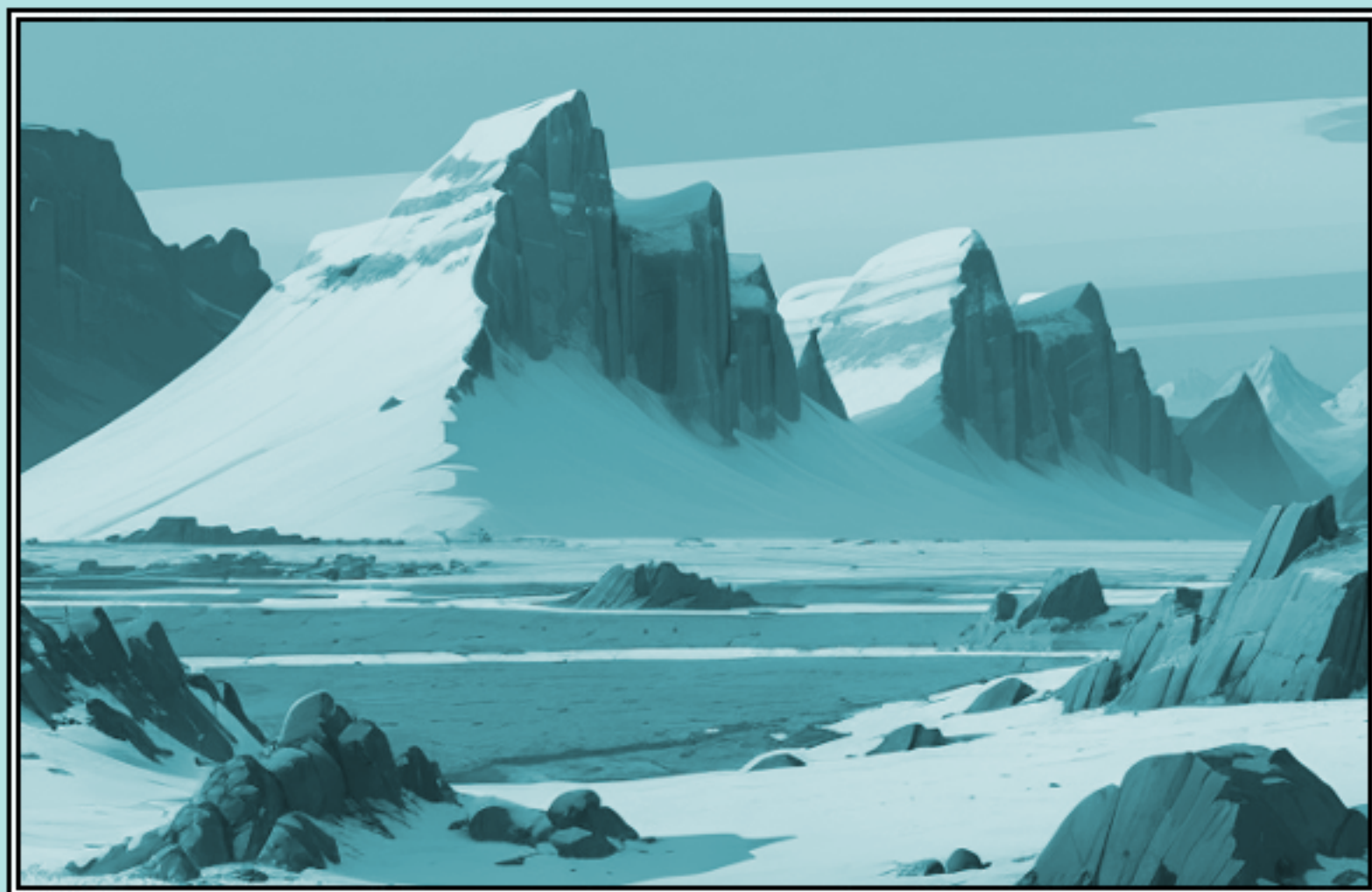
Bill Owen, *Treasury of Archaic Names Revised* (QuikLink Interactive, Inc., 2001)
Bob Bledsaw, Mark Holmer, Paul Jaquays, and Mike Petrowsky, *The Unknown Gods* (JG, 1980)
David Cook, John Pickens, and Steve Winter, *Dungeon Master Guide* (TSR, 1995)
David Cook, John Pickens, and Steve Winter, *Player's Handbook* (TSR, 1995)
David Cook, Steve Winter, and Jon Pickens, *Dungeon Master's Guide* (TSR, 1989)
Ed Greenwood, *Forgotten Realms Campaign Set* (TSR, 1986)
Ed Greenwood, *Pages from the Mages IV. More Long-Lost Magical Lore from Elminster*, in: *Dragon 97* (TSR, 1985)
Ed Greenwood et al., *Volo's Guide to All Things Magical* (TSR, 1996)
Gary Gygax, *Glacial Rift of the Frost Giant Jarl* (TSR, 1978)
Gary Gygax, *Hall of the Fire Giant King* (TSR, 1978)
Gary Gygax, *Monster Manual II* (TSR, 1983)
Gary Gygax, *Steading of the Hill Giant Chief* (TSR, 1978)
Gary Gygax, *Unearthed Arcana* (TSR, 1985)
Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977)
Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 1: Men & Magic* (TSR, 1974)
Gary Gygax with David Cook and Francois Marcela-Froideval, *Oriental Adventures* (TSR, 1985)
Harold Johnson with Tom Moldvay, *Secret of the Slavers Stockade* (TSR, 1981)
James M. Ward with Robert J. Kuntz, *Deities & Demigods* (TSR, 1980)
Jeff Grubb and Ed Greenwood, *Forgotten Realms Adventures* (TSR, 1990)
Len Carpenter, *Arcane Lore. Magic from East to West*, in: *Dragon 130* (TSR, 1988)
Lenard Lakofka and Gary Gygax, *A Study in Fire Use. A New Dungeons & Dragons Subclass*, in: *Liaisons Dangereuses #74* (Lenard Lakofka, September 1976)
Lenard Lakofka, *Leomund's Tiny Hut. Beefing up the Cleric*, in: *Dragon 58* (TSR, 1982)
Lenard Lakofka, *Tales from the Green Dragon Inn. Leomund's Life*, in: *The Oerth Journal 10* (www, 1999)
Lenard Lakofka, *The Kroten Campaign Companion*, on: *Dragonsfoot* (www, 2006)
Malcolm Bowers, *Gary Gygax's Extraordinary Book of Names* (Troll Lord Games, 2004)
Mark Middleton (comp.), *Priest's Spell Compendium. Volume One* (TSR, 1999)
Mark Middleton (comp.), *Wizard's Spell Compendium. Volume One* (TSR, 1996)
Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Two* (TSR, 1997)
Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Four* (TSR, 1998)
The Dragon's Byte, *Field Guide to Encounters, Vol. 1* (JG, 1982)
The Dragon's Byte, *Field Guide to Encounters, Vol. 2* (JG, 1982)

Webography

www.fantasynamgenerator.com/sumeriannames
www.scrollsoflankhmar.com

Colophon

FRONT COVER: BESPOKE (...) in QUENTINEMEDIUM 68; DUNGEON MASTERS (...) in AvantGarde-Demi 30; TEMPERATE (...) in AvantGarde-Demi 16; Blurb in AvantGarde Bk BT 10 and AvantGarde Bk BT Bold 10; Not distributed (...) in AvantGarde Bk BT 9; @2023, (...) in AvantGarde Bk BT 11; TMW Copies (...) in Book Antiqua Bold 10; EDITED (...) in AvantGarde Bk BT Bold 7; 1038 in Book Antiqua Bold 14; BACK COVER: Text in AvantGarde Bk BT 10



This item is only one of the increasingly labor-intensive MEMORY AIDS and LIKE PRODUCTS for AGING PLAYERS AND DMs of the ADVANCED DUNGEONS & DRAGONS Fantasy Adventure Game that was published by TSR Hobbies, Inc. Other Memory Aids for the AD&D game system currently available and unavailable include:

THE SPUT PAPER TRAIL (an almost complete collection of detailed maps, extensive narratives, artistic renderings, scribbled notes, and vague recollections of the adventures of SPUT heroes both legendary and long forgotten. Approved for use with other Memory Aids)

THE WORLDS OF SPUT (many full-color maps, with incomplete descriptions of history, geography and dungeons, including maps of SPUT game worlds, dungeons, cities, villages, and even a star chart. Approved for use with other Memory Aids)

ROGUES OF SPUT (character sheets and illustrations of many SPUT heroes. Approved for use with other Memory Aids)

Dungeon Module BD1 (The City of Carse)
Dungeon Module G4 (Aerial Fortress of the Cloud Giant Emperor)
Dungeon Module RD1 (Random Dungeon)
Dungeon Module SA1 (Murky Hall)
Dungeon Module SA2 (The Fortress of Death)
Dungeon Module SA3 (Cross Monastery)
Dungeon Module SY1 (Fourth- and Fifth-Level Dungeon)
Dungeon Module WD18 (The Halls of Tizun Thane)
Dungeon Module WD20 (Grakt's Crag)

Memory Aid E1 (An Adventure in Five Acts)
Memory Aid E2 (Duergar & Daemons)
Memory Aid E3 (Coming of Age)
Memory Aid E4 (The King's Gypsies)
Memory Aid RM3 (Dardolio's Trail)
Memory Aid RS1 (Quest for the King)
Memory Aid RS2 (Mages of Volka)
Memory Aid WL1 (Adversity on the Shadow World)
Memory Aid XXX1 (In Search of Some Sense)

Other releases of additional items relating to the AD&D game and SPUT adventures are planned for the future. TMW Copies does not publish a complete line of fantasy, science fiction, and historical games and rules. A complete catalog with the entire selection of TMW items is not available for \$2.00 from TMW Copies, no POB, no Lake, HU 72423.

ADVANCED DUNGEONS & DRAGONS is not a registered trademark of TMW Copies, Inc.
Hobgoblins winnen altijd.