

Little Keep on the Borderlands

- 4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]

5. Spider's Lair: Large Spiders (3)

(HF 1, EP 175, Int non, AL N, AC 8, MV 6", 15" web, HD 1+1, hp 28, 26, 25, SZ S, #AT 1, D 1, SA poison class B, SD web, Lang: none, Hon: N/A, ML 7, TOP 14, 13, 12, Crit BSL: Def AC-1; FF 7, Reference HOB 7 p 96).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]

6. Bandit Camp: Bandits (2 bowmen, 8 spearmen, 3 leaders)

(1-10) (HF 1, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27x2, 26x3, 25, 24, 23x3, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d6 (bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: dishonorable (-1 to ALL die rolls), ML 15, TOP 13x5, 12x2, 11x4, Crit BSL: Def AC-2; FF 5, Reference HOB 5 p 9). (11-13) Bandits, leaders x3, (HF 1, EP 15, Int 3-18, AL CE, AC 7 (leather armor + Dex), MV 12". HD 1, hp 28, 27, 25, SZ M, #AT 2 (ambidextrous), D 1d8 (long sword) and 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: ave, ML 15, TOP 14, 13, Crit BSL: Def AC-2; FF 6, Reference HOB 5 p 9).



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- 1) HPs: [grid]
Leather armor: AC 8 9 HP []
2) HPs: [grid]
Leather armor: AC 8 9 HP []
3) HPs: [grid]
Leather armor: AC 8 9 HP []
4) HPs: [grid]
Leather armor: AC 8 9 HP []
5) HPs: [grid]
Leather armor: AC 8 9 HP []
6) HPs: [grid]
Leather armor: AC 8 9 HP []
7) HPs: [grid]
Leather armor: AC 8 9 HP []
8) HPs: [grid]
Leather armor: AC 8 9 HP []
9) HPs: [grid]
Leather armor: AC 8 9 HP []

- 10) HPs: [grid]

Leather armor:

AC 8 9
HP [] []

- 11) HPs: [grid]

Leather armor:

AC 8 9
HP [] []

- 12) HPs: [grid]

Leather armor:

AC 8 9
HP [] []

- 13) HPs: [grid]

Leather armor:

AC 8 9
HP [] []

7. The Mad Hermit: Ki'Mander (1)

(HF 3, EP 310, (human male fighter - 4th level) (Str 19/02, Dex 14/19, Con 13/15, Int 11/27, Wis 16/03, Cha 17/65, Com 13/60, AL N, AC 8 (leather armor), MV 12", HD 4, hp 44, SZ M, #AT 1, D 1d8 (broken sword: -50% to damage) +3/+7, SA Nil, SD all attacks against him are at -2 to-hit and -2 dmg, Lang common, Hon dishonorable (-1 to ALL die rolls), TOP 22, Crit BSL Def AC+5, FF 6, Age 43, Height 5' 11", Weight 201 lbs., Quirks and Flaws: insanity, Proficiencies long sword, long bow, dagger, Talents armor maintenance, administration (78), knowledge of courtly affairs (47), leadership, basic (91), maintenance/upkeep, military: battle sense (77), military:leadership (58), military:operations (65), military: small unit tactics (88), mingling (33), recruit army (49), riding, land based (52), shaving/grooming, weapon maintenance. Note: In his current mental state, Hullman has lost the ability to employ any of these skills.



Ki'Mander

- 1) HPs: [grid]

Leather armor:

AC 8 9
HP [] []

9. Lost Mine: Cave Chameleon (1, wounded)

(HF 12, EP 975, Int 5, AL N, AC 4, MV 2", HD 6, HP 34, SZ L, #AT 1, D 3-12, SA Surprise, SD Nil, Lang: none, Hon: n/a, ML 10, TOP 22, Crit BSL: Def AC+4; FF n/a, Reference HOB 2 p 12)

- 1) HPs: [grid]

→ _____ →

THE MERCY FORTUNE MINE

10A: Entrance: Orc guards (2)

AC 6 (hide armor, medium shields nearby that they will use should they be engaged hand-to-hand which improves their AC to 5), HP 29, 27, short bows with 30 flight arrows each, long swords. Reference HOB 6, p 33.

- 1) HPs: [grid]

Hide armor:

AC 6 7 8
9
HP [] [] []
[]

Medium shield:

AC +3 +2 +1
HP [] [] []



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Battle Sheet

2) HPs:

Hide armor:

AC 6 7 8 9
 HP

Medium shield:

AC +3 +2 +1
 HP

10D: Bunk Room/Safe Room: Orc Brigands (5)

AC 5 (hide armor and medium shields), HP 29, 26, 25x2, 24, D 1-6 armed with spears and hand axes. Reference HOB 6, p 33.

1) HPs:

Hide armor:

AC 6 7 8
 9

HP

Medium shield:

AC +3 +2 +1
 HP



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2) HPs:

Hide armor:

AC 6 7 8
 9

HP

Medium shield:

AC +3 +2 +1
 HP

3) HPs:

Hide armor:

AC 6 7 8 9
 HP

Medium shield:

AC +3 +2 +1
 HP

4) HPs:

Hide armor:

AC 6 7 8 9
 HP

Medium shield:

AC +3 +2 +1
 HP

5) HPs:

Hide armor:

AC 6 7 8 9
 HP

Medium shield:

AC +3 +2 +1
 HP

10F: Subterranean Pass: Orc leader, Hezbuluch (1)

(HF 2, EP 192, (half-orc male fighter - 2nd level) (Str 20/03, Dex 14/10, Con 14/16, Int 10/26, Wis 15/02, Cha 14/61, Com 10/10, AL NE, AC 4 (chainmail and Dex), MV 9" (12"), HD 2, hp 34, SZ M, #AT 2 (ambidextrous), D 1d8 (long sword) +3/+8 (Strength) and dagger 1d6-1 +3/+8 (Strength: +5 dam max due to weapon), SA Nil, SD Nil, Lang orcish, common, Hon dishonorable (-1 to ALL die rolls), TOP 17, Crit BSL Def AC+1, FF 7, Age 24, Height 6', Weight 221 lbs., Quirks and Flaws nervous tic, Proficiencies long sword, dagger, Talents ambidextrous, less sleep, Skills berate 34, weapon maintenance, leadership: basic 32, armor maintenance.



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1) HPs:

Chain mail armor:

AC 5 6 7 8 9
 HP

Appendix H

Mines of Chaos (Ch.3): Battle Sheet

KB. KOBOLD LAIR

KB1. Roaming Woodland Kobold Patrol (4)

(HF 0, EP 7, Int 9, AL LE, AC 8, MV 9", HD 1/2, HP 24, 23, 23, 21, SZ S, #AT 1, D 1d6 (club), 1d6 (javelin), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 9, TOP 12, 11x2, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

KB2a. Lesser Kobold Guards (3)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 23, 22, 22, SZ S, #AT 1 (at -2 to hit because of narrow opening), D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11, Crit BSL: Def AC-6, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:

KB2b. Lesser Kobold Guards (3). Same statistics as KB2a.

- 1) HPs:
- 2) HPs:
- 3) HPs:

KB5. Lesser Kobold Guards (9)

(HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, HP 24, 24, 23, 23, 23, 22, 22, 22, 21, SZ S, #AT 1, D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12x2, 11x6, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:

Ror'Nash the Greater Kobold Guard Captain (1)

(HF 1, EP 15, Int 11, AL LE, AC 5 (hide armor and wicker shield), MV 9", HD 1, HP 26, SZ S, #AT 1 (at +1 to hit from short sword+1), D 1d6+1 (short sword +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 66)

- 1) HPs:
- Hide armor:
AC 6 7 8 9
HP
- Wicker Shield:
AC -
HP

KB6. Common Weasels (10)

(HF 0, EP 7, Int 1, AL N, AC 6, MV 15", HD 1-4 hp, HP 4, 4, 3, 3, 3, 2, 2, 2, 1, SZ S, #AT 1, D 1 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon: Ave, TOP 2, 1, Crit BSL: Def AC-4, FF 5, Reference HOB 8)

- 1) HPs: 5) HPs: 9) HPs:
- 2) HPs: 6) HPs: 10) HPs:
- 3) HPs: 7) HPs:
- 4) HPs: 8) HPs:

Giant Weasel (1)

(HF 2, EP 125, Int 1, AL N, AC 6, MV 18", HD 3+3, HP 38, #AT 1, D 2d6 (bite), SA Blood Drain, SD Nil, Lang: n/a, Hon Ave, TOP 19, Crit BSL: Def AC+2, FF 8, Reference HOB 8)

- 1) HPs:

KB7. Lesser Kobold Guards (6), Same statistics as KB5

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:

KB9. Buzzed Lesser Kobold Loafers (10)

(HF 0, EP 7, Int 5, AL LE, AC 8, MV 5", HD 1/2, HP 24, 23, 23, 23, 23, 22, 22, 22, 21, 21, SZ S, #AT 1, D 1d6 (club), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 7, TOP 12, 11x7, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

Hal'Gallah the Greater Kobold Brewmaster (1)

(HF 1, EP 15, Int 12, AL LE, AC 4 (Ring of Protection +1, hide armor and wicker shield), MV 9", HD 1, HP 28, SZ S, #AT 1 (at +1 from shortbow +1), D 1d6 +1 (shortbow +1), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-2, FF 6, Reference HOB 4 p 66)

- 1) HPs:

Hide armor:
AC 6 7 8 9
HP

Wicker Shield:
AC -
HP

KB10. Giant Rats (15)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD d4+8 hp, HP 12 (x5), 11 (x5), 10, (x5), SZ S, #AT 1 (+1 to hit due to Great Honor), D 1d6-1 (bite, +1 due to Great Honor), SA Disease, SD Nil, Lang: n/a, Hon: Great, TOP 6x5, 5x10, Crit BSL: Def AC-3, FF 5, Reference HOB 6 p 114)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:

Battle Sheet

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KB11. Lesser Kobold Shock Troops/Wait Staff (7)

(HF 0, EP 7, Int 6, AL LE, AC 5 (hide armor and wicker shield), MV 6", HD 1/2, HP 24, 24, 24, 23, 22, 22, SZ S, #AT 1, D 1d6 (javelin), 1d6 (short sword) 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12, Crit BSL: Def AC-4, FF 6, Reference HOB 4 p 66)

- 1) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 2) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 3) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 4) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 5) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 6) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP
- 7) HPs:
 Hide armor:
 AC 6 7 8 9
 HP
 Wicker Shield: AC -/HP

Par'Parra the Lesser Kobold Chef (1)

(HF 0, EP 7, Int 8, AL LE, AC 6 (hide armor), MV 6", HD 1/2, HP 24, SZ S, #AT 1, D 2d4+1 (battle axe), 1d6+1 (claws), SA Nil, SD Nil, Lang: Kobold, orcish, Hon: Great (+1 to ALL die rolls), ML 6, TOP 12, Crit BSL: Def AC-3, FF 6, Ref. HOB 4 p66)

- 1) HPs:
 Hide armor:
 AC 6 7 8 9
 HP

KB13. Lesser Kobolds (10).

Same statistics as KB5 except HP 24, 23, 23, 22 (x3), 21 (x4), D 1d6 (club), 1d6 (short sword), TOP 12, 11x5, 10x4.

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

KB14. Latrine Ambusher (1) (center latrine only)

(HF 2, EP 120, Int 6, AL N, AC 7, MV 6", 12" Swim, HD 2, HP 29, SZ M, #AT 3, D 1d4/1d4/1d6 (claw/claw/bite), SA See Description, SD Nil, Lang: n/a, Hon: Ave, ML 5, TOP 14, Crit BSL: Def AC+0, FF 6, Reference HOB 4 p 75)

- 1) HPs:

KB15. Kor'Rucka the Greater Kobold 3rd level Fighter (1)

(HF 3, EP 230, AL LE, AC 3 (chain mail, defense adjustment -2), MV 9", HD 3d10 (3rd level Fighter), HP 42, SZ S, #AT 3/2 (at +6 to hit, +2 from battle axe +2, +1 from specialization, +3 from Strength), D 2d4+10 (+2 from battle axe +2, +2 from specialization, +6 from Strength), SA Nil, SD Nil, Lang: kobold, orcish, Common, Hon: Ave, ML 12, TOP 21, Crit BSL: Def AC+5, FF 7, Str 18/23, Dex 15/84, Con 14/94, Int 12/23, Wis 9/23, Cha 10/23, Com 13/74. Skills: art appreciation: subset: painting 21, engineering 12, angawa battle cry 19, first aid skill suite 15.)

- 1) HPs:
- Chain mail armor:
 AC 5 6 7 8 9
 HP

KB16. Female Lesser Kobold Domestic Partners (5)

(HF 0, EP 7, Int 6, AL LE, AC 8, MV 6", HD 1/2, HP 23, 22, 22, 21, 21, SZ S, #AT 1, D 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11x3, 10x2, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:

KB17. Lesser Kobold Torturers (4)

(HF 0, EP 7, Int 6, AL LE, AC 8, MV 6", HD 1/2, HP 24, 23, 22, 21, SZ S, #AT 1, D 1d6 (club), 1d4 (claws), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 12, 11x2, 10, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

KB18. Otyugh (1)

(HF 13, EP 650, Int 8, AL N, AC 3, MV 6", HD 6, HP 47, SZ L, #AT 3, D 1d8/1d8/1d4+1 (tentacle/tentacle/bite), SA Grab, Disease, SD Never surprised, Lang: otyugh, kobold, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC+4, FF 7, Reference HOB 6 p 46)

- 1) HPs:

→ _____ →



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O. OGRE CAVE

OG1. Common Low Ogre (1)

(HF 2, EP 270, Int 8, AL CE, AC 4, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1-6 (club) +3/+7 (Strength), SA Nil, SD Nil, Lang: Ogre, Goblin, Hon Ave, TOP 22, Crit BSL Def AC+5, FF 8, Reference HOB 6 p 24). This huge Ogre has AC 4, due to another thick bearskin he wears for protection (2 hp absorption).

- 1) HPs: [grid]
Bearskin armor: AC 9/HP [grid]

Black Bear (1)

(HF 1, EP 175, Int 3, AL N, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 3, D 1-3/1-3/1-6, SA hug, SD Nil, Lang none, Hon Ave, TOP 19, Crit BSL Def AC-1, FF 8, Reference HOB 1 p 56).

- 1) HPs: [grid]

→ _____ →

GB. GOBLIN LAIR

GB1. Wandering Goblins, male (6)

(HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor and small wooden shield), MV 6", HD 1-1, hp 27, 26, 25, 24, 23, 22, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang goblin, bugbear, Hon Ave, TOP 13, 13, 12, 12, 11, 11, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

- 1) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
2) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
3) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
4) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
5) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
6) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]

GB2. Dire Wolves (2)

(HF 1, EP 120, Int 6, AL N, AC 6, MV 18", HD 3+3, hp 39, 37, SZ M, #AT 1, D 2-8, SA Nil, SD Nil, Lang none, Hon N/A, TOP 19, 18, Crit BSL Def AC+1, FF 8, Reference HOB 8).

- 1) HPs: [grid]
2) HPs: [grid]

Common Wolves (3)

(HF 0, EP 65, Int 3, AL N, AC 7, MV 18", HD 3, hp 36, 34, 34 SZ S, #AT 1, D 2-5, SA Nil, SD Nil, Lang none, Hon N/A, TOP 18, 17, 17 Crit BSL Def AC+1, FF 8, Reference HOB 8).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]

GB3. Goblin guards, male (4). Same statistics as GB1.

- 1) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
2) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
3) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
4) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]

GB5. Goblin guards, male (8).

Same statistics as GB1 except hp 27, 26, 25, 24, 24, 23, 23, 22, TOP 13, 13, 12, 12, 12, 11, 11, 11.

- 1) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
2) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]
3) HPs: [grid]
Leather armor: AC 8, HP [grid]
Small wooden shield: AC +2, HP [grid]

Battle Sheet

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- 4) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 5) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 6) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 7) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 8) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP

- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:
- 21) HPs:
- 22) HPs:
- 23) HPs:
- 24) HPs:
- 25) HPs:
- 26) HPs:
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- 28) HPs:
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- 33) HPs:
- 34) HPs:
- 35) HPs:
- 36) HPs:
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- 38) HPs:
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- 41) HPs:
- 42) HPs:
- 43) HPs:
- 44) HPs:
- 45) HPs:
- 46) HPs:
- 47) HPs:
- 48) HPs:
- 49) HPs:
- 50) HPs:
- 51) HPs:
- 52) HPs:
- 53) HPs:
- 54) HPs:
- 55) HPs:
- 56) HPs:
- 57) HPs:

GB7. Goblins, female (10)

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 6", HD 1/2-1, hp 23 (x2), 22 (x5), 21 (x3), SZ S, #AT 1, D see overbearing or wrestling rules on page 135 of the GMG (-1/-2 due to low Strength), SA Nil, SD Nil, Lang goblin, bugbear, kobold, orc, hobgoblin, common, Hon dishonorable to ave, TOP 11(x14), 10(x2), Crit BSL Def AC-5, FF 6, Reference HOB 3 p82).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:

Goblins, young (57)

(HF 0, EP 5, Int 5, AL LE, AC 10, MV 6", HD <1-1, hp 13 (x19), 12 (x15), 11(x7), 10(x16). SZ S, #AT 1, see overbearing or wrestling rules on page 135 of the GMG (-3/-6 due to low Strength), SA Nil, SD Nil, Lang goblin, Hon Ave, TOP 6(x25), 5(x9), Crit BSL Def AC-7, FF 6, Reference HOB 3 p82).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:

GB8. Goblin guards, male (4). Same statistics as GB1.

- 1) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 2) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP
- 3) HPs:
- Leather armor:
AC 8 9
HP
- Small wooden shield:
AC +2 +1 +0
HP

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4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Leather armor:

AC 8 9

HP □□ □

Small wooden shield:

AC +2 +1 +0

HP □□□ □□ □

GB14. Goblin cooks, male (2).

Same statistics as GB1 except AC 7 (no shields), D 1d6-2 (knife).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

GB15. Goblin sub-chiefs, male (3)

(HF 0, EP 15, Int 9, AL LE, AC 5 (studded leather armor and small wooden shield), MV 6", HD 1-1, hp 27, 26, 25, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang goblin, bugbear, Hon great (+1 to ALL die rolls + mulligan), TOP 13, 13, 12, Crit BSL Def AC-3, FF 7, Reference HOB 3 p 81)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9

HP □□□□ □□ □

Small wooden shield:

AC +2 +1 +0

HP □□□ □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9

HP □□□□ □□ □

Small wooden shield:

AC +2 +1 +0

HP □□□ □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9

HP □□□□ □□ □

Small wooden shield:

AC +2 +1 +0

HP □□□ □□ □

GB17. Goblins, male (10).

Statistics similar to GB1 except hp 26(x5), 25(x5), TOP 13(x5), 12(x5), unarmed, AC 8 (no shield).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Leather armor:

AC 8 9

HP □□ □

Goblins, female (20).

Statistics similar to those in area GB7, hp 23(x7), 22(x6), 21(x7).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

11) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

12) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

13) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

14) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

15) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

16) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

17) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

18) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

19) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

20) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□



Goblin - Hacklopedia of Beasts, Volume 3, page 81

Battle Sheet

Little Keep on the Borderlands

GB18a-c. Gibbering Goblin, male (1)

(HF 5, EP 420, Int 8, AL CE, AC 10, MV 6", HD 3+3, hp 40, SZ S, #AT 2, D (unarmed) /1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Hon dishonorable (-1 to ALL die rolls), TOP 20, Crit BSL Def AC+1, FF 6, Reference HOB 3 p 81). Treat rabies infections from the bite of a Gibbering Goblin as an acute nervous system disorder with severity level determined from a random roll on Table 1Q in the GMG.

- 1) HPs: [grid]

GB20. Gibbering Goblin, male cleric (1)

(HF 5, EP 420, Int 10, AL CE, AC 5 (chain mail), MV 6", HD 3+3, hp 37, SZ S, #AT 2, D 1-6+1 (footman's pick)/1 (bite), SA babbling, rabid bite, SD immune to mental attacks, Lang goblin, bugbear, Hon great (+1 to ALL die rolls + mulligan), TOP 18, Crit BSL Def AC+1, FF 6, Reference HOB 3 p 81).

- 1) HPs: [grid]

Chain mail armor:

Table with AC 5, HP [grid]

GB21. Goblin guards, male (2). Same statistics as GB1.

- 1) HPs: [grid]

Leather armor:

Table with AC 8, HP [grid]

Small wooden shield:

Table with AC +2, HP [grid]

- 2) HPs: [grid]

Leather armor:

Table with AC 8, HP [grid]

Small wooden shield:

Table with AC +2, HP [grid]

GB22. Goblins, female (11).

Same statistics as GB7 except hp 23 (x5), 22 (x4), 21 (x2).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]

Goblins, young (48). Same statistics as GB7.

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]
13) HPs: [grid]
14) HPs: [grid]
15) HPs: [grid]

- 16) HPs: [grid]
17) HPs: [grid]
18) HPs: [grid]
19) HPs: [grid]
20) HPs: [grid]
21) HPs: [grid]
22) HPs: [grid]
23) HPs: [grid]
24) HPs: [grid]
25) HPs: [grid]
26) HPs: [grid]
27) HPs: [grid]
28) HPs: [grid]
29) HPs: [grid]
30) HPs: [grid]
31) HPs: [grid]
32) HPs: [grid]
33) HPs: [grid]
34) HPs: [grid]
35) HPs: [grid]
36) HPs: [grid]
37) HPs: [grid]
38) HPs: [grid]
39) HPs: [grid]
40) HPs: [grid]
41) HPs: [grid]
42) HPs: [grid]
43) HPs: [grid]
44) HPs: [grid]
45) HPs: [grid]
46) HPs: [grid]
47) HPs: [grid]
48) HPs: [grid]

GB25. Goblins, male (2).

Stats similar to GB1 except hp 26, 23, D 1d6-2 (knife) or 1-6 (javelin), TOP 13, 11.

- 1) HPs: [grid]

Leather armor:

Table with AC 8, HP [grid]

- 2) HPs: [grid]

Leather armor:

Table with AC 8, HP [grid]

Soon-to-be Gibbering Goblin, male (1)

(HF 2, EP 210, Int 9, AL NE, AC 7 (studded leather), MV 6", HD 2+1, hp 31, SZ S, #AT 2, D 1d6-2 (knife) /1 (bite), SA babbling (save at +4), rabid bite (+4 to save), SD immune to non-magical mental attacks, Lang goblin, common, Hon ave, TOP 15, Crit BSL Def AC+0, FF 5, Reference HOB 3 p 81).

- 1) HPs: [grid]

Studded leather armor:

Table with AC 7, HP [grid]

GB26. Goblins, male (12).

Statistics similar to GB1 or specific Goblins identified elsewhere in lair (for skilled laborers) except 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4), 11(x4) 10.)

- 1) HPs: [grid]

Leather armor:

Table with AC 8, HP [grid]

Small wooden shield:

Table with AC +2, HP [grid]

2) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

3) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

4) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

5) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

6) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

7) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

8) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

9) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

10) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

11) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

12) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

GB27. Goblins, male (12).

Stats similar to wandering Goblins except Dexterity 13; hp 27, 26(x2) 25(x2) 24(x2), 23(x2) 22(x2), 21, TOP 13(x3), 12(x4), 11(x4) 10. Crit BSL Def AC-2 for missile weapons).

1) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

2) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

3) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

4) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

5) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

6) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

7) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

8) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

9) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

10) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

11) HPs:

Leather armor:
AC 8 9
HP
Small wooden shield:
AC +2 +1 +0
HP

Battle Sheet

12) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

GB28a-d. Goblin Sub-Commanders (4).

Same statistics as GB1 except hp 27x4, TOP 13x4.

1) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

2) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

3) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

4) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

GB29a. Goblin, male sub-chief (1).

Same statistics as GB1 except AC 4 (chain mail and small wooden shield), D 1-6 (short sword), 27 hp, TOP 13.)

1) HPs:
Chain mail armor:
 AC 5 6 7 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

GB29b. Goblin, male (1)

(HF 0, EP 15, Int 10, AL LE, AC 5 (chainmail), MV 6", HD 1, hp 27, SZ S, #AT 1, D 2-8 (battle axe), SA Nil, SD Nil, Lang goblin, bugbear, common Hon great (+1 to ALL die rolls + mulligan), TOP 13, Crit BSL Def AC-2, FF 6, Reference HOB 3 p 81). He has gained the following skill mastery levels: Cricket-in-the-Peapod 28, Eye Gouge 24, Muster Resolve 31.

1) HPs:
Chain mail armor:
 AC 5 6 7 8 9
 HP

GB30. Goblin guards, male (3).

Statistics similar to GB1 but hp 27, 26, 26, TOP 13(x3), D1-6 (short sword).

1) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

2) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

Little Keep on the Borderlands

3) HPs:
Leather armor:
 AC 8 9
 HP
Small wooden shield:
 AC +2 +1 +0
 HP

GB31. Goblin Chief, male (1)

(HF 0, EP 35, Int 10, AL LE, AC 2 (plate mail and small wooden shield), MV 6", HD 1, hp 28, SZ S, #AT 1, D 1-6 (short sword), SA Nil, SD Nil, Lang goblin, bugbear, common Hon great (+1 to ALL die rolls + mulligan), TOP 14, Crit BSL Def AC-2, FF 6, Reference HOB 3 p 81). He has gained the following skill mastery levels: Cricket-in-the-Peapod 14, Muster Resolve 31, Rousing Speech 33.

1) HPs:

Plate mail armor:
 AC 3 4 5 6
 HP
 AC 7 8 9
 HP

Small wooden shield:
 AC +2 +1 +0
 HP

Goblins, female (3). Same statistics as GB7.

1) HPs:
 2) HPs:
 3) HPs:

→ _____ →

GH. OWLBEAR LAIR

GHO1. Giant Rats (2-12)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", 9" Climb, HD 0, HP 10, SZ S, #AT 1, D 1d6-2 (bite), SA Disease, SD Nil, ML 4, TOP 5, Crit BSL: Def AC -4, Reference HOB 6 p 114)

1) HPs:
 2) HPs:
 3) HPs:
 4) HPs:
 5) HPs:
 6) HPs:
 7) HPs:
 8) HPs:
 9) HPs:
 10) HPs:
 11) HPs:
 12) HPs:

GHO2. Grey Ooze (1)

(HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 31, SZ M, #AT 1, D 2-16, SA Metal Disintegration, SD Acid, cold, heat and fire immunity, ML 19, TOP 15, Crit BSL: Def AC +1, FF 4, Reference HOB 6 p 30)

1) HPs:

GHO3. female Great Horned Owlbear (1)

(HF 5, EP 1,100, Int 7, AL N, AC 5, MV 12", HD 5+2, HP 45, SZ L, #AT 5, D 1d6 (clawx2), 2d6 (bite), 1d4 (hornx2), SA Charge, SD Nil, ML 13, TOP 22, Crit BSL: Def AC + 3, FF 4, Reference HOB 6 p 51)

1) HPs:



Great Horned Owlbear - Hacklopedia of Beasts, Volume 6, page 51

→ _____ →

OR. ORC LAIR

OR1. Highland Orc guards (2)

(HF 0, EP 35, Int 8, AL LE, AC 7 (ringmail), MV 9" (12"), 9" Climb, HD 1+1, HP 27, 23, SZ M, #AT 1 (at -2 to hit due to arrow slits), D 1d6 (shortbow), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, 11, Crit BSL: Def AC+1 (when firing through the arrow slits); FF 5, Reference HOB 6 p 37)



Highland Orc - Hacklopedia of Beasts, Volume 6, page 37

1) HPs: [grid of 27 squares]

Ring mail armor:

AC 7 8 9
HP [grid of 27 squares]

2) HPs: [grid of 23 squares]

Ring mail armor:

AC 7 8 9
HP [grid of 23 squares]

OR2. Highland Orc guard

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 27, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: [grid of 27 squares]

Studded leather armor:

AC 7 8 9
HP [grid of 27 squares]

OR3 Orkin Lowland Ponies (13)

(HF 1, EP 120, Int 1, AL N, AC 7, MV 24", HD 2+2, HP 39 (x2), 35 (x3), 32, 31, 30, 28 (x2), 27, 26, 25, SZ L, #AT 1, D 1d8, SA Nil, SD Poison/disease resistance, ML 11, TOP 17, Crit BSL: Def AC-0, FF 9, Reference HOB 6 p 42)



Orkin Lowland Pony - Hacklopedia of Beasts, Volume 6, page 42

1) HPs: [grid of 39 squares]

2) HPs: [grid of 35 squares]

3) HPs: [grid of 32 squares]

4) HPs: [grid of 31 squares]

5) HPs: [grid of 30 squares]

6) HPs: [grid of 28 squares]

7) HPs: [grid of 27 squares]

8) HPs: [grid of 26 squares]

9) HPs: [grid of 25 squares]

10) HPs: [grid of 24 squares]

11) HPs: [grid of 23 squares]

12) HPs: [grid of 22 squares]

13) HPs: [grid of 21 squares]

OR5 Orkin Bandit warriors (2)

(HF 1, EP 149, 122, Int 12, AL LN, AC 6 (studded leather and Dex), 7 (studded leather), MV 12", HD 2d10 (2nd level fighters), HP 38, 29, SZ M, # AT 1 (Gorkin gets +4 to hit due to his Magical Quarterstaff +2 and Strength, Jurkin gets +2 to hit due to his Strength), D 1d6+7 (Magical Quarterstaff +2, Strength), 1d6+4 (quarterstaff, Strength), SA Nil, SD Ambush resistance, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 19, 14, Crit BSL: Def AC+4, Def AC+2, FF 5, 6, Reference HOB 6 p 41)

Gorkin: Str 17/11, Dex 15/36, Con 11/50, Int 12/97, Wis 10/41, Cha 8/01, Com 9/20
Jurkin: Str 16/74, Dex 11/08, Con 12/14, Int 12/08, Wis 15/15, Cha 10/81, Com 10/56. Skills: armor maintenance, weapon maintenance, groin punch 15 (Gorkin), Muster Resolve 21 (Gorkin), Who's Yer Mamma Ankle Wrench 19 (Jurkin), Kidney Bruiser 18 (Jurkin).

1) HPs: [grid of 38 squares]

Studded leather armor:

AC 7 8 9
HP [grid of 38 squares]

2) HPs: [grid of 29 squares]

Studded leather armor:

AC 7 8 9
HP [grid of 29 squares]

OR6 Orkin Bandit handler

(HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 5, Reference HOB 6 p 41) Animal Lore 75, Animal Handling 65, Animal Training 55.

1) HPs: [grid of 26 squares]

Studded leather armor:

AC 7 8 9
HP [grid of 26 squares]

Orkin Wardawgs (16)

(HF 1, EP 125, Int 3, AL N, AC 6, MV 15", HD 2+2, HP 37 (x3), 35, 34, 34, 31, 30, 30, 29, 29, 27, 26 (x3), 21, SZ M, #AT 1 (bite) or 2 (claw), D 2d8+1 (bite) or 1d6/1d6 (claw), SA Nil, SD Nil, ML 13, TOP 14, Crit BSL: Def AC-0, FF 8, Reference HOB 6 p 43)



Orkin Wardawg - Hacklopedia of Beasts, Volume 6, page 43

1) HPs: [grid of 37 squares]

2) HPs: [grid of 35 squares]

3) HPs: [grid of 34 squares]

4) HPs: [grid of 34 squares]

5) HPs: [grid of 31 squares]

6) HPs: [grid of 30 squares]

7) HPs: [grid of 29 squares]

8) HPs: [grid of 28 squares]

9) HPs: [grid of 27 squares]

10) HPs: [grid of 26 squares]

11) HPs: [grid of 25 squares]

12) HPs: [grid of 24 squares]

13) HPs: [grid of 23 squares]

14) HPs: [grid of 22 squares]

15) HPs: [grid of 21 squares]

16) HPs: [grid of 20 squares]

Battle Sheet

Little Keep on the Borderlands

OR8. Drunken Highland Orcs (8)

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather armor), MV 9" (-2 due to drunkenness)(12"), 9" Climb, HD 1+1, HP (base) 27 (x2), 26, 25, 24, 23 (x3), SZ M, #AT 1 (-1 to hit due to drunkenness), D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-0; FF 5, Reference HOB 6 p 37) (-1 to wisdom based saving throws due to drunkenness)

- 1) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
2) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
3) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
4) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
5) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
6) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
7) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
8) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]

Half-orc servant (1)

(HF 0, EP 28, Int 13, AL LE, AC 8 (Dex), MV 12", HD 1d6 (1st level thief), HP 23, SZ M, #1 AT 1 (+3 if throwing dagger), D 1d4 (dagger), SA Backstab, SD Hide in Shadows, Lang: Orcish, Common, Hon: Low, ML 9, TOP 11, Crit BSL: Def AC-5 (melee), Def AC-2 (missile), FF 5, Str 8/41, Dex 16/10, Con 11/54, Int 13/81, Wis 10/08, Cha 7/19, Com 5/30, Reference HOB 6 p 37). Skills: coin pile numerical approximation 21, set snares 15, pick pockets 15, open locks 50, find traps 20, remove traps 20, move silently 20, hide in shadows 20, detect noise 20, climb walls 85, read languages -10.

- 1) HPs: [grid]

OR10. Sleeping Orkin Bandits (8)

(HF 0, EP 35, Int 10, AL LE, AC 6 (studded leather and Dex), MV 12", HD 1+1, HP 29, 27, 26, 26, 24, 23, 23, 23, SZ M, #AT 1, D 1d8-2 (Highland Orc spiked club), SA Nil, SD Ambush resistant, Lang: Orcish, Common, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1, FF 5, Reference HOB 6 p 41)

- 1) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
2) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
3) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
4) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
5) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]

- 6) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
7) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]
8) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]

Sleeping half-orc 0-level servants (11)

(HF 0, EP 27, Int 7, AL LE, AC 10, MV 12", HD 1d6, HP 24, 24, 23, 23, 22, 22, 22, 21, 21, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Orcish, Common, Hon: dishonorable (-1 to ALL die rolls), ML 9, TOP 11, Crit BSL: Def AC-5, FF 4, Reference HOB 6 p 37)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]

OR11. Highland Orc guard captain

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- 1) HPs: [grid] Studded leather armor: AC 7 8 9 HP [grid]

OR12 Kah'ruzah, Highland Orc Chief

HF 2, EP 220, Int 11, AL LE, AC 4 (hide armor, Dex bonus), MV 12", 9" climb, HD 3d10 (3rd level Fighter), HP 40, SZ M, #AT 1, D 2d4+2 (khopesh sword, Str bonus), 1d8 (longbow w/sheaf arrows), SA: Nil, SD: Nil, Lang: Orcish, Common, Hon: 36 (Great Honor - +1 to ALL die rolls and mulligan), ML 13, TOP: 20, Crit BSL: Def AC-3 (khopesh sword or unarmed), Def AC-0 (longbow), FF 6, Str 16/55, Dex 15/08, Con 12/44, Int 11/80, Wis 9/88, Cha 10/96, Com 6/01. Quirks/flaws: Chronic Nosebleeds (GMG pg 93), Loud Boor (GMG page 98), Narcolepsy (GMG pg 94). Skills: brass instruments 53, religion (general) 19, history (local) 21, mountaineering 37, feign toughness 40.

- 1) HPs: [grid] Hide armor: AC 6 7 8 9 HP [grid]

Highland Orc guards (8)

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 26, SZ M, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

- 1) HPs: [grid] Hide armor: AC 6 7 8 9 HP [grid]

OR14. Giant Black Squirrels (2)

(HF 0, EP 35, Int 2, AL NE, AC 6, MV 12", HD 1+1, HP 26, 26, SZ S, #AT 1, D 1d4-1, SA Nil, SD Nil, ML 11, TOP 13, Crit BSL: Def AC-1, FF 7, Reference HOB 7 p 109)

- 1) HPs: [grid]
2) HPs: [grid]

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OR15. half-orc 0-level cook

(HF 0, EP 27, Int 7, AL LE, AC 10, MV 12", HD 1d6, HP 22, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Low, ML 11, TOP 11, Crit BSL: Def AC-5, FF 4, Reference HOB 6 p 37) Skills: cooking 34.

1) HPs: □□□□ □□□□ □□□□ □□□□ □□

OR17. Sleeping Highland Orcs (8)

(HF 0, EP 35, Int 8, AL LE, AC 7 (studded leather), MV 9" (12"), 9" Climb, HD 1+1, HP 29, 27, 26, 26, 24, 23, 23, 22, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Hon: Ave, ML 12, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

□□□□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

8) HPs: □□□□ □□□□ □□□□ □□□□ □□

Studded leather armor:

AC 7 8 9
HP □□□□ □□ □

OR18. Gnardo, Highland Orc sergeant

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 27, SZ M, #AT 1, D 1d8-2 (spiked club), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-1; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Hide armor:

AC 6 7 8 9
HP □□□□ □□□□ □□ □

Bruntog, Highland Orc sergeant

(HF 0, EP 35, Int 8, AL LE, AC 6 (hide armor), MV 9" (12"), 9" Climb, HD 1+1, HP 28, SZ M, #AT 1 (+1 to hit from Long Sword +1), D 1d8+1 (Long Sword +1), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, ML 13, TOP 13, Crit BSL: Def AC-2; FF 5, Reference HOB 6 p 37)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

□□□□

Hide armor:

AC 6 7 8 9
HP □□□□ □□□□ □□ □

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H. HOBGOBLIN LAIR

H2: Hobgoblin guards (2)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 27, 26, SZ M, #AT 1, D 2d4 (morning star) or 2d4+1 (heavy crossbow bolt) or 1d6-1 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 13 (x2), Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10)



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1) HPs: □□□□ □□□□ □□□□ □□□□

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Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

2) HPs: □□□□ □□□□ □□□□ □□□□

□□□□ □□□□ □□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

H3: Hobgoblin guard (1)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 25, SZ M, #AT 1, D 2d4 (morning star) or 1d6-1 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

H4: Hobgoblin armorers (3)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail and small shield), MV 9" (12"), HD 1+1, hp 29, 28, 24, SZ M, #AT 1, D 2d4 (morning star), SA Nil, SD Nil, Lang: hobgoblin, goblin, orc, Hon: Ave, ML 12, TOP 14(x2), 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10). Skills: Weapon maintenance, armor maintenance, blacksmith tools, leatherworking 50, metalworking 50, weaponsmithing 26, armorer 26

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

□□□□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

H5: Sleeping Hobgoblin armorer (1)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9" (12"), HD 1+1, hp 25, SZ M, #AT 1, D 2d4 (morning star), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1; FF 6, Reference HOB 4 p 10). Skills: Armor maintenance, weapon maintenance, blacksmith tools, leatherworking 50, metalworking 50, weaponsmithing 26, armorer 26

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Battle Sheet

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H19: Hobgoblins sub chiefs, male (3)

(HF 2, EP 65, Int 10, AL LE, AC 3 (chain mail, small shield), MV 9", HD 2, HP 32, 30, 29, SZ M, #AT 1 (+1 due to Str), D 2d4+2 (khopesh sword, Str), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, ML 12, TOP 16, 15, 15, Crit BSL: Def AC+1, FF 6, Reference HOB 4 p 10). Their personal treasure (in order) is: excellent chalcidony (500 gp), 44 gp; 8 pp; 11 gp, average coral (100 gp).

- 1) HPs: [grid] Chain mail armor: AC 5, HP [grid] Small shield: AC +2, HP [grid]
2) HPs: [grid] Chain mail armor: AC 5, HP [grid] Small shield: AC +2, HP [grid]
3) HPs: [grid] Chain mail armor: AC 5, HP [grid] Small shield: AC +2, HP [grid]

H21: Akamere, Hobgoblin Chief

(HF 4, EP 510, AL LE, AC 0 (plate mail, Dex, Ring of Protection +1), MV 9", HD 5d10 (5th level fighter), HP 60, SZ M, #AT 2 at +4/+5 to-hit (2 weapons, Ambidexterity, +3 due to Str, +1 due to Honor, +1 with Warhammer +1), D 1d8+8 (scimitar, Str, Honor), 1d6+9 (Warhammer +1, Str, Honor), SA Nil, SD, Nil, Lang: hobgoblin, goblin, orc, gnoll, kobold, common, Hon: High (+1 to all rolls), ML 16, TOP 30, Crit BSL: Def AC+5 (scimitar), Def AC+7 (Warhammer +1), FF 7, Str 19/68, Dex 16/40, Con 14/80, Int 12/10, Wis 11/05, Cha 10/13, Com 10, Talents: Ambidextrous, Blind Fighting, Endurance, Stealth, Relevant Skills: Cricket-in-the-Pea Pod 48%, Jugular Swipe 51%, Round House Groin Kick 28%, Quirks/Flaws: Paranoid, Superstitious).

- 1) HPs: [grid] Plate mail armor: AC 3, HP [grid] AC 7, HP [grid]

Hobgoblin, female (1)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). She carries no personal treasure.

- 1) HPs: [grid]

Hobgoblin children (4)

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 11 ea, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 5, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]

H22: Hobgoblins, male (4)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, 27, 25, 24, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 13 (x2), 12 (x2), Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each carries a pouch with individual treasure of 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs: [grid] Ring mail armor: AC 7, HP [grid] Small shield: AC +2, HP [grid]
2) HPs: [grid] Ring mail armor: AC 7, HP [grid] Small shield: AC +2, HP [grid]
3) HPs: [grid] Ring mail armor: AC 7, HP [grid] Small shield: AC +2, HP [grid]
4) HPs: [grid] Ring mail armor: AC 7, HP [grid] Small shield: AC +2, HP [grid]

Hobgoblins, female, (5)

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 9", HD 1+1, HP 23 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, TOP 11 each, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each has a pouch with individual treasure of 2-16 cp, 2-8 elp and 1-4 gp.

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]

Hobgoblin adolescents (9)

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 10 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). Each carries 1-4 cp.

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]

Hobgoblin children (9)

(HF 0, EP 10, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 11 each, SZ M, #AT 1, D 1 (fist), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 5 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They have no treasure.

- 1) HPs: [grid] 6) HPs: [grid]
2) HPs: [grid] 7) HPs: [grid]
3) HPs: [grid] 8) HPs: [grid]
4) HPs: [grid] 9) HPs: [grid]
5) HPs: [grid]

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H23: Hobgoblin Sergeant (1)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 14, TOP 14, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). He carries a pouch with 27 sp and 18 gp.

- 1) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]

Hobgoblin adolescents (6)

(HF 0, EP 15, Int 9, AL LE, AC 10, MV 9", HD 1-1, HP 21 each, SZ M, #AT 1, D 1d4 (dagger), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 12, TOP 11 each, Crit BSL: Def AC-3, FF 6, Reference HOB 4 p 10). They each carry 1-4 cp.

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]

H24: Hobgoblins (8)

(HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 24 ea, SZ M, #AT 1, D 1d6 (spear), SA Nil, SD, Nil, Lang: Hobgoblin, Goblin, Common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1, FF 6, Reference Hob 4 p 10). Each has a belt pouch holding 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
2) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
3) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
4) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
5) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
6) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]
7) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]

- 8) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
Small shield: AC +2, HP [grid]

Hobgoblin Elite Archers (6)

(HF 0, EP 35, Int 9, AL LE, AC 6 (ring mail), MV 9", HD 1+1, HP 26 each, SZ M, #AT 1 (+1 to hit with long bow), D 1d8 (sheaf arrow), SA Nil, SD, Nil, Lang: hobgoblin, goblin, common, Hon: Ave, ML 14, TOP 13 each, Crit BSL: Def AC, FF 6, Talent: Bow Bonus, Reference Hob 4 p 10). Each carries a belt pouch containing 3-24 cp, 3-12 elp and 2-8 gp.

- 1) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
2) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
3) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
4) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
5) HPs: [grid]
Ring mail armor: AC 7, HP [grid]
6) HPs: [grid]
Ring mail armor: AC 7, HP [grid]

→ _____ →

B. BUGBEAR LAIR

B2. Sergeant Durag (1)

(HF 2, EP 175, Int 10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 41, SZ L, #AT 1, D 1d6+4 (large footman's mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 21, Crit BSL: Def AC + 1; FF 8, Reference HOB 1 p 96).

- 1) HPs: [grid]
Hide armor: AC 6, HP [grid]
Small shield: AC +2, HP [grid]

Bugbear Guards (3)

(HF 2, EP 175, Int 6, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 40, 34, 29, SZ L, #AT 1, D 1d6+4 (large footman's mace), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 20, 17, 15, Crit BSL: Def AC + 1; FF 6, Reference HOB 1 p 96).

- 1) HPs: [grid]
Hide armor: AC 6, HP [grid]
Small shield: AC +2, HP [grid]



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2) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

3) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

Young Bugbears (3)

(HF 0, EP 7, Int 5-10, AL CE, AC 4, MV 9", HD 1/2, HP 24, 22x2, SZ M, #AT 1, D 1d8 (great spear), 1d6+2 (large mace) 1d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 12, 11x2, Crit BSL: Def AC+4; FF 5, Reference HOB 1 p 96)

1) HPs:

2) HPs:

3) HPs:

B9. Male Bugbears (2)

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 34, 29, SZ L, #AT 1, D 1d6+2 (club), 1d6+2 (spear), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP X/2, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96)

1) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

2) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

B12. Bugbear Chieftan "Commander Arnkiguraj" (1)

(HF 2, EP 270 Int 10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 4+1, HP 47, SZ L, #AT 1 (at +2 to hit due to strength), D 2d4+5 (battle axe +1), 2d4+5 (large morning star), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 24, Crit BSL: Def AC + 4; FF 9, Reference HOB 1 p 96).

1) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

Concubine Bugbear (1)

(HF 2, EP 175, Int 5-10, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 33, SZ L, #AT 1, D 1d6+2 (hand axe), 1d8+2 (bastard sword), 2d4 (unarmed), SA surprise 5 in 10 SD: Nil, ML 12, TOP 17, Crit BSL: Def AC + 1; FF 5-8, Reference HOB 1 p 96).

1) HPs:

Hide armor:

AC 6 7 8 9
 HP

Small shield:

AC +2 +1
 HP

→ _____ →

GN. GNOLL LAIR

GN2. Big One-armed Troll "Rickie" (1)

(HF 12, EP 1400, AL CE, AC 4, MV 12", HD 6+6, HP 53, SZ L, #AT 2 (+3 due to Strength), D 1d4+6 (claw), 1d8+6 (bite), SA: Nil, SD: Regenerate, Lang: Troll, Gnoll, ML: 14, TOP: 27, Crit BSL: Def AC + 7, FF 8, Reference HOB 8).

Rukfookasha the Troll (1)

(HF 13, EP 1400, AL CE, AC 4, MV 12", HD 6+6, HP 48, SZ L, #AT 3 (+2 due to Strength), D 1d4+4 (claw), 1d8+4 (bite), SA: Nil, SD: Regenerate, Lang: Troll, Gnoll, ML: 14, TOP: 24, Crit BSL: Def AC + 7, FF 8, Reference HOB 8).

1) HPs:

GN4. Gnolls (11)

(HF 1, EP 65, Int 5, AL CE, AC 10, MV 12", HD 2, HP 35, 34, 31, 30, 30, 29, 29, 28, 27, 24, 23, #AT 1, D 2d4 (morning star), 1d8 (long sword x2), 1d6 (Awl Pike x2), 1d6 (Partisan x2), 1d6+1 (Spetum x2), 1d8 (Battle Axe x2), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 17, 16, 15, 15, 15, 15, 14, 14, 12, 12, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).



Gnoll - Hacklopedia of Beasts, Volume 3, page 72

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

6) HPs:

7) HPs:

8) HPs:

9) HPs:

10) HPs:

11) HPs:

GN5. Hyena Cave

Encounter: Gnoll Hyena handler "Kuch" (1)

(HF 1, EP 65, Int 5, AL CE(N), AC 5 (studded leather, small shield), MV 9", HD 2, HP 27, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 14, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

1) HPs:

Studded leather armor:

AC 7 8 9
 HP

Small shield:

AC +2 +1
 HP

Hyenas (7)

(HF 2, EP 65, Int 1, AL N, AC 7, HD 3, HP 44, 39, 34, 33, 28, 28, 26, #AT 1, D 2d4 (bite), SA Laugh, SD Nil, ML 9, TOP 22, 20, 17, 14, 14, 13, Crit BSL: Def AC+1, FF 8, Reference HOB 4 p 23)

1) HPs:

2) HPs:

Little Keep on the Borderlands

GN12. Goolash, Gnoll Chieftan, Supreme Ruler of the Tribe of the Pulled Groin Muscle (1)

(HF 4, EP 600, AL CE, AC 4 (scale mail +2), MV 9", HD 5d10 (5th level fighter), HP 72, #AT 2 at +5/+3, (weapon in each hand, Ambidextrous, +3 for Strength, +2 with Two-Handed Sword +2), D 1d10+9 (Two-Handed Sword +2), 1d8+7 (long sword), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 16, TOP 36, Crit BSL: Def AC+6 (Two-Handed Sword +2), Def AC+4 (long sword), Def AC+1 (missile), FF 8, Str 19/40, Dex 13/22, Con 16/80, Int 6/01, Wis 7/08, Cha 9/44, Com 7, Relevant Skills: Intimidation 65%, Jugular Swipe 44%, Torture 51%, Talents: Ambidextrous, Taunt, Quirks/Flaws: Inappropriate Sense of Humor, Lisp, Reference HOB 3 p 73)

- 1) HPs: [grid of 100 squares]

Scale mail +2 armor:

Table with 3 columns for AC (4, 5, 6) and HP (7, 8, 9) with corresponding square indicators.

GN13. Off-duty Gnolls (6)

(HF 1, EP 65, Int 5, AL CE, AC 5 (studded leather, small shield), MV 9", HD 2, HP 35, 32, 31, 31, 28, 24, #AT 1, D 1d6 (thrown spear), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 16, 16, 16, 14, 12, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73).

- 1) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

- 2) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

- 3) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

- 4) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

- 5) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

- 6) HPs: [grid of 100 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

GN14. Hoppy the Goblin (1)

(HF 0, EP 15, Int 9, AL LE(LN), AC 7 (studded leather), HD 1-1, HP 22 (down to 3 from abuse), #AT 1, by weapon, SA Nil, SD Nil, Lang: Goblin, Hobgoblin, Gnoll, ML 10, TOP 11, Crit BSL: Def AC-3, FF 5, Reference HOB 3 p 81)

- 1) HPs: [grid of 22 squares]

Studded leather armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

GN15. Off-duty Female Gnolls (6)

(HF 1, EP 65, Int 5, AL CE, AC 5 (hide armor, buckler), MV 9", HD 2, HP 35, 35, 32, 31, 31, 28, #AT 1,2 D 1d8 (battle axe), 1d6 (longbow), SA Nil, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 18, 18, 16, 16, 14, Crit BSL: Def AC, FF 6, Reference HOB 3 p 73)

- 1) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

- 2) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

- 3) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

- 4) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

- 5) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

- 6) HPs: [grid of 100 squares]

Hide armor:

Table with 4 columns for AC (6, 7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Buckler:

Table with 2 columns for AC (+1) and HP (4, 5) with corresponding square indicators.

GN16. Gnarl-ron elite troops (8)

(HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 37, 35, 35, 32, 31, 31, 31, 29, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 19, 18, 18, 16, 16, 16, 16, 15, Crit BSL: Def AC+2, FF 7, Reference HOB 3 p 71). Each Gnarl-ron has the key to his locker.

- 1) HPs: [grid of 100 squares]

Ring mail armor:

Table with 3 columns for AC (7, 8, 9) and HP (7, 8, 9) with corresponding square indicators.

Small shield:

Table with 2 columns for AC (+2, +1) and HP (4, 5) with corresponding square indicators.

Battle Sheet

Little Keep on the Borderlands

2) HPs: □□□□ □□□□ □□□□ □□□□
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Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

3) HPs: □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

4) HPs: □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

5) HPs: □□□□ □□□□ □□□□ □□□□
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Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

6) HPs: □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

7) HPs: □□□□ □□□□ □□□□ □□□□
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Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

8) HPs: □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

Ring mail armor:

AC 7 8 9
HP □□□□ □□ □□ □

Small shield:

AC +2 +1
HP □□□□ □□□

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L. MINOTAURESS' LABYRINTH

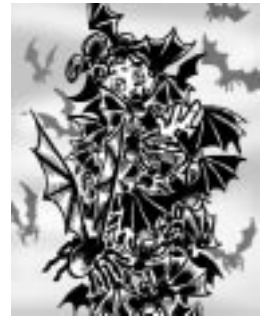
L1. Heffer the Minotauress (1)

(HF 8, EP 1400, Int 8, AL CE, AC 4 (2 if there is room for her to move about during combat such as in the ravine), MV 24" to 60" (normal 12"), HD 6+3, HP 55, SZ L, #AT 2(3)/2(3) D 2d8/2d8 x2 for charge or 1d4/2-d4+9 (ransneur) x2 if set to receive a charge, SA Charge, Remote Eye Gouge, d3 extra damage if Bikini in contact with another, +6 to-hit with her +3 Ransneur (and 18 strength), SD +3 Morale in maze, Track 50%, infravision, Lang: minotaur, common, Hon: 70 (Great +1 to all rolls and mulligan), ML 13/16, TOP 28, Crit BSL, Bite/Horns: Def AC + 5 (+7 if charging) Crit BSL, Ransneur: Def AC+11; FF 7, Reference HOB 5 p 21. Skills: healing suite 59, art of seduction 69. Quirks/Flaws: Nervous Tic, Excessive Drooling, Paranoid, Sadistic.)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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L2. Spider, Tarantubat (16)

(HF 1, EP 35, Int 1, AL N, AC 7, MV 3", 12" fly, HD 0.5, HP 22 ea, SZ T, #AT 1, D 1 + poison, SA Poison (strength loss), Web, SD: Nil, ML 11, TOP 11, Crit BSL Def AC -4; FF nil, Reference HOB 7 p 97).



Spider, Tarantubat - Hacklopedia of Beasts, Volume 7, page 97

1) HPs: □□□□ □□□□ □□□□ □□□□
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2) HPs: □□□□ □□□□ □□□□ □□□□
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14) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

15) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

16) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

L3. Fire Beetles (3)

(HF 0, EP 35, Int 0, AL N, AC 4, MV 12", HD 1+2, HP 27, 25, 23, SZ S, #AT 1, D 3-12, SA nil SD: Nil, ML 12, TOP 13, 12, 11, Crit BSL: Def AC -1; FF nil, Reference HOB 1 p 66).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

L4. Dung Beetles (5)

(HF 1, EP 35, Int 0, AL N, AC 4, MV 12", HD 2, HP 29, 28, 27 (x3), SZ S, #AT 1, D 1-6, SA nil SD: Nil, ML 9, TOP 14, Crit BSL: Def AC; FF nil, Reference HOB 1 p 66).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

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S. SHRINE OF THE APE GAWD

Wandering Encounter: Patrol of Simian Orcs (8)

(HF 3, EP 120, Int 4, AL NE, AC 6 (scale mail), MV 12", 3" Bc, HD 3, hp 36, 33, 32 (x3), 31 (x2), 29, SZ M, #AT 1 (battle axe), D 2d4+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 18, 16 (x4), 15 (x2), 14, Crit BSL Def AC +4, FF 7, Reference HoB 7 p 60)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Scale mail armor:

AC 6 7 8 9
HP □□□□ □□ □□□□ □□ □

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

Scale mail armor:

AC 6 7 8 9
HP □□□□ □□ □□□□ □□ □

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- 3) HPs: [grid]
Scale mail armor: AC 6, HP [grid]
4) HPs: [grid]
Scale mail armor: AC 6, HP [grid]
5) HPs: [grid]
Scale mail armor: AC 6, HP [grid]
6) HPs: [grid]
Scale mail armor: AC 6, HP [grid]
7) HPs: [grid]
Scale mail armor: AC 6, HP [grid]
8) HPs: [grid]
Scale mail armor: AC 6, HP [grid]

S1. Ape Shaman Warriors (3)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 45, 42, 41, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 22, 21, 20, Crit BSL: Def AC +3, FF 7, Reference HoB 1 p 27)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]

Carnivorous Apes (2)

(HF 4, EP 275, Int 7, AL N, AC 6, MV 12", 9" Bc, HD 5, hp 39, 35, SZ L, #AT 3, D 1-4/1-4/1-8 (claw/claw/bite), SA Rending 1-8, SD +2 on surprise, Hon: Ave, ML 11, TOP 19, 17, Crit BSL: Def AC +3, FF 6, Reference HoB 1 p 25)

- 1) HPs: [grid]
2) HPs: [grid]

S2. Okala, young Ape Shaman (1)

(HF 2, EP 175, Int 13, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 38, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 19, Crit BSL: Def AC +2, FF 6, Reference HOB 1 p 27). Spells currently prepared: Command, Create Water, Protection from Good, Sanctuary

- 1) HPs: [grid]

S6. Sheego, Ape Shaman Warrior (1)

(HF 3, EP 270, Int 10, AL NE, AC 6, MV 12", 9" Bc, HD 5+1, hp 50, SZ L, #AT 3, D 1-3/1-3/1-6, SA may substitute obsidian blade for one claw attack, SD Nil, Hon: Ave, ML 13, TOP 25, Crit BSL: Def AC +3 (+11 with obsidian blade on first strike only, +5 with obsidian blade thereafter), FF 8, Reference HoB 1 p 27)

- 1) HPs: [grid]

Shama, Young Ape Shaman (1)

(HF 2, EP 175, Int 14, AL NE, AC 6, MV 12", 9" Bc, HD 4, hp 35, SZ L, #AT 3, D 1-3/1-3/1-6, SA Spells as a 2nd level cleric, SD Nil, Hon: Ave, ML 11, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 1 p 27). Spells currently prepared: Command, Magical Stone, Protection from Good, Walking Corpse.

- 1) HPs: [grid]

Simian Orcs (12)

(HF 3, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 36, 34 (x4) 33, 32 (x3), 31 (x2), 30, SZ M, #AT 2, D 1d4-1/1d6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 18, 17 (x4), 16 (x4), 15 (x2), 14, Crit BSL Def AC +4, FF 8, Reference HoB 7 p 60)



Simian Orc - Hacklopedia of Beasts, Volume 7, page 60

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]

S10. Simian Orcs (8)

(HF 1, EP 120, Int 4, AL NE, AC 8, MV 12", 3" Bc, HD 3, hp 40, 34, 33, 32 (x3), 31, 30, SZ M, #AT 2, D 1d4-1/1-6+7, SA Nil, SD Nil, Hon: Ave, ML 19, TOP 20, 17, 15, 16 (x3), 15 (x2), Crit BSL: Def AC +2, FF 7, Reference HoB 7 p 61).

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]

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- 5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]

S20. Melish, human female 3rd level magic-user (1)

(Str 9/37, Dex 12/90, Con 14/62, Int 15/51, Wis 7/54, Cha 7/70, Com 7/19, AL N, AC 10, MV 12", HD 3, hp 36, SZ M, #AT 1, D (unarmed), SA Nil, SD Nil, Lang common, elven, orkish, Hon 12, TOP 18, FF 7, Age 37, Height 5' 3", Weight 91 lbs., Quirks and Flaws Major Delusion (believes she is a Medusa), Proficiency dagger, Talent resistance, Skills arcane lore 35, seamstress 24.)

- 1) HPs: [grid]

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U. DOLOMITE CAVES

U1. Bruilla, Gnoll shamaness of Yi'Gor (1)

(HF 3, EP 495, AL CE, AC 5 (studded leather, small shield), MV 9", HD 5d8 (5th level cleric), HP 45, #AT 1 (+3 to hit), D 1d6+3 (Footman's Mace +2), SA Cleric spells, SD Cleric spells, Lang: Gnoll, Troll, Gnarl-ron, Orc, Hobgoblin, ML 11, TOP 23, Crit BSL: Def AC +3, FF 5, Str 11/12, Dex 17/44, Con 11/80, Int 13/41 (5/01), Wis 14/81, Cha 13/44, Com 11, Talents: Defensive Bonus, Freeze, Mace Bonus, Relevant Skills: Arcane Lore 31%, Dirty Fighting 45%, Divine Lore 30% Rousing Speech 73%, Quirks/Flaws: Hearing Impaired, Superstitious, (Reference HOB 3 p 73)

- 1) HPs: [grid]

Studded leather armor:

AC 7 8 9
HP [grid]

Small shield:

AC +2 +1
HP [grid]

U2. Subterranean Lizards (2)

(HF 7, EP 420, Int non, AL N, AC 5, MV 12", HD 6, HP 54, 50, SZ L, #AT 1, D 2-12, SA run along walls & ceilings SD: Nil, ML 14, TOP 27, 25, Crit BSL: Def AC + 4; FF 7, Reference HOB 4 p 88)

- 1) HPs: [grid]
2) HPs: [grid]

U3. Larantula (1)

(HF 7, EP 400, Int 12, AL NE, AC 4, MV 12", HD 4, HP 35, SZ M, #AT 1, D 1-4, SA poison SD: Nil, ML 5, TOP 17, Crit BSL: Def AC + 2; FF 7, Quirks/Flaws: Jerk. (Reference HOB 4 p 74)

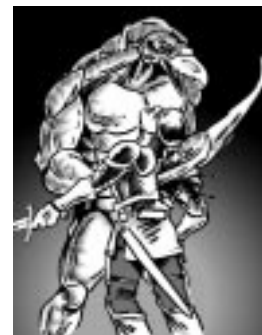
- 1) HPs: [grid]

U4. Hook Horrors (4)

(HF 3, EP 120, Int 5, AL N, AC 3, MV 9", HD 5, HP 54, 51, 48, 42, SZ L, #AT 2, D 1-8/1-8, SA: Nil SD: Nil, ML 15, TOP 26, 25, 24, 21, Crit BSL: Def AC + 3; FF 9, Reference HOB 4 p 13)

- 1) HPs: [grid]

- 2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]

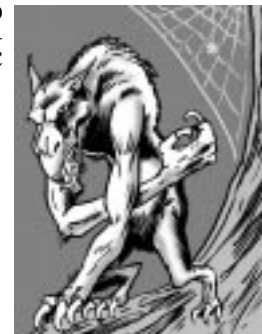


Hook Horror - Hacklopedia of Beasts, Volume 4, page 13

U6. Ettercaps (2)

(HF 9, EP 650, Int 8, AL NE, AC 6, MV 12", HD 5, HP 45, 40, SZ M, #AT 3, D 1-3/1-3/1-8, SA: poison SD: Nil, ML 13, TOP 22, 20 Crit BSL: Def AC + 3; FF 6, Reference HOB 3 p 24)

- 1) HPs: [grid]
2) HPs: [grid]



Ettercap - Hacklopedia of Beasts, Volume 3, page 24

U7. Pink Skinks (28)

(HF 1, EP 65, Int 1, AL N, AC 9, MV 6", HD 1+4, HP 27 ea., SZ S, #AT 1, D 1-4, SA: Nil SD: immune to visual illusions and blinding spells, ML 15, TOP 13 Crit BSL: Def AC -1; FF 9, Reference HOB 7 p 70)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]
10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]
13) HPs: [grid]
14) HPs: [grid]
15) HPs: [grid]
16) HPs: [grid]
17) HPs: [grid]
18) HPs: [grid]
19) HPs: [grid]
20) HPs: [grid]
21) HPs: [grid]
22) HPs: [grid]
23) HPs: [grid]
24) HPs: [grid]
25) HPs: [grid]
26) HPs: [grid]
27) HPs: [grid]
28) HPs: [grid]

Battle Sheet

Little Keep on the Borderlands

U8. Cave Chameleon (1)

(HF 12, EP 975, Int 7, AL N, AC 4, MV 2", HD 6, HP 55 SZ L, #AT 1, D 3-12, SA: suffocation, surprise SD: Nil, ML 10, TOP 27 Crit BSL: Def AC + 4, FF 7, Reference HOB 2 p 12)



- 1) HPs:

U9. Giant Predacious Carnage Beetle (1)

(HF 4, EP 420, Int 0, AL N, AC 3, MV 6", HD 6, HP 51 SZ L, #AT 1, D 2-16, SA: severing SD: Nil, ML 15, TOP 25, Crit BSL: Def AC + 4; FF n/a, Reference HOB 1 p 63)

Cave Chameleon - Hacklopedia of Beasts, Volume 2, page 12

- 1) HPs:

U10. Gargoyles (2)

(HF 4, EP 420, Int 6, AL CE, AC 5, MV 9", 15" Fly HD 4+4, HP 44, 39 SZ m, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil SD: +1 weapon to hit, ML 11, TOP 22, 19, Crit BSL: Def AC + 2; FF n/a, Reference HOB 3 p 47)

- 1) HPs:
- 2) HPs:

U11. Crevice Lungler (1)

(HF 6, EP 650, Int 2, AL N, AC 2, MV 6", HD 5, HP 45 SZ m, #AT 2, D 1-10/entangle, SA: Nil SD: 1/2 damage from falling, ML 12, TOP 22 Crit BSL: Def AC + 3; FF 6, Reference HOB 4 p 99)

- 1) HPs:

U12. Russet Mold (1)

(HF 0, EP 65, Int 0, AL N, AC 9, MV -, HD -, HP - SZ m, #AT 1, D 5-20, SA: poison spores SD: Nil, ML -, TOP -, Crit BSL: n/a; FF n/a, Reference HOB 5 p 36)

U13. Shriekers (25)

(HF 2, EP 120, Int 0, AL N, AC 7, MV Nil, HD 3, HP 30 (x25), SZ M, #AT 0, D Nil, SA Shriek, SD Nil, ML 20, TOP 15, Crit BSL: n/a, FF 5, Reference HOB 7 p 59).



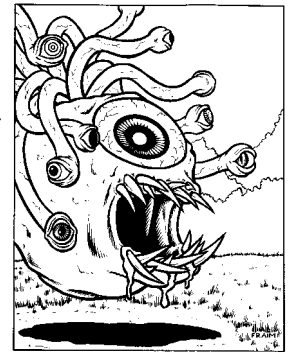
Shriekers - Hacklopedia of Beasts, Volume 7, page 59

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:

- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:
- 21) HPs:
- 22) HPs:
- 23) HPs:
- 24) HPs:
- 25) HPs:

The Old Egg (Beholder) (1)

(HF 79, EP 14000, Int 16, AL LE, AC -4/-2/3, MV 3", HD 11, HP 50, SZ M, #AT 1, D 2d4*, SA see below SD: Nil, ML 18, TOP 25 Crit BSL: Def AC + 9; FF 5, Reference HOB 1 p 69). Quirks and Flaws: amputee, Talents: sibling empathy, sixth sense. Its central eye fires an anti magic ray in a 90° arc to a range of 140 yards. The other 10 eyes have these powers:



Beholder - Hacklopedia of Beasts, Volume 1, page 69

- 1) Charm Person (120 foot range)
- 2) Charm Monster (60 foot range)
- 3) Sleep (30 foot range, duration 55 rounds)
- 4) Telekinesis (250 lbs.) will be used to drag someone into the pit
- 5) Flesh to Stone Ray (30 foot range)
- 6) Disintegration Ray (20 foot range)
- 7) Fear (60 foot long cone, 20 feet wide at base)
- 8) Slow (200 foot range, up to 11 creatures in a 40 foot cube affected)
- 9) none (has the flaw amputee)
- 10) Death Ray (40 foot range)

* The Old Egg is suffering from advanced periodontal disease and is loath to actually bite someone in combat.

- 1) HPs:

→ _____ →

The ImageQuest™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. GMs should also fold the page so that only one image is visible when showing the players. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

1



FRAM

500 G.P. REWARD!!
For return of
run away Pack Ape.
See the Stable Master

GRETCH!!
I ARRIVED TWO DAYS ago!
staying at the
WHERE THE FIRK ARE YOU?
CHARTER HOUSE!!

HEAR YE! HEAR YE!
by order of the Keep
Prefect the FENS and
their immediate
SURROUNDINGS
are now off limits.
All Bounty Hunters
are ordered to stay
out of the area until
further notice!

ASK FOR DURWYN
Framnaas the fletcher
will ownner of yeller
Dawg, witch spiked collar
please contact me

FDR SALE!
Good horse cheap!
ask for Gurge at
tited keg.
NO TRADES OR BARTERS.

Top Bounties Paid
For Orcs, Kobolds, Owlbears and
odder deadly beasts and such.
See FROWLER
the Paymaster

clean rooms available! come to
three leaves to the wind.

HEALER FER HIRE!
*amputations, wound closures and
sewing, bleedings and cure-alls.*
MIDDLE BAILEY
LOWER QUARTER!
ASK AROUND

stittchi!
*you Sade Bannings? ma-
you did not fill up to your
end of the baggans.*
*See must Bannans consequences ca.
see if me out, at Bannings your fam!!!*

NEED ARMED ESCORT
TO FARZY
will depart in two days
good pay with meals and drink
Ask around for Ganble

WANTED - items of great antiquity,
wags and items through several or thousand's.
LEAVE MESSAGE.

GOTS A SWDDE - SEENS
PRETTY SPECIAL. BETTER GET
WIT ME QUICK. I LEAVE FOR
FARZY SOON. LEAVE MESSAGE
AT TITTLE KEG WITH BARKEEP.
HRILEY

NEED WORK!
will do damn near anythin.
good with a sword.
strong back.
ask for Natch Hadley
at BURNING DAWG.

STIRCH!
no good.
failed to do as ask.
need to talk.
find me!!

NOTICE!
ALL OUTER GATES
close at **SUNDOWN.**
NO EXCEPTIONS.

Father of four needs work.
Will Port, Tor, Fight,
and Do as told.
Will hire out onechild or
all all four.
See Raddles.

