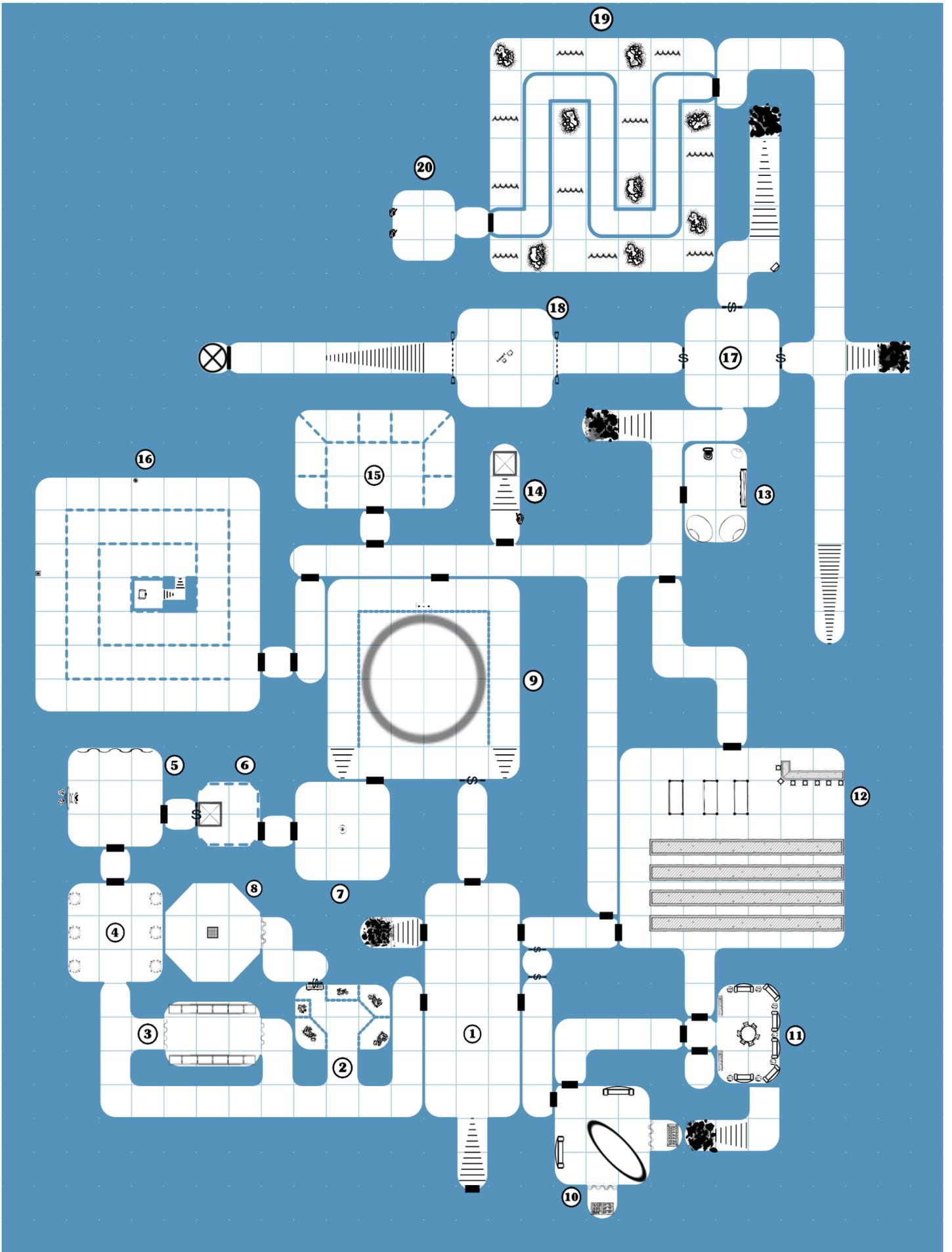


The Grand Retreat of the Great Sage Tarzan

In a small lush, secluded valley is hidden an underground museum, library, and recreation hall created by a bygone sage for his personal use, accessible only by a small outbuilding long overgrown and ruined. Deep inside may be fortunes and perils alike, as the Great Sage was an eccentric, if not abnormal man.

What mysteries and riches may the eccentric wizard's sanctum hold?

A funhouse dungeon crawl created for a party of 4-10 lower-level adventurers, designed for use with B/X, or any of its derivative systems.



Adventure Hook

Through a series of unusual, improbable, and madcap coincidences, the party has come to both acquire, and decipher the markings on an unusual silver medallion, not much larger than a coin. Once translated, the medallion reads "You are cordially invited to: The Grand Retreat of the Great Sage Tellah", along with coordinates leading to an isolated remote mountain location.

Adventure Overview

After navigating nearly untouched wilderness to the coordinates, the party finds a small clearing with an old path of weathered stone stairs leading upward into the misty hills. At the crest is a small paved clearing with a once luxurious stone and glass building of one story, long in ruins from storms and earthquakes. Just inside the front doors to the main hall is a flight of stairs leading down into darkness. Within the undamaged underground complex is numerous threats mundane and exotic, as well as great treasure to recover. This place is home to numerous exhibits displaying "trophies", personal rest and relaxation areas, and hidden secrets. The medallion leading to the island is actually the key needed to advance into the complex.

Dungeon Features

Within the complex are the following, unless noted:

-Walls and ceilings are made of pale white stone blocks seamlessly fitted together without mortar. (Cracked apart, crumbled, and sagging away in many places from age. This has trickled in moisture and debris.)

-Floors are large tiles fitted over the stone

-Ceilings are 12' tall

-Complete darkness in all rooms and passages

-Doors are heavy security doors (liquid stone hardened in steel shells, recessed 'European-style' hinges, to prevent easy burglary.

Dungeon Overview

0. *Soon enough, the coordinates have led the party to a small, lush mountain range, rolling with forest. You find a set of stone stairs carved into a cliffside, long unused, but still suitable. The party climbs up, leading over a grassy ridge, and upon cresting, you see small luxury home of glass, stone, and steel, but in deep ruins from years of storms and earthquakes. From the outside you can see crumbled walls, shattered windows, and debris strewn about.*

(If the party searches around the area outside the building, they find a crudely concealed latrine that appears to have been used within the day.)

Heading inward, you immediately know that the entire building is in no state for exploration let alone habitation. Just within the foyer however, is an empty bookcase which has partially collapsed, revealing behind it, a hidden passage leading down stairs and into darkness. From the house is the smell of wood rot but air from down below smells of stale mildew.

-Searching around the inside of the ruined building reveals evidence of tracks leading inward, having been concealed.

1. *"Behind the false bookcase within the ruined building is stairs that leads 20' down into darkness, and opens to a chamber, 30' across, with doors on the west and east walls, but darkness past your light. Your light illuminates the area as you walk in, when suddenly you are caught surprised, as light appears at the end of the room, some 60' away, revealing six smiling, purple-robed men whom have opened up their covered lanterns to greet you."*

-Friendly but deceitful

- 'Holy pilgrims praying for knowledge of this secret site'.

-Knew island location but did not possess key, arrived ahead of the party, after having tracked the man you on it from.

-Demands key in exchange for nothing.

This has five heavy doors spaced along the walls. The six robed men are Mediums (Illusionist 1 rather than MU 1) claiming to be sacred pilgrims on a holy quest, praying here for knowledge, that have been searching for the key to this place. They arrived ahead of the PCs after learning of their acquiring the medallion, which is a key unlocking the five heavy and magically sealed doors leading further in. They are hostile, but do not attack, instead attempting to intimidate the PCs into relinquishing the key. If pressed, the MU's use their spells to deceive rather than harm, though still attempt to kill the party. They can be reasoned with, but will not leave without the key (medallion). If given the key, they will mock the party for weakness, then demand to be given their money, weapons, and magic items next. Each has the following spells prepared,

-Glamour (MU assumes the form of a hulking, spikey, black-armored knight.)

He does his best to appear imposing.

-Phantasmal Force (MU appears to summon a hedgerow of densely thorned roses, 5' before his party.)

He hopes to keep the party away from melee range.

-Auditory Illusion (MU conjures the sound a steer being tortuously slaughtered.)

He hopes to dissuade them from fighting.

-Hypnotism (MU implores affected PCs to leave the medallion and flee. Holds spell until 30'.)

He wants the key the easy way.

-Color Spray (As normal. Holds until 20'.)

He wants to disable PCs for an easy kill.

-Spook (One PC views the MU as a nightmarish creature. Holds until 10'.)

He wants to remove a PC from combat.

All of the cultists fight with dagger and sling.

Between the five cultists is 260gp, each has their spellbook with their one spell, a bedroll for each, and 50 remaining rations.

The key they are seeking is the medallion, which breaks the magical seals of the doors when inserted into a shallow slot on each door, unlocking it with a solid 'click'.

2. "This room smells of mustiness and old hay. You see there are several short, wooden-fenced pens along the walls, each with a number of four-legged mammal skeletons, apparently the remains of a long-abandoned petting zoo. In the corner of the room is a small roped off area with a wall of shelves holding four large bags of animal feed"

This room hold neither monsters nor treasure, but there is a secret door. It can be detected normally, but is found automatically if all of the bags of feed are removed from the shelves.

3. *"From outside the chamber you see faintly see a warm orange-like light from the other side of a heavy curtain. Beyond the veil is a chamber with labelled glass display cases along the walls, all containing various perfectly intact insect specimens pinned to boards, and featured among them, are six dead giant fire-beetles in hermetically sealed preservation domes, their glands all still glowing."*

The domes open easily with a hiss, allowing harvesting of the glowing glands (18 total) which last for 1 full day. Several choice specimen cases here will fetch 400gp total if recovered.

4. *"From outside this room is a faint blueish white flicker of light. Within, the party sees that the walls are painted diorama-style, depicting a tropical savannah. Along the walls are six gnolls frozen in position snarling and claws bared, each surrounded by a shimmering blue force field that appears to be keeping them in stasis. A small rod protrudes from the center of the ceiling, with a nice diamond fixed to its tip, emitting beams of light that seem to form the magic fields keeping the gnolls in stasis. It is probably fairly valuable. Before each gnoll is a brass plaque bearing a button beneath a tiny grille, labeled 'Fun Facts'."*

-Gnolls are also known as 'Homo Hyunidae'
-Gnolls are commonly pack based ambush predators!
-Gnolls are crepuscular, which means they are most active at dawn and dusk!
-Gnolls are a stone age society, and have not invented a written language!
-Gnolls haven't even invented the wheel!
-Despite being only thirteen percent of a region's humanoid populace, gnolls account for over fifty percent of that regions' raiding parties!

The diamond is worth 500gp but if pried off, breaks the stasis effect on the gnolls, releasing them ready for combat, and ferociously angry.

5. *"This room appears to be a simple mock-up of an evil ritual chamber, the walls lavish with black velvet and golden tassels but frighteningly, mounted upon the western wall are two massive snake skeletons with human skulls, vertically intertwined in a Hermes' staff pattern. Before them, is a small sinister altar with a gem-encrusted gold statuette of the same two intertwined serpents."*

The serpent skeletons are in fact two Necrophidus, which attempt to surprise the party (roll for each character separately) if they attempt to leave with the statuette (800gp value), using their Hypnosis Sway (forcing two saving throws from each surprised character), or attack them.

The SE wall bears a secret door to area 10.

6. *"This room bears a door on the far side, and pleasant but simple multiple landscape paintings adorning the walls."*

On the floor in front of the west door is a pit trap that is only unlocked once that door is opened. The PC opening the door and each crossing thereafter bears a 3 in 6 chance of activating the trap.

"Suddenly the floor opens beneath you into a pit trap and you fall in, then the door snaps shut and a lock clicks. The walls are slick with moss and slope inward. You've fallen 20' and take 1d6 damage, but more importantly you are wedged into a cramped space, your head immersed in water. Your arms are free to grasp, but freeing yourself alone would be impossible."

Once locked, the pit trap must be opened as a stuck door, but at a +1 penalty to the roll. The pit itself is shaped like an inverted wine bottle, and filled with water at the bottom. The walls are too slick to climb and a rope must be thrown or a character lowered. A drowning character takes 1d4 damage on the next round, and must Save vs Death or become unconscious and die in 3 rounds.

Just as the pit trapdoor snaps shut, a small swarm of hostile Clockroaches (4) fall from the ceiling, poised to attack.

7. *"The walls of this square chamber are painted with a fresco depicting a mountain storm, and of mighty blue dragons dancing within it. In the center of the room is a stone pedestal flush with the floor, and sitting upon the pedestal is a beautiful statuette of a blue dragon in flight, the statuette being made of silver and sapphires. There is another door leading out, bearing a sign reading 'Please Keep Out'"*

The statuette is in fact electrified from sitting in contact with a small copper plate beneath it on the pedestal. If touched, without heavy rubber gloves or grounded by heavy rubber boots, the PC takes 1d10

electricity damage and must save or be Paralyzed gripping the statuette, taking automatic damage each round. If any character renders aid to the stricken character makes physical bodily contact, they must also save vs Paralyzation, splitting the damage the next round equally. Statuette is worth 500gp in gold.

8. *"From beyond, you are struck by the scent of rotting food and human waste. Frighteningly, this room appears to be some sort of BDSM sex dungeon, with various intimidating-looking devices and equipment along the walls, along with another animal skeleton. Even worse, is the center of the room which has a cage holding a small gnome-looking man wearing a filthy green coat, green pants, buckle shoes, and green bowler hat. He appears dirty and disheveled, and is obviously half mad. He waves a spoon like a dagger, and stands next to a strange knobby jug."*

This leprechaun was an unfortunate subject of the wizard's whims, and has been trapped here for years, kept alive with from eating the secretions of his Alchemy Jug (mainly the honey, beer, and mayonnaise). He begs and howls for release, offering treasure in exchange. The moment the cage is opened the party is surprised as he turns invisible and sprints away at full speed of 50' to escape the dungeon, taking his Alchemy Jug with him, hooting and hollering all the way. If captured, he will give up his treasure if threatened with torture. His hat becomes a nonmagical pot of coins upon death, or by choice. The pot bears 113gp inside.

9. *"The passage ending at the secret door leading in bears a poster on it: 'Cats vs Dogs: The elusive 'Cephalofeline Ephemorous' against the un-cornerable 'Canus Dislocatus!'"*

"The stench of old animal waste hits you, and looking inside, you see a large square chamber with a 20' ceiling and a 10' wide gallery walkway circling it. 10' from the floor. The balcony has a 4' tall half wall along its length. Scattered near the center of the room are six powerful looking, unusual yellow dogs, snarling in warning. There is a large white circle on the floor, with blood splatters in it. On the far side of the balcony is a large treasure chest. There are two doors leading out."

The dogs are Blink Dogs, and were kept as dog fighters against the Displacer Beasts in the nearby maze (Area 16). They are quite unfriendly and will attack if the party approaches without food offered in hand, as they have been subsisting off a gruel generator and disposing of waste in a drain in the floor. They could be swayed to the PCs side if they offer to help them escape, or to kill the Displacer Beasts. If fighting in this room they use the balcony combined with their blink ability to evade, surround, and harry attackers. The chest is full of the book for the dog fighting and is locked. (700gp, and a Cursed Ring of Animal Control, with a Scroll of Remove Curse rolled up inside it like a napkin ring)

10. *"This room reads like a fashion showcase, with a small runway in the far corner, two couches for sitting, and two curtained closets. You are unsurprised, but in across this room you're horrified to see two grey-skinned, painfully thin trolls, with a torsos and limbs looking like braided pipe cleaners ending in wicked claws. The female troll is behind the male, and they are dressed in matching tattered outfits, like giant dolls, one in a tuxedo, the other in a pink dress, with their hair in tall upswept do's. They appear ravenously mad with hunger. They attack you immediately, ecstatic for meat. Within The room are two closets covered by shredded curtains."*

In the room are two curtains each concealing closers, holding numerous old troll-size outfits, and some with matching jewelry, the pieces totaling 1300gp equivalent, as well as a multicolor-framed monocle tucked in a pocket. The monocle gives off dim blue glow when a humanoid with an intelligence score less than 9 is within 10' of its wearer.

11. *"The door leading into this room bears a plaque reading 'Puffin' Parlor', and an engraving of a fat black-and-white bird smoking a cigar."*

Within is a pleasant-smelling luxurious smoking lounge of rich wood and plush velvet, fully stocked on numerous varieties of smoking products and accessories, along with lounging couches and thick carpets. You feel a sense of relaxation and safety here, and the doors all lock from your side. A brass and red gold kaleidoscope adorned with gems across the lens sits upon a small couch-side table."

When a creature looks through the device and spins the lens, they can see into the magical weave and objects peered at through the lens are revealed as if the detect magic spell was cast. This object can only draw enough power to observe the weave for a total of up to 1 minute. Its power recharges daily at dawn. The item is cursed, however, leaves a thick ring of grease around the user's eye that can't be removed without the remove curse spell or similar.

12. "Within this rather large chamber are four lacquered wooden lanes for bowling, and several purple-felted billiards tables, along with all of the supplies for play. In the far corner is a beautiful wooden bar, fully stocked with numerous high end and exotic drinks, all opened and in differing levels of fullness."

Not much in this room is overly valuable, as all of the liquor bottles are opened, and the game equipment is not particularly in demand, however, if searched, an unopened bottle is found, labelled as "Doc Pepper's Sobering Agent and All-Purpose Detoxicant". This is a Potion of Negate Poison with 3 draughts.

13. "Just inside is a perfumed-smelling, luxurious chamber of white marble and colored tiles, glass and mirrors, an opulent washroom, with deep baths, constructed of giant clam-shells, and numerous hygiene products on racks."

The baths are mildly enchanted, and soaking within their spring-waters for at least a full turn will restore one HD+1 points of damage to any PC, once per day per PC.

14. "A small brass plaque on the door reads, 'Dispose-All'. Beyond the door is a ten-foot square landing, and then ten feet of stairs leading down to another ten-foot square landing, with no apparent door out. There is an up-and-down lever at the top of the stairs on the wall of the upper landing you are on, the lever sitting in the neutral position."

When the lever is pulled down, the stairs fold down into a smooth ramp downward, and the lower landing opens as a trapdoor concealing a pit 20' deep (see below). The door snaps shut in two rounds, along with the stairs resetting.

When pushed upward, the trap door opens up, but the stairs do not fold. The bottom 10' of the pit is a Gelatinous Cube, deadly as usual, but cushioning the fall (no damage). The upward position does not reset, and if the trapdoor remains open for two rounds, the Gelatinous Cube will attempt to lash out with a pseudopod to any creature along the edge of the pit. Any character standing on the stairs when the lever is pulled downward must roll a saving throw vs Death or fall into the pit and be automatically hit by the Cube. On a save, the character arrests their fall but cannot climb up without assistance. If not helped within one round, they must save again, or fall into the pit. After the second round, the stairs reset and the trap door closes. A number of small waste chutes here lead down and in from openings on the walls of the pit.

Undigested within the cube is

15. A 50' by 30' chamber, the walls lined with what appears to have been the kennels for the blink dogs in the fighting arena. There is very little of interest here, whatsoever.

16. "Upon opening the door, you see a rather large chamber, immediately before you, an 8-foot-tall network of widely spaced metal bars in a gridiron-style vine trellis that forms a squared spiral leading

inward towards the center of the room. Just through the trellises you see that at the center, the path turns into stairs leading up to raised platform with a treasure chest."

Sleeping curled together in the middle of the path are two blackish-purple, six-legged panthers, each with two rather long tentacles coming from their backs (Displacer Beasts). Them and the party are both surprised, as the creatures are sleeping 20' up from the second turn. On their turns, the Beasts use their catlike agility to jump over the trellises at the 2' gap near the ceiling and circle their new prey. Their tentacles function as reach weapons, allowing them to attack prey without being attacked in kind (unless by reach, magic, or missile. Any attacks made through the trellis gives -2 to hit due to leaves and bars.

Inside the chest is a handheld sized gold statuette of two lions, a male and female. Looking closely, shows the lions have collars and tags, bearing their names. (Apollo and Alois). These are Golden Lion Wondrous Figurines. Alongside in the chest is a folded note: "Tellah, I fed the lizards like you asked but I still couldn't find the Under grotto. You said the door was immediately to the right after I came back from where you left the note, but there was no door, just a plain wall!"

17a. On the western wall is a secret door, which leads to Area 18.

17b. On the northern wall is a secret door leading to the smell of the sea, and a small landing with a stairway leading downward, but ending in a rubble collapse. In the corner of this landing is a wall plaque, with the words "To Under-Grotto" and an arrow pointing down the stairs. Next to the plaque is a small wooden cabinet fixed to the wall, closed and labelled "For emergencies Only". Inside this cabinet is several floatation devices, and a 1' wide wooden cube, with an engraved brass plaque reading: "Small: Squeeg, Large: Zazoom, Collapse: Watoo. Warning: DO NOT ACTUATE IN ENCLOSED SPACES". This wooden box is a 'Folding Boat'.

17c. On the wall leading east is an old note taped to the stone: "Don't forget to feed the lizards! They hate the dispenser". A secret door leading east.

Beyond the door is a passageway going north and south, and directly ahead, a set of stairs going down briefly before ending in a rubble collapse. To the north is the lizard room, and to the south is a set of stairs leading to the second dungeon floor.

18. "Beyond the secret door is a long passageway, which startlingly, from where you are, appears to open up onto a blizzarding mountain side. As you approach, you indeed see that the passage way seems to lead out onto the side of a tall snowy mountainside wracked by a snowstorm, and although you can hear the storm you feel neither the wind, nor the cold, however, you do smell wet pine, and the cool clean scent of snow. This should plainly not be possible given your current location. Just ahead of the opening you see what appears to be 30' clearing, and in the center, a small white cat sleeping on a small steamer trunk, and an easel and canvas set up adjacent. As you approach, you can see another passageway, across from the opening, seeming to lead back inside the mountain. Looking from the clearing, the cat opens it eyes but does not move. Once standing at the opening, you can see that all around, is indeed a snowcapped alpine peak, and that you are overlooking a pleasant valley. The unfinished painting on the easel seems to depict the surrounding landscape."

The environment here is a 'Hallucinatory Terrain' illusion spell, mimicking an idyllic alpine scene, to make painting easier.

The is a 'Guardian Familiar', set to guard the trunk. He will not stir unless the trunk is directly approached, at which point the cat will rise, the growl, then raise hackles and hiss, before attacking if the trunk is touched. The cat will not leave contact with the trunk, defending bodily with all 9 lives.

Within the chest is a large number of painting supplies, all the paints dried up, except for a small box with a set of 8 paints, 2 each of 4 colors. These paints if detected, are two set of Nolzur's Marvelous Pigments.

Just inside the room on each side are floor pressure plates (2-in-6 chance of activating), which cause hidden portcullises in the ceiling to drop down, barring the room square. The door on the far side leads to

another passage way, along with stairs heading down to the second level of the dungeon.

19. A brass plaque outside this door reads "Welcome to the Aquavarium! Current contents: Statilektros Lacertus"
Beyond the door is a large 70' by 70' chamber with 20' high ceiling, with the walls painted like a mystical swamp. The floor of this room is water, to a depth of 10'. Stretching across the room in a long winding pattern is a glass path way, six inches above the water line. The path leads diagonally across the room to a door, bearing a brass plaque that is too small to read from anywhere but within 10' of it. In the water is debris designed to resemble a natural swamp environment. As you make the first turn, you are caught by surprise by several fishlike lizards shaded in bright blue with jagged black stripes and tall blue ears, nearly 3' long. The lizards emerge from the swamp debris in the water. They do not seem overly aggressive, and in fact appear downright cute. They briefly circle around in the water near you, then behind you around 10', one of them clumsily clammers onto the glass pathway. He opens his mouth in a sweet, simple smile, then you feel a tingling in the air and the hair on your arms raises!

The shocker lizards (6 in total) are hungry and move in to kill their new prey using their standard hunting tactic. One of the lizards moves topside to the party to shock them, while the others swim in the water around the party, contributing to the attack by poking their antennae up out of the water. (-2 to hit from cover).

The plaque on the far door reads: "Fame and Fortune await!"

20. Beyond the door is a room, seemingly plain, but for a red carpet leading up to two levers on the opposite wall. The left lever is labelled, "Fame!", and the right labelled, "Fortune!". Pulling the left lever envelops the character in a brief puff of smoke, and instantly curses them with bright blue skin and long shaggy white beard (long blond hair if female). The right lever when pulled, summons 10,000 silver pieces in a tight block, just over the character's head, crashing down for 2d6 damage then scattering everywhere. Pulling this lever a second time produces the same effect of 10,000 coins, but these are obviously foil-wrapped lead. Worthless, but still dealing damage.

Room Key

(A=Art, C=Coins, G=Gems, M=Magic Item,
Q = Cursed Magic Item)

#	Monster, XP, XP sum	Treasure
1.	5 Mediums, 16 XP, (80)	260gp (C)
2.	-----	-----
3.	-----	400gp (A)
4.	6 Gnolls, 35 XP, (210)	500gp (G)
5.	2 Necrophidus, 30 XP, (60)	800gp (C)
6.	4 Clockroach, 35 XP, (140)	-----
7.	-----	500gp (C)
8.	1 Leprechaun, 6 XP, (6)	113gp (C), Jug (M)
9.	6 Blink Dogs, 125 XP (750)	700gp (C), Ring (Q), Scroll (M)
10.	2 Trolls, 650 XP, (1300)	1300gp (C), Monocle (M)
11.	-----	Kaleidoscope (Q)
12.	-----	Potion (M)
13.	-----	-----

14.	1 Gelatinous Cube, 125 XP	
15.	-----	-----
16.		Figurines (M)
17.	1 Guardian, (2583 See below)	Folding Boat (M)
18.	-----	2 Marvelous Pigments (M)
19.	6 Lizards, 200 XP (1200)	-----
20.	-----	10,000sp (C)

Random Encounters (2d6x10' distance)

+ 1d6 Clockroaches emerge from a small sliding panel on the floor, viewing the party as debris

+ A Gray Ooze appearing as a wet patch of stone attempts surprise

+ A Rust Monster just finished with eating a Clockroach

+ An Ochre Jelly slops in from a crack in the ceiling

+ A sift of sand, then a stone falls loose from the ceiling, 1d10 damage, Save vs Death or KO one turn

+ A heavy green plant root has pressed through the stone into the Hallway (Assassin Vine)

Assassin Vine

Armour Class: 15 (Woody)

Movement: 15'/5'

Hit Dice: 5+1

Thaco: 14 (+5)

Attacks: Vine (up to 20' reach) 2d6 dmg (and foe must save vs Par. or be constricted, losing next action, repeat end round)

+Constrict: foe takes automatic each round they fail the save

+Surprises on 5 in 6

+Heat-sense 30'

XP: 400

Clock Roach

Armor Class: 14 (Metal and Size)

Hit Dice: 2+2

Attacks: 1 x Bite (1d4) or 10' Line of Acid once per day (Save vs Breath, 1d4 dmg)

Thaco 17 (+2)

Saving Throws: Death 12, Wands 13, Paralysis 14,

Movement 90/30

Morale 10

Align. Neutral

XP 35

Guardian Familiar

A guardian familiar is a magical creature resembling a common housecat summoned into existence in order to guard a specific treasure. Almost exclusively they take the form of cats, complete with 9 lives. When attacking it takes on a ferociously fearsome presence, like a wildcat, though it will never leave contact with its guarded object. Upon being slain, the Guardian familiar immediately resurrects with one more hit die, and the stats as listed below. They only guard their ward, and thus will not pursue characters, and will cease attacking if its attackers do first.

Armor Class: 8 (11)
Hit Dice 1 (up to 9, see below)
Attacks: 2 x Claws 1d3, 1 x Bite 1d4
THAC0: 19 (+0 up to +7, see below)
Movement: 150' (50')
Saving Throws: Death 12, Wands 13, Paralysis 14, Breath 15, Spells 16
+2 vs Magical Effects; +2 on all saves at stage 4,
+4 to all saves at stage 7
Morale: 12
Alignment: Lawful
XP: 2583
3+20+35+75+175+275+450+650+900
Treasure: Always
Infravision 60'
Immune to Electricity

Stage 1
AC 11, HP 5, Hit +0, Dmg +0
Stage 2
AC 12, HP 10, Hit +1, Dmg +1
Stage 3
AC 13, HP 15, Hit +2, Dmg +2
Stage 4
AC 14, HP 20, Hit +3, Dmg +3
Stage 5
AC 15, HP 25, Hit +4, Dmg +4
Stage 6
AC 16, HP 30, Hit +5, Dmg +5
Stage 7
AC 17, HP 35, Hit +7, Dmg +6
Stage 8
AC 18, HP 40, Hit +7, Dmg +7
Stage 9
AC 19, HP 45, Hit +7, Dmg +8

Gnoll, Diorama

Armor Class: 5 (14) (Leather, Shield, Dex)
Hit Dice 2+1
Attacks: 1 x Jawbone axe (1d6+1) (10'/20'/30')
Thaco 17 (+2)
Movement: 90' (30')
Saving Throws D12 W13 P14 B15 S16
Morale: 10
Alignment: Chaotic
XP: 35

Shocker Lizard

A shocker lizard is a fishlike reptile shaded in bright blue with jagged black stripes and a pair of tall blue ears, standing at nearly 1' tall and 3' long. Shocker lizards are stealthy aquatic predators capable of stunning or even killing prey with a natural electric attack.

Armor Class: 5 (14)
Hit Dice: 2+1 (13hp)
Attacks: 1 x Bite (1d4)
THAC0 17 (+3)
Movement 120' (40'), Swim 90' (30')
Saving Throws: Death 12, Wands 13, Paralysis 14, Breath 15, Spells 16
Morale 7 (9 in group)
Alignment: Neutral
XP: 200
Number Appearing: Solo, Pair, Clutch (3-5), or Colony (1d6+5)
Treasure Type: None
Infravision 60'
Immune to Electricity

+ Stunning Shock: Deal 2d8 damage to a foe within 5', Save vs Death for half damage. A foe downed by this attack is instead knocked out at 1 HP for one full turn

+ Lethal Shock: Two or more shocker lizards within 20' of each other may attack in tandem, augmenting the shock of one particular lizard. This attack deals 2d8 (+1 per extra lizard to a maximum of +5) damage in a 20' radius from one particular lizard. Save vs Death for half.