

## **THE MOATHOUSE**

### **MOATHOUSE**

<i>Giant Frogs</i>	<i>Area 1</i>
<i>Huge Spider</i>	<i>Area 4</i>
Leader, Alde + Brigands (x7)	<i>Area 7</i>
<i>Giant Snake</i>	<i>Area 12</i>
<i>Giant Rats</i>	<i>Area 13</i>
<i>Giant Tick</i>	<i>Area 16</i>
Giant Lizard	<i>Area 17</i>

### **DUNGEON LEVEL**

<i>Green Slimes (x2)</i>	<i>Area 18</i>
Zombies (x12)	<i>Area 21</i>
Lubash (Ogre)	<i>Area 24</i>
Bugbears (x6)	<i>Area 27</i>
Gnolls (x9)	<i>Area 29</i>
<i>Giant Crayfish</i>	<i>Area 30</i>
Ghouls (x4)	<i>Area 31</i>
Sergeant + Guardsmen (x6)	<i>Area 33</i>
Lieutenant + 2 Sergeants + Guards (x12)	<i>Area 34</i>
Lareth	<i>Area 35</i>

## **TEMPLE OF ELEMENTAL EVIL**

### **A. THE BROKEN TOWER** (pg. 37)

Giant Raven (x2)	Roof
Giant Raven (x14)	Upper Level
Main Brigand Force	Area 1
Footmen (x8)	
Crossbowmen (x8)	
Archers (x4)	
Guards (x5)	
2 Lieutenants + 2 Sergeants	Area 2
Leader	Area 3
Leader's Wench	Area 3

### **B. BUILDING RUINS**

*Giant Rats (x12)*

## DUNGEONS OF ELEMENTAL EVIL - LEVEL 1

**Ghoul Guardians** (Brown): Earth Temple raises their dead as an ablative defensive layer.

**Gnoll Company** (Green): Earth Temple is trying to reform them as a mercenary company.

**Elemental Earth Reavers** (Blue): Training the gnolls and establishing outposts. Use brown, leather-covered kit shields with inverted black triangles.

**Turnkey's Crew**: Turnkey and a group of hobgoblins that work as torturers. Badges with two brown inverted triangles.

**Romag**: Wants to become the leader of the Temple. Planning to raid Water Elemental Temple.

### DENIZENS

<i>Harpies (x2)</i>	<i>Area 103</i>	
Ghouls (x6)	Area 104	Ghoul Guardians - Earth
Ghouls (x4)	Area 105	Ghoul Guardians - Earth
Ghasts (x2)	Area 107	Ghoul Guardians - Earth
<i>Giant Rats (x20)</i>	Area 108	
<i>Prisoners (x10)</i>	Area 114	
Ghouls (x6)	Area 115	Ghoul Guardians - Earth
Ghouls (x6)	Area 116	Ghoul Guardians - Earth
Ghasts (x2)	Area 116	Ghoul Guardians - Earth
Ghasts (x2)	Area 117	Ghoul Guardians - Earth
Ghasts (x2)	Area 118	Ghoul Guardians - Earth
<i>Snake</i>	Area 120	
Gnolls (x4)	Area 121	Gnoll Company - Earth
Gnolls (x4, with flasks of oil)	Area 122	Gnoll Company - Earth
Gnolls (x4) + Hobgoblins (x2)	Area 123	Gnoll Company - Earth
Ogre Captains (x2)	Area 124	Gnoll Company - Earth
<i>Skeletons (x16)</i>	<i>Area 125</i>	
Ogre Chief	Area 126	Gnoll Company?
Gnolls (x3)	Area 127	Gnoll Company - Earth
Bugbear + Gnolls (x7)	Area 128	Gnoll Company - Earth
<i>1 Gnoll + Quadruple Crossbow</i>	<i>Area 128a</i>	<i>Gnoll Company - Earth</i>
Guards (x5)	Area 129	Elemental Earth Reavers
Guards (x7) + Fighters (x4)	Area 130	Elemental Earth Reavers
<i>Stirges (x18)</i>	Area 132	
Guards (x4)	Area 133	Elemental Earth Reavers
Guards (x8)	Area 134	Elemental Earth Reavers
Guards (x8)	Area 135	Elemental Earth Reavers
Commander + Lieutenant	Area 136	Elemental Earth Reavers
Romag (Curate) + Hartsch (Adept)	Area 137	Earth
<i>Earth Elementals (x4)</i>	<i>Area 145</i>	Earth
<i>Giant Rats (x144)</i>	<i>Area 146</i>	
Bugbears (x3)	Area 147	Turnkey's Crew - Earth
Guards (x18) + Leaders (x3)	Area 149	Elemental Earth Reavers
<i>Zombies (x9)</i>	<i>Area 150</i>	
<i>Wonillon (Prisoner)</i>	<i>Area 150</i>	
<i>Turnkey + Bugbear</i>	<i>Area 152</i>	<i>Turnkey's Crew - Earth</i>

## **DUNGEONS OF ELEMENTAL EVIL - LEVEL 2**

**Oohlgrist's Trolls:** Water and Fire Temples are both courting him. (Controls a tribe of great trolls that he can bring in to support one or the other.)

**Fire Bugbears (Red):** Wear red capes.

**Water Bugbears (Blue):** Wear green vest-like shirts over armor. Secretly negotiating with Air Temple (Kelno in area 225) to defect if Water Temple gains the support of Oohlgrist's Trolls.

**Air Bugbears (Yellow):** Wear grey kilt and cloak. Kelno has recently been successful in recruiting Gnolls from Earth Temple and goblins from local tribes with large cash payments.

**Greater Temple Bugbears (Purple):** Here on orders from Level 3. Wear black armor.

**Red-Horned Bandits (Purple):** Here on orders from Level 3. Commanded by Feldrin, but his lieutenant (Brunk) is trying to suborn him.

<i>Hydra + Troll Keeper</i>	<i>Area 202/203</i>	<i>Oohlgrist's Trolls - Fire</i>
Bugbears (x5)	Area 204	Fire Bugbears
Half-Orc Cleric (Maxoric)	Area 205a	Fire
Fire Curate (Umeco)	Area 205b	Fire
Fire Prefect (Alrrem)	Area 205c	Chief Cleric – Fire
Bugbears (x2) + Leader (Ambeth)	Area 206	Fire Bugbears
Werewolves (x2)	Area 208	Fire
<i>Drelb</i>	<i>Area 210a</i>	<i>Fire</i>
<i>Salamanders (x4)</i>	<i>Area 212</i>	<i>Fire</i>
<i>Juggernaut + Gargoyles (x4)</i>	<i>Area 213</i>	<i>Water</i>
Under-Priests (x2)	Area 214	Water
Canon Belsomig	Area 215	Chief Cleric – Water
<i>Owlbear + Troll Keeper</i>	<i>Area 217/218</i>	<i>Oohlgrist's Trolls - Water</i>
Oohlgrist (Troll Chief)	Area 219	Oohlgrist's Trolls
Bugbears (x4)	Area 220	Water Bugbears
Ogre Leader	Area 221	Water Bugbears
Bugbear Chieftain + Bugbears (x4)	Area 222	Water Bugbears
Bugbears (x6)	Area 223	Air Bugbears
Bugbears (x4) + Gnolls (x2)	Area 224	Air Bugbears
Kelno	Area 225	Chief Cleric – Air
Bugbears (x6) + Goblins (x4)	Area 226	Air Bugbears
Bugbear + Ogre	Area 228	Gaolers - Greater Temple
<i>Prisoners</i>	<i>Area 228</i>	
<i>Otyugh</i>	<i>Area 230</i>	
Bugbears (x4)	Area 231	Greater Temple Bugbears
Bugbears (x7) + Females (x6)	Area 232	Greater Temple Bugbears
Bugbear Leader + Lt. + Females (x3)	Area 233	Greater Temple Bugbears
<i>Su-Monster</i>	<i>Area 234</i>	
Guards (x3)	Area 241	Greater Temple Bugbears
Guards (x4)	Area 242	Greater Temple Bugbears
Bandits (x8) + Sergeants (x2)	Area 243	Red-Horned Bandit (Feldrin)
Command Feldrin	Area 243a	Red-Horned Bandit
Brunk	Area 243b	Red-Horned Bandit
Bandits (x4) + Half-Orc	Area 244	Red-Horned Bandit (Brunk)
Minotaur	Area 245	Air

## **DUNGEONS OF ELEMENTAL EVIL - LEVEL 3**

### **SOUTH END**

**Keykeepers** (Purple): Trolls each have a key. Ettin fetches them to open doors in 306.

**Itinerant Bugbears** (Blue): Supposed to be patrolling, but are mostly just hanging out.

**Broken Tower Bandits** (Red): Escape tunnel leading to the Broken Tower.

<i>Trolls (x4)</i>	<i>Area 302-305</i>	<i>Keykeepers – Greater Temple</i>
<i>Ettin</i>	<i>Area 306</i>	<i>Keykeepers – Greater Temple</i>
<i>Leucrotta (x2)</i>	<i>Area 307</i>	<i>Keykeepers – Greater Temple</i>
<i>Umber Hulk</i>	<i>Area 309</i>	<i>Keykeepers – Greater Temple</i>
<i>Gargoyles (x4) + Jackalweres (x2) + Jackals (x20)</i>	<i>Area 310</i>	
<i>Will-o-Wisps</i>	<i>Area 311</i>	
<i>Lamia</i>	<i>Area 312</i>	
Bugbears (x6)	Area 315	Itinerant Bugbears – Greater Temple
Bugbear Leaders (x2)	Area 316	Itinerant Bugbears – Greater Temple
Ogres (x4)	Area 317	Itinerant Bugbears – Greater Temple
Scorpp, Giant King of the Bugbears + Worg	Area 318	Itinerant Bugbears – Greater Temple
Shadows (x8)	Area 323	
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Groaning Spirit	Area 326	
Roper	Area 330	
Lurker Above	Area 332	
Smigmal Redhand	Area 336	Broken Tower Bandits
Falrinth + Krlltch (Quasit)	Area 337	Broken Tower Bandits

## **DUNGEONS OF ELEMENTAL EVIL - LEVEL 3**

### **NORTH END**

<i>Violet Fungi (x6) + Hooting Fungi (x50)</i>	<i>Area 341</i>
<i>Suits of Armor (x4)</i>	<i>Area 345</i>
<i>Lots Slimes and Molds</i>	<i>Area 349</i>
<i>Shriekers (x13)</i>	<i>Area 350</i>
<i>Zugtmoy</i>	<i>Area 353</i>