

B/X talk

white eyes

Thinking 6 → eating  
pillars or  
steering them  
away

• crocodile

• killer bees [hive + honey] / stingers w/ L

• acolytes [tra berserker or dwarf] : U P[2]

zombies

• could the pool be a gelatinous cube?

↓ 3 hit dice

4

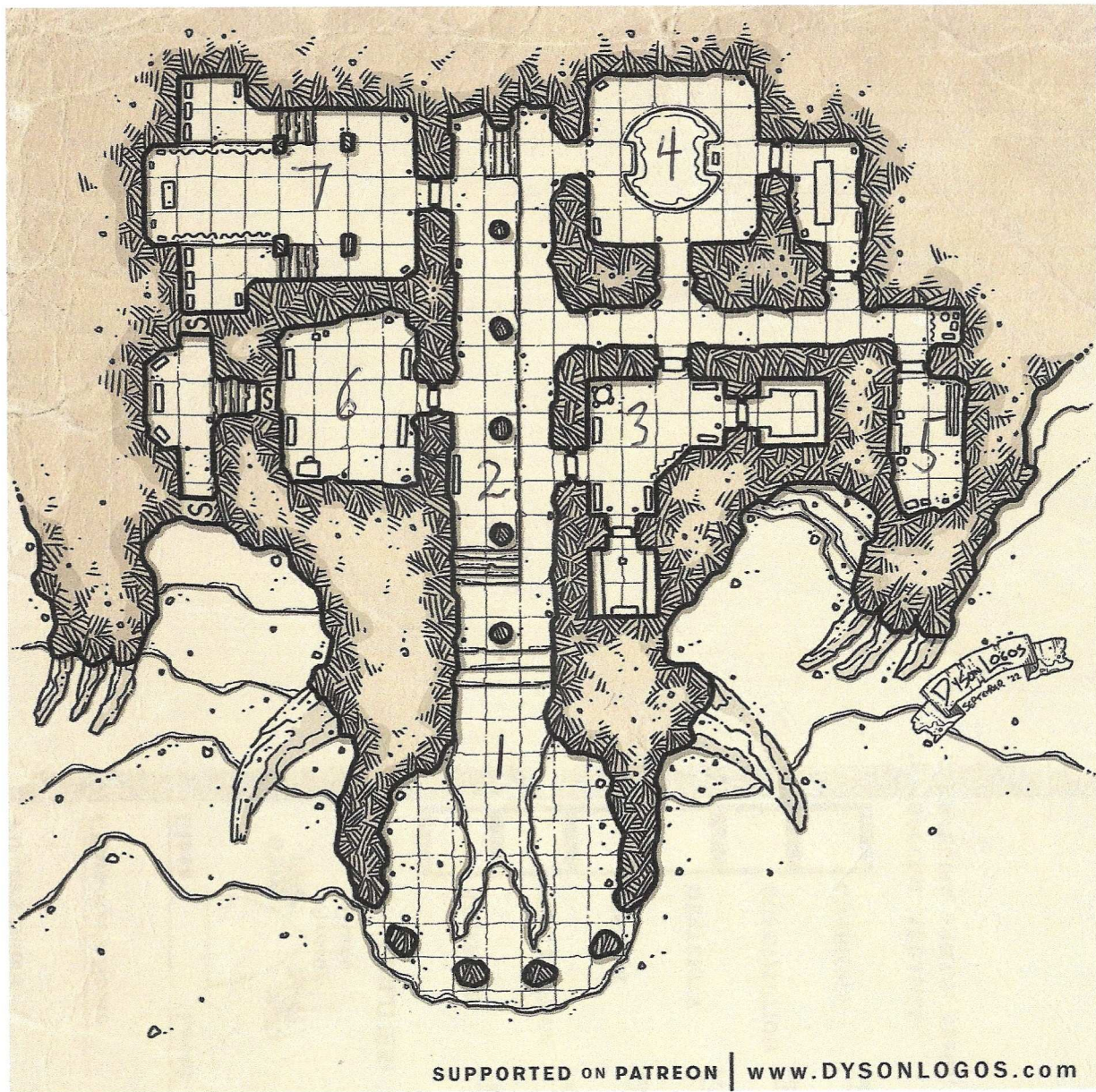
surface of 4,  
throughout 2<sup>n</sup>  
corridors  
via wandering

3 & 5

1 - acolytes feed them  
use them as  
guards

7

any sort of personality  
or backstory?



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5 Krages - 1 HD, AC 7, morale 9, ~~10~~ F2 save  
123 attack

L  
φ

3-36 15

X crocodiles 2 HD, AC 5, morale 7, F1 save  
1-8 reduced 4  
125

nil

1 acolytes + berserkers  
AC 2 1 HD, morale 7+2 AC 7, 1+1 HD, morale ↑  
126 F2 save 128 F2 save

+2  
magic sword/kill φ  
3000 CP P(B)

baboons - 2 HD, AC 6, morale 8, F2 save  
~~white apes~~ 126/123

U φ

5-30 reduced  
12

zombies - 2 HD, AC 3, morale 9, F1 save  
128

nil

4-24 reduced  
10

gelatinous cube - 3 HD, AC 8, morale 12, F2 save  
224 + paralyze

✓ φ

in pod or otherwise occur  
in this area

\* acquired ball from  
deck, from dead old  
guy → sword too

in ancient zombie  
chamber

• gems + jewelry

↓  
800

7!  
50, 500, 100,  
10, 1000,  
50, 500

ONE

Stirges (15): 1 HD, AC 7, Morale 9, Save F2, 1d3 attach  
No treasure

*cultists feed them*

TWO

Crocodiles (4): 2 HD, AC 5, Morale 7, Save F1, 1d8  
No treasure

*→ lower level on 2  
→ swim are trapped? or stretched?*

THREE

Acolytes (7): 1 HD, AC 2 (?), Morale 9, Save C2, 1d6  
Berserkers (6): 1+1 HD, AC 7, Morale n/a, Save F2, 1d8  
+2 Magic sword, 3000 cp, crystal ball

*- dead etc  
- mummy was crystal ball esp. to  
avoid baboons, can't see into it*

FOUR

Gelatinous cube (1): 3 HD, AC 8, Morale 12, Save F2, 2d4 paralysis  
No treasure

*- a bit long now, gets fed  
& panicked*

FIVE

SIX

Baboons (12): 2 HD, AC 6, Morale 8, Save F2, 1d6/1d3  
No treasure

*they scare people away, they know their prey  
plenty of prey for them, they're good  
in the wild*

SEVEN

Zombies (10): 2 HD, AC 8, Morale 12, Save F1, 1d8  
No treasure  
But in chamber: 2 gems (50, 500, 100, 10, 1000, 50, 500); jewels 800

*black and red on the  
demigons  
- this is a bolt-hole  
not their only place*

ancient chamber

goo cult

baboon's annex