

=====

Thunder Rift Adventure Path w/ 8 PC party. Already figures in GP as XP

(Collective Total of XP & GP: 347,895 XP | 257,983 GP)

Escape from Zanzer Tem's dungeon: 27,530 XP | 22,518 GP = 3,441 Xp ea. r2 | 2,814 GP ea. r6

Stonefast by Odinst: 21,434 XP | 19,656 GP = 2,604 XP ea. r2 | 2,456 GP ea. r2

Red Hand Trail (GL): 4,179 XP | 1,600 GP = 522 XP ea. r2 | 200 GP ea.

Assault on Raven's Ruin: 11,590 XP | 10,290 GP = 1,448 XP ea. r6 | 1,286 GP ea, r2

Trouble Below (GL): 3,845 XP | 1,500 GP = 480 XP ea. r5 | 187 GP ea. r4

Palace of Dread (GL): 13,459 XP | 7,500 GP = 1,682 XP ea. r3 | 937 GP ea. r4

A Call to Glory (DQ): 1,420 XP | 1,200 GP = 177 XP ea. r4 | 150 GP ea.

A Way with Words: 277 XP | 21 GP = 34 XP ea. r5 | 2 GP ea. r5

The Eisenmond Blade (DQ): 6,100 XP | 4,000 GP = 762 XP ea. r4 | 500 GP ea.

Quest for the Silver Sword: 4,900 XP | 3,600 GP = 612 XP ea. r4 | 450 GP ea.

Rage of the Rakasta: 3,240 XP | 1,700 GP = 405 XP ea. | 212 GP ea. r4

Jaws of Flame (DQ): 21,670 XP | 16,000 GP = 2,708 XP ea. r6 | 2,000 GP ea.

Knight of Newts: 15,200 XP | 1,400 GP = 1,900 XP ea. | 175 GP ea.

Sword and Shield: 5,975 XP | 2,925 GP = 746 XP ea. r7 | 365 GP ea. r5

Wild Dragon's Den (DD): 16,302 XP | 14,000 GP = 2,037 XP ea. r6 | 1,750 GP ea.

Wyrmhaven (DD): 17,041 XP | 14,000 GP = 2,130 XP ea. r1 | 1,750 GP ea.

League of the Red Serpent (DD): 38,700 XP | 34,080 GP = 4,837 XP ea. r4 | 4,260 GP ea.

In the Phantom's Wake: 8,503 XP | 5,550 GP = 1,062 XP ea. r7 | 693 GP ea. r6

Fighter's Academy (HT): 24,056 XP | 19,279 GP = 3,007 XP ea. | 2,409 GP ea. r7

Tower's of Evil (HT): 30,172 XP | 24,737 GP = 3,771 XP ea. r4 | 3,092 GP ea. r1

Lair of the Vampire Lord (HT): 41,104 XP | 34,694 GP = 5,138 XP ea. | 4,338 GP ea. r6

Escape from Thunder Rift: 31,799 XP | 15,323 GP = 3,974 XP ea. r7 | 1,915 GP ea. r3

Grand Total of XP & GP per PC(8 PC party): 43,477 XP r79 | 32,241 GP r55 (see final total below)

Final Total w/ an 8 PC party: 43,486 XP ea. r7 | 32,147 GP ea. r7 (w/o Special Note or PR bonus)

=====

5th Level: Elf or Dwarf Cleric/Halfling Thief (Shadow Elf Shaman 5/4 = 32,000 SE/ 11,486 SES)

6th Level: Cleric, Fighter, Magic-User, Dwarf, Halfling

7th Level: Thief

Special Note Escape from Zanzer Tem's Dungeon add-ons (Rooms #24-#28)

Room #24: Map Hallway.

Maps of Zanzer's dungeon, Thunder Rift, Kleine, Meilindir, Torlynn & Edgewater can all be found hanging on the Western Walls. On the Eastern wall are maps of Alfheim/Darokin, Karamaikos, Rockhome, Thyatis & Ylarum. There is also a hand-drawn map of tunnels leading from Thunder Rift to the Shadow Elf territories.

=====

Room #25: Zanzer Tem's Library & Sitting room.

This is Zanzer's combined library for all his research & reading & is worth 6,000 gp. There are 10 books on spell research, 15 books on magical item creation, 25 books on various aspects of

alchemy, 5 books on the history of Thunder Rift & 1 book on each of the following:
Alphatia/Thyatis, Alfheim/Darokin, Glantri, Karamaikos & Rockhome.

=====

Room #26: Zanzer Tem's bedroom.

Large 4-post bed, desk, cabinet w/ clothes, nightstand w/ lamp & a pedestal w/ Zanzer's spellbook on it. The book is trapped w/ a Sleep spell that will trigger if anyone touches it w/o first speaking Zanzer's full name in reverse: Met Reznaz. The room is empty of other treasure.

=====

Room #27: Alchemy, Magical Items & Spell Creation Labs.

Alchemy Lab worth 2,500 gp on Noth wall. Magical Item Lab worth 2,500 gp on the Eastern wall. Spell Research Lab on Southern wall worth 3,200 gp. Treasure: Notes can be found on the creation of: Potion of Healing & Potion of Levitation. Notes can also be found on Zanzer's attempt to research the 3rd level Fireball spell. While not currently a "complete" spell, the notes will shorten the time needed to research an actual working version of the spell by half.

=====

Room #28: Bugbear & Ogre sleeping quarters.

8 large ogre-sized bunk beds w/ footlockers. Treasure: nil.

Stonefast: +1,000 XP per PC story award

Trouble Below (GL): +100 GP per PC

A Way with Words: +50 GP per PC

Quest for the Silver Sword: +1 Int(MAX 18) OR +1,000 XP to 1 Magic-User or Elf

Rage of the Rakasta: +1 to Prime Requisite(MAX 18) to ANYONE that drinks the tea

Cat's Eye Ring awarded to 1 PC that doesn't have Infravision

Sword and Shield: +1 XP per 2 GP donated to the town UPTO 1,000 XP MAX per PC that donates

+500 XP to PARTY if the Apparition is banished

+200 XP to PARTY per prisoner rescued AND returned safely (2)

Escape from Thunder Rift: +2,000 GP per PC AFTER returning to Hearthhome

+500 XP per PC for finding and entering the Dimensional Portal

+5,000 XP per PC story award for defeating Chambrin (+2,500 XP each if the party is defeated but get a 2nd chance and defeat Chambrin.) *End Special Note*

=====

Thunder Rift adventures by region w/ levels and big boss

=====

Kleine and Northern areas of hunder Rift

Escape from Zanzer Tem's Dungeon (Level: 1) Zanzer Tem: Magic-User 4th Level

Stonefast (beneath Zanzer Tem's dungeon) (Level 1-2) Kamro the White Dragon: HD 3+2

Red Hand Trail (Goblin's Lair) (Level 1-2) Goblin Chief: HD 2

Assault on Raven's Ruin (Level 2-3) Niloc the Hobgoblin: HD 1+1

Trouble Below (Goblin's Lair) (Level 2-3) Mad Lord Gargin the Wight: HD 3

Palace of Dread[(Goblin's Lair) (Level 3-4) Goblin King: HD 3

Torlynn and Eastern areas of Thunder Rift

A Call to Glory (DragonQuest) (Level 1) Orc (w/ Motopua): HD 3

A Way with Words (Level 1-3) The Great Whizzo (Kobold): HD 1

The Eisenmond Blade (DragonQuest) (Level 2) Dabokia (Minotaur): HD 6

Quest for the Silver Sword (Level 2-3) Keshute the Wererat: HD 3

Rage of the Rakasta (Level 2-4) Kaminari the Rakasta: Magic-User 5th Level

Jaws of Flame (DragonQuest) (Level 3) Estorax Rex (Red Dragon): HD 10**

Melinir, Southern and Western areas of Thunder Rift

Knight of Newts (Level 1-2) Newts: HD 1+2

Sword and Shield (Level 1-3) Agryl the Black Knight: Fighter 4th Level

Wild Dragon's Den (Dragon's Den) (Level 1-3) Hakra the Black Dragon: HD 5**

Wyrmhaven (Dragon's Den) (Level 2-4) Nefastus the Green Dragon: HD 6**

League of the Red Serpent[(Dragon's Den) (Level 3-5) Anandak the Red Dragon: HD 8**

In the Phantom's Wake (Level 3-5) Henrick Vandecken the Spectre: HD 6**

Fighter's Academy (Haunted Tower) (Level 3-5) Sir Mathew (Mummy): HD 5+1**

Tower's of Evil (Haunted Tower) (Level 3-5) Sir Jameson the Defender(Spectre): HD 6**

Lair of the Vampire Lord[(Haunted Tower) (Level 3-5) Lord Ursus Longmand (Vampire): HD 8*

Escape from Thunder Rift (Level 5) Chambrin: Magic-User 9th Level

Adventure linkage:

The magic-user, Zanzer Tem, controls the orcs & goblins of the northern region of Thunder Rift. Zanzer's orcs have the primary duty of keeping the Dwarves confined to Hearth-Home & its immediate surroundings, as well as providing Zanzer w/ the occasional Dwarf slave to work in his salt mine. Zanzer's agents in Kleine provide him w/ occasional Human & Elven slaves for his salt mine; but, their primary duty is to keep Zanzer up-to-date on events in & around Kleine. Zanzer's goblin forces are focused on gaining control of the Burning Hills, exploring Raven's Keep for any treasure & also providing Zanzer w/ Gnome slaves that are used to make weapons & armor for Zanzer's forces. Zanzer has an agreement w/ Nicholas Maybrush to provide Healing Potions for Maybrush in exchange for slaves & any scrolls or spellbooks that Nicholas gets his hands on. Zanzer is unaware of Kamro making Stonefast his lair & is begining to worry that none

of his partols sent to investigation Stonefast have returned. (DM note: the salt that Zanzer mines has a unique healing factor that makes it a primary ingredient in his manufacture of Healing Potions, thus making all potions have a slight salty taste.)

Kamro the White Dragon is aware of Zanzer's operations in the salt mine above his lair; but, doesn't plan to make a move for control yet. He's content to eat the meals Zanzer unknowingly is providing for him.

Maybrush seeks to gain control of the entire Melinir Hills area, from the eastern edge of the Grakken Wood east to Torlynn & from the northern Drake River south to Lake Ganif. Maybrush has a "loose" agreement w/ Keshute the Wererat that neither will interfere w/ the others area. Maybrush is related to both Agryl the Black Knight & Uchard Tonsha the Wight. Agryl is Maybrush's cousin, twice removed, on his father's side; while Uchard is his great uncle from his mother's side. Currently only Nicholas is aware of the familial connections.

Keshute seeks control of a section of the Gauntlin Forest, w/ the rivers to the north & west & the mountains to east & south as his "domain" borders. While Zanzer is unaware of Keshute, Maybrush occassional sends human slaves to Keshute as a gesture of goodwill. Those that Keshute fails to infect w/ lycanthropy are used to expand the dungeon beneath Barrik's Keep.

Dabokia the Minotaur has loose control of the Horned Hills & thanks to the action of Kaminari of the Rakasta, there's noone to contest his control. Kaminari seeks to rule the few Rakasta in Thunder Rift by unseating (slaying) the current Diamyo. While neither are aware of the other, the actions of Dabokia & Kaminari are benefitting the other.

Once Estorax Rex awakens he will seek to gain control over all of Thunder Rift. However, once he becomes aware of Scorch's existence he will seek to flee Thunder Rift. Long in the past, the two had a savage rivalry; but, due to Estorax being sealed for so long, Scorch is now too powerful for him to face. On the other hand, should Scorch learn of Estorax he will seek out his old rival & seek to enslave him.

Hakra the Black Dragon claims rulership over all of the Black Swamp & seeks to extend that control to cover the Marshwoods, also. Currently she is seeking to bring all lizardmen & newts under her control. The undead commanded by Uchard Tonsha are the only things standing in Hakra's way.

Nefastus the Green Dragon seeks control over all of Grakken Wood; but, is learning that its not as easy as first thought. Nefastus is mulling over the idea of moving to the Gauntlin Forest & taking control of the Wailing Plateau & surrounding forest. If that happens, Nefastus will seek to claim all forest bordered by the rivers west to the grasslands.

Should either dragon learn of the other, they will actively seek one another out to try & add the

others territory to their own.

Anandak the Red Dragon seeks to control all of Thunder Rift & is in an alliance w/ Agryl the Black Knight & Nicholas Maybrush. While Anandak thinks its smart enough to rule, both of the others are conspiring together to undermine Anandak & kill him after they control the Rift. Once Anandak learns of other dragons w/in the Rift, he will concentrate all resources on their destruction. However, if he learns of Scorch he will immediately gather his horde & flee Thunder Rift forever.

Agryl the Black Knight is trying to extend his rulership to all of Thunder Rift, believing it to be his "birthright". He believes he is the leader of the alliance w/ Anandak & Maybrush, while the others simply humor him, knowing that Agryl isn't smart enough to rule.

Sir Mathew & Sir Jameson seek to continue the war w/ Wizardspire; but, the presence of the vampire: Lord Ursus Longmane is stopping them. Since Longmane is also a magic-user they have turned their attention to his destruction, first & foremost.

Longmane, on the other hand, couldn't care less about the old war & seeks to bring all of Thunder Rift under his control.....starting w/ the Gloomfens. Longmane's primary plan is to first gain control of all undead w/in Thunder Rift & then send them out to conquer it. Having once been an apprentice in Wizardspire, he plans to wait 'til he has an army of undead before assailing it.

The magic-user Chambrin found his way to Thunder Rift from outside & decided to conquer it w/ the further intention of raising an army to extract revenge on percieved slights while he lived outside the Rift. To this end Chambrin will ally w/ anyone he can use to further his dreams of conquest & revenge.

Scorch the Red Dragon seeks to reclaim Ash's horde; but, also has an eye on ruling the Rift. Above all other things, however, he lusts for the rumored magical wealth w/in Wizardspire. Even though he isn't a spellcasting dragon, he believes that w/ enough magical treasure he'll be able to challenge the Dragon Immortals & take atleast one of their places.

Wizardspire & the Mad Mage are complete mysteries to all the Rift. Noone who has dared to enter Wizardspire has ever returned. (*DM's note: The Mad Mage of Wizardspire is a 36th HD Lich (36th Level Magic-User) of Neutral alignment. After witnessing the atrocities both sides commited during the war, he unleashed his most powerful magics against both sides to bring the war to an end. Creating the Gloomfens, & summoning the Ghostship, was an unforeseen side affect of his terrible magics. The Mad Mage also has five modified clones wandering around: Zanzer Tem, Chambrin, Daffyd the Wise, Bargle the Infamous & Geoffrey of Mage Island, none of whom know they are clones of the Mad Mage.)

Uchard Tonsha comes from a long line of warriors that defender the Rift, while secretly trying to

rule it. After Duke Hector Barrik, & his keep, disappeared during the Goblin Wars, the Tonsha's tried to lay claim to rulership of the Rift; but, failed. That failure led them to aiding Newts in betraying Castle Kraal. Throughout their family history, the Tonsha's have been firm followers of Thanatos & when they first came to the Rift they brought w/ them a corrupted Nyxian altar/artifact. (*See below for information on the altar/artifact.) Uchard's ultimate goal is to turn the entire Rift into an undead realm following Thanatos. While the Mad Mage is aware of Uchard's plans, he won't directly interfere unless it becomes a matter of last resort. (Currently, the Mad Mage is secretly working to get undead followers of Nyx into the Rift so they can deal w/ Uchard & the altar/artifact.)

Now we get to the numbers that make up Uchard's "army": (Any creature dying in the Marshwoods will rise as a special ghoul under Uchard Tonsha's control. ALL undead Turn as 3 categories higher will w/in the confines of the Marshwoods.)

Uchard Tonsha- Leader (Hit Dice 4, Wight): AC 5; hp 20; MV 90' (30'); #AT 1; THAC0 17; Dmg energy drain; ML 12; AL Chaotic; XP 75 (Thunder Rift campaign setting)

Formerly a 5th level Fighter whose knowledge of combat tactics makes him a dangerous foe, and his touch drains a level of experience or a Hit Dice from his victim.

1 Swamp Velya- 2nd in command (DMR2 Creature Catalog page 108-109)

9 Lesser Nightmares (Escape from Thunder Rift adventure page 7)

10 Wights (each commanding 2 Elder Ghouls & 20 Ghouls= 20 Elder Ghouls & 200 Ghouls total); (Ghoul, Elder: DMR2 Creature Catalog page 48)(Wights/Ghouls: RC pg. 212/78) (All ghouls are unusual in that they retain the abilities and most of the intelligence they held in life. This makes them unnaturally fierce opponents. The ghouls should be of various races w/ perhaps 20 retaining spellcasting abilities of up to 3rd level spells; both cleric & magic-user.)

20 Shadows (RC pg. 203)

12 Bone Golems (RC pg. 180)

10 Gargoyles (RC page 178)

& then we have the miscellaneous annoyances:

5 Vampire Bats (RC pg. 159)

20 Giant Bats (RC pg. 159)

100 Normal Bats (RC pg. 159)

32 Giant Rats (RC pg. 201)

5 Normal Rat packs of 10 rats each (100 total) (RC pg. 201)

20 Giant Centipedes

15 Robber Flies (RC pg. 202)

3 Rock Python snakes (RC pg. 204)

8 Crab Spiders (RC pg. 206)

20 Stirges (RC pg. 208)

Total XP based JUST off initial kills: 22,080

& that doesn't include any bodies rising after being slain.

The secret to the animation of the dead in the Marshwoods is a corrupted Nyxian altar/artifact from ancient Taymora. Undead followers of Thanatos raided & stole the altar after the fall of Taymora & brought it to present day Thunder Rift, where they proceeded to corrupt it.

Originally designed to raise followers of Nyx as intelligent undead, Thanatos's followers corrupted it to raise ANY dead humanoid body as a ghoul follower of Thanatos. Uchard's ancestors were among those who brought the altar to Thunder Rift.

To cleanse the altar, a Nyxian Cleric (of atleast 21st level) must cast the following spells in order: Remove Curse, Dispel Evil, Ceremony: Consecrate, Continual Dark & Bless.

Unbeknowst to the lizardmen, the abandoned fort they use as a base is actually Uchard's ancestral home & houses the altar in a well-hidden & highly trapped secret area beneath the fort. The fort houses the leaders of the various lizardman tribes, their mates & 15 clansman per tribe that act as bodyguards to their leaders.

Hakra, the black dragon from The Dragon's Den boxset adventure: Wild Dragon's Den, has been actively trying to bring all lizardmen w/ the Marshwoods under her control. If approached by a party willing to talk, she'll offer an alliance to deal w/ Uchard & his undead; after which she'll, of course, turn on the party w/ the aid of ALL surviving lizardmen in the Marshwoods. Should such an event come to pass, all surviving lizardman tribes will ally themselves w/ her. It should be noted that the tribe she currently rules will be elevated above the others & their leader will become King of all Lizardman Tribes in Thunder Rift.

Oddly enough, at this point Hakra will lay ABSOLUTE claim to the Marshwoods & Black Swamp as her territory & will limit the lizardmen to raiding w/in 1 mile outside HER territory. (Her reasoning is that it'll cut down on the number of adventurers that'll be sent in to kill her &

disperse the tribes.)

The mysterious keep w/ it's waterwheel high atop the cliffs surrounding the Gloomfens is a relic from ancient Blackmoor. Build under the orders of King Uther Andahar, the keep houses a portal, in a secret room in the dungeon, that connects to ancient Blackmoor. W/ this portal, small groups of Blackmoorians (usually numbering 15-20) are secretly slipped in the Rift & then make their way into the lands beyond the Rift. In this way, Uther has been slowly saving remnants of Blackmoor. Those who come thru, from the past, tend to head for major cities where it's easier to blend in. Some few have, however, built small villages far off the beaten path. Only the Lord/Lady of the Keep can control the portal & they are always someone of Uther's blood. Those rare few Riftians that actually reach the keep are politely given the option of going thru to Blackmoor, or having their memories erased & being deposited somewhere outside the Rift. (referred to as the Comeback Keep & built sometime after humans find their way into Thunder Rift; but, before Duke Hector Barrik's Keep is relocated to the Hollow World during the Goblin Wars. During the years spanning the Goblin Wars (as well as the years spanning the Sword vs. Wand conflict), the CBK's portal cannot be activated. Due to its location, the CBK avoids the affects of the Goblin Wars & the Sword vs. Wand conflict much later.)

Uther, & by default Blackmoor, has no designs on the Rift; it is simply a means to get groups of their people into the other lands & thereby save fragments of Blackmoor. All of the small Blackmoorian villages that have sprung up, house small libraries (no more than 50-100 tomes) of Blackmoorian lore. Almost all of these tomes are related to "normal" village survival: blacksmithing, farming, herbalism, woodland lore etc. Some few tomes, perhaps 5-10, deal w/ subjects such as: alchemy, history: Blackmoor, magic (various topics), & spellcasting (no more than 1 or 2 tomes). All Blackmoorian subjects going thru the portal are forbidden, under penalty of death, from carrying technology from the past w/ them into the future. Likewise, they are forbidden from trying to recreate ancient tech in their new times.

=====

Regardless of which town each PC is from, they all start in Zanzer Tem's dungeon. Each PC should have different memories before waking in the cell. (Thugs hitting them over the head at night. Ambushed by Orcs/Goblins while escorting a caravan. Arrested for a crime, whether they committed it or not, and sentenced to work their time off in the dungeon. Hired to investigate rumors that Zanzer Tem is illegally kidnapping people for his salt mine. *Note that if you use the "amnesia" in order to do character creation via the Dragon Cards, then the PC's should only have fragmented memories as to how they got in the dungeon.)

Optional Each PC awakens in the cell suffering from a "drug-induced" amnesia. As the game progresses they start remembering little bits & pieces. Starting w/ the rolling of stats, then

remembering how to use various weapons, then to armor, thieving skills (if any), spells (class dependant). To my way of thinking this is a method that could be used on both new & experienced gamers alike.

Progressing thru the amnesia would also let the player fill-in the PC's backstory & general skills as the adventure progressed.

Unlike the group adventure, Adelle Kahoki should be added in to serve as a foil to Axel. (His bulliness to her royal bearing should be a great clash for PC's to witness. I do suggest raising Adelle's Strength to 13, for her to get +5% to XP, & raise her HP to 8 (rather than 4). The reasoning behind this: both Axel & Zanzer Tem have stats high enough for either +5% (Axel) or +10% (Zanzer). Further more, both Axel & Zanzer have good HP (Axel gets 6 w/o Con & Zanzer has 12, out of 16 max, so Adelle's HP should get adjusted up. Note that Axel, as a fighter should start w/ 9 HP max. Zanzer has no Con adjustment & Adelle loses 1 HP per level.)

Clearing the dungeon, gives the PC's several NPC's to deal w/....as long as all NPC's survive. They are: Axel, Adelle, Gorgo, the Gnomes: Willy, Billy, Gilly & Zilly; 6 feeble Human prisoners & 6 1st level Dwarves. All the NPC's can be left in the dungeon while the party then tackles Stonefast below. The Dwarves will encourage exploring Stonefast to recover the lost Dwarven treasure & find out how well it's faired. They will also promise the party a reward from Hearth-Home if they explore, clear & DON'T loot Stonefast.

After Stonefast, the party now has 2 options: escort the NPC's to Kleine or Hearth-Home. At this point the Dm has 2 paths to choose: if they go to Kleine, then run Red Hand Trail. If they go to Hearth-Home run Trouble Below.

Kleine path: escorting the NPC's to Kleine will get the party Red Hand Trail, Assault on Raven's Ruin, then Trouble Below & finally Palace of Dread.

Hearth-Home path: escorting the NPC's to Hearth-Home will get the party Trouble Below, Red Hand Trail, Assault on Raven's Ruin & finally Palace of Dread.

Which ever path the PC's take, they should end up back in Kleine & meet w/ Adelle. Adelle will hire the party to help her find her missing fiance (masculine form of fiancee) Elladin Silvercrest. While the party has been adventuring, Adelle will have learned that Elladin, & 3 other Elves, was last seen going to Torlynn. This will lead the party into Quest for the Silver Sword. Adelle will accompany the party on this mission.

After rescuing Elladin & solving Torlynn's "winter" problem, they'll be given the mission Rage of the Rakasta while Adelle, Elladin & the 3 Elves head home. After Rage of the Rakasta, the party receives: A Call to Glory, The Eisenmond Blade & Jaws of Flame. After Jaws of Flame, the party

will be told about a mission in Edgewater: A Way with Words. Once Edgewater's mission is done, the party will find a notice for help in Melinir.

The party's mission path in Melinir will be: Wild Dragon's Den, Knight of Newts, Wyrmhaven, Sword and Shield & League of the Red Serpent. Once that path is finished, Pickman will hire the party to investigate a Ghost Ship: In the Phantom's Wake, & will provide the means for the party to reach the ship. The Astrolab on the ship will return the party to Mage Island at which point they'll be hired to investigate The Haunted Tower: Fighter's Academy, Tower's of Evil & Lair of the Vampire Lord. Once the Haunted Tower is complete, the party will receive a request from Hearth-Home for help: Escape from Thunder Rift.

Where the party goes from here is up to the Dm; but, the party should remember that Hearth-Home owes them some money (1,000 gp or 2,000 gp each, depending on if they got an advance.) By this time the party should be 5th-7th level, depending on how many there are.

What if we've had it wrong all these years? That wonderful solo adventure from Frank Mentzer's Red Box? "Your hometown is just a small place with dirt roads." Can we say "Torlynn or Edgewater" anyone? Ah but Aleena & Bargle are from Threshold....really? Nowhere in either solo or group adventure is Threshold mentioned. What if both Aleena & Bargle actually grew up in Thunder Rift? But Aleena's uncle is in Threshold!! Yes, he is; but, it doesn't say Aleena's parents were from there. It does however state that after her parents died, she went to live w/ her uncle.

Now some might say that since Thunder Rift is unknown & hidden, they can't be from there. Sure they can. Thunder Rift use to be part of a Kingdom, hence mention of a King's Barge rumor. So what if Thunder Rift were part of Karamaikos long before Thyatis took it over? Knowledge of it may have been lost after the death of the King & it would've remained forgotten to "most" of the people. Perhaps the Emperor of Thyatis learned of it from old musty records, or from old wives tales told by people living out that way.

This gives Aleena a good reason to have grown up in Thunder Rift....her parents were sent there to build trust & a connection w/ the Riftians! (Her father was, after all, in service to the Emperor at the time he & his wife died.) Bargle, at the time, was just a snot-nosed punk bouncing between mentors when Aleena's parents arrived in the Rift.

Now if you place the unnamed fighter's hometown as Edgewater/Torlynn, & figure that Aleena grew up in Melinir, then it would place the starting caves somewhere in between. Unless, Aleena was not out of Melinir at the time. Having had "some" adventuring experience, it's possible that the reason she couldn't find a party to work w/ is that she was in Edgewater/Torlynn & all the local "adventurers" were off somewhere else.

Now it does say that after her parents died she moved to Karamaikos to live w/ her uncle. It's also possible that when she was brought to the church after Bargle killed her, that her body was sent to her uncle in Karamaikos & he revived her or had her revived. Once she's back to life, she tells her uncle the story of how & where she died & he in turn alerts Duke Stephen to the existence of Thunder Rift.

=====

The Current & Historical Who's Who of Thunder Rift (ONLY) by Gravesguardian

=====

Escape from Zanzer Tem's Dungeon

Barab: swordsmith's apprentice

Carok: delivery boy for an armorer

Dent: street urchin

Fura: scullery maid

Hector: assistant to a local cleric

Jala: dancing girl

Nuggin: green-grocer's son

Pike: helper in the village militia

Axel: prisoner, Fighter Level 1

Jeri: Hobgoblin jailer

Zanzer Tem: Magic-User Level 4; runs the salt mine

Adelle Kahoki: Princess of the Elven Tribes (in Thunder Rift) Level 2

Gorgo: blind prisoner & valet to Zanzer Tem, also Cleric Level 4

Willy, Billy, Gilly & Zilly: Gnome Level 1 prisoners & tool makers

Nameless prisoners: 6 feeble humans & 6 dwarves

Stonefast

Kamro: White Dragon 3+2 HD

DragonQuest: A Call to Glory, The Eisenmond Blade & Jaws of Flame

Gustovan: Burgomaster of Torlynn

Dabokia: Minotaur weaponsmith

Estorax Rex: Red Dragon 10** HD

Stephanie: (NM) pretty girl from Torlynn kidnapped by Estorax

A Way w/ Words

Monks of the Kohlorian Brotherhood: run a library in Edgewater

Harfur Glumtoes: Gnome archaeologist Level 2

Rhiannon: (NM) human female, wanna be Bard

The Great Whizzo: Kobold 1 HD, thinks he's a Wizard

Goblin's Lair Boxset

Hagrim Flintfist: Dwarf Level 1

Hikaru, the Quick: Thief Level 1

Hugo Brandywine: Halfling Level 2

Rissiel Stillglade: Elf Level 1

Bryn the Pious: Cleric Level 2

Ariel Dreamweave: Magic-User Level 2

Corinna Ravenshield: Fighter Level 2

Mayor of Kleine

Bedan: farmer(no official race listed)

Lord Ragni: Dwarf Lord of Hearth-Home Level 9

Cook: Dwarven cook at Hearth-Home

Gnome slaves: 10 nameless & forced to slave away for the goblins

Goblin Shaman: 4 HD goblin w/ cleric spells

The Goblin King: Goblin 3 HD

Hobgoblin Bodyguard: 4 HD envoy from the Hobgoblin King

=====

Knight of Newts

Bediah Bulon: Dwarven innkeeper of the Sarcastic Goat in Melinir; 3rd level

Pickman the Sage: Magic-User 2nd level & Sage in Melinir

Lizardman shaman: 2+1 HD female lizardman w/ cleric spells

=====

Sword & Shield

Sir Tristram: Lawful Fighter 3rd level

Agryl: Black Knight: Fighter 4th level

Perin: advisor to Agryl & Cleric 5th level

Gertie: old woman kidnapped by the Black Knight

Revit: Black Knight's butler

Stimdun: Chaotic Fighter 1st level(male)

Renk: Chaotic Fighter 1st level(male)

Rianna: Neutral Fighter 1st level(female)

Taris: Neutral Fighter 1st level(female)

Brion: Lawful Fighter 1st level(male)

Erik: Lawful Fighter 1st level(male)

Adrianna: Magic-User 2nd level(female), kidnapped by the Black Knight

=====

Dragon's Den Boxset

Grochek Hammerfist: Dwarf 2nd level

Jared O'loria: Fighter 2nd level

Reverend Elin: Cleric 3rd level

Ren Wardo: Magic-User 2nd level

Talina: Thief 3rd level

Cara Windwright: Elf 1st level

Sam Barleyman: Halfling 2nd level

Sascia: Bailiff Wortley's agent

Sharel the Elf-child: 10 year old younger sister of Adelle Kahoki & prisoner to lizard men

Speckled-White-Chin: Otterkin 1 HD & prisoner to lizard men

Short-Whiskers: Otterkin 1 HD & prisoner to lizard men

Hakra: Black Dragon 5** HD

Hatchlings: 2 Black Dragon 1HD ea. no names

Boslo: Halfling 1st level, trader

Nefastus: Green Dragon 6** HD

Bailiff Wortley: Leader of Knacker Knob (Knacker Knob is an older name for Melinir & Bailiff Wortley is Mayor Valum's nephew (7th Level Fighter) & secondary leader when Valum is indisposed.)

Gorol/Dregdak: Thief 4th level/polymorphed into a bugbear

Baglips: 4 HD Orc

Lord Gonzaga: Fighter 4th level

March Lord Draven, the Black Prince: Lord Gonzaga's leige (Alias for Ludwig von Hendriks, Duke Stefan's cousin)

King Ganyard: alias for Duke Stefan Karameikos the 3rd

Gutrug: 4 HD Orc Cheiftan

Blain: Dwarf 1st level

Nithi: Dwarf 1st level

Vilbert: Magic-User 1st level

Mort: Hill Giant 6 HD

Haurarra: Harpy 3 HD

Luzgar: Orc Lord 5 HD

Anandak: Red Dragon 8** HD

Assault on Raven's Ruin

Councilman Baur: Councilman of Kleine

Raven: Thief 9th level

=====

Quest for the Silver Sword

Erik: runner for Gustovan the Burgomaster of Torlynn

Keshute: Wererat 3 HD

Elladin Silvercrest: Leader of the Silvercrest elves

Nameless elves: 3 prisoners of Keshute

=====

Rage of the Rakasta

Kaminari: Rakasta Magic-User 5th level

Kamaggi: Rakasta Daimyo

Fufago: doppelganger kin

=====

In the Phantom's Wake

Henrik Vandecken: Spectre - Captain of the Hollandes ghost ship

=====

The Haunted Tower boxset

Torin Grimbeard: Dwarf 5th level

Kelvin Grimhaven: Fighter 5th level

Clarissa Tremaine: Cleric 5th level

Lonil Drethor: Magic-User 5th level

Scarlet Rifkin: Thief 5th level

Corelon Oakthorn: Elf 4th level

Martin: Cleric 5th level & aide to Enora in Melinir

Enora: Cleric 9th level, Patriarch of Melinir

Mayor Valum: Fighter 9th level, leader of Melinir

Sir Matthew: 5+1 HD Mummy, one time fighting instructor for the Academy

Growk: Gnoll chieftan 2 HD

Rak: Gnoll Shaman 5 HD w/ cleric spells

Trevor & Alan: Werewolves 4 HD ea.

Sir Jameson the Defender: 6 HD Spectre & one time leader of the Academy

Kara: 4 HD Doppelganger

Lord Ursus Longmane: 8 HD Vampire, 5th level Magic-User

=====

Escape from Thunder Rift

Borren: Dwarf of Hearth-Home

Otaras Stoneson: Leader of Hearth-Home

Nazzird: Wraith 4 HD

Chambrin: Magic-User 9th level

=====

Thunder Rift setting

Connor the Scribe: Elven Cleric 3rd level, Scribe to Mayor Valum of Melinir

Stefan des Herbsts: Weaver in Melinir & 1st level Magic-User

Shar: Dwarf 2nd level & Blacksmith in Melinir

Hodie: Sarcatic Goat stableboy in Melinir

Karyn: Halfling Thief 9th level & Banker in Melinir

Black Thomas: Thief 6th level & Master of the Melinir Thieves Guild

Ainrie: Thief 1st level & serving wench at the Dancing Dragon Tavern in Melinir

Richard: Baker & Fighter 1st level in Melinir

Nicholas Maybrush: Fighter 7th level, merchant/bandit leader

Geoffrey: Magic-User 7th level & owner of Mage Island

Daffyd the Wise: Cleric 5th level

Ap Hen of the Valley: Fighter 5th level

Dara: Fighter 3rd level

Lars Jase: Doppelganger 4 HD

Mad Mage of Wizardspire: ??? (36HD Lich: 36th Level Magic-User)

Bran ap Seamus: Unicorn Protector of the Brichtwood

Uchard Tonsha: Wight 4 HD & 5th level Fighter in the Marshwood

Minotaur Brothers: 3 at the Horned Hills exit from Thunder Rift

Scorch: 20**** HD Red Dragon

=====

Historical NPC's of Thunder Rift

Lord Hargun: Dwarf Lord- dead (as found in the Goblin's Lair boxset)

Lord Burgrim: Dwarf Lord- dead

Lord Durgan: Dwarf Lord- dead

Lord Gargin the Mad: Dwarf Lord- Wight, one time wannbe Magic-User/Alchemist

Gnome King: status unknown after the fall of the Gnome Stronghold to goblins

Gnome Priesthood: status unknown after goblins invaded the Gnome Stronghold

Kraal: smith who conceived the plans for Castle Kraal- died during construction

Commandants of Kraal: various leaders throught the Castle's history- all dead

N'Worbmit: Newt Shaman that brought about the end of Castle Kraal- presumed dead

Black Knight, Sr.: Agryl's father- recently died 3 months prior to adventure

Gresst: Lizard man Shaman who allied tribe w/ the Black Dragon Hakra- dead

Barrick: Magic-User- dead(spirit wandering outside the material world)

Silvercrest: Elven clan; holders of the Silver Sword for hundreds of years

Tamokka: Rakasta noble & sister to the Daimyo- dead

Ashinka: along w/ "it's" brother were Rakasta warriors utterly loyal to the

Daimyo- both now dead

Monks: built the Fighter's Academy long ago before Jameson bought it from them-
status unknown

Farolas: Dwarven Lord who led his clan to Thunder Rift & built Hearth-Home- dead

Farolas Hills are named after him

Asticles: Magic-User who built a lair connected to what is now Hearth-Home- dead
slain by Farolas

Nazzird: worked for Asticles as a jailer & assassin- dead, became a Wraith

Thragat Orc's-blood: Dwarf representative to the Quadrial- dead

Thessandria Starshine: Elf representative to the Quadrial- dead

Father Patrius Timoris: Human Cleric representative to the Quadrial- dead

Gray Raven: Human Thief representative to the Quadrial- dead

Korian & Dorian: twin Halflings representative to the Quadrial- dead

Ash the Red: Red Dragon slain by the original Quadrial- dead

Unnamed King & Princes: dead; barge said to lie at bottom of the Plunging Cataract

Duke Hector Barrik: one time Duke of Thunder Rift, ancestor to Barrick the Mage- alive,
relocated to the Hollow World by the Immortal Ka at the end of the Goblin Wars

Marmillian: Chief Councilor to the Duke

Bilion: Head of the Merchants Guild in Barrik Town

Silvik: Captain of the Guard

Valimas: Master Mage in Barrik Town

Amelya: High Priestess in Barrik Town; follower of Ka the Preserver

Slyke: Duke Barrik's most skilled interrogator

Jacmar: Master Thief of Barrik Town

Gristling: Dwarf Chief of Barrik Town

Palens: Elf Lord of Barrik Town

Argone: Halfling Chief of Barrik Town

=====
It should be noted that from Duke Hector Barrik downward they are all people named in the Warriors of the Eternal Sun Hintbook. Hoping this will also help others
=====

Connor the Scribe(Elf 3/Cleric 3): AC: 6; HP: 12; MV: 120'(40'); #AT: 1; THACO: 19;

Dmg: 1-6(mace); ML: 8; AL: Neutral. General Skills: Profession-Scribe(Int),

Knowledge-Melinir area(Int), Treewalking(Dex), Ancient History-Thunder Rift(Int).

Connor levels as per Shadow Elf Shamans in Gazetteer 13: The Shadow Elves.

XP for next level: Elf: 16,000; Cleric: 8,000

Spells: Elf 2/1; Cleric 2. Can Turn Undead as C3.

Karyn(Halfling-Thief 9): AC: 2; HP: 35; MV: 120'(40'); #AT: 1; THACO: 16; Dmg: 1-6

(short sword); ML: 8; AL: Neutral. General Skills: Profession-Banker(Int),

Profession-Appraiser(Int), Danger Sense(Wis), Snares(Int), Mimicry(Int),

Storytelling(Cha). Skills as a 9th level Thief.

XP for next level: Halfling Thief: 780,000

Adelle Kahoki, Princess of the Elven Tribes(Elf 2): AC: 9; HP: 4(8); MV: 120'(40');

#AT: 1; THACO 19; Dmg: by weapon or spell; ML: 8; AL: Lawful. Str: 10(13); Int: 15;

Wis: 12; Dex: 11; Con: 8; Cha: 16. General Skills: Knowledge of Magic Lore(Int),

Tracking(Int), Treewalking(Dex), Knowledge: Thunder Rift(Int), Appraisal(Int).

XP for next level: Elf: 8,000 (I placed Kahoki Elves as kin to Long Runners.)

Memorized Spells: Detect Magic, Hold Portal

Spells in Spellbook: Detect Magic, Hold Portal, Read Magic

=====

Various Demi-human in Thunder Rift by Gravesguardian

=====

Dwarves

Hagrim Flintfist (Goblin's Lair boxset)

Lord Ragni (Goblin's Lair boxset: Trouble Below)

Bediah Bulon (Knight of Newts)

Grochek Hammerfist (Dragon's Den boxset)

Blain (Dragon's Den boxset: League of the Red Serpent)

Nithi (Dragon's Den boxset: League of the Red Serpent)

Torin Grimbeard (The Haunted Tower boxset)

Borren (Escape from Thunder Rift)

Otaras Stoneson: Leader of Hearth-Home & Keeper of the Gate (Escape from Thunder Rift)

Barr (presumed Dead) (Escape from Thunder Rift)

Shar (Thunder Rift setting)

Lord Hargun (Dead) (Goblin's Lair boxset: Trouble Below)

Lord Burgrim (Dead) ancestor of Heart-Home's current lord. (Goblin's Lair: Trouble Below)

Lord Durgan (Dead) (Goblin's Lair boxset: Trouble Below)

Lord Gargin the Mad (Dead) (Goblin's Lair boxset: Trouble Below)

Farolas: missing presumed Dead, founded Heart-Home & 1st Dwarf to step foot in Thunder Rift (BC 900).(Thunder Rift setting)

Thragat Orc's-blood (Dead) (Thunder Rift setting)

Grissling: Dwarf Chief of Barrik Town (WotES video game)

=====

Elves

Adelle Kahoki: Princess of the Elven Tribes (Zanzer's dungeon)

Rissel Stillglade (Goblin's Lair boxset)

Cara Windwright (Dragon's Den boxset)

Sharel the Elf-child (Dragon's Den boxset: Wild Dragon Den)

Elladin Silvercrest: current holder of the Silver Sword (Quest for the Silver Sword)

Corelon Oakthorn (The Haunted Tower boxset)

Connor the Scribe (Thunder Rift setting)

Thessandria Starshine (Dead) (Thunder Rift setting)

Palens: Elf Lord of Barrik Town (WotES video game)

Gnomes

Billy, Gilly, Willy & Zilly (Zanzer's dungeon)

Harfur Glumtoes: Archaeologist (A Way with Words)

Halflings(Hin)

Hugo Brandywine (Goblin's Lair boxset)

Sam Barleyman (Dragon's Den boxset)

Boslo (Dragon's Den boxset: Wyrmhaven)

Karyn (Thunder Rift setting)

Korian & Dorian: Twins (Dead) (Thunder Rift setting)

Argone: Halfling Chief of Barrik Town (WotES video game)

=====

Various Demi-human clans in the Mystara by Gravesguardian, including the Hollow World:

=====

Dwarf Clans

Hollow World Dwarves: Kogolor

Karameikos Dwarves: Stronghollow

Minrothad Dwarves: Bellows, Byrnie, Carven, Claymore, Duger, Feaver, Foskew, Geeves, Hammer, Hower, Homer, Keer, Marbaw, Platner, Ringe, Shear, Stronghold, Tower

Northern Reaches: Modrigswerg

Rockhome: Buhrodar, Everast, Hurwarf, Skarrad, Syrklis, Torkest, Wyrwarf

=====

Elf Clans

Alfhiem: Chossum, Erendyl, Feadiel, Grunalf, Longrunners, Mealidil, Red Arrow

Various minor clans: 10 in total, never named

Aquatic Elves: Aquarendi(?)

Glantrian Elves: Belcadiz(Alhambra), Erewan(Ellerovyn)

Hollow World Elves: Blacklore, Gentle folk(Truedyl), Icevale, Schattenalfen

Karameikos Elves: Callarii

Minrothad: (Wood Elves) Barker, Belista, Binner, Coffe, Flowers, Forster, Hooper, Malet, Saver, Shuter, Twiner, Wagner, Walshman, Weafer, Winder, Wollas, Woller, Wraight

Minrothad: (Water Elves) Elsan, Kelar, Kiddell, Leanore, Manre, Notles

Shadow Elves: Celebryl, Felistyr, Gelbalf, Porador

=====
Gnome Clans - Land-based & Skygnomes: none named (?)

=====
Halfling: (Five Shires): none named (?); 100 MAX at any time

Halfling: (Minrothad) Briket, Brownthumb, Claynails, Curlytop, Firestarter, Goldenhair, Nimblefingers, Pelter, Pinknose, Slipperyfoot, Splinterpicker, Tallowchew, Tallshanks,

Tawner, Thicklips

=====
Should we actually try and connect the Riftian clans to Mystaran canon clans or list them instead as "un-named" clans from Mystara? I'm more than half tempted to list: Lord Ragni, Lord Gargin the Mad & Shar as all being from the Modrigswerg clan since those dwarves are suppose to have spell capabilities & traffic w/ dark forces. Ragni is already listed as a descendant of Gargin's; but, no reason is listed for why Shar left Hearth-Home: perhaps to escape the taint of Gargin's legacy?

=====
Thunder Rift setting(pg. 5: The Farolas Hills): "To the far north and west lie the Farolas

Hills. The area recieved its name from a famous dwarf adventurer, the first dwarf to set foot in Thunder Rift."

Thunder Rift setting(pg. 11: The Rift Wars): "Long before humans came to this part of the world, dwarves and elves made their homes in Thunder Rift."

Escape from Thunder Rift(pg. 5): (as told to the PC's by Otaras Stoneson, leader of Hearth-Home, and Keeper of the Gate): "A hero of our people, Farolas, for whom these very hills are named, founded Hearth-Home. Farolas built the keep within the cliff walls themselves to protect the dwarves from the many dangers of the Rift, yes...but he also built the keep to protect the Rift from outside threat. Not far from where we now sit are a set of doors. Built by no dwarven hand, these doors existed long before Heart-Home dug its way through the solid rock."

Escape from Thunder Rift(pg. 6): Asticles, a mage, built this place.

=====
Taking the sources into account: Asticles built his "lair" before dwarves & elves entered Thunder Rift. Farolas was the 1st dwarf to step foot in the Rift. The questions that raises to me is: #1: Was Asticles a Blackmoorian mage, or even an enemy of Blackmoor, & fled to this remote place? #2: Was Farolas & his followers Kogolor dwarves that Kagyar missed, or that he simply left alone since they were outside the "core effect" of the Great Rain of Fire?
=====

Adventuring groups in Thunder Rift by Gravesguardian

Escape from Zanzer Tem's Dungeon (as listed on 1st page of GROUP adventure)

Barab: swordsmith's apprentice (Fighter?)

Carok: delivery boy for an armorer (Dwarf? male)

Dent: street urchin (Thief?)

Fura: scullery maid (Magic-User? female)

Hector: assistant to a local cleric (Cleric?)

Jala: dancing girl (Elf? female)

Nuggin: green-grocer's son (Halfling? male)

Pike: helper in the village militia (Fighter?)

=====
DragonQuest: A Call to Glory, The Eisenmond Blade & Jaws of Flame

Andreas Vanderslyke: Neutral Fighter 1st Level

Aurin: Neutral Magic-User 1st Level

Dasmius: Lawful Cleric 1st Level

Doghin Penrose: Neutral Halfling 1st Level

Fenix: Neutral Dwarf 1st Level

Glorin: Lawful Elf 1st Level

Honus: Neutral Thief 1st Level

Knolan: Lawful Cleric 1st Level

Mikal: Lawful Fighter 1st Level

=====
Goblin's Lair Boxset

Hagrim Flintfist: Dwarf Level 1

Hikaru, the Quick: Thief Level 1

Hugo Brandywine: Halfling Level 2

Rissiel Stillglade: Elf Level 1

Bryn the Pious: Cleric Level 2

Ariel Dreamweave: Magic-User Level 2

Corinna Ravenshield: Fighter Level 2

=====
Dragon's Den Boxset

Grochek Hammerfist: Dwarf 2nd level

Jared O'loria: Fighter 2nd level

Reverend Elin: Cleric 3rd level

Ren Wardo: Magic-User 2nd level

Talina: Thief 3rd level

Cara Windwright: Elf 1st level

Sam Barleyman: Halfling 2nd level

Blain: Dwarf 1st level - prisoner of Anandak the Red Dragon

Nithi: Dwarf 1st level - prisoner of Anandak the Red Dragon

Vilbert: Magic-User 1st level - prisoner of Anandak the Red Dragon

=====
Quest for the Silver Sword

Elladin Silvercrest: current holder of the Silver Sword - prisoner of Kashute

Nameless elves: 3 prisoners of Keshute

=====
The Haunted Tower boxset

Torin Grimbeard: Dwarf 5th level

Kelvin Grimhaven: Fighter 5th level

Clarissa Tremaine: Cleric 5th level

Lonil Drethor: Magic-User 5th level

Scarlet Rifkin: Thief 5th level

Corelon Oakthorn: Elf 4th level

=====
THUNDER RIFT MONSTER LIST: CANON (w/ source list)

B

--

Basilisk

Bat, Normal

Bat, Giant

Bat, Giant: Vampire

Bat, Vampire

Bear, Black

Bear, Cave

Bear, Grizzly

Bear, Polar

Beetle, Giant:Fire

Beetle, Giant: Oil

Beetle, Giant: Spitting

Beetle, Giant: Tiger

Black Pudding

Bugbear

==

C

--

Carrion Crawler

Cat, Great: Mountain Lion

Cat, Great: Lion

Cat, Great: Panther

Cat, Great: Smilidon (Sabre-tooth Tiger)

Cat, Great: Tiger

Cat, Great: Tiger, Ebon

Centaur

Centipede, Giant

Chimera

Cockatrice

Crayfish, Giant

Crocodile, Normal

Crocodile, Giant

Crocodile, Large

Cyclops

==

D

--

Displacer Beast

Doppelganger, Futago

Doppelganger, Normal

Dragon, Black

Dragon, Blue

Dragon, Gold

Dragon, Green

Dragon, Red

Dragon, White

Dwarf

==

E

--

Elemental, Air

Elemental, Earth

Elemental, Fire

Elemental, Water

Elf

==

F

--

Ferret, Giant

Fish, Giant: Rockfish

==

G

--

Galumph

Gargoyle

Gelatinous Cube

Ghoul

Ghoul (Special): retain the abilities and MOST of the intelligence they held in life.

Giant, Cloud

Giant, Fire

Giant, Frost

Giant, Hill

Giant, Stone

Giant, Storm

Gnoll

Gnome

Goblin

Golem, Amber

Golem, Armor

Golem, Armor: Dwarf

Golem, Bamboo Warrior

Golem, Bone

Golem, Bronze

Golem, Ice

Golem, Wood

Gorgon

Grab Grass

Gray Ooze

Green Slime

Griffon

==

H

--

Halfling

Harpy

Hellhound (Death Hound)

Hobgoblin

Horse

Hydra

Human

==

I

--

Invisible Stalker

==

K

--

Kobold

==

L

--

Leech

Leech, Giant

Leech, Giant: Young

Lizard, Giant

Lizardman

Lycanthrope, Werebear

Lycanthrope, Wereboar

Lycanthrope, Wererat

Lycanthrope, Weretiger

Lycanthrope, Werewolf

==

M

--

Manticore

Medusa

Minotaur

Mule

Mummy

==

N

--

Newt

Nightmare, Lesser

==

O

--

Ochre Jelly

Ogre

Orc

Otterkin

Owlbear

==

P

--

Portal Monster

==

R

--

Rakasta

Rat, Normal

Rat, Giant

Ratling

Ratman

Raven, Large

Rhagodessa

Robber Fly

Rust Monster

==

S

--

Scorpion

Scorpion, Giant

Shadow

Shrieker

Skeleton

Snake, Black Mamba

Snake, Cave Cambo

Snake, Giant: Racer

Snake, Giant: Rattler

Snake, Giant: Viper

Snake, Pit Viper

Snake, Racer

Snake, Rock Python

Snake, Spitting Cobra

Spectre

Spider

Spider, Black Widow

Spider, Black Widow: Young

Spider, Crab

Spider, Giant: Black Widow

Spider, Giant: Crab

Spider, Giant: Water

Spider, Tarantella

Spider, White Widow

Sprite

Stirge

Swarm, Ant

Swarm, Wasp

==

T

--

Thoul

Toad, Giant

Troglodyte

Troll

==

U

--

Unicorn

==

V

--

Vampire

Vampiric Moss

==

W

--

Weasel, Giant

Wight

Wolf, Dire

Wolf, Normal

Wraith

Wyvern

==

X

--

Xan

==

Y

--

Yellow Mold

==

Z

--

Zombie

=====

Source List

A Way with Words (Dungeon Magazine #41)

TSR 1070 Escape from Zanzer Tem's Dungeon + Stonefast

TSR 1073 The Dragon's Den

TSR 1076 The Goblin's Lair

TSR 1081 The Haunted Tower

TSR 1100 DragonQuest

TSR 9342 Quest for the Silver Sword

TSR 9350 Assault on Raven's Ruin

TSR 9357 Thunder Rift setting

TSR 9387 Sword and Shield

TSR 9434 The Knight of Newts

TSR 9435 Rage of the Rakasta

TSR 9436 In the Phantom's Wake

TSR 9437 Escape from Thunder Rift
