

**DR. SKULL'S**

**RAMPAGE AMID THE RUINS**  
**2<sup>nd</sup> Edition**

**JUDGE'S SUPPLEMENT 1:**

**DUNGEON STOCKING CORNUCOPIA**  
**DUNGEON LEVELS 0-9**

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# DUNGEON STOCKING CORNUCOPIA

## INTRODUCTION

### WHAT IS THIS THING?

When the first D&D Basic Set, edited by Eric Holmes, was released it contained, in addition to the rule book, a set of dungeon “geomorph” maps, and a product called “Monster and Treasure Assortments, Set 1, levels 1-3.” As a young, aspiring Dungeon Master in 1977, I found this set of 100 encounters for each of the first 3 levels to be absolutely invaluable in setting up my early dungeons. I continued to use it (and its sequels for levels 4-6 and 7-9) extensively for Basic D&D, Advanced D&D, and for various D&D based rules sets for over 40 years. When I worked up Rampage Amid the Ruins, I thought that a similar set of material might be equally useful. What this is not is a conversion or copy of the Monster and Treasure Assortments, it is re-designed from the ground up using the Rampage rules, but placed in a similar, but not identical style.

### WHAT CAN IT BE USED FOR?

First, it can be rolled to create a list of encounters, balanced for the levels of the players, which a DM can use to craft a dungeon adventure. Second, it can be used to create a random dungeon on the fly when the DM has nothing prepared. Third, it can be used for solo play or for a DM-less gaming session.

### HOW DOES ONE USE THIS PRODUCT?

#### 1—Populating a Dungeon

From experience, a single level of a dungeon, having up to around 30 encounter areas (rooms, corridors, caves etc.) can take from 2-3 sessions to complete. So, if the dungeon is meant to be finished in single session, it should be a single level of 10-15 areas. When the map is completed, figure about half the areas have monsters, about half the rooms have a treasure hoard, but corridors do not, about ¼ of the areas have non-monster challenges (traps, tricks, geographic features) and about ¼ have no real encounter. For a random distribution consult the following table:

D8 Die Result	Room	Corridor
1	Monster; Hoard	Monster, Incidentals
2	Monster, Hoard	Monster, Incidentals
3	Monster, Incidentals	Monster
4	Monster, Incidentals	Monster
5	Challenge, Hoard	Challenge
6	Challenge, Incidentals	Challenge
7	Incidentals	Empty
8	Empty	Empty

**2—Choosing Monsters:** Each dungeon level list has 100 encounter entries, numbered 1-100. Some are unique, some are repeated. Each is level appropriate, based on the EDL table in Book 4, although some are very easy and some very difficult. Go to the level appropriate to the character level of the party. Either choose or roll 1d100 for the number of encounters you need. The entire list assumes that the dungeon level has several entrances and exits and that creatures can come and go at will.

If the section of dungeon you are stocking is sealed off, roll 1d20 instead of 1d100. The first 20 monsters on each list are creatures such as Undead or Constructs that can survive being sealed up for ages without food or clean air, or they are Summoned Creatures, like demons or elementals, that can magically appear when the characters first enter the room, or they are Oozes or Bugs of some sort who might have entered through tiny cracks or fissures.

If you need a potentially friendly encounter, roll 1d10 and add 90 to the number, for the last 10 creatures on each list are neutral or lawful intelligent NPC’s with whom one can easily negotiate.

**3—Reading the Monster Stat Block:** the stat block used is slightly abbreviated from the one used in the Jerk’s Guide to Jerks. There are 2 examples below, one of a “Monster” and the other of a “Mortal” NPC with a class and level.

Monster Example:

**Dungeon Hog** (x3) AC 13, HD 3d6, (Hp11,9,16), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk+3/2d4, Berserk, K.F

NPC example

**Orc Raiders** J-1 (x16), AC 14, HD 1d6 (hp 4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Axe +0/1d6, Darts +0/1d4, Militia Trained, Stab and Run, Cache, Buster, Hear Noise

Explanation: we will examine the NPC example and point out where the Monster Example is different.

**Orc Raiders:** the name or type of the monsters

**J-1:** Class and Level, since Orcs are Mortals they must have a class and level, here J-1 means "First Level Jack". F means Fighter, MU means Magic-User, CM means Cleric-Militant and CS means Cleric-Spiritual. Two classes with a slash means a multi-class. So, J/CM-3 would mean 3<sup>rd</sup> level Jack/Cleric-Militant. The Dungeon Hogs do not have a class or level as they are counted as "Monsters" not "Mortals."

**(x16)** this indicates the number of creatures present. This would mean 16 Orc Raiders are present in this encounter.

**AC 14:** This is the creatures' armor class. Mortal entries will not indicate the actual armor worn, so the Judge would have to rule on that. Since these are Jacks with militia training using 1 handed axes and making a normal move, it might be leather or gambeson plus a shield or lamellar and a buckler.

**HD 1d6 (hp 4 each):** This indicates that the NPC's have 1 hit die which is a d6. Since there are more than 10 creatures an average hit point value is given. However, in the monster example, since there are only 3 dungeon hogs, the rolled hit points for each hog is listed..

**Sz M:** the orcs (and the hogs) are size-code M (medium, about human sized). Sz stands for Size, and the codes are T, S,M,L or G as described in books 1 and 5.

**Mv 30:** the orcs move 30' in a standard move action. Occasionally a second speed for Flying might be added to or replace the Mv rating.

**AL C:** This means Alignment Chaotic, L would stand for Lawful, N for Neutral (as the Hogs).

Sv 19: this indicates the Saving Throw number, the orcs must roll 18 or higher to pass a saving throw test.

**Mor 11:** this stands for Morale Rating 11, so the orcs must roll 11 or less on a d20 to pass a Morale Check. If it says Mor XX, it means that the creature never needs to roll a Morale Check.

**Axe +0/1d6, Darts +0/1d4** this means that the orcs are armed with axes and darts, each of which adds 0 to the attack roll. The Axe does 1d6 damage and the darts do 1d4 damage. The hogs tusks are more dangerous, getting+3 on the attack roll and doing 2d4 damage.

**Militia Trained, Stab and Run, Cache, etc.,** these are the list of special abilities. For Jacks, like the raiders, it refers to their skills, for Fighters their trainings, and for Clerics and Magic-Users their spells. Some Mortals will also have some species based Skills (like Dwarves and Stonework) occasionally a skill might be left off, like here the Orcs' Searcher skill is left off for the sake of space and since it is less likely to see use in an encounter with the players. The Hogs have Berserker Rage and Save to Keep Fighting, both of which were abbreviated to save space.

#### 4—Choosing Treasures

For each level there are 100 treasures listed, generated using the figures from the EDL table in Book 4, each including a container and whether there is a lock or trap. They are arranged in 5 groups of 20, the first 3 are incidentals, the last 2 groups are hoards. Incidental treasures are small change carried by monsters, or random items left here and there recently or in the past. Hoards are purposely stored valuables. If you are assigning them completely randomly, roll 1d100 and place the treasure. However, if you know whether the treasure is an Incidental or a Hoard, I'm sure you are clever enough to randomize that. Also, if you have an incidental treasure in a room or corridor with a group of social mortals, rather than monsters, you may assume the incidental treasure is actually carried in their belt pouches or backpacks rather than in the container rolled.

#### 5—Reading the Treasure Charts

##### CONTAINERS

The containers encountered are taken from Book 4 (Breaking and Entering) and Book 3 (Adventuring Gear), rules for getting into them and buying them are in the respective books. The treasures on the level charts already contain the containers and their locked/trapped status.

Arms Racks, Book Shelves, Garbage, Sacks, Crates and stuff lying on the ground are never locked. However, Crates are nailed shut (=stuck), jars can be sealed requiring a prying loose, and sacks might be tied

shut. Barrels and Casks are always Stuck. Coffers are always locked, and all other chests are locked on a 3+ on 1d6 and Stuck if not locked. Secret Compartments are locked on a 5+ on 1d6.

Arms Racks, Casks, Barrels, and Crates are never trapped. Garbage is disease infested on a 5 and contains a dangerous tiny creature on a 6 on 1d6. All chests, coffers and sarcophagi (but not crates) are trapped on a 5-6 on 1d6. Book Shelves, Secret Compartments and jars/amphorae are trapped on a 6 on 1d6. Sacks and Piles have a dangerous tiny creature on a 10 on 1d10.

Type	Abbreviation	Capacity in Items	Capacity in Coins	Full Encumbrance
Arms Rack	Rack	10	--	Too Big
Cask	Cask	10*	5000	Big
Barrel	Barrel	50*	25,000	Too big
Garbage	Garbage	1000	500,000	--
Lying on the ground	Ground or Pile	Infinite	infinite	--
Sack	Sack	6	3000	6
Large Sack	L Sack	12	6000	12
Wooden Crate (Chest 1)	Crate (c1)	10	5000	big
Clay Urn (jar)	Jar	4*	2000	4
Amphora (jar)	Amphora	12*	6000	big
Double Amphora (jar)	Doub Amph	25*	12,500	big
Book Shelves	Bookcase	30	–	Too big
Metal Coffe (Chest 4)	Coffe (c4)	1	500	1
Wooden Chest (Chest 2)	Wood Chest (c2)	50	25,0000	Too big
Iron-Bound Chest (Chest 3)	Iron Bnd Chest (c3)	50	25,000	Too big
Strong Box (Chest 4)	Strong Box (c4)	6	3000	big
Stone Chest (Chest 5)	Stone Chest (c5)	50	25,000	Too big
Large Stone Trunk (Chest 5)	Stone Trunk (c5)	100	50,000	Too big
Sarcophagus (Chest 5)	Sarcophagus (c5)	150	75,000	Too big
Iron Strong Chest (Chest 6)	Iron Chest (c6)	100	50,000	Too big
Secret Compartments	Secret	Any	Any	Immobile

\*Items marked with an asterisk can hold the indicated number of gallons of liquid or the indicated number of encumbrance items. The physics is entirely broken, but ain't nobody got time for that.

#### LOCKED COLUMN:

**Locked:** the container has a standard lock which must be picked by the Open Locks skill, or burned out with acid. If neither, then the container must be physically broekn with its resulting monster-attracting noise.

**Stuck:** to open the container, a STR d20 with a prybar mus be used to open the container. **Sealed:** the jar is sealed by clay, cork or wax and must be pryed by a knife.

**Nailed:** a crate is nailed shut, treat as if Stuck for opening.

**Tied** means that the sack is tightly tied closed and must be untied by a knot expert or cut open.

**Wizard:** the container is sealed by a Wizard Lock MU spell, cast by a magic-user of level 3+EDL of dungeon. About 1 in 20 of the lockable containers will be wizard locked, beginning at dungeon level 4

**Sealed:** some jars and amphorae will be sealed with a clay or wax seal that needs to be pried open.

**No** means the container is completely open and there is no difficulty.

### TRAP COLUMN:

**Tiny Spiders, Tiny Scorpions, Tiny Snakes, Rot Worms** etc: a probably venomous and angry tiny beast will attack the opener (see Book 5 for stats).

**Poison:** the container is smeared with contact poison, first one who touches it saves or dies, if there is a + and an number, that is the bonus to the save.

**Disease:** anyone who paws through the garbage saves or contracts the standard disease'

**Darts:** if the container is disturbed, 1d4+1 per EDL of the dungeon darts will be launched from wall devices at random targets nearby, the darts have an attack bonus of +2 plus 1 per EDL of the dungeon level.

**Acid:** whoever begins to fool with the container is sprayed by acid, taking 1d8 damage, and must make a save for his armor and shield/buckler lest they be destroyed.

**Needle:** anyone who either opens the container or attempts to pick the lock is stabbed by a poison needle, save or die (any + indicates a bonus to the saving throw).

**Blade:** the first who puts his hand into the container is cut by a spring-loaded blade for 1d6 damage. If the damage roll is a 6, the victim must make a save or his hand is cut off.

**Pit:** there is a spring-loaded pit in front of the container. Any turn someone is messing around with container, roll 1d6, if a 1-2 shows up, the pit open and he falls into it. It will do 1d6+1d6 per EDL of the dungeon level in damage from falling, spikes and/or caustic substances. The victim must make a Saving Throw suffer a limb injury (roll randomly). Make CON d20, if it succeeds, it's a sprain, giving the guy a -2 on all attacks if it's his sword arm, -2 AC if it's his shield arm, and -5 movement if it is a leg. A treat Critical Injury skill roll will mend the sprain, but only 1 attempt is permitted. Magic healing will also heal the sprain. If he fails the save, see Book 4 for Broken Bones.

**Stone:** if someone messes with the container, a stone will fall onto his head. It will do 1d8 damage plus 1 point per EDL of the dungeon. If the character has a metal helmet (gambeson, lamellar and all heavy armor suits come with one), he may make a save for half damage.

**Sleep Gas:** when the container is opened, a cloud of gas is issued 10' in all directions. All in the cloud must make a saving throw or fall into a deep sleep for 1d6 turns. They can only be awakened by Stand the Fallen spell, Neutralize Poison Spell, or Detect/Treat Poison skill.

**Poison Gas:** when the container is opened, a cloud of gas is issued 10' in all directions. All in the cloud must make a saving throw or die (standard poison).

**Glyph:** the container is protected by the 4<sup>th</sup> level Cleric Spell Glyph of Warding with the indicated damage type. Opening the container means all within a 40'x40' square centered on the container takes 20 points, save for half. Each glyph is marked C, L or N for the alignment of the caster, and folk of the same alignment will be immune. Glyphs will begin to appear randomly at dungeon level 4.

### ITEMS AND GOLD PIECE VALUE

The actual items found in the container are listed; about half are coins and the other half valuable objects of some kind. The retail value of non cash items will equal the Gold piece value column. While herbs and alchemical items are included in the total, magic Items are not. Any magic item, therefore, will be in italics to mark this out. The non-cash items can be found either in Book 3 or in the treasure appendix at the end of this booklet.

## LEVEL-0 DUNGEON MONSTERS:

A level-0 dungeon is one where the encounters are set at 1d4 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 3 per creature if it is a solitary monster or 1d8 per creature if it is in a group. This should be suitable for 1-2 level 1 PC's, or up to 4 small-sized PC's. For completing an adventure session in a level-0 dungeon, each PC should be awarded 100xp in addition to XP equaling his share of treasure taken.

- 1—Flying Skulls**(x4) AC 15, HD 1d6, (Hp 4,4,3,3 ), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.
- 2—Ticks, tiny** (x2) AC 15, HD 2d2, (Hp 3,2,3), SZ T, Mv 5', AL N, Sv 20, Mor 14, Bite +0, Dmg 1d2, drain 1d2, Hide in Shadows.
- 3—Beetles, small chargers** (x2) AC 15, HD 1d4 (Hp2, 3), Sz S, Mv 30', Fly 45', AL N, Sv 20, Mor 7, Bite +0, Dmg 1d6, Charge for double damage,
- 4—Centipedes, small** (x4) AC 11, HD 1d4, (Hp 4,3, 2, 2), Sz S, Mv 20', AL N, Sv 20, Mor 6, Bite: +0, pois. +4 save
- 5—Snake, medium, constrictor** (x4) AC 12, HD 1d6, (Hp 5,1,4,1), SZ M, Mv 20', AL N, Sv 19, Mor 9, bite+1, Dmg 1d6, constricts 1d6 per round, cumulative -1 to all rolls by victim (must be size M or less)
- 6—Scorpion, small** (x4) AC 15, HD 1d4(1,3,1,2), Sz S, Mv 30', AL N, Sv 20, Mor 10, c/c/s +0, 1d2, sting has pois.
- 7—Ants, worker** (x2) AC 15, HD 1d6 (4,3), Sz M, Mv 40', AL N, Sv19, Mor 14, Bite +1, Dmg 1d4
- 8—Flying Skull**(x1) AC 15, HD 1d6, (Hp 5), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.
- 9—Ghoul** (1)AC 13, HD 2d12, (Hp 15), SZ M, Mv 30, AL C, Sv 18, Mor 9, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 10—Minor Evil Spirit** (1) AC 13, HD 1d6, (Hp 5), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 12, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.
- 11—Skeleton** (1) AC 11, HD 1d12, (Hp 5), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn+1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 12—Centipedes, tiny** (1d6) AC 11, HD 1d2, (Hp 2,2,2,1,1,1), Sz T, Mv 15', AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv
- 13—Snake, small, poison** (1) AC 11, HD 1d4, (Hp 4), SZ S, Mv 20, AL N, Sv 20, Mor 11, bite +0, Dmg 1d4+pois.
- 14—Spiders, tiny**(1d6) AC 11, HD 1d2, (Hp 2,2,2,1,1,1), Sz T, Mv 20', AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv
- 15—Minor Evil Spirits** (1d4) AC 13, HD 1d6, (Hp 2, 1, 1, 6), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 6, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.
- 16—Zombie** (1)AC 10, HD 2d12, (Hp 13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immu
- 17—Small Skeletons** (x2) AC 11, HD 1d6, (Hp 11), SZ M, Mv 30, AL C, Sv 20, Mor XX, Claw +0/1d4 Undead Immunities, ½ damage from arrows and crossbow bolts.
- 18—Centipedes, small** (x1) AC 11, HD 1d4, (Hp 3), Sz S, Mv 20', AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv
- 19—Skeleton** (1) AC 11, HD 1d12, (Hp 11), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 20—Zombie** (1) AC 10, HD 2d12, (Hp 13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immu
- 21—Human Bandits** J-1 (x3) AC 14, HD 1d6 (6,5,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6 Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Hear Noise
- 22—Goblin Raiders**, J-1 (x2) AC 13, HD 1d4 (4,4), SZ S, Mv 25, AL C, Sv 19, Mor 4, Club +0/1d4 Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Tracking, +1 to hit surprise att
- 23—Spiders, small** (x4) AC 12, HD 1d4, (Hp1,1,2,4), Sz S, Mv 30', AL N, Sv 20, Mor 12, Bite: +0, 1d4 plus pois (paralytic for 1d6 days)
- 24—Orc Spearman**, F2 (1), AC 16, HD2d6+2 (Hp10), Sz M, Mv 25', AL C, Sv 18, Spear +1/1d6, Axe +1/1d6 Training: Spear Fighting, Shield Sacrifice, Reach for it, Shield Wall,
- 25—Goblin Sneaks**, J-1 (x6) AC 12, HD 1d4 (hp3,3,2,2,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4 Dagger+0/1d4; Skills (1d6): Tracking, Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher,+1 to hit surprise
- 26—Toad, small** (x2) AC 11, HD 1d4(hp3,3), Sz S, Mv 30', AL N, Sv20, Mor 9, Bite +0, Dmg 1d4, tongue
- 27—Big Skunk** (1) AC 13, HD 3d6 (10), Sz M, Mv 25', AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray
- 28—Ape, small** (1), AC 11, HD 2d4 (hp 6), Sz S, Mv30', AL N, Sv18, Mor 6, Fist(2) +2, 1d4, Bite 2d4 if both fists hit.

**29—Wolves** (x3), AC 13, HD 1d6, (Hp 3,6,1), SZ M, Mv 40, AL N, Sv 19, Mor 8, Bite +1, Dmg 1d6, Track

**30—Ratter Sneaks** (x2) AC 12, HD 1d4 (hp,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 6, Dagger+0/1d4; Skills (1d6): Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher, +4 poison save.

**31—Orc Brigands** F-1(x3) AC 13, HD1d6+1 (7,7,3), Sz M, Mv 30, AL C, Sv 19, Mor10, Short sword +1/1d6 Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**31—Hobgoblin Priest**, CM-2 (1) AC 16, HD 2d6 (12hp), Sz M, Mv 25, AL C, Sv 6, Mor 11, Axe +0/1d6 Spells: Stun Blasphemer, Heal Wounded, Detect Law

**32—Hobgoblin Raiders**, J-1 (x3) AC 12, HD 1d6 (4,3,2), SZ M, Mv30, AL C, Sv 19, Mor 6, Axe +0/1d6, Lt Crossbow, +0/1d8, Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Rope Thrower, Hear Noise

**33—Goblin Bushwhackers**, J-1 (x4) AC 12, HD 1d4 (hp4,3,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim Track, +1 s,

**34—Kobold Sneaks**, J-1 (x8) AC 12, HD 1d4 (hp3,3,2,2,1,1,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Dagger+0/1d4; Skills (1d6): Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher, Swapper

**35—Kobold Pyros**, J-1 (x4) AC 14, HD 1d4 (hp4,3,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 7, Oil +0/1d6/1d6 Torch+0/1d4; Skills (1d6): Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Search

**36—Orc Scavengers**, J-1 (x2) AC 10, HD 1d6 (hp 4,3) Sz M, Mv 30, AL C, Sv 19, Mor 5, Club +0/1d4 Skills (1d6) Searcher, Cache, Hear Noise, Abject Flight, Buster, +2 poison/disease save

**37—Bats, small** (x2) AC 15, HD 1d4, (Hp,2,1), SZ S, Fly50, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4+disease.

**38—Crab, small** (1) AC 16, HD 2d4, (Hp 3), SZ S, Mv 10, AL N, Sv 18, Mor 11, claw(2)+2, Dmg 1d4/1d4

**39—Wild Dogs** (x4) AC 12, HD 1d4, (Hp 4,3,2,1), SZ S, Mv40, AL N, Sv 20, Mor 9, bite +0, Dmg 1d4 track by scent.

**40—Dungeon Hog**(1) AC 13, HD 3d6, (Hp14 ), SZ M, Mv35, AL N, Sv 17, Mor 11, Tusk +3/2d4, Berserk, Keep Fight

**41—Lizard, small** (x8) AC 12, HD 1d4, (Hp 4,4,3,3,2,2,1,1), SZ S, Mv40, AL N, Sv 20, Mor 9, bite +0, Dmg 1d4 t

**42—Big Rats** (x4) AC 12, HD 1d4, (Hp4,4,3,2), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0, Dmg 1d4 5% disease.

**43—Big Weasel** (1) AC 14, HD 3d6, (Hp14 ), SZ M, Mv35, AL N, Sv 17, Mor 11, Bite +3/2d4, 2d4 blood drain

**44—Toad, small** (x2) AC 11, HD 1d4(hp4,3), Sz S, Mv 30', AL N, Sv20, Mor 7, Bite +0, Dmg 1d4, tongue

**45—Ant, warrior** (1) AC 16, HD 2d6 (hp 8), Sz M, Mv 45, AL N, Sv18, Mor 14, Bite +2, 1d6

**46—Beetle, medium** (1) AC 16, HD 2d6 (hp 8), Sz M, Mv40, Fly45, AL N, Sv18, Mor 15, Bite +2/1d8, Charge x2

**47—Centipede, small** (x4) AC 11, HD 1d4, (Hp 4,2,1,1), Sz S, Mv 20', AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**48—Centipede, medium**(1) AC 10, HD2d6, (Hp 5), Sz M, Mv 25', AL N, Sv 20, Mor 11, Bite:+2/1d6 pois. +2 sv

**49—Scorpion, small**(1) AC 15, HD 1d4(hp 3), Sz S, Mv 30', AL N, Sv 20, Mor 10, c/c/s +0, 1d2, sting has pois.

**50—Fly, small** (x6) AC 12, HD 1d4(hp 4,3,3,2,2,1), Sz S, Mv 10'Fly 45, AL N, Sv20, Mor7, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**51—Hornet, small** (1) AC 13, HD 2d4(hp 5), Sz S, Mv 10'Fly 50, AL N, Sv18, Mor7, Sting+2/1d6, poison +4.

**52—Crystal Statue** (1) AC 15, HD3d6 (hp15), Sz M, Mv30, AL L, Sv17, MorXX, Fistx2 +3/1d6, radiance 30x30, 3d6 damage to undead and demons, immune to fist, kick, staff, baton, construct immunities.

**53—Wererat** (1) AC13, HD3d6(hp8), SZ M, Mv30;, AL C, Sv 17, Mor 11, Bite+3/1d6, lycan. Silver, wolfsbane

**54—Ferox** (1) AC 15, HD 2d8 (8hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdown

**55—Morlock** (1) AC 13, HD 2d6 (8hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Troglodyte** (1) AC 15, HD 2d6 (6hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**57—Green Slime** (1) AC10, HD 3d6 (13hp). SZ M, Mv0, AL N, Sv17, Mor XX, +3, drops on target, kills in 3 rounds. Only harmed by fire, cold or cure disease.

**58—Grey Ooze** (1) AC 12, HD 3d8 (18), Sz L, Mv 2', AL N, Sv 17, Mor XX, Acid +3/2d6, Hide, immune Fire/Cold

**59—Death Bloom** (1) AC 11, HD 3d8 (14) Sz L, Mv 0, AL N, Sv 17, Mor XX, Shoots(3)+3 grab, Mouth 3d6 if dragged by shoots, 1 in 4 are in spore state, shooting 10x10 cloud, save or sleep 1 hour.

**60—Bugmen Billmen** F-1 (x3), AC 15, HD 2d6+2 (9,5,3), Sz M, AL N, Sv 18, Mor 12, Bill+1/1d8 Training: Spear-Fighting, Reach for It, Stand and Fight

**61—Blood-Sucking Freak Lurker**, MU/J-1 (1) AC 10, HD 1d6 (hp5), Sz M, AL C, Sv19, Mor 12, Shortsword +0/1d6, extra bite attack if surprises Bite +0/1d4, drain 1d4, Spell: Fear; Skills: Hide in Sh, Move Silently, Stab and Run, Abject Flight, Cloak Trick, Alert Reaction

**62—Ratter Bushwhackers**, J1 (x4) (1d6) AC 12, HD 1d4 (hp4,3,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim +4 poison save

**63—Goblin Skirmishers**, F1 (x2) AC 13, HD1d4+1 (5,3), Sz S, AL C, Sv19, Mor 12, Hand axe +1/1d6, Darts +1/1d4 (quiver of 12) Training: Skirmisher, Split-Fire, Quick Draw, +1 surprise attack

**64—Orc Billmen**, F1 (x2): AC 13, HD1d6+1 (6,3), Sz M, AL C, Sv19, Mor 12, Halberd +1/1d8 Training: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**65—Hornet, small** (1) AC 13, HD 2d4 (hp 4), Sz S, Mv 10'Fly 50, AL N, Sv18, Mor10, Sting+2/1d6, poison +4.

**66—Fly, small** (x4) AC 12, HD 1d4 (hp 4,4,4,2), Sz S, Mv 10'Fly 45, AL N, Sv20, Mor12, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**67—Big Rat** (x4) AC 12, HD 1d4, (Hp3,2,2,1), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4 5% disease.

**68—Human Bandits** J-1,(x2) AC 13, HD 1d6 (5,5,4,2), SZ M, Mv30, AL N, Sv 19, Mor 7, Axe +0/1d6  
Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Hear Noise

**69—Kobold Bushwhackers**, J-1; (x6) AC 12, HD 1d4 (hp3,3,3,2,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Swapper, Searcher,

**70—Horborg Assassin/Sorcerer**, MU/J-1 (1) Ac 10, HD 1d6 (hp 6), Sz M, Mv 30, AL C, Sv19, Mor 10, short sword +0/1d6, Darts +0/1d4; Spell: Sleep; Skills (1d6), HinSh, MSil, Abject Flight, Alchemy-B, Salt in the Eyes

**71—Bugbear Smasher**, F-2 (1), AC 13, HD 2d8+2 (hp11), Sz: L, Mv35, AL C, Sv18, Mor 12, Great Axe +2/1d8  
Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Move Silently

**72—Half-Ogre Smasher**, F-2(1), AC 13, HD 2d8+2 (hp12), Sz: L, Mv30, AL C, Sv18, Mor 13, Maul +2/1d8  
Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Buster

**73—Orc Trackers**, J-1 (x2) (1d4) AC 11, HD 1d6 (hp 4,2), Sz M, Mv 30, AL C, Sv 19, Mor 5, Shortbow +0/1d6, Short sword +0/1d6: Skills: Hide in Shadows, Tracking, Game Hunter, Forager, Move Silent,+2 poison save

**74—Big Rat** (x8) AC 12, HD 1d4, (Hp3,3,2,2,2,1,1,1), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0, Dmg 1d4 5% dis.

**75—Flying Skulls**(x3) AC 15, HD 1d6, (Hp 4,3,3 ), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.

**76—Stirge** (x1), AC 12, HD 2d4 (hp 3) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**77—Gnoll Bandits**, J-1 (1) AC 15, HD1d8 (6), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/1d8,  
Skills (1d6) Militia Trained, Stab and Run, Abject Flight, Cache, Buster,

**78—Ferox** (1) AC 15, HD 2d8 (15hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdown

**79—Centipede, tiny**(x2) AC 11, HD 1d2, (Hp 1,1), Sz T, Mv 15', AL N, Sv 20, Mor 10, Bite: +0, pois. +4 sv

**80—Orc Raiders**, J-1 (x4) AC 15, HD1d6 (6,4,4,1), Sz M, Mv 25, AL C, Sv 19, Mor 10, Spear +0/1d6,  
Skills (1d6) Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim

**81—Goblin Bushwhackers**, J-1 (x4) AC 12, HD 1d4 (hp4,3,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Tracking, Move Silently, Bushwhacker, Careful Aim Track, +1 s,

**82—Wolf** (1), AC 13, HD 1d6, (Hp 5), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite, , Att +1, Dmg 1d6, Track

**83—Dungeon Hog** (1) AC 13, HD 3d6, (Hp12), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk +3/2d4, Berserk, Keep Fight

**84—Centipede, medium** (1) AC 10, HD2d6, (Hp 4), Sz M, Mv 25', AL N, Sv 20, Mor 10, Bite:+2/1d6 pois. +2 sv

**85—Orc Raider**, J-1 (1) AC 15, HD1d6 (hp6), Sz M, Mv 25, AL C, Sv 19, Mor 11, Spear +0/1d6,  
Skills (1d6) Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Searcher

**86—Kobold Bushwhackers**, J-1 (x2), (1d6) AC 12, HD 1d4 (hp,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 4, Darts +0/1d4 Dagger+0/1d4; Skills (1d6): Hin Sh, Tracking, Move Sil, Bushwhacker, Careful Alm, Searcher, Swapper

**87—Big Rats** (x2) AC 12, HD 1d4, (Hp 4,2), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4 5% disease.

**88—Fly, small** (x2) AC 12, HD 1d4 (hp1,1), Sz S, Mv 10'Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**89—Morlock** (1) AC 13, HD 2d6 (8hp), SZ M, Mv35, AL C, Sv 18, Mor 13, Axe +2/1d6, Hide, MS, x3 backstab

**90—Half-Ogre smasher** F-2 (1) AC14, HD2d8+2 (hp14), Sz L, Mv30, AL C, Sv18, Mor 13, Maul +1/2d4  
Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Buster

**91—Human Hermit**, CS-2 (1) Ac 10, HD 2d6 (8hp), Sz M, Mv 30, Sv 16, Mor 12, Staff +0,1d6; Skill Walking Stick  
Spells: Detect Chaos, Heal Wounded, Stun Blasphemer x2, Light/Darkness,

**92—Dwarf Infantry**, F-1 (x2) AC 16, HD 1d6+1 (hp 6,4), SzM, Mv 20, AL L, Mor 13, Axe +1/1d6  
Training: Shield Sacrifice, Rampage, Hack on the Run, Stone Work, +2 save poison/magic

**93—Wood Elf Scouts**, J-1 (x4) AC 12, HD 1d6 (hp6,4,3,3), Sz M, Mv 30, AL N, Sv 19, Mor 10, Spear +0/1d8  
Skills: Hide in F, Hide in Sh, Tracking, Game Hunter, Forager, Move Silently; +2 vs Enchant spells

**94—Human Dungeoneers**, J-1 (x3) AC 14, HD 1d6 (hp 6,4,1) Sz M, Mv25, AL N, Sv19, Mor10, Axe +0/1d6  
Skills: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained

**95—High Elf Mystic**, F/MU-2 (1) AC 12, HD2d6+2 (hp13), Sz M, Mv 30, AL L, Sv 18, Mor11, Sword +1/1d6  
Training: Skirmisher, Unarmored Combat x2, Tactical Reposition; Spells: Sleep, Air Shield

**96—Gnome Dungeoneers**, J-1 (x4) AC 14, HD 1d4 (hp 4,4,1,1) Sz S, Mv20, AL N, Sv17, Mor14, hammer +0/1d6Skills: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained; Spell Detect Magic



**97—Human Holy Champion**, F/CM2 (1) AC 17, HD: 2d6+2 (hp12), Sz M, Mv 25, AL L, Sv 16, Mor 14, Sword +1/1d6 Training: Rampage, Shield Sacrif., Hack on Run, Not So Fast, Mighty Blow Spells: Dett Ch, Heal W, Stun Blasphemer

**98—Halfling Rowdies**, J-1 (x4), AC 10, HD 1d4 (hp,2,2,1,1), SzS, Mv25, AL L, Sv19, Mor 5, Club+0/1d4; Sling +2/1d4 Skill: Occu (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Move Silent, Hide in Forest

**99—Dogger Billmen**, F1 (x1) : AC 15, HD1d6+1 (6), Sz M, Mv 25 AL L, Sv19, Mor 12, Halberd +1/1d8 Training: Spear-Fighting, Reach for It, Stand and Fight, Tracking

**00—Half-Elf Pilgrim**, CM-2 (1) AC 17, HD 2d6 (hp5), Sz M, Mv 25, AL L, Sv16, Mor 12, Mace +0/1d6 Spells: Heal Wounded, Detect Chaos, Stun Blasphemer

# LEVEL 0 DUNGEON TREASURE

A level 0 hoard will have 3d6x10gp (average 105gp) in value, and a level 0 incidental will have 3d6gp in value, an average of 10gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the items, and the container will be "belt pouches" on the foes.

## Treasures 01-20 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Crate (c1)	Nailed	No	4 blankets	8
02	Sack	No	Tiny centipede	110sp	11
03	Cask	Stuck	No	Good ale (10 gallons)	11
04	Jar	No	No	1000cp	10
05	Garbage	No	Disease	Battle Flag	8
06	Rack	No	No	3 hand axes	9
07	Garbage	No	No	12gp	12
08	Garbage	No	No	shield	10
09	Ground	No	No	60sp	6
10	Sack	No	No	Gambeson, 2 bandoleers	12
11	Sack	No	No	3 spools of wire	9
12	Sack	Tied	No	1 week iron rations-sausage	15
13	Cask	Stuck	No	1 gallon of good wine	8
14	Crate	Nailed	No	5 sledgehammers	10
15	Ground	No	No	120sp	12
16	Garbage	No	Disease	400cp	4
17	Sack	Tied	No	Comfrey root x1	10
18	Garbage	No	Rot worms	6gp	6
19	Jar	Sealed	No	70sp	7
20	Rack	No	No	Great Axe x1	10

## Treasures 21-40 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	Rack	No	No	4 spears	8
22	Jar	No	No	15gp	15
23	Garbage	No	Disease	500cp	10
24	Sack	Tied	No	Lupins x1	5
25	Crate (c1)	Nailed	No	Manacles, shackles, 15' chain	7
26	Barrel	Stuck	No	Lots of turnips	9
27	Garbage	No	Rot worm	Empty crystal vial	10
28	Sack	No	No	130sp	13
29	Ground	No	No	Vial of acid	15
30	Sack	No	No	11 mighty cigars	11
31	Crate	Nailed	No	Pack saddle	15
32	Jar	Sealed	Sleep poison	4 gallons of average wine	12
33	Garbage	No	Tiny spider	4 copper rings	8
34	Jar	No	No	70cp	7
35	Garbage	No	No	30sp	3
36	Crate (c1)	Nailed	No	1 light crossbow	15
37	Cask	Stuck	No	16 pints of lamp oil	8
38	Ground	No	No	110sp	11
39	Sack	Tied	No	70sp	7
40	Rack	No	No	1 arming sword	10

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	Garbage	No	Disease	1 silver ring	10
42	Ground	No	No	12gp	12
43	Sack	No	No	400cp	4
44	Crate (c1)	Nailed	No	Scythes x2	8
45	Jar	Sealed	No	1 gallon of super ale	8
46	Rack	No	No	1 bastard sword	15
47	Cask	Stuck	No	10 gallons of good ale	11
48	Garbage	No	No	1100cp	11
49	Cask	Stuck	No	5 gallons of good ale	12
50	Jar	Sealed	No	10 pints of good wine	10
51	Ground	No	No	120sp	12
52	Ground	No	No	1400cp	14
53	Sack	No	No	80sp	8
54	Sack	No	Tiny spider	2 doses of woundwort	10
55	Sack	Tied	No	wolfsbane	10
56	Crate (c1)	Nailed	No	1 mining pick, 1 shovel	4
57	Jar	No	No	3 pints of military oil	6
58	Garbage	No	Tiny scorpion	11gp	11
59	Rack	No	No	2 silver arrows	10
60	Garbage	No	No	100sp	10

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Wood Chest (c2)	Stuck	No	1100sp	110
62	Iron Bnd Chest (c3)	Yes	Darts	Silver short sword	150
63	Coffer (c4)	Yes	No	80Gp; <i>Scroll of Fear</i>	80
64	Stone Trunk (c5)	Yes	Acid	Quiver of 20 silver arrows	105
65	Iron Chest (c6)	Yes	Needle +2	1300sp	130
66	Sarcophagus (c6)	Stuck	No	Chainmail, shield, bastard sword	100
67	Pile	No	No	11,000cp	110
68	Wood Chest (c2)	Yes	Pit	6 vials of acid	90
69	Coffer (c4)	Yes	No	70gp	70
70	Iron Chest (c6)	Yes	Darts	Alch. Kit with Blinding powder, Assassin's smoke x2, 5 Mighty cigars	130
71	Jar	Sealed	Poison+2	120gp	120
72	Secret	No	No	Gold ring, silver amulet	125
73	Iron Bnd Chest (c3)	Yes	No	1100sp	110
74	Stone Trunk (c5)	Stuck	Pit	4 silver necklaces	80
75	Secret.	No	No	70gp	70
76	Wood Chest C(c2)	Yes	No	Composite Bow, 30 quarrels, pavis	85
77	Iron Bnd Chest (c3)	Stuck	Sleep gas	900sp	90
78	Jar	Sealed	No	12 pints of Owlbear Punch	120
79	Bookcase	No	No	Supplies for 1 level-1 MU scroll	100
80	Pile	No	No	1300sp	130

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Jar	Sealed	No	9 pints of acid	135
82	Secret	Yes	No	90gp	90
83	Secret	No	No	2 silver amulets	75
84	Pile	No	No	10,000 cp	100
85	Wood Chest (c2)	Yes	No	Chain mail and shield	85
86	Wood Chest (c2)	Stuck	No	1100sp	110
87	Iron Bnd Chest (c3)	Yes	Darts	Poisoner's kit and disguise kit	100
88	Stone Chest (c5)	Yes	Acid	120gp; <i>Potion of Speak Languages</i>	120
89	Sarcophagus (c5)	Yes	No	Fine gown, silver necklace	120
90	Jar	Sealed	No	900sp	90
91	Pile	No	No	1400sp	140
92	Secret Compart	No	No	170gp	100
93	Wood Chest (c2)	Yes	Blade	Brigandine, 2-handed Sword	170
94	Iron Bnd Chest (c3)	Stuck	No	900sp	90
95	Coffer (C4)	Yes	No	Crystal of true thought, seer stone, spirit candle, 2 instant fire	110
96	Coffer (C4)	Yes	No	40gp	40
97	Iron Bnd Chest (c3)	Yes	Pit	7 silver rings	70
98	Wood Chest (c2)	Stuck	Stone	1100sp	110
99	Stone Trunk (c5)	Stuck	Needle	50' silk rope, 2 folded tents	90
00	Iron Chest (c6)	Yes	No	1000sp	100

# LEVEL-1 DUNGEON MONSTERS

A level-1 dungeon is one where the encounters are set at 2d4 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 4 per creature if it is a solitary monster or 2d8 per creature if it is in a group. This should be suitable for 4-5 level 1 PC's. For completing an adventure session in a level-1 dungeon, each PC should be awarded 250xp in addition to XP equaling his share of treasure taken.

- 1—Skeleton** (x1) AC 11, HD 1d12, (Hp 12), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 2—Ticks, tiny** (x8) AC 15, HD 2d2, (Hp 4,4,3,3,3,2,2), SZ T, Mv 5', AL N, Sv 20, Mor 12, Bite +0, Dmg 1d2, drain 1d2, Hide in Shadows.
- 3—Beetles, small chargers** (x14) AC 15, HD 1d4 (Hp 2 each), Sz S, Mv 30', Fly 45', AL N, Sv 20, Mor 7, Bite +0, Dmg 1d6, Charge for double damage,
- 4—Centipedes, small** (x4) AC 11, HD 1d4, (Hp 3,3,,2,2), Sz S, Mv 20', AL N, Sv 20, Mor 6, Bite: +0, pois. +4 save
- 5—Spider, Medium** (x2), AC 12, HD 2d6 (hp 5,7), Sz M, Mv 25', AL N, Sv 18, Mor 11, Bite +2/1d6+poison (paralytic)
- 6—Scorpion, small** (x3) AC 15, HD 1d4(1,3,1), Sz S, Mv 30', AL N, Sv 20, Mor 10, c/c/s +0, 1d2, poison
- 7—Tick, Medium** (1), AC 17, HD 3d6 (hp 13), Sz M, Mv10', AL N, Sv 17, Mor 14, Bite +3/1d6, Drain 1d6, HinSh.
- 8—Zombie** (1) AC 10, HD 2d12, (Hp13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im
- 9—Ghoul** (1) AC 13, HD 2d12, (Hp 15), SZ M, Mv 30, AL C, Sv 18, Mor 9, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 10—Minor Evil Spirits** (x4) AC 13, HD 1d6, (Hp 6,6,2,2,), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 12, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.
- 11—Skeleton** (x3) AC 11, HD 1d12, (Hp 5,10,11), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn+1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 12—Centipedes, tiny** (x8) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 15', AL N, Sv 20, Mor 5, Bite: +0, pois. +4 sv
- 13—Bronze Statue, (1)**, AC 15, HD 4d6 (20hp), Sz M, Mv 25', AL N, Sv 16, Mor XX, Weapon +4/2d6, if in contact with 4+ enemies, can attack all with single sweep attack, immune to size S weapons, Construct Immunities
- 14—Spiders, tiny**(x8) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 20', AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv
- 15—Stone Statue** (1), AC 15, HD 4d6 (20 hp), Sz M, Mv20', AL C, Sv 16, Mor XX, Fist x2 +4/1d8, or Lava Blob 60', +4/3d8, half damage from all weapons except picks, warhammers, hammers, Construct Immunities
- 16—Zombie** (1) AC 10, HD 2d12, (Hp13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im
- 17—Ghoul** (1) AC 13, HD 2d12, (Hp 7), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 18—Demonic Warrior** (1), AC 19, HD 3d12+3 (hp 24), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water
- 19—Skeleton** (x2) AC 11, HD 1d12, (Hp12,10), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 20—Angry Grabber Demon** (1), AC 14, HD 2d12 (hp 11), Sz S, Mv30', AL C, Sv 18, Mor 12, Claws x2 +2/1d4, plus Grip of Pain if either hits. 25% spell resistance, invulnerable, affected by holy water
- 21—Human Bandits J-1** (x4) AC 14, HD 1d6 (4,1 4,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6 Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower
- 22—Chaos Monkeys,** (x2), AC 12, HD 2d4 (hp 7,4), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.
- 23—Stirges** (x3), AC 12, HD 2d4 (hp 3,3,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain
- 24—Crab, Large** (1), AC 18, HD 4d8 (hp 12), Sz L, Mv 20, AL N, Sv 16, Mor 13, Claws x2 +4/1d8
- 25—Goblin Sneaks, J-1** (x10) AC 12, HD 1d4 (hp3 each), SZ S, Mv 25, AL C, Sv 19, Mor 4 Dagger+0/1d4; Skills (1d6): Tracking, Hide in Sh, Move Silently, Pick Pock., Abject Flight, Searcher,+1 to hit surprise
- 26—Lizardo Savages** (x3) F-1, AC 14, HD 1d6+1 (6,5,4), Sz M, Mv30, AL C, Mor 11, Spear +1/1d6, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Hide in Forest
- 27—Human Bandits J-1** (x5) AC 14, HD 1d6 (4,1 4,3,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6 Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower
- 28—Ape, small** (x2), AC 11, HD 2d4 (hp 7,4), Sz S, Mv30', AL N, Sv18, Mor 6, Fist(2) +2, 1d4, Bite 2d4 if both fists
- 29—Toad, Large** (1), AC 12, HD4d8 (hp 15), Sz L, Mv 30', AL N, Sv16, Mor 11, Bite +4/1d8, Tongue Grab

**30—Ratter Sneaks** (x6) AC 12, HD 1d4 (hp 3,3,3,2,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 6, Dagger+0/1d4; Skills (1d6): Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher, +4 poison save.

**31—Tentabug** (1), AC 16, HD 3d8 (hp 19), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**32—Hobgoblin Raiders**, J-1 (x2) AC 12, HD 1d6 (4,4), SZ M, Mv30, AL C, Sv 19, Mor 11, Axe +0/1d6, Lt Crossbow, +0/1d8, Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Hear Noise

**33—Beetle, Acid, Large**, (1) AC 17, HD 3d8(9hp), Sz L, Mv50'. Fly 50', AL N, Sv 17, Mor12, Bite +3/1d8; Acid Spit 20', 4d8 damage and save for armor and shield.

**34—Crab Person** (1), AC 20, HD 4d6 (18hp), Sz M, Mv 30, AL C, Sv 16, Mor 12, Claw x2 +4/1d8

**35—Kobold Pyros**, J-1 (x5) AC 14, HD 1d4 (hp 3,3,2,2,3), SZ S, Mv 25, AL C, Sv 19, Mor 7, Oil +0/1d6/1d6 Torch+0/1d4; Skills (1d6): Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Search

**36—Orc Scavengers**, J-1 (x5) AC 10, HD 1d6 (hp 4,4,3,2,5), Sz M, Mv 30, AL C, Sv 19, Mor 5, Club +0/1d4 Skills (1d6) Searcher, Cache, Hear Noise, Abject Flight, Buster, +2 poison/disease save

**37—Hag** (1), AC 13, HD 3d6 (hp10), Sz M, Mv 30, AL C, Sv 17, Mor 10, Dagger +3/1d4, Death Glance 3/day (1 target, 60' save or die), All save of -1 to roll from fear, Spells: Air Shield, Disguise, Inv. Chuggins, Fear, Invisibility x2

**38—Crab, small** (x2) AC 16, HD 2d4, (Hp6,5), SZ S, Mv 10, AL N, Sv 18, Mor 11, claw(2)+2/1d4/1d4

**39—Skeleton Warrior** (1), AC 14, HD 3d12 (hp 16), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**40—Dungeon Hog**(1)AC 13, HD 3d6, (Hp12 ), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk +3/2d4, Berserk, Keep Fight

**41—Tentabug** (1), AC 16, HD 3d8 (hp 15), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**42—Big Rats** (x10) AC 12, HD 1d4, (Hp 2 each), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0/1d4 5% disease.

**43—Big Weasel** (1) AC 14, HD 3d6, (Hp14), SZ M, Mv35, AL N, Sv17, Mor 12, Bite +3/2d4, 2d4 blood drain

**44—Toad, small** (x7) AC 11, HD 1d4(hp 3,3,3,2,2,2,2), Sz S, Mv 30', AL N, Sv20, Mor 7, Bite +0, Dmg 1d4, tong.

**45—Ant, warrior** (x3) AC 16, HD 2d6 (hp 8,7,3), Sz M, Mv 45, AL N, Sv18, Mor 12, Bite +2, 1d6

**46—Wight** (1), AC 15, HD 3d12 (hp 16), Sz M, Mv30, AL C, Sv 17, Mor 12, Touch +3/drain, Sliver, Undead Immunities, drain 1 level on hit (save)

**47—Chaos Monkeys**, (x2), AC 12, HD 2d4 (hp,6,5), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**48—Centipede, medium**(1) AC 10, HD2d6, (Hp 7), Sz M, Mv 25', AL N, Sv 20, Mor 11, Bite:+2/1d6 pois.+2 sv

**49—Ape, medium** (1), AC 13, HD3d6 (11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Fistx2 +3/1d6, Bite +3/2d6 if both fists hit.

**50—Cave Puma** (1), AC 13, HD3d6 (11hp) Sz M, Mv 35, AL N, Sv 17, Mor 5 c/c/b +3/1d6 each

**51—Hornet, small** (1) AC 13, HD 2d4(hp 5), Sz S, Mv 10'Fly 50, AL N, Sv18, Mor7,Sting+2/1d6, poison +4.

**52—Crystal Statue** (1)AC 15, HD3d6 (hp15), Sz M, Mv30, AL L, Sv17, MorXX, Fistx2 +3/1d6, radiance 30x30, 3d6 damage to undead and demons, immune to fist, kick, staff, baton, construct immunities.

**53—Wererat** (1) AC13, HD3d6(hp8), SZ M, Mv30; AL C, Sv 17, Mor 11, Bite+3/1d6, lycan. Silver, wolfsbane

**54—Ferox** (x3) AC 15, HD 2d8 (8,4,14 hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdo

**55—Morlock** (x3) AC 13, HD 2d6 (8,5,4hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Troglodytes** (x2) AC 15, HD 2d6 (6,9,5hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**57—Human Berserkers** F2, (x2), AC 12, HD 2d6+2 (Hp 14,6), Sz M, Mv 30', AL N, Mor XX, Axe :+1/1d6+2; Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**58—Grey Ooze** (1) AC 12, HD 3d8 (hp18), Sz L, Mv 2', AL N, Sv 17, Mor XX, Acid +3/2d6, Hide, immune Fire/Cold

**59—Tunnel Bear** (1), AC 13, HD3d6 (11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Paws x2 +3/1d6, Hug +3/2d6 if both paws hit.

**60—Lizardo Savages** (x3) F-1, AC 14, HD 1d6+1 (5,5,4), Sz M, Mv30, AL C, Mor 11, Spear +1/1d6, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Hide in Forest

**61—Troglodytes** (x3) AC 15, HD 2d6 (6,9,5hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**62—Chaos Monkeys**, (x3), AC 12, HD 2d4 (hp5,4,3), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**63—Goblin Skirmishers**, F1 (x6) AC 13, HD1d4+1 (5,3,3,3,4,4), Sz S, AL C, Sv19, Mor 6, club +1/1d4, Darts +1/1d4 (quiver of 12) Training: Skirmisher, Split-Fire, Quick Draw, +1 surprise attack

**64—Orc Billmen**, F1 (x6): AC 13, HD1d6+1 (6,4,3, 5,4,2), Sz M, Mv 30, AL C, Sv19, Mor 10, Spear +1/1d8 Training: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**65—Lizard, large** (1), AC 15, HD 4d8 (23hp), Sz L, Mv 35, AL N, Sv 16, Mor 10, Bite +4/1d8/disease

**66—Fly, small** (x10) AC 12, HD 1d4 (hp 3 each), Sz S, Mv 10 Fly 45, AL N, Sv20, Mor14, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**67—Big Rat** (x12) AC 12, HD 1d4, (Hp 2 each), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0/1d4 5% disease.

**68—Lizards, small** (x3), AC 13, HD2d4 (hp 4,7,7), Sz S, Mv 30, AL N, Sv 18, Mor 5, Bite +2/1d4 disease

**69—Kobold Bushwhackers**, J-1; (x4) AC 12, HD 1d4 (hp3,3,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6: Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Swapper, Searcher,

**70—Hobgoblin Slavers** (x4), J-1, AC 12, HD 1d6 (hp, 4,4,3,3) Sz M, Mv 30, AL C, Sv 19, Mor 9, Staff +0/1d6, Blackjack +0/1d4, Skills: Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking

**71— Fly, small** (x8) AC 12, HD 1d4 (hp 1 each), Sz S, Mv 10 Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**72—Half-Ogre Smasher**, F-2, (1), AC 13, HD 2d8+2 (hp12), Sz: L, Mv30, AL C, Sv18, Mor 13, Maul +2/1d8; Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Buster

**73— Orc Brigands** F-1(x5) AC 13, HD1d6+1 (,7,3, 7,5,4), Sz M, Mv 30, AL C, Sv 19, Mor9 , Axe +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**74—Wolves** (x5), AC 13, HD 1d6, (Hp 5,1,3,5.4), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite +1/1d6, Track

**75—Chaos Monkeys**, (x3), AC 12, HD 2d4 (hp6,3,2), Sz S, Mv 35, AL C, Sv 18, Mor 11, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**76—Lizards, medium** (1), AC 14, HD 3d6 (hp 16), Sz M, Mv30, AL N, Sv 17, Mor 10, Bite +3/1d6, disease

**77—Gnoll Bandits**, J-1 (x2) AC 15, HD1d8 (6,4), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/1d8, Skills (1d6) Militia Trained, Stab and Run, Cache, Buster, Hear Noise

**78—Ferox** (x2) AC 15, HD 2d8 (1hp 12, 6), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdo

**79—Centipede, tiny**(x10) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 15', AL N, Sv 20, Mor 10, Bite: +0, pois.+4

**80—Orc Raiders**, J-1 (x3) AC 15, HD1d6 (6,4,4), Sz M, Mv 25, AL C, Sv 19, Mor 10, Spear +0/1d6, Skills (1d6) Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Searcher

**81—Goblin Bushwhackers**, J-1 (x6) AC 12, HD 1d4 (hp 4,3,2,2,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 7, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): : Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, ,Track, +1 s,

**82—Wolves** (x3), AC 13, HD 1d6, (Hp 5,1,3), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite +1/1d6, Track

**83—Dungeon Hog** (1) AC 13, HD 3d6, (Hp 12), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, Keep Fight

**84— Ogre Berserker** F-3 (1) AC12, HD3d8+3(hp17), Sz L, Mv30, AL C, Sv17, Mor 13, Great Axe +2/1d8+3 Trainings: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**85—Ratter Hobos:** J-1 (x3), AC 10, HD 1d4 (3,3,2), Sz S, Mv 35, AL N, Sv 19, Mor 4, Knife +0/1d4 Training: Searcher, Cache, Hear Noise, Abject Flight, Buster, +4 poison/disease save

**86— Big Rats** (x8) AC 12, HD 1d4, (Hp4,4,3,2,4,3,2,1), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0/1d4 5% disease.

**87— Orc Brigands** F-1(x4) AC 13, HD1d6+1 (7,3,7,5), Sz M, Mv 30, AL C, Sv 19, Mor9 , hammer +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**88—Stirges** (x2), AC 12, HD 2d4 (hp7,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**89—Morlock** (x2) AC 13, HD 2d6 (8,6,3 hp), SZ M, Mv35, AL C, Sv 18, Mor 13, Axe +2/1d6, Hide, MS, x3 surpr

**90—Ogre Smasher** F-3 (1) AC14, HD3d8+3(hp18), Sz L, Mv30, AL C, Sv17, Mor 13, Maul +2/2d4+1 Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Buster, Flurry of Blows

**91— Half-Elf Fancy Lads**, J-2 (x3) AC 12, HD 2d6 (5,7,6,9hp), SzM, Mv30, AL N, Sc18, Mor 12, Sword +1/1d6, Trainings; Hide in Shad, Cloak Trick, Cloak in Face, Distr Bant, Razz-Dazz, Trgt Guid, Observer. +2 ench save

**92— Dwarf Clerics**, CM-2 (x2) AC 17, HD 2d6 (11,7) Sz M, Mv20, AL L, Sv 16, Mor 13, Mace +0/1d6 Spells: Detect Chaos, Heal Wounded,Stun Blasphemer

**93—Gnome Illusionist/Spies** (x2), J/MU-1, AC 10, HD1d4, (hp 4,3) Sz S, Mv 25, AL N, Sv19, Mor 12, Dagger +0/1d4, Darts +0/1d4, Disguise, Hide In Shadows, Move Silently, Searcher, Observer; Spells: Disguise; ½ Fear, ½ Concealing Fog.

**94—Trollson Spearmen** (x1) , F-2, AC 16, HD 2d8+2 (hp11), Sz L, Mv 25, AL N, Sv 18, Mor 13, Spear +1/1d6+1, Trainings: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice; see thru illusion, immune to cold

**95—Wood Elf Archers** (x2) F-2, AC 12, HD 2d6+2 (hp 8,11), Sz M, Mv 30, AL L, Sv 18, Mor 11, Long Bow +1/1d6, Sword +1/1d6; Training: Split-Fire, Aim, Over Watch; Move Silently, +2 save vs Enchantment

**96—Human Friars** (x2) J/CM-2, AC 10, HD 2d6 (8,7), Sz M, Mv 30, AL L, Sv 16, Mor 10, Staff +0/1d6, Skills (1d6): First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Bibliophile, walking Stick; Spells: Heal Wounded, Detect Chaos, Light

**97—Human Spearmen** (x8) F1 , AC 16, HD 1d6+1 (hp 7,5,5,4,4,3,3,2) SZ M, Mv 25, Al L, Sv 19, Mor 11, Spear: +1/1d6, Training: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice,  
**98—Human Tribal Wisemen** (x1) J-2: AC 13, HD 2d6, (hp 9) Sz M, Mv 30, AL L, Sv 18, Mor 12, Spear +0/1d6, Skills (1d6): First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Forager,  
**99—Human Dungeoneer/Sorcerers** (x2) J/MU-2. AC 10, HD 2d6 (hp 8,5), Sz M, Mv 30, AL L, Sv 18, Mor 10, Short Sword +0/1d6 Skills 1d6: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Abject Flight, Pack Hauler, Spells: ½ Fear and Detect Magic; ½ Stone Missile and Read Magic  
**00—Catter Flasker** (1) J-3, AC 15, HD 3d6 (Hp 11) Sz M, Mv 30, AL L, Sv 17, Mor 12, Sword +0/1d6 Skills: Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-Advanced,



# LEVEL 1 DUNGEON TREASURE

A level 1 hoard will have 1d4x100gp (average 250gp) in value, and a level 1 incidental will have 1d4x10gp in value, an average of 25gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

## Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Garbage	No	No	300sp	30
02	Garbage	No	Tiny spider	Lantern	10
03	Sack	No	No	10gp	10
04	Ground	No	No	10' collapsing pole	10
05	Barrel	Stuck	No	2000cp	25
06	Cask	Stuck	No	2 weeks iron rations, hard tack	30
07	Sack	No	No	250sp	20
08	Cask	Stuck	No	300 portions of pipeweed	30
09	Garbage	No	No	40gp	40
10	Garbage	No	No	1 vial common blade venom	25
11	Doub Amph	Sealed	No	150sp	15
12	Jar	No	No	Half gallon superior mead	20
13	Amphora	No	Tiny scorpion	200sp	20
14	Amphora	No	No	Impressive wizard hat	10
15	Ground	No	No	2000cp	20
16	Crate (c1)	Nailed	No	2 blank journals, 2 metal scroll cases	30
17	Jar	No	Tiny snake	20gp	20
18	Cask	Stuck	No	2 gallons of brandy	32
19	Garbage	No	Disease	28gp	28
20	Garbage	No	Disease	1 packet of flash powder	25

## Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	2 servings of 6 legs on a Goat	30
22	Ground	No	No	30gp	30
23	Garbage	No	No	3 silver rings	30
24	L sack	No	No	300sp	30
25	Ground	No	No	2 25-pound iron bars	10
26	Barrel	Stuck	No	3000cp	30
27	Crate	Nailed	No	1 week iron rations, pickles	15
28	Cask	Stuck	No	35gp	35
29	Amphora	Sealed	No	12 gallons of average wine	27
30	Ground	No	No	400sp	40
31	Amphora	No	Acid	Vial of common blade venom	25
32	Garbage	No	No	1000cp	10
33	L sack	No	No	Pair of gilded spurs	10
34	Rack	No	No	40gp	40
35	Amphora	No	Tiny snake	2 pounds of saffron	30
36	Crate (c1)	Nailed	No	100sp	10
37	Sack	No	Tiny Spider	1 crystal goblet	30
38	Ground	No	Tiny Snake	4000cp	40
39	Doub Amph	No	Pit	40 doses of perfume	40
40	Garbage	No	No	40gp	40

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	L sack	No	No	40gp	40
42	Crate (c1)	Nailed	No	5 scythes	20
43	Garbage	No	Tiny spider	100sp	10
44	Rack	No	No	4 arming swords	40
45	Barrel	Stuck	No	3000cp	30
46	Garbage	No	Disease	1 horse bow	30
47	L sack	No	No	10gp	10
48	L sack	No	No	4 gambesons	40
49	Barrel	Stuck	No	400sp	40
50	Cask	Stuck	No	7 gallons average wine	21
51	Ground	No	No	2000cp	30
52	Amphora	No	No	40 pints of lamp oil	20
53	Rack	No	No	2 handed sword	20
54	Rack	No	No	Light crossbow and case 10 bolts	20
55	Garbage	No	Tiny scorpion	400sp	40
56	Rack	No	No	5 spears	10
57	Sack	No	No	1000cp	20
58	Rack	No	No	3 halberds	21
59	Barrel	Stuck	No	20gp	20
60	Sack	Tied	No	40gp	40

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Doub Amph	Sealed	No	25 gallons of brandy	400
62	Wood Chest (c2)	Yes	Darts	240gp	240
63	Crate	Nailed	No	100 man days superior rations	200
64	Secret	No	No	4000sp	400
65	Secret	Yes	No	Gold necklace	200
66	Pile	No	No	10,000cp	100
67	Secret	No	No	DP-War hammer, +1 <i>magic short sword</i>	400
68	Amphora	Sealed	No	300gp	300
69	Wood Chest (c2)	Stuck	Blade	2 cling fire jars	200
70	Garbage	No	No	2000sp	200
71	Sarcophagus (c5)	Stuck	No	Priestly vestments, Book of Evil	200
72	Iron Chest (c6)	Stuck	No	30,000cp	300
73	Coffer (c4)	Yes	No	2 gold rings	200
74	L sack	No	No	300gp	300
75	Sarcophagus (c5)	Yes	Needle	Sharp Arming Sword	400
76	Stone Trunk (c5)	Yes	No	2000sp	200
77	Stone Chest (c5)	Stuck	Acid	Sturdy Shield	100
78	L sack	Tied	no	100gp	100
79	Iron Chest (c5)	Yes	Stone	Krangor x4, Devil Grease x5	400
80	Wood Chest (c2)	Yes	Pit	4000sp	400

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Stone Chest (c5)	Yes	No	100gp	100
82	Garbage	No	Rot worm	Plate armor	300
83	Amphora	No	No	3000sp	300
84	Wood Chest (c2)	Stuck	No	Masterpiece war horn	100
85	Pile	No	No	40,000cp	400
86	Iron Bnd Chest (c3)	Yes	No	10 crystal goblets	300
87	Stone Trunk (c5)	Stuck	Darts	300gp	300
88	Bookcase	No	Blade	Supplies 1 mu lvl 1 scroll	100
89	Wood Chest (c2)	Yes	No	1000sp	100
90	Garbage	No	Tiny spider	3 vials caustic blade venom	300
91	Iron Chest (c6)	Yes	No	30,000cp	300
92	Barrel	Stuck	No	40 doses of lupin beans	400
93	Iron Chest (c6)	Stuck	Acid	200gp	200
94	Stone Chest (c5)	Yes	No	8 pots of healing salve	200
95	Strong Box (c4)	Stuck	No	3000sp	300
96	Rack	No	No	2 composite bows	200
97	Stone Trunk (c5)	Yes	No	40,000cp	400
98	Sarcophagus (c5)	Yes	Stone	Gold necklace	200
99	Coffer (c4)	Yes	No	200gp	200
00	Wood Chest (c2)	Stuck	no	4 silver amulets	100

## LEVEL-2 DUNGEON MONSTERS

A level-2 dungeon is one where the encounters are set at 4d4 total hit die for each encounter (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 6 per creature if it is a solitary monster or 3d8 per creature if it is in a group. This should be suitable for 4-5 level 2 PC's. For completing an adventure session in a level-2 dungeon, each PC should be awarded 250xp in addition to XP equaling his share of treasure taken.

- 1—Skeleton** (x4) AC 11, HD 1d12, (Hp 12,6, 8,), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 2—Iron Statue** (1), AC 15, HD 5d6 (Hp 25), Sz M, Mv10', AL N, Sv 15, Mor XX, Fist(2), +5/1d10 each, if both fists hit, target is automatically knocked prone and takes 1d10 extra damage, Immune to bows, slings, hurled weapons (but not crossbows), half damage from all swords, axes and knives. Construct immunities
- 3—Beetles, small chargers** (x20) AC 15, HD 1d4 (Hp 2 each), Sz S, Mv 30', Fly 45', AL N, Sv 20, Mor 7, Bite +0, Dmg 1d6, Charge for double damage,
- 4—Berserker of Valhalla** (1), AC 15, HD 3d12+3 (Hp 16), Sz M, Mv 30, AL N, Sv 17, Mor XX, Sword +3/1d6+2 (=2 more for rage), Rampage, Berserk Rage, 25% spell resistance.
- 5—Spider, Medium** (x2), AC 12, HD 2d6 (hp 5,8), Sz M, Mv 25', AL N, Sv 18, Mor 11, Bite +2/1d6+poison (paralytic)
- 6—Hell Hound** (1), AC 16, HD 5d12, (hp 31), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7—Tick, Medium** (x3), AC 17, HD3d6 (hp 13, 11,8), Sz M, Mv10', AL N, Sv 17, Mor 14, Bite +3/1d6, Drain 1d6,Hide.
- 8—Gargoyle** (1), AC 15, HD 4d6, (hp 11) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 14, claws(4), 1d4, Stealth,Invuln.
- 9—Ghoul** (x3) AC 13, HD 2d12, (Hp 15,13,9), SZ M, Mv 30, AL C, Sv 18, Mor 9, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 10—Wraith** (1), AC 17, HD 4d12 (hp 28), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11—Zombie** (x2 )AC 10, HD 2d12, (Hp13,14), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im
- 12—Wight** (x2), AC 15, HD 3d12 (hp30, 29), Sz M, Mv 20, AL C, Sv 17, Mor 12, Claw +3/drain 1 level, Silver, affected by holy water, undead immunities.
- 13—Bronze Statue, (1)**, AC 15, HD 4d6 (20hp), Sz M, Mv 25', AL N, Sv 16, Mor XX, Weapon +4/2d6, if in contact with 4+ enemies, can attack all with single sweep attack, immune to size S weapons, Construct Immunities
- 14—Beetles, Large, acid** (x3), AC 17, HD 3d8 (hp 21, 16,15} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20', +3/4d8, armor and shield must save.
- 15—Stone Statue** (1), AC 15, HD 4d6 (20 hp), Sz M, Mv20', AL C, Sv 16, Mor XX, Fist x2 +4/1d8, or Lava Blob 60', +4/3d8, half damage from all weapons except picks, warhammers, hammers, Construct Immunities
- 16—Minor Evil Spirits** (x12) AC 13, HD 1d6, (Hp 3 each), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 12, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.
- 17—Ghoul** (x2)AC 13, HD 2d12, (Hp 7, 12), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 18—Skeleton Warrior** (1), AC 14, HD 3d12 (hp 25), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19— Demonic Warrior** (1), AC 19, HD 3d12+3 (hp 24), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water
- 20—Wereserpent** (1), AC 14, HD 4d6 (hp 15), Sz M, Mv 20, AL C, Sv 16, Mor17, Bite +4/1d6+poison, lycanthropy, silver, affected by Sacred water and wolfsbane
- 21—Human Bandits J-1** (x12) AC 14, HD 1d6 (hp 4 each), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6 Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower
- 22—Cave Pumas** (x3), AC 13, HD 3d6 (hp 6,25,9) Sz M, Mv 35, AL N, Sv 17, Mor 11, c/c/b +3 1d6 each,
- 23—Spiders, small (x10)** AC 12, HD 1d4, (Hp 2 each), Sz S, Mv 30', AL N, Sv 20, Mor 12, Bite: +0, 1d4 plus pois (paralytic for 1d6 days)
- 24—Ant, warrior** (x4) AC 16, HD 2d6 (hp 8,7,3, 6), Sz M, Mv 45, AL N, Sv18, Mor 11, Bite +2, 1d6
- 25—Goblin Sneaks, J-2** (x6) AC 12, HD 2d4 (hp 8,8,7,9,12,7 ), SZ S, Mv 25, AL C, Sv 18, Mor 4 Dagger+0/1d4; Skills (1d6): Tracking, Hide in Sh, Move Silently, Pick Pock., Abject Flight, Searcher, Cache, +1 to hit surprise
- 26—Rust Monster** (1), AC 19, HD 5d6 (hp 18), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**27—Troll** (1), AC 15, HD 6d8 (hp 21), Sz L, Mv 30, AL C, Sv 14, Mor 15, c/c/b +6/1d6 each, regeneration 3hp, Knockdown, Rampage, fire stops regeneration.

**28—Big Skunk** (x4) AC 13, HD 3d6 (hp 10,7,9,10), Sz M, Mv 25', AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray

**29—Toad, Large** (1), AC 12, HD4d8 (hp 15), Sz L, Mv 30', AL N, Sv16, Mor 11, Bite +4/1d8, Tongue Grab

**30—Scorpion, Large** (1), AC 17, HD 4d8 (hp 13), Sz L, Mv 30, AL N, Sv 16, Mor 13, c/c/s +4, 1d6 pois sting

**31—Orc Brigands** F-2(x4) AC 13, HD 2d6+2 (9,13,4,5), Sz M, Mv 30, AL C, Sv 18, Mor10, Short sword +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw, Fast Weapon Fighter

**32—Tentabug** (1), AC 16, HD 3d8 (hp 19), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**33—Beetle, Acid, Large**, AC 17, HD 3d8(9hp), Sz L, Mv50'. Fly 50', AL N, Sv 17, Mor12, Bite +3/1d8; Acid Spit 20', 4d8 damage and save for armor and shield.

**34—Hornets, medium** (x3) AC 13, HD 3d6 (hp 15,11,8), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**35—Kobold Pyros**, J-2 (x6)AC 14, HD 2d4 (hp 3,4,3,4,5,6), SZ S, Mv 25, AL C, Sv 18, Mor 7, Oil +0/1d6/1d6 Torch+0/1d4; Skills (1d6): Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Swapper, Search, Camp Master

**36—Spider, large** (1), AC 14, HD 4d8 (hp 21), Sz L, Mv 20, AL N, Sv 16, Mor 12, Bite +4/1d8+poison (para)

**37—Hag** (1), AC 13, HD 3d6 (hp10), Sz M, Mv 30, AL C, Sv 17, Mor 10, Dagger +3/1d4, Death Glance 3/day (1 target, 60' save or die), All save of -1 to roll from fear, Spells: Air Shield, Disguise, Inv. Chuggins, Fear, Invisibility x2

**38—Black Dragon, medium** (1), AC 17, HD 5d6 (hp 19), Sz M, Mv 30. Fly 60, AL C, Sv 15, Mor 13, Claw x2, +5/1d4 each, Bite +5/2d6; Breath 30x80, Acid, 19 damage, save for half, Rampage

**39—Skeleton Warrior** (1), AC 14, HD 3d12 (hp 16), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**40—Fire Elemental, small**, (1) AC 18, HD4d12 (22hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41—Tentabug** (1), AC 16, HD 3d8 (hp 15), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**42—Cockatrice** (1), AC 14, HD 5d4 (hp13), Sz S, Mv 20, Fly 45, AL N, Sv 15, Mor10, Peck +5/1d4+petrify

**43—Big Weasel** (x3) AC 14, HD 3d6, (Hp14, 11, 9), SZ M, Mv35, AL N, Sv17, Mor 12, Bite +3/2d4, 2d4 blood drain

**44—Medusa** (1), AC 12, HD 4d6 (16hp), Sz M, Mov 30, AL C, Sv 16, Mor 12, Bite +4/poison, Gaze: Petrify

**45—Ant, warrior** (x4) AC 16, HD 2d6 (hp11,6,7,9), Sz M, Mv 45, AL N, Sv18, Mor 12, Bite +2, 1d6

**46—Porcusquid** (1) AC 16, HD 6d8 (hp34), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60' 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47—Chaos Monkeys**, (x5), AC 12, HD 2d4 (hp6,6,5,4,2), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**48—Stirges** (x5), AC 12, HD 2d4 (hp 3,3,6,7,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**49—Ape, medium** (x2), AC 13, HD3d6 (11, 14hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Fistx2 +3/1d6, Bite +3/2d6 if both fists hit.

**50—Werewolf** (1), AC 15, HD 4d6 (hp 15), Sz M, Mv30, AL C, Sv 16, Mor 15, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**51—Hornet, small** (x4) AC 13, HD 2d4(hp 5,4,3,4), Sz S, Mv 10'Fly 50, AL N, Sv18, Mor7,Sting+2/1d6, poison +4.

**52—Silver Elf Archers** F-2(x5), AC 13, HD 2d6+2, (hp 10,10,11,9,14) Sz M, Mv 30, AL C, Sv 18, Mor 13, Long Bow: +1/1d6; Sword +1/1d6, Split-Fire, Aim, Over Watch, Quick Draw, Observer, +2 vs Enchantment

**53—Wererat** (x3) AC13, HD3d6(hp8,11,9), SZ M, Mv30;, AL C, Sv 17, Mor 11, Bite+3/1d6, lycan. Silver, wolfsbane

**54—Old Ones Spearmen** F2(x4), AC 15, HD 2d6+2 (hp 6, 14, 9,9) Sz M, Mv 30, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Move Silently, +2 vs Magic,

**55—Morlock** (x4) AC 13, HD 2d6 (8,5,7,4hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Crimson Dwarf Infantry** F3 (x4), AC 17, HD 3d6+3, (hp 15, 14, 15, 11) Sz M, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poi

**57—Human Berserkers** F2, (x5), AC 12, HD 2d6+2 (Hp 5,14,6,11,9), Sz M, Mv 30', AL N, Mor XX, Axe : +1/1d6+2; Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**58—Ochre Jelly** (1), AC 12, HD 5d8 (hp 25), Sz L, Mv 5'. AL N, Mor XX, Acid Touch +5/2d6, dissovles armor and shield it hits, immune to weapons, cut into smaller jellies.

**59—Tunnel Bear** (x3), AC 13, HD3d6 (11, 16, 11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Paws x2 +3/1d6, Hug +3/2d6 if both paws hit.

**60—Red Goo** (1) AC 15, HD 5d8 (hp 28), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

**61—Troglodytes** (x3) AC 15, HD 2d6 (6,6,9,hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**62—Stirges** (x4), AC 12, HD 2d4 (hp 4,2,6,7) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 11, Stab +2/1d3, 1d4 drain

**63—Goblin Skirmishers**, F1 (x9) AC 13, HD1d4+1 (5,3,3,3,4,4,3,3,2), Sz S, AL C, Sv19, Mor 6, club +1/1d4, Darts +1/1d4 (quiver of 12) Training: Skirmisher, Split-Fire, Quick Draw, +1 surprise attack

**64—Gelatinous Cube** (1) AC 12, HD 4d8 (hp 16), Sz L, Mv 15, AL N, Sv 16, Mor XX, Touch +4/2d4+paralysis, swallows paralyzed victims, 2d4 acid each round, immune to most spells except fire or flying rocks.

**65—Lizard, large** (1), AC 15, HD 4d8 (23hp), Sz L, Mv 35, AL N, Sv 16, Mor 10, Bite +4/1d8/disease

**66—Snake Men** F/MU-2 (x4), AC 10, HD 2d6+2 (hp 8, 10, 10, 5), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 11, Spear +1/1d8, Bite +1/1d4+poison, Spear-Fighting, Reach for It, Stand and Fight, Sweep Low, Track by Scent,, Spells: Air Shield, Stone Missile.

**67—Big Rat** (x12) AC 12, HD 1d4, (Hp 2 each), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0/1d4 5% disease.

**68—Turtor Smashers**, F3 (x2), AC 16, HD 3d8+3 (hp 13, 12), Sz L, Mv 20, AL N, Sv 17, Mor 13, Maul +2/2d4+1, Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, +2 save vs damage, -4 save vs enchantments by Chaotic casters.

**69—Kobold Bushwhackers**, J-1; (x10) AC 12, HD 1d4 (hp 3 each), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Swapper, Searcher,

**70—Wereboar** (1), Ac 16, HD 4d8 (hp 11), Sz L, Mv 30, AL C, Sv 16, Mor 15, Tusks +4/2d6, Knockdown, Charge x2, Lycanthropy, Silver, aff by Sacred Water and Wolfsbane.

**71—Fly, small** (x20) AC 12, HD 1d4 (hp 2 each), Sz S, Mv 10'Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**72—Hobgoblin Spearmen** F2(x4), AC 17, HD 2d6+2 (hp 7, 13, 8,10) Sz M, Mv 25, AL C, Sv 18, Mor 13, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Orc Brigands** F-1(x8) AC 13, HD1d6+1 (7,7,7,3, 7,5,5,4), Sz M, Mv 30, AL C, Sv 19, Mor9 , Axe +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**74—Tentabug** (1), AC 16, HD 3d8 (hp 15), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, 1 hour

**75—Lizards, medium** (x3), AC 14, HD 3d6 (hp 16,3,17), Sz M, Mv30, AL N, Sv 17, Mor 10, Bite +3/1d6, disease

**76—Refractacat** (x1), AC 16, HD 6d8, (hp 36), Sz L, Mv 50, AL C, Sv 14, Mor 13, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missiles need nat 20.

**77—Gnoll Bandits**, J-1 (x11) AC 15, HD1d8 (4 each), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/2d4, Skills (1d6) Militia Trained, Stab and Run, Cache, Buster, Hear Noise

**78-- Werewolf** (1), AC 15, HD 4d6 (hp 17), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Orc Raiders**, J-1 (x10) AC 15, HD1d6 (3 each), Sz M, Mv 25, AL C, Sv 19, Mor 10, Spear +0/1d6, Skills (1d6) Militia Trained, Stab and Run, Cache, Buster, Hear Noise Searcher

**80—Gargoyle** (1), AC 15, HD 4d6, (hp 12) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 12, claws(4), 1d4, Stealth,Invuln.

**81—Goblin Bushwhackers**, J-1 (x11) AC 12, HD 1d4 (hp 2 each), SZ S, Mv 25, AL C, Sv 19, Mor 7, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Tracking, +1 surprise attack,

**82—Goblin Crossbowmen** F1 (x12), AC 12, HD 1d4+1 (4 each), Sz S, Mv 25, AL C, Sc 19, Mor 10, Lt Xbow: +1/1d8, hatchet +1/1d4, Trainings: Split-Fire, Aim, Over Watch

**83—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp 12,7,9), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, K.F.

**84—Half-Orc Assassins** J-3 (x3), AC 13, HD 3d6 (hp 10,4,9), Sz M, Mv 30, AL C, Sv 17, Mor 8, Dagger +0/1d4; Skills (1d6) Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3

**85—Ogre Berserker** F-3 (x3) AC12, HD3d8+3(hp17,14,11), Sz L, Mv30, AL C, Sv17, Mor 13, Great Axe +2/1d8+3  
Trainings: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**86—Demonic Warrior** (1), AC 19, HD 3d12+3 (hp 22), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water

**87—Orc Brigands** F-1(x5) AC 13, HD2d6+2 (13,8,14,11,7), Sz M, Mv 30, AL C, Sv18, Mor11 , short sword +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw, Fast Weapon Fighter

**88—Medium Weevils** (x2), AC 14, HD 3d6 (hp 13, 7), Sz M, Mv 15, AL N, Sv 17, Mor 10, Bite +3/1d4, Ration Gobble, on a natural 18+ weevil has bitten into pack and gobbled all rations

**89—Ogre Smasher** F-3 (x3) AC14, HD3d8+3(hp18, 15,13), Sz L, Mv30, AL C, Sv17, Mor 13, Maul +2/2d4+1 Trainings: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Buster, Flurry of Blows

**90—Crocodiles** (x3), AC 15, HD 3d8 (hp 15,20,8), Sz L, Mv 15, Swim 30, AL N, Sv 17, Mor 11, Bite +3/1d12

**91—Dwarf Conservators** CN/J-2 (x4), AC 15, HD 2d6 (hp 7,4,12,6), Sz M, Mv 20, AL L, Sv 16, Mor 12, Warhammer +0/1d6; Sling +0/1d6, Stonework, Open Locks, Trap work, Secret Door Expert, Hearn Noise, Stab and Run, Sling Stun, +2 vs Magic and Poison. Spells: Stun Blasphemer, Detect Chaos, Heal Wounded.

**92—Human Seekers**, CM-3 (x3), AC 17, HD 2d6 (hp 10,10,13), Sz M, Mv 25, AL L, Sv 15, Mor 5, Mace +0/1d6, Training: Crack the Shell, Spells: Heal Wounded, Detect Chaos, Light, Divine Circle

**93—Human Billmen**, F2 (x5), AC 16, HD 2d6+2 (hp 9, 9, 12, 13, 7), Sz M, Mv 25, AL L, Sv 18, Mor 13, Bill +1/1d8, Trainings Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low

**94—Human Spellwords**, F/Mu-3 (x2), AC 14 HD 3d6+3 (hp14,19), Sz M, Mv 30, AL L, Sv 17, Mor 11, Sword +2/1d6+1, Longgbow +2/1d6+1, Trainings: Unarmored Combat x4, Tactical Reposition, Quick Draw, Spells: #1: Shocking Grip, Flames, Invisibility; #2 Sleep, Air Shield, Dirt Pile

**95—Gnome Hermit**, Cs-6 (1), AC 10, HD 6d4 (hp 20), Sz S, Mv 25, Al L, Sv 10, Mor 13, baton +1/1d4, Stonework, Spells: Heal Wounded x2, Divine Circle, Bless Food, Hold Person, Augury, Sanctuary x2, Stand the Fallen, Cure Disease, Dispel Magic

**96—Halfling Scavengers**, J-1 (x10), AC 10, HD 1d4 (2 each), Sz S. Mv 25, AL N, Sv 19, Mor 6, club +0/1d4, Skills: Searcher, Cache, Hear Noise, Abject Flight, Buster, Move Silently, Hide in Forest

**97—Elf, Mysterious Stranger**, MU/J-4 (1), AC 10, HD 4d6 (hp 14), Sz M, Mv 30, AL N, Sv 16, Mor 11, Staff +1/1d6, Skills: Observer, Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Walking Stick, Spells: Air shield, Sleep, Stone Missile, Circle of Protection, Charm Person, Summon Spirits

**98—Human Spearmen** (x10) F1 , AC 16, HD 1d6+1 (hp 5 each) SZ M, Mv 25, Al L, Sv 19, Mor 12, Spear: +1/1d6, Training: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice,

**99—Dwarf Clerics**, CM-2 (x4) AC 17, HD 2d6 (11,8, 57) Sz M, Mv20, AL L, Sv 16, Mor 13, Mace +0/1d6 Spells: Detect Chaos, Heal Wounded, Stun Blasphemer

**00—Soldier of the Heavenly Host** (1), AC 17, HD 3d12+3 (hp 22), Sz M, Mv 30, AL L, Sv 15, Mor XX, Bastard Sword +3/1d8+2, 25% spell resistance, Rampage, Mighty Blow, Affected by unholy Water

## LEVEL 2 DUNGEON TREASURE

A level 2 hoard will have 1d8x100gp (average 450gp) in value, and a level 2 incidental will have 1d8x10gp in value, an average of 45gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

### Treasures 01-20 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Jar	No	No	8 doses of Owlbear Punch	80
02	Jar	No	Tiny spider	80gp	80
03	L sack	No	No	7 doses of comfrey root	70
04	Garbage	No	Disease	500sp	50
05	Rack	No	No	Horse Bow	30
06	Jar	No	Acid	70gp	70
07	Sack	No	Tiny scorpion	60gp	60
08	Ground	No	No	5000cp	50
09	Cask	Stuck	No	10 gallons of average wine	24
10	Rack	No	No	2 bastard swords	30
11	Amphora	Sealed	Poison	70gp	70
12	Jar	Sealed	No	65gp	65
13	Jar	Sealed	Darts	3 Unholy Symbols	75
14	Jar	No	No	600sp	60
15	L sack	No	No	50gp	50
16	Crate	Nailed	No	3 sets of Gentry Shirts, Trousers	60
17	L sack	Tied	No	650sp	65
18	Ground	No	No	3-holed silver candlestick	30
19	Ground	No	No	3000cp	30
20	Cask	Stuck	No	3 doses of Orc liquor	30

### Treasures 21-40 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	850sp	85
22	L sack	Tied	No	3 vials of sacred water	75
23	Sack	No	Tiny snake	50gp	50
24	Garbage	No	Tiny spider	Fancy scabbard, knight's belt, arming sword	30
25	Garbage	No	Disease	1000cp	10
26	Doub Amph	Sealed	No	8 doses of Forest Wine	80
27	Sack	No	No	80gp	80
28	Garbage	No	No	350' of chain (70 items!)	70
29	Garbage	No	Disease	600sp	60
30	Cask	No	No	10 gallons of average mead	40
31	Jar	Sealed	No	80gp	80
32	Jar	No	Darts	6 pints of Hercu-beer (danger!)	60
33	L Sack	No	No	700sp	70
34	Sack	No	No	3 silver necklaces	60
35	Garbage	No	No	2000cp	20
36	Amphora	no	No	2 pots of healing salve	50
37	Jar	No	No	50gp	50
38	L sack	No	Tiny centipede	2 pots of healing salve	50
39	Garbage	No	Disease	3000cp	30
40	Garbage	No	No	2 silver rings	20



**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	L sack	No	Tiny centipede	700sp	70
42	Ground	No	No	2 sets of blacksmith tools and 1 anvil	60
43	Ground	No	No	6000cp	60
44	Ground	No	Tiny spider	4000cp	60
45	Cask	Stuck	No	10 gallons of average mead	40
46	Doub Amph	Sealed	No	15 pounds of ginger	30
47	Amphora	No	No	350sp	35
48	Crate	Nailed	No	40 yards of cotton cloth	20
49	Sack	No	No	10gp	10
50	Cask	Stuck	No	9.5 gallons of good ale	10
51	Amphora	No	Needle	70gp	70
52	Jar	no	Tiny snake	3 packets of sleep sand	75
53	Crate	Nailed	No	600sp	60
54	Garbage	No	Disease	6000cp	60
55	Cask	Stuck	No	20 pints of military oil	40
56	Amphora	Sealed	No	8 doses of owlbear punch	80
57	Amphora	No	No	70gp	70
58	Crate	Nailed	No	1 horse's caparison	20
59	Ground	No	No	20gp	20
60	Ground	No	No	1 wheelbarrow	10

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Sarcophagus (c5)	Yes	No	Gold ring, silver war hammer, plate armor, sturdy shield	700
62	Strong Box (c4)	Yes	No	500gp	500
63	Bookcase	No	Stone	Black Lotus, Crystal of True Thought	300
64	L Sack	No	No	200gp	200
65	L sack	No	Tiny snake	2 healing salve, 5 comfrey root	100
66	Iron Chest (c6)	Yes	No	7000sp	700
67	Coffer (c4)	Yes	No	1 ruby ring, 1 gold ring	600
68	Doub Amph	No	No	600gp	600
69	Doub Amph	Sealed	No	2 black lotus	500
70	Pile	No	No	30,000 cp	300
71	Secret	No	No	Emerald ring	800
72	Secret	No	No	600gp	600
73	Iron Bnd Chest (c3)	Yes	No	4x 25-pound silver. 4x25-pound copper bars.	600
74	Wood Chest (c2)	Stuck	Darts	4000sp	400
75	Wood Chest (c2)	Stuck	Blade	2 cling fire, 2 devil grease, 2 inst. fire	200
76	Sarcophagus (c5)	Stuck	Needle	800gp; +1 <i>Heavy Crossbow—magic loader</i>	800
77	Wood Chest (c2)	Yes	No	Light Mail	700
78	Wood Chest (c2)	Stuck	No	4000sp	400
79	L sack	No	No	400gpg	400
80	Rack	No	No	4 heavy crossbows	100

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Iron Chest (c6)	Yes	No	800gp	800
82	Stone Chest(c5)	Yes	No	800gp	800
83	Wood Chest (c2)	Stuck	No	Scroll making supplies 6xlv1-1 MU	600
84	Barrel	Stuck	No	5000sp	500
85	Secret	Yes	No	Plate Armor; <i>Tome of Curses</i>	300
86	Stone Chest (c5)	Yes	No	7000sp	700
87	Wood Chest (c2)	Yes	No	6000sp	600
88	Coffer (c4)	Yes	Needle	4 gold rings	400
89	Bookcase	No	No	1 black lotus	250
90	Cask	Stuck	No	5 gallons of superior wine	250
91	Secret	No	No	800gp; <i>Potions of Protection from Normal Missiles, Mighty Flash Powder, and Heroism</i>	800
92	Wood Chest (c2)	Yes	No	4000sp	400
93	Bookcase	No	No	Rare Book: Feramond's Travels	300
94	Bookcase	No	Book worm	Scroll-making supplies 1xlv1-1 CL	200
95	Pile	No	No	20,000 cp	200
96	Secret	No	No	M-P arrows x20, MP-spear	600
97	Coffer (c4)	Yes	Darts	500gp	500
98	Coffer (c4)	Yes	Pit	400gp	400
99	Pile	No	No	40,000cp	400
00	Garbage	No	No	Stink leather and sturdy shield	200

# LEVEL-3 DUNGEON MONSTERS

A level-3 dungeon is one where the encounters are set at 4d6 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 7 per creature if it is a solitary monster or 4d8 per creature if it is in a group. This should be suitable for 4-5 level 3 PC's. For completing an adventure session in a level-2 dungeon, each PC should be awarded 500xp in addition to XP equaling his share of treasure taken.

- 1—Small Earth Elemental** (1), AC 18, HD 4d12 (hp 30), Sz S, Mv 25, AL N, Sv 16, Mor XX, Smash +4/2d6 1 extra d6 to targets touching Earth, Invulnerable, affected by Sacred Water.
- 2—Iron Statue** (1), AC 15, HD 5d6 (Hp 25), Sz M, Mv10', AL N, Sv 15, Mor XX, Fist(2), +5/1d10 each, if both fists hit, target is automatically knocked prone and takes 1d10 extra damage, Immune to bows, slings, hurled weapons (but not crossbows), half damage from all swords, axes and knives. Construct immunities
- 3—Bronze Statues** (x3), AC 15, HD 4d6 (20hp each), Sz M, Mv 25, AL N, Sv 16, Mor XX, Weapon +4/2d6, Construct Immunities, Immune to Small weapons, Sweep (can attack all if in contact with 4 or more)
- 4—Berserker of Valhalla** (x4), AC 15, HD 3d12+3 (Hp 16, 31, 31, 28), Sz M, Mv 30, AL N, Sv 17, Mor XX, Sword +3/1d6+2 (=2 more for rage), Rampage, Berserk Rage, 25% spell resistance.2
- 5—Corybantis** (1), AC 16, HD 4d12+4 (hp 34), Sz M, Mv 30, AL N, Sv 16, Mor 14, Sword: +4/1d6+2, Invulnerable, 25% spell resistance, Rampage.
- 6—Hell Hound** (1), AC 16, HD 5d12, (hp 32), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7—Centipedes, Large** (x4), AC 10, HD 3d8 (hp11,14,7,9), Sz L, Mv 40, AL N, Sv 17, Mor 12, Bite: +3/1d8 plus poison (+2 save).
- 8—Gargoyle** (x4), AC 15, HD 4d6, (hp 11,10,14,17) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 14, claws(4), 1d4, Stealth,Invuln.
- 9— Skeleton** (x8) AC 11, HD 1d12, (Hp 7 each), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn+1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.
- 10—Wraith** (1), AC 17, HD 4d12 (hp 28), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 14, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11— Zombie** (x5)AC 10, HD 2d12, (Hp13, 9,10,19,17), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immunity
- 12—Wight** (x3), AC 15, HD 3d12 (hp30, 29, 24), Sz M, Mv 20, AL C, Sv 17, Mor 11, Claw +3/drain 1 level, Silver, affected by holy water, undead immunities.
- 13— Ghoul** (x4) AC 13, HD 2d12, (Hp 7,6,8,5), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.
- 14—Beetles, Large, acid** (x3), AC 17, HD 3d8 (hp 22,14, 15} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20', +3/4d8, armor and shield must save.
- 15—Stone Statue** (x3), AC 15, HD 4d6 (20 hp each), Sz M, Mv20', AL C, Sv 16, Mor XX, Fist x2 +4/1d8, or Lava Blob 60', +4/3d8, half damage from all weapons except picks, warhammers, hammers, Construct Immunities
- 16— Red Goo** (1) AC 15, HD 5d8 (hp 21), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.
- 17— Minor Evil Spirits** (x14) AC 13, HD 1d6, (Hp 4 each) SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 12, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.
- 18—Skeleton Warrior** (x4), AC 14, HD 3d12 (hp 25, 22,23,29), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19— Small Air Elemental** (1), AC 18, HD 4d12 (hp 30), Sz S, Mv 60, AL N, Sv 16, Mor XX, Blast +4/2d6, +1d6 vs flying; whirlwind 8' wide x 16' high, sweeps away all HD 2 or less with it. Invulnerable, affected by Sacred Water.
- 20—Spiny Jerk Demons** (x5) HD 2d12 (hp 17,9,16,16,7), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2<sup>nd</sup> target, +2/1d4, 30'; 25% spell resistance, Invulnerable, Aff by Holy Water.
- 21—Great Blood Imps** (x18), AC 14, HD 1d6 (3 each), Sz M, Mv 30, AL C, Sv 19, Mor 13, Bite +1/1d6, Immune to Blunt weapons, 2x damage from piercing, can grow or split when drink blood.
- 22—Cave Pumas** (x4), AC 13, HD 3d6 (hp 6,25,9, 11) Sz M, Mv 35, AL N, Sv 17, Mor 14, c/c/b +3 1d6 each,
- 23—Crab People** (x3), AC 20, HD 4d6 (hp 8,10,13), Sz M, Mv 25, AL N, Sv 16, Mor 14, Claw x2 +4/1d8
- 24—Ant, warrior** (x8) AC 16, HD 2d6 (hp 8,7,3, 6, 7,6,10,8), Sz M, Mv 45, AL N, Sv18, Mor 8, Bite +2, 1d6
- 25—Orc Raiders J-1** (x16), AC 14, HD 1d6 (hp 4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Axe +0/1d6, Darts +0/1d4, Militia Trained, Stab and Run, Cache, Buster, Hear Noise

**26—Hobgoblin Crossbowmen** F-2, (x8), AC 14, HD 2d6+2 (hp7,10,7,8,9,10,6,11), Sz M, Mv 25, AL C, Sv 18, Mor13, Hvy Xbow, +1/2d4--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**27—Rust Monster** (1), AC 19, HD 5d6 (hp 18), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**28—Big Skunk** (x6) AC 13, HD 3d6 (hp 10,7,9,10, 10,9), Sz M, Mv 25', AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray

**29—Hobgoblin Spearmen** F2(x7), AC 17, HD 2d6+2 (hp 6, 8,10,6,10,13, 7,) Sz M, Mv 25, AL C, Sv 18, Mor 15, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**30—Scorpion, Large** (x4), AC 17, HD 4d8 (hp 13, 21,14,17), Sz L, Mv 30, AL N, Sv 16, Mor 13, c/c/s +4, 1d6 pois sting

**31—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp11,9,16), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk+3/2d4, Berserk, K.F.

**32—Tentabug** (x5), AC 16, HD 3d8 (hp 19,12,16,9,19), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**33—Hobgoblin Sorcerer-Swordsman** (1), F/MU-6: AC 15, HD 6d6+6 (hp 32), Sz M, Mv 30, AL C, Sv 14, Mor 13, Sword +3/1d6+2, Training Unarmored Comb x5, Tactical Reposition, Rampage, Quick Draw; Hear Noise, Spells: Air Shield, Sleep, Detect Magic, Read Magic, Invisibility, Charm Person, Earth Shift, Lighting Bolt.

**34—Hornets, medium** (x4) AC 13, HD 3d6 (hp 15,11,8, 9), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**35—Wereseperpent** (x3), AC 14, HD 4d6 (hp 15,14,13), Sz M, Mv 20, AL C, Sv 16, Mor17, Bite +4/1d6+poison, lycanthropy, silver, affected by Sacred water and wolfsbane

**36—Spider, large** (1), AC 14, HD 4d8 (hp 21), Sz L, Mv 20, AL N, Sv 16, Mor 12, Bite +4/1d8+poison (para)

**37—Ogre Smashers** F3 (x3), AC 15, HD 3d8+3 (hp 13,16,14), Sz L, Mv 25, AL C, Sv 17, Mor 15. Great Ax: +3/1d8+1, Train: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows

**38—Red Dragon, young** (1), AC 17, HD 6d6 (hp 22), Sz M, Mv 30. Fly 60, AL C, Sv 14, Mor 13, Claw x2, +5/1d4 each, Bite +5/2d6; Breath 30x80, Fire, 22 damage, save for half, Rampage

**39—Bugbear Billmen**, F-3 (x4), AC 13, HD 3d8+3 (hp 14,15,15,11), Sz L, Mv 35, AL C, Sv 17, Mor 13, halberd +2/1d8+1, Train: Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low, Move Silently

**40—Fire Elemental, small**, (1) AC 18, HD4d12 (24hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41—Hoborg Assassins** J-3 (x4) AC 13, HD 3d6 (12,10,10,8), Sz M, Mv 30, AL C, Sv 17, Mor 12, Dagger +0/1d4, Skills (1d6): Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes,

**42—Cockatrice** (1), AC 14, HD 5d4 (hp16), Sz S, Mv 20, Fly 45, AL N, Sv 15, Mor12, Peck +5/1d4+petrify

**43—Medusa** (1), AC 12, HD 4d6 (17hp), Sz M, Mov 30, AL C, Sv 16, Mor 11, Bite +4/poison, Gaze: Petrify

**44—Rust Monster** (1), AC 19, HD 5d6 (hp 18), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**45—Bugbear Scavengers** J-3 (x5), AC 12, HD 3d8 (hp 13,7,13,13,18), Sz L, Mv 35, AL C, Sv 17, Mor 7, Club +0/1d6, Skills: Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Move Silently

**46—Porcusquid (1)** AC 16, HD 6d8 (hp40), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60' 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47—Crabs, large** (x3), AC 18, HD 4d8 (hp23, 21, 16), Sz L, Mv 20, AL N, Sv 16, Mor 13, Claw x2 +4/1d8

**48—Stirges** (x7), AC 12, HD 2d4 (hp 3,3,6,7,5, 6,9) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**49—Kobold Muggers** J-4 (x2), AC 12, HD 4d4 (hp 10,7), Sz S, Mv 25, AL C, Sv 16, Mor 8, Blackjack +1/1d4 Skills: Move Silently, Hide in Shadows, Pick Pockets, Blackjack, Abject Flight, Searcher, Cache, Distracting Banter, Disguise, Swapper, Searcher

**50—Werewolf** (x3), AC 15, HD 4d6 (hp 15,11,16,1r), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**51—Flying Skulls** (x20), AC 15, HD 1d6 (3 each), Sz S, Fly 35, AL 35, Sv 20, Mor XX, Bite +0/1d4; Disheartening cackle, Undead Immunities, half damage from arrows and bolts

**52—Silver Elf Archers** F-2(x5), AC 13, HD 2d6+2, (hp 10,10,11,9,14) Sz M, Mv 30, AL C, Sv 18, Mor 12, Long Bow: +1/1d6; Sword +1/1d6, Split-Fire, Aim, Over Watch, Quick Draw, Observer, +2 vs Enchantment

**53—Orc Warpriests** F/CL-3 (x3), AC 17, HD 3d6+3 (hp11,14,7) Sz M, Mv 25, AL C, Sv 15, Mor 12, Spear +2/1d6+1 Trainings; Spear-Fighting, Shield Sacrifice, Reach for It, Tactical Reposition, Stand and Fight, Spells: Detect Law, Stun Blasphemer, Darkness, Heal Wounded

**54—Old Ones Spearmen** F2(x4), AC 15, HD 2d6+2 (hp 5, 13, 10,10) Sz M, Mv 30, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Move Silently, +2 vs Magic,

**55—Orc Skirmishers**, F2 (x10), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**56—Crimson Dwarf Infantry** F3 (x4), AC 17, HD 3d6+3, (hp 13, 16, 13, 13) Sz M, Mv 20, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poi

**57—Gnoll Berserker**, F-6 (1), AC 13, HD 6d8+6 (hp 30), Sz L, Mv 30, AL C, Sv 14, Mor 18, Great Ax +3/1d8+2, Trainings: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast, Mighty War Cry

**58—Ochre Jelly** (1), AC 12, HD 5d8 (hp 25), Sz L, Mv 5'. AL N, Mor XX, Acid Touch +5/2d6, dissovles armor and shield it hits, immune to weapons, cut into smaller jellies.

**59—Snake Men Archers** F-3, (x3), AC 14, HD 3d6+3 (hp 16,15,15), Sz M, Mv20, AL C, Sv 17, Mor 13, Composite Bow +2/1d6+1, Poison Bite +2/1d4+poison, Training: Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows

**60—Red Goo** (1) AC 15, HD 5d8 (hp 22), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

**61— Skeleton Warrior** (x3), AC 14, HD 3d12 (hp 25, 22, 15), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**62—Stirges** (x7), AC 12, HD 2d4 (hp 4,2,6,7,5,8,7) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**63—War Dogs** (x4), AC 13, HD 2d6 (hp 10,7,7,5), Sz M, Mv 40, AL N, Sv 18, Mor 14, Bite +2/1d6 Track by Scent

**64—Gelatinous Cube** (1) AC 12, HD 4d8 (hp 19), Sz L, Mv 15, AL N, Sv 16, Mor XX, Touch +4/2d4+paralysis, swallows paralyzed victims, 2d4 acid each round, immune to most spells except fire or flying rocks.

**65—Orc Billmen** F1 (x15), AC 13, HD 1d6+1 (4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Bill +1/1d8, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**66—Snake Men Spear Sorcerers** F/MU-2 (x4), AC 10, HD 2d6+2 (hp 8, 13, 7, 6), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, Spear +1/1d8, Bite +1/1d4+poison, Spear-Fighting, Reach for It, Stand and Fight, Sweep Low, Track by Scent,, Spells: Air Shield, Stone Missile.

**67— Hobgoblin Spearmen** F2(x8), AC 17, HD 2d6+2 (hp 7, 6,9,5,12,13, 8,10) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**68—Turtor Smashers**, F3 (x6), AC 16, HD 3d8+3 (hp 13, 12,20,16,14,23), Sz L, Mv 20, AL N, Sv 17, Mor 14, Maul +2/2d4+1, Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, +2 save vs damage, -4 save vs enchantments by Chaotic casters.

**69—Hobgoblin Grenadiers**, J-3 (x3) AC 15, HD 3d6 (hp 14,6,10), Sz M, Mv 25, AL C, Sv 17, Mor 12, Short sword +0/1d6, Skills: Alchemy-B, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-A, Each has 1 cling fire, 1 blinding powder, 1 tangler, 1 devil grease, 2 instant fire, 6 military oil

**70—Wereboar** (x3), Ac 16, HD 4d8 (hp 8, 12, 15), Sz L, Mv 30, AL C, Sv 16, Mor 15, Tusks +4/2d6, Knockdown, Charge x2, Lycanthropy, Silver, aff by Sacred Water and Wolfsbane.

**71—Monster Wolf** (1), AC 14, HD 6d8 (hp 30), Sz L, Mv 60, AL N, Sv 14, Mor 14, Bite +6/2d6, knockdown, track

**72—Hobgoblin Spearmen** F2(x8), AC 17, HD 2d6+2 (hp 7, 6,9,5,12,13, 8,10) Sz M, Mv 25, AL C, Sv 18, Mor 13, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Ferox** (x6), AC 15, HD 2d8( hp 9,6,5,3,11,12) , Sz L, AL C, Sv 18, Mor 12, Bill +2/1d10

**74— Tentabug** (x3), AC 16, HD 3d8 (hp 18,15,11), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, 1 hour

**75— Lizard, large** (x3), AC 15, HD 4d8 (19,21,22), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**76—Refractacat** (x1), AC 16, HD 6d8, (hp 34), Sz L, Mv 50, AL C, Sv 14, Mor 13, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missiles need nat 20.

**77—Big Weasel** (x5), AC 14, HD 3d6 (hp 12,16,13,7,10), Sz M, Mv 35, AL N,Sv 17, Mor 11, Bite +3/2d4, blood drain

**78-- Werewolf** (1), AC 15, HD 4d6 (hp 19), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Snake, giant** (1), AC 14, HD 5d10 (hp 19), Sz G, Mv 30, AL N, Sv 15, Mor 13, Bite +5/1d10+poison

**80—Gargoyle** (1), AC 15, HD 4d6, (hp 12) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 12, claws(4), 1d4, Stealth,Invuln.

**81—Ants, Warrior, large** (x5), HD 3d8 (hp 18,17,9,11,12) Sz L, Mv 50, AL N, Sv 17, Mor 15, Bite +3/1d10

**82--Half-Orc Assassins** J-3 (x4), AC 13, HD 3d6 (hp 10,4,9,13), Sz M, Mv 30, AL C, Sv 17, Mor 8, Dagger +0/1d4; Skills (1d6) Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3

**83—Ferox** (x7), AC 15, HD 2d8 (9,13,2, 6,8,16,10), Sz L, Mv 35, AL C, Sv 18, Mor 15, Halberd +2/1d10

**84—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp10,10,17), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, K.F.

**85—Big Skunk** (x4), AC 13, HD 3d6 (hp 13, 10,10,9), Sz M, Mv25, AL N, Sv 17, Mor 11, Bite +3/1d6 Spray

**86—Demonic Warrior** (x3), AC 19, HD 3d12+3 (hp 29, 15,14), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water

**87—Garbaggio** (1), AC 17, HD 7d8 (hp 29), Sz L, Mv 20, AL N, Sv 13, Mor 12, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**88—Medium Weevils** (x5), AC 14, HD 3d6 (hp 13, 7,19,12,14), Sz M, Mv 15, AL N, Sv 17, Mor 11, Bite +3/1d4, Ration Gobble, on a natural 18+ weevil has bitten into pack and gobbled all rations

**89—Crab People** (x4), AC 20, HD 4d6 (hp 13, 7,11,12), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**90—Crocodiles** (x4), AC 15, HD 3d8 (hp 15,20,8, 20), Sz L, Mv 15, Swim 30, AL N, Sv 17, Mor 11, Bite +3/1d12

**91—Halfling Rowdies J-1** (x32), AC 10, HD 1d4 (2 each), Sz S, Mv 25, AL L, Sv 19, Mor 8, baton +0/1d4, sling +2/1d4, : Occupation (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Mv Silently, Hide in For.

**92—Halfling Pumpkin Priests, CM-4** (x4) AC 17, HD 4d4 (hp 10,12,10,12), Sz S, Mv 20, AL L, Sv 14, Mor 13, Mace +1/1d6; Spells: Prot. From Chaos, Heal Wounded, Stun Blasphemer, Sanctuary, Neutralize Poison

**93—Gnome Dungeoneers, J-4** (x4), AC 17, HD 4d4 (hp 9,14,11,10), Sz S, Mv 20, AL L, Sv 14, Mor 11, Short Sword +1/1d6, : Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Language, Detect Magic 1/day.

**94—Human Knights, F-4** (x2), AC 18, HD 4d6+4 (hp 11, 24), Sz M, Mv 25, AL L, Sv 16, Mor 13, Arming Sword +2/1d6+1, Spear +2/1d6+1, Training: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It.

**95—High Elf Mystics, MU/CS-4** (x3), AC 10, HD 4d6 (13,16,14), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +1/1d6, Observer Skill, Spells: MU: Sleep, Detect Magic, Read Magic, Stone Missile, Dirt Pile, Invisibility Cleric: Protection from Chaos, Heal Wounded, Light/Darkness, Stun Blasphemer, Augury, Hold Person, Neutralize Poison

**96—Dwarf Crossbowmen, F-2** (x8), AC 15, HD 2d6+2 (hp 9,11,7,10,7,8,9,7), Sz M,, Mv 20, AL L, Sv 18, Mor 13 Heavy Crossbow +1/2d4, Short sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw; Stonework

**97—Half-Elf Fancy Lads J-3** (x4), AC 13, HD 3d6, (hp 12,9,10,11), Sz M, Mv 30, AL L, Sv 17, Mor-11, Short Sword +0/1d6, Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Observer

**98—Half Elf Wiseman of the Wilderness CM/J-5** (1), AC 14, HD 5d6 (hp 21), Sz M, Mv 30, AL N, Sv 13, Mor 13, Staff +1/1d6, Skills: First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Make Poison, Forager, Distracting Banter, Razzle-Dazzle, Spells: Heal Wounded, Speak With Animals, Stun Blasphemer, Divine Circle, Hold Person, Augury

**99—Human Trackers J-3** (x6), Ac 12, HD 3d6 (hp 12,10, 9, 11, 10,8), Sz M, Mv 30, AL L, Sv 17, Mor 11, Short bow +0/1d6, Short Sword 0/1d6, Skills: Hide in the Forest or Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim,

**00—Soldier of the Heavenly Host** (x3), AC 17, HD 3d12+3 (hp 22, 13,18), Sz M, Mv 30, AL L, Sv 15, Mor XX, Bastard Sword +3/1d8+2, 25% spell resistance, Rampage, Mighty Blow, Affected by unholy Water

## LEVEL 3 DUNGEON TREASURE

A level 3 hoard will have 3d6x100gp (average 1050gp) in value, and a level 3 incidental will have 3d6x10gp in value, an average of 105gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

### Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Rack	No	No	Silver-headed spear, Pavis	150
02	Cask	Stuck	No	10 doses of Chaulmoogra oil	100
03	Cask	Stuck	No	10 doses of Owlbear Punch	100
04	Barrel	Stuck	No	38 gallons of good ale	90
05	Garbage	No	Disease	1300sp	130
06	Garbage	No	No	1 gold ring, burglary tools, tool kit	140
07	Garbage	No	No	140gp	140
08	Ground	No	No	8000cp	80
09	Ground	No	No	1200sp	120
10	Sack	No	Tiny spider	White lotus, 5 doses of tamarind	150
11	Sack	No	No	60gp	60
12	L sack	Tied	No	1600sp	160
13	L sack	no	No	1100sp	110
14	Crate (c1)	Nailed	No	6 pounds of pepper corns	72
15	Crate (c1)	Nailed	No	13 lanterns	130
16	Jar	No	No	110gp	110
17	Jar	Sealed	Poison +2	Assassin Smoke x2, Inst. Fire x4	70
18	Amphora	No	No	1 Gold Ring, 4 silver rings	140
19	Amphora	No	No	900sp	90
20	Doub Amph	Sealed	No	1000sp	100

### Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	Sack	No	No	80gp	80
22	Sack	Tied	No	70gp	70
23	L sack	No	No	1600sp	160
24	L sack	No	Tiny snake	1400sp	140
25	Crate(c1)	Nailed	No	11 doses of lupin beans	110
26	Crate (c1)	Nailed	No	12 pounds of salt	70
27	Jar	Sealed	No	140gp	140
28	Jar	No	No	90gp	90
29	Amphora	No	Darts	1200sp	120
30	Amphora	No	No	12 doses of vermifuge	120
31	Doub Amp	No	No	11,000cp	110
32	Ground	No	No	14,000cp	140
33	Ground	No	No	20 silver arrows	100
34	Garbage	No	No	2 healing salve	50
35	Garbage	No	Tiny scorpion	4 grappling hooks	100
36	Garbage	No	No	100gp	100
37	Barrel	Stuck	No	20 gallons of average wine	48
38	Cask	Stuck	No	70 man/days of Iron Rations	150
39	Cask	Stuck	No	5 portions of Forest Wine	50
40	Rack	No	No	6 bastard swords	90

**Treasures 41-60 (Incidentals)**

Number	Container	Lock	Trap	Items	GP value
41	Doub Amph	Sealed	Pit	12,000cp	120
42	Amphora	No	No	100gp	100
43	Amphora	No	No	1600sp	160
44	Jar	No	No	5 doses common blade venom	125
45	Jar	No	No	95gp	95
46	Crate (c1)	Nailed	No	6 25-pound copper ingots	150
47	Crate (c1)	Nailed	No	15 empty crystal vials	150
48	L sack	Tied	No	1100sp	110
49	L sack	No	Tiny spider	Mighty Haggis x4	60
50	Sack	No	No	120gp	120
51	Sack	No	No	4 healing salves	100
52	Ground	No	No	11,000cp	110
53	Ground	No	No	22 25-pound iron ingots	110
54	Garbage	No	Disease	170gp	170
55	Garbage	No	No	Sling, pouch, 14 silver bullets, 8gp	90
56	Garbage	No	No	Slightly battered Great Harp	170
57	Barrel	Stuck	No	10,000cp	100
58	Cask	Stuck	No	8000cp	80
59	Cask	Stuck	No	140 doses of perfume	140
60	Rack	No	No	Silver-headed spear, buckler	130

**Treasures 61-80 (Hoard)**

Number	Container	Lock	Trap	Items	GP value
61	Rack	No	No	3 Sharp Arming Swords, 2 sturdy shields	1400
62	Barrel	Stuck	No	50 gallons of salt	1400
63	Garbage	No	Disease	2 ruby rings	1000
64	Pile	No	No	12,000sp	1200
65	L sack	Tied	No	800gp	800
66	Amphora	No	No	700gp	700
67	Doub Amp	Sealed	Needle	17 doses of Krangor	1300
68	Bookcase	No	No	Metal box with rare book "castle plans of the nations"; <i>Scrolls (MU): stone missile, polymorph other, phantom killer</i>	1100
69	Bookcase	No	Stone	Magic-user scroll supplies. 13 levels	1300
70	Coffer (c4)	Yes	needle	5 gold amulets	1250
71	Wood Chest (c2)	Stuck	No	7500sp	750
72	Wood Chest (c2)	Yes	Blade	1000gp; <i>potions: see in dark, heroism</i>	1000
73	Iron Bnd Chest (c3)	Yes	No	7000sp	700
74	Strong Box (c4)	Yes	No	1000gp	1000
75	Stone Chest (c5)	Yes	Pit	7 cling fire, 7 seer stones	600
76	Stone Trunk (c5)	Stuck	No	12000sp	1200
77	Sarcophagus (c5)	Stuck	No	Red dragon scale armor, rowan shield, and gold ring	700
78	Iron Chest (c6)	Yes	Darts	1500gp	1500
79	Secret	No	No	1600gp	1600
80	Secret	Yes	No	Emerald ring' <i>magic short sword +1</i>	800



**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Secret	No	Pit	1500gp; <i>Talisman of Stun Blasphemer</i> (31 charges)	1500
82	Secret	No	No	6 pots of death sand, 6 white lotus	1200
83	Iron Chest (c6)	Yes	no	10,000sp	1000
84	Sarcophagus (c5)	Yes	Needle	Hvy warbow, shining shield, MP spear	1100
85	Stone Trunk (c5)	Yes	No	9000sp	900
86	Stone Chest (c5)	Stuck	Blade	1000gp	1000
87	Strong Box (c4)	Yes	No	1200gp; <i>scroll—Cl: Encourage</i>	1200
88	Iron Bnd Chest (c3)	Yes	No	10-pound gold bar	1000
89	Wood Chest (c2)	Stuck	No	800gp	800
90	Wood Chest (c2)	Yes	Acid	6000sp; <i>scrolls MU: hold portal, dirt pile</i>	600
91	Coffer (c4)	Yes	No	2 ruby rings, 1 gold ring	1100
92	Bookcase	No	No	Cleric scroll supplies, 6 levels	1200
93	Bookcase	No	No	Metal book box, book: "All about trolls"	600
94	Doub Amph	Sealed	Poison +2	1400gp	1400
95	Amphora	Sealed	No	17 pints of Cling Fire, warning!	1300
96	L sack	Tied	No	1300gp	1300
97	Pile	No	No	8000sp	800
98	Garbage	No	Rot worms	3 25-pound silver bars, 1 brigadine	900
99	Barrel	Stuck	No	24 pots of healing salve	600
00	Rack	No	No	Iron Wood Maces x6; <i>Magic Arming</i> <i>Sword +2</i>	1500

## LEVEL-4 DUNGEON MONSTERS:

A level-4 dungeon is one where the encounters are set at 6d6 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 8 per creature if it is a solitary monster or 5 per creature if it is in a group. This should be suitable for 4-5 level 4 PC's. For completing an adventure session in a level-4 dungeon, each PC should be awarded 1000xp in addition to XP equaling his share of treasure taken.

- 1—Knight of the Damned** (1), AC19, HD 7d12 (hp 51), Sz M, Mv 25, AL C, Sv 13, Mor 13 Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water.
- 2—Iron Statue** (x5), AC 15, HD 5d6 (Hp 25 each), Sz M, Mv10', AL N, Sv 15, Mor XX, Fist(2), +5/1d10 each, if both fists hit, target is automatically knocked prone and takes 1d10 extra damage, Immune to bows, slings, hurled weapons (but not crossbows), half damage from all swords, axes and knives. Construct immunities
- 3—Vampire** (1), AC 19, HD 7d12 (hp 45), Sz M, Mv 30/Fly 40, AL C, Sv 13, Mor 8, Slam +7/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 4—Berserker of Valhalla** (x4), AC 15, HD 3d12+3 (Hp 14, 33, 27, 29), Sz M, Mv 30, AL N, Sv 17, Mor XX, Sword +3/1d6+2 (=2 more for rage), Rampage, Berserk Rage, 25% spell resistance.
- 5—Spectre** (1) AC 18, HD 6d12 (hp 32), Sz M, Mv40, Fly 70, AL C, Sv 14, Mor 13, Ghostly Touch +6/1d8+2 level drain, Invulnerable, Undead Immunity, Aff by Holy Water
- 6—Hell Hound** (x2), AC 16, HD 5d12, (hp 30, 25), Sz M, Mv 30, AL C, Sv 15, Mor 13, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7—Master Ghoul** (1) AC 16, HD 5d12 (hp 29), Sz M, Mv 35, AL C, Sv 15, Mor 12, C/C/B +5/1d6 + paralysis each. Undead Immunities, Aff by Holy Water
- 8—Gargoyle** (x5), AC 15, HD 4d6, (hp 13,7,13,18, 15) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 14, claws(4), 1d4, Stealth ,Invuln.
- 9—Ghouls** (x10) Ac 13, HD 2d12 (hp 13 each), Sz M, Mv 30, AL C, Sv 18, Mor10, C/C/B +2, 1d4 plus paralysis each, undead immunities, aff by Holy Water
- 10—Wraith** (x2), AC 17, HD 4d12 (hp 27, 23), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 14, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11—Mummy** (1) AC 15, HD 5d12, (hp 24), Sz M, Mv 30, AL C, Sv 15, Mor 13, Fist x2, +5/1d8+ mummy rot, Fear Affect, Undead Immunities, Half damage from Weapons and fire, Invulnerable
- 12—Wight** (x5), AC 15, HD 3d12 (hp 28, 27, 23,18), Sz M, Mv 20, AL C, Sv 17, Mor 11, Claw +3/drain 1 level, Silver, affected by holy water, undead immunities.
- 13—Djinni** (1) AC 16, HD 7d8 (hp 40), Sz M, Mv 20/Fly 60, AL N, Sv 13, Mor 11, Slam+7/2d8, Whirlwind, Create Non-magic items.
- 14—Beetles, Large, acid** (x3), AC 17, HD 3d8 (hp 21,15,16} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20', +3/4d8, armor and shield must save.
- 15—Flying Chomper Demon** (x4) AC 15, HD 4d12 (hp 29,27,29,24), Sz M, Mv30, Fly 40, AL C, Sv 16, Mor 13, Bite +4/2d6; 9+ damage, save or bite off limb, Invulnerable, 35% spell resistance, Aff by Holy Water
- 16—Red Goo** (x2) AC 15, HD 5d8 (hp 21, 23), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.
- 17—Hellfire Smasher Demons (x4)** AC 15, HD 4d12 (hp31, 38,14,14), Sz M, Mv 30, AL C, Sv 16, Mor 14, Flail +4/2d6, Knockdown, 1d4 fire damage to all within 5', Invulnerable, 35% SR, Holy Water
- 18—Skeleton Warrior** (x5), AC 14, HD 3d12 (hp 25,19, 22,23,29), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19—Small Air Elementals** (x5) AC 18, HD 4d12 (hp), Sz S, Mv 60, AL N, Sv 16, Mor XX, Blast +4/2d6, 1 extra die vs flying creatures, Invulnerable, Aff by Sacred Water.
- 20—Spiny Jerk Demons** (x5) HD 2d12 (hp 17,11,14,14,9), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2<sup>nd</sup> target, +2/1d4, 30'; 25% spell resistance, Invulnerable, Aff by Holy Water.
- 21—Half-Orc Bushwhackers** J-4 (x6), AC 13, HD 4d6 (hp 15,14,13,12,12,8), Sz M, Mv 30, AL C, Sv 16, Mor 11, Shortbow +1/1d6, shortsword +1/1d6, Skills: Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper,
- 22—Kobold Assassin** J-6 (1), AC 12, HD 6d4 ( hp14), Sz S, Mv25, AL C, Sv 14, Mor 10, Dagger +2/1d4 plus caustic poison 1d6; Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison
- 23—Dragon, Green, Large** (1) AC19, HD 7d8 (hp 39), Sz L, Mv 30, Fly 60, AL C, Sv 13, Mor 15, c/c/b +7 1d6/1d6/3d6, Breath 80x30 (39 save for half, venom), knockdown, rampage, immune to venom
- 24—Ant, warrior** (x8) AC 16, HD 2d6 (hp 8,7,3, 6, 7,6,10,8), Sz M, Mv 45, AL N, Sv18, Mor 8, Bite +2, 1d6

**25—Bugbear Slavers** J-4 (x4), AC 14, HD 4d8 (hp 13,15,9,22) Sz L, Mv35, AL C, Sv 16, Mor11, Staff +1/1d6, Blackjack +1/1d4, Sling +1/1d4, Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking, Camp Master, Stab 'Em When They're Down, Move Silently

**26—Hobgoblin Crossbowmen** F-2, (x8), AC 14, HD 2d6+2 (hp7,10,7,8,9,10,6,11), Sz M, Mv 25, AL C, Sv 18, Mor13, Hvy Xbow, +1/2d4--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**27—Rust Monster** (x4), AC 19, HD 5d6 (hp 27, 21,18 11), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**28—Deceiver Demons** (x3), AC 15, HD 4d12 (hp 33, 31, 19), Sz M, Mv 30, Fly 40, AL C, Sv 16, Mor 12, Short sword +4/1d6; Polymorph Self, All level 1-4 Necromancy, Enchantment and Illusion spells, 35% spell resistance, Invulnerable, Holy Water.

**29—Hobgoblin Spearmen** F2(x12), AC 17, HD 2d6+2 (hp9 each) Sz M, Mv 25, AL C, Sv 18, Mor 15, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**30—Corybantes** (x3), AC 16, HD 4d12+4 (36, 27,27), Sz M, Mv30, AL N, Sv 16, Mor 13, Sword: +4/1d6+2, Rampage, Invulnerable, 25% spell resistance.

**31—Basilisk** (1) AC 16, HD 6d6 (hp12), Sz M, Mv 15, AL C, Sv 14, Mor 11, Bite +6/1d10, Petrifying Gaze,

**32—Tentabug** (x6), AC 16, HD 3d8 (hp 19,12,16,9,19, 11), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**33—Catoblepas** (1) AC 14, HD 6d8 (hp 21), Sz L, Mv 20, Al C, Sv 14, Tail +6/1d6 (save or stun 1d4 rounds), lift head (1-2 on d6) death ray 60'x5' save or die.

**34—Hornets, medium** (x7) AC 13, HD 3d6 (hp 15,11,8,12,10,17,9), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**35—Minotaur** (1), AC 14, HD 6d8 (hp27), Sz L, Mv30, AL C, Sv 14, Mor 13, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**36—Spider, large** (x4), AC 14, HD 4d8 (hp 21,18,17,13), Sz L, Mv 20, AL N, Sv 16, Mor 12, Bite +4/1d8+poison (paralytic)

**37—Ogre Smashers** F4 (x4), AC 15, HD 4d8+4 (hp 16,19,17,30), Sz L, Mv 25, AL C, Sv 16, Mor 15. Great Ax: +3/1d8+1, Train: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows

**38—Shadows** (x7), AC 13, HD 3d6 (hp 6,11,13,15,13,12,13), Sz M, Mv 30, AL C, Sv 17, Mor 11, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable

**39—Bugbear Billmen**, F-3 (x6), AC 13, HD 3d8+3 (hp 14,15,15,11,19, 9), Sz L, Mv 35, AL C, Sv 17, Mor 13, halberd +2/1d8+1, Train: Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low, Move Silently

**40—Fire Elemental, small**, (x2) AC 18, HD4d12 (27,24hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41— Troll** (1), AC 15, HD 6d8 (hp 27), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**42—Cockatrice** (1), AC 14, HD 5d4 (hp16), Sz S, Mv 20, Fly 45, AL N, Sv 15, Mor12, Peck +5/1d4+petrify

**43—Weretiger** (1), AC 17, HD 6d8 (hp 34), Sz L, Mv 35, AL C, Sv 14, Mor 14, c/c/b +6/d4/d4/d10, Knockdown, Lycanthropy, Silver, Sacred Water, Wolfsbane

**44— Rust Monster** (x4), AC 19, HD 5d6 (hp 18,16,21,11), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**45—Blood Imp (Imp)** (x35), AC 13, HD 1d4 (2 each), Sz S, Mv 20, AL C, Sv 20, Mor 7, Bite +0/1d4; Growth, immune to blunt, 2x piercing damage,

**46—Porcusquid (1)** AC 16, HD 6d8 (hp40), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60' 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47— Shadows** (x6), AC 13, HD 3d6 (hp11,14,12,10,15,13), Sz M, Mv 30, AL C, Sv 17, Mor 10, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable

**48—Stirges** (x10), AC 12, HD 2d4 (hp 5 each) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**49—Hoborg Assassins** J-4 (x4), AC 13, HD 4d6 (hp 13,13,14,15) Sz M, Mv 30, AL C, Sv 15, Mor 12, Dagger: +1/1d4 Skills: Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Hide in Shadows, Move Silently

**50—Werewolf** (x4), AC 15, HD 4d6 (hp 15,11,16,14,11), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**51— Human Bandits** J-3 (x7) AC 16, HD 3d6, (hp14, 10,9,11,6,10,13) Sz M, Mv 25, AL C, Sv17, Mor12, Sword +0/1d6, Lt. Crossbow: +0/1d8 Skills: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower, Ambush 3, Careful Aim,

**52— Troll** (1), AC 15, HD 6d8 (hp 22), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**53—Orc Warpriests** F/CL-3 (x5), AC 17, HD 3d6+3 (hp11,14,7,15,13) Sz M, Mv 25, AL C, Sv 15, Mor 12, Spear +2/1d6+1; Trainings: Spear-Fighting, Shield Sacrifice, Reach for It, Tactical Reposition, Stand and Fight, Spells: Detect Law, Stun Blasphemer, Darkness, Heal Wounded

**54—Apeling Smashers**, F-4 (x3), AC 15, HD 4d6+4 (hp20,21,14,19), Sz M, Mv 25, AL C, Sv 16, Mor 7, Maul +2/2d4+1, Training Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Climb Walls

**55—Orc Skirmishers**, F2 (x11), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**56—Crimson Dwarf Infantry** F3 (x6), AC 17, HD 3d6+3, (hp13,16,13,13,11 9) Sz M, Mv 20, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poison

**57—Lizardo Savages** F2 (x12), AC 14, HD 2d6+2 (9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Spear +1/1d6, Training Spear-fighting, Reach for It, Shield Wall, Stand and Fight, Hide in Forest

**58—Ochre Jelly** (x5), AC 12, HD 5d8 (hp 25,22,19,18,15), Sz L, Mv 5'. AL N, Mor XX, Acid Touch +5/2d6, dissovles armor and shield it hits, immune to weapons, cut into smaller jellies.

**59— Troll** (1), AC 15, HD 6d8 (hp 28), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**60—Red Goo** (x3) AC 15, HD 5d8 (hp 22,19,18), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

**61—Lizardo War Shaman** C/F-5 (x5), AC 16, HD 5d6+5 (hp 20,21,24,16,29), Sz M, Mv 25, AL C, Sv 13, Mor 13, Spear +3/1d6+2, Darts +3/1d4+2, Training: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Stand and Fight, On Guard, Rampage, Hide in Forest Spells: Heal Wounded, Stun Blasphemer, Protect from Law, Accursed Ranting, Hold Person, Sanctuary

**62—Toadstool Freaks** (x4), AC 15, HD 4d8 (hp 29,24, 19,12) Sz L, Mv 30, AL C, Sv 16, Mor 14, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**63—War Dogs** (x14), AC 13, HD 2d6 (hp 7 each), Sz M, Mv 40, AL N, Sv 18, Mor 13, Bite +2/1d6 Track

**64—Gelatinous Cube** (x4) AC 12, HD 4d8 (hp 19,17,16,16), Sz L, Mv 15, AL N, Sv 16, Mor XX, Touch +4/2d4+paralysis, swallows paralyzed victims, 2d4 acid each round, immune to most spells except fire or flying rocks.

**65—Orc Billmen** F1 (x20), AC 13, HD 1d6+1 (4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Bill +1/1d8, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**66—Snake Men Spear Sorcerers** F/MU-2 (x10), AC 10, HD 2d6+2 (hp 9each ), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, Spear +1/1d8, Bite +1/1d4+poison, Spear-Fighting, Reach for It, Stand and Fight, Sweep Low, Track by Scent,, Spells: Air Shield, Stone Missile.

**67—Hobgoblin Spearmen** F2(x11), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**68—Turtor Smashers**, F3 (x6), AC 16, HD 3d8+3 (hp 14,11,21,15,13,23), Sz L, Mv 20, AL N, Sv 17, Mor 14, Maul +2/2d4+1, Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, +2 save vs damage, -4 save vs enchantments by Chaotic casters.

**69—Morlocks** (x13), AC 13, HD 2d6 (7 each), Sz M, Mv 35, AL C, Sv 18, Mor 12, Hand Ax +2/1d6; Hide in Shadows, Move Silently, Ambush 3

**70—Wereboar** (x5), Ac 16, HD 4d8 (hp 9,12,12,15,20), Sz L, Mv 30, AL C, Sv 16, Mor 15, Tusks +4/2d6, Knockdown, Charge x2, Lycanthropy, Silver, aff by Sacred Water and Wolfsbane.

**71—Monster Wolf** (1), AC 14, HD 6d8 (hp 30), Sz L, Mv 60, AL N, Sv 14, Mor 14, Bite +6/2d6, knockdown, track

**72—Hobgoblin Spearmen** F2(x11), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 13, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Ferox** (x10), AC 15, HD 2d8( hp9 each) , Sz L, AL C, Sv 18, Mor 12, Bill +2/1d10

**74— Hag** (x3), AC 13, HD 3d6 (hp10, 12, 8), Sz M, Mv 30, AL C, Sv 17, Mor 10, Dagger +3/1d4, Death Glance 3/day (1 target, 60' save or die), All save of -1 to roll from fear, Spells: Air Shield, Disguise, Inv. Chuggins, Fear, Invisibility x2

**75— Lizard, large** (x5), AC 15, HD 4d8 (19,21,22,12,13), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**76—Refractacat** (x1), AC 16, HD 6d8, (hp 35), Sz L, Mv 50, AL C, Sv 14, Mor 14, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missiles need nat 20.

**77—Orc Archers** F-3 (x8), AC 13, HD 3d6+3 (13 each), Sz M, Mv30, AL C, Sv 17, Mor 11, Longbow +2/1d6+1. Short Sword +2/1d6+1, Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Searcher, +2 save vs poison and disease

**78-- Werewolf** (x4), AC 15, HD 4d6 (hp 19,18,16,11), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Snake, giant** (1), AC 14, HD 5d10 (hp 19), Sz G, Mv 30, AL N, Sv 15, Mor 13, Bite +5/1d10+poison

**80—Minotaur** (1), AC 14, HD 6d8 (hp26), Sz L, Mv30, AL C, Sv 14, Mor 13, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Nightmare** (1), AC 20, HD 6d12 (hp 47), Sz L, Mv 35, Fly 60, AL C, Sv 14, Mor-11, Hooves x2 +6/2d4+2, fire damage 1d4 all within 5', blinding smoke, 35% spell resistance, invulnerable, holy water

**82—Cave Bear** (1), AC 15, HD 7d8 (hp 31), Sz L, Mv 40, AL N, Sv 13, Mor 14, c/c +7/1d10 each, if both hit hug for 2d10, continuous. Knockdown

**83—Ferox** (x10), AC 15, HD 2d8 (hp 9 each), Sz L, Mv 35, AL C, Sv 18, Mor 15, Halberd +2/1d10

**84—Bats, large** (x5), AC 13, HD 5d8 (20, 29, 19, 18, 21) Sz L, Fly 35, AL N, Sv 15, Mor 9, Bite +5/1d8+disease

**85—Big Skunk** (x7), AC 13, HD 3d6 (hp 13,10,10,9,12,13,11), Sz M, Mv25, AL N, Sv 17, Mor 11, Bite +3/1d6 Spray

**86—Goblin Raiders J-2** (x11), AC 15 HD 2d4 (5 each), Sz S, Mv 25, AL C, Sv 18, Mor 10, Hand Ax +0/1d6, Darts +0/1d4 Militia Trained, Stab and Run, Move Silently, Hear Noise, Rope Thrower, Ambush 3

**87—Garbaggio** (1), AC 17, HD 7d8 (hp 33), Sz L, Mv 20, AL N, Sv 13, Mor 12, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**88—Ape, large** (1), AC 14, HD 6d8 (hp 26), Sz L, Mv 35, AL N, Sv 14, Mor 13, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**89—Crab People** (x5), AC 20, HD 4d6 (hp 13, 7,11,12,13), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**90—Hobgoblin Crossbowmen F-2**, (x10), AC 14, HD 2d6+2 (hp 9 each), Sz M, Mv 25, AL C, Sv 18, Mor12, Hvy Xbow, +1/2d4)--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**91—Half-Elf Mad Hermit CS-6** (1) AC 10, HD 6d6 (hp 17), Sz M, Mv 30, AL L, Sv 12, Mor XX, Staff +1/1d6, Observer skill, Spells: Heal Wounded x2, Light/Dark, Bless Food/Water, Augury, Sanctuary, Neutralize Poison, Stand the Fallen, Cure Disease, Blessed Weapon, Dispel Magic

**92—Halfling Skirmishers F-3** (x5) AC 14, HD 3d4+3 (hp 9,11,10,11,12), Sz S, Mv 25, AL L, Sv 17, Mor 12, Short Bow +4/1d6+1, short sword +2/1d6+1, Move Silently, Hide in F, Train: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker, Buckler Expert, Move Silently, Hide in Forest

**93—Comforter Angel** (1) AC 15, HD 6d12 (hp 47), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +6/2d6, 50% spell resist, Invulnerable, Unholy Water: Spells (as many times per day as needed) Cure Wounded, Encourage, Bless, Neutralize Poison, Cure Disease, Remove Curse

**94—Dwarf Dungeoneers J-3** (x7) AC 16, HD 3d6 (hp 11,8,12,13,10,16,15), Sz M, Mv 20, AL L, Sv 17, Mor 11, Warhammer +0/1d6, +2 vs poison/magic Skills: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile

**95—Gnome Wisemen J-4** (x5) AC 14, HD 4d4 (hp12, 13, 9, 12,12) Sz S, Mv 25, AL L, Sv 16, Mor 9, hand ax +1/1d6, First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Make Poison, Forager, Distracting Banter,

**96—Human Zealots CM-4** (x4) AC 19, HD 4d6 (hp 13,13,15,15) Sz M, Mv 25, AL L, Sv 14, Mor 15, mace +1/1d6, Crack the Shell, Spells: Heal Wounded, Stun Blasphemer, Prot from Law, Hold Person, Augury

**97—Elf Bards J/MU-4** (x4) AC 10, HD 4d6 (hp 9, 18, 6,13) Sz M, Mv 30, AL L, Sv 16, Mor 9, Short Sword +1/1d6, Skills: Abject Flight, Distracting Banter, Razzle Dazzle, Enchanting Music, Glorious Song, Hide un Shadows, Enchanting Song, Cloak Trick, Observer: Spells: Sleep, Disguise, Air Shield, Shocking Grip, Charm Person, Invisibility

**98—Human Knights F-5** (x3) AC 19, HD 5d6+5 (hp 25, 17, 24, 14,17) Sz M, Mv 25, AL L, Sv 15, Mor 16, Bastard Sword +3/1d6+2; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**99—Catter Fancy Lads J-4** (x4) AC 12, HD 4d6 (8,17,14,8), Sz M, Mv 35, AL L, Sv 16, Mor 11, Staff +1/1d6; Skills Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Walking Stick,

**00—Dogger Scavengers J-2** (x10) AC 10, HD 2d6 (7 each), Sz M, Mv 30, AL I, Sv 18, Mor-7 Club +0/1d6, Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking

# LEVEL 4 DUNGEON TREASURE

A level 4 hoard will have 4d6x100gp (average 1400gp) in value, and a level 4 incidental will have 4d6x10gp in value, an average of 140gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the items, and the container will be "belt pouches" on the foes.

## Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Crate (c1)	Nailed	No	Mauls x10	100
02	Sack	No	Tiny centipede	100gp	100
03	Cask	Stuck	No	10 gallons of good wine	80
04	Jar	No	No	1000sp	100
05	Garbage	No	Disease	16 slices of Doom Jerky	160
06	Rack	No	No	Silver-headed spear	125
07	Garbage	No	No	185gp	185
08	Garbage	No	No	Packet of 5 fly agaric mushrooms	125
09	Ground	No	No	1 gold necklace	200
10	Sack	No	No	135gp	135
11	Sack	No	No	180gp	180
12	Sack	Tied	No	1000sp	100
13	Cask	Stuck	No	14 portions of Orc liquor	140
14	Crate	Nailed	No	3 sets of mason's tools	75
15	Ground	No	No	16500cp	165
16	Garbage	No	Disease	170gp	170
17	Sack	Tied	No	110gp	110
18	Garbage	No	Rot worms	Packet of 6 poisonous mushrooms (common food poison)	90
19	Jar	Sealed	No	1400sp	140
20	Rack	No	No	2 composite bows, 2 quivers, 40arrows	120

## Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	Rack	No	No	Stink leather, longbow	140
22	Jar	No	No	180gp	180
23	Garbage	No	Disease	1 gold ring, 3 silver rings	130
24	Sack	Tied	No	120gp	120
25	Crate (c1)	Nailed	No	16 gambesons	160
26	Barrel	Stuck	No	55 pints of military oil	110
27	Garbage	No	Tiny Centipede	brigandine	150
28	Sack	No	No	150gp	150
29	Ground	No	No	10000cp	100
30	Sack	No	No	50' silk rope	50
31	Crate	Nailed	No	1300sp	130
32	Jar	Sealed	No	1500sp	150
33	Garbage	No	Tiny spider	100gp	100
34	Jar	No	No	6 poisonous mushrooms (cfp)	90
35	Garbage	No	No	1500sp	150
36	Crate (c1)	Nailed	No	8 bear traps	120
37	Cask	Stuck	No	19 pints of owlbear punch	190
38	Ground	No	No	12000cp	120
39	Sack	Tied	No	130gp	130
40	Rack	No	No	Composite bow, 6 silver arrows	80

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	Garbage	No	Disease	1 cling fire, 2 unholy water	125
42	Ground	No	No	16,000cp	160
43	Sack	No	No	Continual light rock	150
44	Crate (c1)	Nailed	No	13,000cp	130
45	Jar	Sealed	No	110gp	110
46	Rack	No	No	2 longbows	80
47	Cask	Stuck	No	19 pints of forest wine	190
48	Garbage	No	No	210gp	210
49	Cask	Stuck	No	35 man-days of iron rations	70
50	Jar	Sealed	No	4 blinding powders	100
51	Ground	No	No	14,000cp	140
52	Ground	No	No	Metal box with uncommon book Halfling's Guide to Sweaters	170
53	L Sack	No	No	1800sp	180
54	Sack	No	Tiny spider	170gp	170
55	L Sack	Tied	No	1200sp	120
56	Crate (c1)	Nailed	No	Fine gown, nice dress, 2 silk cloaks	170
57	Jar	No	No	140gp	140
58	Garbage	No	Tiny Scorpion	Trumpet and bagpipes	75
59	Rack	No	No	2 scale armor	130
60	Garbage	No	No	140gp	140

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Wood Chest (c2)	Stuck	No	1 platinum amulet, 1 gold ring	1100
62	Iron Bnd Chest (c3)	Yes	Darts	2100gp	2100
63	Coffer (c4)	Yes	No	2 emerald rings	1600
64	Stone Trunk (c5)	Yes	Acid	70,000cp	700
65	Iron Chest (c6)	Yes	Needle	1300gp	1300
66	Sarcophagus (c6)	Stuck	No	Ruby ring, mp spear, light mail, sturdy shield	1700
67	Pile	No	No	19,000cp	1900
68	Wood Chest (c2)	Yes	Pit	10-pound gold bar, heavy war bow	1400
69	Coffer (c4)	Yes	No	3 gold amulets	750
70	Iron Chest (c6)	Yes	Darts	1000gp	1000
71	Jar	Sealed	Sleep Gas	4 black lotus, 1 white lotus	1100
72	Secret	No	No	x1 10 pound gold bar, x3 25 pound silver bars	1750
73	Iron Bnd Chest (c3)	Yes	No	1500gp	1500
74	Stone Trunk (c5)	Stuck	Pit	15,000sp	1500
75	Secret.	Wizard	No	1 emerald ring, 1 ruby ring, 1 ring of invisibility	1300
76	Wood Chest (c2)	Yes	No	1100Gp; Scroll MU icebolt 5th	1100
77	Iron Bnd Chest (c3)	Stuck	No	8000sp	800
78	Jar	Sealed	No	5 strong blade venom	1250
79	Bookcase	No	No	2 rare books "Hoborgs Suck" and "Hoborgs Suck 2, Krangor Boogaloo"	1400
80	Pile	No	No	15,000sp	1500

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Jar	Sealed	No	9 gold rings	900
82	Secret	Yes	No	1400gp, +0 <i>chainmail of acid resist</i> , <i>med</i>	1400
83	Secret	No	No	6 25-pound silver bars	1500
84	Pile	No	No	9000sp	900
85	Wood Chest (c2)	Yes	No	1200gp	1200
86	Wood Chest (c2)	Yes	No	7000sp	700
87	Stone Trunk (c5)	Yes	Darts	2 Light Mail, 2 shining shields	1900
88	Stone Chest (c5)	Yes	Acid	1400gp	1400
89	Sarcophagus (c5)	Yes	No	Red Dragon Scale, Silk Gambeson, Silver War Hammer	900
90	Jar	Sealed	No	10 Essence of Krangor	750
91	Pile	No	No	11,000sp	1100
92	Secret	No	Fire Glyph Chaos	14 golden rings, +2 <i>Great Ax</i>	1400
93	Wood Chest (c2)	Yes	Blade	1 10-pound gold bar	1000
94	Iron Bnd Chest (c3)	Yes	No	1000gp	1000
95	Coffer (c4)	Yes	No	17 mid rubies 100gp each	1700
96	Coffer (c4)	Yes	No	6 big emeralds (300 each)	1800
97	Iron Bnd Chest (c3)	Yes	Poison Gas	2000Gp, +2 <i>Arming Sword</i>	2000
98	Wood Chest (c2)	Yes	Stone	jeweled tiara	1500
99	Stone Trunk (c5)	Yes	Needle	16,000sp, <i>Hat of the Cat</i>	1600
00	Iron Chest (C6)	Yes	No	1200gp	1200



# LEVEL-5 DUNGEON MONSTERS

A level-5 dungeon is one where the encounters are set at 7d6 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 9 per creature if it is a solitary monster or 6 per creature if it is in a group. This should be suitable for 4-5 level 5 PC's. For completing an adventure session in a level-5 dungeon, each PC should be awarded 1000xp in addition to XP equaling his share of treasure taken.

- 1—Knight of the Damned** (1), AC19, HD 7d12 (hp 52), Sz M, Mv 25, AL C, Sv 13, Mor 12, Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water.
- 2—Earth Elemental, medium** (1), AC 18, HD 8d12 (hp 76), Sz M, Mv 25, AL N, Sv 12, MorXX, Smash +8/3d6, extra d6 vs those touching earth, Invulnerable. Sacred Water.
- 3—Vampire** (1), AC 19, HD 7d12 (hp 32), Sz M, Mv 30/Fly 40, AL C, Sv 13, Mor 12, Slam +7/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 4—Fiendish Champion Demon** (1), AC19, HD 8d12+8 (hp 74), Sz L, Mv 30, AL C, Sv 12, Mor 15, Mighty Ax +8/2d8+4, Knockdown/Stun, Rampage, Invulnerable, 50% spell resistance, Holy Water
- 5—Spectre** (1) AC 18, HD 6d12 (hp 39), Sz M, Mv40, Fly 70, AL C, Sv 14, Mor 12, Ghostly Touch +6/1d8+2 level drain, Invulnerable, Undead Immunity, Aff by Holy Water
- 6—Hell Hound** (x5), AC 16, HD 5d12, (hp 36,23,31,40,39), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7—Master Ghoul** (x4) AC 16, HD 5d12 (hp 29,42,52,19), Sz M, Mv 35, AL C, Sv 15, Mor 11, C/C/B +5/1d6 + paralysis each. Undead Immunities, Aff by Holy Water
- 8—Gargoyle** (x5), AC 15, HD 4d6, (hp 13,7,13,18, 15) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 15, claws(4), 1d4, Stealth ,Invulnerable.
- 9—Night Hag** (1), AC 11, HD 8d12 (hp53), Sz M, Mv25, AL C, Sv 12, Mor 7, Claw +8/2d6+ 1 CON drain, Invulnerable, Invisibility, Greater Sleep, Stone Missile (4 missiles) 65% spell resistance, Holy Water
- 10—Wraith** (x3), AC 17, HD 4d12 (hp 27, 23, 18), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11—Mummy** (x4) AC 15, HD 5d12, (hp 24,35,31,22), Sz M, Mv 30, AL C, Sv 15, Mor 14, Fist x2, +5/1d8+ mummy rot, Fear Affect, Undead Immunities, Half damage from Weapons and fire, Invulnerable
- 12—Xorn** (1), AC 22, HD 7d12 (hp 48), Sz M, Mv 25, AL N, Sv 13, Mor 11, Hands x3 +7/1d3, Mouth +7/4d6, Automatically Surprises, Immune to most spells (except Earth-moving), Sacred Water.
- 13—Djinni** (1) AC 16, HD 7d8 (hp 29), Sz M, Mv 20/Fly 60, AL N, Sv 13, Mor 17, Slam+7/2d8, Whirlwind, Create Non-magic items.
- 14— Skeleton Warrior** (x8), AC 14, HD 3d12 (hp 25,19, 22,23,29,19,14,11), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 15—Flying Chomper Demon** (x4) AC 15, HD 4d12 (hp 29,27,29,24), Sz M, Mv30, Fly 40, AL C, Sv 16, Mor 13, Bite +4/2d6; 9+ damage, save or bite off limb, Invulnerable, 35% spell resistance, Aff by Holy Water
- 16— Fire Elemental, medium** (1), AC 18, HD 8d12 (hp 76), Sz M, Mv 25, AL N, Sv 12, MorXX, Flames +8/3d6, destroys those brought to 0 hp, Invulnerable. Sacred Water.
- 17—Hellfire Smasher Demons** (x5) AC 15, HD 4d12 (hp31, 38,14,14,32), Sz M, Mv 30, AL C, Sv 16, Mor 13, Flail +4/2d6, Knockdown, 1d4 fire damage to all within 5', Invulnerable, 35% SR, Holy Water
- 18—Skeleton Warrior** (x7), AC 14, HD 3d12 (hp 25,19, 22,23,29,19,14), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19— Demonic Warriors** (x5), AC 19, HD 3d12+3 (hp 24,26,30,19,21), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water
- 20— Wraith** (x6), AC 17, HD 4d12 (hp 27, 23,18,33,10,28), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 21—Owlbear** (1), AC 16, HD 9d8 (hp 53), Sz L, Mv 35, AL C, Sv 11, Mor 15, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown.
- 22—Kobold Assassins** J-6 (x3), AC 12, HD 6d4 ( hp 14,11,16), Sz S, Mv25, AL C, Sv 14, Mor 12, Dagger +2/1d4 plus caustic poison 1d6; Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison
- 23—Hydra** (1), AC 15, HD 9d8 (hp 72), Sz L, Mv 30, AL C, Sv 11, Mor 14, Bite x9, +9/1d6+venom (1 hp per bite per round after hit) regrows heads. See Book 5.
- 24— Morlocks** (x12), AC 13, HD 2d6 (7 each), Sz M, Mv 35, AL C, Sv 18, Mor 13, Hand Ax +2/1d6; Hide in Shadows, Move Silently, Ambush 3

**25—Dungeon Hogs** (x10), AC13 HD 3d6 (hp 10 each), Sz M, Mv 35, AL N, Sv 17, Mor 13, Tusks +3/3d4, Berserk Rage, Save to Keep Fighting.

**26—Hobgoblin Crossbowmen** F-2, (x13), AC 14, HD 2d6+2 (hp9 each), Sz M, Mv 25, AL C, Sv 18, Mor7, Hvy Xbow, +1/2d4)--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**27—Rust Monster** (x5), AC 19, HD 5d6 (hp 27, 21,18 11,15), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**28—Deceiver Demons** (x6), AC 15, HD 4d12 (hp 33,31,19,23,39,28) Sz M, Mv 30, Fly 40, AL C, Sv 16, Mor 12, Short sword +4/1d6; Polymorph Self, All level 1-4 Necromancy, Enchantment and Illusion spells, 35% spell resistance, Invulnerable, Holy Water.

**29—Hobgoblin Spearmen** F2(x12), AC 17, HD 2d6+2 (hp9 each) Sz M, Mv 25, AL C, Sv 18, Mor 15, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**30—Toads, large,** (x9), AC 12, HD 4d8 (18 each), Sz L, Mv 30, AL N, Sv 16, Mor 12, Bite +4/1d8, Tongue Grab and Swallow.

**31—Basilisk** (1) AC 16, HD 6d6 (hp 22), Sz M, Mv 15, AL C, Sv 14, Mor 11, Bite +6/1d10, Petrifying Gaze,

**32—Blood-Sucking Freaks Sorcerer-Assassins** J/MU-5 (x5), AC 10, HD 5d6 (hp20,15,10,22,22), Sz M, Mv30, AL C, Sv 15, Mor 10, Dagger: +1/1d4; Bite +1/1d4 (against unaware targets incl stunned) Skills Hide in Shadows, Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Move Silently, Spells: Fear, Shocking Grip, Sleep, Air shield, Invisibility, paralysis, hold person.

**33—Half-Orc Mercenaries** F-2 (x12), AC 15, HD 2d6+2 (hp 9 each), Sz M, Mv 25, AL N, Sv 18, Mor 13, Halberd +1/1d8; Training: Spear-Fighting, Reach for It, Stand and Fight, Brawler

**34—Crabs, medium** (x7), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**35—Minotaur** (x3), AC 14, HD 6d8 (hp27,28,21), Sz L, Mv30, AL C, Sv 14, Mor 13, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**36—Spider, large** (x5), AC 14, HD 4d8 (hp 21,18,17,13), Sz L, Mv 20, AL N, Sv 16, Mor 14, Bite +4/1d8+poison (paralytic)

**37—Scorpion, gigantic** (1), AC 18, HD 8d10 (hp 30), Sz G, Mv 40, AL N, Sv 12, c/c/s 1d10, sting+poison,

**38—Shadows** (x7), AC 13, HD 3d6 (hp 6,11,13,15,13,12,13), Sz M, Mv 30, AL C, Sv 17, Mor 11, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable

**39—Goblin Maniacs** F-1 (x31), AC 14, HD 1d4+1 (hp 4 each) Sz S, Mv 25, AL C, Sc 19, Mor 18, Hand ax +1/1d6, Training: Berserk Rage, Too Stubborn to Die, Stand and Fight

**40—Fire Elemental, small,** (x4) AC 18, HD4d12 (27,2,37,234hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41— Troll** (x5), AC 15, HD 6d8 (hp 27,28,29,25,20), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**42—Flesh Golem** (1), AC 11, HD 8d8 (hp 40), Sz L, Mv 25, AL N, Sv 12, Mor XX, Fist x2, +8/2d8, Knockdown, Smash Doors, Invulnerable, Fire and Cold slows it, Elec. Heals it, immune to other spells.

**43—Weretiger** (x4), AC 17, HD 6d8 (hp 34,36,22,29), Sz L, Mv 35, AL C, Sv 14, Mor 14, c/c/b +6/d4/d4/d10, Knockdown, Lycanthropy, Silver, Sacred Water, Wolfsbane

**44—Black Dragon, large,** AC 21, HD 9d8 (hp 36), Sz L, Mv 30, Fly 60', Sv 11, Mor 14, c/c/b +9 d8/d8/4d8 breath 80x30 acid, Knockdown, Rampage, Immune to acid.

**45—Hell Stalker** (1), AC 18, HD 8d8 (hp 38), Sz L, Mv 30, Sv 12, Mor 15, claws x2 +8/1d10, Hide in Shadows, Move Silently, Ambush 4, if reduce target to 0, wrenches off head.

**46—Porcusquid** (x3) AC 16, HD 6d8 (hp40,28,21), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60' 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47— Shadows** (x6), AC 13, HD 3d6 (hp11,14,12,10,15,13), Sz M, Mv 30, AL C, Sv 17, Mor 10, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable

**48—Umbur Hulk** (1), AC 18, HD 9d8 (hp40), Sz L, Mv20, AL C, Sv 11, Mor 14, c/c/b +9/3d4/3d4/2d10, Knockdown, Look in face, Save of confused 3d4 rounds

**49—Hoborg Assassins** J-4 (x7), AC 13, HD 4d6 (hp 13,13,114,15,12,20,18) Sz M, Mv 30, AL C, Sv 15, Mor 12, Dagger: +1/1d4 Skills: Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Hide in Shadows, Move Silently

**50— Garbaggio** (1), AC 17, HD 7d8 (hp 32), Sz L, Mv 20, AL N, Sv 13, Mor 14, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**51— Human Bandits** J-3 (x8) AC 16, HD 3d6, (hp14, 10,9,11,6,10,13,12) Sz M, Mv 25, AL C, Sv17, Mor12, Sword +0/1d6, Lt. Crossbow: +0/1d8 Skills: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower, Ambush 3, Careful Aim,

**52— Troll** (x4), AC 15, HD 6d8 (hp 22,27,28,33), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**53— Refractacat** (x3), AC 16, HD 6d8, (hp 35,21,27), Sz L, Mv 50, AL C, Sv 14, Mor 13, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missi need nat 20.

**54—Snake-men Enchanters** MU-6 (x3), AC 12, HD 6d6 (Hp 31,18,21), Sz M, Mv 20, AL C, Sv 14, Mor 11, Bite +1/1d4+poison, Spells: Sleep x2, Air Shield, Fear, Stone Missile, Charm Person x2, Invisibility, Lightning Bolt, Hold Person x2

**55—Orc Skirmishers**, F2 (x12), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 10, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**56—Ogre Smashers** F6 (x3), AC 17, HD 6d8+6 (hp 41,40,35), Sz L, Mv 25, AL C, Sv 14, Mor 14, Flail +3/1d8+2, Training: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**57—Lizardo Savages** F2 (x12), AC 14, HD 2d6+2 (9 each), Sz M, Mv 30, AL C, Sv 18, Mor 13, Spear +1/1d6, Training Spear-fighting, Reach for It, Shield Wall, Stand and Fight, Hide in Forest

**58— Werewolf** (x6), AC 15, HD 4d6 (hp 19,18,16,11,8, 13), Sz M, Mv30, AL C, Sv 16, Mor 13, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**59— Troll** (x4), AC 15, HD 6d8 (hp 28,25,16,39), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**60—Red Goo** (x6) AC 15, HD 5d8 (hp 22,19,18,22,25,16), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

**61— Blue Dragons, medium** (x4), AC 17, HD 5d6(hp 24, 13, 21, 25) Sz M, Mv 30, Fly 60, AL C, Sv 15, Mor 12, c/c/b +5/d4/d4/2d6, Electro Breath 80x30,Ramapge, immune to electrical attacks

**62—Toadstool Freaks** (x8), AC 15, HD 4d8 (hp 29,24,19,12,25,24,12,27) Sz L, Mv 30, AL C, Sv 16, Mor 14, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**63—Ant, warriors, large** (x6), AC 17, HD 3d8 (13,11, 17,12,13,14) Sz L, Mv 50, AL N, Sv 17, Mor 14, Bite +3/1d10

**64—Ant, queen** (1) AC 18, HD 8d10 (hp 34) Sz G, Mv 15, AL N, Sv 12, Mor 12, Bite +8/2d6

**65—Orc Billmen** F1 (x26), AC 13, HD 1d6+1 (4 each), Sz M, Mv 30, AL C, Sv 19, Mor 12, Bill +1/1d8, Trainings: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**66—Hell Hounds** (x3) AC16, HD 6d12, (hp 35,30,24), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +6/1d10, Fire Breath 10' 1/round, 6 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**67— Hobgoblin Spearmen** F2(x10), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**68—Ratter Bushwhackers** J-5 (x5) AC 12, HD 5d4 (hp 12,15,11, 15,10) Sz S, Mv 35, AL C, Sv 15, Mor 8, Short Bow +1/1d6, Dagger +1/1d4; Skills Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper,

**69—Morlocks** (x11), AC 13, HD 2d6 (7 each), Sz M, Mv 35, AL C, Sv 18, Mor 12, Hand Ax +2/1d6; Hide in Shadows, Move Silently, Ambush 3

**70—Trollson Hexmasters** MU-6 (x5), AC 10, HD 6d8 (hp 31,25,30,21,22) Sz L, Mv 30, AL N, Sv 14, Mor 11, Staff: +1/1d6, Spells: Sleep, Air Shield, Concealing Fog, Stone Missile, Dirt Pile, Invisibility, Lightning Bolt, Earth Shift

**71—Trollson Infantry** F-4 (x6) AC 17, HD 4d8+4 (16,20,15,32), Sz L, Mv 25, AL N, Sv 16, Mor 12, Large Sword +2/1d8+2, Training Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition

**72—Hobgoblin Spearmen** F2(x11), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 13, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Hoborg Sneak Pyros** J3 (x3) AC 13, HD 3d6 (hp 10, 8,12) Sz M, Mv 25, AL C, Sv 17, Mor 10, Sword +0/1d6, Cling Fire +0/1d6 (6 rounds), Mil Oil +0/1d8(2 rnds), Skills Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Move Silently, Hide in Shadows

**74— Hag** (x6), AC 13, HD 3d6 (hp10,9, 9,12,15,8), Sz M, Mv 30, AL C, Sv 17, Mor 10, Dagger +3/1d4, Death Glance 3/day (1 target, 60' save or die), All save of -1 to roll from fear, Spells: Air Shield, Disguise, Inv. Chuggins, Fear, Invisibility x2

**75— Lizard, large** (x6), AC 15, HD 4d8 (19,21,22,12,12,13), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**76—Snake Men Archers** F-2 (x12), AC 13, HD 2d6+2 (hp 9each ), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, Long Bow +1/1d6+1, Bite +1/1d4+poison, Train Split-Fire, Aim, Over Watch, Quick Draw,

**77—Orc Archers** F-3 (x6), AC 13, HD 3d6+3 (13 each), Sz M, Mv30, AL C, Sv 17, Mor 11, Longbow +2/1d6+1. Short Sword +2/1d6+1, Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Searcher, +2 save vs poison and disease

**78-- Werewolf** (x5), AC 15, HD 4d6 (hp 19,18,16,11,8), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79— Owlbear** (1), AC 16, HD 9d8 (hp 45), Sz L, Mv 35, AL C, Sv 11, Mor 16, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**80—Minotaur** (x4), AC 14, HD 6d8 (hp26,30,28,22), Sz L, Mv30, AL C, Sv 14, Mor 13, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Nightmare** (1), AC 20, HD 6d12 (hp 47), Sz L, Mv 35, Fly 60, AL C, Sv 14, Mor-11, Hooves x2 +6/2d4+2, fire damage 1d4 all within 5', blinding smoke, 35% spell resistance, invulnerable, holy water

**82—Cave Bear** (1), AC 15, HD 7d8 (hp 29), Sz L, Mv 40, AL N, Sv 13, Mor 14, c/c +7/1d10 each, if both hit hug for 2d10, continuous. Knockdown

**83—Lizard, gigantic** (1), AC 16, HD 8d10 (hp56), Sz G, Mv 40, AL N, Sv 12, Mor 13, Bite +8/1d10+disease, Knockdown.

**84—Bats, large** (x5), AC 13, HD 5d8 (20, 29, 19, 18, 21) Sz L, Fly 35, AL N, Sv 15, Mor 9, Bite +5/1d8+disease

**85—Lamia**, AC 17, HD 9d6 (hp 30), Sz M, Mv 30, AL C, Sv 11, Mor 7, Short Sword +9/1d6, or Touch +9/drain 1d4 WIS, Charm Person, Polymorph Self.

**86—Goblin Raiders** J-2 (x10), AC 15 HD 2d4 (5 each), Sz S, Mv 25, AL C, Sv 18, Mor 10, Hand Ax +0/1d6, Darts +0/1d4 Militia Trained, Stab and Run, Move Silently, Hear Noise, Rope Thrower, Ambush 3

**87—Garbaggio** (1), AC 17, HD 7d8 (hp 32), Sz L, Mv 20, AL N, Sv 13, Mor 12, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**88—Ape, large** (x4), AC 14, HD 6d8 (hp 26,35,21,29), Sz L, Mv 35, AL N, Sv 14, Mor 13, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**89— Crab People** (x6), AC 20, HD 4d6 (hp 13, 7,11,12,13,16), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**90— Toadstool Freaks** (x10), AC 15, HD 4d8 (hp 18 each) Sz L, Mv 30, AL C, Sv 16, Mor 14, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**91—Sprite Sneaks** J-4 (x7) AC 12, HD 4d4 (10 each), Sz S, Mv 25, AL N, Sv 16, Mor 10, Dagger +1/1d4, Invisible 1/day, Skills Hide in Shadows and Forest, Move Silently, Pick Pockets, Abject Flight, Searcher, Cache, Salt in the Eyes,

**92—Gnome Skirmishers** F-3 (x9) AC 14, HD 3d4+3 (hp 10 each), Sz S, Mv 25, AL L, Sv 17, Mor 12, Javelin +2/1d6+1, short sword +2/1d6+1, Move Silently, Hide in F, Train: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker, Buckler Expert, Stonework

**93—Comforter Angel** (1) AC 15, HD 6d12 (hp 47), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +6/2d6, 50% spell resist, Invulnerable, Unholy Water: Spells (as many times per day as needed) Cure Wounded, Encourage, Bless, Neutralize Poison, Cure Disease, Remove Curse

**94—Dwarf Dungeoneers** J-3 (x8) AC 16, HD 3d6 (hp 11,8,12,13,10,16,15,10), Sz M, Mv 20, AL L, Sv 17, Mor 11, Warhammer +0/1d6, +2 vs poison/magic Skills: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile

**95—Human Friars** (x10) J/CM-3, AC 12, HD 3d6 (hp 11 each)), Sz M, Mv 30, AL L, Sv 15, Mor 10, Staff +0/1d6, Skills (1d6): First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Bibliophile, Walking Stick; Stab 'Em While Down, Spells: Heal Wounded, Detect Chaos, Light, Stun Blasphemer

**96—Human Zealots** CM-4 (x6) AC 17, HD 4d6 (hp 13,13,15,15,15,6) Sz M, Mv 25, AL L, Sv 14, Mor 15, Flail +1/1d8, Crack the Shell, Spells: Heal Wounded, Stun Blasphemer, Prot from Law, Hold Person, Augury

**97—Halfling Pumpkin Priests**, CM-4 (x4) AC 17, HD 4d4 (hp 10,12,10,12), Sz S, Mv 20, AL L, Sv 14, Mor 13, Mace +1/1d6; Spells: Prot. From Chaos, Heal Wounded, Stun Blasphemer, Sanctuary, Neutralize Poison

**98—Human Knights** F-5 (x6) AC 19, HD 5d6+5 (hp 25, 17, 24, 14,17,22) Sz M, Mv 25, AL L, Sv 15, Mor 16, Bastard Sword +3/1d6+2; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**99—Innocent Damsel** J-1, AC 10, Hp1d6 (3 hp), Sz M, Mv 30, AL L, Sv 19, Mor 4, Slap +0/1, Skills: Occupation (damsel), Hear Noise, Distracting Banter, Mortal Lore (local kingdom), New Language (elvish), Enchanting Music

**00—Dogger Scavengers J-2** (x14) AC 10, HD 2d6 (7 each), Sz M, Mv 30, AL I, Sv 18, Mor-7 Club +0/1d6, Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking

# LEVEL 5 DUNGEON TREASURE

A level 5 hoard will have 5d6x100gp (average 1750gp) in value, and a level 5 incidental will have 5d6x10gp in value, an average of 175gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

## Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Garbage	No	No	Brigandine and silver ring	160
02	Garbage	No	Tiny spider	190gp	190
03	Sack	No	No	2 essence of Krangor	150
04	Ground	No	No	17,000cp	170
05	Barrel	Stuck	No	250-lbs of tea	100
06	Cask	Stuck	No	A nice painting of King (rolled up)	180
07	Sack	No	No	120gp	120
08	Cask	Stuck	No	24 pints of Owlbear Punch	240
09	Garbage	No	No	140gp	140
10	Garbage	No	No	2 small statues of dancing hobbits	210
11	Doub Amph	Sealed	No	2100sp	210
12	Jar	No	No	2 Krangor and a Devil Grease	180
13	Amphora	No	Tiny scorpion	1200sp	120
14	Amphora	Sealed	No	2 Cling Fire (danger!)	160
15	Ground	No	No	2200sp	220
16	Crate (c1)	Nailed	No	Medium painting of a dragon	200
17	Jar	No	Tiny snake	220gp	220
18	Cask	Stuck	No	12 pints of forest wine	120
19	Garbage	No	Disease	170gp	170
20	Garbage	No	Disease	1 big sapphire	150

## Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	2300sp	230
22	Ground	No	No	Silver Dwarf Battle-Mask	190
23	Garbage	No	No	160gp	160
24	L sack	No	No	6 healing salve	150
25	Ground	No	No	13,000cp	130
26	Barrel	Stuck	No	14 pints of Orc Liquor	140
27	Cask	Stuck	No	17 pints of Spirit Brew	260
28	Cask	Stuck	No	10 gallons of good wine	80
29	Amphora	Sealed	No	1800sp	180
30	Ground	No	No	2100sp	210
31	Amphora	No	Acid	8 doses of common blade venom	200
32	Garbage	No	Disease	Set of Commemorative Unicorn Plates, Complete!	130
33	L sack	No	No	1400sp	140
34	Rack	No	No	4 Horse Bows, 2 quivers of 20 arrows each	140
35	Amphora	No	Tiny snake	200gp	200
36	Crate (c1)	Nailed	No	14 shields	140
37	Sack	No	Tiny Spider	150gp	150
38	Ground	No	Tiny Snake	1600sp	160
39	Doub Amph	No	Pit	25 gallons of good wine	180
40	Garbage	No	No	230gp	230

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	L sack	No	No	1300sp	130
42	Crate (c1)	Nailed	No	7 crystal goblets, nicely wrapped	210
43	Garbage	No	Tiny spider	240gp	240
44	Rack	No	No	Iron Wood Mace	250
45	Barrel	Stuck	No	2200sp	220
46	Garbage	No	No	Stink leather x2	200
47	L sack	No	No	1200sp	120
48	L sack	No	No	210gp	210
49	Barrel	Stuck	No	21 pints of orc liquor	210
50	Cask	Stuck	No	12 pints of owlbear punch	120
51	Ground	No	No	2000sp	200
52	Amphora	No	No	1400sp	140
53	Rack	No	No	24 silver arrows, bundled	120
54	Rack	No	No	2 sturdy shields	200
55	Garbage	No	Tiny scorpion	170gp	170
56	Rack	No	No	Mp-Arrows x14	140
57	Sack	No	No	3 big amber	150
58	Rack	No	No	Quiver of 20 MP-Arrows	210
59	Barrel	Stuck	No	40 gallons of average mead	160
60	Sack	Tied	No	210gp	210

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Doub Amph	Sealed	No	Platinum Amulet and emerald ring	1800
62	Wood Chest (c2)	Yes	Darts	2000Gp; 13 +2 arrows	2000
63	Wood Chest (c2)	Yes	No	2 marvelous gowns	2000
64	Secret	No	No	20,000sp	2000
65	Secret	Yes	No	2000gp	2000
66	Pile	No	Acid Glyph-Neutral	15,000sp	1500
67	Secret	No	No	MU-scroll makings, 15 levels	1500
68	Amphora	No	No	Cleric scroll-makings 11 levels	2200
69	Wood Chest (c2)	No	Blade	1400gp	1400
70	Garbage	No	No	Jeweled Ceremonial Dagger	2000
71	Sarcophagus (c5)	No	Sleep Gas	Shining shield, light mail, sharp bastard sword, silk lined gambeson	1800
72	Iron Chest (c6)	No	No	1900Gp, +1 Buckler	1900
73	Coffer (c4)	Yes	No	17 mid rubies (100gp each)	1700
74	L sack	No	No	9 big rubies	1800
75	Sacrophagus (c5)	Wizard	Needle	Golden Priestly Breastplate; Scroll CL Divine Circle	1000
76	Stone Trunk (c5)	Yes	No	13,000sp	1300
77	Stone Chest (c5)	No	Acid	1600gp	1600
78	L sack	Tied	No	48 mid topaz (50 each)	2400
79	Iron Chest (c5)	Yes	Stone	1800gp	1800
80	Wood Chest (c2)	yes	Pit	1600gp	1600

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Stone Chest (c5)	Wizard	No	12,000sp; +1 <i>short sword</i>	1200
82	Garbage	No	Rot worm	Skull of King Madron	1600
83	Amphora	No	No	6 black lotus; <i>potion of giant strength</i>	1500
84	Wood Chest (c2)	Stuck	No	1700gp	1700
85	Pile	No	No	8000sp	1800
86	Iron Bnd Chest (c3)	Yes	No	2000gp; +1 <i>gambeson, med</i>	2000
87	Stone Trunk (c5)	Stuck	Poison Gas	15,000sp	1500
88	Bookcase	No	No	Rare Book: "Demonology Secrets", MU scroll makings 12 levels; <i>MU scrolls Invisible Chuggins, Confusion</i>	2200
89	Wood Chest (c2)	Yes	No	1700gp	1700
90	Garbage	No	Tiny spider	3 solid gold stew pots (400 each)	1200
91	Iron Chest (c6)	Yes	No	2200gp	2200
92	Barrel	Stuck	No	280 pounds of salt	1400
93	Iron Chest (c6)	Stuck	Acid	2000gp	2000
94	Stone Chest (c5)	Yes	No	The Diamond Triangle; <i>Dust of Disappearance</i>	2100
95	Strong Box (c4)	Stuck	No	15 small diamonds (100 each)	1500
96	Rack	No	No	MP-Spears x4	1600
97	Stone Trunk (c5)	Yes	No	19,000sp	1900
98	Sarcophagus (c5)	Yes	Stone	Jeweled Censer	2000
99	Coffer (c4)	Yes	No	4 very large rubies (400 each)	1600
00	Wood Chest (c2)	Stuck	No	1100gp	1100

# LEVEL-6 DUNGEON MONSTERS

A level-6 dungeon is one where the encounters are set at 9d6 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 10 per creature if it is a solitary monster or 7 per creature if it is in a group. This should be suitable for 4-5 level 6 PC's. For completing an adventure session in a level-2 dungeon, each PC should be awarded 1000xp in addition to XP equaling his share of treasure taken.

- 1— Vampire** (1), AC 19, HD 8d12 (hp 47), Sz M, Mv 30/Fly 40, AL C, Sv 13, Mor 13, Slam +8/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 2—Earth Elemental, medium** (1), AC 18, HD 8d12 (hp 76), Sz M, Mv 25, AL N, Sv 12, MorXX, Smash +8/3d6, extra d6 vs those touching earth, Invulnerable. Sacred Water.
- 3—Iron Statues** (x5) AC 15, HD 5d6 (hp25 each), Sz M, Mv 15, AL N, Sv 15, Mor XX, Fist x2, +5/1d10, Smash: if both fists hit, +1d10 damage, knock prone, construct, immune arrows, hurled weapons, sling stones (not quarrels) half damage from swords, knives and axes.
- 4—Fiendish Champion Demon** (1), AC19, HD 8d12+8 (hp 74), Sz L, Mv 30, AL C, Sv 12, Mor 15, Mighty Ax +8/2d8+4, Knockdown/Stun, Rampage, Invulnerable, 50% spell resistance, Holy Water
- 5— Nightmare** (1), AC 20, HD 6d12 (hp 36), Sz L, Mv 35, Fly 60, AL C, Sv 14, Mor-12,, Hooves x2 +6/2d4+2, fire damage 1d4 all within 5', blinding smoke, 35% spell resistance, invulnerable, holy water
- 6—Hell Hound** (x4), AC 16, HD 5d12, (hp 39,22,32,39), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7— Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 8—Gargoyle** (x9), AC 15, HD 4d6, (hp 14 each) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 15, claws(4), 1d4, Stealth ,Invulnerable.
- 9—Spiders, Tiny** (x72), AC 13, HD 1d2 (hp 1 each), Sz T, Mv 30, AL N, Sv 20, Mor XX, bite +0/poison +4
- 10—Wraith** (x5), AC 17, HD 4d12 (hp 26, 24,17,30,26), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11—Salamander** (1), AC 16, HD 7d12 (hp 38), Sz M, Mv 25, AL C, Sv 13, Mor 11, Spear and Tail +7/2d6, tail can constrict, invulnerable, immune to fire, sleep, charm, hold, aff by Sacred water.
- 12—Xorn** (1), AC 22, HD 7d12 (hp 48), Sz M, Mv 25, AL N, Sv 13, Mor 11, Hands x3 +7/1d3, Mouth +7/4d6, Automatically Surprises, Immune to most spells (except Earth-moving), Sacred Water.
- 13—Corybantes** (x5), AC 16, HD 4d12+4 (19,30, 23, 29), Sz M, Mv 30, AL N, Sv 16, Mor 15, Sword +4/1d6+2, Rampage, 25% spell resistance, Invulnerable.
- 14— Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 15— Mummy** (x5) AC 15, HD 5d12, (hp 24,27,16,39,43), Sz M, Mv 30, AL C, Sv 15, Mor 14, Fist x2, +5/1d8+ mummy rot, Fear Affect, Undead Immunities, Half damage from Weapons and fire, Invulnerable
- 16— Fire Elemental, medium** (1), AC 18, HD 8d12 (hp 76), Sz M, Mv 25, AL N, Sv 12, MorXX, Flames +8/3d6, destroys those brought to 0 hp, Invulnerable. Sacred Water.
- 17— Shadows** (x10), AC 13, HD 3d6 (hp 10 each), Sz M, Mv 30, AL C, Sv 17, Mor 12, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable
- 18—Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19— Red Goo** (x6) AC 15, HD 5d8 (hp 22,19,18,22,25,16), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.
- 20— Wraith** (x6), AC 17, HD 4d12 (hp30,25,36,10,20,32), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 21— Troll** (x5), AC 15, HD 6d8 (hp 20,29,25,34,21), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).
- 22—Kobold Assassins** J-6 (x5), AC 12, HD 6d4 ( hp 14,11,16,13,19), Sz S, Mv25, AL C, Sv 14, Mor 11, Dagger +2/1d4 plus caustic poison 1d6; Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison
- 23—Bugmen Champions** F-5 (x6), AC 17, HD 5d6+5 (hp 18,20,31,28,23,23), Sz M, Mv 25, AL C, Sv 15, Mor 16, Halberd+3/1d8+2, Bite +3/1d4,Train: Crack Shell, Mighty Blow, Smash Em, Alert Reaction, Split Shield, Flurry of Blows, Rampage; Telepathic Communication
- 24— Morlocks** (x17), AC 13, HD 2d6 (7 each), Sz M, Mv 35, AL C, Sv 18, Mor 13, Hand Ax +2/1d6; Hide in Shadows, Move Silently, Ambush 3



**25—Knight of the Damned** (1), AC19, HD 7d12 (hp 53), Sz M, Mv 25, AL C, Sv 13, Mor 14, Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water.

**26—Hobgoblin Crossbowmen** F-2, (x18), AC 14, HD 2d6+2 (hp9 each), Sz M, Mv 25, AL C, Sv 18, Mor12, Hvy Xbow, +1/2d4)--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**27—Ghouls** (x12), AC 13, HD 2d12 (13 each), Sz M, Mv 30, AL C, Sv 18, Mor 13, c/c/b +2/1d4+paralyze Undead Immunities, Holy Water

**28—Deceiver Demons** (x9), AC 15, HD 4d12 (hp 26 each) Sz M, Mv 30, Fly 40, AL C, Sv 16, Mor 15, Short sword +4/1d6; Polymorph Self, All level 1-4 Necromancy, Enchantment and Illusion spells, 35% spell resistance, Invulnerable, Holy Water.

**29—Mind Flayer** (1) AC 15, HD 8d6 (hp 28), Sz M, Mv 30, AL C, Sv 12, Mor 12, Tentacle x4, 1d4, suck out brain in 1d4 rounds, Mind Blast 60x5, save or stun 1d6 rounds, Mind Reading, Levitation, Charm Person and Hypnotic Pattern. 90% spell resistance.

**30—Toads, large,** (x8), AC 12, HD 4d8 (18 each), Sz L, Mv 30, AL N, Sv 16, Mor 11, Bite +4/1d8, Tongue Grab and Swallow.

**31—Wererats** (x10), AC 13, HD 3d6 (11 each) , Sz M, Mv 30, AL C, Sv 17, Mor 10, Sword or bite +3/1d6; lycanthropy, silver, aff by sacrec water, wolfsbane

**32—Blood-Sucking Freaks Sorcerer-Assassins** J/MU-5 (x6), AC 10, HD 5d6 (hp19,16,11,21,22,18), Sz M, Mv30, AL C, Sv 15, Mor 11, Dagger: +1/1d4; Bite +1/1d4 (against unaware targets incl stunned) Skills Hide in Shadows, Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Move Silently, Spells: Fear, Shocking Grip, Sleep, Air shield, Invisibility, paralysis, hold person.

**33—Hill Giant** (1), AC 13, HD 8d10 (hp 42), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**34—Crabs, medium** (x10), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**35—Hydra** (1), AC 15, HD 9d8 (hp 72), Sz L, Mv 30, AL C, Sv 11, Mor 14, Bite x9, +9/1d6+venom (1 hp per bite per round after hit) regrows heads. See Book 5.

**36—Spider, large** (x7), AC 14, HD 4d8 (hp 20,17,16,15,19,19,14), Sz L, Mv 20, AL N, Sv 16, Mor 14, Bite +4/1d8+poison (paralytic)

**37—Black Pudding** (1) AC 14, HD 10d8 (hp 51) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**38—Shadows** (x10), AC 13, HD 3d6 (hp 10 each), Sz M, Mv 30, AL C, Sv 17, Mor 12, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable

**39—Rust Monster** (x6), AC 19, HD 5d6 (hp 27, 21,18 11,15,13), Sz M, Mv 35, AL N, Sv 15, Mor 12, Tent. +5/Rust; Rust defense.

**40—Fire Elemental, small,** (x5) AC 18, HD4d12 (26,23,37,23, 22hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41—Toad, Gigantic** (1), AC 13, HD 8d10 (hp 48), Sz G, Mv 40, AL N, Sv 12, Mor 13, Tongue +8/2d8 grab

**42—Flesh Golem** (1), AC 11, HD 8d8 (hp 40), Sz L, Mv 25, AL N, Sv 12, Mor XX, Fist x2, +8/2d8, Knockdown, Smash Doors, Invulnerable, Fire and Cold slows it, Elec. Heals it, immune to other spells.

**43—Banderhobb** (1), AC 17, HD 8d10 (hp 38), Sz G, Mv 35, AL C, Sv 12, Mor 18, Arms x2/1d12, if both hit, save or swallowed whole, 3 rounds till digested. Stealth 3+, d20.

**44—Red Dragon, large,** AC 21, HD 10d8 (hp 38), Sz L, Mv 30, Fly 60', Sv 11, Mor 163, c/c/b +9 d8/d8/4d8 breath 80x30 fire, Knockdown, Rampage, Immune to fire.

**45—Chimera** (1), AC 16, HD 8d10 (hp 58), Sz G, Mv 30, Fly 40, AL C, Sv 11, Mor 14, Bite x3/2d4, Claw x2/1d3, Fire Breath 50x20 3d8, save for half 3/day, knockdown

**46—Porcusquid** (x4) AC 16, HD 6d8 (hp 39,,29,20,19), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60' 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47— Monster Wolves** (x6) AC 14, HD 6d8 (hp 30,29,21,24,26,21), Sz L, Mv 60, AL N, Sv 14, Mor 14, Bite +6/2d6, knockdown, track

**48—Umbur Hulk** (1), AC 18, HD 9d8 (hp40), Sz L, Mv20, AL C, Sv 11, Mor 14, c/c/b +9/3d4/3d4/2d10, Knockdown, Look in face, Save of confused 3d4 rounds

**49—Tentacloid** (1), AC 18 HD 10d8 (hp 47) Sz L, Mv 25, AL C, Sv 10, Mor 13, Tentacles x2 +10/1d10, Spells: Air Shield, sleepx2, Detect Magic, Prot from Law, Charm Person x3, Mind Reading x2, Earth Shift, Hold Person, Summon Monster I, Grip of Submission x2, Summon Monster II, Hypnotic Pattern, Hold Monster, Spell Shield, Phantom Killer

**50— Garbaggio** (x4), AC 17, HD 7d8 (hp 32, 35,35,22), Sz L, Mv 20, AL N, Sv 13, Mor 14, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**51—Troglodytes** (x20) AC 15, HD 2d6 (hp 7 each), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**52— Trolls** (x4), AC 15, HD 6d8 (hp 21,28,26,35), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**53—Human Berserkers** F-4 (x8), AC 13, HD 4d6+4 (18 each), Sz M, Mv 25, Sv 16, Mor XX, Great Axe +2/1d8+1, Train:Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast,

**54—Snake-men Enchanters** MU-6 (x6), AC 12, HD 6d6 (Hp 30,19,20, 28,17,18), Sz M, Mv 20, AL C, Sv 14, Mor 10, Bite +1/1d4+poison, Spells: Sleep x2, Air Shield, Fear, Stone Missile, Charm Person x2, Invisibility, Lightning Bolt, Hold Person x2

**55—Human Chaos Cult**, CM-3 (x14) AC 17, HD 3d6 (10 each), Sz M, Mv 25, AL C, Sv 15, Mor 17, Battle Axe: +0/1d6, Train Tactical Reposition, Spells: Detect Law, Stun Blasp x2, Light/Dark

**56—Ogre Smashers** F6 (x5), AC 17, HD 6d8+6 (hp 40,39,34, 26, 31), Sz L, Mv 25, AL C, Sv 14, Mor 15, Maul+3/2d4+2, Training: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**57—Lizardo Archers** F-2 (x10) AC 14, HD 2d6+2 (9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Longbow +1/1d6, hand axe +1/1d6, Train: Split-Fire, Aim, Over Watch, Quick Draw,

**58— Werewolf** (x7), AC 15, HD 4d6 (hp 18,17,17,12,9,13,15), Sz M, Mv30, AL C, Sv 16, Mor 13, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**59—Crimson Dwarf Infantry** F3 (x11), AC 17, HD 3d6+3, (hp 14 each) Sz M, Mv 20, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poi

**60—Red Goo** (x6) AC 15, HD 5d8 (hp 22,19,18,22,25,16), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

**61—Hill Giant** (1), AC 13, HD 8d10 (hp 39), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**62—Toadstool Freaks** (x8), AC 15, HD 4d8 (hp 28,24,17,14,27,26,14,25) Sz L, Mv 30, AL C, Sv 16, Mor 13, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**63—Ants, worker** (x35) AC 15, HD 1d6 (3 each), Sz M, Mv 40', AL N, Sv19, Mor 14, Bite +1, Dmg 1d4

**64—Ant, queen** (1) AC 18, HD 8d10 (hp 45) Sz G, Mv 15, AL N, Sv 12, Mor 12, Bite +8/2d6

**65—Ant, warriors, large** (x8), AC 17, HD 3d8 (13,11, 12,10,17,12,13,14) Sz L, Mv 50, AL N, Sv 17, Mor 14, Bite +3/1d10

**66—Hell Hounds** (x4) AC16, HD 6d12, (hp 35,32,22,26), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +6/1d10, Fire Breath 10' 1/round, 6 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**67—Ogre Scavengers** J-3 (x10) AC 10, HD 3d8 (hp 13 each), Sz L, Mv 30, AL C, Sv 17, Mor 6, Club +0/1d6, Skills: Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Game Hunter,

**68—Ratter Bushwhackers** J-5 (x7) AC 12, HD 5d4 (hp 13,14,10, 14,9,13,11) Sz S, Mv 35, AL C, Sv 15, Mor 7, Short Bow +1/1d6, Dagger +1/1d4; Skills Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper,

**69—Ferox** (x17), AC 15, HD 2d8( hp9 each) , Sz L, AL C, Sv 18, Mor 13, Bill +2/1d10

**70—Trollson Hexmasters** MU-6 (x4), AC 10, HD 6d8 (hp 31,25,30,21) Sz L, Mv 30, AL N, Sv 14, Mor 13, Staff: +1/1d6, Spells: Sleep, Air Shield, Concealing Fog, Stone Missile, Dirt Pile, Invisibility, Lightning Bolt, Earth Shift

**71—Ochre Jelly** (x5), AC 12, HD 5d8 (hp 25,25,26,25,20), Sz L, Mv 5'. AL N, Mor XX, Acid Touch +5/2d6, dissovles armor and shield it hits, immune to weapons, cut into smaller jellies.

**72—Hobgoblin Spearmen** F2(x17), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Beetles, large, acid** (x10), AC 17, HD 3d8 (hp 13 each} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20', +3/4d8, armor and shield must save.

**74— Owlbear** (1), AC 16, HD 9d8 (hp 44), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**75—Span-Kee Infiltrators** Mu/J-5 (x5) AC 10, HD 5d4 (hp12,15,14,16,17) Sz S, Mv 25, Al C, Sv 13, Mor 11, baton +1/1d4, Items: cling fire, blinding powder, tangler (2 each) Skills: Hear Noise, Hide In Shadows, Move Silently, Searcher, Observer, Swapper, Grenadier, Abject Flight, Salt in the Eyes Spells: Concealing Fog, Fear, Sleep, Air shield, Charm Person, Dirt Pile, Lightning Bolt. 1/hour mind reading

**76—Snake Men Archers** F-2 (x20), AC 13, HD 2d6+2 (hp 9each ) , Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 12, Long Bow +1/1d6+1, Bite +1/1d4+poison, Train Split-Fire, Aim, Over Watch, Quick Draw,

**77—Old Ones Swordsmen** F-6 (x5), AC 15, HD 6d6+6 (hp 28,40,32,29,27) Sz M, Mv 30, AL C, Sv 14, Mor 13, Sword: +3/1d6+2, Skills/Training, Hide in Shadows (sk), Move Silently, Disarm, Observer,Ambush 3, Hack on Run, Rampage, Flurry of Blows, Shield Sacrifice

**78-- Werewolf** (x7), AC 15, HD 4d6 (hp 20,18,17,15,12,10,8), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Owlbear** (1), AC 16, HD 9d8 (hp 41), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**80—Minotaur** (x7), AC 14, HD 6d8 (hp26,30,28,22,21,21,20), Sz L, Mv30, AL C, Sv 14, Mor 14, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Human Bandits** J-3 (x10) AC 16, HD 3d6, (hp111 each) Sz M, Mv 25, AL C, Sv17, Mor12, Sword +0/1d6, Lt. Crossbow: +0/1d8 Skills: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower, Ambush 3, Careful Aim,

**82— Nightmare** (1), AC 20, HD 6d12 (hp 46), Sz L, Mv 35, Fly 60, AL C, Sv 14, Mor-12,, Hooves x2 +6/2d4+2, fire damage 1d4 all within 5', blinding smoke, 35% spell resistance, invulnerable, holy water

**83—Spider, large** (8), AC 14, HD 4d8 (hp 18 each), Sz L, Mv 20, AL N, Sv 16, Mor 12, Bite +4/1d8+poison (paralytic)

**84—Bats, large** (x4), AC 13, HD 5d8 (20, 29, 19, 18) Sz L, Fly 35, AL N, Sv 15, Mor 9, Bite +5/1d8+disease

**85—Flies, medium** (x17), AC 12, HF 2d6 (hp 7 each) Sz M, Fly 45, AL N, Sv 18, Mor 12, Bite +2/1d6+disease, Dodge Missiles 1d6 3+

**86—Goblin Raiders** J-2 (x17), AC 15 HD 2d4 (5 each), Sz S, Mv 25, AL C, Sv 18, Mor 10, Hand Ax +0/1d6, Darts +0/1d4 Militia Trained, Stab and Run, Move Silently, Hear Noise, Rope Thrower, Ambush 3

**87—Air Elemental, medium** (1), AC 18, HD 8d12 (hp 76), Sz M, Mv 25, AL N, Sv 12, MorXX, Blast +8/3d6, Whirlwind attack, Invulnerable. Sacred Water.

**88—Ape, large** (x6), AC 14, HD 6d8 (hp 25,34,23,29,27,22), Sz L, Mv 35, AL N, Sv 14, Mor 14, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**89—Orc Skirmishers**, F2 (x12), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**90—Toadstool Freaks** (x10), AC 15, HD 4d8 (hp 18 each) Sz L, Mv 30, AL C, Sv 16, Mor 13, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**91—Human Silent Monks** CS-4 (x10), AC 10, HD 4d6 (hp 14 each), Sz M, Mv 30, AL L, Sv 14, Mor 14, Staff +0/1d6, Skill: First Aid, Spells: Heal Wounded, Light, Divine Circle, Neutralize Poison, Protection from Chaos, Hold Person

**92—Gnome Dungeoneers**, J-4 (x9), AC 17, HD 4d4 (hp 10 each), Sz S, Mv 20, AL L, Sv 14, Mor 11, Short Sword +1/1d6, : Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Language, Detect Magic 1/day.

**93—Innocent Damsel** J-1, AC 10, Hp1d6 (3 hp), Sz M, Mv 30, AL L, Sv 19, Mor 4, Slap +0/1, Skills: Occupation (damsel), Hear Noise, Distracting Banter, Mortal Lore (local kingdom), New Language (elvish), Enchanting Music

**94—Human Holy Champions**, F/CM2 (x15) AC 17, HD: 2d6+2 (hp9 each), Sz M, Mv 25, AL L, Sv 16, Mor 14, Sword +1/1d6 Training: Rampage, Shield Sacrif., Hack on Run, Not So Fast, Mighty Blow Spells: Dett Ch, Heal W, Stun Blasphemer

**95—Wood Elf Archers** (x20) F-2, AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL L, Sv 18, Mor 11, Long Bow +1/1d6, Sword +1/1d6; Training: Split-Fire, Aim, Over Watch; Move Silently, +2 save vs Enchantment

**96—Soldiers of the Heavenly Host** (x8), AC 17, HD 3d12+3 (hp 22 each), Sz M, Mv 30, AL L, Sv 15, Mor XX, Bastard Sword +3/1d8+2, 25% spell resistance, Rampage, Mighty Blow, Affected by unholy Water

**97—Comforter Angel** (1) AC 15, HD 6d12 (hp 47), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +6/2d6, 50% spell resist, Invulnerable, Unholy Water: Spells (as many times per day as needed) Cure Wounded, Encourage, Bless, Neutralize Poison, Cure Disease, Remove Curse

**98—Halfling Pumpkin Crusader** CM-9 (1) AC 19, HD 9d4 (hp 20), Sz S, Mv 20, AL L, Sv 9, Mor 14, Mace +2/1d6, Spells: Heal Wounded, Light, Divine Circle, Augury, Hold Person, Neutralize Poison, Example, Dispel Magic, Stand the Fallen, Heal Wounded 10', Hold Monster, Raise Dead, Flame Strike, Exorcism

**99—Human Knights** F-5 (x6) AC 19, HD 5d6+5 (hp 25, 17, 24, 14,17,22) Sz M, Mv 25, AL L, Sv 15, Mor 16, Bastard Sword +3/1d6+2; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**00—Dwarf Avenger** F/J-8 (1) AC 15, HD 8d6+8 (hp 45) , Sz M, Mv 25, AL L, Sv 12, Mor 13, Bastard Sword: +5/1d8+3, Train: Flurry of blows, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition, On Guard, Stand and Fight, Alert Reaction, Mighty Blow, Skills: Stonework, Hide in Shadows, Move Silently, Hide in Forest, Stab and Run, Cloak Trick, Ambush 3, Stab Em when they're down, Climb Walls, Salt in the eyes, Ambush 4, Cloaked Obscurement, Abject Flight

# LEVEL 6 DUNGEON TREASURE

A level 6 hoard will have 6d6x100gp (average 2100gp) in value, and a level 6 incidental will have 6d6x10gp in value, an average of 210gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

## Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Jar	No	No	200gp	200
02	Jar	No	Tiny spider	18 small topaz	180
03	L sack	No	No	1400sp	140
04	Garbage	No	Disease	Silver stew pot in a bronze cauldron	290
05	Rack	No	No	2 composite bows, 4 quivers 80 arrows	140
06	Jar	No	Acid	230gp	230
07	Sack	No	Tiny scorpion	210gp	210
08	Ground	No	No	25-pound silver bar	250
09	Cask	Stuck	No	2000sp	200
10	Rack	No	No	20 MP arrows	200
11	Amphora	Sealed	Poison	1900sp	190
12	Jar	Sealed	No	Silver scepter & ceremonial sword	220
13	Jar	Sealed	Darts	180gp	180
14	Jar	No	No	emerald--mid	150
15	L sack	No	No	1800sp	180
16	Crate	Nailed	No	40 lbs salt	200
17	L sack	Tied	No	2000sp	200
18	Ground	No	No	2 ceremonial silver platters	240
19	Ground	No	No	23000cp	230
20	Cask	Stuck	No	80 pints of military oil	160

## Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	10 pounds of Frankincense	130
22	L sack	Tied	No	2000sp	200
23	Sack	No	Tiny snake	10 pounds of saffron	150
24	Garbage	No	Tiny spider	260gp	260
25	Garbage	No	Disease	Big ruby, 2 silver necklaces	240
26	Doub Amph	Sealed	No	2300sp	230
27	Sack	No	No	Blinding powder x3, inst fire x4	170
28	Garbage	No	No	260gp	260
29	Garbage	No	Disease	Silver dwarf battle-mask, 4 sm amber	210
30	Cask	No	No	2600sp	260
31	Jar	Sealed	No	Large sapphire	250
32	Jar	No	Darts	220gp	220
33	L Sack	No	No	2 silver chalices	260
34	Sack	No	No	280gp	280
35	Garbage	No	No	Gold ceremonial girdle	260
36	Amphora	Sealed	No	1900sp	190
37	Jar	No	No	Golden holy symbol	250
38	L sack	No	Tiny centipede	2500sp	250
39	Garbage	No	Disease	Golden gorget	240
40	Garbage	No	No	190gp	190

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	L sack	No	Tiny centipede	1600sp	160
42	Ground	No	No	Purple toadstool (strong food poison) and 3 pints of forest wine	180
43	Ground	No	No	220gp	220
44	Ground	No	Tiny spider	Mid diamond	200
45	Cask	Stuck	No	2200sp	220
46	Doub Amph	No	No	25 gallons of superior wine	200
47	Amphora	No	No	250gp	250
48	Crate	Nailed	No	Ceremonial golden staff	290
49	Sack	No	No	240gp	240
50	Cask	No	No	10 gallons of good mead	160
51	Amphora	No	needle	260gp	260
52	Jar	no	Tiny snake	Emerald, mid	150
53	Crate	Nailed	No	2200sp	220
54	Garbage	No	Disease	Gold necklace	200
55	Cask	Stuck	No	2900sp	290
56	Amphora	Sealed	No	12.5 gallons of brandy	200
57	Amphora	No	No	240gp	240
58	Crate	Nailed	No	Potion kit, 14 empty crystal vials	240
59	Ground	No	No	26000cp	260
60	Ground	No	No	3 cling fire	225

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Sarcophagus (c5)	Yes	No	Gold scepter, big emerald	1800
62	Strong Box (c4)	Yes	No	2900gp, <i>potion detect magic</i>	2900
63	Bookcase	No	Needle	1 metal book box, CL scroll makings 10 levels	2100
64	L Sack	No	No	2600gp	2600
65	L sack	No	Tiny snake	Jeweled medallion	2800
66	Iron Chest (c6)	Yes	Cold Glyph--Law	1500gp; <i>potion Reincarnation</i>	1500
67	Coffer (c4)	Yes	No	17 mid rubies	1700
68	Doub Amph	No	No	2400gp	2400
69	Doub Amph	No	No	200 pints of orc liquor	2000
70	Pile	No	No	21000sp	2100
71	Secret	Wizard	No	Golden scepter and crown; <i>Ring protection +3</i>	2700
72	Secret	No	No	2600gp	2600
73	Iron Bnd Chest (c3)	Yes	No	Golden chalice and ceremonial sword	2300
74	Wood Chest (c2)	Stuck	Darts	2000gp; <i>potion wound powder</i>	2000
75	Wood Chest (c2)	Stuck	Blade	Mu Scroll makings 12 levels	1200
76	Sarcophagus (c5)	Stuck	Needle	2200gp	2200
77	Wood Chest (c2)	Yes	No	2 10-pound gold bars	2000
78	Wood Chest (c2)	Stuck	No	9000sp	900
79	L sack	No	No	1300gp	1300
80	Rack	No	No	3 Light Mail (1 small, 1 med, 1 lrg)	2100

### Treasures 81-00 (Hoard)

Number	Container	Lock	Trap	Items	GP value
81	Iron Chest (c6)	Yes	No	16000sp; <i>mu scroll concealing fog</i>	1600
82	Stone Chest(c5)	Yes	No	1400gp	1400
83	Wood Chest (c2)	Stuck	No	2000gp	2000
84	Barrel	Stuck	No	47.5 gallons of superior mead	1900
85	Secret	Yes	No	2000gp	2000
86	Stone Chest (c5)	Yes	No	1800gp	1800
87	Wood Chest (c2)	Yes	No	1700gp	1700
88	Coffer (c4)	Yes	Needle	6 big emeralds	1800
89	Bookcase	No	Book worms	Mu scroll makings x14 levels; <i>MU Scroll Sleep</i>	1400
90	Crate	Nailed	No	50 pounds of salt	1750
91	Secret	No	No	21000sp	2100
92	Wood Chest (c2)	Yes	No	2900gp	2900
93	Bookcase	No	No	Cleric Scroll makings x7 levels; <i>Encyclopedia of Healing</i>	1400
94	Bookcase	No	No	Jeweled Censer, 3 metal book box; <i>MU scroll, air shield</i>	2300
95	Pile	No	No	12000sp	1200
96	Secret	Wizard	No	Heavy war bow, 4 black lotus; +2 <i>Lance Corpse Bane</i>	1400
97	Coffer (c4)	Yes	Darts	19 small diamonds	1900
98	Coffer (c4)	Yes	Pit	Jeweled tiara	3000
99	Pile	No	No	25000sp	2500
00	Garbage	No	No	Jeweled Skullcap, Silver Trumpet, Gold priestly breastplate	2600

## LEVEL-7 DUNGEON MONSTERS:

A level-7 dungeon is one where the encounters are set at 10d6 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 11 per creature if it is a solitary monster or 8 per creature if it is in a group. This should be suitable for 4-5 level 7 PC's. For completing an adventure session in a level-7 dungeon, each PC should be awarded 1000xp in addition to XP equaling his share of treasure taken.

- 1—Moloch** (1), AC 18, HD 10d8 (55 hp), Sz L, Mv 30, AL C, Sv 10, Mor XX, Horns x2, +10/2d8, Knock Down, Kick when down, Heat 1d4 5' radius, Immune to slash, construct immunities
- 2—Earth Elemental, medium** (1), AC 18, HD 8d12 (hp 68), Sz M, Mv 25, AL N, Sv 12, MorXX, Smash +8/3d6, extra d6 vs those touching earth, Invulnerable. Sacred Water.
- 3—Dagon** (1), AC 19, HD 11d8 (70hp), Sz L, Mv 15, AL C, Sv 9, Mor XX, Smash +11/2d12, Knockdown, Stand and Fight, Mighty Blow. Immune to Blunt weapons, Construct Immunities
- 4—Fiendish Champion Demon** (1), AC19, HD 8d12+8 (hp 73), Sz L, Mv 30, AL C, Sv 12, Mor 15, Mighty Ax +8/2d8+4, Knockdown/Stun, Rampage, Invulnerable, 50% spell resistance, Holy Water
- 5—Clay Golem** (1), AC 13, HD 10d8 (hp 50 hp), Sz L, Mv 25, AL N, Sv 10, Mor XX, Fist +10/3d8, wounds require Restoration before heal, Invulnerable, only affected by magic blunt weapons and Earth spells. Knockdown, haste itself 3 rounds/day
- 6—Hell Hound** (x5), AC 16, HD 5d12, (hp 39,22,32,39,27), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10' 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 7—Efreeti** (1), AC 18 HD 10d8 (hp 51), Sz L, Mv 25, Fly 60, AL C, Sv 10, Mor 15, Fire Slam +10/3d6, Immune to Fire, Cast Spells: Flames, Wall of Fire, Hallucinatory Terrain, Polymorph Self, Limited Wish.
- 8—Gargoyle** (x9), AC 15, HD 4d6, (hp 14 each) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 17, claws(4), 1d4, Stealth ,Invulnerable.
- 9— Knight of the Damned** (x4), AC19, HD 7d12 (hp 53,60,41,40), Sz M, Mv 25, AL C, Sv 13, Mor 14, Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water
- 10—Wraith** (x6), AC 17, HD 4d12 (hp 26, 24,17,30,26, 22), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 14, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 11—Salamander** (1), AC 16, HD 7d12 (hp 41), Sz M, Mv 25, AL C, Sv 13, Mor 11, Spear and Tail +7/2d6, tail can constrict, invulnerable, immune to fire, sleep, charm, hold, aff by Sacred water.
- 12—Fire Elemental, medium** (1), AC 18, HD 8d12 (hp 63), Sz M, Mv 25, AL N, Sv 12, MorXX, Flames +8/3d6, Destroys those brought to 0, Invulnerable. Sacred Water.
- 13—Vampire** (1), AC 19, HD 10d12 (hp 60), Sz M, Mv 30/Fly 40, AL C, Sv 10, Mor 16, Slam +10/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 14— Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 15— Mummy** (x5) AC 15, HD 5d12, (hp 24,27,16,39,43), Sz M, Mv 30, AL C, Sv 15, Mor 14, Fist x2, +5/1d8+ mummy rot, Fear Affect, Undead Immunities, Half damage from Weapons and fire, Invulnerable
- 16—Specters** (x5) AC 18, HD 6d12 (hp 39,30,28,42,37), Sz M, Mv40, Fly 70, AL C, Sv 14, Mor 12, Ghostly Touch +6/1d8+2 level drain, Invulnerable, Undead Immunity, Aff by Holy Water .
- 17— Shadows** (x10), AC 13, HD 3d6 (hp 10 each), Sz M, Mv 30, AL C, Sv 17, Mor 13, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable
- 18—Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 19—Vampire** (x3), AC 19, HD 7d12 (hp 32,48,32), Sz M, Mv 30/Fly 40, AL C, Sv 13, Mor 12, Slam +7/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 20— Wraith** (x7), AC 17, HD 4d12 (hp30,25,36,10,20,32,15), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities
- 21— Troll** (x6), AC 15, HD 6d8 (hp 20,29,25,34,21,15), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).
- 22— Weevil, gigantic** (1), AC 16, HD 10d10 (hp 58), Sz G, Mv 20, AL N, Sv 10, Mor 12, Bite +10/2d6, save or -4 to hit and saves and must save to cast spell 1d6 months or cure disease
- 23—Bugmen Champions F-5** (x6), AC 17, HD 5d6+5 (hp 18,20,31,28,23,23), Sz M, Mv 25, AL C, Sv 15, Mor 16, Halberd+3/1d8+2, Bite +3/1d4,Train: Crack Shell, Mighty Blow, Smash Em, Alert Reaction, Split Shield, Flurry of Blows, Rampage; Telepathic Communication
- 24—Frost Giant** (1), AC 14, HD 10d10 (hp 46), Sz G, Mv, 30, Al C, Sv 10, Mor 15, Axe +10/4d6; Rock +10/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Cold

**25—Cyclops** (1), AC 13, HD 10d10 (hp 55), Sz G, Mv 35, AL N, Sv 10, Mor 12, Club +10/2d10, Knockdown, Rampage.

**26—Half-Orc Mercenaries** F-2 (x21), AC 15, HD 2d6+2 (hp 9 each), Sz M, Mv 25, AL N, Sv 18, Mor 13, Halberd +1/1d8; Training: Spear-Fighting, Reach for It, Stand and Fight, Brawler

**27—Ghouls** (x10), AC 13, HD 2d12 (13 each), Sz M, Mv 30, AL C, Sv 18, Mor 14, c/c/b +2/1d4+paralyze Undead Immunities, Holy Water

**28—Orc Archers** F-3 (x12), AC 13, HD 3d6+3 (13 each), Sz M, Mv30, AL C, Sv 17, Mor 11, Longbow +2/1d6+1. Short Sword +2/1d6+1, Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Searcher, +2 save vs poison and disease

**29—Mind Flayer** (x4) AC 15, HD 8d6 (hp 28,24,27,32), Sz M, Mv 30, AL C, Sv 12, Mor 12, Tentacle x4, 1d4, suck out brain in 1d4 rounds, Mind Blast 60x5, save or stun 1d6 rounds, Mind Reading, Levitation, Charm Person and Hypnotic Pattern. 90% spell resistance.

**30—Orc Daggermen**, J-6, (x6), AC 13, HD 6d6 (hp 26,18,26,22,28,26), Az M, Mv 30, AL C, Mor 13, Daggerr +2/1d4, Mv Silent, Hide in S, Double Dagger, Swapper, Cache, Dagger Surprise, Ambush 3, Ambush 4, Stab and Run, Abject Flight, Blackjack, Searcher

**31—Wererats** (x12), AC 13, HD 3d6 (11 each) , Sz M, Mv 30, AL C, Sv 17, Mor 11, Sword or bite +3/1d6; lycanthropy, silver, aff by sacrec water, wolsbane

**32—Stone Giant** (1), AC 16 HD 9d10 (hp 43), Sz G, Mv 20, AL N, Sv 11, Mor 14, Club +9/3d6, Rock +9/3d6, 240 range, 10' radius, Knockdown, Rampage, Immune to Earth Spells

**33—Hill Giant** (1), AC 13, HD 8d10 (hp 42), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**34—Crabs, medium** (x15), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**35—Lamia**, AC 17, HD 9d6 (hp 30), Sz M, Mv 30, AL C, Sv 11, Mor 7, Short Sword +9/1d6, or Touch +9/drain 1d4 WIS, Charm Person, Polymorph Self.

**36—Spider, large** (x7), AC 14, HD 4d8 (hp 20,17,16,15,19,19,14), Sz L, Mv 20, AL N, Sv 16, Mor 13, Bite +4/1d8+poison (paralytic)

**37—Black Pudding** (1) AC 14, HD 10d8 (hp 42) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**38—Lizardo Savages** F2 (x22), AC 14, HD 2d6+2 (9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Spear +1/1d6, Training Spear-fighting, Reach for It, Shield Wall, Stand and Fight, Hide in Forest

**39—Rust Monster** (x6), AC 19, HD 5d6 (hp 27, 21,18 11,15,13), Sz M, Mv 35, AL N, Sv 15, Mor 12, Tent. +5/Rust; Rust defense.

**40—Fire Elemental, small**, (x8) AC 18, HD4d12 (26,23,37,23, 21, 19,38,22hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41—Hornets, medium** (x12) AC 13, HD 3d6 (hp 11 each), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**42—Flesh Golem** (x4), AC 11, HD 8d8 (hp 40 each), Sz L, Mv 25, AL N, Sv 12, Mor XX, Fist x2, +8/2d8, Knockdown, Smash Doors, Invulnerable, Fire and Cold slows it, Elec. Heals it, immune to other spells.

**43—Banderhobb** (1), AC 17, HD 8d10 (hp 39), Sz G, Mv 35, AL C, Sv 12, Mor 18, Arms x2/1d12, if both hit, save or swallowed whole, 3 rounds till digested. Stealth 3+, d20.

**44—Basilisk** (x6) AC 16, HD 6d6 (hp 15,27,24,17,14,22), Sz M, Mv 15, AL C, Sv 14, Mor 11, Bite +6/1d10, Petrifying Gaze,

**45—Chimera** (1), AC 16, HD 8d10 (hp 43), Sz G, Mv 30, Fly 40, AL C, Sv 11, Mor 14, Bite x3/2d4, Claw x2/1d3, Fire Breath 50x20 3d8, save for half 3/day, knockdown

**46—Bugbear Bill-masters F-8 (x3), AC 17, HD 8d8+8 (Hp 42, 44, 49), Sz L, Mv 30, AL C, Sv 12, Mor 15**, Bill +4/1d8+3, Train: Spear Fighting, Reach for It, Smash Em Down, Tact Reposition, Kick Em, Disarm, Unhorse, Mighty Blow, Flurry of Blows, Rampage

**47—Bugbear Raiders** J-3 (x16) AC 15, HD 3d8 (hp 13 each), Sz L, Mv 35, AL C, Sv 17, Mor 12, Great Axe +0/1d8, Skills: Militia Trained, Stab and Run, Hide in Shadows, Buster, Hear Noise, Rope Thrower, Ambush 3, Move Silently

**48—Umber Hulk** (1), AC 18, HD 9d8 (hp37), Sz L, Mv20, AL C, Sv 11, Mor 14, c/c/b +9/3d4/3d4/2d10, Knockdown, Look in face, Save of confused 3d4 rounds

**49—Tentacloid** (1), AC 18 HD 10d8 (hp 47) Sz L, Mv 25, AL C, Sv 10, Mor 13, Tentacles x2 +10/1d10, Spells: Air Shield, sleepx2, Detect Magic, Prot from Law, Charm Person x3, Mind Reading x2, Earth Shift, Hold Person, Summon Monster I, Grip of Submission x2, Summon Monster II, Hypnotic Pattern, Hold Monster, Spell Shield, Phantom Killer

**50—Apeling Smashers**, F-4 (x9), AC 15, HD 4d6+4 (hpc18 each), Sz M, Mv 25, AL C, Sv 16, Mor 7, Maul +2/2d4+1, Training Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Climb Walls



**51—Crimson Dwarf Infantry** F3 (x13), AC 17, HD 3d6+3, (hp13,16,13,13,11 9) Sz M, Mv 20, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poison

**52—Trolls** (x4), AC 15, HD 6d8 (hp 21,28,26,35), Sz L, Mv 30, AL C, Sv 14, Mor 16, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**53—Black Dragon, Large** (1), AC 21, HD 10d8 (hp 47), Sz L, Mv 30, Fly 60, AL C, Sv 10, Mor 15, c/c/b: +10/d8/d8/4d8, Breath 30x80, 47 hp save for half 3/day; Knockdown, Rampage, Immune to Acid

**54—Snake-men Enchanters** MU-6 (x6), AC 12, HD 6d6 (Hp 30,19,20, 28,17,18), Sz M, Mv 20, AL C, Sv 14, Mor 10, Bite +1/1d4+poison, Spells: Sleep x2, Air Shield, Fear, Stone Missile, Charm Person x2, Invisibility, Lightning Bolt, Hold Person x2

**55—Djinni** (x4) AC 16, HD 7d8 (hp 31 each), Sz M, Mv 20/Fly 60, AL N, Sv 13, Mor 11, Slam+7/2d8, Whirlwind, Create Non-magic items.

**56—Ogre Smashers** F6 (x5), AC 17, HD 6d8+6 (hp 40,39,34, 26, 31), Sz L, Mv 25, AL C, Sv 14, Mor 15, Maul+3/2d4+2, Training: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**57—Spiny Jerk Demons** (x12) HD 2d12 (hp 13 each), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2<sup>nd</sup> target, +2/1d4, 30'; 25% spell resistance, Invulnerable, Aff by Holy Water.

**58—Werewolf** (x10), AC 15, HD 4d6 (hp14 each), Sz M, Mv30, AL C, Sv 16, Mor 13, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**59—Hoborg Sneak Pyros** J3 (x16) AC 13, HD 3d6 (hp 11 each) Sz M, Mv 25, AL C, Sv 17, Mor 10, Sword +0/1d6, Cling Fire +0/1d6 (6 rounds), Mil Oil +0/1d8(2 rnds), Skills Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Move Silently, Hide in Shadows

**60—Owlbear** (1), AC 16, HD 9d8 (hp 42), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**61—Hill Giant** (1), AC 13, HD 8d10 (hp 56), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**62—Toadstool Freaks** (x8), AC 15, HD 4d8 (hp 28,24,17,14,27,26,14,25) Sz L, Mv 30, AL C, Sv 16, Mor 13, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**63—Snake Men Archers** F-2 (x17), AC 13, HD 2d6+2 (hp 9each ), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, Long Bow +1/1d6+1, Bite +1/1d4+poison, Train Split-Fire, Aim, Over Watch, Quick Draw,

**64—Refractacat** (x4), AC 16, HD 6d8, (hp 35,21,27,19), Sz L, Mv 50, AL C, Sv 14, Mor 13, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missi need nat 20.

**65—Ticks, large** (x7) AC 18, HD 4d8 (hp 18 each), Sz L, Mv 15, AL N, Sv 16, Mor 15, Bite +4/1d8, 1d8 blood drain, Hide in Shadows.

**66—Hell Hounds** (x4) AC16, HD 6d12, (hp 35,32,22,26), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +6/1d10, Fire Breath 10' 1/round, 6 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**67—Night Hag** (1), AC 11, HD 8d12 (hp53), Sz M, Mv25, AL C, Sv 12, Mor 7, Claw +8/2d6+ 1 CON drain, Invulnerable, Invisibility, Greater Sleep, Stone Missile (4 missiles) 65% spell resistance, Holy Water

**68—Ratter Bushwhackers** J-5 (x6) AC 12, HD 5d4 (hp 13,14,10, 14,9,13) Sz S, Mv 35, AL C, Sv 15, Mor 7, Short Bow +1/1d6, Dagger +1/1d4; Skills Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper,

**69—Ferox** (x14), AC 15, HD 2d8( hp9 each) , Sz L, AL C, Sv 18, Mor 13, Bill +2/1d10

**70—Blood-Sucking Freaks Sorcerer-Assassins** J/MU-5 (x8), AC 10, HD 5d6 (hp20,15,10,22,22, 13,17,25), Sz M, Mv30, AL C, Sv 15, Mor 10, Dagger: +1/1d4; Bite +1/1d4 (against unaware targets incl stunned) Skills Hide in Shadows, Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Move Silently, Spells: Fear, Shocking Grip, Sleep, Air shield, Invisibility, paralysis, hold person.

**71—Garbaggio** (x5), AC 17, HD 7d8 (hp 32,27,21,28,26), Sz L, Mv 20, AL N, Sv 13, Mor 14, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**72—Hobgoblin Spearmen** F2(x17), AC 17, HD 2d6+2 (hp 9 each) Sz M, Mv 25, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73—Beetles, large, acid** (x12), AC 17, HD 3d8 (hp 13 each} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20', +3/4d8, armor and shield must save.

**74—Owlbear** (1), AC 16, HD 9d8 (hp 42), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**75—Span-Kee Infiltrators Mu/J-5** (x6) AC 10, HD 5d4 (hp12,15,14,16,17,13) Sz S, Mv 25, Al C, Sv 13, Mor 11, baton +1/1d4, Items: cling fire, blinding powder, tangler (2 each) Skills: Hear Noise, Hide In Shadows, Move

Silently, Searcher, Observer, Swapper, Grenadier, Abject Flight, Salt in the Eyes Spells: Concealing Fog, Fear, Sleep, Air shield, Charm Person, Dirt Pile, Lightning Bolt. 1/hour mind reading

**76—Hell Stalker** (x5), AC 18, HD 8d8 (hp 38,39,33,47,42), Sz L, Mv 30, Sv 12, Mor 15, claws x2 +8/1d10, Hide in Shadows, Move Silently, Ambush 4, if reduce target to 0, wrenches off head.

**77—Trollson Infantry F-4** (x7) AC 17, HD 4d8+4 (16,20,15,32,30), Sz L, Mv 25, AL N, Sv 16, Mor 12, Large Sword +2/1d8+2, Training Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition

**78-- Werewolf** (x7), AC 15, HD 4d6 (hp 20,18,17,15,12,10,8), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Crabs, medium** (x13), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**80—Minotaur** (x5), AC 14, HD 6d8 (hp26,30,28,22,21), Sz L, Mv30, AL C, Sv 14, Mor 14, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Scorpion, gigantic** (1), AC 18, HD 8d10 (hp 51), Sz G, Mv 40, AL N, Sv 12, c/c/s 1d10, sting+poison,

**82— Nightmare** (x5), AC 20, HD 6d12 (hp 43,48,42,40,33), Sz L, Mv 35, Fly 60, AL C, Sv 14, Mor-12,, Hooves x2 +6/2d4+2, fire damage 1d4 all within 5', blinding smoke, 35% spell resistance, invulnerable, holy water

**83—Giant Troll** (1) AC 15, HD 10d10 (hp 65) Sz G, Mv 35, AL C, Sv 10, Mor 18, c/c/b: +10/1d8, knockdown, rampage, regen 3/round, except fire/acid

**84—Hill Giant** (1), AC 13, HD 8d10 (hp 40), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**85—Black Pudding** (1) AC 14, HD 10d8 (hp 45) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**86—Goblin Raiders J-2** (x15), AC 15 HD 2d4 (5 each), Sz S, Mv 25, AL C, Sv 18, Mor 10, Hand Ax +0/1d6, Darts +0/1d4 Militia Trained, Stab and Run, Move Silently, Hear Noise, Rope Thrower, Ambush 3

**87—Air Elemental, medium** (1), AC 18, HD 8d12 (hp 49), Sz M, Mv 60, AL N, Sv 12, MorXX, Blast +8/3d6, Whirlwind attack, Invulnerable. Sacred Water.

**88—Ape, large** (x7), AC 14, HD 6d8 (hp 25,34,23,29,27,22,19), Sz L, Mv 35, AL N, Sv 14, Mor 14, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**89—Demonic Warriors** (x11), AC 19, HD 3d12+3 (hp 20 each), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water

**90—Earth Elemental, medium** (1), AC 18, HD 8d12 (hp 49), Sz M, Mv 25, AL N, Sv 12, MorXX, Blast +8/3d6, +1d6 dmg vs those touching eaarth, Invulnerable. Sacred Water.

**91—Human Silent Monks CS-4** (x10), AC 10, HD 4d6 (hp 14 each), Sz M, Mv 30, AL L, Sv 14, Mor 14, Slam +0/1d6, Skill: First Aid, Spells: Heal Wounded, Light, Divine Circle, Neutralize Poison, Protection from Chaos, Hold Person

**92—Half Elf Dungeoneers J-6** (x5) AC 17, HD 6d6 (hp 21, 26,29,20,21), Sz M, Mv 25, AL L, Sv 14, Mor 11, Sword +1/1d6, Skills: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Languages, Read Scroll, Observer

**93—Innocent Damsel J-1**, AC 10, Hp1d6 (3 hp), Sz M, Mv 30, AL L, Sv 19, Mor 4, Slap +0/1, Skills: Occupation (damsel), Hear Noise, Distracting Banter, Mortal Lore (local kingdom), New Language (elvish), Enchanting Music

**94—Wood Elf Scouts J-6** (x6) AC 12, HD 6d6 (hp 32,28,16,15,20,22) Sz M, Mv 30, AL L, Sv 14, Mor 12, Long Bow +1/1d6, Sword +1/1d6 Skills: Hide in the Forest and Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim, Monster Hunter,

**95—Halfling Lackies J-2** (x20) AC 12, HD 2d4 (hp 5 each), Sz S, Mv 25, AL L, Sv 18, Mor 11, Dagger +0/1d4, Sling +2/1d6: Searcher, Pack Hauler, Swapper, Camp Master, Secret Door Expert , Alert Reaction, Move Silently, Hide in Forest

**96—Dwarf War Priests CM-7** (x5) AC 19, HD 7d6 (hp 31,29,30,26,22), Sz M, Mv 20, AL L, Sv 11, Mor 15, Warhammer +2/1d6, Spells: Heal Wounded, Stun Blasphemer, Augury, Hold Person, Stand the Fallen, Cure Disease, Dispel Magic, Blessed Weapon, Abilities: Stonework, +2 save vs poison and magic.

**97—Comforter Angel** (1) AC 15, HD 6d12 (hp 47), Sz M, Mv 30, AL L, Sv 14, Mor 12, Staff +6/2d6, 50% spell resist, Invulnerable, Unholy Water: Spells (as many times per day as needed) Cure Wounded, Encourage, Bless, Neutralize Poison, Cure Disease, Remove Curse

**98—Gnome Megapyros J/MU-fire spec-5,** (x8) AC 10, HD 5d4 (hp 13 each), Sz S, Mv 25, AL L, Sv 13, Short sword +1/1d6, Cling Fire +1/1d6/rnd, Military Oil +1/1d8 2 rnd; Skills: Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-Advanced, Bibliophile, Read Languages, Stonework, Spells: Flames x2, Air shield, Sleep, Disguise, Continual Light, Invisibility, Dirt Pile, Fireball, Earth Shift

**99—Human Knights F-5** (x6) AC 19, HD 5d6+5 (hp 25, 17, 24, 14,17,22) Sz M, Mv 25, AL L, Sv 15, Mor 16, Bastard Sword +3/1d6+2; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**00—Shedu** (1), AC 16 HD 9d12 (52 hp), Sz L, Mv 39, Fly 50, AL L, Sv 11, Mor 13, Hoof x2, +9/1d6, 25% spell resistance, invulnerable, mind-reading, all enchantment spells. Aff by Unholy Water

# LEVEL 7 DUNGEON TREASURE

A level 4 hoard will have 7d6x100gp (average 2450gp) in value, and a level 4 incidental will have 7d6x10gp in value, an average of 245gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the items, and the container will be "belt pouches" on the foes.

## Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Crate (c1)	Nailed	No	2200sp	220
02	Sack	No	Tiny scorpion	8 small sapphires	200
03	Cask	Stuck	No	2400sp	240
04	Jar	No	No	1 gold amulet, 2 silver necklaces	290
05	Garbage	No	Rot worms	220gp	220
06	Rack	No	No	Plate armor (med)	300
07	Garbage	No	No	290gp	290
08	Garbage	No	No	Gold ceremonial rod	270
09	Ground	No	No	2600sp	260
10	Sack	No	No	15 doses of comfrey root	150
11	Sack	No	No	210gp	210
12	Sack	Tied	No	18 pounds of pepper	270
13	Cask	Stuck	No	1900sp	190
14	Crate	Nailed	No	20 pounds of cinnamon	220
15	Ground	No	No	2200sp	220
16	Garbage	No	Tiny snake	Gold ceremonial girdle	260
17	Sack	Tied	No	230gp	230
18	Garbage	No	Disease	2 silver chalices	260
19	Jar	Sealed	No	270gp	270
20	Rack	No	No	Plate armor (med) shield	310

## Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	Rack	No	No	Plate armor (small) and shield	310
22	Jar	No	No	250gp	250
23	Garbage	No	Disease	2 silver medallions	210
24	Sack	Tied	No	280gp	280
25	Crate (c1)	Nailed	No	36 pounds of salr	230
26	Barrel	Stuck	No	24000sp	240
27	Garbage	No	Tiny Centipede	Blue dragon scale armor, bastard sword with fancy scabbard	330
28	Sack	No	No	240gp	240
29	Ground	No	No	1 silver ingot, 2 iron ingots	260
30	Sack	No	No	320gp	320
31	Crate	Nailed	No	25-pounds of myrrh	350
32	Jar	Sealed	No	180gp	180
33	Garbage	No	Tiny spider	Shining helmet	250
34	Jar	No	No	280gp	280
35	Garbage	No	Disease	2 silver crowns	300
36	Crate (c1)	Nailed	No	2400sp	240
37	Cask	Stuck	No	25 pints of forest wine	250
38	Ground	No	No	34,000cp	340
39	Sack	Tied	No	260gp	260
40	Rack	No	No	2 stink leather, 4 shields	240

**Treasures 41-60 (Incidentals)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
41	Garbage	No	Disease	1 silver ingot	250
42	Ground	No	No	2800sp	280
43	Sack	No	No	21 small topaz	210
44	Crate (c1)	Nailed	No	3400sp	340
45	Jar	Sealed	No	190gp	190
46	Rack	No	No	2 silver-headed spears, 1 shield	260
47	Cask	Stuck	No	28 pints of superior wine	190
48	Garbage	No	No	210gp	210
49	Cask	Stuck	No	80 pints of military oil	160
50	Jar	Sealed	No	290gp	290
51	Ground	No	No	11 pots of devil grease	220
52	Ground	No	No	2500sp	250
53	L Sack	No	No	20 pounds of cinnamon	220
54	Sack	No	Tiny spider	230gp	230
55	L Sack	Tied	No	MU-scroll makings 3 levels	300
56	Crate (c1)	Nailed	No	2700sp	270
57	Jar	No	No	5 big ambers	250
58	Garbage	No	Tiny Scorpion	300gp	300
59	Rack	No	No	20 mp-arrows, 4 silver arrows	220
60	Garbage	No	Rot worms	260gp	260

**Treasures 61-80 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
61	Wood Chest (c2)	Stuck	No	Jeweled censer and gold dagger	2500
62	Iron Bnd Chest (c3)	Yes	Needle	2300gp	2300
63	Coffer (c4)	Yes	No	8 large rubies	2400
64	Stone Trunk (c5)	Yes	Acid	2000gp	2000
65	Iron Chest (c6)	Yes	No	2400gp	2400
66	Bookcase	No	Book Worm	4 metal book boxes, cleric scroll makings 12 levels	2800
67	Pile	No	No	24000sp	2400
68	Wood Chest (c2)	Yes	Pit	2600gp	2600
69	Coffer (c4)	Yes	No	7 big emeralds	2100
70	Iron Chest (c6)	Yes	Darts	1800gp; <i>MU scroll: Sleep</i>	1800
71	Jar	Sealed	Sleep Gas	2 platinum necklaces, 2 big rubies	2400
72	Secret	No	No	1 suit of Quench Plate, +1 <i>Horse Bow</i>	3000
73	Iron Bnd Chest (c3)	Yes	No	2700gp	2700
74	Stone Trunk (c5)	Stuck	Pit	1 jeweled holy symbol, 1 gold scepter	2200
75	Secret.	Wizard	No	5 big diamonds; <i>Wand of Detect Magic</i> , 14 charges ( <i>MU</i> )	2500
76	Wood Chest (c2)	Yes	No	2500gp	2500
77	Iron Bnd Chest (c3)	Stuck	Stone	1300gp	1300
78	Jar	Sealed	No	25 mid rubies	2500
79	Bookcase	No	No	1 metal book box, Cleric scroll makings, 12 levels. <i>Cleric Scrolls: Find Traps, Heal Wounded</i>	2500
80	Pile	No	No	23000sp	2300

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Jar	Sealed	No	3 very large diamonds	3000
82	Secret	Yes	No	<i>Cauldron of Potions</i> ; 2800gp	2800
83	Bookcase	No	Book Worm	Mu-scroll makings, 29 levels; <i>Mu Scrolls: Dirt Pile, Disguise</i>	2900
84	Pile	No	No	31/2 tons of tobacco	2800
85	Wood Chest (c2)	Yes	No	2200gp	2200
86	Wood Chest (c2)	Yes	No	2200gp	2200
87	Stone Trunk (c5)	Yes	Blade	2500sp	2500
88	Stone Chest (c5)	Yes	Acid	3000gp	3000
89	Sarcophagus (c5)	Yes	Electric Glyph-Chaos	Sharp arming sword, plate armor, silver trumpet, gold crown, gold ring and necklace, <i>Buckler of Power</i>	2900
90	Jar	Sealed	No	1 huge emerald	3000
91	Pile	No	No	104 25-pound copper bars	2600
92	Secret	No	No	2 huge topaz	2000
93	Wood Chest (c2)	Yes	Blade	2200gp	2200
94	Iron Bnd Chest (c3)	Yes	No	2300gp	2300
95	Coffer (c4)	Wizard	No	2 huge sapphires	3000
96	Coffer (c4)	Yes	No	4 very large emeralds	2400
97	Iron Bnd Chest (c3)	Yes	Poison Gas	2700gp	2700
98	Wood Chest (c2)	Yes	Stone	2300sp	2300
99	Stone Trunk (c5)	Yes	Needle	29000sp; <i>MU Scrolls Hold Portal, Earth Shift</i>	2900
00	Iron Chest (C6)	Yes	No	2700gp	2700

# LEVEL-8 DUNGEON MONSTERS

A level-8 dungeon is one where the encounters are set at 9d8 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 12 per creature if it is a solitary monster or 9 per creature if it is in a group. This should be suitable for 4-5 level 8 PC's. For completing an adventure session in a level-8 dungeon, each PC should be awarded 5000xp in addition to XP equaling his share of treasure taken.

- 1—Moloch** (1), AC 18, HD 10d8 (55 hp), Sz L, Mv 30, AL C, Sv 10, Mor XX, Horns x2, +10/2d8, Knock Down, Kick when down, Heat 1d4 5' radius, Immune to slash, construct immunities
- 2—Baal** (1), AC 20, HD 12d8 (66 hp), Sz L, Mv 25, AL C, Sv 8, Mor XX, Mace, +12/4d6, Knock Down, Rampage, Hack on Run Immune to pierce, construct immunities
- 3—Rakshasa** (x5), AC 22, HD 7d12 (hp 53,44,54,39,41), Sz M, Mv 25, AL C, Sv 13, Mor 13, Claw x2 +7/1d4, 75% spell resistance, invulnerable, shape change, all lvl 1-4 grip, enchant, illusion, percep, necro spells
- 4—Fiendish Champion Demon** (x5), AC 19, HD 8d12+8 (hp 60,69,70,44,71), Sz L, Mv 30, AL C, Sv 12, Mor 15, Mighty Ax +8/2d8+4, Knockdown/Stun, Rampage, Invulnerable, 50% spell resistance, Holy Water
- 5—Clay Golem** (1), AC 13, HD 10d8 (hp 50 hp), Sz L, Mv 25, AL N, Sv 10, Mor XX, Fist +10/3d8, wounds require Restoration before heal, Invulnerable, only affected by magic blunt weapons and Earth spells. Knockdown, haste itself 3 rounds/day
- 6—Black Pudding** (1) AC 14, HD 10d8 (hp 45) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.
- 7—Efreeti** (1), AC 18 HD 10d8 (hp 51), Sz L, Mv 25, Fly 60, AL C, Sv 10, Mor 15, Fire Slam +10/3d6, Immune to Fire, Cast Spells: Flames, Wall of Fire, Hallucinatory Terrain, Polymorph Self, Limited Wish.
- 8—Fire Elemental, small**, (x9) AC 18, HD 4d12 (hp 26 each), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water
- 9—Knight of the Damned** (x6), AC 19, HD 7d12 (hp 53,60,41,40,37,39), Sz M, Mv 25, AL C, Sv 13, Mor 14, Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water
- 10—Stone Golem** (1), AC 15, HD 12d8 (60 hp), Sz L, Mv 15, AL C, Sv 8, Mor XX, Fist, +12/3d8, Knock Down, Invulnerable, construct immunities, immune to most spells (ex rock to mud, stone to flesh)
- 11—Vampire** (1), AC 19, HD 10d12 (hp 32,48,32,57), Sz M, Mv 30/Fly 40, AL C, Sv 10, Mor 14, Slam +10/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 12—Fire Elemental, medium** (x4), AC 18, HD 8d12 (hp 63,45,56,46), Sz M, Mv 25, AL N, Sv 12, Mor XX, Flames +8/3d6, Destroys those brought to 0, Invulnerable. Sacred Water.
- 13—Vampire** (1), AC 20, HD 11d12 (hp 69), Sz M, Mv 30/Fly 40, AL C, Sv 9, Mor 16, Slam +11/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 14—Skeleton Warrior** (x10), AC 14, HD 3d12 (hp 20 each) Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,
- 15—Hell Hounds** (x3) AC 16, HD 7d12, (hp 38,35,29), Sz M, Mv 30, AL C, Sv 13, Mor 14, Bite +7/1d10, Fire Breath 10' 1/round, 7 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.
- 16—Specters** (x5) AC 18, HD 6d12 (hp 39,30,28,42,37), Sz M, Mv 40, Fly 70, AL C, Sv 14, Mor 12, Ghostly Touch +6/1d8+2 level drain, Invulnerable, Undead Immunity, Aff by Holy Water
- 17— Shadows** (x10), AC 13, HD 3d6 (hp 10 each), Sz M, Mv 30, AL C, Sv 17, Mor 13, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable
- 18—Lich** (1), AC 20, HD 11d12 (hp 69), Sz M, Mv 20 AL C, Sv 9, Mor 16, Claw +11/1d10 plus paralysis, Invulnerable, Undead Immunities, Aff by Holy Water; Spells: as level 14 mu.
- 19—Vampire** (x4), AC 19, HD 7d12 (hp 32,48,32,57), Sz M, Mv 30/Fly 40, AL C, Sv 13, Mor 14, Slam +7/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 20—Shadows** (x10), AC 13, HD 3d6 (hp 10 each), Sz M, Mv 30, AL C, Sv 17, Mor 13, Touch +3/1d4+1 plus drain 1 STR, 90% unseen, immune to sleep, charm, cold; Invulnerable
- 21— Troll** (x7), AC 15, HD 6d8 (hp 20,29,25,34,21,15,21), Sz L, Mv 30, AL C, Sv 14, Mor 17, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).
- 22—Spitting Imp Demons** (x12), AC 14, HD 2d12 (hp 13 each), Sz S, Mv 30, Fly 40, AL C, Sv 18, Mor 12, Bite +2/1d4, Acid Spit +2/2d6 1/3 rounds, (save to avoid, if fail, save for armor/shield), 25% spell resistance, invulnerable, Invisibility, Holy Water
- 23—Flying Chomper Demons** (x7) AC 15, HD 4d12 (hp 29,27,29,24, 23,31,17), Sz M, Mv 30, Fly 40, AL C, Sv 16, Mor 13, Bite +4/2d6; 9+ damage, save or bite off limb, Invulnerable, 35% spell resistance, Aff by Holy Water
- 24—Frost Giant** (1), AC 14, HD 10d10 (hp 49), Sz G, Mv, 30, AL C, Sv 10, Mor 16, Axe +10/4d6; Rock +10/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Cold

**25—Cyclops** (1), AC 13, HD 10d10 (hp 53), Sz G, Mv 35, AL N, Sv 10, Mor 11, Club +10/2d10, Knockdown, Rampage.

**26—Orc Skirmishers**, F2 (x15), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**27—Hag, Greater** (1), AC 17, HD 11d6 (hp 49), Sz M, Mv 40, AL C, Sv 9, Mor 14, Caustic Dagger +11/1d4+1d6, within 60', must save or have a -3 applied to all rolls for 1 hour due to terror. The hag can use a death gaze 3 times per day, with a range of 30' the victim must save or die. Spells: Disguise x2, Prot from Law x2, Stone Missile, Charm Person x2, Dirt Pile, Invisibility x2, Grip of Pain x2, Fireball, Dispel Magic x2, Grip of Pain x2, Polymorph Other, Summon Monster II, Spell Shield, Fire Shield, Ice Storm, Grip of Power, Grip of Death, Disintegrate, all blood-binding spells.

**28—Orc Archers** F-3 (x16), AC 13, HD 3d6+3 (13 each), Sz M, Mv30, AL C, Sv 17, Mor 11, Longbow +2/1d6+1. Short Sword +2/1d6+1, Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Searcher, +2 save vs poison and disease

**29—Red Hot Flaming Hoborgs** MU-6 (x7), AC 10, HD 6d6 (hp 25,26,22,27,23,27) Sz M, Mv 30, AL C, Sv 14, Mor 12, Dagger +1/1d4, Cling Fire +1/1d6 round, Hide in Shadows, Spells: Flames x5, Cont. Light x3, Fireball x3.

**30—Orc Daggermen**, J-6, (x7), AC 13, HD 6d6 (hp 26,18,26,22,28,26,25), Az M, Mv 30, AL C, Mor 13, Daggerr +2/1d4, Mv Silent, Hide in S, Double Dagger, Swapper, Cache, Dagger Surprise, Ambush 3, Ambush 4, Stab and Run, Abject Flight, Blackjack, Searcher

**31—Frost Giant** (1), AC 14, HD 10d10 (hp 51), Sz G, Mv, 30, Al C, Sv 10, Mor 16, Axe +10/4d6; Rock +10/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Cold

**32—Stone Giant** (1), AC 16 HD 9d10 (hp 44), Sz G, Mv 20, AL N, Sv 11, Mor 14, Club +9/3d6, Rock +9/3d6, 240 range, 10' radius, Knockdown, Rampage, Immune to Earth Spells

**33—Hill Giant** (x3), AC 13, HD 8d10 (hp 42,40,44), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**34—Crabs, medium** (x15), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**35—Hoborg Killer** J-12 (1) AC 15, HD 10d6+2 (hp 42), Sz M, Mv 15, AL C, Sv 8, Mor 12, Short Sword +3/1d6, Dagger +3/1d4, Skills: Hide in Shadows, Hide in Forest, Cache, Swapper, Move Silently, Double Dagger, Ambush 3, Dagger Surprise, Cloak Trick, Cloaked Obscure, Ambush 4, Buckler Expert, Buckler Master, Stab and Run, Cloak in your face, Ambush 5

**36—Half-Orc Bushwhackers** J-4 (x11), AC 13, HD 4d6 (hp 14 each), Sz M, Mv 30, AL C, Sv 16, Mor 11, Shortbow +1/1d6, shortsword +1/1d6, Skills: Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper,

**37—Black Pudding** (1) AC 14, HD 10d8 (hp 49) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**38—Hobgoblin Shock Troops** F-4 (x8), AC 19, HD 4d6+4 (hp 18 each), Sz M, Mv 25, AL C, Sv 16, Mor 15, Battle Ax +2/1d6+1, Train: Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, Tactical Reposition, Stand and Fight

**39—Fire Giant** (1) AC 15, HD 11d10 (hp 54), Sz G, Mv, 20, Al C, Sv 9, Mor 16, Sword +11/5d6; Rock +11/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Fire

**40—Fire Elemental, small**, (x9) AC 18, HD4d12 (hp 26 each), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**41—Hornets, medium** (x17) AC 13, HD 3d6 (hp 11 each), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**42—Flesh Golem** (x5), AC 11, HD 8d8 (hp 40 each), Sz L, Mv 25, AL N, Sv 12, Mor XX, Fist x2, +8/2d8, Knockdown, Smash Doors, Invulnerable, Fire and Cold slows it, Elec. Heals it, immune to other spells.

**43—Bugbear Slavers** J-4 (x11), AC 14, HD 4d8 (hp 18 each) Sz L, Mv35, AL C, Sv 16, Mor11, Staff +1/1d6, Blackjack +1/1d4, Sling +1/1d4, Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking, Camp Master, Stab 'Em When They're Down, Move Silently

**44—Hornets, medium** (x15) AC 13, HD 3d6 (hp 11 each), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**45—Chimera** (x3), AC 16, HD 8d10 (hp 43,40,60), Sz G, Mv 30, Fly 40, AL C, Sv 11, Mor 14, Bite x3/2d4, Claw x2/1d3, Fire Breath 50x20 3d8, save for half 3/day, knockdown

**46—Bugbear Bill-masters F-8 (x5), AC 17, HD 8d8+8 (Hp 42, 44, 49, 51, 37), Sz L, Mv 30, AL C, Sv 12, Mor 15**, Bill +4/1d8+3, Train: Spear Fighting, Reach for It, Smash Em Down, Tact Reposition, Kick Em, Disarm, Unhorse, Mighty Blow, Flurry of Blows, Rampage

**47—Fire Giant** (1) AC 15, HD 11d10 (hp 57), Sz G, Mv, 20, Al C, Sv 9, Mor 16, Sword +11/5d6; Rock +11/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Fire

**48—Umbur Hulk** (x5), AC 18, HD 9d8 (hp37,34,35,37,34), Sz L, Mv20, AL C, Sv 11, Mor 15, c/c/b +9/3d4/3d4/2d10, Knockdown, Look in face, Save of confused 3d4 rounds

**49—Death Wasp** (1), AC 18, HD 11d10 (hp 72), Sz G, Mv 15', Fly 60, AL N, Sv9. Mor 15, Sting +11/4d6+poison

**50—Apeling Smashers**, F-4 (x10), AC 15, HD 4d6+4 (hp 18 each), Sz M, Mv 25, AL C, Sv 16, Mor 7, Maul +2/2d4+1, Training Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Climb Walls

**51—Corybantes** (x9), AC 16, HD 4d12+4 ( hp 30 each), Sz M, Mv30, AL N, Sv 16, Mor 13, Sword: +4/1d6+2, Rampage, Invulnerable, 25% spell resistance.

**52—Trolls** (x7), AC 15, HD 6d8 (hp 21,28,26,35,25,22,16), Sz L, Mv 30, AL C, Sv 14, Mor 17, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).

**53—Rust Monster** (x10), AC 19, HD 5d6 (hp 17 each), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**54—Human Bandits** J-3 (x14) AC 16, HD 3d6, (hp 11 each) Sz M, Mv 25, AL C, Sv17, Mor12, Sword +0/1d6, Lt. Crossbow: +0/1d8 Skills: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thr, Ambush 3, Careful Aim,

**55—Djinni** (x7) AC 16, HD 7d8 (hp 31 each), Sz M, Mv 20/Fly 60, AL N, Sv 13, Mor 11, Slam+7/2d8, Whirlwind, Create Non-magic items.

**56—Ogre Smashers** F6 (x5), AC 17, HD 6d8+6 (hp 40,39,34, 26, 31), Sz L, Mv 25, AL C, Sv 14, Mor 16, Maul+3/2d4+2, Training: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**57—Red Dragons, small** (x6) AC 17, HD 6d4 (hp 18,13,18,17,9,12), Sz S, Mv 30, Fly 60, AL C, Sv 14, Mor 13, C/c/b: d4/d4/2d6, breath 30x80, save for half, fire, dmg=hp of dragon, 3/day, Immune to fire.

**58—Werewolf** (x10), AC 15, HD 4d6 (hp14 each), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**59—Toadstool Freaks** (x10), AC 15, HD 4d8 (hp 18 each) Sz L, Mv 30, AL C, Sv 16, Mor 14, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**60—Owlbear** (x3), AC 16, HD 9d8 (hp 42,37,50), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**61—Wereboar** (x9), Ac 16, HD 4d8 (hp 18 each), Sz L, Mv 30, AL C, Sv 16, Mor 15, Tusks +4/2d6, Knockdown, Charge x2, Lycanthropy, Silver, aff by Sacred Water and Wolfsbane.

**62—Lizard, large** (x12), AC 15, HD 4d8 (hp18 each), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**63—Snake Men Archers** F-2 (x22), AC 13, HD 2d6+2 (hp 9each ), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 13, Long Bow +1/1d6+1, Bite +1/1d4+poison, Train Split-Fire, Aim, Over Watch, Quick Draw,

**64—Kobold Scavengers** J-1 (x100), HD 1d4 (hp 1 each), Sz S, Mv 25, AL C, Sv 19, Mor 7, Knife +0/1d4 Searcher, Cache, Hear Noise, Abject Flight, Buster,

**65—Spiny Jerk Demons** (x16) HD 2d12 (hp 13 each), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2<sup>nd</sup> target, +2/1d4, 30'; 25% spell resistance, Invulnerable, Aff by Holy Water.

**66—Hell Hounds** (x3) AC16, HD 6d12, (hp 35,32,26), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +6/1d10, Fire Breath 10' 1/round, 6 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**67—Night Hags** (x4), AC 11, HD 8d12 (hp53,61,36,46), Sz M, Mv25, AL C, Sv 12, Mor 9, Claw +8/2d6+ 1 CON drain, Invulnerable, Invisibility, Greater Sleep, Stone Missile (4 missiles) 65% spell resistance, Holy Water

**68—Snake, giant** (x10), AC 14, HD 5d10 (hp 25 each), Sz G, Mv 30, AL N, Sv 15, Mor 13, Bite +5/1d10+poison

**69—Ferox** (x21), AC 15, HD 2d8( hp9 each) , Sz L, AL C, Sv 18, Mor 13, Bill +2/1d10

**70—Ape, large** (x6), AC 14, HD 6d8 (hp 26, 25,26,24,23,30), Sz L, Mv 35, AL N, Sv 14, Mor 13, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**71—Garbaggio** (x5), AC 17, HD 7d8 (hp 32,27,21,28,26), Sz L, Mv 20, AL N, Sv 13, Mor 14, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**72—Green Dragon, gigantic**, AC 23, HD 11d10 (hp 73), Sz G, Mv 300, Fly 60, AL C, Sv 9, Mor 15. c/c/b +11/1d10/1d10/4d10. Breath 80x30 venom 73 dmg save ½, Immune to venom.

**73—Cave Bear** (x5), AC 15, HD 7d8 (hp 31,33,24,26,22), Sz L, Mv 40, AL N, Sv 13, Mor 14, c/c +7/1d10 each, if both hit hug for 2d10, continuous. Knockdown

**74—Owlbear** (x3), AC 16, HD 9d8 (hp 42,37,48), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**75—Goblin Maniacs** F-1 (x53), AC 14, HD 1d4+1 (hp 4 each) Sz S, Mv 25, AL C, Sc 19, Mor 18, Hand ax +1/1d6, Training: Berserk Rage, Too Stubborn to Die, Stand and Fight

**76—Crab People** (x8), AC 20, HD 4d6 (hp 14 each), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**77—Trollson Infantry** F-4 (x11) AC 17, HD 4d8+4 (hp 22 each), Sz L, Mv 25, AL N, Sv 16, Mor 12, Large Sword +2/1d8+2, Training Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition

**78—Giant Troll** (1) AC 15, HD 10d10 (hp 52) Sz G, Mv 35, AL C, Sv 10, Mor 18, c/c/b: +10/1d8, knockdown, rampage, regen 3/round, except fire/acid



**79—Hobgoblin Crossbowmen** F-2, (x17), AC 14, HD 2d6+2 (hp 9 each), Sz M, Mv 25, AL C, Sv 18, Mor12, Hvy Xbow, +1/2d4)--short range +3/+1d4, Short Sword +1/1d6, Training: Split-Fire, Aim, Over Watch, Quick Draw, Hear Noise

**80—Minotaur** (x5), AC 14, HD 6d8 (hp26,30,28,22,21), Sz L, Mv30, AL C, Sv 14, Mor 14, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Scorpion, gigantic** (1), AC 18, HD 8d10 (hp 55), Sz G, Mv 40, AL N, Sv 12 Mor 13, c/c/s 1d10, sting+poison,

**82—Death Wasp** (1), AC 18, HD 11d10 (hp 72), Sz G, Mv 15', Fly 60, AL N, Sv9. Mor 15, Sting +11/4d6+poison

**83—Giant Troll** (1) AC 15, HD 10d10 (hp 47) Sz G, Mv 35, AL C, Sv 10, Mor 18, c/c/b: +10/1d8, knockdown, rampage, regen 3/round, except fire/acid

**84—Hill Giant** (x4), AC 13, HD 8d10 (hp 40,39,43,36), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**85—Black Pudding** (1) AC 14, HD 10d8 (hp 49) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**86—Rhemoraz** (1) AC 18, HD 11d10 (hp 60), Sz G, Mv 35, AL N, Sv 9, Mor 15, Bite +11/6d6, knockdown, nat 20 swallows whole. Save to stay in mouth 1 round, When swallowed, death.

**87—Air Elemental, medium** (1), AC 18, HD 8d12 (hp 49), Sz M, Mv 60, AL N, Sv 12, MorXX, Blast +8/3d6, Whirlwind attack, Invulnerable. Sacred Water.

**88—Shambling Mound** (1), HD 10d8 (hp 67), Sz L, Mv 20, AL N, Sv 10, mor 15, Fist x2 +11/2d8, if both fists hit, smother in 2d4 rounds, immune ti fire, ½ from weapons and cold, elect heals 1hp/die

**89—Demonic Warriors** (x11), AC 19, HD 3d12+3 (hp 20 each), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water

**90—Earth Elemental, medium** (1), AC 18, HD 8d12 (hp 58), Sz M, Mv 25, AL N, Sv 12, MorXX, Blast +8/3d6, +1d6 dmg vs those touching earth, Invulnerable. Sacred Water.

**91—Halfling Skirmishers** F-3 (x12) AC 14, HD 3d4+3 (hp 10 each), Sz S, Mv 25, AL L, Sv 17, Mor 12, Short Bow +4/1d6+1, short sword +2/1d6+1, Move Silently, Hide in F, Train: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker, Buckler Expert, Move Silently, Hide in Forest

**92—Gnome Burglars** J-4 (x10), HD 4d4 (hp 10 each), Sz S, Mv 25, AL N, Sv 16, Mor 9, Dagger +1/id4 Open Lock, Trap Work, Climb Walls, Searcher, Buster, Pack Hauler, Swapper, Abject Flight,

**93—Innocent Damsel** J-1, AC 10, Hp1d6 (3 hp), Sz M, Mv 30, AL L, Sv 19, Mor 4, Slap +0/1, Skills: Occupation (damsel), Hear Noise, Distracting Banter, Mortal Lore (local kingdom), New Language (elvish), Enchanting Music

**94—Dwarf Spies** J-4 (x12), AC 14, HD 4d6 (14 each), Sz M, Mv 25, AL L, Sv 16, Mor 11, Short Sword +1/1d6, Blackjack +1/1d4, Skills: Blackjack, Hide In Shadows, Move Silently, Searcher, Observer, Climb Walls, Distracting Banter, Abject Flight, Stonework

**95—Wood Elf Raiders** J-5 (x6), AC 16, HD 5d6 (18,15,23,17,19,10), Sz M, Mv 30, AL N, Sv 15, Mor 14, Longbow +1/1d6, Sword +1/1d6, Skills: Move Silently, Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Hide in Shadows, Ambush 3, Careful Aim, Hide in the Forest

**96—Half-Elf Fanciest Lad** J-12 (1) AC 14, HD 10d6+2 (hp 42), Sz M, Mv 30, AL L, Sv 8, Mor 15, Short Sword +3/1d6, Dagger +3/1d4, Skills: Observer, Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Ambush 3, Walking Stick, Abject Flight, Pick Pockets, Double Dagger, Dagger Surprise, Buckler Expert, Ambush 4, Stab and Run

**97—Human Zealots** CM-4 (9) AC 19, HD 4d6 (hp 14 each) Sz M, Mv 25, AL L, Sv 14, Mor 15, mace +1/1d6, Crack the Shell, Spells: Heal Wounded, Stun Blasphemer, Prot from chaos, Hold Person, Augury

**98—Human Mighty Sage** CS/MU-9 (1) AC 12, HD 9d6 (hp 32), Sz M, Mv 30, AL L, Sv 9, Mor 16, Staff +1/1d6, Tactical Reposition, Cleric to level 5, MU to level 5

**99—Human Knights** F-5 (x8) AC 19, HD 5d6+5 (hp 25,17,24,14,17,22,29,33) Sz M, Mv 25, AL L, Sv 15, Mor 16, Bastard Sword +3/1d6+2; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**00—Lammasu** (1) AC 14, HD 7d12 (hp 75), Sz L, Mv 30, Fly 50, AL L, Sv 13, Mor 13, Claws x2 +7/1d6, Invulnerable, 25% spell resistance, Spells: dimension door, invisibility all Cleric to lvl-4. Unholy Water

## LEVEL 8 DUNGEON TREASURE

A level 8 hoard will have 1d6x1000gp (average 3550gp) in value, and a level 8 incidental will have 1d6x100gp in value, an average of 350gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

### Treasures 01-20 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Garbage	No	No	400gp	400
02	Garbage	No	Tiny spider	Packet of Death Sand	100
03	Sack	No	No	300gp	300
04	Ground	No	No	2 big topaz	200
05	Barrel	Stuck	No	6000sp	600
06	Cask	Stuck	No	40 pints of orc liquor	400
07	Sack	No	No	600gp	600
08	Cask	Stuck	No	17 pounds of crystals	300
09	Garbage	No	No	400gp	400
10	Garbage	No	No	3 silver candlesticks, each holds 10 candles	300
11	Doub Amph	Sealed	No	300gp	300
12	Jar	No	No	14 pounds of frankincense	200
13	Amphora	No	Tiny scorpion	500gp	500
14	Amphora	No	No	20 pints of owlbear punch.	200
15	Ground	No	No	2000sp	200
16	Crate (c1)	Nailed	No	2 copper cauldrons	500
17	Jar	No	Tiny Snake	500gp	500
18	Cask	Stuck	No	50 pints of military oil	100
19	Garbage	No	Disease	400gp	400
20	Garbage	No	Disease	2 ceremonial silver swords	200

### Treasures 21-40 (Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	300gp	300
22	Ground	No	No	Gold censer	500
23	Garbage	No	Disease	500gp	500
24	L sack	No	No	8 doses of Essence of Krangor	600
25	Ground	No	No	10,000cp	100
26	Barrel	Stuck	No	Some guy named Steve	100
27	Cask	Stuck	No	4000sp	400
28	Cask	Stuck	No	150 pints of military oil	300
29	Amphora	Sealed	No	500gp	500
30	Ground	No	No	3 gold necklaces	600
31	Amphora	No	Acid	2000sp	200
32	Garbage	No	No	Very large topaz	200
33	L sack	No	No	400gp	400
34	Rack	No	No	Plate armor, med.	300
35	Amphora	No	Tiny snake	1000sp	100
36	Crate (c1)	Nailed	No	50 pounds of ginger	100
37	Sack	No	Tiny Spider	600gp	600
38	Ground	No	Tiny Snake	1 Awesome Throne	500
39	Doub Amph	No	Pit	1000sp	100
40	Garbage	No	No	Ceremonial gold staff and silver ring	300

**Treasures 41-60 (Incidentals)**

Number	Container	Lock	Trap	Items	GP value
41	L sack	No	No	1 small diamond	100
42	Crate (c1)	Nailed	No	6000sp	600
43	Garbage	No	Tiny spider	300gp	300
44	Rack	No	No	Iron Wood Mace x2	500
45	Barrel	Stuck	No	50 gallons superior ale	400
46	Garbage	No	No	600gp	600
47	L sack	No	No	Silver dwarf battle mask, small topaz	200
48	L sack	No	No	500gp	100
49	Barrel	Stuck	No	30 gallons of good mead	500
50	Cask	Stuck	No	1000sp	100
51	Ground	No	No	Silver priestly breastplate	100
52	Amphora	No	No	400gp	400
53	Rack	No	No	Silver War-hammer	200
54	Rack	No	No	Heavy War Bow	400
55	Garbage	No	Tiny scorpion	300gp	300
56	Rack	No	No	Sharp Arming Sword, Sturdy shield	500
57	Sack	No	No	300gp	300
58	Rack	No	No	Sturdy Shield	100
59	Barrel	Stuck	No	10,000cp	100
60	Sack	Tied	No	1000sp	100

**Treasures 61-80 (Hoard)**

Number	Container	Lock	Trap	Items	GP value
61	Doub Amph	Sealed	No	4 golden holy symbols	1000
62	Wood Chest (c2)	Yes	Darts	6000gp	6000
63	Wood Chest (c2)	Yes	No	4 huge ambers, <i>potion-water breathing</i>	2000
64	Secret	No	No	40,000sp	4000
65	Secret	Yes	No	2 huge sapphires	3000
66	Pile	No	No	40,000sp	4000
67	Secret	No	No	1 ton of ginger	4000
68	Amphora	No	No	3000gp	3000
69	Wood Chest (c2)	Stuck	Blade	5000gp	5000
70	Garbage	No	No	Jeweled Chalice	5000
71	Sarcophagus (c5)	Stuck	Sleep Gas	Gold sword, 2 gold daggers	2000
72	Iron Chest (c6)	Wizard	No	6000gp, +2 <i>leather (med)</i>	6000
73	Coffer (c4)	Yes	No	2 huge rubies	4000
74	L sack	No	No	40 small diamonds	4000
75	Sarcophagus (c5)	Yes	Acid Glyph Neutral	6000gp	6000
76	Stone Trunk (c5)	Yes	No	4000gp	4000
77	Stone Chest (c5)	Stuck	Acid	6000gp; <i>scroll mu-read languages</i>	6000
78	L sack	Tied	No	2000gp	2000
79	Iron Chest (c5)	Yes	Stone	Gold platter, 4 big rubies	2000
80	Wood Chest (c2)	yes	Pit	6 platinum amulets	6000

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Stone Chest (c5)	Yes	No	5000gp; <i>potion prot. from chaos</i>	5000
82	Garbage	No	Rot worm	20 big topaz	2000
83	Amphora	No	No	6000gp	6000
84	Wood Chest (c2)	Stuck	No	4000gp	4000
85	Pile	No	No	10,000sp	1000
86	Iron Bnd Chest (c3)	Yes	No	2 jeweled ceremonial daggers	4000
87	Stone Trunk (c5)	Stuck	Poison Gas	10,000sp	1000
88	Bookcase	No	No	Cleric Scroll makings 10 levels	2000
89	Wood Chest (c2)	Yes	No	5000gp	5000
90	Garbage	No	Tiny spider	Jeweled chalice	5200
91	Iron Chest (c6)	Yes	No	4000gp	4000
92	Barrel	Stuck	No	Quench plate (med)	3000
93	Iron Chest (c6)	Wizard	Fire Glyph Chaos	2000gp; <i>wand of flames (25 charges)</i>	2000
94	Stone Chest (c5)	Yes	No	5000gp	5000
95	Strong Box (c4)	Stuck	No	58 mid rubies	5800
96	Rack	No	No	Plate Armor, large; Sharp Bastard Sword	1000
97	Stone Trunk (c5)	Yes	No	50,000sp	5000
98	Sarcophagus (c5)	Yes	Stone	6 10-pound gold bars	6000
99	Coffer (c4)	Yes	No	3 platinum amulets	3000
00	Wood Chest (c2)	No	No	5000gp, <i>potion prot from law</i>	5000

# LEVEL-9 DUNGEON MONSTERS

A level-9 dungeon is one where the encounters are set at 10d8 total hit die for each encounter, (with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 15 per creature if it is a solitary monster or 10 per creature if it is in a group. This should be suitable for 4-5 level 9 PC's. For completing an adventure session in a level-9 dungeon, each PC should be awarded 5000xp in addition to XP equaling his share of treasure taken.

- 1—Moloch** (x4), AC 18, HD 10d8 (55 hp), Sz L, Mv 30, AL C, Sv 10, Mor XX, Horns x2, +10/2d8, Knock Down, Kick when down, Heat 1d4 5' radius, Immune to slash, construct immunities
- 2—Iron Golem** (1), AC 17, HD 15d8 (80 hp), Sz L, Mv 20, AL C, Sv 8, Mor XX, Weapon +15/4d10, Knock Down, Invulnerable, construct immunities, immune to most spells (fire heals, electr slows), 1/7 rounds, 10x10x10 poison gas cloud, save or die.
- 3—Rakshasa** (x6), AC 22, HD 7d12 (hp 53,44,54,39,41,36), Sz M, Mv 25, AL C, Sv 13, Mor 13, Claw x2 +7/1d4, 75% spell resistance, invulnerable, shape change, all lvl 1-4 grip, enchant, illusion, percep, necro spells
- 4—Fiendish Champion Demon** (x4), AC19, HD 8d12+8 (hp 60,69,70,71,), Sz L, Mv 30, AL C, Sv 12, Mor 15, Mighty Ax +8/2d8+4, Knockdown/Stun, Rampage, Invulnerable, 50% spell resistance, Holy Water
- 5—Nehustan** (1), AC 22, HD 13d8 (75 hp), Sz L, Mv 45, AL C, Sv 8, Mor XX, Bite +13/4d6, Fire Breath 40x10 1/3 round, 6d8 save for half, Immune to Blunt Weapons, construct immunities
- 6—Black Pudding** (1) AC 14, HD 10d8 (hp 47) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.
- 7—Efreeti** (x4), AC 18 HD 10d8 (hp 51,38,37,32), Sz L, Mv 25, Fly 60, AL C, Sv 10, Mor 15, Fire Slam +10/3d6, Immune to Fire, Cast Spells: Flames, Wall of Fire, Hallucinatory Terrain, Polymorph Self, Limited Wish.
- 8—Flying Chomper Demons** (x9) AC 15, HD 4d12 (hp 26 each), Sz M, Mv30, Fly 40, AL C, Sv 16, Mor 13, Bite +4/2d6; 9+ damage, save or bite off limb, Invulnerable, 35% spell resistance, Aff by Holy Water
- 9— Knight of the Damned** (x7), AC19, HD 7d12 (hp 53,60,41,40,37,39,31), Sz M, Mv 25, AL C, Sv 13, Mor 14, Sword (x2), +7/1d6+3 plus 2 level drain, Charge x2, Undead Immunities, Invulnerable, Aff by Holy Water
- 10—Stone Golem** (1), AC 15, HD 12d8 (60 hp), Sz L, Mv 15, AL C, Sv 8, Mor XX, Fist, +12/3d8, Knock Down, Invulnerable, construct immunities, immune to most spells (ex rock to mud, stone to flesh)
- 11—Fiery Terror Demon** (1), AC 21, HD 12d12 (hp 83), Sz G, Mv 30, Fly 40, AL C, Sv 8, Mor 14, Fists x2 +12/2d12, Knockdown, no save, Save or Stunned 1d4 rounds, 10' radius 1d10 fire, ignite combustibles, Invulnerable, 70% spell resistance, aff by Holy Water
- 12—Fire Elemental, medium** (x4), AC 18, HD 8d12 (hp 63,45,56,46), Sz M, Mv 25, AL N, Sv 12, MorXX, Flames +8/3d6, Destroys those brought to 0, Invulnerable. Sacred Water.
- 13—Vampire** (1), AC 20, HD 11d12 (hp 67), Sz M, Mv 30/Fly 40, AL C, Sv 9, Mor 16, Slam +11/2d4 plus 2 level drain, Invulnerable, Undead Immunities, Aff by Holy Water
- 14—Baal** (1), AC 20, HD 12d8 (66 hp), Sz L, Mv 25, AL C, Sv 8, Mor XX, Mace, +12/4d6, Knock Down, Rampage, Hack on Run Immune to pierce, construct immunities
- 15—Demonic Warriors** (x13), AC 19, HD 3d12+3 (hp 20 each), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water
- 16—Specters** (x7) AC 18, HD 6d12 (hp 39,30,28,42,37,35,24), Sz M, Mv40, Fly 70, AL C, Sv 14, Mor 12, Ghostly Touch +6/1d8+2 level drain, Invulnerable, Undead Immunity, Aff by Holy Water
- 17—Fire Elemental, small**, (x9) AC 18, HD4d12 (hp 26 each), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water
- 18—Lich** (1), AC 20, HD 11d12 (hp 66), Sz M, Mv 20 AL C, Sv 9, Mor 16, Claw +11/1d10 plus paralysis, Invulnerable, Undead Immunities, Aff by Holy Water; Spells: as level 14 mu.
- 19—Djinni** (x7) AC 16, HD 7d8 (hp 31 each), Sz M, Mv 20/Fly 60, AL N, Sv 13, Mor 11, Slam+7/2d8, Whirlwind, Create Non-magic items.
- 20—Clay Golem** (x3), AC 13, HD 10d8 (hp 50 hp), Sz L, Mv 25, AL N, Sv 10, Mor XX, Fist +10/3d8, wounds require Restoration before heal, Invulnerable, only affected by magic blunt weapons and Earth spells. Knockdown, haste itself 3 rounds/day
- 21— Troll** (x6), AC 15, HD 6d8 (hp 20,29,25,34,21,21), Sz L, Mv 30, AL C, Sv 14, Mor 17, c/c/b +6 1d6 each, Knockdown, Rampage, 3hp/round regeneration (except fire/acid).
- 22—Spitting Imp Demons** (x15), AC 14, HD 2d12 (hp 13 each), Sz S, Mv 30, Fly 40, AL C, Sv 18, Mor 12, Bite +2/1d4, Acid Spit +2/2d6 1/3 rounds, (save to avoid, if fail, save for armor/shield), 25% spell resistance, invulnerable, Invisibility, Holy Water
- 23—Red Dragon, gigantic** (1), AC 22, HD 12d10 (100 hp), Sz G, Mv 30, Fly 60, AL C, Sv 8, Mor 16, c/c/b +12/d10/d10/4d10, Fire Breath 80x30 100hp, save for half, 3/day, Immune to Fire

**24—Ape, gigantic** (1), AC 18, HD 12d10 (hp64), Sz G, Mv 50, AL N, Sv 8, Mor 14, Fist x2 +12/1d10; if both hit Bite +12/2d10. Knockdown.

**25—Cyclops** (x3), AC 13, HD 10d10 (hp 53,57,62), Sz G, Mv 35, AL N, Sv 10, Mor 11, Club +10/2d10, Knockdown, Rampage.

**26—Orc Skirmishers**, F2 (x25), AC 12, HD 2d6+2 (hp 9 each), Sz M, Mv 30, AL C, Sv 18, Mor 11, Javelin +1/1d6, hand axe +1/1d6, Trainings: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker (each carries 2 quivers, 12 javelins)

**27—Hag, Greater** (1), AC 17, HD 11d6 (hp 34), Sz M, Mv 40, AL C, Sv 9, Mor 14, Caustic Dagger +11/1d4+1d6, within 60', must save or have a -3 applied to all rolls for 1 hour due to terror. The hag can use a death gaze 3 times per day, with a range of 30' the victim must save or die. Spells: Disguise x2, Prot from Law x2, Stone Missile, Charm Person x2, Dirt Pile, Invisibility x2, Grip of Pain x2, Fireball, Dispel Magic x2, Grip of Pain x2, Polymorph Other, Summon Monster II, Spell Shield, Fire Shield, Ice Storm, Grip of Power, Grip of Death, Disintegrate, all blood-binding spells.

**28—Bear, gigantic** (1), AC 17, HD 12d10 (hp 78 ), Sz G, Mv 60, AL N, Sv 8, Mor 14, Paws x2 +12/1d12; if both hit Hug 2d12, continuous. Knockdown.

**29—Red Hot Flaming Hoborgs** MU-6 (x8), AC 10, HD 6d6 (hp 21 each) Sz M, Mv 30, AL C, Sv 14, Mor 12, Dagger +1/1d4, Cling Fire +1/1d6 round, Hide in Shadows, Spells: Flames x5, Cont. Light x3, Fireball x3.

**30—Frost Giants** (x3) AC 14, HD 10d10 (hp 46,82,55), Sz G, Mv, 30, Al C, Sv 10, Mor 15, Axe +10/4d6; Rock +10/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Cold

**31—Purple Worm** (1), AC 14, HD 15d10 (hp 115), Sz G, Mv 30, AL N, Sv 8, Mor 12, Bite +15/2d10, Sting +15/2d6+poison; if Bite to hit is 3+ better than needed, swallows target whole, helpless, dies in 6 rounds.

**32—Stone Giant** (x3), AC 16 HD 9d10 (hp 44,59,46), Sz G, Mv 20, AL N, Sv 11, Mor 14, Club +9/3d6, Rock +9/3d6, 240 range, 10' radius, Knockdown, Rampage, Immune to Earth Spells

**33—Hill Giant** (x6), AC 13, HD 8d10 (hp 42,40,44,57,42,35), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**34—Crabs, medium** (x13), AC 17, HD 3d6 (hp 10 each), Sz M, Mv 15, AL N, Sv 17, Mor 13, Claws x2 +3/1d6

**35—Hoborg Killer** J-12 (1) AC 15, HD 10d6+2 (hp 33), Sz M, Mv 15, AL C, Sv 8, Mor 12, Short Sword +3/1d6, Dagger +3/1d4, Skills: Hide in Shadows, Hide in Forest, Cache, Swapper, Move Silently, Double Dagger, Ambush 3, Dagger Surprise, Cloak Trick, Cloaked Obscure, Ambush 4, Buckler Expert, Buckler Master, Stab and Run, Cloak in your face, Ambush 5

**36—Tunnel Mammoth** (1), AC 14, HD 12d10 (hp 57), Sz G, Mv 45, AL N, Sv 8, Mor 14, Slam x2; +12/4d6 Knockdown.

**37—Black Pudding** (1) AC 14, HD 10d8 (hp 47) Sz L, Mv 15, AL N, Sv 10, Mor XX, Acid +10/3d8, save or lose armor/shield. Only affected by fire.

**38—Hobgoblin Shock Troops** F-4 (x11), AC 19, HD 4d6+4 (hp 18 each), Sz M, Mv 25, AL C, Sv 16, Mor 15, Battle Ax +2/1d6+1, Train: Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, Tactical Reposition, Stand and Fight

**39—Fire Giant** (1) AC 15, HD 11d10 (hp 55), Sz G, Mv, 20, Al C, Sv 9, Mor 16, Sword +11/5d6; Rock +11/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Fire

**40—Two-Headed Troll** (1) AC 15, HD 12d10 (hp 73) Sz G, Mv 35, AL C, Sv 8, Mor 18, c/c/b: +12/1d10, knockdown, rampage, regen 5/round, except fire/acid

**41—Black Dragons, large** (x7), AC 19, HD 7d10 (hp 30 each), Sz L, Mv 30, Fly 60, AL C, Sv 13, Mor 15, c/c/b: d6/d6/3d6, Acid Breath 80x30, 30 hp, dave for half 3/day, Immune to Acid

**42—Flesh Golem** (x7), AC 11, HD 8d8 (hp 40 each), Sz L, Mv 25, AL N, Sv 12, Mor XX, Fist x2, +8/2d8, Knockdown, Smash Doors, Invulnerable, Fire and Cold slows it, Elec. Heals it, immune to other spells.

**43—Titan Hog** (1), AC 18, HD 12d10 (hp70), Sz G, Mv 50, AL N, Sv 8, Mor 14, Tusk +12/2d10; Knockdown, Stab Em When Down.

**44—Hornets, medium** (x16) AC 13, HD 3d6 (hp 11 each), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**45—Mountain Giant** (1) AC 13, HD 13d10 (hp 65), Sz G, Mv, 35, Al C, Sv 8, Mor 16, Spear +13/3d12; Rock +13/3d6 10' radius, 200' range, Knockdown, Rampage

**46—Hobgoblin Shock Troops** F-4 (x11), AC 19, HD 4d6+4 (hp 18 each), Sz M, Mv 25, AL C, Sv 16, Mor 15, Battle Ax +2/1d6+1, Train: Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, Tactical Reposition, Stand and Fight

**47—Fire Giant** (1) AC 15, HD 11d10 (hp 62), Sz G, Mv, 20, Al C, Sv 9, Mor 16, Sword +11/5d6; Rock +11/2d6 10' radius, 200' range, Knockdown, Rampage, Immune to Fire

**48—Umbur Hulk** (x5), AC 18, HD 9d8 (hp37,34,35,37,34), Sz L, Mv20, AL C, Sv 11, Mor 15, c/c/b +9/3d4/3d4/2d10, Knockdown, Look in face, Save of confused 3d4 rounds

**49—Crab People** (x10), AC 20, HD 4d6 (hp 14 each), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**50—Scorpion, gigantic** (x6), AC 18, HD 8d10 (hp 55,58,53,45,46,48), Sz G, Mv 40, AL N, Sv 12 Mor 13, c/c/s 1d10, sting+poison,

**51—Corybantes** (x9), AC 16, HD 4d12+4 ( hp 30 each), Sz M, Mv30, AL N, Sv 16, Mor 13, Sword: +4/1d6+2, Rampage, Invulnerable, 25% spell resistance.

**52—Lizard, large** (x12), AC 15, HD 4d8 (hp18 each), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**53—Rust Monster** (x10), AC 19, HD 5d6 (hp 17 each), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**54—Rhemoraz** (1) AC 18, HD 11d10 (hp 65), Sz G, Mv 35, AL N, Sv 9, Mor 15, Bite +11/6d6, knockdown, nat 20 swallows whole. Save to stay in mouth 1 round, When swallowed, death.

**55—Cyclops** (x3), AC 13, HD 10d10 (hp 53,57,62), Sz G, Mv 35, AL N, Sv 10, Mor 11, Club +10/2d10, Knockdown, Rampage.

**56—Stone Giant** (x3), AC 16 HD 9d10 (hp 44,59,46), Sz G, Mv 20, AL N, Sv 11, Mor 14, Club +9/3d6, Rock +9/3d6, 240 range, 10' radius, Knockdown, Rampage, Immune to Earth Spells

**57—Bear, gigantic** (1), AC 17, HD 12d10 (hp 72 ), Sz G, Mv 60, AL N, Sv 8, Mor 14, Paws x2 +12/1d12; if both hit Hug 2d12, continuous. Knockdown.

**58— Werewolf** (x14), AC 15, HD 4d6 (hp14 each), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**59—Wererats** (x17), AC 13, HD 3d6 (11 each) , Sz M, Mv 30, AL C, Sv 17, Mor 10, Swordor bite +3/1d6; lycanthropy, silver, aff by sacrec water, wolsbane

**60—Owlbear** (x4), AC 16, HD 9d8 (hp 42,37,50,44), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**61—Human Berserkers** F-4 (x11), AC 13, HD 4d6+4 (18 each), Sz M, Mv 25, Sv 16, Mor XX, Great Axe +2/1d8+1, Train:Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast,

**62—Lizard, large** (x12), AC 15, HD 4d8 (hp18 each), Sz L, Mv35, AL N, Sv 16, Mor 15, bite +4/1d8+disease

**63—Toadstool Freaks** (x15), AC 15, HD 4d8 (hp 18 each) Sz L, Mv 30, AL C, Sv 16, Mor 14, Spear +4/1d8, Immune to Enchantment, If hit by pierce/cut spores 5' save -4 or freakout 1d4 rounds

**64—Banderhobb** (x7), AC 17, HD 8d10 (hp 44 each), Sz G, Mv 35, AL C, Sv 12, Mor 18, Arms x2/1d12, if both hit, save or swallowed whole, 3 rounds till digested. Stealth 3+, d20.

**65—Spiny Jerk Demons** (x14) HD 2d12 (hp 13 each), Sz S, Mv 30, AL C, Sv 18, Mor 11, Morning Star +2/1d8, Quills at 2<sup>nd</sup> target, +2/1d4, 30'; 25% spell resistance, Invulnerable, Aff by Holy Water.

**66—Hell Hounds** (x6) AC16, HD 6d12, (hp 35,32,26,19,28,37), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +6/1d10, Fire Breath 10' 1/round, 6 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**67—Snake-men Enchanters** MU-6 (x8), AC 12, HD 6d6 (Hp 21 each), Sz M, Mv 20, AL C, Sv 14, Mor 11, Bite +1/1d4+poison, Spells: Sleep x2, Air Shield, Fear, Stone Missile, Charm Person x2, Invisibility, Lightning Bolt, Hold Person x2

**68—Kobold Assassins** J-6 (x7), AC 12, HD 6d4 ( hp14,11,16,13,19,17,13), Sz S, Mv25, AL C, Sv 14, Mor 11, Dagger +2/1d4 plus caustic poison 1d6; Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison

**69—Mind Flyers** (x6) AC 15, HD 8d6 (hp 28 each), Sz M, Mv 30, AL C, Sv 12, Mor 12, Tentacle x4, 1d4, suck out brain in 1d4 rounds, Mind Blast 60x5, save or stun 1d6 rounds, Mind Reading, Levitation, Charm Person and Hypnotic Pattern. 90% spell resistance.

**70—Ape, large** (x6), AC 14, HD 6d8 (hp 26, 25,26,24,23,30), Sz L, Mv 35, AL N, Sv 14, Mor 13, Fist x2: +6/1d8. If both hit, make bite attack +6/2d8. Knockdown

**71—Garbaggio** (x6), AC 17, HD 7d8 (hp 32,27,21,28,26,33), Sz L, Mv 20, AL N, Sv 13, Mor 14, Slap/Slap/Bite: 1d8/1d8/1d4+1, Disease, Knockdown, Never Surprised

**72—Ogre Scavengers** J-3 (x13) AC 10, HD 3d8 (hp 13 each), Sz L, Mv 30, AL C, Sv 17, Mor 6, Club +0/1d6, Skills: Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Game Hunter,

**73—Bats, large** (x7), AC 13, HD 5d8 (hp 22 each) Sz L, Fly 35, AL N, Sv 15, Mor 9, Bite +5/1d8+disease

**74— Owlbear** (x4), AC 16, HD 9d8 (hp 42,37,48,39), Sz L, Mv 35, AL C, Sv 11, Mor 17, C/C/B: +9/1d8 each, Hug (both claws hit add 2d8 continuous), Rampage, Knockdown

**75—Old Ones Swordsmen** F-6 (x8), AC 15, HD 6d6+6 (hp 27 each) Sz M, Mv 30, AL C, Sv 14, Mor 13, Sword: +3/1d6+2, Skills/Training, Hide in Shadows (sk), Move Silently, Disarm, Observer,Ambush 3, Hack on Run, Rampage, Flurry of Blows, Shield Sacrifice

**76—Crab People** (x10), AC 20, HD 4d6 (hp 14 each), Sz M, Mv 25, AL N, Sv 16, Mor 15, Claw x2 +4/1d8

**77—Blood-Sucking Freaks Sorcerer-Assassins** J/MU-5 (x8), AC 10, HD 5d6 (hp 18 each), Sz M, Mv30, AL C, Sv 15, Mor 10, Dagger: +1/1d4; Bite +1/1d4 (against unaware targets incl stunned) Skills Hide in Shadows, Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Move Silently, Spells: Fear, Shocking Grip, Sleep, Air shield, Invisibility, paralysis, hold person.

**78—Giant Troll** (1) AC 15, HD 10d10 (hp 53) Sz G, Mv 35, AL C, Sv 10, Mor 18, c/c/b: +10/1d8, knockdown, rampage, regen 3/round, except fire/acid

**79—Bugmen Champions** F-5 (x11), AC 17, HD 5d6+5 (hp 22 each), Sz M, Mv 25, AL C, Sv 15, Mor 16, Halberd+3/1d8+2, Bite +3/1d4, Train: Crack Shell, Mighty Blow, Smash Em, Alert Reaction, Split Shield, Flurry of Blows, Rampage; Telepathic Communication

**80—Minotaur** (x6), AC 14, HD 6d8 (hp 26,30,28,22,21,38), Sz L, Mv30, AL C, Sv 14, Mor 14, Horns +6/2d6; Axe +6/1d10; Horn Charge x2, Knockdown, Rampage

**81—Scorpion, gigantic** (x6), AC 18, HD 8d10 (hp 55,58,53,45,46,48), Sz G, Mv 40, AL N, Sv 12 Mor 13, c/c/s 1d10, sting+poison,

**82—Death Wasp** (1), AC 18, HD 11d10 (hp 72), Sz G, Mv 15', Fly 60, AL N, Sv9. Mor 15, Sting +11/4d6+poison

**83—Orc Archers F-3** (x18), AC 13, HD 3d6+3 (13 each), Sz M, Mv30, AL C, Sv 17, Mor 11, Longbow +2/1d6+1. Short Sword +2/1d6+1, Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Searcher, +2 save vs poison and disease

**84—Hill Giant** (x2), AC 13, HD 8d10 (hp 40,39), Sz G, Mv 20, AL C, Sv 12, Mor 14, Huge Club +8/2d8; knockdown, rampage, hurl rock,+8/ 200' 10' radius, 2d6 damage.

**85—Hydras** (x4), AC 15, HD 9d8 (hp 72), Sz L, Mv 30, AL C, Sv 11, Mor 14, Bite x9, +9/1d6+venom (1 hp per bite per round after hit) regrows heads. See Book 5.

**86—Rhemoraz** (1) AC 18, HD 11d10 (hp 60), Sz G, Mv 35, AL N, Sv 9, Mor 15, Bite +11/6d6, knockdown, nat 20 swallows whole. Save to stay in mouth 1 round, When swallowed, death.

**87—Bugbear Slavers** J-4 (x11), AC 14, HD 4d8 (hp 18 each) Sz L, Mv35, AL C, Sv 16, Mor11, Staff +1/1d6, Blackjack +1/1d4, Sling +1/1d4, Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking, Camp Master, Stab 'Em When They're Down, Move Silently

**88—Shambling Mound** (x4), HD 10d8 (hp 67,70,54,48), Sz L, Mv 20, AL N, Sv 10, mor 15, Fist x2 +11/2d8, if both fists hit, smother in 2d4 rounds, immune to fire, ½ from weapons and cold, elect heals 1hp/die

**89—Bugmen Champions** F-5 (x7), AC 17, HD 5d6+5 (hp 18,20,31,28,23,23,29), Sz M, Mv 25, AL C, Sv 15, Mor 16, Halberd+3/1d8+2, Bite +3/1d4, Train: Crack Shell, Mighty Blow, Smash Em, Alert Reaction, Split Shield, Flurry of Blows, Rampage; Telepathic Communication

**90—Flying Skulls**(x40) AC 15, HD 1d6, (Hp 3 each ), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.

**91—Halfling Pumpkin Archdeacons**, CM-8 (x6) AC 19, HD 8d4 (20 each), Sz S, Mv 20, AL L, Sv 10, Mor 13; Mace +2/1d6, Spells: Heal, Divine Circle, Hold Person, Neut Poison, Dispel Magic, Cure Disease, Stand the Fallen, Heal 10', Hold Monster

**92—Dwarf Royal Guard** F-8 (x6) AC 17, HD 8d6+8 (hp 36 each), Sz M, Mv 20, AL L, Sv 10, Mor 15, Halberd +4/1d8+2, short sword +4/1d6+2; Spear-Fighting, Reach for It, Stand and Fight, Brawler, Smash Em, Not So Fast, Hack on the Run, Rampage, Mighty Blow, Kick Em

**93—Wood Elf Scouts** J-6 (x7) AC 12, HD 6d6 (hp 21 each) Sz M, Mv 30, AL L, Sv 14, Mor 12, Long Bow +1/1d6, Sword +1/1d6 Skills: Hide in the Forest and Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim, Monster Hunter,

**94—Human Friars** (x15) J/CM-3, AC 12, HD 3d6 (hp 11 each)), Sz M, Mv 30, AL L, Sv 15, Mor 10, Staff +0/1d6, Skills (1d6): First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Bibliophile, Walking Stick; Stab 'Em While Down, Spells: Heal Wounded, Detect Chaos, Light, Stun Blasphemer

**95—Innocent Damsel** J-1, AC 10, Hp1d6 (3 hp), Sz M, Mv 30, AL L, Sv 19, Mor 4, Slap +0/1, Skills: Occupation (damsel), Hear Noise, Distracting Banter, Mortal Lore (local kingdom), New Language (elvish), Enchanting Music,

**96—Gnome Dungeoneers**, J-4 (x12), AC 17, HD 4d4 (hp 10 each), Sz S, Mv 20, AL L, Sv 14, Mor 11, Short Sword +1/1d6, : Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Language, Detect Magic 1/day.

**97—Soldiers of the Heavenly Host** (x8), AC 17, HD 3d12+3 (hp 22 each), Sz M, Mv 30, AL L, Sv 15, Mor XX, Bastard Sword +3/1d8+2, 25% spell resistance, Rampage, Mighty Blow, Affected by unholy Water

**98—Half Elf Dungeoneers** J-6 (x5) AC 17, HD 6d6 (hp 21, 26,29,20,21), Sz M, Mv 25, AL L, Sv 14, Mor 11, Sword +1/1d6, Skills: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Languages, Read Scroll, Observer

**99—Human Knight Champion** F14 (1), AC 20, HD 10d6+18 (hp 67) Sz M, Mv 25, AL L, Sv 8, Mor-17, Sword +7/1d6+4, Dagger +7/1d4+4, Mace +7/1d6+4; Train: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow, Flurry of Blows, Crack the Shell, Tactical Reposition, Quick Draw, Too Stubborn, Shield Sacrifice, Alert Reaction

**00—Herald Angel** (x1) AC 21, HD12d12 (hp ), Sz M, Mv 30, Fly 40, AL L, Sv 6, Mor 16, Rod +12/3d6, Invulnerable, 75% spell resistance, use all cleric spells except Neut/Chaos, Aff by Unholy Water



# LEVEL 9 DUNGEON TREASURE

A level 6 hoard will have 1d8x100gp (average 450gp) in value, and a level 9 incidental will have 1d8x100gp in value, an average of 450gp. If incidental treasure is found in the hands of mortal NPC's, Judge may substitute the value in coins for the item, and the container will be "belt pouches" on the foes.

## Treasures 01-20 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
01	Jar	No	No	200gp	200
02	Jar	No	Tiny spider	5 gold rings	500
03	L sack	No	No	100gp	100
04	Garbage	No	Disease	600gp	600
05	Rack	No	No	MP-Spear, Sturdy Shield	500
06	Jar	No	Acid	600gp	600
07	Sack	No	Tiny scorpion	5 mid rubies	500
08	Ground	No	No	7000sp	700
09	Cask	Stuck	No	50 pints of military oil	100
10	Rack	No	No	Lamellar (large sized)	100
11	Amphora	Sealed	Poison	800gp	800
12	Jar	Sealed	No	4 mid rubies	400
13	Jar	Sealed	Darts	400gp	400
14	Jar	No	No	1 big topaz	100
15	L sack	No	No	800gp	800
16	Crate	Nailed	No	30 doses of comfrey	300
17	L sack	Tied	No	2000sp	200
18	Ground	No	No	Emerald ring	800
19	Ground	No	No	7000sp	700
20	Cask	Stuck	No	50 pints of good mead	100
700					

## Treasures 21-40 ( Incidentals)

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
21	L sack	No	No	700gp	700
22	L sack	Tied	No	3 mid rubies	300
23	Sack	No	Tiny snake	500gp	500
24	Garbage	No	Tiny spider	1 emerald ring	800
25	Garbage	No	Disease	1000sp	100
26	Doub Amph	Sealed	No	MU scroll fixings 3 levels	300
27	Sack	No	No	400gp	400
28	Garbage	No	No	Plate armor (med)	300
29	Garbage	No	Disease	300gp	300
30	Cask	Stuck	No	1 plate armor (small)	300
31	Jar	Sealed	No	600gp	600
32	Jar	No	Darts	2 silver crowns	300
33	L Sack	No	No	700gp	700
34	Sack	No	No	2 very large sapphires	600
35	Garbage	No	No	700gp	700
36	Amphora	no	No	2 gold rings	200
37	Jar	No	No	100gp	100
38	L sack	No	Tiny centipede	50 wee ambers	100
39	Garbage	No	Disease	700gp	700
40	Garbage	No	No	Gold tew pot	400

### Treasures 41-60 (Incidentals)

Number	Container	Lock	Trap	Items	GP value
41	L sack	No	Tiny centipede	800gp	800
42	Ground	No	No	4 gold rings	400
43	Ground	No	No	7000sp	700
44	Ground	No	Tiny spider	1 ton of tea	800
45	Cask	Stuck	No	800gp	800
46	Doub Amph	No	No	V large emerald	600
47	Amphora	No	No	1000sp	100
48	Crate	Nailed	No	Gold stew pot	400
49	Sack	No	No	100gp	100
50	Cask	Stuck	No	40 pints of forest wine	400
51	Amphora	No	needle	400gp	400
52	Jar	no	Tiny snake	Silver trumpet	500
53	Crate	Nailed	No	400gp	400
54	Garbage	No	Disease	1 gold ring	100
55	Cask	Stuck	No	6000gp	600
56	Amphora	Sealed	No	20 silver rings	200
57	Amphora	No	No	800gp	800
58	Crate	Nailed	No	MP-Spear	400
59	Ground	No	No	60,000cp	600
60	Ground	No	No	1 ton of tobacco	800

### Treasures 61-80 (Hoard)

Number	Container	Lock	Trap	Items	GP value
61	Sarcophagus (c5)	Yes	No	6000gp	6000
62	Strong Box (c4)	Yes	No	3000gp	3000
63	Bookcase	No	Book worm	Mu scroll makings, 10 levels; <i>MU-scroll concealing fog</i>	1000
64	L Sack	No	No	20 mid rubies	2000
65	L sack	No	Tiny snake	8000gp	8000
66	Iron Chest (c6)	Yes	No	7000gp; <i>MU scroll continual light</i>	7000
67	Coffer (c4)	Yes	Cold Glyph--Law	5 huge topaz	5000
68	Doub Amph	No	No	100 Small rubies	5000
69	Doub Amph	No	No	7000gp	7000
70	Pile	No	No	50,000sp	5000
71	Secret	No	No	Gold trumpet, jeweled tiara	8000
72	Secret	No	No	1000gp, <i>Cleric Scrolls: Raise dead, Speak with Dead, Divine Circle</i>	1000
73	Iron Bnd Chest (c3)	Yes	No	8000gp	5000
74	Wood Chest (c2)	Stuck	Darts	53 Mid emeralds	8000
75	Wood Chest (c2)	Stuck	Blade	8000gp	8000
76	Sarcophagus (c5)	Stuck	Needle	4 jeweled daggers	8000
77	Wood Chest (c2)	Yes	No	1000gp	1000
78	Wood Chest (c2)	Wizard	No	10,000sp, <i>talisman of remove curse 6 charges</i>	1000
79	L sack	No	No	6 very large diamonds	6000
80	Rack	No	No	Quench Plate (large), Light Mail (small), Rowan Shield	7000

**Treasures 81-00 (Hoard)**

<i>Number</i>	<i>Container</i>	<i>Lock</i>	<i>Trap</i>	<i>Items</i>	<i>GP value</i>
81	Iron Chest (c6)	Yes	No	2000gp	2000
82	Stone Chest(c5)	Yes	No	5000gp	5000
83	Wood Chest (c2)	Stuck	No	8000gp, <i>Cleric Scrolls: Light/Darkness, Stun Blasphemer</i>	8000
84	Barrel	Stuck	No	400 pints of owlbear punch	4000
85	Secret	Yes	No	7000gp	7000
86	Stone Chest (c5)	Yes	No	6 10-pound gold bars	6000
87	Wood Chest (c2)	Yes	No	2000gp	2000
88	Coffer (c4)	Yes	Needle	Big sapphires x20	3000
89	Bookcase	No	Acid Glyph-Chaos	Jeweled-covered Book of Mighty Wsdm; <i>Scroll MU—hold portal</i>	8000
90	Crate	Nailed	No	8000gp	8000
91	Secret	No	No	70,000sp, <i>potion of mind reading</i>	7000
92	Wood Chest (c2)	Yes	No	8000gp	8000
93	Bookcase	No	No	Jeweled-Covered Tome of Mighty Secrets.	8000
94	Bookcase	No	No	Cleric Scroll makings 15 levels	3000
95	Pile	No	No	70,000sp	7000
96	Secret	No	No	5 tons of tobacco	4000
97	Coffer (c4)	Yes	Darts	8 Large sapphires	2000
98	Coffer (c4)	Wizard	Pit	6 ruby rings, <i>ring of water walking</i>	3000
99	Pile	No	No	5000gp	5000
00	Garbage	No	No	7 huge topaz	7000

## APPENDIX A: TREASURES

### 1—Gems and Jewelry

**A--Gem Matrix:** types of gem by size and **type** with gold piece value

<b>Gem Type</b>	<b>Wee</b>	<b>Small</b>	<b>Middle</b>	<b>Big</b>	<b>Large</b>	<b>V Large</b>	<b>Huge</b>
<b>Diamond</b>	50	100	200	500	750	1000	5000
<b>Emerald</b>	25	75	150	300	450	600	3000
<b>Ruby</b>	15	50	100	200	300	400	2000
<b>Sapphire</b>	10	25	75	150	250	300	1500
<b>Topaz</b>	5	10	50	100	150	200	1000
<b>Amber</b>	2	5	25	50	75	100	500

**B— Common Personal Jewelry (all count as 0 for Encumbrance)**

Rings: Lead 1gp, Copper 2gp, Silver 10gp, Gold 100gp, Ruby 500gp, Emerald 800gp

Necklaces: Wood 2cp, Shell 1sp, Copper 4gp, Silver 20gp, Gold 200gp

Amulets: Silver 25gp, Gold 250gp, Platinum 1000gp

**C—Precious Metal and Jeweled Objects**

<b>Item</b>	<b>Copper/Bronze</b>	<b>Silver</b>	<b>Gold</b>	<b>Jeweled</b>
Ceremonial Sword	10gp	100gp	1000gp	4000gp
Dwarf Battle Mask	19gp	190gp	1900gp	7600gp
Priestly Breastplate	10gp	100gp	1000gp	4000gp
Tiara	7gp	75gp	750gp	3000gp
Stew Pot	4gp	40gp	400gp	1600gp
Scepter	12gp	120gp	1200gp	4800gp
Crown	15gp	150gp	1500gp	6000gp
Medallion	7gp	70gp	700gp	2800gp
Censer	5gp	50gp	500gp	2000gp
Chalice	13gp	130gp	1300gp	5200gp
Platter	12gp	120gp	1200gp	4800gp
Cauldron	250gp	2500gp	25,000gp	100,000gp
Ceremonial Dagger	5gp	50gp	500gp	2000gp
Trumpet	50gp	500gp	5000gp	---
Divine Symbol	3gp	25gp	250gp	1000gp
Ceremonial Bracers	3gp	28gp	280gp	1120gp
Ceremonial Gorget	3gp	24gp	240gp	960gp
Ceremonial Girdle	3gp	26gp	260gp	1040gp
Ceremonial Rod	3gp	27gp	270gp	1080gp
Ceremonial Staff	3gp	29gp	290gp	1160gp
Ceremonial Skullcap/helmet	3gp	30gp	300gp	1200gp

## 2—TRADE GOODS

### A—Metal Bars or Ingots

Ingots of metal are commonly found among trade goods and dungeons.

25 pound iron: 5gp 25 pound copper: 25gp

25 pound silver: 250gp 10 pound gold: worth 1000gp

Any ingot counts as a “Big” item for encumbrance.

**B-- TRADE GOODS**—Common Long-distance trade goods. Amount does not include containers or any sort of bulk discounts. This table is intended to replace the similar table found in Book 3

Item	1-pound	1 crate (50lbs)	1 barrel (350lbs)	Ton
Cinnamon	11gp	550gp	3850gp	
Copper	1gp	50gp	350gp	
Crystals	18gp	900gp	6300gp	
Frankincense	13gp	650gp	4550gp	
Ginger	2gp	100gp	700gp	4000gp
Gold	100gp	5000gp	35,000gp	
Medicinal Herbs	10gp	500gp	3500gp	
Iron	4cp	2gp	14gp	80gp
Myrrh	14gp	700gp	4900gp	
Pepper	12gp	600gp	4200gp	
Saffron	15gp	750gp	5250gp	
Salt	5gp	250gp	1750gp	10,000gp
Silver	10gp	500gp	3500gp	
Tea	4sp	20gp	140gp	800gp
Tobacco	4sp	20gp	140gp	800gp
Wheat	4cp	2gp	14gp	80gp

**1-pound:** is the amount for 1 pound loose of the material, retail, counts as 1 item if carried.

**1 crate:** is the cost of 50 pounds of the material for a 10-pound wooden crate. Counts as Big if carried

**1 barrel:** is the cost of 350 pounds of the material for a 50-gallon barrel, counts as Too Big.

**Ton:** 2000 pounds, a lot that might be found in shipping or large wagons.

### C—Liquids: this is intended to replace the common beverages table from Book 3

Item	Pint	Gallon	10 Gallon	12.5 Gallon	25 Gallon	50 Gallon
Container	Flask/Bottle	Jug/Jar	Cask	Amphora	Double Amphora	Barrel
Cheap Ale	1cp	8cp	8sp	1gp	2gp	4gp
Avg Ale	3cp	24cp	24sp	3gp	6gp	12gp
Good Ale	3sp	24sp	24gp	30gp	60gp	120gp
Sup. Ale	1gp	8gp	80gp	100gp	200gp	400gp
Cheap Wine	3cp	24cp	24sp	3gp	6gp	12gp
Avg Wine	3sp	24sp	24gp	30gp	60gp	120gp
Good Wine	1gp	8gp	80gp	100gp	200gp	400gp
Sup. Wine	7gp	56gp	560gp	700gp	1400gp	2800gp
Avg Mead	5sp	4gp	40gp	50gp	100gp	200gp
Good Mead	2gp	16gp	160gp	200gp	400gp	800gp
Sup. Mead	5gp	40gp	400gp	500gp	1000gp	2000gp
Kumiss	1cp	8cp	8sp	1gp	2gp	4gp
Brandy	2gp	16gp	160gp	200gp	400gp	800gp
Special	10gp	80gp	800gp	10000gp	2000gp	4000gp
Beverages						
Spirit Brew	15gp	120gp	1200gp	1500gp	3000gp	6000gp
Lamp Oil	5sp	4gp	40gp	50gp	100gp	200gp
Military Oil	2gp	16gp	160gp	200gp	400gp	800gp
		X8	X80	X100	X200	X400

Beverage prices do not include a bulk discount nor containers, Special Beverages Include: Owlbear Punch, Hercu-Beer, Forest Wine, Orc Liquor

### **3—OTHER ITEMS**

#### **A—NON-MAGICAL BOOKS FROM THE CORNUCOPIA**

*Halfling's Guide to Sweaters* 70gp

*Hoborgs Suck* 700gp

*Hoborgs Suck 2, Krangor Boogaloo*, 700gp

*Demonology Secrets* 1000gp

*Feramond's Travels* 300gp

*Castle Plans of the Nations* 1000gp

*All About Trolls*, 500gp

*The Book of Evil* 100gp

*Jeweled-Covered Tome of Mighty Secrets* 8000gp

*Jeweled-covered Book of Mighty Wisdom* 8000gp

#### **B—WEIRD ITEMS**

Skull of King Madron 1600gp

The Diamond Triangle 2100gp

Complete Set of Commemorative Unicorn plates 130gp

## APPENDIX B: CONTAINER RANDOMIZER

Type	D20 Incid.	D20 Hoard	Abbreviation	Capacity in Items	Capacity in Coins	Full Encumbrance
Arms Rack	1	1	Rack	10	--	Too Big
Cask	2-3	-	Cask	10*	5000	Big
Barrel	4	2	Barrel	50*	25,000	Too big
Garbage	5-7	3	Garbage	1000	500,000	--
Lying on the ground	8-9	4	Ground	Infinite	infinite	--
Sack	10-11	-	Sack	6	3000	6
Large Sack	12-13	5	L Sack	12	6000	12
Wooden Crate (Chest 1)	14-15	-	Crate (c1)	10	5000	big
Clay Urn (jar)	16-17	-	Jar	4*	2000	4
Amphora (jar)	18-19	6	Amphora	12*	6000	big
Double Amphora (jar)	20	7	Doub Amph	25*	12,500	big
Book Shelves	--	8-9	Bookcase	30	--	Too big
Metal Coffe (Chest 4)	--	10	Coffe (c4)	1	500	1
Wooden Chest (Chest 2)	--	11-12	Wood Chest (c2)	50	25,0000	Too big
Iron-Bound Chest (Chest 3)	--	13	Iron Bnd Chest (c3)	50	25,000	Too big
Strong Box (Chest 4)	--	14	Strong Box (c4)	6	3000	big
Stone Chest (Chest 5)	--	15	Stone Chest (c5)	50	25,000	Too big
Large Stone Trunk (Chest 5)	--	16	Stone Trunk (c5)	100	50,000	Too big
Sarcophagus (Chest 5)	--	17	Sarcophagus (c5)	150	75,000	Too big
Iron Strong Chest (Chest 6)	--	18	Iron Chest (c6)	100	50,000	Too big
Secret Compartments	--	19-20	Secret	Any	Any	Immobile

\*Items marked with an asterisk can hold the indicated number of gallons of liquid or the indicated number of encumbrance items. The physics is entirely broken, but ain't nobody got time for that.

## APPENDIX C: NPC OUTLINES

Below are a series of standard NPC's skill and training trees one might encounter. These were not always followed to the letter in the Cornucopia, but many times they were.

### 1--JACKS:

All are rated with 10 skills, take as many left to right as eligible to race/level. Possible to use from level 1 to human level 5 (non-human level 6)

**1—Bandits/Raiders:** these are opportunistic armed robbers and plunderers

AC: 10-16

Skill Tree: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower, Ambush 3, Careful Aim, Hide in the Forest, Bushwhacker.

**2—Rustlers:** rustlers are mounted men who aim to steal cattle or other livestock

AC: 10-14

Skill Tree: Jockey, Rope Thrower, Tracking, Alert Reaction, Abject Flight, Path Finder, Hide in the Forest, Distracting Banter, Target Guidance, Stab and Run

**3—Thieves/Sneaks:** those who rely on stealth to steal rather than arms to overcome

AC: 10-12

Skill Tree: Hide in Shadows (or Forest), Move Silently, Pick Pockets, Abject Flight, Searcher, Cache, Salt in the Eyes, Open Lock, Climb Walls, Disguise

**4—Bushwhackers:** these jerks try to massacre enemies from surprise attacks with arrows

AC 10-12 (13 if Buckler Expert)

Skill Tree: Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper, Buckler Expert,

**5—Assassins:** these guys try to murder people up close through deception

AC 10-13

Skill Tree: Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison

**6—War Alchemists/Flaskers/Pyros:** these guys like to chuck fire and dangerous chemicals at people

AC 10-16

Skill Tree: Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-Advanced, Bibliophile, Read Languages, Read Scroll

**7—Burglars:** these guys like to break and enter to steal stuff

AC 10-12

Skill Tree: Open Lock, Trap Work, Climb Walls, Searcher, Buster, Pack Hauler, Swapper, Abject Flight, Hide in Shadows, Walking Stick

**8—Kidnappers/Slavers:** these guys like to capture live victims

AC 10-14

Skill Tree: Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking, Camp Master, Stab 'Em When They're Down, Pimp Slap, Distracting Banter,

**9—Fancy Lads:** they are all about the style and misdirecting rubes

AC 10-14

Skill Tree: Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Walking Stick, Abject Flight, Pick Pockets

**10—Dungeoneers:** the folk who explore ruins for treasure or secrets

AC 12-13 (up to 16 if militia trained)

Skill Tree: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Languages, Read Scroll

**11—Trackers:** woodsmen, scouts, hunters

AC 10-12

Skill Tree: Hide in the Forest or Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim, Monster Hunter, Bushwhacker

**12—Physicians:** those imbued with non-magical healing knowledge

AC 10

Skill Tree: Occupation (physician), First Aid, Herbalism, Detect/Treat Disease, Treat Critical Injury, Detect/Treat Poison, Mortal Lore, Alchemy-B, Alchemy-A, Potion Maker

**13—Lackeys:** trusty assistants to intrepid dungeon explorers

AC 10-14 (16 if militia trained)



Skill Tree: Searcher, Pack Hauler, Swapper, Camp Master, Secret Door Expert, Alert Reaction, Hear Noise, First Aid, Abject Flight, Militia Trained

**14—Sages:** professional wise men

AC 10

Skill Tree: Bibliophile, Read Languages, Mortal Lore, Supernatural Lore, Monster Lore, Red Scroll, Use Wand, Mummery, Another Lore, Alchemy-B.

**15—True Alchemists:** alchemists who don't sully themselves with adventuring

AC 10

Skill Tree: Bibliophile, Alchemy-B, Alchemy-A, Read Languages, Read Scrolls, Potion Maker, Holy Barrier, First Aid, Detect/Treat Poison, Make Poison.

**16—Tribal Wise guys:** non-magical sawbones for villagers and barbarians

AC 10-12

Skill Tree: First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Make Poison, Forager, Distracting Banter, Razzle-Dazzle, Walking Stick.

**17—Pick Pockets/Muggers:** miscreants who rob people on the street

AC 10-12

Skill Tree: Move Silently, Hide in Shadows, Pick Pockets, Blackjack, Abject Flight, Searcher, Cache, Distracting Banter, Disguise, Razzle-Dazzle.

**18-Spies:** those who infiltrate enemies to discover information

AC 10-13

Skill Tree: Disguise, Hide In Shadows, Move Silently, Searcher, Observer, Climb Walls, Distracting Banter, Abject Flight, Bibliophile, Read Languages

**19—Scavengers:** filthy hobos who pick through battlefields and wreckage for stuff

AC: 10-12, but probably 10

Skill Tree: Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Game Hunter, Hide in the Forest, Alert Reaction.

**20—Rowdies:** villagers hopped up on adventure sauce

AC 10-14, but probably 10

Skill Tree: Occupation (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Forager, Camp Master, Salt in the Eyes, Hide in Forest or Shadows, First Aid

## **B--FIGHTERS:**

All are rated with 8 trainings, take as many left to right as eligible to race/level. Possible to use from level 1 to human level 5 (non-human level 6). For the equipment, Light armor means leather, gambeson, hides or lamellar. Medium armor means chain or scale. Heavy armor means brigandine or plate. Side arms refers to a 1-handed size M or S melee weapon that could be easily kept on a belt (arming sword, mace, yes; battle-axe, spear, no).

**1—Spearmen:** shield, spear, side arm, any armor

Training Tree: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Stand and Fight, On Guard, Rampage, Hack on the Run.

**2—Brigands:** short sword, buckler, short bow or light crossbow, usually light or medium armor

Training Tree: Brawling, Buster, Quick Draw, Fast Weapon Fighter, Split Fire, Aim, Ambush 3, Move Silently

**3—Billmen:** spear, bill, halberd, pike or foot-lance, no shield, any armor

Training Tree: Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low, Not So Fast, Hack on the Run, Alert Reaction

**4—Skirmishers:** light armor, buckler, side arm, sling, javelin, darts, short bow

Training Tree: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker, Buckler Expert, Tactical Reposition, Move Silently, Hide in Forest

**5—Smasher:** big guys, large weapons, any armor

Training Tree: Smash 'Em Down, Kick 'Em When they're Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**6—Infantry**—warriors using 1-handed medium weapon with shield, any armor

Training Tree: Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition, On Guard, Stand and Fight

**7-- Archers:** any armor perhaps buckler, long bow, composite bow, short bow, or horse bow, side arm.

Training Tree: Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Buckler Expert, Defensive Fighter

**8—Berserkers:** kill-crazy mad-lads use any sort of weapon, any sort of armor, usually no shield.

Training Tree: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast, Mighty War Cry

**9—Knights:** heavy armor, shield, lance, sword, other weapons, warhorse.

Training Tree: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**10—Horse Archers:** light armor, perhaps buckler, horse bow, sword

Training Tree: Horseman, Horse archer, Skirmisher, Aim, Hack on the Run, Quick Draw, Tactical Reposition, Buckler Expert

**11—Siege Engineer:** any armor, sword or other side arm, 1 needed per siege engine.

Training Tree: Siege Engineer, Alert reaction, Aim, Over Watch, Quick Draw, Tactical Reposition, Buckler Expert, Captain

**12—Cavalry:** light or medium armor, shield, any 1-handed weapons, no lance.

Training Tree: Horseman, Rampage, Hack on the Run, Tactical Reposition, Spear-Fighting, Reach for It, Crack the Shell, Shield Sacrifice

**13—Crossbowman :** any armor perhaps buckler, long bow, composite bow, short bow, or horse bow, side arm.

Training Tree: Split-Fire, Aim, Over Watch, Quick Draw, Tactical Reposition, Fast Weapon Fighter, Buckler Expert, Defensive Fighter