**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 2nd 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 l, 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
|  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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Jar | Sealed | No | 9 gold rings | 900 |
| 82 | Secret | Yes | No |  1400gp, *+0 chainmail of acid resist, med* | 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 Great Ax* | 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 Arming Sword* |  2000 |
| 98 | Wood Chest (c2) | Yes | Stone | jeweled tiara | 1500 |
| 99 | Stone Trunk (c5) | Yes | Needle |  16,000sp, *Hat of the Cat* | 1600 |
| 00 | Iron Chest (C6) | Yes | No |  1200gp |  1200 |