**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), AC19, 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, 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

**9— Knight of the Damned** (x6), AC19, 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, MorXX, 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, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**15—Hell Hounds** (x3) AC16, 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, 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—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, 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 Wate**r**

**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 +`/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—Umber 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 2nd 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)**

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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, *potion-water breathing* | 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 leather (med)* | 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; *scroll mu-read languages* | 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Stone Chest (c5) | Yes | No | 5000gp; *potion prot. from chaos* | 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; *wand of flames (25 charges)* | 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, *potion prot from law* | 5000 |