**DR. SKULL’S**

**RAMPAGE AMID THE RUINS**

**2nd Edition**

**JUDGE’S SUPPLEMENT 1:**

**DUNGEON STOCKING CORNUCOPIA**

**DUNGEON LEVELS 0-9**

by David L. Nelson

**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, about¼ 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 3rd 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 tands 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. Occasioanlly 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 Coffer (Chest 4) | Coffer (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 tighlty 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 4th 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.

I**TEMS 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 prt 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 AIm, 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 +1/1d6Training: 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)**

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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; *Scroll of Fear* | 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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; *Potion of Speak Languages* | 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 4,4,3,3,3,3,2,2), 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 Immunties

**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)**

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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 magic short sword* | 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 | Sacrophagus (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)**

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

**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 Spellswords,** 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)**

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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 Heavy Crossbow—magic loader* | 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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 6xlvl-1 MU | 600 |
| 84 | Barrel | Stuck | No | 5000sp | 500 |
| 85 | Secret | Yes | No | Plate Armor; *Tome of Curses* | 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; *Potions of Protection from Normal Missiles, Mighty Flash Powder, and Heroism* | 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 1xlvl-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 7per 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 posion (+2 save).

**8—Gargoyle** (x4), AC 15, HD 4d6, (hp 11,1o,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 2nd 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— Wereserpent** (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)**

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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”; *Scrolls (MU): stone missile, polymorph other, phantom killer* | 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; *potions: see in dark, heroism* | 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’ *magic short sword +1* | 800 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Secret | No | Pit | 1500gp; *Talisman of Stun Blasphemer (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; *scroll—Cl: Encourage* | 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; *scrolls MU:* *hold portal, dirt pile* | 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; *Magic Arming Sword +2* | 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 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 |

**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 ( hp14,11,16), 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—Umber 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 l, 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)**

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

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Stone Chest (c5) | Wizard | No | 12,000sp; *+1 short sword* | 1200 |
| 82 | Garbage | No | Rot worm | Skull of King Madron | 1600 |
| 83 | Amphora | No | No | 6 black lotus; *potion of giant strength* | 1500 |
| 84 | Wood Chest (c2) | Stuck | No | 1700gp | 1700 |
| 85 | Pile | No | No | 8000sp | 1800 |
| 86 | Iron Bnd Chest (c3) | Yes | No | 2000gp; *+1 gambeson,med* | 2000 |
| 87 | Stone Trunk (c5) | Stuck | Poison Gas | 15,000sp | 1500 |
| 88 | Bookcase | No | No | Rare Book: “Demonology Secrets”, MU scroll makings 12 levels; *MU scrolls Invisible Chuggins, Confusion* | 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; *Dust of Disappearance* | 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 iper creature f 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 ( hp14,11,16,13,19), 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, Swordor bite +3/1d6; lycanthropy, silver, aff by sacrec water, wolsbane

**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—Umber 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 Avenge**r 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)**

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 61 | Sarcophagus (c5) | Yes | No | Gold scepter, big emerald | 1800 |
| 62 | Strong Box (c4) | Yes | No | 2900gp, *potion detect magic* | 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; *potion Reincarnation* | 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; *Ring protection +3* | 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; *potion wound powder* | 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; *mu scroll concealing fog* | 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;  *MU Scroll Sleep* | 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; *Encyclopedia of Healing* | 1400 |
| 94 | Bookcase | No | No | Jeweled Censer, 3 metal book box; *MU scroll, air shield* | 2300 |
| 95 | Pile | No | No | 12000sp | 1200 |
| 96 | Secret | Wizard | No | Heavy war bow, 4 black lotus; *+2 Lance Corpse Bane* | 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 2nd 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, War-hammer +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)**

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

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

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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; *MU scroll: Sleep* | 1800 |
| 71 | Jar | Sealed | Sleep Gas | 2 platinum necklaces, 2 big rubies | 2400 |
| 72 | Secret | No | No | 1 suit of Quench Plate, *+1 Horse Bow* | 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; *Wand of Detect Magic, 14 charges (MU)* | 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. *Cleric Scrolls: Find Traps, Heal Wounded* | 2500 |
| 80 | Pile | No | No | 23000sp | 2300 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Jar | Sealed | No | 3 very large diamonds | 3000 |
| 82 | Secret | Yes | No | *Cauldron of Potions;* 2800gp | 2800 |
| 83 | Bookcase | No | Book Worm | Mu-scroll makings, 29 levels; *Mu Scrolls: Dirt Pile, Disguise* | 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 | 25000sp | 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, *Buckler of Power* | 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; *MU Scrolls Hold Portal, Earth Shift* | 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), 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 |

**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 f 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 Wate**r**

**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 +`/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—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—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 55,58,53,4546,48), 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 2nd 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 Flayers** (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 (hp26,30,28,22,21,38), 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 55,58,53,4546,48), 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 WeaponFighter, 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 ti 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 4500gp) 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)**

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 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; *MU-scroll concealing fog* | 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; *MU scroll continual light* | 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, *Cleric Scrolls: Raise dead, Speak with Dead, Divine Circle* | 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, *talisman of remove curse 6 charges* | 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)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Iron Chest (c6) | Yes | No | 2000gp | 2000 |
| 82 | Stone Chest(c5) | Yes | No | 5000gp | 5000 |
| 83 | Wood Chest (c2) | Stuck | No | 8000gp, *Cleric Scrolls: Light/Darkness, Stun Blasphemer* | 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 Wsdom; *Scroll MU—hold portal* | 8000 |
| 90 | Crate | Nailed | No | 8000gp | 8000 |
| 91 | Secret | No | No | 70,000sp, *potion of mind reading* | 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, *ring of water walking* | 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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Gem Type** | **Wee** | **Small** | **Middle** | **Big** | **Large** | **V Large** | **Huge** |
| **Diamond** | 50 | 100 | 200 | 500 | 750 | 1000 | 5000 |
| **Emerald** | 25 | 75 | 150 | 300 | 450 | 600 | 3000 |
| **Ruby** | 15 | 50 | 100 | 200 | 300 | 400 | 2000 |
| **Sapphire** | 10 | 25 | 75 | 150 | 250 | 300 | 1500 |
| **Topaz** | 5 | 10 | 50 | 100 | 150 | 200 | 1000 |
| **Amber** | 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**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item** | **Copper/Bronze** | **Silver** | **Gold** | **Jeweled** |
| 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 Beverages | 10gp | 80gp | 800gp | 10000gp | 2000gp | 4000gp |
| 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 Coffer (Chest 4) | -- | 10 | Coffer (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