**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 |