**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 |