**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 |