**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 |