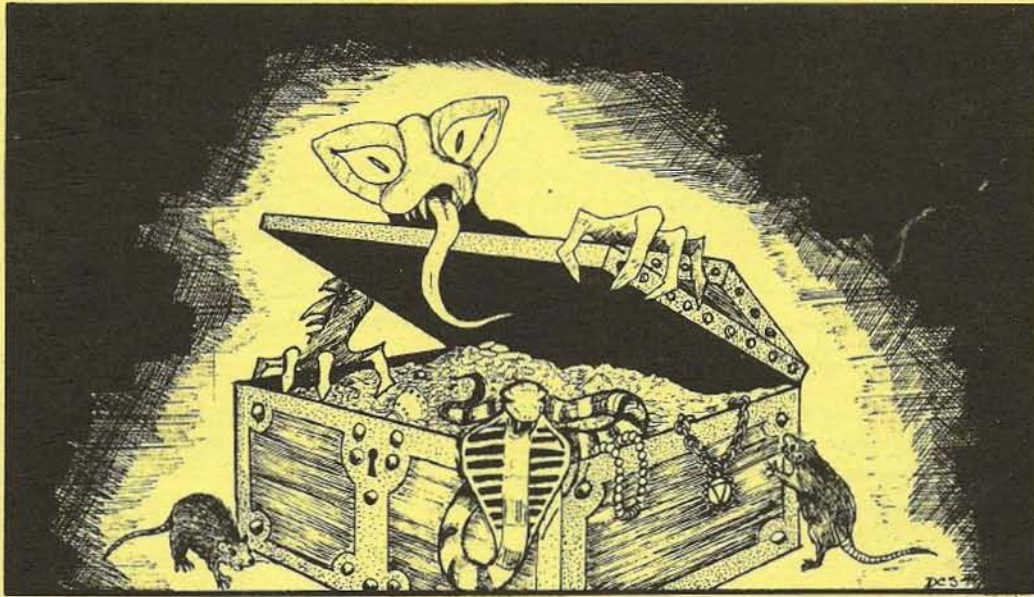


DUNGEONS & DRAGONS®



MONSTER & TREASURE ASSORTMENT

Set One: Levels One-Three

This set contains lists of 300 monsters, 300 treasures, treasure storage/guarding/hiding modes, and complete instructions for using the assortment to fill in partially stocked or newly encountered dungeon levels.

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DUNGEON MONSTERS AND TREASURE

LEVELS ONE THROUGH THREE

This assortment of monsters and treasures by dungeon level is designed to answer two needs. First, the package provides the Dungeon Master with a ready matrix of encounters when his players are exploring a dungeon encountered in a Wilderness Adventure. Second, and more important, these assorted monsters and treasures are aimed at making the DM's task a lighter one when it comes to readying the major dungeon in which most of his players' Underworld Adventures will take place.

It is strongly suggested that each DM prepare several special monsters — along with whatever treasure each such monster guards — for each dungeon level, carefully placing them according to an overall schematism for the particular level (and possibly in relation to a multi-level plan or a specific design for the whole of the dungeon complex). Thereafter, it is a simple matter to move to the list of randomly generated monsters and select which should be in proximity to the specially placed monsters. Finally, the remaining areas where some monster is needed are easily filled by selection from the list in any manner desired, from numerical progression to random selection by generation of numbers 1 to 100.

Treasures are also listed in groups of 100 by level of the dungeon in order to allow easy random selection if desired. However, it is recommended that the DM selectively place as many treasures as possible, doubling up in some cases, and augmenting the whole by noting where and how the treasures are protected and/or hidden. It should also be noted that just as a dungeon level should have monsters in only 20% or so of the available rooms and chambers, about 20% of the monsters should have no treasure whatsoever. By having one monster in five or one in six with no treasure, it is easier to conceal treasure that the other monsters guard, for players will not automatically know that somewhere nearby there is certainly some loot to glean. If you believe that 15% to 20% is too restrictive, lower it to 10% and give the remaining 5% to 10% nothing more than a few low-value coins in clothing worn or whatever. Do likewise with other monsters which do have additional (carefully hidden) treasure.

The assortments of monsters and treasures have been randomly selected, but they are carefully balanced nonetheless. While it is possible to use high level monsters on the first level of a dungeon about to be entered by experienced players, it would be certain death to use even second level monsters against a party of first level players. In a similar vein, it is not good practice to assign higher level treasures to lower level monsters, as this will allow players to gain experience too rapidly.

EXAMPLE OF A DUNGEON MONSTER/TREASURE MATRIX:

First Dungeon Level

1. (Description of a specially designed monster and treasure which the DM has placed in a special area — such as a barracks, armory, great hall, temple, etc.)
2. (ditto.)
3. (ditto.)
4. (ditto.)
5. Monster #37 (footpads): Treasure — #3 as shown, contained in #4 (6 total), with guard devices #3, #5, and #7 in chests 2, 4 and 6; #15 is hidden in one of a set of leather arm guards casually thrown on a pile of old and worn clothing and armor. See 7. below.
6. Monster #72 (giant rats): No treasure.
7. Monster #9 (bandits): Treasure — #28, contained in a chest guarded by poisoned needles in handles. Note: these men serve 5. above, and if they hear any commotion they will come to the aid of their masters, and the reverse is true.

To vary the monster selection — other than the simple varying of the number of creatures — you may add a leader-type with the monster(s) or join two together. Examples: Orcs with a gnomish leader, goblins with a bugbear leader, berserkers with a berserk village priest leading them, kobolds mounted on giant lizards, hobgoblins serving an evil priest, ghouls with giant rats for pets. Also, monsters can be covered by an illusion spell to make them appear to be something else, hidden by an invisibility spell, and so on.

Treasures may be varied by changing the spells on scrolls, changing magic/cleric scrolls, varying the type of potion (particularly with regard to giant strength, giant control, and dragon control types) and switching items which have good/bad counterparts. Example: Substitute a helm of reading magic and languages for a helm of chaos, switch boots of levitation to boots of dancing, change one of two human control potions to a potion of delusion.

With just a bit of imagination and a little work these lists will serve to speed your dungeon matrix completion immeasurably, and none of your players will be able to guess what monster or treasure is where!

KEY TO ABBREVIATIONS USED HEREAFTER:

(1-4, etc) = possible number of the monster type appearing

HP = number of hit points each monster can take

#AT = number of attacks/turn the monster is allowed

AL = level of attack by monster as expressed by the monster's base number to score a hit on an unarmored opponent (armor class 9)

AC = armor class of the monster; this number is followed by the base number required by a 1st level fighter to score a hit, thus: AC2/17

ST = saving throw level of monster against the various unusual attack forms listed on the saving throw matrix, thus ST/F4-6 means that the monster saves as a 4th through 6th level fighter

SA = special attacks are possible, such as spells, breath, etc.

CP = copper pieces, 50 equal 1 gold piece

SP = silver pieces, 10 equal 1 gold piece

EP = electrum pieces, 2 equal 1 gold piece

GP = gold pieces, 5 equal 1 platinum piece

PP = platinum pieces

Note: Base values of gems are shown. Each gem should be diced for with six-sided dice, and any gem for which a 1 is rolled goes up one value category, while those for which 6's are rolled should *drop* one category. Value categories are: 1 GP, 5 GP, 10 GP, 50 GP, 100 GP, 500 GP, 1,000 GP, 5,000 GP, 10,000 GP, 50,000 GP, 100,000 GP and 500,000 GP.

TREASURE IS CONTAINED IN

1. Bags
2. Sacks
3. Small Coffers
4. Chests
5. Huge Chests
6. Pottery Jars
7. Metal Urns
8. Stone Containers
9. Iron Trunks
10. Loose

TREASURE IS GUARDED BY

1. Contact Poison on Container
2. Contact Poison on Treasure
3. Poisoned Needles in Lock
4. Poisoned Needles in Handles
5. Spring Darts Firing from Front of Container
6. Spring Darts Firing up from Top of Container
7. Spring Darts Firing up from Inside Bottom of Container
8. Blade Scything Across Inside
9. Poisonous Insects or Reptiles Living Inside Container
10. Gas Released by Opening Container
11. Trapdoor Opening in Front of Container
12. Trapdoor Opening 6 feet in Front of Container
13. Stone Block Dropping in Front of Container
14. Spears Released from Walls when Container Opened
15. Explosive Runes
16. Symbol

TREASURE IS HIDDEN BY/IN

1. Invisibility
2. Illusion (to change or hide appearance)
3. Secret Space under Container
4. Secret Compartment in Container
5. Inside Ordinary Item in Plain View
6. Disguised to Appear as Something Else
7. Under a Heap of Trash/Dung
8. Under a Loose Stone in the Floor
9. Behind a Loose Stone in the Wall
10. In a Secret Room Nearby

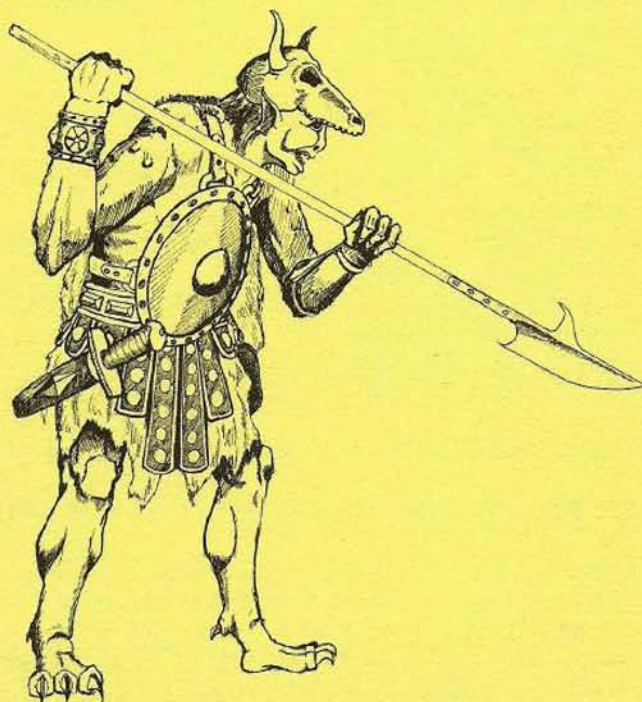
FIRST LEVEL

1. **Berserkers** — (1-4) HP: 8,5,4,2; #AT:1; AL:10; AC 7; ST/F 1-3; SA: +2 on attack vs. normal (level 0) men, kobolds, goblins, orcs.
2. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 9; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
3. **Dwarves** — (2-5) HP: 8,8,8,5,4; #AT: 1; AC 4; ST/F 4-6; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
4. **Gnomes** — (2-5) HP: 6,5,3,2,1; #AT: 1; AL: 10; AC 6; ST/F 4-6; SA: 10% will have missile weapons; 15% will have magic weapons and/or armor.
5. **Giant Toads** — (1-2) HP: 12,8; #AT: 1; AL: 8; AC 7; ST/F 1-3; SA: None.
6. **Skeletons** — (1-6) HP: 8,7,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: None.
7. **Orcs** — (2-5) HP: 8,7,3,3,2; #AT: 1; AL:10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
8. **Stirges** — (2-5) HP: 4,3,3,3,3; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Drain blood (1-4 HP/turn) after successful attack.
9. **Bandits** — (2-5) HP: 6,4,3,3,2; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
10. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
11. **Footpads** — (1-4) HP: 7,6,5,4; #AT: 1; AL: 10; AC 7; ST/F 1-4; SA: Strike from behind, 5% chance for any one to have magic item.
12. **Gelatinous Cube** — (1) HP: 21; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Must save vs. paralyzation if it hits.
13. **Warriors** — (1-3) HP: 13, 10,6; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
14. **Giant Rats** — (3-12) HP: 4,4,3,3,3,2,2,2,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die); SA: None.
15. **Warrior Paladin** — (1) HP: 11; #AT: 1; AL: 10; AC 2; ST/F 1-3 (+2 on die); SA: 20% chance for magic sword and armor.
16. **Centipedes** — (1-6) HP: 2 each; #AT 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (+4 on die roll).
17. **Ghouls** — (1-2) HP: 14,6; #AT: 3; AL: 8; AC 6; ST/F 1-3; SA: Paralyze normal (level 0), men, dwarves, gnomes, halflings they touch.
18. **Orcs** — (2-5) HP: 8,6,5,4,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
19. **Carnivorous Apes** — (1) HP: 18; #AT: 3; AL: 6; ST/F 4-6; SA: If 2nd and 3rd attacks score, the ape does 1-8 points additional damage (rending).
20. **Orcs** — (2-5) HP: 8,6,3,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
21. **Elves** — (1-6) HP: 9,8,6,6,5,4; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor.
22. **Dwarves** — (2-5) HP: 6,6,5,4,2; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
23. **Paladin Swordsman** — (1) HP: 19; #AT: 1; AL: 10; AC 2; ST/F 1-3 (+2 on die); SA: 25% chance for magic sword and armor.
24. **Elves** — (1-6) HP: 9,9,9,8,8,4; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor.
25. **Giant Weasel** — (1) HP: 13; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: On any hit scored by it there is a 50% chance that the creature will drain blood causing an additional 1-6 HP damage.
26. **Giant Rats** — (3-12) HP: 4,3,3,3,3,3,2,2,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
27. **Seers** — (1-2) HP: 7,5; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 2-L1, 10% chance for having some magic item other than a sword or misc. weapon.
28. **Elves** — (1-6) HP: 6,6,5,4,4,2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor.
29. **Shamen** — (1-2) HP: 11,10; #AT: 1; AL: 10; AC 5; ST/C 1-4; SA: Spells, 2-L1, 10% chance for any magic item other than one with an edge or point.
30. **Burglars** — (1-2) HP: 11,10; #AT: 1; AL: 10; AC 7; ST/MU 1-5; SA: Strike from behind, 15% chance for any one to have magic item.
31. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 9; ST/F 1-3 (-1 on die); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
32. **Large Spiders** — (1-3) HP: 4, 3, 3; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+2 on die).
33. **Skeletons** — (1-6) HP: 8,5,4,4,2,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: None.
34. **Giant Rats** — (3-12) HP: 4,4,4,3,3,2,2,2,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die); SA: None.
35. **Zombies** — (1-4) HP: 15,11,9,7; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
36. **Kobolds** — (3-12) HP: 4,4,4,3,3,3,2,2,2,1,1; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: 10% will have missile weapons.

FIRST LEVEL

37. **Footpads** — (1-4) HP: 6,5,4,3; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 5% chance for any one to have magic.
38. **Giant Rats** — (3-12) HP: 4,3,3,3,3,2,2,1,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die); SA: None.
39. **Leprechauns** — (1-2) HP: 3,3; #AT: 0; AL: N/A; AC 8; ST/MU 6-10 (80% magic resistance); SA: Magic use and stealing.
40. **Goblins** — (2-8) HP: 7,7,6,6,4,3,3,1; #AT: 1; AL: 10; AC 6; ST/F 1-3; SA: 10% will have missile weapons.
41. **Goblins** — (2-8) HP: 6,5,3,3,3,2,1,1; #AT: 1; AL: 10; AC 6; ST/F 1-3; SA: 10% will have missile weapons.
42. **Large Spiders** — (1-3) HP: 5,5,3; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but save vs. poison must be made (+ 2 on die).
43. **Dwarves** — (2-5) HP: 8,6,6,4,1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
44. **Dwarves** — (2-5) HP: 8,6,6,4,1; #AT: 1; AL: 10; AC 4; SF/F 4-6; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
45. **Carrion Crawler** — (1) HP: 13; #AT: 1; AL: 6; AC 3/7; ST/F 4-6; SA: A hit causes 1-8 tentacles to strike also — save vs. paralyzation for each tentacle striking.
46. **Bugbears** — (1-2) HP: 19,19; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Gain surprise on 1-3.
47. **Warriors** — (1-3) HP: 15,13,7; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
48. **Gelatinous Cube** — (1) HP: 22; #AT: 1; AL: 6; AC 8; ST/F 1-3; SA: When it hits saves vs. paralyzation or unable to move.
49. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 9; ST/F 1-3 (-1 on die); SA: Bite does no damage, but save vs. poison must be made (add + 4 to die roll).
50. **Elves** — (1-6) HP: 8,6,4,4,2,2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get + 1 on attack dice, 20% will have magic weapons and/or armor.
51. **Conjurers** — (1-2) HP: 13,7; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 3-L1, 1-L2, 15% chance of having some magic item other than a sword or misc. weapon.
52. **Carrion Crawler** — (1) HP: 14; #AT: 1; AL: 6; AC 3/7; ST/F 4-6; SA: a hit causes 1-8 tentacles to strike also — save vs. paralyzation for each tentacle striking.
53. **Berserkers** — (1-4) HP: 7,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: + 2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
54. **Stirges** — (2-5) HP: 6,6,6,2,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Drain blood (1-4 HP/turn) after successful attack.
55. **Gnomes** — (2-8) HP: 6,5,4,2,2,2,2,1; #AT: 1; AL: 10; AC 6; ST/F 4-6; SA: 10% will have missile weapons; 15% will have magic weapons and/or armor.
56. **Kobolds** — (3-12) HP: 4,3,3,2,2,2,2,2; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
57. **Goblins** — (2-8) HP: 6,5,5,3,3,2,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
58. **Skeletons** — (1-6) HP: 8,6,6,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: None.
59. **Bandits** — (2-5) HP: 6,4,4,3,3,2; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll) SA: 40% will have missile weapons, leader will have missile weapons, leader will have AC 4.
60. **Shriekers** — (1-3) HP: 15,14,10; #AT: 0; AL: —; AC 7; ST/F 1-3; SA: Noise.
61. **Berserkers** — (1-4) HP: 8,8,8,6; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: + 2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
62. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 9; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but saving throw vs. poison must be made (add + 4 to die roll).
63. **Adepts** — (1-4) HP: 7,5,5,4; #AT: 1; AL: 10; AC 5; ST/C 1-4; SA: Spells, 1-L1, 5% chance of having any magic item other than one with an edge or point.
64. **Large Spiders** — (1-3) HP: 7,5,2; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+ 2 on die).
65. **Gnomes** — (2-8) HP: 6,5,5,3,3,3,2,1; #AT: 10; AC 6; ST/F 4-6; SA: 10% will have missile weapons, 15% will have magic weapons and/or armor.
66. **Village Priests** — (1-2) HP: 14,11; #AT: 1; AL: 10; AC 5; ST/C 1-4; SA: Spells, 2 L-1, 10% chance for any magic item other than one with an edge or point.
67. **Hero Paladin** — (1) HP: 17; #AT: 1; AL: 8; AC 2; ST/F 4-6 (+ 2 on die); SA: 30% chance for magic sword and armor, 10% chance for magic misc. weapon.
68. **Ogre** — (1) HP: 21; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: None.
69. **Kobolds** — (3-12) HP: 4,4,3,3,2,2,2,2,2,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
70. **Giant Lizards** — (1-2) HP: 18,11; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Die roll of 20 indicates double damage (2-16).
71. **Orcs** — (2-5) HP: 5,5,4,3,5; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
72. **Giant Rats** — (3-12) HP: 4,3,2,2,2,2,2,1,1,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
73. **Zombies** — (1-4) HP: 16,13,8,6; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
74. **Piercers** — (1-3) HP: 6,5,2,1; #AT: 1; AL: 10; AC 3; ST/F 1-3; SA: None.
75. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 9; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but saving throw vs. poison must be made (add + 4 to die roll).

76. **Bandits** — (2-5) HP: 6,4,3,3,2; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
77. **Orcs** — (2-5) HP: 8,7,6,3,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
78. **Dwarves** — (2-5) HP: 8,7,6,3,1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
79. **Giant Toads** — (1-2) HP: 9,6; #AT: 1; AL: 8; AC 7; ST/F 1-3; SA: None.
80. **Large Spiders** — (1-3) HP: 9,9,8; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, saving throw vs. poison must be made (+ 2 on die).
81. **Skeletons** — (1-6) HP: 8,7,5,4,4,3; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: None.
82. **Giant Spiders** — (1) HP: 26; #AT: 1; AL: 5; AC 4; ST/F 4-6; SA: Bite does 2-8 HP, and saving throw vs. poison must be made.
83. **Gnomes** — (2-8) HP: 6,5,4,4,3,2,1; #AT: 1; AL: 10; AC 6; ST/F 4-6; SA: 10% will have missile weapons, 15% will have magic weapons and/or armor.
84. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but saving throw vs. poison must be made (add + 4 to die roll).
85. **Giant Rats** — (3-12) HP: 4,4,4,3,3,3,2,1,1,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
86. **Kobolds** — (2-8) HP: 4,4,4,3,2,2,2,1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
87. **Orcs** — (2-5) HP: 7,5,3,1,1; #AT: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
88. **Berserkers** — (1-4) HP: 6,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: + 2 on attack vs. normal (level 0) men, kobolds, goblins, orcs.
89. **Warriors** — (1-3) HP: 10,10,5; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
90. **Stirges** — (2-5) HP: 8,8,6,6,1,1; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Drain blood (1-4 HP/turn) after successful attack.
91. **Elves** — (1-6) HP: 8,8,5,5,4,2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ armed with swords only — all get + 1 on attack dice, 20% will have magic weapons and/or armor.
92. **Evil Adepts** — (1-4) HP: 12,11,9,7; #AT: 1; AL: 10; AC 5; ST/C 1-4; SA: Spells, 1-L1, 5% chance for having any magic item other than one with an edge or point.
93. **Seers** — (1-2) HP: 5,4; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 2-L1, 10% chance of having some magic item other than a sword or misc. weapon.
94. **Leprechauns** — (1-2) HP: 2,1; #AT: 0; AL: N/A; AC 8; ST/MU 6-10; (80% magic resistant); SA: Magic use and stealing.
95. **Goblins** — (2-8) HP: 7,7,2,2,2,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
96. **Giant Rats** — (3-12) HP: 4,3,2,2,2,2,2,1,1,1,1,1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
97. **Zombies** — (1-4) HP: 13,12,10,10; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
98. **Berserkers** — (1-4) HP: 5,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: + 2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
99. **Orcs** — (2-5) HP: 6,6,4,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 10% will have missile weapons.
100. **Berserkers** — (1-4) HP: 6,5,4,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: + 2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.



SECOND LEVEL

1. **Magician** — (1) HP: 16; #AT: 1; AL: 8; AC 9; ST/MU 6-10; SA: Spells, 4-L1, 2-L2, 2-L3, 30% chance for having some magic item other than a sword or misc. weapon.
2. **Wyvern** — (1) HP: 28; #AT: 2; AL: 4; AC 3; ST/F 7-9; SA: Tail hit means save vs. poison.
3. **Orcs** — (3-12) HP: 8,7,6,6,6,5,4,3,3,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
4. **Werebear** — (1) HP: 28; #AT: 3; AL: 5; AC 2; ST/F 4-6; SA: Paw hit score of 18 or better means hug (2-16 HP additional damage).
5. **Elves** — (2-8) HP: 9,8,7,7,3,2,2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 25% will have magic weapons and/or armor.
6. **Gnomes** — (3-18) HP: 3 × 5, 3 × 3, 3 × 4, 3 × 6, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 6; SA: 15% will have missile weapons, 20% will have magic weapons and/or armor.
7. **Gnolls** — (2-5) HP: 14,9,6,6,4; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 10% will have missile weapons.
8. **Piercers** — (1-6) HP: 8,7,4,4,3; #AT: 1; AL: 10; AC 3; ST/F 1-3; SA: None.
9. **Bandits** — (2-12) HP: 5,5,5,5,5,4,4,3,3,1,1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
10. **Heroes** — (1-3) HP: 17,16,14; #AT: 1; AL: 8; AC 4; ST/F 4-6; SA: 10% chance for each for magic armor and/or weapons.
11. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
12. **Stirges** — (3-18) HP: 2 × 5, 3 × 4, 2 × 2, 3 × 6, 2 × 1, 2 × 3, 2 × 7, 2 × 8; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Drain blood (1-4 HP/turn) after successful attack.
13. **Leprechauns** — (2-8) HP: 3,3,3,2,2,2,1; #AT: 10; AL: N/A; AC 8; ST/MU 6-10 (80% magic resistant); SA: Magic use and stealing.
14. **Owl Bear** — (1) HP: 29; AT: 3; AL: 5; ST/F 4-6; SA: Paw hit score of 18 or better means hug (2-16 HP additional damage).
15. **Bandits** — (2-12) HP: 6,6,6,6,4,4,4,2,2,1,1; #AT: 1; AL: 11; AC 6; ST/1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
16. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage but save vs. poison must be made (add +4 to die roll).
17. **Conjurers** — (1-4) HP: 12,10,5,4; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 3-L1, 1-L2, 15% chance for having some magic item other than a sword or misc. weapon.
18. **Warriors** — (2-5) HP: 15,13,12,10,10; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
19. **Large Spiders** — (1-6) HP: 9,8,7,5,3,2; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+2 on die).
20. **Goblins** — (3-18) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
21. **Bandits** — (2-12) HP: 6,5,5,5,4,4,3,3,2,2,2; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
22. **Orcs** — (3-12) HP: 8,8,7,6,5,5,4,4,3,1,1,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
23. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
24. **Seers** — (2-5) HP: 7,6,5,3,2; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 2-L1, 10% chance for having some magic item other than a sword or misc. weapon.
25. **Giant Toads** — (1-4) HP: 13,8,8,8; #AT: 1; AL: 8; AC 7; ST/F 1-3; SA: None.
26. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
27. **Carrion Crawler** — (1) HP: 12; #AT: 1; AL: 6; AC 3/7; ST/F 4-6; SA: A hit causes 1-8 tentacles to strike also — save vs. paralyzation for each tentacle striking.
28. **Dwarves** — (2-12) HP: 8,7,6,6,6,6,5,5,4,3,2,1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor.
29. **Zombies** — (2-8) HP: 8,7,6,6,5,4,4,3; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
30. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
31. **Orcs** — (3-12) HP: 8,8,7,7,6,6,6,4,4,1,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
32. **Gelatinous Cubes** — (1-2) HP: 27,23; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Must save vs. paralyzation if it hits.
33. **Hobgoblins** — (2-8) HP: 8,8,7,5,5,4,4,3; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 10% will have missile weapons.
34. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
35. **Bandits** — (2-12) HP: 6,6,5,4,4,3,3,2,2,1,1,1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
36. **Orcs** — (3-12) HP: 7,6,6,5,4,4,4,3,3,2,2,2; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.

37. **Dwarves** — (2-12) HP: 8,6,6,5,4,4,3,3,2,2,2,1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.
38. **Robbers** — (1-4) HP: 12,12,8,3; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 10% chance for each to have magic item.
39. **Berserkers** — (2-8) HP: 6,6,5,4,4,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
40. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
41. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll) SA: 20% will have missile weapons.
42. **Skeletons** — (2-12) HP: 8,8,8,7,7,6,6,5,5,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: None.
43. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
44. **Paladin Warriors** — (1-3) HP: 13,10,8; #AT: 1; AL: 10; AC 2; ST/F 1-3 (+2 on die roll); SA: 20% chance for magic sword and armor.
45. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
46. **Bandits** — (2-12) HP: 6,5,5,5,4,3,3,3,2,2,1,1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
47. **Carriion Crawler** — (1) HP: 15; #AT: 1; AL: 6; AC 3/7; ST/F 4-6; SA: A hit causes 1-8 tentacles to strike also — save vs. paralyzation for each tentacle striking.
48. **Footpads** — (2-5) HP: 8,7,4,4,2; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 10% chance for any one to have magic item.
49. **Wraith** — (1) HP: 23; #AT: 1; AL: 6; AC 3; ST/C 1-4; SA: Hit drains 1 energy level.
50. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
51. **Giant Lizards** — (1-4) HP: 22,16,13,11; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Die roll of 20 indicates double damage (2-16).
52. **Zombies** — (2-8) HP: 16,14,13,11,9,7,6,4; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
53. **Orcs** — (3-12) HP: 8,7,6,6,6,5,5,5,4,3,3; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
54. **Warriors** — (2-5) HP: 14,11,7,4,4; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
55. **Hobgoblins** — (2-8) HP: 7,7,6,6,5,5,3,2; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 10% will have missile weapons.
56. **Hobgoblins** — (2-8) HP: 9,9,8,7,6,4,4,3; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 10% will have missile weapons.
58. **Gelatinous Cubes** — (1-2) HP: 15; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Must save vs. paralyzation if it hits.
57. **Large Spiders** — (1-6) HP: 9,9,8,7,6,4,4,3; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+2 on die).
59. **Stag Beetles** — (1) HP: 27; #AT: 2; AL: 5; AC 3; ST/F 4-6; SA: None.
60. **Dwarves** — (2-12) HP: 8,8,7,7,5,5,4,4,3,3,2,1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.
61. **Bandits** — (2-12) HP: 6,6,5,5,4,4,4,3,2,1,1,1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll) SA: 40% will have missile weapon, leader will have AC 4.
62. **Bandits** — (2-12) HP: 6,5,5,5,3,3,2,2,2,2,1,1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); 40% will have missile weapons, leader will have AC 4.
63. **Gelatinous Cubes** — (1-2) HP: 20; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Must save vs. paralyzation if it hits.
64. **Giant Rats** — (5-2) HP: 5 × 3, 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
65. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
66. **Orcs** — (3-12) HP: 7,7,6,5,5,4,4,4,3,2,1,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
67. **Ghouls** — (1-4) HP: 10, 10,9,6; #AT: 3; AL: 8; AC 6; ST/F 1-3; SA: Paralyze normal (level 0) men, dwarves, gnomes, halflings they touch.
68. **Large Spiders** — (1-6) HP: 9,9,4,4,4,2; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+2 on die).
69. **Berserkers** — (2-8) HP: 6,6,6,6,5,5,4,3; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
70. **Elves** — (2-8) HP: 9,8,7,5,3,3,3,3; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor.
71. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll) SA: Bite does no damage, save vs. poison must be made (+4 on die roll).
72. **Warriors** — (2-5) HP: 13,13,10,9,8; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
73. **Bugbears** — (1-3) HP: 25,19,12; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: None.
74. **Orcs** — (3-12) HP: 8,8,5,5,5,4,4,4,3,2,2,1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
75. **Rust Monster** — HP: 22; #AT: 1; AL: 5; AC 2; ST/F 4-6; SA: Causes rust only.
76. **Owl Bear** — (1) HP: 19; #AT: 3; AL: 5; AC 5; ST/F 4-6; SA: Raw hit score of 18 or better means hug (2-16 additional HP damage).

SECOND LEVEL

77. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
78. **Zombies** — (2-8) HP: 15, 11, 11, 7, 6, 6, 6, 4; #AT: 1; AL: 10; AC 8; ST/F 1-3; SA: None.
79. **Footpads** — (2-5) HP: 7, 5, 5, 3; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 5% chance for only one to have magic item.
80. **Bandits** — (2-12) HP: 6, 6, 4, 4, 3, 3, 3, 2, 2, 2, 2, 1; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: 40% will have missile weapons, leader will have AC 4.
81. **Huge Spiders** — (1-4) HP: 12, 11, 7, 6; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: Bite does 1-6 points damage and saving throw vs. poison must be made (+1 on die).
82. **Robbers** — (1-4) HP: 9, 7, 7, 5; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 10% chance for each to have magic item.
83. **Stirges** — (3-18) HP: 2 × 5, 3 × 4, 2 × 2, 3 × 6, 2 × 1, 2 × 3, 2 × 7, 2 × 8; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Drain blood (1-4 HP/turn) after successful attack.
84. **Dwarves** — (2-12) HP: 8, 8, 8, 7, 7, 6, 6, 6, 4, 1; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.
85. **Orcs** — (3-12) HP: 8, 7, 7, 6, 6, 5, 4, 3, 3, 3, 1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
86. **Large Spiders** — (1-6) HP: 9, 9, 9, 6, 3, 2; #AT: 1; AL: 9; AC 8; ST/F 1-3; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+2 on die).
87. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
88. **Orcs** — (3-12) HP: 8, 8, 7, 7, 6, 5, 4, 4, 3, 2, 1, 1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
89. **Berserkers** — (2-8) HP: 6, 6, 6, 5, 4, 4, 2, 2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
90. **Berserkers** — (2-8) HP: 5, 5, 3, 3, 3, 3, 2, 2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
91. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
92. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die roll); SA: Bite does no damage, but save vs. poison must be made (+4 on die roll).
93. **Orcs** — (3-12) HP: 7, 6, 5, 5, 5, 5, 4, 3, 3, 2, 1, 1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die roll); SA: 20% will have missile weapons.
94. **Giant Poisonous Snake** — (1) HP: 22; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: 10% chance snake will spit poison (30'), must save vs. poison if hit.
95. **Elves** — (2-8) HP: 9, 8, 6, 5, 5, 4, 2, 2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor.
96. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 11; AC 7; ST/F 1-3, (-1 on die roll); SA: None.
97. **Carriion Crawler** — (1) HP: 19; #AT: 1; AL: 6; AC 3/7; ST/F 1-3; SA: A hit causes 1-8 tentacles to strike also — save vs. paralyzation for each tentacle striking.
98. **Gelatinous Cubes** — (1-2) HP: 20; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Must save vs. paralyzation if it hits.
99. **Shamen** — (2-5) HP: 14, 12, 9; #AT: 1; AL: 10; AC 5; ST/C 1-4; SA: Spells, 2-L1, 20% chance for each to have any magic item other than edged or pointed.
100. **Hobgoblins** — (2-8) HP: 9, 9, 8, 8, 5, 5, 2; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 10% will have missile weapons.



THIRD LEVEL

1. **Berserkers** — (4-16) HP: 3 × 6, 3 × 3, 4 × 4, 3 × 5, 3 × 2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on an attacks vs. normal (level 0) men, kobolds, goblins, orcs.
2. **Thaumaturgists** — (1-3) HP: 13,8,6; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 4-L1, 2-L2, 1-L3, 25% chance for having some magic item other than a sword or misc. weapon.
3. **Gnolls** — (3-18) HP: 3 × 13, 3 × 12, 2 × 11, 3 × 10, 2 × 8, 7,6, 2 × 5, 4; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
4. **Ghouls** — (3-12) HP: 16, 13, 12, 3 × 11, 2 × 10, 3 × 9, 3; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: Paralyze men, dwarves, gnomes, halflings they touch unless saving throw is made.
5. **Giant Rats** — (5-30) HP: 7 × 3, 8 × 2, 7 × 4, 8 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3; (-1 on die roll); SA: None.
6. **Footpads** — (3-12) HP: 8, 2 × 7, 3 × 6, 2 × 5, 3 × 4, 3; #AT: 1; AL: 10; AC 7; ST/C 1-4; SA: Strike from behind, 5% chance for each one to have magic item.
7. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — leader is 5th level (HP: 24; AL: 8; AC 0; ST/F 7-9) SA: +1 war hammer).
8. **Giant Toads** — (2-8) HP: 14,11, 2 × 10, 8, 2 × 6, 5; #AT: 1; AL: 8; AC 7; ST/F 1-3; SA: None.
9. **Lamas** — (1-2) HP: 28, 25; #AT: 1; AL: 8; AC 2; ST/C 5-8; SA: Spells, 2-L1, 2-L2, 2-L3, 1-L4, 1-L5, 40% chance for 1-3 (check for each) magic items other than with edge or point.
10. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
11. **Champions** — (1-2) HP: 29, 26; #AT: 1; AL: 5; AC 2; ST/F 7-9; SA: 25% for each for magic armor, weapons, and/or a potion.
12. **Ogres** — (1-4) HP: 21,18,14,14; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: None.
13. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Blood drain (1-4 HP/turn) after successful hit.
14. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — 2 leaders are 3rd level (HP: 16,13; AC 2; ST/F 7-9; SA: +1 Axe).
15. **Giant Snakes** — (1-2) HP: 28,18; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: Score of 17 or better indicates constriction (1 HP + AC of opponent being constricted, discounting shields).
16. **Elves** — (2-12) HP: 8, 2 × 7, 6, 5 × 4, 3, 2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 25% will have magic weapons and/or armor — leader is hero thaumaturgist (HP: 23; AL: 8; AC 2; ST/F 4-6; SA: Spells 4-L1; 2-L2; 20% chance for any magic item).
17. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — half of group (round up) will be 2nd level with double hit points.
18. **Huge Spiders** — (2-8) HP: 3 × 17, 15,11,10,9,5; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: Bite does 1-6 HP + save vs. poison (+1 on die).
19. **Gnolls** — (3-18) HP 2 × 13, 2 × 11,10,9,8, 2 × 7,6,5,2; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
20. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 6; ST/F 1-3 (-1 on die) SA: 20% will have missile weapons.
21. **Leprechauns** — (2-8) HP: 3,3,3,3,2,2,2,1; #AT: 0; AL: N/A; AC 8; ST/MU 6-10 (80% magic resistant); SA: Magic use and stealing.
22. **Owl Bears** — (1-2) HP: 25, 15; #AT: 3; AL: 5; AC 5; ST/F 4-6; SA: Claw on 18 or better means hug (2-16 additional hit).
23. **Gargoyles** — (1-3) HP: 24,23,12; #AT: 4; AL: 6; AC 4; ST/4-6; SA: Cannot be hit by non-magical weapons.
24. **Shriekers** — (2-8) HP: 21,16,15,14,13,12,10,9; #AT: 0; AL: 0; AC 7; ST/F 1-3; SA: Light within 30'/movement within 10' will emit a shriek lasting 1-3 turns; 50% chance of attracting monsters.
25. **Gnolls** — (3-18) HP: 15,13,12, 2 × 9, 2 × 8, 7,6,5,4,3; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
26. **Evil Curates** — (2-5) HP: 24, 19,18,16,15; #AT: 1; AL: 8; AC 2; ST/C 5-8; SA: Spells, 2-L1, 2-L2; 30% chance for each to have any magic item other than with edge or point.
27. **Carion Crawlers** — (1-2) HP: 15,12; #AT: 8; AL: 6; AC 3/7; ST/F 4-6; SA: Hit causes save. vs. paralyzation.
28. **Wererats** — (1-4) HP: 16,13,11,10; #AT: 1; AL: 6; AC 7; ST/F 1-3; SA: As lycanthrope, moves silently as level 7 thief, can call forth 10-100 giant rats.
29. **Elves** — (2-12) HP: 9,8, 4 × 6, 3 × 4, 3, 2 × 2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: ½ bow armed with sword, ½ with sword only, leader is 3rd level with +2 spear, bow and 3 magic arrows (+1) (HP: 16; AC 2).
30. **Gnomes** — (5-20) HP: 4 × 4, 4 × 5, 4 × 3, 4 × 6, 4 × 2; #AT: 1; AL: 10; AC 5; ST/F 1-3; SA: 25% will have missile weapons, 25% will have magic weapons and/or armor, leader is 4th level (HP: 17; AL: 8; AC 4; ST/F 4-6).
31. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.

32. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 1; #AT: 1; AL: 10; AC 6; ST/F 1-3; SA: 10% will have missile weapons.
33. **Dwarves** — (3-18) HP: 3 × 7; 3 × 4; 3 × 8; 3 × 3; 3 × 6; 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — leader is 4th level (HP: 19; AL: 8; AC 2; ST/F 7-9; SA: +2 mace).
34. **Ghouls** — (3-12) HP: 14, 12, 2 × 11, 2 × 10, 2 × 9, 8,7,6,4; #AT: 3; AL: 8; AC 6; ST/F 1-3; SA: Paralyze men, dwarves, gnomes, halflings they touch unless saving throw is made.
35. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Blood drain (1-4 HP/Turn) after hit.
36. **Giant Rats** — (5-20) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
37. **Troll** — (1) HP: 26; #AT: 3; AL: 5; AC 4; ST/F 4-6; SA: will regenerate 3 HP/turn beginning on the third turn after being hit.
38. **Wights** — (1-2) HP: 17,9; #AT: 1; AL: 6; AC 5; ST/F 1-3; SA: Drain one level per successful hit.
39. **Carrion Crawlers** — (1-2) HP: 21, 17; #AT: 8; AL: 6; AC 7; ST/F 4-6; SA: Hit causes save vs. paralyzation.
40. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 11; AC: 6; ST/F 1-3 (-1 on die) SA: Bite does no damage but must save vs. poison (+4 on die)
41. **Berserkers** — (4-16) HP: 3 × 6, 3 × 3, 3 × 4, 3 × 5, 4 × 2; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: +2 on attacks vs. normal (level 0) men, kobolds, goblins, orcs.
42. **Werewolves** — (1-2) HP: 21, 14; #AT: 1; AL: 6; AC 5; AT/F 4-6; SA: Cannot be hit by non-magical weapons.
43. **Su-Monster** — (1) HP: 15; #AT: 5; AL: 5; AC 6; ST/F 4-6; SA: Can use psionic attack once a day.
44. **Giant Weasels** — (1-2) HP: 18,10; #AT: 1; AL: 6; AC 6; ST/F 1-3; SA: Hit means weasel will drain blood at 2-12 HP every turn thereafter until killed.
45. **Carnivorous Apes** — (1-2) HP: 23,19; #AT: 3; AL: 5; AC 6; ST/F 4-6; SA: If 2nd and 3rd attacks score, the ape does 1-8 points additional damage (rending).
46. **Hobgoblins** — (5-20) HP: 3 × 9, 2 × 8, 5 × 6, 5, 2 × 4, 3 × 3, 3 × 2; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
47. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 6; ST/F 1-3, (-1 on die) SA: 20% will have missile weapons.
48. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
49. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — have 3 leaders of 3rd level (HP: 15,13,12; AC 2; SA: One has +1 dagger).
50. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 1; #AT: 1; AL: 10; AC 6; ST/F 1-3; SA: 10% will have missile weapons, 10% will have chainmail and shield.
51. **Gray Ooze** — (1-2) HP: 16,14; #AT: 1; AL: 6; AC 8; ST/F 4-6; SA: Impervious to cold or fire and corrodes metal.
52. **Hobgoblins** — (5-20) HP: 9, 3 × 8, 4 × 7, 3 × 6, 3 × 5, 3 × 3, 3 × 2; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
53. **Gnomes** — (5-20) HP: 4 × 4, 4 × 5, 4 × 3, 4 × 6, 4 × 2; #ATL 1; AL: 10; AC 5; ST/F 1-3; SA: 25% will have missile weapons, 25% will have magic weapons or armor. Leader is 2nd level (HP: 11; AC 3; SA: +2 shield).
54. **Orcs** — (4-24) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
55. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
56. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — leader is 5th level (HP: 21; AL: 8; AC 0; SA: Crossbow of speed and 5 + 2 bolts).
57. **Hobgoblins** — (5-20) HP: 8, 2 × 7, 4 × 6, 4 × 5, 3 × 4, 5 × 3, 2; #AT: 1; AL: 9; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
58. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die); SA: 20% will have missile weapons.
59. **Elves** — (2-12) HP: 2 × 9, 8, 3 × 7, 6, 2 × 5, 2 × 4, 3; #AT: 1; AL: 10; AC 5; ST/F 1-3; ½ bow armed with sword, ½ sword only, leader is hero/seer (HP: 23; AL: 8; AC 1; ST/F 7-9; SAL Spells, 2-L1, +1 shield).
60. **Ochre Jelly** — (1) HP: 18; #AT: 1; AL: 1; AC 8; ST/F 4-6; SA: Not affected by weapons or lightning, destroys wood.
61. **Conjurers** — (2-5) HP: 11,8,8,7,5; #AT: 1; AL: 10; AC 9; ST/MU 1-5; SA: Spells, 3-L1, 1-L2; 15% chance for having some magic item other than a sword or misc. weapon.
62. **Ghouls** — (3-12) HP: 14, 2 × 13, 2 × 11, 3 × 9, 2 × 7, 6,3; #AT: 3; AL: 8; AC 6; ST/F 1-3; SA: Paralyze dwarves, gnomes, halflings they touch unless saving throw is made.
63. **Piercers** — (2-12) HP: 23,20,18/16,15,9/8,6,6/5,4,2; #AT: 1; AL: 8/8/6/10; AC 3; ST/F 1-3; SA: 1-4 dice of damage according to size.
64. **Cutpurses** — (2-5) HP: 17,13,11,11,8; #AT: 1; AL: 8; AC 7; ST/MU 1-5; SA: Triple damage from behind, 15% for each one to have magic item.
65. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 1; #AT: 1; AL: 10; AC 6; ST/F 1-3; SA: 15% will have missile weapons. 20% will be AC 5.

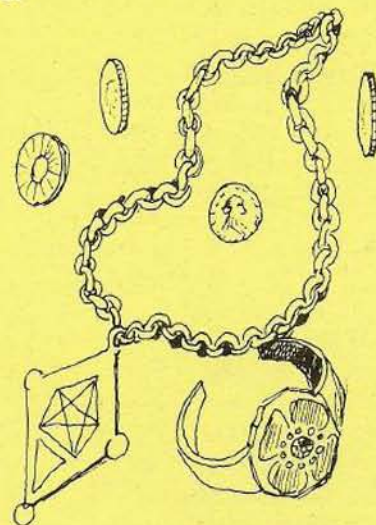
THIRD LEVEL

66. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/F 4-6; SA: 20% will have magic weapons and/or armor — half of group, round up, will be 2nd level with double HP shown.
67. **Doppelgangers** — (2-3) HP: 24, 18, 17; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Able to assume the shape of any creature it sees.
68. **Swordsmen** — (2-3) HP: 21, 15, 11; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: 5% chance for each to have magic armor and/or weapons.
69. **Werewolves** — (1-2) HP: 28, 16; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Cannot be hit by non-magical weapons.
70. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
71. **Huge Spiders** — (2-8) HP: 17, 12, 2 × 11, 10, 9, 5, 4; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: Bite does 1-6 HP + save vs. poison (+ 1 on die).
72. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AC 6; ST/F 1-3 (-1 on die); SA: Bite does no damage but save vs. poison (+ 4 on die).
73. **Large Spiders** — (3-18) HP: 2 × 8, 5 × 7, 6, 5 × 4, 3, 2 × 2; #AT: 1; AL: 9; AC 8; SA: Bite does only 1 HP, but saving throw vs. poison must be made (+ 2 on die).
74. **Piercers** — (2-12) HP: 27, 21, 14/14, 13, 10/11, 9, 7/5, 4, 3; #AT: 1; AL: 8/8/6/10; AC 3; ST/F 1-3; SA: Cause 1-4 dice damage according to size.
75. **Giant Toads** — (2-8) HP: 13, 3 × 11, 10, 2 × 9, 7; #AT: 1; AL: 8; AC 7; ST/F 1-3; SA: None.
76. **Orcs** — (4-24) HP: 3 × 7; 3 × 3, 3 × 5, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die) SA: 20% will have missile weapons.
77. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3; (-1 on die) SA: Bite does no damage but save vs. poison must be made (+ 4 on die).
78. **Troll** — (1) HP: 34; #AT: 3; AL: 5; AC 4; ST/F 4-6; SA: Will regenerate 3HP/turn beginning at the 3rd turn after being hit.
79. **Sharpers** — (1-4) HP: 17, 17, 16, 13; #AT: 1; AL: 8; AC 7; ST/MU 6-10; SA: Triple damage from behind, 20% for each one to have magic item.
80. **Ogres** — (1-3) HP: 25, 23, 15; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: None.
81. **Gnolls** — (3-18) HP: 3 × 15, 4 × 13, 12, 2 × 10, 9, 2 × 8, 7, 6, 5, 2 × 4; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
82. **Huge Spiders** — (2-8) HP: 15, 2 × 13, 2 × 11, 9, 8, 6; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: Bite does 1-6 HP + save vs. poison (+ 1 on die).
83. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/F 1-3 (-1 on die roll); SA: None.
84. **Ghouls** — (3-12) HP: 2 × 14, 11, 2 × 9, 8, 3 × 7, 5, 4, 2; #AT: 3; AL: 8; AC 6; ST/F 1-3; SA: Paralyze men, dwarves, gnomes, halflings they touch unless saving throw is made.
85. **Hobgoblins** — (5-20) HP: 3 × 9, 4 × 7, 4 × 6, 2 × 5, 4 × 4, 2 × 3, 2; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
86. **Skeletons** — (4-24) HP: 3 × 6, 3 × 5, 3 × 2, 3 × 8, 3 × 3, 3 × 1, 3 × 7, 3 × 4; #AT: 1; AL: 10; AC 7; SA: None.
87. **Warriors** — (3-12) HP: 16, 13, 2 × 11, 10, 9, 8, 7, 6, 2 × 3, 2; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
88. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 10; AC 7; ST/F 1-3; SA: Blood drain (1-4 HP/turn) after hit.
89. **Piercers** — (2-12) HP: 17, 17, 14/16, 16, 15/12, 7, 6/5, 5, 5; #AT: 1; AL: 6/8/8/10; AC 3; ST/F 1-3; SA: Cause 1-4 dice damage according to size.
90. **Ochre Jelly** — (1) HP: 21; #AT: 1; AL: 6; AC 6; ST/F 4-6; SA: Not affected by weapons or lightning, destroys wood.
91. **Wererats** — (1-4) HP: 19, 18, 17, 14; #AT: 2; AL: 6; AC 3/7; ST/F 1-3; SA: As lycanthrope, move silently as level 7 thief, call forth 10-100 giant rats.
92. **Fire Beetles** — (1-2) HP: 4, 3; #AT: 1; AL: 10; AC 4; ST/F 1-3; SA: None.
93. **Wights** — (1-2) HP: 18, 15; #AT: 1; AL: 6; AC 5; ST/F 1-3; SA: Drain 1 level per hit.
94. **Piercers** — (2-12) HP: 21, 12, 9/14, 13, 7/15, 15, 12/8, 5, 4; #AT: 1; AL: 8/8/6/10; ST/F 1-3; SA: Cause 1-4 dice damage according to size.
95. **Gnolls** — (3-18) HP: 12, 2 × 11, 2 × 10, 2 × 9, 2 × 8, 4 × 7, 2 × 6, 5, 3, 2; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.
96. **Bugbears** — (2-8) HP: 22, 2 × 17, 16, 2 × 15, 11, 7; #AT: 1; AL: 6; AC 5; ST/F 4-6; SA: Gains surprize on 1-3.
97. **Giant Snakes** — (1-2) HP: 30, 25; #AT: 1; AL: 5; AC 5; ST/F 4-6; SA: Score of 17 or better indicates constriction (1 HP + AC of opponent being constricted, discounting shields).
98. **Orcs** — (4-24) HP: 3 × 7, 3 × 3, 3 × 5, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1-3 (-1 on die); SA: 20% will have missile weapons.
99. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 11; AC 6; ST/F 1-3 (-1 on die); SA: Bite does no damage but save vs. poison (+ 4 on die).
100. **Hobgoblins** — (5-20) HP: 7 × 9, 3 × 8, 2 × 7, 5, 3 × 4, 2 × 2; #AT: 1; AL: 8; AC 5; ST/F 1-3; SA: 15% will have missile weapons.

TREASURES

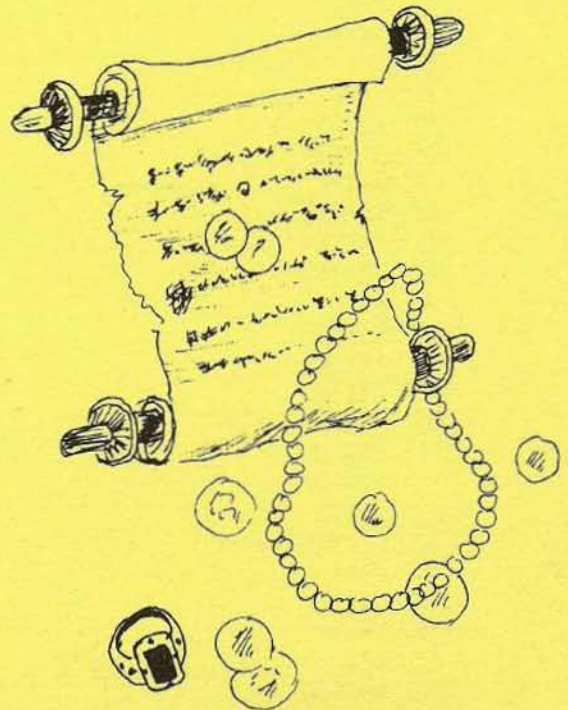
LEVEL ONE

1. 250 GP
2. 100 SP
3. 1000 CP
4. 600 SP
5. 1 ESP Potion
6. 500 CP
7. 3 — 100 GP Gems
8. 1000 SP
9. 700 SP
10. 300 GP
11. 200 SP
12. 600 SP
13. 550 EP
14. 200 CP
15. 1 — 700 GP Jewelry
16. 500 CP
17. 110 PP
18. 50 PP
19. 100 CP
20. 1 — 1,300 GP Jewelry
21. 100 SP
22. 800 CP
23. 300 GP
24. 700 CP
25. 800 EP
26. Scroll of 1 Spell, Wall of Ice
27. 900 CP
28. 300 SP
29. 1100 SP
30. 400 EP
31. 250 GP
32. 900 CP
33. 350 EP
34. 100 CP
35. 200 CP
36. 600 SP
37. 1 — 1,400 GP Jewelry
38. 70 PP
39. 300 EP
40. 100 CP
41. Suit of + 1 Magic Armor
42. 100 SP
43. 900 SP
44. 100 SP
45. 800 CP
46. 600 CP
47. 300 GP
48. 750 EP
49. 1 Speed Potion
50. 400 SP
51. 1000 CP
52. 400 SP
53. 2 — 50 GP Gems
54. 30 PP
55. 600 SP
56. 100 SP
57. 300 GP
58. 150 GP
59. 3 Magic Arrows
60. 200 CP
61. 1 — 100 GP Gem
62. 1100 CP
63. 700 SP
64. 150 EP
65. 800 CP
66. 450 CP
67. 300 GP
68. 400 CP
69. 80 PP
70. 350 EP
71. 900 CP
72. 400 GP
73. 700 EP
74. 700 SP
75. 350 EP
76. Manual of Puissant Skill of Arms
77. 200 SP
78. 1100 SP
79. 90 PP
80. 1200 CP
81. 500 SP
82. 60 PP
83. 3 — 100 GP Gems
84. 100 SP
85. 500 EP
86. 1200 CP
87. 900 SP
88. 100 CP
89. 800 SP
90. + 1 Dagger
91. 900 CP
92. 700 CP
93. 200 GP
94. 500 CP
95. 700 SP
96. 900 SP
97. 700 SP
98. 1 Potion of Cloud Giant Str.
99. 1100 CP
100. 300 CP



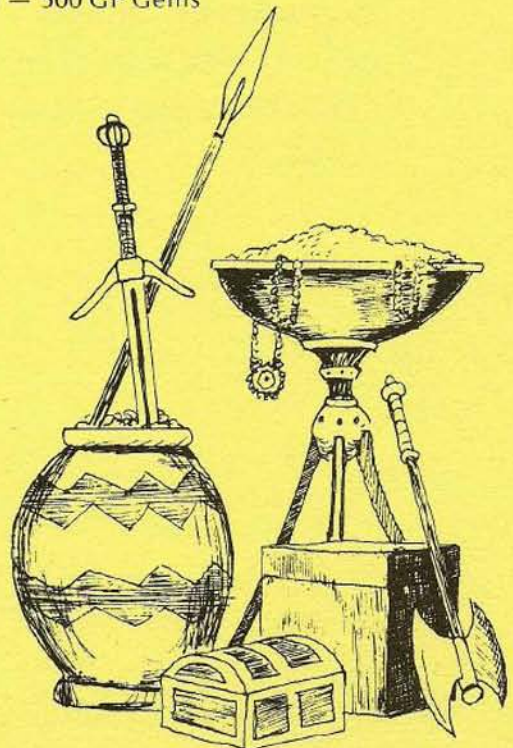
LEVEL TWO

1. 1100 CP
2. 2200 SP
3. 1900 CP
4. -2 Cursed Sword
5. 1 — 1,300 GP Jewelry
6. 500 CP
7. 3 — 100 GP Gems
8. 1000 SP
9. 700 SP
10. 300 GP
11. 200 SP
12. 600 SP
13. 550 EP
14. 200 CP
15. 1 — 700 GP Jewelry
16. 500 CP
17. 110 PP
18. 50 PP
19. 100 CP
20. 1 — 1,300 GP Jewelry
21. 100 SP
22. 800 CP
23. 300 GP
24. 700 CP
25. 800 EP
26. Scroll of Spell, Wall of Ice
27. 900 CP
28. 300 SP
29. 1100 SP
30. 1200 CP
31. 250 PP
32. 1800 CP
33. 1500 SP
34. 2100 CP
35. Ring of Fire Resistance
36. 5 — 100 GP Gems
37. 1100 SP
38. 450 GP
39. 1800 SP
40. Scroll of 7 Spells
41. +3 Spear
42. 1050 EP
43. 1300 GP Jewelry
44. 1 Potion of Animal Control
45. 1500 CP
46. 850 EP
47. 1900 SP
48. 1050 EP
49. 200 PP
50. 2 Jewelry: 800 GP, 1,100 GP
51. 1 Flying Potion
52. 1400 SP
53. 1050 EP
54. 1 — 1,500 GP Jewelry
55. 7 — 100 GP Gems
56. 450 GP
57. 1800 SP
58. 950 EP
59. 150 PP
60. 2000 SP
61. 1200 CP
62. 1150 EP
63. 650 GP
64. 700 GP
65. 450 GP
66. 150 PP
67. 950 EP
68. 1050 EP
69. 1600 CP
70. 250 PP
71. 450 GP
72. 1200 EP
73. 800 EP
74. 1900 SP
75. 200 PP
76. 2100 CP
77. 650 GP
78. 1300 SP
79. 2200 CP
80. +1/+3 vs. Trolls Sword, Neutral.
81. 200 PP
82. 1100 CP
83. 450 GP
84. 1500 CP
85. 150 PP
86. 1200 SP
87. 500 GP
88. 1100 SP
89. 200 SP
90. 8 — 50 GP Gems
91. 1700 SP
92. 600 GP
93. 3 Jewelry, 600 GP, 1300 GP, 1400 GP
94. Scroll: Protection from Magic
95. 150 PP
96. 300 GP
97. 2100 CP
98. 250 PP
99. 5 — 100 GP Gems
100. 1500 SP



LEVEL THREE

1. 850 EP
2. 300 PP
3. 1050 EP
4. 900 GP
5. 1150 EP
6. 400 PP
7. 2600 SP
8. 900 GP
9. 3200 CP
10. 3100 CP
11. + 1 Sword, Lawful/Good N.S.A.
12. 2600 CP
13. 2600 CP
14. 2100 CP
15. 1 Longevity Potion
16. 750 GP
17. 1250 EP
18. 950 GP Gems
19. 2800 SP
20. 2400 SP
21. 300 PP
22. 2 Jewelry, 2000 GP Each
23. 1200 EP
24. 2500 SP
25. 2500 SP
26. 2 Water Walking Potion
27. 1 Fire Resistance Potion
28. 650 GP
29. 850 EP
30. 600 GP
31. 1300 EP
32. 2600 SP
33. 2700 CP
34. 1 Elven Cloak
35. 1050 EP
36. 2300 SP
37. 2200 CP
38. 3,100 CP
39. 250 PP
40. 2,100 CP
41. 1,050 EP
42. 1,050 EP
43. + 2 Shield
44. 3,000 SP
45. 1,200 EP
46. 700 GP
47. Scroll of 1 Spell: Ltng. Bolt.
48. + 1/+ 2 vs. Lycs Sword Chaos/Good
49. 250 PP
50. 600 GP
51. 550 GP
52. 2,100 SP
53. 2,600 CP
54. 2,200 CP
55. + 2 Dagger
56. 1 Oil of Slipperiness
57. 2,800 SP
58. 1250 EP
59. 2,100 SP
60. 2,900 CP
61. 800 GP
62. Scroll of 3 Cleric Spells
63. 1 Potion of Diminuation
64. 1,200 EP
65. 350 PP
66. 2,200 CP
67. 1,150 EP
68. 2,900 CP
69. 650 GP
70. 1,100 EP
71. 3,000 CP
72. 1,250 EP
73. 1 Potion of Treasure Finding
74. 2,500 CP
75. 650 GP
76. 1,050 EP
77. 1,150 EP
78. 1,250 EP
79. 300 PP
80. 3,000 CP
81. 1,150 EP
82. 550 GP
83. 2 Jewelry, 1 — 2000 GP, 1 — 4000 GP
84. 600 GP
85. 2,800 SP
86. 550 GP
87. 3,100 SP
88. 2,100 SP
89. 2,500 SP
90. 250 PP
91. 750 GP
92. + 2 Red Dragon Slaying Sword:
Lawful/Good
93. 1 Potion of Extra Healing
94. 800 GP
95. 2,600 CP
96. 1 — 1,000 GP Jewelry
97. 2,300 CP
98. 2 Potions of Clairaudience
99. 3,100 CP
100. 9 — 500 GP Gems



This MONSTER AND TREASURE ASSORTMENT (Levels One to Three) is one of a set and is designed as a playing aid for DUNGEONS & DRAGONS. By using the assortment lists, game judges can generate any number of appropriate monsters or treasure simply by dice rolling — thus saving time in play and preparation.

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