

DUNGEONS & DRAGONS



MONSTER & TREASURE ASSORTMENT

Set Two: Levels Four-Six

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

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 design for the particular level (and possibly in relation to a multi-level plan or a specific theme 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 put near 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, 1000 CP as shown, contained in chests, #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 per turn the monster is allowed

AL = attack level of 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

ST = saving throw level of monster against the various unusual attack forms listed on the saving throw matrix, thus ST/F4 means that the monster saves as a 4th level fighter. C = cleric, D = dwarf, E = elf, H = half-ling, M = magic-user, NM = normal man, T = thief.

SA = special abilities 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.

NSA = No special abilities

TREASURE IS CONTAINED IN

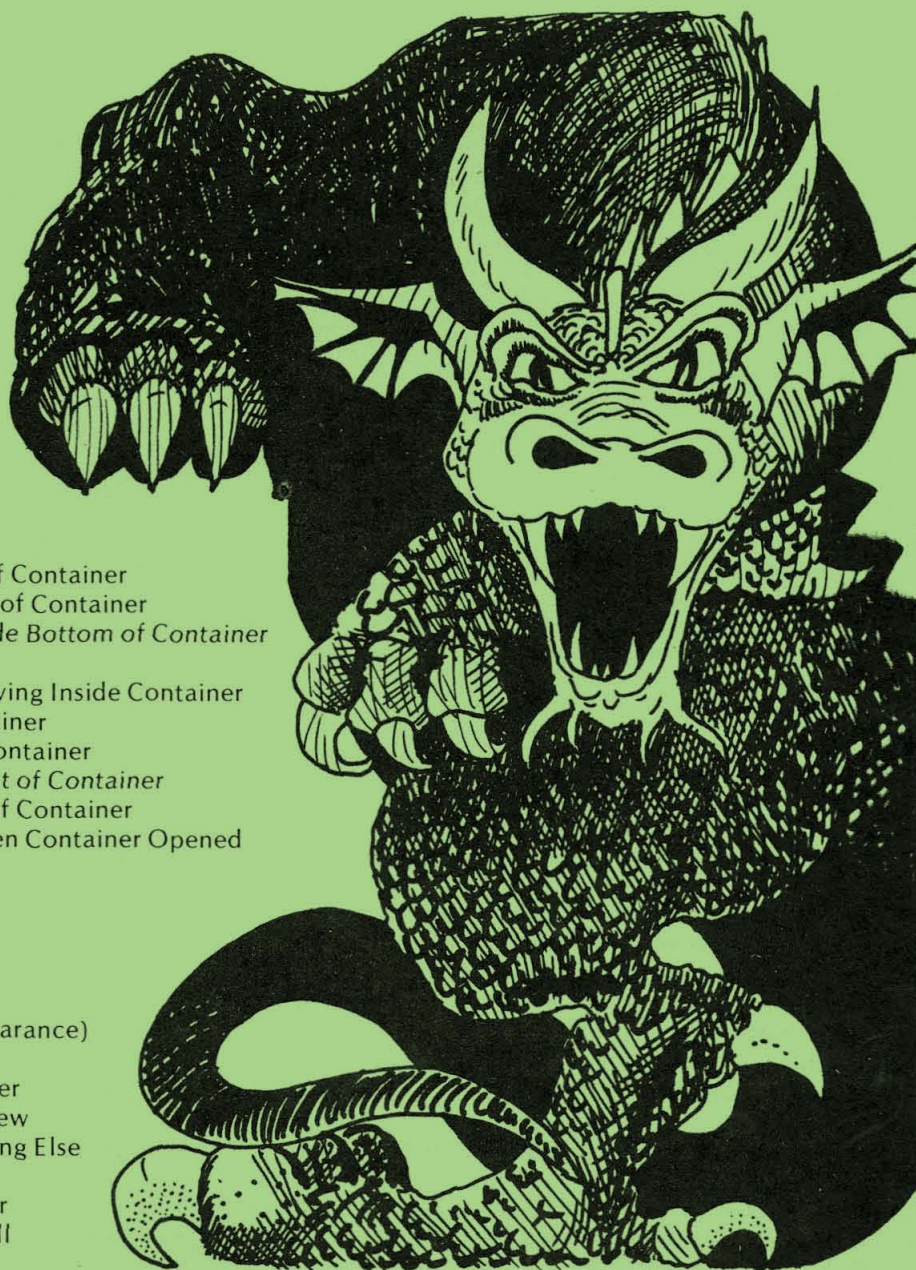
1. Bags
2. Sacks
3. Small Coffers
4. Chests
5. Huge Chests
6. Pottery Jars
7. Metal Urns
8. Stone Containers
9. Iron Trunks
10. Loose

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
8. Under a Loose Stone in the Floor
9. Behind a Loose Stone in the Wall
10. In a Secret Room Nearby



LEVEL FOUR

1. **Carrion Crawlers** — (1-3) HP: 17,14,11; #AT: 8; AL: 7; AC: 7; ST/F 2; SA: Paralyzation.
2. **Centipedes** — (4-40) HP: 2 each; #AT: 1; AL: 10; AC: 9; ST/NM; SA: Bite does no damage, but must save vs. poison (+4 on die).
3. **Ogres** — (2-8) HP: 22,21, 2 × 19, 2 × 17, 2 × 16; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
4. **Lantias** — (1-3) HP: 28,27,23; #AT: 1; AL: 9; AC: 2; ST/C 8; SA: Spells, 40% for 1-4 (check for each) magic items other than with edge or point.
5. **Swashbucklers** — (1-4) HP: 30,28,25,18; #AT: 1; AL: 9; AC: 2; ST/F 5; SA: 25% chance for each to have magic item usable by fighters.
6. **Hobgoblins** — (5-30) HP: 5 × 6, 5 × 5, 5 × 7, 5 × 4, 5 × 8, 5 × 3; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 25% will have missile weapons.
7. **Dwarves** — (3-10) HP: 3 × 6, 3 × 5, 3 × 7, 4; #AT: 1; AL: 10; AC: 4; ST/D 1; SA: 25% each will have magic weapons and/or armor.
8. **Gray Ooze** — (1) HP: 19; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold or fire, corrodes metal.
9. **Gnolls** — (5-20) HP: 5 × 11, 5 × 12, 5 × 13, 5 × 10; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 20% will have missile weapons.
10. **Orcs** — (10-40) HP: 8 × 6, 7 × 7, 7 × 5, 8 × 8, 5 × 3, 5 × 4; #AT: 1; AL: 10; AC: 7; ST/F 1; SA: 25% will have missile weapons.
11. **Gelatinous Cubes** — (1-4) HP: 20,18,17,15; #AT: 1; AL: 7; AC: 8; ST/F 2; SA: Paralyzation.
12. **White Apes** — (1-4) HP: 24,20,20,18; #AT: 2; AL: 7; AC: 6; ST/F 2; SA: None.
13. **Black Widow Spiders** — (3-12) HP: 4 × 15, 4 × 16, 4 × 14; #AT: 1; AL: 8; AC: 6; ST/F 2; SA: Poison and web.
14. **Black Pudding** — (1) HP: 30; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Dissolve wood and metal, only hurt by fire.
15. **Stone Giants** — (1-2) HP: 38,34; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Hurl rocks as heavy catapults.
16. **Gnomes** — (5-20) HP: 4 × 13, 4 × 10, 4 × 11, 4 × 14, 4 × 12; #AT: 1; AL: 10; AC: 5; ST/D 1; SA: 30% will have missile weapons. Leader is 3rd level. 30% chance at having magic weapon or armor.
17. **Sharpers** — (2-8) HP: 22,20,18,16,14,12,11,10; #AT: 1; AL: 9; AC: 7; ST/T 6; SA: 30% chance that each will have usable magic item. Strike from behind.
18. **Gargoyles** — (1-4) HP: 18,18,17,13; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Cannot be hit by non-magical weaponry.
19. **Werewolves** — (1-3) HP: 19,17,16; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Affected only by silver or magical weaponry.
20. **Elves** — (2-12) HP: 9,8,8,5,4,4,4,3,3,2,2,2; #AT: 1; AL: 10; AC: 5; ST/E 1; SA: ½ will be bow armed with swords, ½ sword only, spells. Leader is swordmaster/conjurer with +2 sword — all elves get +1 to hit.
21. **Bishops** — (1-4) HP: 26,21,19,10; #AT: 1; AL: 9; AC: 2; ST/C 7; SA: Spells, 30% for 1-3 (check for each) magic items other than with edge or point.
22. **Wyvern** — (1) HP: 39; #AT: 2; AL: 4; AC: 3; ST/F 7; SA: Tail hit causes save vs. poison and 1-4 damage.
23. **Ghouls** — (4-16) HP: 4 × 14, 4 × 13, 4 × 12, 4 × 11; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: Paralyzation.
24. **Wraiths** — (1-2) HP: 23,12; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains 1 level. Can only be hit by silver and magic weapons.
25. **Giant Ticks** — (1-3) HP: 24,14,10; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Blood drain 4 points/round after hit, hit causes disease.
26. **Harpies** — (1-3) HP: 15,10,4; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to charm.
27. **Gnolls** — (5-20) HP: 6 × 11, 5 × 10, 4 × 9, 5 × 8; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 20% will have missile weapons.
28. **Goblins** — (10-60) HP: 10 × 4, 10 × 5, 10 × 6, 10 × 4, 10 × 7, 10 × 3; #AT: 1; AL: 10; AC: 6; ST/NM; SA: 20% will have missile weapons.
29. **Rust Monster** — (1) HP: 18; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Touch rusts ferrous metal.
30. **Ogres** — (2-8) HP: 24, 2 × 21, 20,17,14,13,10; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
31. **Owl Bears** — (1-3) HP: 28,23,16; #AT: 3; AL: 6; AC: 5; ST/F 3; SA: Claw on 18 or better means hug (2-16 damage).
32. **Wights** — (1-4) HP: 29,16,15,12; #AT: 1; AL: 8; AC: 5; ST/F 3; SA: Hit drains 1 level. Only affected by silver or magical weapons to hit.
33. **Yellow Mold** — (1) HP: -; #AT: 1; AL: -; AC: -; ST/F 2; SA: Can be killed only by fire, does 1 die of damage to exposed flesh, destroys wood, rough contact releases spores (must save vs. poison).
34. **Giant Rattlesnakes** — (1-2) HP: 18,16; #AT: 1; AL: 8; AC: 5; ST/F 2; SA: Poison.
35. **Hydra of 4 Heads** — (1) HP: 32; #AT: 4; AL: 7; AC: 5; ST/F 6; SA: None.
36. **Ogres** — (2-8) HP: 22,22,19,19,17,16,14,14; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
37. **Giant Weasels** — (1-4) HP: 16,15,12,10; #AT: 1; AL: 6; AC: 6; ST/F 1; SA: After first hit blood drain 2-12 points per round.
38. **Bugbears** — (3-12) HP: 2 × 20, 3 × 19, 2 × 18, 3 × 17, 2 × 16; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Surprise on 1-3.
39. **Hobgoblins** — (5-30) HP: 5 × 6, 5 × 5, 5 × 7, 5 × 4, 5 × 8, 5 × 3; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 20% will have missile weapons.

40. **Superheroes** — (1-2) HP: 43,38; #AT: 1; AL: 8; AC: 2; ST/F 8; SA: 40% chance for each to have magic item usable by fighter.
41. **Giant Ticks** — (1-3) HP: 17,15,10; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Blood drain 4 points/round after hit, hit causes disease.
42. **Gray Ooze** — (1) HP: 21; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire, corrodes metal.
43. **Gnolls** — (5-20) HP: 5 × 10, 5 × 9, 5 × 11, 5 × 8; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 20% will have missile weapons.
44. **Heroes** — (2-5) HP: 23,21,18,17,14; #AT: 1; AL: 9; AC: 2; ST/F 4; SA: 20% chance for each to have magic item usable by fighter.
45. **Bugbears** — (2-12) HP: 3 × 19, 3 × 18, 3 × 20, 3 × 17; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise 1-3.
46. **Robbers** — (3-18) HP: 3 × 14, 3 × 13, 3 × 15, 3 × 12, 3 × 16, 3 × 11; #AT: 1; AL: 10; AC: 7; ST/T 3; SA: 20% each will have usable magic item. Strike from behind.
47. **Giant Toads** — (3-12) HP: 3 × 10, 3 × 11, 3 × 12, 3 × 8; #AT: 1; AL: 8; AC: 6; ST/F 1; SA: None.
48. **Zombies** — (4-16) HP: 5 × 7, 4 × 4, 3 × 11, 4 × 12; #AT: 1; AL: 11; AC: 9; ST/F 1; SA: Special.
49. **Crab Spiders** — (3-12) HP: 3 × 9, 3 × 10, 3 × 8, 3 × 11; #AT: 1; AL: 9; AC: 7; ST/F 1; SA: Poison.
50. **Shriekers** — (3-12) HP: 3 × 19, 4 × 18, 3 × 17, 2 × 16; #AT: 0; AL: -; AC: 7; ST/F 1; SA: Shriek.
51. **Werewolves** — (1-3) HP: 26,15,12; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Can only be hit by silver and magical weaponry.
52. **Giant Rats** — (5-50) HP: 13 × 3, 13 × 2, 12 × 4, 12 × 1; #AT: 10; AC: 7; ST/NM; SA: Disease.
53. **Ochre Jelly** — (1) HP: 20; #AT: 1; AL: 6; AC: 8; ST/F 3; SA: Not harmed by weapons or lightning, destroys wood, does 1 die of damage to exposed flesh.
54. **Gnolls** — (5-20) HP: 5 × 8, 5 × 9, 5 × 10, 5 × 7; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 20% will have missile weapons.
55. **Orcs** — (10-40) HP: 5 × 3, 5 × 8, 5 × 5, 5 × 2, 5 × 6, 5 × 7, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC: 7; ST/F 1; SA: 20% will have missile weapons.
56. **Giant Driver Ants** — (1-4) HP: 20,16,15,12; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
57. **Wereboars** — (1-2) HP: 23,18; #AT: 1; AL: 6; AC: 3; ST/F 5; SA: Can only be hit by silver and magic weaponry.
58. **Myrmidons** — (2-5) HP: 33,33,24,19,18; #AT: 1; AL: 9; AC: 2; ST/F 6; SA: 30% each has magic item usable by fighter and/or Healing Potion.
59. **Trolls** — (1-2) HP: 30,28; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP/round, beginning on the 3rd round after being hit.
60. **Giant Lizards, Gecko** — (3-12) HP: 4 × 17, 4 × 18, 4 × 16; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: None.
61. **Hobgoblins** — (5-30) HP: 5 × 8, 5 × 6, 5 × 3, 5 × 7, 5 × 5, 5 × 4; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 20% will have missile weapons.
62. **Tiger Beetles** — (1-3) HP: 25,23,22; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
63. **Giant Rats** — (5-50) HP: 12 × 3, 12 × 2, 13 × 4, 13 × 1; #AT: 1; AL: 10; AC: 7; ST/NM; SA: Disease.
64. **Giant Snakes, Python** — (1-4) HP: 26,23,22,21; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
65. **Ogres** — (2-8) HP: 22,22,19,17,16,16,15,10; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
66. **Fire Beetles** — (1-3) HP: 5,3,3; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: None.
67. **Harpies** — (1-4) HP: 20,18,13,7; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to charm.
68. **Hobgoblins** — (5-30) HP: 1 × 9, 5 × 8, 6 × 3, 6 × 7, 6 × 2, 6 × 5; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 20% will have missile weapons.
69. **Ghouls** — (4-16) HP: 4 × 15, 4 × 12, 4 × 18, 4 × 14; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
70. **Bugbears** — (3-12) HP: 23, 4 × 14, 3 × 18, 4 × 17; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Surprise on 1-3.
71. **Displacer Beasts** — (1-2) HP: 37,30; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appear displaced.
72. **Carrion Crawlers** — (1-3) HP: 14,12,9; #AT: 8; AL: 7; AC: 7; ST/F 2; SA: Paralyzation.
73. **Wraiths** — (1-2) HP: 20,18; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains 1 level, can only be hit by magical and silver weaponry.
74. **Trolls** — (1-2) HP: 28,20; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP/round starting on the third round after being hit.
75. **Ogres** — (2-8) HP: 23,21,20,16, 2 × 15, 14,13; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
76. **Giant Ticks** — (1-3) HP: 16,14,10; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Blood drain 4 points/round after hit, hit causes disease.
77. **Orcs** — (10-40) HP: 5 × 6, 5 × 5, 5 × 8, 5 × 3, 5 × 7, 5 × 4, 5 × 1, 5 × 2; #AT: 1; AL: 10; AC: 7; ST/F 1; SA: 20% will have missile weapons.
78. **Wraiths** — (1-2) HP: 24,18; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains 1 level, can only be hit by silver and magical weapons.
79. **Werewolves** — (1-3) HP: 24,21,15; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Can only be hit by silver and magical weapons.
80. **Hobgoblins** — (5-30) HP: 5 × 6, 5 × 5, 5 × 7, 5 × 4, 5 × 8, 5 × 3; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 20% will have missile weapons.
81. **Gelatinous Cubes** — (1-2) HP: 20,15; #AT: 1; AL: 7; AC: 8; ST/F 2; SA: Paralyzation.

82. **Swashbucklers** — (1-4) HP: 32,28,25,20; #AT: 1; AL: 9; AC: 2; ST/F 5; SA: 25% each will have magic item usable by fighter.
83. **Harpies** — (1-3) HP: 19,12,6; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to *charm*.
84. **Burglars** — (3-12) HP: 4 × 7, 3 × 6, 3 × 8, 2 × 5; #AT: 1; AL: 10; AC: 7; ST/T 4; SA: 20% that each will have usable magic weapon. Strike from behind.
85. **Ogres** — (2-8) HP: 22,21,21,21,16,12,12,12; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
86. **Ghoul**s — (4-16) HP: 4 × 12, 2 × 10, 4 × 14, 3 × 11, 3 × 13; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
87. **Elves** — (2-12) HP: 9,9,8,7,7,6,5,5,4,4,3,2; #AT: 1; AL: 10; AC: 5; ST/E 1; SA: All elves get +1 to hit, ½ will be armed with bow and sword, ½ sword only, plus spells. 20% will have elven cloak and boots. Leader is a warrior-seer and has elven cloak and boots.
88. **Living Statue, Crystal** — (1-4) HP: 15,13,12,10; #AT: 2; AL: 7; AC: 2; ST/F 3; SA: None.
89. **Gnolls** — (5-20) HP: 4 × 12, 5 × 11, 4 × 10, 5 × 9, 2 × 8; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 20% will have missile weapons.
90. **Shriekers** — (3-12) HP: 4 × 10, 3 × 9, 4 × 8, 1 × 7; #AT: 0; AL: -; AC: 7; ST/F 1; SA: Shriek.
91. **Giant Lizards, Gecko** — (3-12) HP: 3 × 16, 3 × 15, 3 × 17, 3 × 14; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: None.
92. **Wraiths** — (1-2) HP: 20,16; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains one level. Only affected by silver or magical weaponry.
93. **Mummy** — (1) HP: 26; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Hit causes disease. All viewing must save vs. magic or be paralyzed with fear (duration special). Only affected by magic weapons, ½ damage from melee.
95. **Stone Giants** — (1-2) HP: 40,36; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Hurl stones as heavy catapult.
96. **Blink Dogs** — (2-5) HP: 22,20,16,16,14; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleportation.
97. **Giant Weasels** — (1-4) HP: 22,17,11,10; #AT: 1; AL: 6; AC: 6; ST/F 1; SA: After weasel hits blood drain 2-12 points per round.
98. **Ogres** — (2-8) HP: 18,17,16,16,15,11,11,10; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
99. **Displacer Beasts** — (1-2) HP: 24,18; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appears displaced.
100. **Shriekers** — (3-12) HP: 4 × 11, 3 × 10, 4 × 9, 1 × 8; #AT: 0; AL: -; AC: 7; ST/F 1; SA: Shriek.



LEVEL FIVE

1. **Hobgoblins** — (7-42) HP: 7 × 6, 7 × 3, 7 × 8, 7 × 5, 7 × 7, 7 × 4; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 25% will have missile weapons.
2. **Giant Scorpions** — (1-2) HP: 18,18; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting does 1-4 damage + save vs. poison.
3. **Weretigers** — (1-3) HP: 26,24,22; #AT: 3; AL: 6; AC: 3; ST/F 5; SA: Affected only by silver or magic weaponry.
4. **Elves** — (2-12) HP: 20,8, 3 × 7, 4 × 6, 3 × 5; #AT: 1; AL: 10; AC 5; ST/E 1; SA: All elves receive a +1 to hit. ½ will be armed with bow and sword, ½ sword only, plus spells. 25% chance for each to have a usable magic item. Leader is 4th level, he also has a scroll.
5. **Gargoyles** — (2-5) HP: 20,19,18,16,15; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can't be hit by non-magical weapons.
6. **Black Pudding** — (1) HP: 40; #AT: 1; AL: 2; AC: 6; ST/F 3; SA: Impervious to cold, weapons, or lightning, corrodes metal.
7. **Ghouls** — (5-20) HP: 2 × 19, 4 × 17, 5 × 16, 4 × 15, 5 × 14; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
8. **Wererats** — (2-8) HP: 20,18,18,14,12,9,7,4; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: Only affected by silver or magical weaponry, able to summon 10-100 giant rats.
9. **Magicians** — (2-5) HP: 15,13,12,10,8; #AT: 1; AL: 10; AC: 9; ST/M 4; SA: Spells, 30% that each will have a magic item usable by a magic user.
10. **Giant Toads** — (4-16) HP: 2 × 16, 3 × 15, 4 × 14, 3 × 13, 4 × 12; #AT: 1; AL: 10; AC: 8; ST/F 1; SA: None.
11. **White Dragon** — (1) HP: 18; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapon, spells, bite.
12. **Trolls** — (1-4) HP: 40,30,25,21; #AT: 3; AL: 4; AC: 4; ST/F 7; SA: Will regenerate 3 HP/round starting 3rd round after being hit.
13. **Wraiths** — (1-4) HP: 29,21,21,15; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit does 1-6 damage and drains 1 level. Affected only by silver and magic weaponry.
14. **Black Widow Spiders** — (3-18) HP: 4 × 15, 5 × 14, 4 × 8, 5 × 12; #AT: 1; AL: 8; AC: 6; ST/F 2; SA: Poison.
15. **Giant Rattlesnakes** — (1-4) HP: 24,22,22,18; #AT: 1; AL: 8; AC: 5; ST/F 2; SA: Poison.
16. **Black Widow Spiders** — (3-18) HP: 4 × 16, 5 × 15, 4 × 14, 5 × 13; #AT: 1; AL: 8; AC: 6; ST/F 2; SA: Poison and web.
17. **Gnolls** — (6-36) HP: 3 × 12, 6 × 5, 6 × 8, 5 × 9, 6 × 10, 5 × 7, 5 × 11; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 25% will have missile weapons.
18. **Cutpurses** — (3-12) HP: 2 × 18, 3 × 17, 4 × 16, 3 × 15; #AT: 1; AL: 9; AC: 7; ST/T 5; SA: 25% chance for each to have magic item usable by thief, strike from behind.
19. **Ogres** — (3-12) HP: 3 × 28, 4 × 26, 3 × 24, 2 × 20; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
20. **Sorcerers** — (1-4) HP: 24,20,18,15; #AT: 1; AL: 9; AC: 9; ST/M 7; SA: Spells, 35% that each will have item usable by magic user.
21. **Giant Snakes, Python** — (2-5) HP: 21,18,16,15,13; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
22. **Wererats** — (2-8) HP: 17,16,16,15,14,14,13,9; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: Affected only by silver and magical weaponry. Can summon 10-100 giant rats.
23. **Evil Curates** — (2-8) HP: 25,21,21,17,15,14,13,10; #AT: 1; AL: 9; AC: 2; ST/C 5; SA: Spells, 25% that each will have a magic item usable by a cleric.
24. **Dwarves** — (3-18) HP: 8, 5 × 7, 6 × 6, 6 × 5; #AT: 1; AL: 10; AC: 2; ST/D 1; SA: 30% chance that each will have magic weapons and/or armor. Leader is hero with armor and shield +1 and war hammer +2.
25. **Gnolls** — (6-36) HP: 3 × 12, 6 × 11, 5 × 10, 6 × 9, 5 × 8, 6 × 7, 5 × 6; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 25% will have missile weapons.
26. **Fire Beetles** — (1-4) HP: 6,4,4,3; #AT: 1; AL: 9; AC: 7; ST/F 1; SA: None.
27. **Ghouls** — (5-20) HP: 2 × 17, 4 × 15, 5 × 14, 4 × 13, 5 × 12; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
28. **Giant Rats** — (6-60) HP: 15 × 3, 15 × 2, 15 × 4, 15 × 1; #AT: 1; AL: 10; AC: 7; ST/NM; SA: Disease.
29. **Bugbears** — (5-20) HP: 2 × 22, 4 × 21, 3 × 20, 4 × 19, 3 × 18, 4 × 17; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise on 1-3.
30. **Champions** — (1-2) HP: 34,28; #AT: 1; AL: 8; AC: 2; ST/F 7; SA: 35% each will have magic item usable by fighter and/or armor.
31. **Owlbears** — (1-4) HP: 27,24,23,20; #AT: 3; AL: 6; AC: 5; ST/F 3; SA: Claw on 18 or better means hug 2-16 additional points of damage.
32. **Green Slime** — (2) HP: 15,13; #AT: 1; AL: special; AC: 9; ST/F 1; SA: Turns flesh to slime.
33. **Werebears** — (1-3) HP: 29,27,20; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug (2-16 hp), affected only by silver or magic weapons.
34. **Harpies** — (2-5) HP: 17,16,14,10,10; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to charm.
35. **Gray Ooze** — (1) HP: 14; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire, corrodes metal.
36. **Ogres** — (3-12) HP: 1 × 28, 4 × 26, 3 × 24, 4 × 20; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
37. **Werewolves** — (2-5) HP: 27,21,18,13,10; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Affected by silver and magical weaponry.
38. **Stone Giants** — (1-3) HP: 42,40,39; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Hurl rocks as heavy catapults.

39. **Shadows** — (1-3) HP: 18,11,9; #AT: 1; AL: 8; AC: 7; ST/F 2; SA: Hit drains 1 point of strength for 8 turns. Affected only by magical weapons, can't be slept or charmed.
40. **Bugbears** — (5-20) HP: 2 × 20, 4 × 18, 5 × 16, 4 × 14, 5 × 12; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Surprise on 1-3.
41. **Trolls** — (1-4) HP: 34,29,24,23; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP/round starting 3rd round after being hit.
42. **Gnolls** — (6-36) HP: 3 × 16, 5 × 12, 9 × 10, 5 × 7, 4 × 8, 5 × 14, 5 × 5; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 25% will have missile weapons.
43. **Gargoyles** — (2-5) HP: 27,25,25,18,10; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can be hit only by magical weapons.
44. **Giant Lizards, Draco** — (3-18) HP: 2 × 22, 5 × 20, 6 × 18, 5 × 16; #AT: 1; AL: 6; AC: 5; ST/F 3; SA: None.
45. **Wraiths** — (1-4) HP: 19,19,18,14; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains one level. Only affected by silver or magic weaponry.
46. **Living Statues, Crystal** — (1-4) HP: 15,12,11; #AT: 2; AL: 8; AC: 4; ST/F 3; SA: None.
47. **Giant Lizard, Horned Chameleon** — (1-2) HP: 30,22; #AT: 2; AL: 6; AC: 2; ST/F 3; SA: Tongue.
48. **Ogres** — (3-12) HP: 2 × 26, 3 × 25, 4 × 23, 3 × 20; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
49. **Swashbucklers** — (2-5) HP: 31,28,27,27,19; #AT: 1; AL: 9; AC: 2; ST/F 5; SA: 25% each will have magic item usable by fighter.
50. **Hell Hounds** — (1-2) HP: 33,31; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon, variable damage.
51. **Medusae** — (1-2) HP: 25,21; #AT: 1; AL: 7; AC: 8; ST/F 4; SA: Petrify, poison.
52. **Evil Bishops** — (2-5) HP: 28,27,25,24,18; #AT: 1; AL: 9; AC: 2; ST/C 7; SA: Spells, 35% that each will have usable magic item.
53. **Bishops** — (2-5) HP: 30,29,27,26,18; #AT: 1; AL: 9; AC: 2; ST/C 7; SA: Spells, 35% that each will have a usable magic item.
54. **Wights** — (2-8) HP: 20,17,16,14,13,11,8,8; #AT: 1; AL: 8; AC: 5; ST/F 4; SA: Only affected by silver or magical weapons. Hit drains one level.
55. **Werewolves** — (2-5) HP: 17,17,16,13,9; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Only affected by silver or magic weapons.
56. **Rust Monster** — (1) HP: 30; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metal at touch.
57. **Pilferers** — (1-3) HP: 16,15,13; #AT: 1; AL: 9; AC: 7; ST/T 7; SA: Strike from behind, 35% chance for each to have magic item usable by thieves.
58. **Werebears** — (1-3) HP: 33,26,22; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug (2-16 damage). Affected only by silver or magic weaponry.
59. **Wraiths** — (1-4) HP: 28,24,16,15; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains one level. Affected only by silver or magical weaponry.
60. **Wights** — (2-8) HP: 18,17,14,12,11,11,10,9; #AT: 1; AL: 8; AC: 5; ST/F 3; SA: Hit drains 1 level. Only affected by silver or magic weaponry.
61. **Wizard** — (1) HP: 28; #AT: 1; AL: 9; AC: 9; ST/M 9; SA: Spells, 45% chance for 1 or 2 magic items, usable by magic user.
62. **Werebears** — (1-3) HP: 27,25,21; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug (2-16 damage). Only affected by silver or magic weaponry.
63. **Trolls** — (1-4) HP: 29,20,18,15; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP/round beginning on the 3rd round after being hit.
64. **Cave Bears** — (1-3) HP: 33,25,19; #AT: 3; AL: 5; AC: 6; ST/F 3; SA: Claw on 18 or better means hug (2-16 damage).
65. **Black Pudding** — (1) HP: 57; #AT: 2; AL: 1; AC: 6; ST/F 5; SA: Dissolves wood and metal, hurt only by fire.
66. **Harpies** — (2-5) HP: 20,14,12,11,8; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to *charm*.
67. **Carrion Crawlers** — (1-4) HP: 21,18,16,15; #AT: 8; AL: 7; AC: 7; SA: Paralyzation.
68. **Fire Beetles** — (1-8) HP: 8,8,6,5,5,4,3,3; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: None.
69. **Wererats** — (2-8) HP: 19,15,15,15,12,7,7,5; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: Only affected by silver or magical weaponry. Able to summon 10-100 giant rats.
70. **Green Dragon** — (1) HP: 32; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapon, spells.
71. **Werewolves** — (2-5) HP: 22,19,18,14,13; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Affected only by silver and magical weaponry.
72. **Thief** — (1) HP: 27; #AT: 1; AL: 9; AC: 7; ST/T 8; SA: Strike from behind. 45% chance for magic item usable by thief.
73. **Patriarchs** — (1-2) HP: 34,31; #AT: 1; AL: 8; AC: 2; ST/C 8; SA: Spells, 40% chance for each to have a magic item usable by cleric.
74. **Ghoul** — (5-20) HP: 2 × 16, 4 × 15, 5 × 14, 4 × 13, 5 × 12; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
75. **Rust Monster** — (1) HP: 20; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts all ferrous metal by touch.
76. **Gnolls** — (6-36) HP: 4 × 11, 5 × 10, 4 × 9, 5 × 8, 4 × 7, 5 × 6, 4 × 5, 5 × 4; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: 25% will have missile weapons.

77. **Ghoul** — (5-20) HP: 2 × 15, 4 × 14, 5 × 13, 4 × 12, 5 × 11; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
78. **Cave Bears** — (1-3) HP: 28,21,16; #AT: 3; AL: 5; AC: 6; ST/F 3; SA: Claw on 18 or better means hug (2-16 hp).
79. **Trolls** — (1-4) HP: 35,31,30,21; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP/round starting 3rd round after being hit.
80. **Wights** — (2-8) HP: 21,19,16,14,12,12,11,9; #AT: 1; AL: 8; AC: 5; ST/F 3; SA: Hit drains 1 level. Only affected by silver and magical weaponry.



81. **Tiger Beetles** — (1-4) HP: 25,24,20,14; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
82. **Cutpurses** — (2-5) HP: 2 × 17, 2 × 16, 1 × 15; #AT: 1; AL: 9; AC: 7; ST/T 5; SA: Strike from behind. 25% chance of having usable magic item.
83. **Wererats** — (2-8) HP: 18,17,16,15,15,15,13,9; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: Affected only by silver and magic weaponry, able to summon 10-100 giant rats.
84. **Dwarves** — (3-18) HP: 3 × 8, 3 × 7, 3 × 6, 3 × 5, 3 × 4, 3 × 2; #AT: 1; AL: 10; AC: 4; ST/D 1; SA: 30% will have magic weapons and/or armor, 25% will be 2nd level, ST/D 2 with double hit points, 10% will be 3rd level, ST/D 3 with triple hit points.
85. **Evil Curates** — (2-5) HP: 23,21,19,18,17; #AT: 1; AL: 9; AC: 2; ST/C 7; SA: Spells, 30% each will have scroll usable by cleric or a potion.
86. **Mummies** — (1-2) HP: 26,23; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Any viewer must save vs. magic or be paralyzed with fear (duration special). Hit causes disease. Can only be affected by magic weaponry. ½ damage from melee.
87. **Ogres** — (3-12) HP: 4 × 26, 4 × 24, 4 × 21; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
88. **Giant Rattlesnakes** — (1-4) HP: 16,15,15,12; #AT: 1; AL: 8; AC: 5; ST/F 2; SA: Poison.
89. **Ochre Jelly** — (1) HP: 23; #AT: 1; AL: 6; AC: 8; ST/F 3; SA: Not harmed by weapons and lightning. Destroys wood, one die of damage to exposed flesh.
90. **Giant Ticks** — (1-6) HP: 18,15,12,11,9,7; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Blood drain 4 points/round cause disease.
91. **Hydra of 6 Heads** — (1) HP: 48; #AT: 6; AL: 5; AC: 5; ST/F 6; SA: None.
92. **Giant Scorpions** — (1-2) HP: 27,18; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting does 1-4 HP + save vs. poison.
93. **Gargoyles** — (2-5) HP: 20,19,15,10,8; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can't be hit by non-magical weapons.
94. **Dwarves** — (3-18) HP: 4 × 8, 5 × 7, 4 × 6, 5 × 5; #AT: 1; AL: 10; AC: 4; ST/D 1; SA: 30% each will have magic armor and/or weapons. Leader is swordmaster with +1 armor and +2 sword.
95. **Rust Monster** — (1) HP: 22; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts all ferrous metals by touch.
96. **Bugbears** — (5-20) HP: 4 × 21, 5 × 16, 6 × 14, 5 × 12; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise on 1-3.
97. **Giant Spiders, Tarantella** — (2-8) HP: 30,29,27,25,21,20,18,15; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: Dance Fever.
98. **Hobgoblins** — (7-42) HP: 7 × 6, 7 × 7, 7 × 8, 7 × 5, 7 × 3, 7 × 4; #AT: 1; AL: 9; AC: 6; ST/F 1; SA: 25% will have missile weapons.
99. **Werebears** — (1-3) HP: 36,33,21; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Only affected by silver or magic weapons. Claw on 18 or better means hug (2-16 damage).
100. **Wraiths** — (1-4) HP: 19,19,15,14; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Hit drains one level. Only affected by silver and magical weaponry.

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1. **Shadows** — (2-5) HP: 18, 10, 2 × 7, 6; #AT: 1; AL: 8; AC: 7; ST/F 2; SA: Drain 1 point of strength for 8 turns per hit, only affected by magic weapons, can't be slept or charmed.
2. **Trolls** — (2-5) HP: 36, 35, 33, 29, 25; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Regenerate 3 HP a round, third round after being hit.
3. **Evil Vicars** — (2-8) HP: 23, 20, 19, 18, 14, 13, 12, 11; #AT: 1; AL: 10; AC: 2; ST/C 4; SA: Spells, 20% that each will have a magic item usable by a cleric.
4. **Living Statue, Rock** — (1) HP: 30; #AT: 2; AL: 6; AC: 4; ST/F 5; SA: May squirt magma on a hit causing 2-12 points of damage.
5. **Thieves** — (1-2) HP: 30, 22; #AT: 1; AL: 9; AC: 7; ST/T 8; SA: Strike from behind, 45% that each thief will have a usable magic item.
6. **Werewolves** — (2-8) HP: 27, 23, 22, 20, 19, 17, 15, 11; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Only affected by silver and magical weapons.
7. **White Apes** — (2-12) HP: 35, 29, 28, 27, 26, 25, 24, 23, 22, 21, 20, 19; #AT: 2; AL: 8; AC: 5; ST/F 2; SA: None.
8. **Lamas** — (1-3) HP: 30, 29, 28; #AT: 1; AL: 9; AC: 2; ST/C 8; SA: Spells, 40% that each will have a usable magic item.
9. **Elves** — (2-12) HP: 22, 21, 20, 18, 17, 3 × 16, 2 × 15, 2 × 13; #AT: 1; AL: 10; AC: 2; ST/E 1; SA: Spells, ½ bow armed with sword, ½ sword only, spells, 30% that each will have a usable magic item. All elves get a +1 to hit.
10. **Wererats** — (2-12) HP: 3 × 20, 3 × 18, 3 × 16, 3 × 14; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: Only affected by silver and magical weaponry. Can summon 10-100 giant rats.
11. **Swashbucklers** — (2-8) HP: 33, 28, 24, 22, 2 × 18, 17, 16; #AT: 1; AL: 8; AC: 2; ST/F 5; SA: 25% that each will have a usable magic item.
12. **Wereboars** — (2-5) HP: 23, 22, 18, 2 × 18; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Affected only by silver and magical weaponry.
13. **Wyverns** — (1-2) HP: 37, 27; #AT: 2; AL: 4; AC: 3; ST/F 7; SA: Sting does 1-6 damage and causes save vs. poison.
14. **Mummies** — (1-4) HP: 30, 25, 24, 19; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Any viewer must save vs. magic or be paralyzed with fear (duration special). Hit causes disease, they can only be affected by magic weapons and take half damage from melee.
15. **Cave Bears** — (2-5) HP: 25, 24, 23, 21, 20; #AT: 3; AL: 5; AC: 6; ST/F 3; SA: Claw on 18 or better (2-16 HP damage).
16. **Phase Spiders** — (1-2) HP: 32, 28; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Out of phase, poison.
17. **Blue Dragon** — (1) HP: 40; #AT: 3; AL: 3; AC: 1; ST/F 7; SA: Chance of spells, breath weapon, bite.
18. **Minotaurs** — (1-4) HP: 34, 29, 25, 23; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.
19. **Weretigers** — (1-4) HP: 29, 2 × 25, 22; #AT: 3; AL: 6; AC: 3; ST/F 5; SA: Only affected by silver and magical weaponry.



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20. **Black Dragon** — (1) HP: 42; #AT: 3; AL: 4; AC: 3; ST/F 7; SA: Chance of spells, breath weapon, bite.
21. **Evil Heroes** — (3-12) HP: 27, 25, 24, 23, 22, 21, 20, 19, 18, 15, 12, 11; #AT: 1; AL: 9; AC: 2; ST/F 4; SA: 20% that each will have a usable magic item.
22. **Giant Weasels** — (2-8) HP: 22, 18, 16, 15, 14, 13, 12, 10; #AT: 1; AL: 6; AC: 6; ST/F 1; SA: After a hit is scored the weasel will cause a blood drain of 2-12 points/round.
23. **Evil Bishops** — (1-4) HP: 26, 24, 22, 21; #AT: 1; AL: 9; AC: 2; ST/C 7; SA: Spells, 35% that each will have a usable magic item.
24. **Troglodytes** — (6-24) HP: 4 × 9, 4 × 11, 4 × 8, 4 × 10, 4 × 12, 4 × 7; #AT: 3; AL: 9; AC: 5; ST/F 2; SA: Revulsion odor, save vs. poison or lose -1 from strength for two turns.
25. **Giant Lizards, Tuatara** — (1-2) HP: 45, 36; #AT: 3; AL: 5; AC: 4; ST/F 4; SA: None.
26. **Lords** — (1-2) HP: 75, 47; #AT: 1; AL: 7; AC: 2; ST/F 10; SA: 50% that each will have a usable magic item.
27. **Phase Spider** — (1) HP: 32; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Poison bite, ability to go out of phase.
28. **Blink Dogs** — (2-5) HP: 21, 20, 19, 18, 16; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleportation.
29. **Hydra of 5 Heads** — (1) HP: 40; #AT: 5; AL: 6; AC: 5; ST/F 5; SA: None.
30. **Necromancers** — (1-3) HP: 20, 18, 17; #AT: 1; AL: 9; AC: 9; ST/MU 8; SA: Spells, 40% that each will have a usable magic item.
31. **Dwarves** — (4-24) HP: 2 × 8, 4 × 7, 6 × 6, 6 × 5, 6 × 4; #AT: 1; AL: 10; AC: 4; ST/D 1; SA: 25% will be double points, leader has triple points and misc. weapon. 30% will have a usable magic item.
32. **Lammasu** — (1-2) HP: 26, 25; #AT: 2; AL: 4; AC: 6; ST/F 1; SA: Magical powers.
33. **Fire Beetles** — (2-5) HP: 8, 6, 5, 4, 3; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: None.
34. **Dwarven Pilferers** — (1-4) HP: 22, 20, 16, 14; #AT: 1; AL: 9; AC: 7; ST/D 7; SA: Strike from behind, special dwarven thieving bonuses, 35% of each having a usable magic item.
35. **Giant Scorpions** — (2-5) HP: 27, 26, 25, 22, 19; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting does 1-4 damage and causes save vs. poison.
36. **Dopplegangers** — (2-12) HP: 27, 24, 22, 21, 20, 19, 3 × 18, 17, 16, 15; #AT: 1; AL: 7; AC: 5; ST/D 8; SA: Ability to assume the form of anything it sees.
37. **Giant Lizards, Draco** — (7-28) HP: 4 × 16, 4 × 17, 4 × 18, 4 × 13, 4 × 14, 4 × 15, 4 × 12; #AT: 1; AL: 6; AC: 5; ST/F 3; SA: None.
38. **Stone Giants** — (1-2) HP: 41, 37; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Throw rocks.
39. **Black Pudding** — (1) HP: 50; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Not harmed by weapons or lightning, destroys wood, corrodes metal, 3 dice to exposed flesh.
40. **Gargoyles** — (2-8) HP: 2 × 24, 3 × 23, 2 × 16, 12; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can only be affected by magical weapons.
41. **Rust Monsters** — (1-2) HP: 17, 16; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts all ferrous metals by contact.
42. **Werebears** — (1-4) HP: 33, 30, 28, 24; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Can only be affected by silver and magical weaponry. Claw on 18 or better means hug (2-16 damage).
43. **Halfling Hero/Thief** — (1) HP: 25; #AT: 1; AL: 5; AC: 7; ST/H 8; SA: Special halfling thieving bonuses, strike from behind, 45% that he will have a usable magic item.
44. **Type I Demon** — (1) HP: 22; #AT: 5; AL: 3; AC: 0; ST/F 8; SA: Magic use.
45. **Ogres** — (4-16) HP: 29, 23, 22, 20, 3 × 19, 18, 5 × 17, 16, 15, 12; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
46. **Wights** — (3-12) HP: 21, 16, 15, 14, 11, 2 × 10, 2 × 9, 6, 2 × 5; #AT: 1; AL: 8; AC: 5; ST/F 3; SA: Drain one energy level per hit. Only affected by silver or magical weapons.
47. **Gorgon** — (1) HP: 28; #AT: 1; AL: 3; AC: 2; ST/F 8; SA: Breath weapon causes save vs. petrification.
48. **Giant Spiders, Tarantella** — (5-20) HP: 4 × 14, 4 × 22, 4 × 20, 4 × 16, 4 × 18; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: Dance fever.
49. **Frost Giants** — (1-3) HP: 54, 48, 43; #AT: 1; AL: 2; AC: 4; ST/F 10; SA: Impervious to cold, 2 dice +1 damage.
50. **Tiger Beetles** — (2-5) HP: 25, 24, 20, 20, 11; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
51. **Cockatrices** — (1) HP: 16; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
52. **Bugbears** — (6-36) HP: 6 × 12, 6 × 17, 6 × 8, 6 × 15, 6 × 18, 6 × 13; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise on 1-3.
53. **Hell Hounds** — (1-4) HP: 38, 33, 29, 26; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon, variable damage.
54. **Giant Lizard, Tuatara** — (1-2) HP: 27, 18; #AT: 3; AL: 5; AC: 4; ST/F 4; SA: None.
55. **Spectres** — (1-2) HP: 36, 32; #AT: 1; AL: 5; AC: 2; ST/F 6; SA: Only affected by magical weapons, drains 2 levels a hit.
56. **Shriekers** — (4-16) HP: 23, 20, 19, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5; #AT: 0; AL: -; AC: 7; ST/F 1; SA: Shriek.
57. **Frost Giants** — (1-3) HP: 57, 49, 39; #AT: 1; AL: 2; AC: 4; ST/F 10; SA: Impervious to cold, 2 dice +1 damage.
58. **Caecilia** — (1) HP: 37; #AT: 1; AL: 5; AC: 6; ST/F 2; SA: Giant worm swallows whole on a 19 or 20.
59. **Sabre-toothed Tiger** — (1) HP: 39; #AT: 3; AL: 3; AC: 6; ST/F 4; SA: None.
60. **Burglars** — (2-12) HP: 2 × 12, 4 × 8, 4 × 10, 2 × 5; #AT: 1; AL: 10; AC: 7; ST/T 4; SA: Strike from behind, 20% that each will have a usable magic item.
61. **Black Pudding** — (1) HP: 37; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Not harmed by weapons or lightning and cold. Dissolves wood and metal.
62. **Basilisk** — (1) HP: 30; #AT: 1; AL: 4; AC: 4; ST/F 4; SA: Petrify by gaze.

SIXTH LEVEL

SIXTH LEVEL

63. **Minotaurs** — (1-4) HP: 34,27,26,23; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.
64. **Hill Giants** — (1-4) HP: 37,36,31,25; #AT: 1; AL: 3; AC: 4; ST/F 8; SA: None.
65. **Displacer Beasts** — (1-2) HP: 2 × 23; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appear displaced.
66. **Wraiths** — (2-8) HP: 28,24,21,16,15,12,11,10; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Only affected by silver or magic weapons, drain 1 energy level a hit.
67. **Fire Giants** — (1-2) HP: 61,57; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire, 2 dice + 2 points damage.
68. **Werewolves** — (2-8) HP: 22,21,20,19,17,16,14,11; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Only affected by silver and magical weaponry.
69. **Salamanders** — (1-3) HP: 37,31,29; #AT: 3; AL: 3; AC: 3/1; ST/F 7; SA: Fire resistant, can only be hit by magical weaponry. Can constrict for 2-8 damage a round.
70. **Wizards** — (1-2) HP: 27,26; #AT: 1; AL: 9; AC: 9; ST/M 9; SA: Spells, 45% that each will have a usable magic item.
71. **Yellow Mold** — (1) HP: -; #AT: 0; AL: -; ST/F 2; SA: Can be killed only by fire, destroys wood, rough contact causes it to release its spores, must save vs. poison and take 1 die of damage to exposed flesh.
72. **Hydra of 9 Heads** — (1) HP: 72; #AT: 9; AL: 3; AC: 5; ST/F 7; SA: None.
73. **Harpies** — (2-8) HP: 17,16,15,11,10,9,8,7; #AT: 3; AL: 8; AC: 7; ST/M 3; SA: Able to *charm*.
74. **Gnolls** — (7-42) HP: 6 × 14, 6 × 12, 6 × 9, 6 × 8, 6 × 7, 6 × 6, 6 × 5; #AT: 1; AL: 9; AC: 5; ST/F 2; SA: Leader will have usable magic item, his two bodyguards will have potions. 30% will have missile weapons.
75. **Green Slime** — (1) HP: 16; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Disintegrates wood and metal, can't be scraped off. Not affected by lightning and weapons. Turns flesh to slime.
76. **Bugbears** — (6-36) HP: 6 × 19, 6 × 15, 6 × 14, 6 × 13, 6 × 10, 6 × 9; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise on 1-3.
77. **Yellow Mold** — (1) HP: -; #AT: 1; AL: -; AC: -; ST/F 2; SA: Can be killed only by fire, does 1 die of damage to exposed flesh, destroys wood, rough contact releases spores (must save vs. poison).
78. **Oil Beetles** — (1-4) HP: 8,6,4,2; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: Oil causes blisters, range 5', causes victim to fight a -2 for 24 hours.
79. **Rust Monsters** — (1-2) HP: 22,21; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts all ferrous metals at contact.
80. **Salamanders** — (1-2) HP: 32,30; #AT: 3; AL: 3; AC: 3; SA: Fire resistant, can only be hit by magical weaponry. Can constrict for 2-8 damage.
81. **Flesh Golem** — (1) HP: 40; #AT: 2; AL: 2; AC: 7; ST/F 10-12; SA: Only affected by magical weapons, fire and cold slow golem, and lightning heals it. Not affected by any other spells.
82. **Shadows** — (1-4) HP: 12,11,10,9; #AT: 1; AL: 8; AC: 7; ST/F 2; SA: Drain 1 point of strength for 8 turns per hit, only affected by magic weapons, can't be slept or charmed.
83. **Giant Ticks** — (2-8) HP: 21,16,15,14,13,11,9,7; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Blood drain 4 damage/round, bite causes disease.
84. **Ghouls** — (6-24) HP: 6 × 14, 6 × 12, 6 × 7, 6 × 5; #AT: 1; AL: 9; AC: 6; ST/F 2; SA: Paralyzation.
85. **Shedu** — (1) HP: 50; #AT: 2; AL: 2; AC: 4; ST/F 9; SA: Magical abilities.
86. **Giant Snakes, Python** — (2-8) HP: 3 × 16, 3 × 14, 2 × 12; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
87. **Grey Ooze** — (1-2) HP: 15,11; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire, corrodes metal.
88. **Fire Lizard** — (1) HP: 51; #AT: 3; AL: 1; AC: 2; ST/F 8; SA: Breath weapon (2-12 damage) semi-resistant to fire.
89. **Ochre Jelly** — (1-2) HP: 30,16; #AT: 1; AL: 6; AC: 8; ST/F 3; SA: Dissolves wood. Not harmed by lightning or weapons.
90. **Owl Bears** — (2-5) HP: 29,26,25,24,23; #AT: 3; AL: 6; AC: 5; ST/F 3; SA: Paw of an 18 or better means hug (2-16 damage).
91. **Fire Giant** — (1) HP: 46; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire, 2 dice + 2 point damage.
92. **Blink Dogs** — (1-6) HP: 20,15,14,13,12,11; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleportation.
93. **Bandits** — (7-42) HP: 7 × 8, 7 × 5, 7 × 7, 7 × 4, 7 × 6, 7 × 3; #AT: 1; AL: 10; AC: 7; ST/T 1; SA: The leader has quadruple HP and four of his henchmen have double HP. The leader will have magic armor, each of his henchmen have a 25% chance of having a usable magic item, there is a 5% chance that each will have a usable magic item. 30% will be bow armed with sword, the rest will have spear and sword.
94. **Carion Crawlers** — (2-5) HP: 18,17,12,11,10; #AT: 8; AL: 7; AC: 7; ST/F 2; SA: Paralyzation.
95. **Evil Champions** — (2-5) HP: 45,37,33,29,27; #AT: 1; AL: 8; AC: 2; ST/F 8; SA: 35% chance that each will have a usable magic item.
96. **Bugbears** — (6-36) HP: 6 × 19, 6 × 15, 6 × 14, 6 × 13, 6 × 16, 6 × 9; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Gain surprise on 1-3.
97. **Mummies** — (1-4) HP: 32,31,28,26; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Touch causes disease, gaze causes save vs. magic or be paralyzed with fear (duration special). Not affected by normal weapons, they take ½ damage from melee.
98. **Giant Rats** — (8-64) HP: 16 × 3, 16 × 4, 16 × 2, 16 × 1; #AT: 1; AL: 10; AC: 7; ST/NM; SA: Disease.
99. **Will O'Wisp** — (1) HP: 32; #AT: 1; AL: 3; AC: -8; ST/F 9; SA: Highly clever, they will attempt to lure the victim into traps. They are able to change shape and lighten or darken themselves. If they attack they do 2-16 damage of electrical damage.
100. **Trolls** — (2-5) HP: 34,33,32,31,30; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Regenerates 3 HP a round, third round after being hit.

TREASURES

LEVEL FOUR

1. 1,200 GP
2. Shield + 1
3. 3,500 CP
4. 3,700 SP
5. 450 PP
6. 3,800 SP
7. 14 - 500 GP Gems
8. 4,200 SP
9. 3,700 SP
10. 600 GP
11. 3,200 CP
12. Ring of Weakness
13. 4,100 CP
14. 4 Jewelry = 1,000, 2,000, 3,000 & 4,000 GP
15. 1,100 GP
16. 350 PP
17. 700 GP
18. 800 GP
19. 1,300 EP
20. 500 PP
21. 1,100 GP
22. 4,100 SP
23. 3,700 SP
24. 3,400 CP
25. 800 GP
26. 3,800 SP
27. 3,400 SP
28. 2,100 GP
29. 1,150 EP
30. 1 Potion of White Dragon Control
31. Scroll of Protection from Undead
32. 1,100 EP
33. Scroll of 1 Spell, *Light*
34. 10 - 100 GP Gems
35. 3,700 CP
36. 700 GP
37. 1 Potion of Invisibility
38. 3,400 SP
39. 1,850 EP
40. 3,200 CP
41. Sword + 1, N.S.A.
42. 400 PP
43. 350 PP
44. 400 PP
45. Ring of Delusion
46. 3,200 SP
47. Sword -2, Cursed, N.S.A.
Ring of Protection + 1
48. 800 GP
49. Armor + 1; Wand of Enemy Detection
50. 4,100 SP
51. 350 PP
52. Staff of Striking
53. 1,900 EP
54. 3,800 SP
55. Scroll of 2 Cleric Spells;
Ring of Invisibility
56. 3,100 CP
57. 1,000 GP
58. 2 Potions of Gaseous Form
59. 3,700 CP
60. 1,600 EP
61. 1,650 EP
62. 1,650 EP
63. 3,600 SP
64. 1,700 EP
65. Growth Potion
66. 4,200 SP
67. 1 Jewelry - 3,000 GP
68. Bag of Devouring; Bow + 1
69. 300 PP
70. 3,900 CP
71. 900 CP, 800 GP
72. 1,850 EP
73. 3,800 SP
74. 4,200 SP
75. 1,650 EP
76. 1 Delusion Potion
77. 450 PP
78. 1 Ring of Delusion
79. Scroll of 2 Spells: *Fly, Mirror Image*
80. 3,300 SP
81. 1,100 GP
82. 400 PP
83. 1,600 EP
84. Potion of ESP
85. 400 PP
86. 3,200 SP
87. 3,300 CP
88. Shield + 1, Invisibility
Potion
89. 3,700 SP
90. 1,800 EP
91. 3,900 SP
92. 300 PP
93. 1,700 EP
94. 1 Potion of Diminution
95. 800 GP
96. 4,200 CP
97. Mace + 1
98. 450 PP
99. 350 PP
100. 3,600 CP



LEVEL FIVE

1. 6,200 CP
2. 1,400 GP
3. 1,600 GP
4. 450 PP
5. 5,700 SP
6. 5,500 SP
7. 500 PP
8. 350 PP
9. Cursed Scroll
10. Shield +2
11. 5,700 SP
12. 1,600 GP
13. Ring of Protection +2
14. 1,600 GP
15. 1,400 GP
16. 5,700 SP
17. 1 Jewelry - 3,000 GP
18. 1,600 GP
19. 1 Potion of Animal Control
20. 5,800 SP
21. Elven Boots; Shield +1
22. 13 - 50 GP Gems
23. 5,900 SP
24. 3 Jewelry - 2,000, 3,000, 4,000 GP
25. Sword +1, N.S.A.; Scroll of 3 Spells
26. 2,200 EP
27. 5,300 SP
28. 2,500 EP
29. 2,300 EP
30. 1,600 GP
31. 5,600 SP
32. 5,600 SP
33. 1,400 GP
34. Cursed Spear of Backbiting, +1
35. 5,700 SP
36. Scroll of Protection from Elementals; Chainmail Armor +1
37. Sword -2, Cursed
38. 1 Longevity Potion
39. 1,600 GP
40. 1 Heroism Potion
41. 5,300 SP
42. 1,300 GP
43. 5,500 SP
44. 2,400 EP
45. 1 Potion Clairvoyance; Scroll of 2 Spells
46. 6,100 SP
47. Scroll of 2 Spells; Sword +1, N.S.A.
48. 5,500 SP
49. 500 PP
50. 1,400 GP
51. Wand of Paralyzation; Potion of Poison
52. 6,000 CP
53. 5,300 SP
54. 2,200 EP
55. 5,100 CP
56. Growth Potion; 10 Arrows +1
57. Sword +1/+2, N.S.A., Lycs., Chaotic, N.S.A.
58. 2,300 EP
59. 1,500 GP
60. 5,200 EP
61. 1,400 GP
62. 6,100 SP
63. 5 Jewelry - 2,500 GP each
64. 4 Jewelry - 2,000, 4,000, 6,000, 6,000 GP
65. Ring of Fire Resistance; Cursed Scroll
66. 2,500 EP
67. 6,200 CP
68. 5,600 SP
69. 2,500 EP
70. 2,100 EP
71. 1 Potion of Undead Control
72. 2,400 EP
73. 5,100 SP
74. 400 PP
75. 5,300 SP
76. 1,500 GP
77. 450 PP
78. 1,400 GP
79. 2 Healing Potions
80. 5,400 SP
81. Sword +2, N.S.A.
82. 2,100 EP
83. 5,300 SP
84. 1,500 GP
85. Ring of Delusion; 1 Potion of Giant Strength
86. Ring of Invisibility
87. 1,500 GP
88. Scroll of Protection from Magic
89. Chainmail Armor +2
90. 5,300 SP
91. 400 PP
92. 6,200 SP
93. 2,600 EP
94. 5,400 SP
95. 2,200 EP
96. 6,100 SP
97. 5,900 CP
98. 5,900 CP
99. 450 PP
100. 6,100 SP

LEVEL SIX

1. 450 PP
2. Scroll of 1 Spell: *Charm Person*
3. Spear +1
4. Shield +2
5. Ring of Water Walking
6. 2,000 GP
7. Sword +1, Cursed, N.S.A.
8. 7,000 SP
9. 6,400 SP
10. 6,200 SP
11. 1 Haste Potion
12. 3,400 EP
13. Sword +1; Chainmail Armor & Shield +1
14. 2 Potions: Poison, Healing
15. 6,600 SP
16. 3,600 EP
17. Bag of Holding; Shield +1
18. 2,000 GP
19. Staff of Healing
20. 3,600 EP
21. 1,700 GP
22. 1,800 GP
23. 1,900 GP
24. 500 PP
25. 7,000 SP
26. 6 Jewelry - 3,500 GP Each
27. Leather Armor +2
28. 19 - 100 GP Gems
29. 6,900 SP
30. 3,500 EP
31. 16 - 100 GP Gems
32. 19 - 100 GP Gems
33. 400 PP
34. 550 PP
35. 1,700 GP
36. 7,200 SP, 6,100 CP
37. 6,700 SP, 6,100 CP
38. 14 - 100 GP Gems
39. 3,100 EP
40. 6,900 SP, 7,000 CP
41. 3,300 EP
42. 500 PP
43. 11 Arrows +1; 1 Healing Potion; 1 Delusion Potion
44. 7,000 SP
45. 6,400 SP, 6,300 CP
46. 1,700 GP
47. 16 Arrows +1
48. 6,900 SP
49. 3,500 EP
50. 6,400 SP; 6,200 CP
51. Scroll of 2 Spells: *Fireball*, *Dispel Magic*
52. 3,600 EP
53. Potion of Healing; Dagger +1
54. 5 Jewelry - 5,000 GP each
55. 1,700 GP
56. 1,800 GP
57. 14 - 50 GP Gems
58. 7 Jewelry - 3,000 GP each
59. 1,800 GP
60. Scroll of Protection from Lycanthropes
61. 19 - 100 GP Gems
62. 17 - 50 GP Gems
63. 7,000 SP
64. Potion of Invisibility
65. Plate Mail Armor & Shield +1
66. 7,000 SP, 6,100 CP
67. 1,700 GP
68. 1,700 GP
69. 6,100 SP, 6,400 CP
70. 3 Jewelry - 2,000, 6,000, 6,000 GP
71. 450 PP
72. 6,800 SP
73. 1,800 GP
74. Scroll of 1 Spell: *Ventriloquism*; Sword +1, N.S.A.
75. 10 - 500 GP Gems
76. 6,200 SP
77. 3,200 EP
78. 1,800 GP
79. Scroll of 5 Spells
80. 6,700 SP
81. 2 Potions: *Flying*, *Fire Resistance*
82. Shield +1; Scroll of 1 Spell: *Rope Trick*; Potion of Gaseous Form
83. 6,300 SP, 6,200 CP
84. 1,700 GP
85. 2,000 GP
86. 6,300 SP, 6,500 CP
87. 1,900 GP
88. 1,900 GP
89. 2,000 GP
90. Scroll of Protection from Undead
91. 15 - 100 GP Gems
92. 13 - 500 GP Gems
93. 6,800 SP, 6,100 CP
94. 6,900 SP, 6,600 CP
95. 5,900 SP, 6,500 CP
96. Sword -2, Cursed, N.S.A.
97. 2,000 CP
98. Chainmail Armor +2; Cursed Scroll; Levitation Potion
99. 3,500 EP
100. 6,100 SP, 6,800 CP

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