

# DUNGEONS & DRAGONS



TRAMP

## MONSTER & TREASURE ASSORTMENT

### Set Three: Levels Seven-Nine

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 than 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 gnoll 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

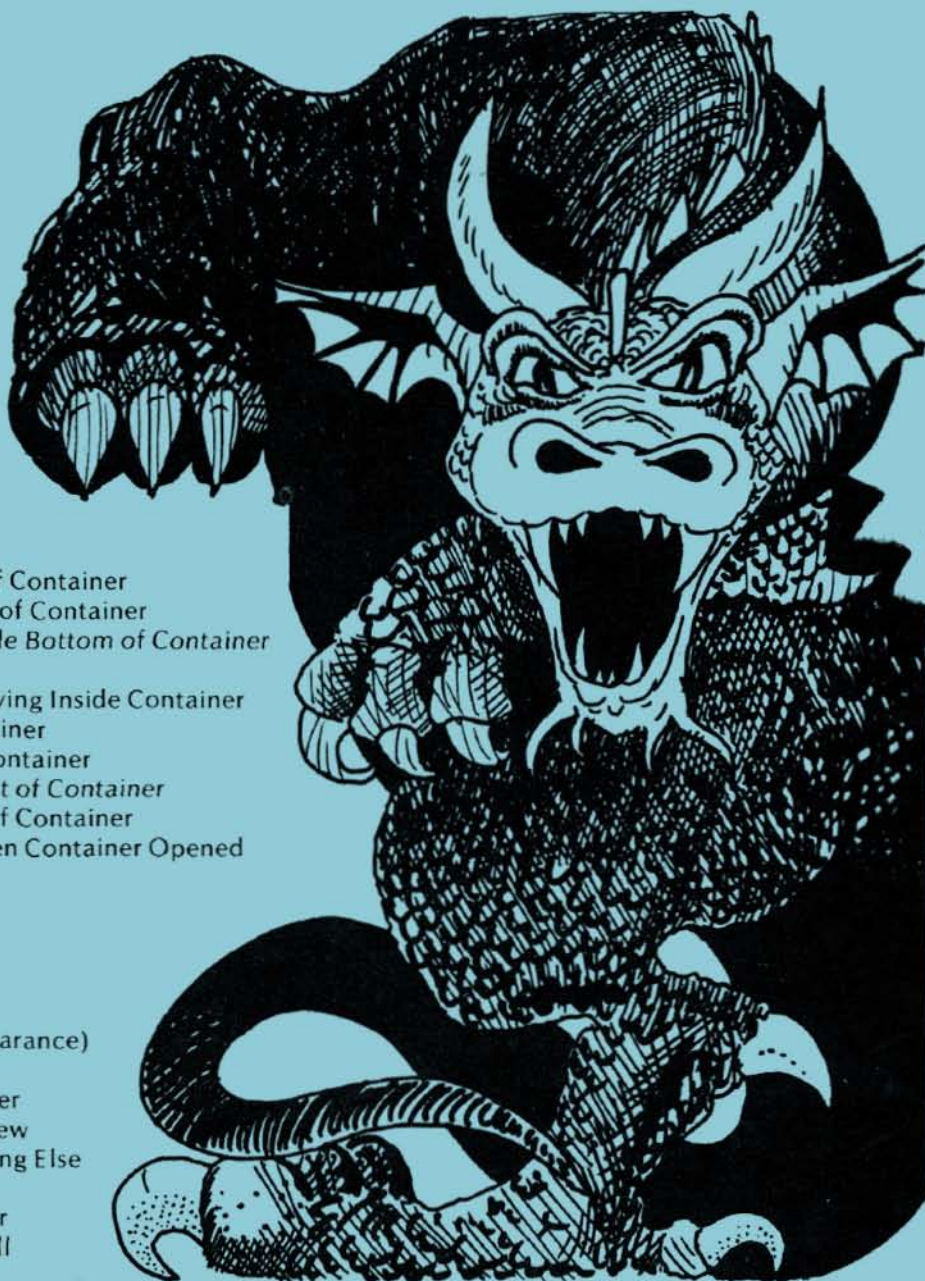
1. Bags
2. Sacks
3. Small Coffers
4. Chests
5. Huge Chests
6. Pottery Jars
7. Metal Urns
8. Stone Containers
9. Iron Trunks
10. Loose

## 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 SEVEN

1. **Bugbears** — (7-42) HP: 6 × 15, 6 × 16, 6 × 10, 6 × 20, 6 × 12, 6 × 11, 6 × 9; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Surprise 1-3.
2. **Blink Dogs** — (2-8) HP: 29,28,23,21,20,20,18,9; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleport.
3. **Manticores** — (1-2) HP: 35,32; #AT: 3; AL: 4; AC: 4; ST/F 4; SA: Hurls 6 spikes per turn.
4. **Mummies** — (2-5) HP: 28,27,24,21,19; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Hit causes disease. Anyone viewing must save vs. magic or be paralyzed with fear (duration special). Only affected by magical weapons, ½ damage from blows.
5. **Fire Lizards** — (1-2) HP: 60,52; #AT: 3; AL: 1; AC: 2; ST/F 8; SA: Breath weapon.
6. **White Dragon** — (1) HP: 48; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapon, spells, bite.
7. **Spectres** — (1-3) HP: 30,30,24; #AT: 1; AL: 5; AC: 2; ST/F 6; SA: Only affected by magical weapons. Hit drains 2 levels.
8. **Weretigers** — (2-8) HP: 28,25,23,22,22,16,13,12; #AT: 3; AL: 6; AC: 3; ST/F 5; SA: Only affected by silver or magical weapons.
9. **Trolls** — (2-8) HP: 40,35,33,32,31,31,30,23; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP per round starting on the 3rd round after being hit.
10. **Wizards, 10th Level** — (1-3) HP: 31,29,28; #AT: 1; AL: 9; AC: 9; ST/M 10; SA: Spells, 50% that each will have a magic item usable by magic-users.
11. **Necromancers** — (2-5) HP: 23,21,17,16,11; #AT: 1; AL: 9; AC: 9; ST/M 8; SA: Spells, 40% that each will have a magic item usable by magic-users.
12. **Giant Snakes, Pythons** — (3-12) HP: 4 × 12, 4 × 16, 4 × 14; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
13. **Wererats** — (4-16) HP: 4 × 18, 4 × 12, 4 × 16, 4 × 17; #AT: 1; AL: 8; AC: 7; ST/F 3; SA: May call forth 10-100 giant rats. Only affected by silver or magic weapons.
14. **Fire Giants** — (1-2) HP: 50,38; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire, 2 dice +2 points of damage.
15. **Type III Demon** — (1) HP: 51; #AT: 5; AL: 2; AC: -4; ST/F 10; SA: Magical powers.
16. **Shriekers** — (5-20) HP: 4 × 10, 4 × 9, 4 × 12, 4 × 6, 4 × 14; #AT: 0; AL: Nil; AC: 7; ST/F 1; SA: Shriek.
17. **Basilisk** — (1) HP: 38; #AT: 1; AL: 4; AC: 4; ST/F 4; SA: Petrification.
18. **Wraiths** — (3-12) HP: 2 × 28, 3 × 22, 4 × 20, 3 × 18; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Only affected by silver or magic weapons. Hit drains 1 level.
19. **Gray Ooze** — (1-3) HP: 24,22,19; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire. Corrodes metal, does 2-12 damage to exposed flesh.
20. **Doppelgangers** — (3-18) HP: 3 × 14, 3 × 15, 3 × 11, 3 × 18, 3 × 10, 3 × 14; #AT: 1; AL: 7; AC: 5; ST/D 8; SA: Able to assume the form of any creature that it sees.
21. **Type II Demon** — (1) HP: 33; #AT: 3; AL: 3; AC: -2; ST/F 9; SA: Magical powers.
22. **Green Dragon** — (1) HP: 48; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapon, spells, bite.
23. **Hill Giants** — (1-4) HP: 42,40,40,38; #AT: 1; AL: 3; AC: 4; ST/F 8; SA: None.
24. **Lammasu** — (1-4) HP: 37,34,33,26; #AT: 2; AL: 4; AC: 6; ST/F 6; SA: Spells and magical powers.
25. **Ogres** — (5-20) HP: 4 × 24, 4 × 20, 4 × 18, 4 × 20, 4 × 24; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
26. **Type I Demons** — (1-2) HP: 34,27; #AT: 5; AL: 3; AC: 0; ST/F 8; SA: Magical powers.
27. **Umber Hulk** — (1) HP: 31; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Able to burrow through rock. Direct gaze causes confusion.
28. **Flesh Golem** — (1) HP: 40; #AT: 1; AL: 3; AC: 9; ST/F 6; SA: Only affected by magical weapons. Impervious to all spells except fire, or cold (slows movement by 50%). Lightning restores damage.
29. **Stone Giants** — (1-4) HP: 48,44,39,33; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as heavy catapult.
30. **Wights** — (4-16) HP: 3 × 18, 5 × 16, 5 × 14, 3 × 12; #AT: 1; AL: 8; AC: 5; ST/F 3; SA: Only affected by silver or magic weapons. Hit does no damage but drains 1 level.
31. **Giant Scorpions** — (2-8) HP: 33,32,32,30,20,20,10,15; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting does 1-4 damage plus poison.
32. **Owl Bears** — (3-12) HP: 2 × 30, 3 × 28, 4 × 25, 3 × 21; #AT: 3; AL: 6; AC: 5; ST/F 3; SA: Claw on 18 or better means hug for 2-16 damage.
33. **Giant Spiders, Tarentella** — (5-20) HP: 4 × 25, 4 × 20, 4 × 32, 4 × 18, 4 × 16; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: Dance fever.
34. **Blue Dragons** — (1-4) HP: 42,39,26,12; #AT: 3; AL: 3; AC: 1; ST/F 9; SA: Breath weapons, spells, bites.
35. **Green Slime** — (1) HP: 8; #AT: 1; AL: 9; AC: None; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh into green slime.
36. **Giant Rattlesnakes** — (2-8) HP: 24,23,22,19,16,16,15,14; #AT: 1; AL: 8; AC: 5; ST/F 2; SA: Poison.
37. **Ogres** — (5-20) HP: 4 × 25, 4 × 20, 4 × 16, 4 × 22, 4 × 18; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
38. **Ogre Magi** — (1-2) HP: 33,25; #AT: 1; AL: 5; AC: 4; ST/F 5; SA: Magical powers.
39. **Ochre Jelly** — (1-3) HP: 35,30,20; #AT: 1; AL: 6; AC: 8; ST/F 3; SA: Not affected by weapons or lightning, destroys wood. Does 1-6 damage to exposed flesh.
40. **Chimera** — (1) HP: 48; #AT: 5; AL: 3; AC: 4; ST/F 5; SA: Breath weapon for 3-24 damage.
41. **Hell Hounds** — (2-5) HP: 32,35,21,18,11; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon for 3-7 dice of damage.

## SEVENTH LEVEL

42. **Rhagodessae** — (2-12) HP: 3 × 22, 2 × 20, 2 × 17, 3 × 16, 2 × 13; #AT: 2; AL: 6; AC: 5; ST/F 2; SA: None.
43. **Cockatrices** — (1-2) HP: 29, 19; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
44. **Hydra of 9 Heads** — (1) HP: 72; #AT: 9; AL: 3; AC: 5; ST/F 9; SA: None.
45. **Hill Giants** — (1-4) HP: 45, 41, 36, 33; #AT: 1; AL: 3; AC: 4; ST/F 8; SA: None.
46. **Superheroes** — (2-5) HP: 42, 40, 38, 34, 34; #AT: 1; AL: 8; AC: 2; ST/F 8; SA: 40% that each will have a magic item usable by fighters.
47. **Mummies** — (2-5) HP: 28, 27, 19, 16, 12; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Hit causes disease. Anyone viewing must save vs. magic or be paralyzed with fear (duration special). Affected only by magical weapons. ½ damage from blows.
48. **Trolls** — (2-8) HP: 36, 29, 27, 26, 25, 24, 23, 23; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP per round starting on the 3rd round after being hit.
49. **Frost Giants** — (1-2) HP: 53, 47; #AT: 1; AL: 2; AC: 4; ST/F 10; SA: Not affected by cold.
50. **Spectres** — (1-3) HP: 28, 26, 21; #AT: 1; AL: 5; AC: 2; ST/F 6; SA: Only affected by magical weapons. Hit drains 2 levels.
51. **Giant Ticks** — (3-12) HP: 4 × 18, 4 × 20, 4 × 16; #AT: 1; AL: 8; AC: 4; ST/F 3; SA: Hit causes disease. Blood drain 4 points per round.
52. **Werebears** — (1-6) HP: 40, 36, 33, 32, 30, 28; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug for 2-16 damage. Only affected by silver or magical weapons.
53. **Oil Beetles** — (2-5) HP: 7, 5, 4, 3, 2; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: Oil.
54. **Thieves** — (1-3) HP: 24, 20, 20; #AT: 1; AL: 9; AC: 7; ST/T 8; SA: Strike from behind. 45% that each will have a magic item usable by thieves.
55. **Werewolves** — (3-12) HP: 2 × 28, 3 × 24, 4 × 20, 3 × 8; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Only affected by silver or magical weapons.
56. **Minotaurs** — (2-5) HP: 34, 30, 28, 27, 11; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.
57. **Rust Monsters** — (1-4) HP: 23, 20, 17, 12; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rust ferrous metals by contact instead of damage.
58. **Myrmidons** — (3-12) HP: 2 × 38, 3 × 32, 4 × 20, 3 × 25; #AT: 1; AL: 9; AC: 2; ST/F 6; SA: 30% that each will have a magic weapon and/or armor.
59. **Medusae** — (1-2) HP: 22, 20; #AT: 1; AL: 7; AC: 8; ST/F 4; SA: Petrification, poison.
60. **White Dragon** — (1) HP: 48; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapon, spells, bite.
61. **Thouls** — (4-16) HP: 3 × 15, 4 × 13, 4 × 12, 3 × 10, 2 × 9; #AT: 2/1; AL: 8; AC: 6; ST/F 3; SA: Paralysis by touch.
62. **Driver Ants** — (10-50) HP: 10 × 18, 10 × 16, 10 × 20, 10 × 17, 10 × 19; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
63. **White Apes** — (5-20) HP: 4 × 20, 4 × 18, 4 × 24, 4 × 22, 4 × 16; #AT: 2; AL: 7; AC: 6; ST/F 2; SA: None.
64. **Caeciliae** — (1-4) HP: 30, 25, 21, 15; #AT: 1; AL: 5; AC: 6; ST/F 2; SA: Swallow opponents.
65. **Gargoyles** — (3-12) HP: 2 × 24, 3 × 20, 4 × 18, 3 × 19; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Only affected by magical weapons.
66. **Displacer Beasts** — (1-3) HP: 40, 38, 22; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appear displaced.
67. **Giant Lizards, Tuatara** — (1-3) HP: 29, 28, 19; #AT: 3; AL: 5; AC: 4; ST/F 4; SA: None.
68. **Blink Dogs** — (2-8) HP: 28, 27, 24, 16, 15, 14, 9, 7; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleport.
69. **Wereboars** — (3-12) HP: 2 × 28, 3 × 24, 4 × 22, 3 × 18; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Only affected by silver or magical weapons.
70. **Hydra of 6 Heads** — (1-2) HP: 48, 48; #AT: 6; AL: 5; AC: 5; ST/F 6; SA: None.
71. **Cockatrices** — (1-2) HP: 32, 20; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
72. **Fire Beetles** — (2-8) HP: 7, 5, 5, 4, 3, 3, 3, 3; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: None.
73. **Living Statues, Rock** — (1-4) HP: 23, 20, 16, 11; #AT: 2; AL: 6; AC: 4; ST/F 5; SA: Magma for 2-12 damage.
74. **Yellow Mold** — (1) HP: None; #AT: None; AL: None; AC: None; ST/F 2; SA: Destroys wood. Does 1-6 damage to exposed flesh. Only affected by fire. 50% that rough contact will break it, causing poison spores to be released.
75. **Black Pudding** — (1) HP: 45; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Destroys wood, corrodes metal. Does 3-18 damage to exposed flesh. Only affected by fire.
76. **Tiger Beetles** — (1-4) HP: 23, 22, 15, 13; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
77. **Gargoyles** — (3-12) HP: 1 × 30, 4 × 24, 3 × 20, 4 × 18; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Only affected by magical weapons.
78. **Displacer Beasts** — (1-3) HP: 38, 32, 30; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appears displaced.
79. **Black Pudding** — (1) HP: 45; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Only affected by fire. Destroys wood, corrodes metal. Does 3-18 points to exposed flesh.
80. **Minotaurs** — (2-5) HP: 32, 32, 27, 25, 20; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.
81. **Bugbears** — (7-42) HP: 6 × 15, 6 × 12, 6 × 18, 6 × 14, 6 × 13, 6 × 11, 6 × 10; #AT: 1; AL: 7; AC: 5; ST/F 3; SA: Surprise 1-3.
82. **Black Dragon** — (1) HP: 49; #AT: 3; AL: 4; AC: 3; ST/F 7; SA: Breath weapon, spells, bite.
83. **Cave Bears** — (2-7) HP: 34, 31, 28, 25, 24, 22, 20; #AT: 3; AL: 5; AC: 6; ST/F 3; SA: Claw of 18 or better means hug for 2-16 damage.

## SEVENTH LEVEL

84. **Dwarves** — (3-18) HP: 3 × 6, 3 × 4, 3 × 5, 3 × 7, 3 × 8, 3 × 3; #AT: 1; AL: 10; AC: 4; ST/D 1; SA: 25% will be 2nd level with double HP. 25% will be 3rd level with triple HP plus 35% that each will have a magic weapon and/or armor.
85. **Shriekers** — (5-20) HP: 4 × 14, 4 × 10, 4 × 15, 4 × 12, 4 × 9; #AT: 0; AL: None; AC: 7; ST/F 1; SA: Shriek.
86. **Giant Lizards, Draco** — (5-30) HP: 6 × 15, 6 × 14, 6 × 22, 6 × 20, 6 × 16; #AT: 1; AL: 6; AC: 5; ST/F 3; SA: None.
87. **Champions** — (2-8) HP: 32,27,25,25,23,20,19,19; #AT: 1; AL: 8; AC: 2; ST/F 7; SA: 35% that each will have a magic item usable by fighters.
88. **Elves** — (4-24) HP: 4 × 9, 4 × 8, 4 × 7, 4 × 6, 4 × 5, 4,3,2,1; #AT: 1; AL: 10; AC: 6; ST/E 1; SA: Spells. All have +1 to hit.
89. **Hydra of 7 Heads** — (1-2) HP: 56,56; #AT: 7; AL: 4; AC: 5; ST/F 7; SA: None.
90. **Ogres** — (5-20) HP: 4 × 16, 4 × 15, 4 × 25, 4 × 20, 4 × 12; #AT: 1; AL: 6; AC: 6; ST/F 4; SA: None.
91. **Tiger Beetles** — (1-3) HP: 24,19,17; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
92. **Green Slime** — (1) HP: 9; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh into green slime.
93. **Yellow Mold** — (1) HP: -; #AT: -; AL: -; AC: -; ST/F 2; SA: Destroys wood. Does 1-6 to exposed flesh. Only affected by fire. 50% chance that rough contact will break it, causing poison spores to be released.
94. **Wraiths** — (3-12) HP: 1 × 24, 4 × 22, 3 × 20, 4 × 18; #AT: 1; AL: 7; AC: 3; ST/F 4; SA: Only affected by silver and magic weapons. Hit drains 1 level.
95. **Ogre Magi** — (1-2) HP: 29,24; #AT: 1; AL: 5; AC: 4; ST/F 5; SA: Magical powers.
96. **Mummies** — (2-5) HP: 28,27,22,22,22; #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 magical weapons. ½ damage from blows.
97. **Living Statues, Iron** — (1-6) HP: 18,17,14,12,11,8; #AT: 2; AL: 7; AC: 2; ST/F 4; SA: Absorb iron.
98. **Shriekers** — (5-20) HP: 4 × 8, 4 × 16, 4 × 10, 4 × 14, 4 × 12; #AT: -; AL: Nil; AC: 7; ST/F 1; SA: Shriek.
99. **Stone Giants** — (1-4) HP: 47,46,42,41; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as heavy catapult.
100. **Evil Patriarchs** — (1-3) HP: 41,35,26; #AT: 1; AL: 8; AC: 2; ST/C 9; SA: Spells, 40% that each will have a magic item usable by clerics.

## LEVEL EIGHT

1. **Evil Patriarchs** — (1-4) HP: 38,36,33,30; #AT: 1; AL: 8; AC: 2; ST/C 9; SA: 40% that each will have a magic item usable by clerics.
2. **Stone Giants** — (2-5) HP: 52,45,30,42,30; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as heavy catapult.
3. **Trolls** — (3-12) HP: 2 × 40, 3 × 34, 4 × 30, 3 × 28; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP per round, starting on the 3rd round after being hit.
4. **Type V Demon** — (1) HP: 43; #AT: 7; AL: 4; AC: -7/-5; ST/F 8; SA: Magical powers.
5. **Blue Dragon** — (1) HP: 63; #AT: 3; AL: 3; AC: 1; ST/F 9; SA: Breath weapon, spells, bite.
6. **Living Statues, Crystal** — (2-8) HP: 23,22,21,19,17,16,13,12; #AT: 2; AL: 8; AC: 4; ST/F 3; SA: None.
7. **Thouls** — (4-16) HP: 4 × 15, 3 × 14, 3 × 11, 4 × 10, 2 × 8; #AT: 2/1; AL: 8; AC: 6; ST/F 3; SA: Paralysis by touch.
8. **Rust Monster** — (1) HP: 28; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metals by touch, instead of damage.
9. **Lammasu** — (2-5) HP: 38,36,30,24,22; #AT: 2; AL: 4; AC: 6; ST/F 6; SA: Spells, magical powers.
10. **Tiger Beetles** — (1-4) HP: 25,18,12,12; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
11. **Succubus** — (1) HP: 38; #AT: 2; AL: 5; AC: 9; ST/F 6; SA: Magical powers, shape change.
12. **Blink Dogs** — (3-12) HP: 3 × 24, 3 × 28, 3 × 30, 3 × 22; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleport.
13. **Spectres** — (2-5) HP: 37,34,32,29,24; #AT: 1; AL: 5; AC: 2; ST/F 6; SA: Only affected by magical weapons. Hit drains 2 levels.
14. **Giant Lizards, Tuatara** — (1-4) HP: 38,33,29,21; #AT: 3; AL: 5; AC: 4; ST/F 4; SA: None.
15. **Werebears** — (2-8) HP: 31,30,27,27,25,21,20,17; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug for 2-16 damage. Only affected by silver or magical weapons.
16. **Displacer Beasts** — (2-5) HP: 35,29,28,22,10; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appears displaced.
17. **Type I Demons** — (1-2) HP: 40,38; #AT: 5; AL: 3; AC: 0; ST/F 8; SA: Magical powers.
18. **Green Slime** — (1) HP: 9; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh to green slime.
19. **Type III Demons** — (1-2) HP: 62,51; #AT: 5; AL: 2; AC: -4; ST/F 10; SA: Magical powers.
20. **Hill Giants** — (2-5) HP: 42,39,31,31,30; #AT: 1; AL: 3; AC: 4; ST/F 8; SA: None.
21. **Phase Spiders** — (1-3) HP: 26,22,13; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Able to shift out of phase. Poison bite.

## EIGHTH LEVEL

22. **Umbur Hulks** — (1-2) HP: 45,38; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Able to dig through solid rock. Direct view causes confusion.
23. **Fire Beetles** — (4-16) HP: 4 × 4, 4 × 6, 4 × 7, 4 × 5; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: None.
24. **Giant Scorpions** — (3-12) HP: 3 × 30, 3 × 28, 3 × 32, 3 × 35; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting causes 1-4 damage plus poison.
25. **Wizard, 12th Level** — (1) HP: 32; #AT: 1; AL: 8; AC: 9; ST/M 12; SA: Spells, 60% for a magic item usable by magic-users. Will have 1-3 hero body guards; HP: 30,24,18; #AT: 1; AL: 9; AC: 2; ST/F 4.
26. **Giant Snakes, Python** — (3-12) HP: 2 × 30, 3 × 28, 4 × 24, 3 × 20; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
27. **White Dragon** — (1) HP: 30; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapon, spells, bite.
28. **Purple Worm** — (1) HP: 70; #AT: 2; AL: 1; AC: 6; ST/F 8; SA: May swallow up two ogre-size opponents, sting causes save vs. poison.
29. **Black Widow Spiders** — (1-4) HP: 20,19,16,13; #AT: 1; AL: 8; AC: 6; ST/F 2; SA: Poison.
30. **Lords** — (1-2) HP: 70,65; #AT: 1; AL: 8; AC: 2; ST/F 9; SA: 45% that each will have a magic weapon and/or armor.
31. **Black Pudding** — (1) HP: 35; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Only affected by fire. Corrodes metal, destroys wood, does 3-18 damage to exposed flesh.
32. **Djinn** — (1-2) HP: 45,32; #AT: 1; AL: 3; AC: 5; ST/F 7; SA: Magical powers, whirlwind.
33. **Trolls** — (3-12) HP: 3 × 36, 3 × 30, 3 × 28, 3 × 20; #AT: 3; AL: 4; AC: 4; ST/F 7; SA: Will regenerate 3 HP per round starting on the 3rd round after being hit.
34. **Wizards, 10th Level** — (1-3) HP: 30,28,24; #AT: 1; AL: 9; AC: 9; ST/M 10; SA: Spells, 50% that each will have magic item usable by magic-users.
35. **Gray Ooze** — (1-3) HP: 17,14,12; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire. Corrodes metal, does 2-12 damage to exposed flesh.
36. **Shriekers** — (5-20) HP: 4 × 18, 4 × 16, 4 × 20, 4 × 19, 4 × 17; #AT: 0; AL: None; AC: 7; ST/F 1; SA: Shriek.
37. **Flesh Golem** — (1) HP: 40; #AT: 1; AL: 3; AC: 9; ST/F 6; SA: Only affected by magical weapons. Impervious to all spells except fire or cold (slows movement 50%). Lightning restores damage.
38. **Cockatrices** — (1-4) HP: 31,27,24,23; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
39. **Shriekers** — (5-20) HP: 4 × 16, 4 × 18, 4 × 22, 4 × 19, 4 × 17; #AT: 0; AL: None; AC: 7; ST/F 1; SA: Shriek.
40. **Tiger Beetles** — (2-5) HP: 18,16,24,24,21; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
41. **Gorgons** — (1-2) HP: 30,21; #AT: 2; AL: 3; AC: 2; ST/F 8; SA: Petrification.
42. **Rhagodessae** — (4-16) HP: 4 × 29, 27,26,25, 3 × 23, 4 × 21, 19,16; #AT: 2; AL: 6; AC: 5; ST/F 2; SA: None.
43. **Blue Dragon** — (1) HP: 54; #AT: 3; AL: 3; AC: 1; ST/F 9; SA: Breath weapon, spells, bite.
44. **Shriekers** — (5-20) HP: 4 × 18, 4 × 20, 4 × 16, 4 × 17, 4 × 22; #AT: 0; AL: None; AC: 7; ST/F 1; SA: Shriek.
45. **Ogre Magi** — (2-5) HP: 31,26,26,25,23; #AT: 1; AL: 5; AC: 4; ST/F 5; SA: Magical powers.
46. **Succubus** — (1) HP: 34; #AT: 2; AL: 5; AC: 9; ST/F 6; SA: Magical powers.
47. **Fire Lizards** — (1-3) HP: 40,38,36; #AT: 3; AL: 1; AC: 2; ST/F 8; SA: Breath weapon.
48. **Chimerae** — (1-2) HP: 44,38; #AT: 5; AL: 3; AC: 4; ST/F 5; SA: Breath weapon.
49. **Manticores** — (1-4) HP: 42,35,26,24; #AT: 3; AL: 4; AC: 4; ST/F 4; SA: Hurls 6 spikes per round.
50. **Type IV Demon** — (1) HP: 40; #AT: 3; AL: 3; AC: 4; ST/F 8; SA: Magical powers.
51. **Salamanders** — (1-4) HP: 40,36,33,23; #AT: 3; AL: 3; AC: 3/1; ST/F 7; SA: Constricts for 2-8 damage per round. Impervious to fire. Only affected by magical weapons.
52. **Type II Demon** — (1) HP: 46; #AT: 3; AL: 3; AC: -2; ST/F 9; SA: Magical powers.
53. **Black Pudding** — (1-3) HP: 45,38,31; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Only affected by fire. Destroys wood, corrodes metal. Does 3-18 damage to exposed flesh.
54. **Hydra of 13 Heads** — (1) HP: 104; #AT: 13; AL: 1; AC: 5; ST/F 13; SA: None.
55. **Shedu** — (1-4) HP: 47,42,42,35; #AT: 2; AL: 2; AC: 4; ST/F 9; SA: Magical powers.
56. **Stone Giants** — (2-5) HP: 57,49,42,38,33; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as heavy catapult.
57. **Trolls** — (3-12) HP: 3 × 28, 3 × 38, 3 × 30, 3 × 29; #AT: 3; AL: 4; AC: 4; ST/F 7; SA: Will regenerate 3 HP per round, starting on the 3rd round after being hit.
58. **Giant Lizards, Horned Chameleons** — (1-6) HP: 31,28,27,23,21,15; #AT: 2; AL: 6; AC: 2; ST/F 3; SA: Bite, camouflage.
59. **Gray Ooze** — (1-4) HP: 17,16,15,10; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to fire and cold. Corrodes metal, does 2-12 damage to exposed flesh.
60. **Green Dragons** — (1-2) HP: 40,28; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapons, spells, bites.
61. **Cockatrices** — (1-4) HP: 34,25,23,21; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
62. **Thieves** — (2-5) HP: 28,26,28,20,17; #AT: 1; AL: 9; AC: 7; ST/T 8; SA: Backstab. 45% that each will have a magic item usable by thieves.
63. **Vampires** — (1-2) HP: 47,27; #AT: 1; AL: 3; AC: 2; ST/F 8; SA: Hit drains 2 levels, magical powers.
64. **Minotaurs** — (2-8) HP: 29,28,26,26,25,24,23,23; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.

## EIGHTH LEVEL

65. **Gargoyles** — (4-16) HP: 4 × 20, 4 × 16, 4 × 24, 4 × 22; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can't be hit by non-magical weapons.
66. **Master Thief, 12th Level** — (1) HP: 33; #AT: 1; AL: 8; AC: 7; ST/T 12; SA: Backstab. 60% to have magic item usable by thieves.
67. **Displacer Beasts** — (2-5) HP: 35,31,28,24,22; #AT: 2; AL: 5; AC: 4; ST/D 6; SA: Appears displaced.
68. **Thieves** — (2-5) HP: 28,24,20,20,17; #AT: 1; AL: 9; AC: 7; ST/T 8; SA: Strike from behind, 45% chance for magic item usable by thief.
69. **White Dragons** — (1-2) HP: 40,36; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapon, spells, bite.
70. **Living Statues, Rock** — (1-6) HP: 32,27,26,21,17,16; #AT: 2; AL: 6; AC: 4; ST/F 5; SA: Magma for 2-12 damage.
71. **Green Slime** — (1-3) HP: 10,8,7; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh into green slime.
72. **Salamanders** — (2-5) HP: 46,42,31,30,28; #AT: 3; AL: 3; AC: 3/1; ST/F 7; SA: Constricts for 2-8 damage per round. Impervious to fire. Only affected by magical weapons.
73. **Green Dragons** — (1-2) HP: 48,32; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapons, spells, bites.
74. **Will o' the Wisp** — (1) HP: 34; #AT: 1; AL: 3; AC: -8; ST/F 9; SA: Lure victims into quicksand. Will fight only if cornered, highly clever, able to alter shape and brightness.
75. **Caeciliae** — (1-6) HP: 39,36,35,28,26,20; #AT: 1; AL: 5; AC: 6; ST/F 2; SA: Swallow opponents.
76. **Giant Rattlesnakes** — (3-12) HP: 4 × 24, 4 × 20, 4 × 22; #AT: 1; AL: 8; AC: 5; ST/F 2; SA: Poison.
77. **Stone Giants** — (2-5) HP: 62,60,48,45,33; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as heavy catapult.
78. **Sorcerers** — (2-5) HP: 24,18,18,17,16; #AT: 1; AL: 9; AC: 9; ST/M 7; SA: Spells, 35% that each will have a magic item usable by magic-users.
79. **Blink Dogs** — (3-12) HP: 3 × 30, 3 × 34, 3 × 38, 3 × 32; #AT: 1; AL: 7; AC: 5; ST/F 4; SA: Teleport.
80. **Tarentella Spiders** — (1-6) HP: 24,23,21,18,16,13; #AT: 1; AL: 7; AC: 5; ST/F 2; SA: Dance fever.
81. **Golden Dragon** — (1) HP: 45; #AT: 3; AL: 2; AC: -1; ST/F 11; SA: Breath weapons, spells, bite.
82. **Superheroes** — (1-3) HP: 54,46,42; #AT: 1; AL: 6; AC: 2; ST/F 8; SA: 40% that each will have a magical weapon and/or armor.
83. **Blue Dragon** — (1) HP: 54; #AT: 3; AL: 3; AC: 1; ST/F 9; SA: Breath weapon, spells, bite.
84. **Cockatrices** — (1-4) HP: 28,22,21,20; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Petrification.
85. **Fire Giants** — (1-4) HP: 72,62,57,52; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire.
86. **Type II Demons** — (1-2) HP: 48,40; #AT: 3; AL: 3; AC: -2; ST/F 9; SA: Magical powers.
87. **Rust Monster** — (1) HP: 24; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metals by contact instead of damage.
88. **Red Dragon** — (1) HP: 40; #AT: 3; AL: 2; AC: 0; ST/F 10; SA: Breath weapon, spells, bite.
89. **Green Dragon** — (1) HP: 56; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapon, spells, bite.
90. **Red Dragon** — (1) HP: 50; #AT: 3; AL: 2; AC: 0; ST/F 10; SA: Breath weapon, spells, bite.
91. **Master Thieves** — (1-3) HP: 32,30,24; #AT: 1; AL: 8; AC: 7; ST/T 9; SA: Backstab. 50% that each will have a magic item usable by thieves.
92. **Black Dragon** — (1) HP: 42; #AT: 3; AL: 4; AC: 3; ST/F 7; SA: Breath weapon, spells, bite.
93. **Oil Beetles** — (3-12) HP: 3 × 4, 3 × 6, 3 × 8, 3 × 7; #AT: 1; AL: 9; AC: 4; ST/F 1; SA: Oil.
94. **Medusae** — (1-3) HP: 28,26,26; #AT: 1; AL: 7; AC: 8; ST/F 4; SA: Petrification, poison.
95. **Weretigers** — (2-8) HP: 30,28,28,26,25,25,24,22; #AT: 3; AL: 6; AC: 3; ST/F 5; SA: Only affected by silver or magical weapons.
96. **Shedu** — (1-4) HP: 49,49,36,35; #AT: 2; AL: 2; AC: 4; ST/F 9; SA: Magical powers.
97. **Hell Hounds** — (2-5) HP: 34,34,32,30,30; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon for 3-7 dice of damage.
98. **Gray Ooze** — (1-4) HP: 20,16,14,12; #AT: 1; AL: 8; AC: 8; ST/F 2; SA: Impervious to cold and fire. Corrodes metal, does 2-12 damage to exposed flesh.
99. **Rust Monster** — (1) HP: 27; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metals by contact instead of damage.
100. **Hydra of 10 Heads** — (1) HP: 80; #AT: 10; AL: 2; AC: 5; ST/F 10; SA: None.



## LEVEL NINE

1. **Superheroes** — (1-4) HP: 50,41,35,34; #AT: 1; AL: 8; AC: 2; ST/F 8; SA: 40% that each will have a magic weapon and/or armor.
2. **Lamasu** — (2-8) HP: 38,37,36,32,30,29,28,27; #AT: 2; AL: 4; AC: 6; ST/F 6; SA: Spells, magical powers.
3. **Weretigers** — (3-12) HP: 3 × 32, 3 × 30, 3 × 36, 3 × 34; #AT: 3; AL: 6; AC: 3; ST/F 5; SA: Only affected by silver or magical weapons.
4. **Phase Spiders** — (2-5) HP: 38,36,36,32,28; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Able to shift out of phase. Poison bite.
5. **Red Dragon** — (1) HP: 88; #AT: 3; AL: 2; AC: 0; ST/F 10; SA: Breath weapon, spells, bite.
6. **Chimerae** — (1-4) HP: 63,61,53,38; #AT: 5; AL: 3; AC: 4; ST/F 5; SA: Breath weapon.
7. **Rust Monster** — (1) HP: 32; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metal by touch instead of damage.
8. **Stone Giants** — (2-8) HP: 57,56,54,53,53,44,39,30; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as a heavy catapult.
9. **Gold Dragon** — (1) HP: 66; #AT: 3; AL: 2; AC: -1; ST/F 11; SA: Breath weapons, spells, bite.
10. **Patriarchs** — (2-5) HP: 37,33,32,31,29; #AT: 1; AL: 8; AC: 2; ST/C 9; SA: Spells, 40% that each will have a magic item usable by clerics.
11. **Driver Ants** — (10-100) HP: 10 × 28, 10 × 25, 10 × 24, 10 × 22, 10 × 21, 10 × 19, 10 × 18, 10 × 16, 10 × 13, 10 × 12; #AT: 1; AL: 7; AC: 3; ST/F 2; SA: None.
12. **Black Dragons** — (1-3) HP: 35,32,32; #AT: 3; AL: 4; AC: 3; ST/F 7; SA: Breath weapons, spells, bite.
13. **Carriion Crawlers** — (3-12) HP: 4 × 25, 4 × 22, 4 × 19; #AT: 8; AL: 7; AC: 7/3; ST/F 2; SA: Hit causes paralysis instead of damage.
14. **Wizards, Level 9** — (2-5) HP: 30,28,25,22,20; #AT: 1; AL: 9; AC: 9; ST/M 9; SA: Spells, 45% that each will have a magic item usable by magic-users.
15. **Gorgons** — (1-3) HP: 52,34,26; #AT: 2; AL: 3; AC: 2; ST/F 8; SA: Breath weapon causes petrification.
16. **Giant Lizards, Draco** — (1-6) HP: 39,35,34,30,27,24; #AT: 1; AL: 6; AC: 5; ST/F 3; SA: Bite, flying.
17. **Stone Giants** — (2-8) HP: 54,48,47,42,42,40,38,31; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Able to hurl rocks as a heavy catapult.
18. **Lords** — (2-5) HP: 57,45,42,41,34; #AT: 1; AL: 8; AC: 2; ST/F 9; SA: 45% that each will have a magic item usable by fighters.
19. **Wereboars** — (1-6) HP: 36,34,31,29,25,21; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Only affected by silver or magical weapons.
20. **Green Dragons** — (1-2) HP: 64,54; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapons, spells, bites.
21. **Purple Worms** — (1-2) HP: 71,58; #AT: 2; AL: 1; AC: 6; ST/F 8; SA: Swallow opponents, poison sting.
22. **Will O'Wisp** — (1) HP: 42; #AT: 1; AL: 3; AC: -8; ST/F 9; SA: Lure victims into quicksand. Will fight only if cornered, highly clever, able to alter shape and brightness.
23. **Vampires** — (1-3) HP: 48,46,32; #AT: 1; AL: 3; AC: 2; ST/F 8; SA: Hit drains 2 levels, magical powers.
24. **Mummies** — (3-12) HP: 3 × 23, 3 × 24, 3 × 30, 3 × 25; #AT: 1; AL: 5; AC: 3; ST/F 5; SA: Hit causes disease. Anyone viewing must save vs. magic or be paralyzed with fear (duration special). Only affected by magical weapons, ½ damage from blows.
25. **Cloud Giants** — (1-2) HP: 60,54; #AT: 1; AL: 1; AC: 4; ST/F 12; SA: Keen sense of smell.
26. **Evil Patriarchs** — (2-5) HP: 38,32,32,30,28; #AT: 1; AL: 9; AC: 2; ST/C 9; SA: Spells, 45% that each will have a magic item usable by clerics.
27. **Giant Slug** — (1) HP: 61; #AT: 1; AL: 1; AC: 8; ST/F 6; SA: Not affected by blunt weapons, spits acid.
28. **Type V Demon** — (1) HP: 45; #AT: 7; AL: 4; AC: 7; ST/F 7; SA: Magical powers.
29. **Trolls** — (4-16) HP: 4 × 32, 4 × 30, 4 × 40, 4 × 38; #AT: 3; AL: 4; AC: 4; ST/F 7; SA: Will regenerate 3 HP per round, starting on the 3rd round after being hit.
30. **Green Slime** — (2-5) HP: 12,10,10,8,4; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh into green slime.
31. **Cloud Giants** — (1-2) HP: 61,58; #AT: 1; AL: 1; AC: 4; ST/F 12; SA: Keen sense of smell.
32. **Hydra of 12 Heads** — (1) HP: 96; #AT: 12; AL: 1; AC: 5; ST/F 12; SA: None.
33. **Manticores** — (2-5) HP: 38,32,28,28,24; #AT: 3; AL: 4; AC: 4; ST/F 4; SA: Hurls 6 spikes per round.
34. **Type III Demon** — (1) HP: 50; #AT: 5; AL: 2; AC: -4; ST/F 10; SA: Magical powers.
35. **Spectres** — (2-8) HP: 38,38,33,32,31,29,26,21; #AT: 1; AL: 5; AC: 2; ST/F 6; SA: Only affected by magical weapons. Hit drains 2 levels.
36. **White Dragons** — (1-3) HP: 30,24,7; #AT: 3; AL: 5; AC: 4; ST/F 6; SA: Breath weapons, spells, bite.
37. **Black Pudding** — (1-3) HP: 52,45,34; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Only affected by fire. Corrodes metal, destroys wood.
38. **Werebears** — (2-8) HP: 36,30,24,28,27,26,25,24; #AT: 3; AL: 5; AC: 2; ST/F 6; SA: Claw on 18 or better means hug for 2-16 damage. Only affected by silver and magical weapons.
39. **Master Thieves** — (1-4) HP: 36,30,26,20; #AT: 1; AL: 8; AC: 7; ST/T 10; SA: Backstab. 50% that each will have a magic item usable by thieves.
40. **Type II Demon** — (1) HP: 37; #AT: 3; AL: 3; AC: -2; ST/F 9; SA: Magical powers.
41. **Giant Scorpions** — (3-12) HP: 3 × 22, 3 × 28, 3 × 35, 3 × 31; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting causes 1-4 damage plus poison.

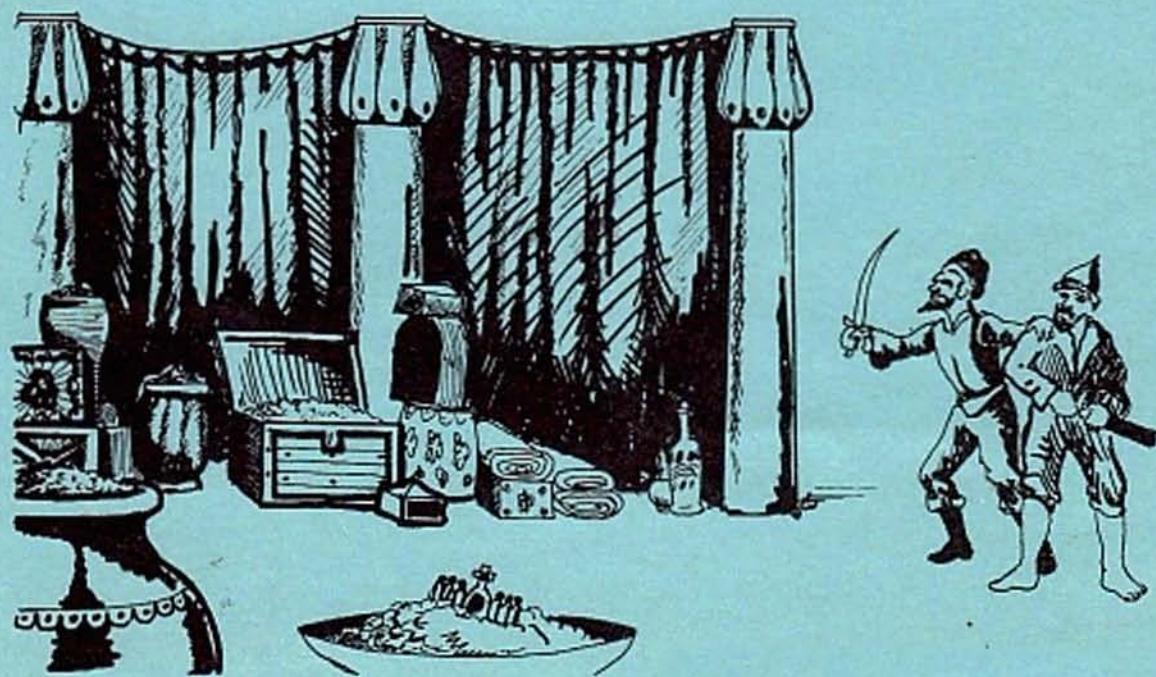
## NINTH LEVEL

42. **Rust Monster** — (1) HP: 23; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metal by touch instead of damage.
43. **Elves** — (2-12 + 1) HP: 2 × 4, 2 × 6, 2 × 4, 2 × 8, 2 × 6, 2 × 8, 30; #AT: 1; AL: 10/8; AC: 2; ST/E 1; SA: ½ will be armed with bow, sword, ½ sword only, ½ will be 2nd level with double hit points. 30% that each will have a magic weapon and/or armor. Leader has magic bow, 10 magic arrows, and a +2 shield. All elves get +1 to hit.
44. **Stone Giants** — (2-8) HP: 58,42,42,38,36,36,34,33; #AT: 1; AL: 3; AC: 4; ST/F 9; SA: Ability to hurl rocks as heavy catapults.
45. **Gorgons** — (1-3) HP: 45,45,38; #AT: 2; AL: 3; AC: 2; ST/F 8; SA: Breath weapon causes petrification.
46. **Gargoyles** — (5-20) HP: 4 × 18, 4 × 20, 4 × 28, 4 × 26, 4 × 30; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Only affected by magical weapons.
47. **Green Slime** — (2-5) HP: 11,10,14,9,6; #AT: 1; AL: 9; AC: -; ST/F 1; SA: Impervious to lightning and weapons. Destroys wood, corrodes metal. Turns exposed flesh into green slime.
48. **Fire Giants** — (2-5) HP: 68,56,52,50,46; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire.
49. **Minotaurs** — (3-12) HP: 3 × 26, 3 × 32, 3 × 28, 3 × 35; #AT: 2; AL: 5; AC: 6; ST/F 6; SA: None.
50. **Blue Dragons** — (1-2) HP: 70,63; #AT: 3; AL: 3; AC: 1; ST/F 9; SA: Breath weapons, spells, bite.
51. **Lammasu** — (2-8) HP: 44,35,33,33,32,32,28,26; #AT: 2; AL: 4; AC: 6; ST/F 6; SA: Spells, magical powers.
52. **Giant Slug** — (1) HP: 71; #AT: 1; AL: 1; AC: 8; ST/F 6; SA: Not affected by blunt weapons, spits acid.
53. **Living Statues, Rock** — (2-8) HP: 40,35,34,29,26,21; #AT: 2; AL: 6; AC: 4; ST/F 5; SA: Magma for 2-12 damage.
54. **Giant Snakes, Python** — (1-6) HP: 38,35,30,29,24,20; #AT: 2; AL: 6; AC: 6; ST/F 3; SA: Constriction.
55. **Umber Hulks** — (1-3) HP: 50,40,34; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: May burrow through rock, gaze causes confusion.
56. **Patriarchs** — (2-5) HP: 35,31,27,24,20; #AT: 1; AL: 8; AC: 2; ST/C 9; SA: Spells, 45% each will have magic item usable by cleric.
57. **Hell Hounds** — (2-5) HP: 29,27,23,23,23; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon (7 dice).
58. **Medusae** — (1-4) HP: 30,27,25,25; #AT: 1; AL: 7; AC: 8; ST/F 4; SA: Gaze petrifies, poison.
59. **11th Level Lords** — (1-2) HP: 52,50; #AT: 1; AL: 7; AC: 2; ST/F 11; SA: 55% that each will have a magical weapon and/or armor.
60. **Ogre Magi** — (2-8) HP: 38,33,32,31,30,30,30,30; #AT: 1; AL: 5; AC: 4; ST/F 5; SA: Magical powers.
61. **Shriekers** — (5-20) HP: 5 × 16, 5 × 20, 5 × 18, 5 × 24; #AT: 0; AL: -; AC: 7; ST/F 1; SA: Shriek.
62. **13th Level Wizard** — (1) HP: 39; #AT: 1; AL: 7; AC: 9; ST/M 13; SA: Spells, 65% will have 3 magic items.
63. **Umber Hulks** — (1-3) HP: 50,42,38; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: May burrow through rock, gaze causes confusion.
64. **Phase Spiders** — (2-5) HP: 37,36,36,32,32; #AT: 1; AL: 6; AC: 6; ST/F 5; SA: Able to shift out of phase. Poison bite.
65. **Type IV Demon** — (1) HP: 45; #AT: 3; AL: 3; AC: 4; ST/F 8; SA: Magical powers.
66. **Black Dragons** — (1-3) HP: 42,42,14; #AT: 3; AL: 4; AC: 3; ST/F 7; SA: Breath weapons, spells, bite.
67. **Purple Worms** — (1-2) HP: 68,49; #AT: 2; AL: 1; AC: 6; ST/F 8; SA: Swallow opponents, poison sting.
68. **Black Puddings** — (1-3) HP: 49,44,33; #AT: 1; AL: 2; AC: 6; ST/F 5; SA: Only affected by fire. Corrodes metal, destroys wood, does 3-18 damage to exposed flesh.
69. **Living Statues, Rock** — (2-8) HP: 40,35,34,29,26,21; #AT: 2; AL: 6; AC: 4; ST/F 5; SA: Magma for 2-12 damage.
70. **Hydra of 9 Heads** — (1-2) HP: 72; #AT: 9; AL: 3; AC: 5; ST/F 9; SA: None.
71. **Vampires** — (1-3) HP: 52,42,30; #AT: 1; AL: 3; AC: 2; ST/F 8; SA: Hit drains 2 levels, magical powers.
72. **Red Dragons** — (1-2) HP: 40,40; #AT: 3; AL: 2; AC: 0; ST/F 10; SA: Breath weapon, spells, bite.
73. **Basilisks** — (1-3) HP: 42,30,29; #AT: 1; AL: 4; AC: 4; ST/F 4; SA: Petrification.



NINTH LEVEL

74. **Boring Beetles** — (3-12) HP: 3 × 28, 3 × 20, 3 × 30, 3 × 26; #AT: 1; AL: 5; AC: 3; ST/F 4-6; SA: None
75. **Manticores** — (2-5) HP: 40, 36, 34, 30, 30; #AT: 3; AL: 5; AC: 4; ST/F 4-6; SA: Hurl 6 spikes a turn.
76. **Frost Giants** — (2-5) HP: 57, 52, 51, 51, 40; #AT: 1; AL: 2; AC: 4; ST/F 10-12; SA: Impervious to cold.
77. **Sorcerers** — (2-5) HP: 28, 26, 22, 22, 21; #AT: 1; AL: 8; AC: 9; ST/MU 6-10; SA: Spells, 45% that each will have a magic item usable by magic user.
78. **Hell Hounds** — (2-5) HP: 38, 32, 30, 28, 28; #AT: 1; AL: 4; AC: 4; ST/F 7-9; SA: Breath weapon (7 dice).
79. **Trolls** — (4-16) HP: 4 × 20, 4 × 25, 4 × 42, 4 × 35; #AT: 3; AL: 5; AC: 4; ST/F 4-6; SA: Will regenerate 3 HP/turn starting 3rd turn after being hit.
80. **Copper Dragons** — (1-2) HP: 54, 36 lge. old, lge. young adult; #AT: 3; AL: 2; AC: 1; ST/F 7-9; SA: Breath weapon, spells.
81. **Giant Scorpions** — (3-12) HP: 3 × 32, 3 × 30, 3 × 24, 3 × 20; #AT: 3; AL: 5; AC: 3; ST/F 4-6; SA: Sting causes save vs. poison and 1-4 pts. damage.
82. **Lammasu** — (2-8) HP: 42, 38, 32, 32, 30, 28, 27, 26; #AT: 2; AL: 5; AC: 6; ST/F 4-6; SA: Spells and magical abilities.
83. **Succubus** — (1) HP: 40; #AT: 2; AL: 5; AC: 9; ST/F 10-12; SA: Magical abilities.
84. **Remorhaz** — (1-2) HP: 53, 48; #AT: 1; AL: 2; AC: 4/2/0; ST/F 10-12; SA: Any non-magical weapon which strikes will be destroyed, breath weapon.
85. **Brass Dragons** — (1-2) HP: 48, 40 sm. ancient, lg. adult; #AT: 3; AL: 4; AC: 2; ST/F 7-9; SA: Breath weapon, spells.
86. **Vampires** — (1-3) HP: 48, 44, 36; #AT: 1; AL: 2; AC: 2; ST/F 7-9; SA: Hit drains 2 levels, magical abilities.
87. **Type I Demon** — (1) HP: 51; #AT: 5; AL: 4; AC: 0; ST/F 7-9; SA: Magical abilities.
88. **Fire Giants** — (2-5) HP: 65, 65, 64, 59, 54; #AT: 1; AL: 0; AC: 4; ST/F 10-12; SA: Impervious to fire.
89. **Cloud Giants** — (1-2) HP: 68, 52; #AT: 1; AL: 0; AC: 4; ST/F 10-12; SA: Keen sense of smell.
90. **Silver Dragons** — (1-2) HP: 50, 44, ave adult, lge. sub adult; #AT: 3; AL: 0; AC: -1; SA: Breath weapon, spells.
91. **Purple Worms** — (1-2) HP: 80, 57; #AT: 2; AL: 0; AC: 6; ST/F 13+; SA: May swallow up to two ogre size opponents, sting causes save vs. poison.
92. **Shedu** — (2-5) HP: 68, 47, 46, 40, 38; #AT: 2; AL: 2; AC: 4; ST/F 7-9; SA: Magical abilities.
93. **Werebears** — (2-12) HP: 2 × 30, 2 × 36, 2 × 38, 2 × 32, 2 × 28, 2 × 34; #AT: 3; AL: 5; AC: 2; ST/F 4-6; SA: Claw on 18 or better means hug (2-10 HP), only affected by silver or magic weapons.
94. **Red Dragons** — (1-2) HP: 63, 63, sm. very old; #AT: 3; AL: 0; AC: 2; ST/F 10-12; SA: Breath weapon, spells.
95. **Giant Slug** — (1) HP: 58; #AT: 1; AL: 0; AC: 1; ST/F 10-12; SA: Not affected by blunt weapons, spits acid.
96. **Gorgons** — (1-3) HP: 43, 40, 37; #AT: 1; AL: 4; AC: 2; ST/F 7-9; SA: Breath weapon causes save vs. petrification.
97. **Ropers** — (1-4) HP: 51, 48, 47, 45; #AT: 6; AL: 2; AC: 0; ST/F 10-12; SA: For each hit must save vs. poison, impervious to lightning, ½ or no damage from cold, -4 on save vs. fire, can't be charmed.
98. **Manticores** — (2-5) HP: 41, 38, 34, 38, 31; #AT: 3/6; AL: 5; AC: 4; ST/F 4-6; SA: Hurls spikes 6 a turn.
99. **Rust Monster** — (1) HP: 30; #AT: 1; AL: 5; AC: 2; ST/F 4-6; SA: Rusts all ferrous metals by touch.
100. **Basilisks** — (1-3) HP: 43, 38, 37; #AT: 1; AL: 5; AC: 4; ST/F 4-6; SA: Gaze or contact causes save vs. petrification.



## TREASURES

### LEVEL SEVEN

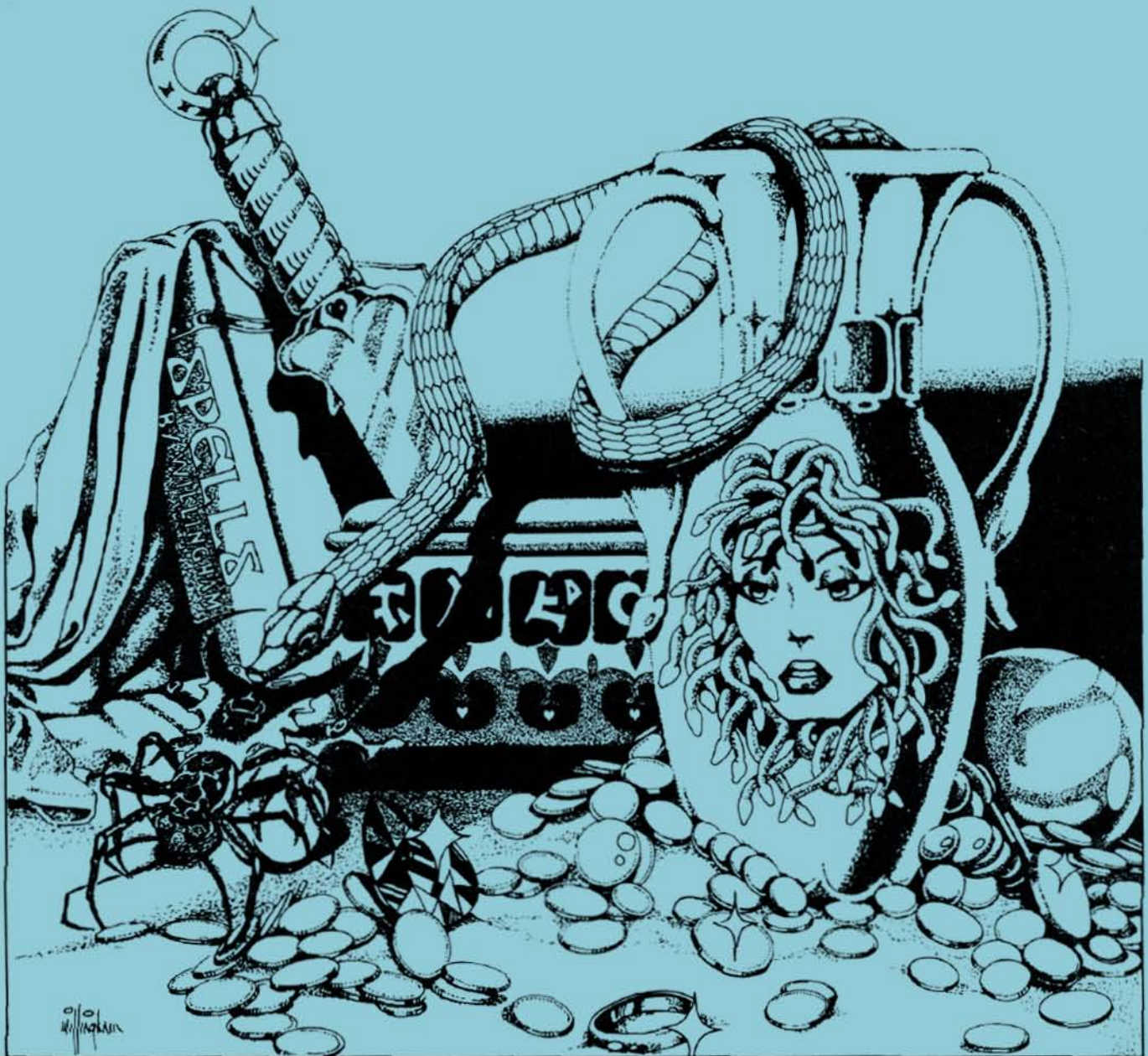
1. 4,600 EP
2. 600 PP
3. 4,100 EP, 6,200 SP, 7,400 CP
4. 4,100 EP
5. 4,500 EP
6. Scroll of Protection from Lycanthropes; Scroll of 3 Spells; 1 Potion of Delusion
7. 4,700 EP, 6,800 SP, 8,000 CP
8. 6,800 SP
9. 6,100 SP
10. Flaming Sword, N.S.A.
11. 4,200 EP, 6,400 SP, 8,000 CP
12. 4,800 EP, 6,200 SP, 7,400 CP
13. 4,500 EP
14. 4,600 EP, 6,200 SP, 7,100 CP
15. 7,000 SP
16. 2,300 GP
17. 450 PP
18. 600 PP
19. 17 - 100 GP Gems
20. 4,300 EP
21. 4,300 EP, 6,800 SP, 7,400 CP
22. 2,100 GP
23. 7 Jewelry - 4,500 GP Each
24. Shield +3; Ring of Invisibility
25. Crossbow of Speed; Shield +1; 2 Diminution Potions
26. 4,700 EP
27. Mace +2
28. Scroll of 3 Cleric Spells
29. 2,200 GP
30. 2,400 GP
31. 2,100 GP
32. 2 Potions of Giant Strength
33. Spear +2
34. 4,300 EP, 6,700 SP, 7,300 CP
35. 4,500 EP, 7,000 SP, 7,200 CP
36. 500 PP
37. 2,500 GP
38. 3 Potions: Plant Control, Undead Control, Flying
39. Snake Staff
40. 4,400 EP, 6,100 SP, 8,000 CP
41. Scroll of Protection from Undead
42. 2,100 GP
43. 4,500 EP
44. 6,400 SP
45. 15 - 100 GP Gems
46. 550 PP
47. 600 PP
48. Scroll of 2 Spells
49. 5 Jewelry - 4,000 GP Each
50. 450 PP
51. 4,400 EP
52. 4,100 EP, 6,300 SP, 7,500 CP
53. 6,100 SP
54. 4,800 EP
55. 6,900 SP
56. 600 PP
57. Sword +1, N.S.A.
58. 1 Poison Potion; 1 Growth Potion
59. 4,500 EP, 6,900 SP, 7,800 CP
60. Metal Detection Wand
61. 2,600 GP
62. 6,300 SP
63. 2,400 GP
64. 2 Potions of Heroism
65. 5 Jewelry - 4,000 GP each
66. 2 Jewelry - 4,000 GP, 6,000 GP
67. 550 PP
68. Scroll of Protection from Lycanthropes; Scroll of 1 Cleric Spell: *Speak with Dead*; Potion of Black Dragon Control
69. Scroll of Protection from Elementals
70. 15 - 500 GP Gems
71. 2,300 GP
72. 6 Jewelry - 4,500 GP each
73. 2,400 GP
74. 4,600 EP
75. 2,500 GP
76. 6,100 SP
77. Bag of Holding; Scroll of Protection from Elementals; 2 Growth Potions
78. 7,000 SP
79. 600 GP
80. 6,900 SP
81. 2,300 GP
82. 2,300 GP
83. 600 PP
84. 4,800 EP, 7,000 SP, 7,500 CP
85. Shield +1; 2 Scrolls of 2 Spells each; Polymorph Self Potion
86. 6,900 SP
87. Armor of Vulnerability; Scroll of 3 Spells; Potion of Extra-healing
88. Two-handed Sword +1, N.S.A.
89. 2,500 GP
90. 450 PP
91. 18 - 100 GP Gems
92. 19 - 500 GP Gems
93. 4,800 EP
94. 18 - 500 GP Gems
95. 2,400 GP
96. 6,200 SP
97. 6,100 SP
98. 4,600 SP
99. 500 PP
100. 2,200 GP

## LEVEL EIGHT

1. 3,400 GP
2. 7,500 SP
3. 18 - 500 GP Gems
4. 3,700 GP
5. 25 - 100 GP Gems
6. 550 PP
7. Sword +2, Green Dragon Slaying, N.S.A.; Levitation Potion; Scroll of Protection from Magic
8. 19 - 100 GP Gems
9. 6,200 EP
10. 650 PP
11. 6,000 EP
12. Wand of Cold with 20 Charges; Scroll of 1 Spell, *Teleport*; 2 Potions: Extra Healing, ESP
13. 7,600 SP
14. 3,500 GP, 5,600 EP, 7,300 SP, 8,700 CP
15. 21 - 500 GP Gems
16. 3,700 GP, 5,600 EP, 7,800 SP, 8,800 CP
17. 3,400 GP, 5,200 EP, 8,000 SP, 8,300 CP
18. 3,600 GP, 5,900 EP, 7,300 SP, 9,000 CP
19. 3,700 GP, 6,200 EP, 7,600 SP, 8,400 CP
20. 3,500 GP
21. 600 PP
22. 22 - 100 GP Gems
23. 7,400 SP
24. 7,100 SP
25. 7,800 SP
26. 3,100 GP, 5,200 EP, 7,800 SP, 9,000 CP
27. 7,300 SP
28. 3,300 GP
29. 3,700 GP
30. 3,600 GP
31. Amulet vs. Crystal Balls and ESP
32. 10 Arrows +1; Scroll of 1 Cleric Spell, *Raise Dead*
33. Rod of Cancellation; Sword -2, Cursed, N.S.A.; 2 Oil of Etherealness
34. Wand of Fear; Scroll of 2 Spells; Longevity Potion
35. 3,500 GP
36. 5,800 EP
37. 3,200 GP
38. 3,300 GP, 5,300 EP, 7,200 SP, 8,800 CP
39. 3,100 GP
40. 7,500 SP
41. 6,100 EP
42. 3,300 GP, 5,800 EP, 7,700 SP, 8,600 CP
43. 19 - 100 GP Gems
44. 5,600 EP
45. 3,500 GP
46. 23 - 100 GP Gems
47. 3 Jewelry - 2,000 GP Each
48. Locating Objects Sword +1, N.S.A.; Scroll of 7 Spells; Scroll of 3 Cleric Spells; Cursed Scroll
49. 21 - 100 GP Gems
50. 5,300 EP
51. 600 PP
52. Sword -2, Cursed, N.S.A.; Ring of Contrariness; Scroll of 1 Spell: Invisibility; Poison Potion
53. 26 - 100 GP Gems
54. Scroll of 1 Spell; Scroll of 7 Spells; 2 Potions: Levitation, Invulnerability
55. 5,100 EP
56. 7,600 SP
57. Sword +2, Neutral, N.S.A.
58. 3,400 GP, 5,400 EP, 7,700 SP, 8,200 CP
59. 600 PP
60. 3,500 GP
61. 2 Jewelry - 1,000, 2,000 GP
62. 600 PP
63. 8,000 SP
64. 7,900 SP
65. 7,500 SP
66. 650 PP
67. 3,100 GP, 5,900 EP, 8,000 SP, 8,800 CP
68. Crystal Ball
69. 6,200 EP
70. 6,900 EP
71. Sword +1, N.S.A.; Scroll of 3 Spells; 2 Potions of Plant Control
72. 14 - 500 GP Gems
73. 3,400 GP, 5,700 EP, 7,200 SP, 9,000 CP
74. 20 - 100 GP Gems
75. 3,800 GP
76. 8 Jewelry - 5,500 GP Each
77. 5,100 EP
78. 13 - 1,000 GP Gems
79. 3,400 GP
80. Scroll of 1 Spell, *Delayed Blast Fireball*
81. 3 Jewelry - 5,000 GP Each
82. Scroll of Protection from Magic; Scroll of 2 Cleric Spells; 2 Potions of Extra Healing
83. 5,900 EP
84. 3,400 GP, 5,200 EP, 8,000 SP, 8,500 CP
85. 3,800 GP, 5,400 EP, 7,400 SP, 8,200 CP
86. 6,100 EP

## LEVEL EIGHT

- 87. 6,000 EP
- 88. 3 Jewelry - 4,500 GP Each
- 89. 3,500 GP, 6,200 EP, 7,700 SP, 8,700 CP
- 90. 700 PP
- 91. 5,500 EP
- 92. 7,800 SP
- 93. 5,100 EP
- 94. 7,500 SP
- 95. 3,700 GP
- 96. 3,100 GP
- 97. 5 Jewelry - 5,000 GP each
- 98. 7,200 SP
- 99. 6 Jewelry - 6,000 GP Each
- 100. ESP Medallion, 3" Range; Wand of Fireballs, 20 Charges; Scroll of Protection from Undead; Potion of White Dragon Control



## LEVEL NINE

1. Helm of change Alignment
2. 6,500 EP
3. Ring of Spell Storing
4. 4,300 GP
5. 8,500 SP
6. 8 Jewelry - 5,000 GP Each
7. Shield +2; Scroll of 1 Spell; 2 Oil of Slipperiness; Crystal Ball
8. 8,400 SP
9. 750 PP
10. 4,600 GP
11. 16 - 1,000 GP Gems
12. 700 PP
13. 2 Oil of Etherealness
14. 4,100 GP
15. 700 PP, 4,300 GP, 6,700 EP, 8,800 SP, 9,300 CP
16. 6,800 EP
17. 25 - 500 GP Gems
18. 4,300 GP
19. Wand of Magic Detection; War Hammer +2; Scroll of 1 Cleric Spell; Elven Boots
20. 700 PP, 4,500 GP, 6,600 EP, 8,400 SP, 9,200 CP
21. 2 Scrolls of 1 Spell Each: *Curse, Power Word Stun*; Potion of ESP
22. 4,400 GP
23. 4,700 GP
24. 700 PP
25. 20 - 100 GP Gems
26. 800 PP, 4,300 GP, 6,300 EP, 8,900 SP, 9,800 CP
27. 7,100 EP
28. 4,600 GP
29. Scroll of 3 Spells
30. 6,800 EP
31. 6,200 EP
32. 4,800 GP
33. 4,500 GP
34. 6,600 EP
35. 22 - 1,000 GP Gems
36. 750 PP, 4,400 GP, 7,200 EP, 8,100 SP, 9,200 CP
37. 10 Jewelry - 4,500 GP Each
38. 650 PP, 4,800 GP, 6,300 EP, 8,500 SP, 9,300 CP
39. 21 - 500 GP Gems
40. Sword +2, Chaotic, N.S.A.; 2 Scrolls of Protection: from Elementals, Magic; 2 Potions of Flying
41. 4,200 GP
42. 6,300 EP
43. Sword +1, N.S.A.; 2 Scrolls of 1 Spell each; Silver Horn of Valhalla; Cloak of Protection +1
44. Scroll of 2 Cleric Spells
45. 2 Potions of Extra-healing
46. 8,300 SP
47. Scroll of 3 Spells
48. Ring of Protection +1; Scroll of 2 Cleric Spells; Cursed Scroll; 2 Potions of Gaseous Form; Bean Bag
49. 8,500 SP
50. 800 PP
51. 6,100 EP
52. 800 PP
53. 8,900 SP
54. Ring of X-Ray Vision
55. 8,700 SP
56. Plate Armor +1; Dagger +1; Scroll of Protection from Magic; Eyes of Charming
57. 650 PP
58. 7,000 EP
59. Sword +1/+2 vs. Lycanthropes, N.S.A.; Scroll of Protection from Lycanthropes; 2 Potions of Flying; 2 Javelins of Lightning
60. 25 - 500 GP Gems
61. 800 PP, 4,600 GP, 6,900 EP, 9,000 SP, 9,200 CP
62. 8,500 SP
63. Dagger +2; Scroll of Protection from Elementals; Scroll of 7 Spells; 2 Potions of Invisibility
64. 750 PP
65. 6,300 EP
66. 7,000 EP  
9,000 SP, 9,800 CP
70. 800 PP, 4,400 GP, 7,000 EP, 8,600 SP, 9,600 CP
71. 20 - 1,000 GP Gems
72. 4,700 GP
73. 750 PP, 4,600 GP, 6,700 EP, 8,800 SP, 9,700 CP
74. Mace +2
75. 8,100 SP
76. 6,400 EP



LEVEL NINE (Continued)

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| <p>77. 4,500 GP<br/>         78. + 1 Sword, C/E, 8 Int., 5 Ego;<br/>         + 1/+3 vs. Trolls Sword, Neut. 9<br/>         Int., 11 Ego; Scroll of Protection<br/>         from Undead; Potion of Animal<br/>         Control; Gauntlets of Swimming<br/>         and Climbing.<br/>         79. 4,200 GP<br/>         80. 8,800 SP<br/>         81. 7,200 EP<br/>         82. 7,100 EP<br/>         83. 21 — 500 GP Gems<br/>         84. 8,200 SP<br/>         85. 10 — + 2 Arrows<br/>         86. 700 PP<br/>         87. 23 — 1,000 GP Gems<br/>         88. 4,700 GP<br/>         89. 650 PP</p> | <p>90. 4,400 GP<br/>         91. + 1 Axe; Shield of Missile<br/>         Attraction -1; Scroll of 3 Cleric<br/>         Spells; 2 Speed Potions; Pipes of<br/>         the Sewers<br/>         92. 800 PP<br/>         93. 650 PP, 4,700 GP, 6,700 EP, 8,700<br/>         SP, 9,700 CP<br/>         94. 9 Jewelry: 7,000 GP each<br/>         95. 4,100 GP<br/>         96. + 2 Armor; Ring of Protection<br/>         + 2, 5'r; Scroll of 2 Cleric Spells;<br/>         2 Potions of Clairaudience; Boots<br/>         of Levitation; Tome of<br/>         Understanding<br/>         97. 9,000 SP<br/>         98. 4,300 GP<br/>         99. 750 PP<br/>         100. 8,900 SP</p> |
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