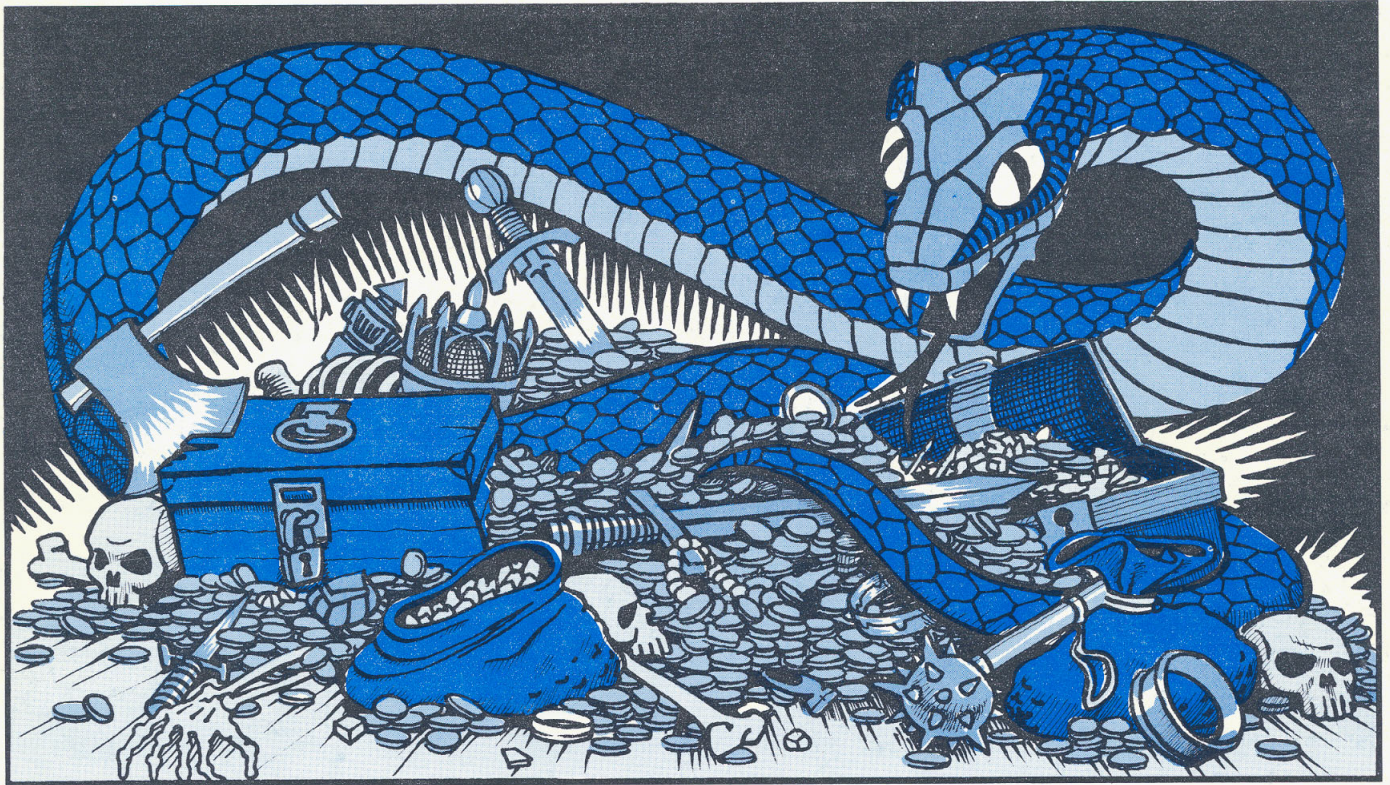


# DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME

## MONSTER & TREASURE ASSORTMENT

Sets One-Three: Levels One-Nine



Are you running out of ideas for ways to stock your dungeon full of treasure? Do you need a quick and easy way to fill your castle of 1,000 rooms with monsters? The Monster & Treasure Assortment has 900 monsters, 900 treasures, a host of treasure containers/protection devices/concealments, and complete instructions for using the assortment to fill in partially stocked or newly encountered dungeon levels.

Designing and stocking any number of dungeon levels becomes a snap when Monster and Treasure Assortment is used in conjunction with Dungeon Geomorphs. TSR's geomorphs allow an almost endless variety of rooms to be laid out in virtually no time at all.

*Just one more useful playing aid from the Game Wizards at TSR.*

*Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.  
Distributed to the toy and hobby trade by regional distributors.*

© 1977, 1978, 1980 TSR Games



TSR Games  
POB 756  
Lake Geneva, WI 53147

## 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 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



## FIRST LEVEL

1. **Berserkers** — (1-4) HP: 8,5,4,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attack vs. men, kobolds, goblins, orcs.
2. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
3. **Dwarves** — (2-5) HP: 8,8,8,5,4; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
4. **Gnomes** — (2-5) HP: 6,5,3,2,1; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 10% will have missile weapons; 15% will have magic weapons and/or armor.
5. **Giant Toads** — (1-2) HP: 12,8; #AT: 1; AL: 9; AC 6; ST/F 1; SA: None.
6. **Skeletons** — (1-6) HP: 4,4,3,3,2,1; #AT: 1; AL: 10; AC 8; ST/F 1; SA: Special.
7. **Orcs** — (2-5) HP: 8,7,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
8. **Stirges** — (2-5) HP: 4,3,3,3,3; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Drain blood (1-4 points/round) after successful attack.
9. **Bandits** — (2-5) HP: 6,4,3,3,2; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
10. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
11. **Footpads** — (1-4) HP: 7,6,5,4; #AT: 1; AL: 10; AC 7; ST/T 2; SA: Strike from behind, 5% chance for any one to have magic item.
12. **Gelatinous Cube** — (1) HP: 21; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
13. **Warriors** — (1-3) HP: 13,10,6; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
14. **Giant Rats** — (3-12) HP: 4,4,3,3,3,2,2,2,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: Disease.
15. **Warrior** — (1) HP: 16; #AT: 1; AL: 10; AC 2; ST/F 2; SA: 20% chance for magic sword and armor.
16. **Centipedes** — (1-6) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (+4 to die roll).
17. **Ghouls** — (1-2) HP: 14,6; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
18. **Orcs** — (2-5) HP: 8,6,5,4,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
19. **White Ape** — (1) HP: 18; #AT: 2; AL: 7; AC 6; ST/F 2; SA: None.
20. **Orcs** — (2-5) HP: 8,6,3,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
21. **Elves** — (1-6) HP: 9,8,6,6,5,4; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
22. **Dwarves** — (2-5) HP: 6,6,5,4,2; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
23. **Swordmaster** — (1) HP: 19; #AT: 1; AL: 10; AC 2; ST/F 3; SA: 25% chance for magic sword and armor.
24. **Elves** — (1-6) HP: 9,9,9,8,8,4; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
25. **Giant Weasel** — (1) HP: 13; #AT: 1; AL: 8; AC 6; ST/F 2; SA: On any hit scored by it there is a 50% chance that the creature will drain blood causing an additional 1-6 points of damage/round.
26. **Giant Rats** — (3-12) HP: 4,3,3,3,3,3,2,2,2,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: Disease.
27. **Seers** — (1-2) HP: 7,5; #AT: 1; AL: 10; AC 9; ST/M 2; SA: Spells, 2-L1, 10% chance for having some magic item other than sword or misc. weapon.
28. **Elves** — (1-6) HP: 6,6,5,4,4,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
29. **Priests** — (1-2) HP: 11,10; #AT: 1; AL: 10; AC 5; ST/C 3; SA: Spells, 2-L1, 10% chance for any magic item other than one with an edge or point.
30. **Robbers** — (1-2) HP: 11,10; #AT: 1; AL: 10; AC 7; ST/T 3; SA: Strike from behind, 15% chance for any one to have magic item.
31. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
32. **Black Widow Spider** — (1) HP: 16; #AT: 1; AL: 8; AC 6; ST/F 2; SA: Poison and web.
33. **Skeletons** — (1-6) HP: 4,4,4,4,2,2; #AT: 1; AL: 10; AC 8; ST/F 1; SA: Special.
34. **Giant Rats** — (3-12) HP: 4,4,4,3,3,2,2,2,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: Disease.
35. **Zombies** — (1-4) HP: 15,11,9,7; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
36. **Kobolds** — (3-12) HP: 4,4,4,3,3,3,2,2,2,2,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 10% will have missile weapons.
37. **Footpads** — (1-4) HP: 6,5,4,3; #AT: 1; AL: 10; AC 7; ST/T 2; SA: Strike from behind, 5% chance for any one to have magic.
38. **Giant Rats** — (3-12) HP: 4,3,3,3,3,3,2,2,1,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: Disease.
39. **Gremlins** — (1-4) HP: 5,4,3,1; #AT: -; AL: -; AC 7; ST/M 1; SA: Cause annoyances, play tricks.
40. **Goblins** — (2-8) HP: 7,7,6,6,4,3,3,1; #AT: 1; AL: 10; AC 6; ST/NM; SA: 10% will have missile weapons.

41. **Goblins** — (2-8) HP: 6,5,3,3,3,2,1,1; #AT: 1; AL: 10; AC 6; ST/NM; SA: 10% will have missile weapons.
42. **Crab Spiders** — (1-3) HP: 11,9,7; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
43. **Dwarves** — (2-5) HP: 8,6,6,4,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
44. **Dwarves** — (2-5) HP: 8,6,6,4,1; #AT: 1; AL: 10; AC 4; SF/D 1; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
45. **Carrion Crawler** — (1) HP: 13; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
46. **Bugbears** — (1-2) HP: 19,19; #AT: 1; AL: 7; AC 5; ST/F 3; SA: Gain surprise on 1-3.
47. **Warriors** — (1-3) HP: 15,13,7; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
48. **Gelatinous Cube** — (1) HP: 22; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
49. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
50. **Elves** — (1-6) HP: 8,6,4,4,2,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.



TRAMP

51. **Conjurers** — (1-2) HP: 13,7; #AT: 1; AL: 10; AC 9; ST/M 3; SA: Spells, 2-L1, 1-L2, 15% chance of having some magic item other than a sword or misc. weapon.
52. **Carrion Crawler** — (1) HP: 14; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
53. **Berserkers** — (1-4) HP: 7,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
54. **Stirges** — (2-5) HP: 6,6,6,2,2; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Drain blood (1-4 points/round) after successful attack.
55. **Gnomes** — (2-8) HP: 6,5,4,2,2,2,2,1; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 10% will have missile weapons; 15% will have magic weapons and/or armor.
56. **Kobolds** — (3-12) HP: 4,4,4,4,3,3,3,2,2,2,2,2; #AT: 1; AL: 10; AC 7; ST/NM; SA: 10% will have missile weapons.
57. **Goblins** — (2-8) HP: 6,5,5,3,3,2,2,1; #AT: 1; AL: 10; AC 6; ST/NM; SA: 10% will have missile weapons.
58. **Skeletons** — (1-6) HP: 4,4,3,3,3,2; #AT: 1; AL: 10; AC 8; ST/F 1; SA: Special.
59. **Bandits** — (2-5) HP: 6,4,4,3,3; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have missile weapons, leader will have AC 4.
60. **Shriekers** — (1-3) HP: 15,14,10; #AT: 0; AL: -; AC 7; ST/F 1; SA: Shriek.
61. **Berserkers** — (1-4) HP: 8,8,8,6; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.

62. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but saving throw vs. poison must be made (add +4 to die roll).
63. **Adepts** — (1-4) HP: 7,5,5,4; #AT: 1; AL: 10; AC 5; ST/C 2; SA: Spells, 1-L1, 5% chance of having any magic item other than one with an edge or point.
64. **Crab Spiders** — (1-3) HP: 7,5,2; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
65. **Gnomes** — (2-8) HP: 6,5,5,3,3,3,2,1; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 10% will have missile weapons, 15% will have magic weapons and/or armor.
66. **Priests** — (1-2) HP: 14,11; #AT: 1; AL: 10; AC 5; ST/C 3; SA: Spells, 2-L1, 10% chance for any magic item other than one with an edge or point.
67. **Hero** — (1) HP: 17; #AT: 1; AL: 9; AC 2; ST/F 4; SA: 30% chance for magic sword and armor, 10% chance for magic misc. weapon.
68. **Ogre** — (1) HP: 21; #AT: 1; AL: 5; AC 6; ST/F 4; SA: None.
69. **Kobolds** — (3-12) HP: 4,4,3,3,2,2,2,2,1,1,1,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 10% will have missile weapons.
70. **Giant Lizards, Geckos** — (1-2) HP: 18,11; #AT: 1; AL: 7; AC 5; ST/F 2; SA: None.
71. **Orcs** — (2-5) HP: 5,5,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
72. **Giant Rats** — (3-12) HP: 4,3,2,2,2,2,2,1,1,1,1,1,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
73. **Zombies** — (1-4) HP: 16,13,8,6; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
74. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but saving throw vs. poison must be made (add +4 to die roll).
75. **Fire Beetles** — (1-8) HP: 9,8,7,7,6,5,5,3; #AT: 1; AL: 9; AC 4; ST/F 1; SA: None.
76. **Bandits** — (2-5) HP: 6,4,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 40% will have missile weapons, leader will have AC 4.
77. **Orcs** — (2-5) HP: 8,7,6,3,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
78. **Dwarves** — (2-5) HP: 8,7,6,3,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 10% will have missile weapons, 20% will have magic weapons and/or armor.
79. **Giant Toads** — (1-2) HP: 9,6; #AT: 1; AL: 8; AC 6; ST/F 1-3; SA: None.
80. **Crab Spiders** — (1-3) HP: 9,9,8; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
81. **Skeletons** — (1-6) HP: 4,4,3,3,2,2; #AT: 1; AL: 10; AC 8; ST/F 2; SA: Special.
82. **Black Widow Spider, Giant** — (1) HP: 24; #AT: 1; AL: 8; AC 6; ST/F 2; SA: Poison.
83. **Gnomes** — (2-8) HP: 6,6,5,4,4,3,2,1; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 10% will have missile weapons, 15% will have magic weapons and/or armor.
84. **Centipedes** — (2-8) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but saving throw vs. poison must be made (add +4 to die roll).
85. **Giant Rats** — (3-12) HP: 4,4,4,3,3,3,2,1,1,1,1,1,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
86. **Kobolds** — (2-8) HP: 4,4,4,3,2,2,2,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 10% will have missile weapons.
87. **Orcs** — (2-5) HP: 7,5,3,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
88. **Berserkers** — (1-4) HP: 6,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attack vs. men, kobolds, goblins, orcs.
89. **Warriors** — (1-3) HP: 10,10,5; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
90. **Stirges** — (2-5) HP: 8,6,6,1,1; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Drain blood (1-4 points/round) after successful attack.
91. **Elves** — (1-6) HP: 8,8,5,5,4,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ armed with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
92. **Evil Adepts** — (1-4) HP: 12,11,9,7; #AT: 1; AL: 10; AC 5; ST/C 2; SA: Spells, 1-L1, 5% chance for having any magic item other than one with an edge or point.
93. **Seers** — (1-2) HP: 5,4; #AT: 1; AL: 10; AC 9; ST/M 2; SA: Spells, 2-L1, 10% chance of having some magic item other than a sword or misc. weapon.
94. **Gremlins** — (1-4) HP: 6,5,5,1; #AT: -; AL: -; AC 7; ST/M 1; SA: Cause annoyances, play tricks.
95. **Goblins** — (2-8) HP: 7,7,5,2,2,2,2,1; #AT: 1; AL: 10; AC 6; ST/NM; SA: 10% will have missile weapons.
96. **Giant Rats** — (3-12) HP: 4,3,2,2,2,2,2,2,1,1,1,1,1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
97. **Zombies** — (1-4) HP: 13,12,10,10; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
98. **Berserkers** — (1-4) HP: 5,3,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins orcs.
99. **Orcs** — (2-5) HP: 6,6,4,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 10% will have missile weapons.
100. **Berserkers** — (1-4) HP: 6,5,4,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.

## SECOND LEVEL

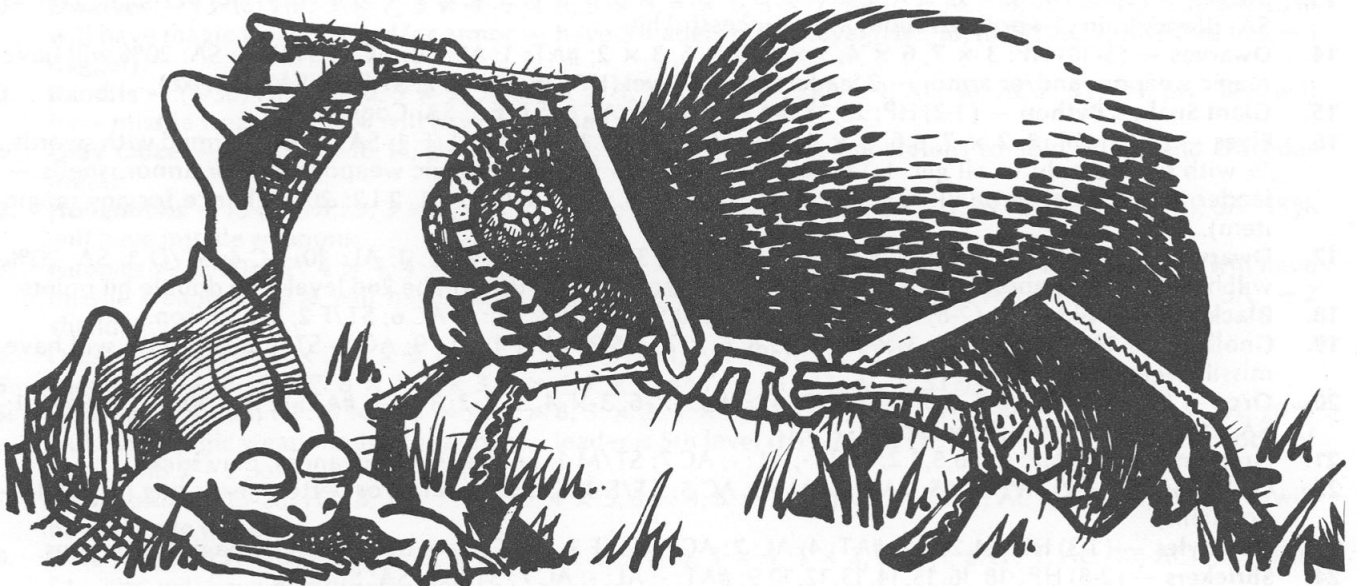
1. **Warlock** — (1) HP: 16; #AT: 1; AL: 9; AC 9; ST/M 6; SA: Spells, 2-L1, 2-L2, 2-L3, 30% chance for having some magic item other than a sword or misc. weapon.
2. **Wyvern** — (1) HP: 28; #AT: 2; AL: 4; AC 3; ST/F 7; SA: Tail hit means save vs. poison.
3. **Orcs** — (3-12) HP: 8,7,6,6,6,5,4,3,3,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
4. **Werebear** — (1) HP: 28; #AT: 3; AL: 5; AC 2; ST/F 6; SA: Paw hit score of 18 or better means hug (2-16 points additional damage).
5. **Elves** — (2-8) HP: 9,8,7,7,7,3,2,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 25% will have magic weapons and/or armor, spells.
6. **Gnomes** — (3-18) HP: 3 × 5, 3 × 3, 3 × 4, 3 × 6, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 15% will have missile weapons, 20% will have magic weapons and/or armor.
7. **Gnolls** — (2-5) HP: 14,9,6,6,4; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 10% will have missile weapons.
8. **Giant Shrew** — (1) HP: 7; #AT: 1; AL: 10; AC 6; ST/F 1; SA: None.
9. **Bandits** — (2-12) HP: 5,5,5,5,4,4,3,3,2,1,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
10. **Heroes** — (1-3) HP: 17,16,14; #AT: 1; AL: 9; AC 4; ST/F 4; SA: 10% chance for each for magic armor and/or weapons.
11. **Giant Rats** — (5-20) HP: 5 × 4, 5 × 3, 5 × 2, 5 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
12. **Stirges** — (3-18) HP: 2 × 5, 3 × 4, 2 × 2, 3 × 6, 2 × 1, 2 × 3, 2 × 7, 2 × 8; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Drain blood (1-4 points/round) after successful attack.
13. **Gremlins** — (2-5) HP: 8,6,5,3,3; #AT: -; AL: -; AC 7; ST/M 1; SA: Cause annoyances, play tricks.
14. **Owl Bear** — (1) HP: 29; #AT: 3; AL: 6; AC 5; ST/F 3; SA: Paw hit score of 18 or better means hug (2-16 points additional damage).
15. **Bandits** — (2-12) HP: 6,6,6,6,5,5,5,5,2,2,1,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
16. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage but save vs. poison must be made (add +4 to die roll).
17. **Conjurers** — (1-4) HP: 12,10,5,4; #AT: 1; AL: 10; AC 9; ST/M 3; SA: Spells, 3-L1, 1-L2, 15% chance for having some magic item other than a sword or misc. weapon.
18. **Warriors** — (2-5) HP: 15,13,12,10,10; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
19. **Crab Spiders** — (1-6) HP: 9,8,7,5,3,2; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
20. **Goblins** — (3-18) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/NM; SA: 20% will have missile weapons.
21. **Bandits** — (2-12) HP: 6,5,5,5,4,4,3,3,2,2,2,2; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
22. **Orcs** — (3-12) HP: 8,8,7,6,5,5,4,4,3,1,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
23. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
24. **Seers** — (2-5) HP: 7,6,5,3,2; #AT: 1; AL: 10; AC 9; ST/M 2; SA: Spells, 2-L1, 10% chance for having some magic item other than a sword or misc. weapon.
25. **Giant Toads** — (1-4) HP: 13,8,8,8; #AT: 1; AL: 8; AC 6; ST/F 1; SA: None.
26. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 10 × 3; #AT: 1; AL: 10; AC 7; ST/NM; SA: 20% will have missile weapons.
27. **Carriion Crawler** — (1) HP: 12; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
28. **Dwarves** — (2-12) HP: 8,7,6,6,6,6,5,5,4,3,2,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor.
29. **Zombies** — (2-8) HP: 8,7,6,6,5,4,4,3; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
30. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
31. **Orcs** — (3-12) HP: 8,8,7,7,6,6,6,4,4,4,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
32. **Gelatinous Cubes** — (1-2) HP: 27,23; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
33. **Hobgoblins** — (2-8) HP: 8,8,7,5,5,4,4,3; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 10% will have missile weapons.
34. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 7, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/NM; SA: 20% will have missile weapons.
35. **Bandits** — (2-12) HP: 6,6,5,4,4,3,3,2,2,1,1,1; #AT: 1; AL: 10; AC 6; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
36. **Orcs** — (3-12) HP: 7,6,6,5,4,4,4,3,3,2,2,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
37. **Dwarves** — (2-12) HP: 8,6,6,5,4,4,3,3,2,2,2,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.
38. **Robbers** — (1-4) HP: 12,12,8,3; #AT: 1; AL: 10; AC 7; ST/T 3; SA: Strike from behind, 10% chance for each to have magic item.
39. **Berserkers** — (2-8) HP: 6,6,5,4,4,4,3,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
40. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).

41. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 2, 2 × 7, 3 × 1, 3 × 5; #AT: 1; AL: 10; AC 6; ST/NM; SA: 20% will have missile weapons.
42. **Skeletons** — (2-12) HP: 4,4,3,3,3,2,2,2,1,1; #AT: 1; AL: 10; AC 8; ST/F 1; SA: Special.
43. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
44. **Warriors** — (1-3) HP: 13, 10, 8; #AT: 1; AL: 10; AC 2; ST/F 2; SA: 20% chance for magic sword and armor.
45. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 20% will have missile weapons.
46. **Bandits** — (2-12) HP: 6,5,5,5,4,3,3,3,2,2,1,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
47. **Carrion Crawler** — (1) HP: 15; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
48. **Footpads** — (2-5) HP: 8,7,4,4,2; #AT: 1; AL: 10; AC 7; ST/T 2; SA: Strike from behind, 10% chance for any one to have magic item.
49. **Wraith** — (1) HP: 23; #AT: 1; AL: 6; AC 3; ST/F 4; SA: Hit drains 1 energy level.
50. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (add +4 to die roll).
51. **Giant Lizards, Draco** — (1-4) HP: 22, 16, 13, 11; #AT: 1; AL: 6; AC 5; ST/F 3; SA: None.
52. **Zombies** — (2-8) HP: 16, 14, 13, 11, 9, 7, 6, 4; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
53. **Orcs** — (3-12) HP: 8,7,6,6,6,5,5,5,4,3,3; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
54. **Warriors** — (2-5) HP: 14, 11, 7, 4, 4; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
55. **Hobgoblins** — (2-8) HP: 7,7,6,6,5,5,3,2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 10% will have missile weapons.
56. **Hobgoblins** — (2-8) HP: 9,9,8,7,6,4,4,3; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 10% will have missile weapons.
57. **Crab Spiders** — (1-6) HP: 9,9,8,7,6,4; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
58. **Gelatinous Cubes** — (1-2) HP: 18, 15; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
59. **Tiger Beetle** — (1) HP: 25; #AT: 1; AL: 7; AC 3; ST/F 2; SA: None.
60. **Dwarves** — (2-12) HP: 8,8,7,7,5,5,4,4,3,3,2,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.
61. **Bandits** — (2-12) HP: 6,6,5,5,4,4,4,3,2,1,1,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapon, leader will have AC 4.
62. **Bandits** — (2-12) HP: 6,5,5,5,3,3,2,2,2,2,1,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
63. **Gelatinous Cubes** — (1-2) HP: 20, 16; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
64. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
65. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 20% will have missile weapons.
66. **Orcs** — (3-12) HP: 7,7,6,5,5,4,4,4,3,2,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
67. **Ghouls** — (1-4) HP: 10, 10, 9, 6; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
68. **Crab Spiders** — (1-6) HP: 9,9,4,4,4,4; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
69. **Berserkers** — (2-8) HP: 6,6,6,6,5,5,4,3; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
70. **Elves** — (2-8) HP: 9,8,7,5,3,3,3,3; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
71. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (+4 on die roll).





72. **Warriors** — (2-5) HP: 13,13,10,9,8; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
73. **Bugbears** — (1-3) HP: 25,19,12; #AT: 1; AL: 7; AC 5; ST/F 3; SA: Surprise 1-3.
74. **Orcs** — (3-12) HP: 8,8,5,5,5,4,4,4,3,2,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
75. **Rust Monster** — (1) HP: 22; #AT: 1; AL: 6; AC 2; ST/F 3; SA: Causes rust only.
76. **Owl Bear** — (1) HP: 19; #AT: 3; AL: 6; AC 5; ST/F 3; SA: Paw hit score of 18 or better means hug (2-16 additional points of damage).
77. **Goblins** — (4-16) HP: 3 × 3, 3 × 4, 2 × 2, 3 × 1, 2 × 6, 3 × 5; #AT: 1; AL: 10; AC 6; ST/NM; SA: 20% will have missile weapons.
78. **Zombies** — (2-8) HP: 15,11,11,7,6,6,6,4; #AT: 1; AL: 9; AC 8; ST/F 1; SA: Special.
79. **Footpads** — (2-5) HP: 7,5,5,4,3; #AT: 1; AL: 10; AC 7; ST/T 2; SA: Strike from behind, 5% chance for only one to have magic item.
80. **Bandits** — (2-12) HP: 6,6,4,4,3,3,3,2,2,2,2,1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 40% will have missile weapons, leader will have AC 4.
81. **Crab Spiders** — (1-4) HP: 12,11,7,6; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
82. **Robbers** — (1-4) HP: 9,7,7,5; #AT: 1; AL: 10; AC 7; ST/T 3; SA: Strike from behind, 10% chance for each to have magic item.
83. **Stirges** — (3-18) HP: 2 × 5, 3 × 4, 2 × 2, 3 × 6, 2 × 1, 2 × 3, 2 × 7, 2 × 8; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Drain blood (1-4 points/round) after successful attack.
84. **Dwarves** — (2-12) HP: 8,8,8,7,7,7,6,6,6,4,3,1; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have missile weapons, 20% will have magic weapons and/or armor.



85. **Orcs** — (3-12) HP: 8,7,7,6,6,5,4,3,3,3,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
86. **Crab Spiders** — (1-6) HP: 9,9,9,6,3,2; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
87. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
88. **Orcs** — (3-12) HP: 8,8,7,7,6,5,4,4,3,2,1,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
89. **Berserkers** — (2-8) HP: 6,6,6,5,4,4,2,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
90. **Berserkers** — (2-8) HP: 5,5,3,3,3,3,2,2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
91. **Kobolds** — (5-20) HP: 5 × 4, 5 × 2, 5 × 3, 5 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: 20% will have missile weapons.
92. **Centipedes** — (4-16) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage, but save vs. poison must be made (+4 on die roll).
93. **Orcs** — (3-12) HP: 7,6,5,5,5,5,4,3,3,2,1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
94. **Giant Rattlesnake** — (1) HP: 22; #AT: 1; AL: 8; AC 5; ST/F 2; SA: Poison.
95. **Elves** — (2-8) HP: 9,8,6,5,5,4,2,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 20% will have magic weapons and/or armor, spells.
96. **Giant Rats** — (5-20) HP: 5 × 3, 5 × 2, 5 × 1, 5 × 4; #AT: 1; AL: 10; AC 7; ST/NM; SA: None.
97. **Carrion Crawler** — (1) HP: 19; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
98. **Gelatinous Cubes** — (1-2) HP: 20,18; #AT: 1; AL: 7; AC 8; ST/F 2; SA: Paralyzation.
99. **Evil Priests** — (2-5) HP: 14,12,9,8,6; #AT: 1; AL: 10; AC 5; ST/C 3; SA: Spells, 2-L1, 20% chance for each to have any magic item other than edged or pointed.
100. **Hobgoblins** — (2-8) HP: 9,9,8,8,5,5,3,2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 10% will have missile weapons.

## THIRD LEVEL

1. **Berserkers** — (4-16) HP: 3 × 6, 3 × 3, 4 × 4, 3 × 5, 3 × 2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
2. **Enchanters** — (1-3) HP: 13,8,6; #AT: 1; AL: 10; AC 9; ST/M 5; SA: Spells, 2-L1, 2-L2, 1-L3, 25% chance for having some magic item other than a sword or misc. weapon.
3. **Gnolls** — (3-18) HP: 3 × 13, 3 × 12, 2 × 11, 3 × 10, 2 × 8, 7,6, 2 × 5, 4; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 15% will have missile weapons.
4. **Ghouls** — (3-12) HP: 16,13,12, 3 × 11, 2 × 10, 3 × 9, 3; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
5. **Giant Rats** — (5-30) HP: 7 × 3, 8 × 2, 7 × 4, 8 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
6. **Footpads** — (3-12) HP: 8, 2 × 7, 3 × 6, 2 × 5, 3 × 4, 3; #AT: 1; AL: 10; AC 7; ST/T 2; SA: Strike from behind, 5% chance for each one to have a magic item.
7. **Dwarves** — (3-18) HP: 6 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — leader is 5th level (HP: 24; AL: 8; AC 0; ST/D 5; SA: +1 war hammer).
8. **Giant Toads** — (2-8) HP: 14,11, 2 × 10, 8, 2 × 6, 5; #AT: 1; AL: 8; AC 6; ST/F 1; SA: None.
9. **Lamas** — (1-2) HP: 28,25; #AT: 1; AL: 8; AC 2; ST/C 8; SA: Spells, 2-L1, 2-L2, 2-L3, 1-L4, 40% chance for 1-3 (check for each) magic items other than ones with edges or points.
10. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
11. **Champions** — (1-2) HP: 29,26; #AT: 1; AL: 7; AC 2; ST/F 7; SA: 25% chance for magic armor, weapons, and/or a potion.
12. **Ogres** — (1-4) HP: 21,18,14,14; #AT: 1; AL: 6; AC 6; ST/F 4; SA: None.
13. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 8; AC: 7; ST/F 2; SA: Blood drain (1-4 points/round) after successful hit.
14. **Dwarves** — (3-18) HP: 3 × 7, 6 × 4, 3 × 8, 3 × 6, 3 × 2; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — 2 leaders are 3rd level (HP: 16,13; AC 2; ST/D 3; SA: +1 Axe).
15. **Giant Snakes, Python** — (1-2) HP: 28,18; #AT: 2; AL: 6; AC 6; ST/F 3; SA: Constriction.
16. **Elves** — (2-12) HP: 8, 2 × 7, 6,6, 5 × 4, 3,2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with swords, ½ with swords only — all get +1 on attack dice, 25% will have magic weapons and/or armor, spells — leader is magician/hero (HP: 23; AL: 8; AC 2; ST/E 4; SA: Spells, 2-L1, 2-L2; 20% chance for any magic item).
17. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — half of group (round up) will be 2nd level with double hit points.
18. **Black Widow Spiders** — (2-8) HP: 3 × 17, 15,11,10,9,5; #AT: 1; AL: 8; AC 6; ST/F 2; SA: Poison.
19. **Gnolls** — (3-18) HP: 3 × 13, 3 × 11, 10,9,8, 6 × 7, 6,5,2; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 15% will have missile weapons.
20. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
21. **Gremlins** — (1-6) HP: 8,6,6,5,3,2; #AT: -; AL: -; AC 7; ST/M 1; SA: Cause annoyances, play tricks.
22. **Owl Bears** — (1-2) HP: 25,15; #AT: 3; AL: 6; AC 5; ST/F 3; SA: Claw on 18 or better means hug (2-16 additional hit).
23. **Gargoyles** — (1-3) HP: 24,23,12; #AT: 4; AL: 7; AC 5; ST/F 3; SA: Cannot be hit by non-magical weapons.
24. **Shriekers** — (2-8) HP: 18,16,15,14,13,12,10,9; #AT: -; AL: -; AC 7; ST/F 1; SA: Shriek.
25. **Gnolls** — (3-18) HP: 15,13,12, 5 × 9, 5 × 8, 7,6,5,4,3; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 15% will have missile weapons.
26. **Evil Curates** — (2-5) HP: 24,19,18,16,15; #AT: 1; AL: 9; AC 2; ST/C 5; SA: Spells, 2-L1, 2-L2; 30% chance for each to have any magic item other than with edge or point.
27. **Carrion Crawlers** — (1-2) HP: 15,12; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
28. **Wererats** — (1-4) HP: 16,13,11,10; #AT: 1; AL: 8; AC 7; ST/F 3; SA: As lycanthrope, moves silently as level 7 thief, can call forth 10-100 giant rats; can only be hit by silver or magical weapons.
29. **Elves** — (2-12) HP: 9,8, 4 × 6, 3 × 4, 3, 2 × 2; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with sword, ½ with sword only, spells — leader is 3rd level with +2 spear, bow and 3 magic arrows (+1) (HP: 16; AC 2).
30. **Gnomes** — (5-20) HP: 4 × 4, 4 × 5, 4 × 3, 4 × 6, 4 × 2; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 25% will have missile weapons, 25% will have magic weapons and/or armor, leader is 4th level (HP: 17; AL: 8; AC 4; ST/D 4).
31. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
32. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 10% will have missile weapons.
33. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — leader is 4th level (HP: 19; AL: 9; AC 2; ST/D 4; SA: +2 mace).
34. **Ghouls** — (3-12) HP: 14,12, 2 × 11, 2 × 10, 2 × 9, 8,7,6,4; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
35. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Blood drain (1-4 points/round) after hit.
36. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.

37. **Troll** — (1) HP: 26; #AT: 3; AL: 4; AC 6; ST/F 7; SA: Will regenerate 3 HP/round beginning on the third round after being hit.
38. **Wights** — (1-2) HP: 17,9; #AT: 1; AL: 8; AC 5; ST/F 3; SA: Need silver or magic weapons to hit it; drain one level per successful hit.
39. **Carrion Crawlers** — (1-2) HP: 21,17; #AT: 8; AL: 7; AC 7; ST/F 2; SA: Paralyzation.
40. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage but must save vs. poison (+4 on die).
41. **Berserkers** — (4-16) HP: 3 × 6, 3 × 3, 3 × 4, 3 × 5, 4 × 2; #AT: 1; AL: 10; AC 7; ST/F 1; SA: +2 on attacks vs. men, kobolds, goblins, orcs.
42. **Werewolves** — (1-2) HP: 21,14; #AT: 1; AL: 7; AC 5; ST/F 4; SA: Can only be hit by silver and magical weapons.
43. **Skeletons** — (4-16) HP: 8 × 6, 4 × 5, 4 × 4; #AT: 1; AL: 10; AC 8; ST/F 1; SA: Special.
44. **Giant Weasels** — (1-2) HP: 18,10; #AT: 1; AL: 8; AC 6; ST/F 1; SA: Hit means weasel will drain blood at 2-12 points every round thereafter until killed.
45. **White Apes** — (1-2) HP: 23,19; #AT: 2; AL: 7; AC 6; ST/F 2; SA: None.
46. **Hobgoblins** — (5-20) HP: 3 × 9, 2 × 8, 5 × 6, 5, 3 × 4, 3 × 3, 3 × 2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 15% will have missile weapons.
47. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
48. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
49. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — have 3 leaders of 3rd level (HP: 15,13,12; AC 2; SA: One has +1 dagger).
50. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 2; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 10% will have missile weapons, 10% will have chainmail and shield.
51. **Gray Ooze** — (1-2) HP: 16,14; #AT: 1; AL: 8; AC 8; ST/F 2; SA: Impervious to cold or fire and corrodes metal.
52. **Hobgoblins** — (5-20) HP: 9, 3 × 8, 4 × 7, 3 × 6, 3 × 5, 3 × 3, 3 × 2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 15% will have missile weapons.
53. **Gnomes** — (5-20) HP: 4 × 4, 4 × 5, 4 × 3, 4 × 6, 4 × 2; #AT: 1; AL: 10; AC 5; ST/D 1; SA: 25% will have missile weapons, 25% will have magic weapons or armor. Leader is 2nd level (HP: 11; AC 3; SA: +2 shield).
54. **Orcs** — (4-24) HP: 6 × 2, 6 × 3, 6 × 4, 6 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: None.
55. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 11; AC 7; ST/NM; SA: Disease.
56. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — leader is 5th level (HP: 21; AL: 8; AC 0; ST/D 5; SA: Crossbow of speed and 5 +2 bolts).
57. **Hobgoblins** — (5-20) HP: 8, 2 × 7, 4 × 6, 4 × 5, 3 × 4, 5 × 3, 2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 15% will have missile weapons.
58. **Orcs** — (4-24) HP: 3 × 7, 3 × 5, 3 × 3, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
59. **Elves** — (2-12) HP: 2 × 9, 8, 3 × 7, 6, 2 × 5, 2 × 4, 3; #AT: 1; AL: 10; AC 5; ST/E 1; SA: ½ bow armed with sword, ½ sword only, spells — leader is hero/magician (HP: 23; AL: 9; AC 1; ST/E 4; SA: Spells, 2-L1, 2-L2, +1 shield).
60. **Ochre Jelly** — (1) HP: 18; #AT: 1; AL: 6; AC 8; ST/F 3; SA: Not affected by weapons or lightning, destroys wood.
61. **Conjurers** — (2-5) HP: 11,8,8,7,5; #AT: 1; AL: 10; AC 9; ST/M 3; SA: Spells, 2-L1, 1-L2; 15% chance for having some magic item other than a sword or misc. weapon.
62. **Ghouls** — (3-12) HP: 14, 2 × 13, 2 × 11, 3 × 9, 2 × 7, 6,3; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
63. **Beetles, Fire** — (2-7) HP: 10,7,5,5,4,3,2; #AT: 1; AL: 9; AC 4; ST/F 1; SA: None.
64. **Cutpurses** — (2-5) HP: 17,13,11,11,8; #AT: 1; AL: 9; AC 7; ST/T 5; SA: Triple damage from behind, 15% for each one to have magic item.
65. **Bandits** — (5-30) HP: 5 × 6, 5 × 2, 5 × 5, 5 × 3, 5 × 4, 5 × 1; #AT: 1; AL: 10; AC 7; ST/T 1; SA: 15% will have missile weapons, 20% will be AC 5.
66. **Dwarves** — (3-18) HP: 3 × 7, 3 × 4, 3 × 8, 3 × 3, 3 × 6, 3 × 7; #AT: 1; AL: 10; AC 4; ST/D 1; SA: 20% will have magic weapons and/or armor — half of group, round up, will be 2nd level with double HP shown.
67. **Doppelgangers** — (2-3) HP: 24,18,17; #AT: 1; AL: 7; AC 5; ST/D 8; SA: Able to assume the shape of any creature it sees.
68. **Swordmasters** — (2-3) HP: 21,15,11; #AT: 1; AL: 10; AC 4; ST/F 3; SA: 5% chance for each to have magic armor and/or weapons.
69. **Werewolves** — (1-2) HP: 28,16; #AT: 1; AL: 7; AC 5; ST/F 4; SA: Can only be hit by silver and magical weapons.



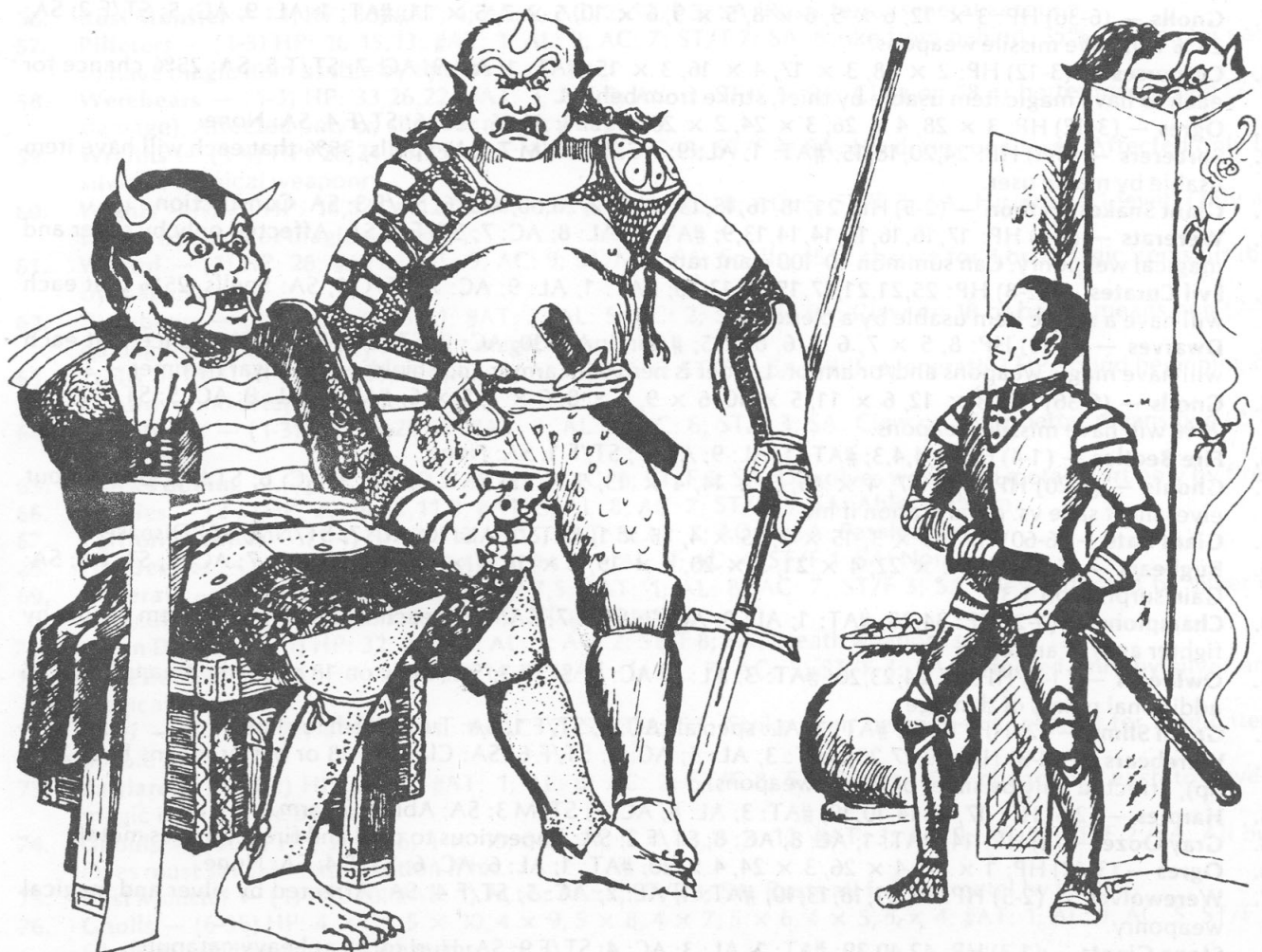
70. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
71. **Black Widow Spiders** — (2-8) HP: 17, 12, 2 × 11, 10, 9, 5, 4; #AT: 8; AC 6; ST/F 2; SA: Poison and web.
72. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage but save vs. poison (+ 4 on die).
73. **Crab Spiders** — (3-18) HP: 4 × 8, 5 × 7, 6, 5 × 4, 3, 2 × 2; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
74. **Beetles, Tiger** — (1-2) HP: 15, 13; #AT: 1; AL: 7; AC 3; ST/F 2; SA: None.
75. **Giant Toads** — (2-8) HP: 13, 3 × 11, 10, 2 × 9, 7; #AT: 1; AL: 8; AC 6; ST/F 1; SA: None.
76. **Orcs** — (4-24) HP: 3 × 7, 3 × 3, 3 × 5, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
77. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage but save vs. poison must be made (+ 4 on die).
78. **Troll** — (1) HP: 34; #AT: 3; AL: 4; AC 6; ST/F 7; SA: Will regenerate 3 HP/round beginning at the 3rd round after being hit.
79. **Sharps** — (1-4) HP: 17, 17, 16, 13; #AT: 1; AL: 9; AC 7; ST/T 7; SA: Triple damage from behind, 20% for each one to have magic item.
80. **Ogres** — (1-3) HP: 25, 23, 15; #AT: 1; AL: 6; AC 6; ST/F 4; SA: None.
81. **Gnolls** — (3-18) HP: 3 × 15, 4 × 13, 12, 2 × 10, 9, 2 × 8, 7, 6, 5, 2 × 4; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 15% will have missile weapons.
82. **Crab Spiders** — (2-8) HP: 15, 2 × 13, 2 × 11, 9, 8, 6; #AT: 1; AL: 9; AC 7; ST/F 1; SA: Poison.
83. **Giant Rats** — (5-30) HP: 8 × 2, 7 × 3, 8 × 4, 7 × 1; #AT: 1; AL: 10; AC 7; ST/NM; SA: Disease.
84. **Ghouls** — (3-12) HP: 2 × 14, 11, 2 × 9, 8, 3 × 7, 5, 4, 2; #AT: 3; AL: 9; AC 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
85. **Hobgoblins** — (5-20) HP: 3 × 9, 4 × 7, 4 × 6, 2 × 5, 4 × 4, 2 × 3, 2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 15% will have missile weapons.
86. **Skeletons** — (4-24) HP: 3 × 2, 6 × 4, 6 × 3, 3 × 1, 3 × 2, 3 × 4; #AT: 1; AL: 10; AC 8; SA: Special.
87. **Warriors** — (3-12) HP: 16, 13, 2 × 11, 10, 9, 8, 7, 6, 2 × 3, 2; #AT: 1; AL: 10; AC 4; ST/F 2; SA: None.
88. **Stirges** — (5-20) HP: 2 × 8, 3 × 3, 2 × 6, 3 × 1, 2 × 4, 3 × 7, 2 × 2, 3 × 5; #AT: 1; AL: 8; AC 7; ST/F 2; SA: Blood drain (1-4 points/round) after hit.
89. **Beetle, Oil** — (1-4) HP: 12, 11, 8, 6; #AT: 1; AL: 9; AC 4; ST/F 1; SA: Oil.
90. **Ochre Jelly** — (1) HP: 21; #AT: 1; AL: 6; AC 8; ST/F 3; SA: Not affected by weapons or lightning, destroys wood.
91. **Wererats** — (1-4) HP: 19, 18, 17, 14; #AT: 1; AL: 8; AC 7; ST/F 3; SA: As lycanthrope, move silently as level 7 thief, call forth 10-100 giant rats, can only be hit by silver and magical weapons.
92. **Fire Beetles** — (1-2) HP: 4, 3; #AT: 1; AL: 9; AC 4; ST/F 1; SA: None.
93. **Wights** — (1-2) HP: 18, 15; #AT: 1; AL: 8; AC 5; ST/F 3; SA: Drain 1 level per hit; can only be hit by silver and magical weapons.
94. **Beetle, Oil** — (1-4) HP: 15, 10, 9, 5; #AT: 1; AL: 9; AC 4; ST/F 1; SA: Oil.
95. **Gnolls** — (3-18) HP: 12, 2 × 11, 2 × 10, 2 × 9, 2 × 8, 4 × 7, 2 × 6, 5, 3, 2; #AT: 1; AL: 9; AC 5; ST/F 2; SA: 15% will have missile weapons.
96. **Bugbears** — (2-8) HP: 22, 2 × 17, 16, 2 × 15, 11, 7; #AT: 1; AL: 7; AC 5; ST/F 3; SA: Gains surprise on 1-3.
97. **Giant Snakes, Python** — (1-2) HP: 30, 25; #AT: 2; AL: 6; AC 6; ST/F 3; SA: Constriction.
98. **Orcs** — (4-24) HP: 3 × 7, 3 × 3, 3 × 5, 3 × 8, 3 × 6, 3 × 4, 3 × 2, 3 × 1; #AT: 1; AL: 10; AC 7; ST/F 1; SA: 20% will have missile weapons.
99. **Centipedes** — (4-24) HP: 2 each; #AT: 1; AL: 10; AC 9; ST/NM; SA: Bite does no damage but save vs. poison (+ 4 on die).
100. **Hobgoblins** — (5-20) HP: 7 × 9, 4 × 8, 3 × 7, 5, 3 × 4, 2 × 2; #AT: 1; AL: 9; AC 6; ST/F 1; SA: 15% will have missile weapons.

## 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. **Lamias** — (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. **Ghoul** — (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.



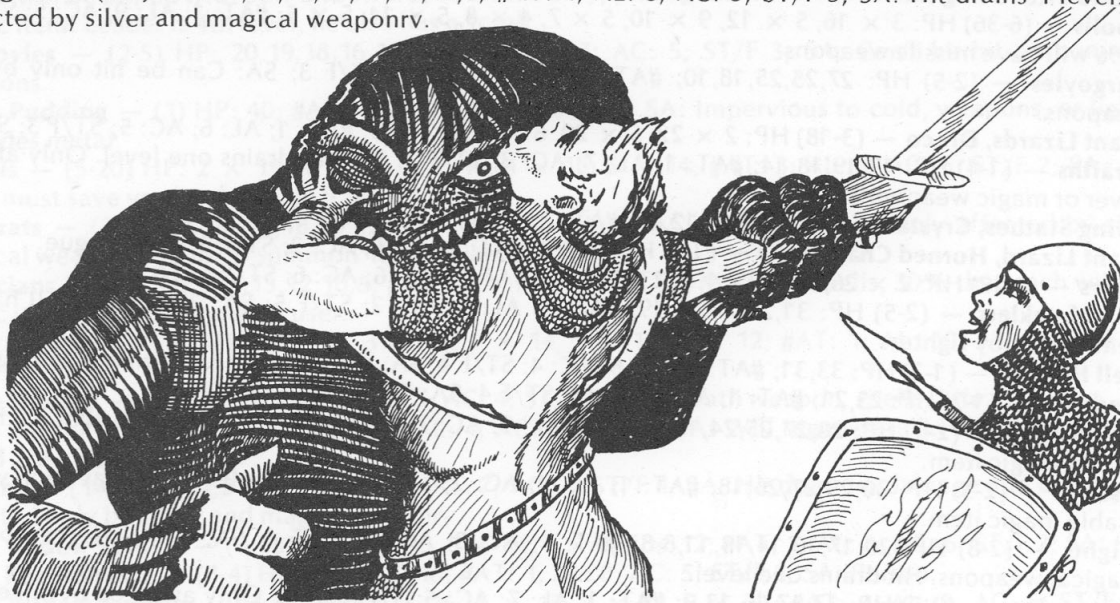
## LEVEL FIVE

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. **Ghoul**s — (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. **Ghoul**s — (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. **Carriion 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.

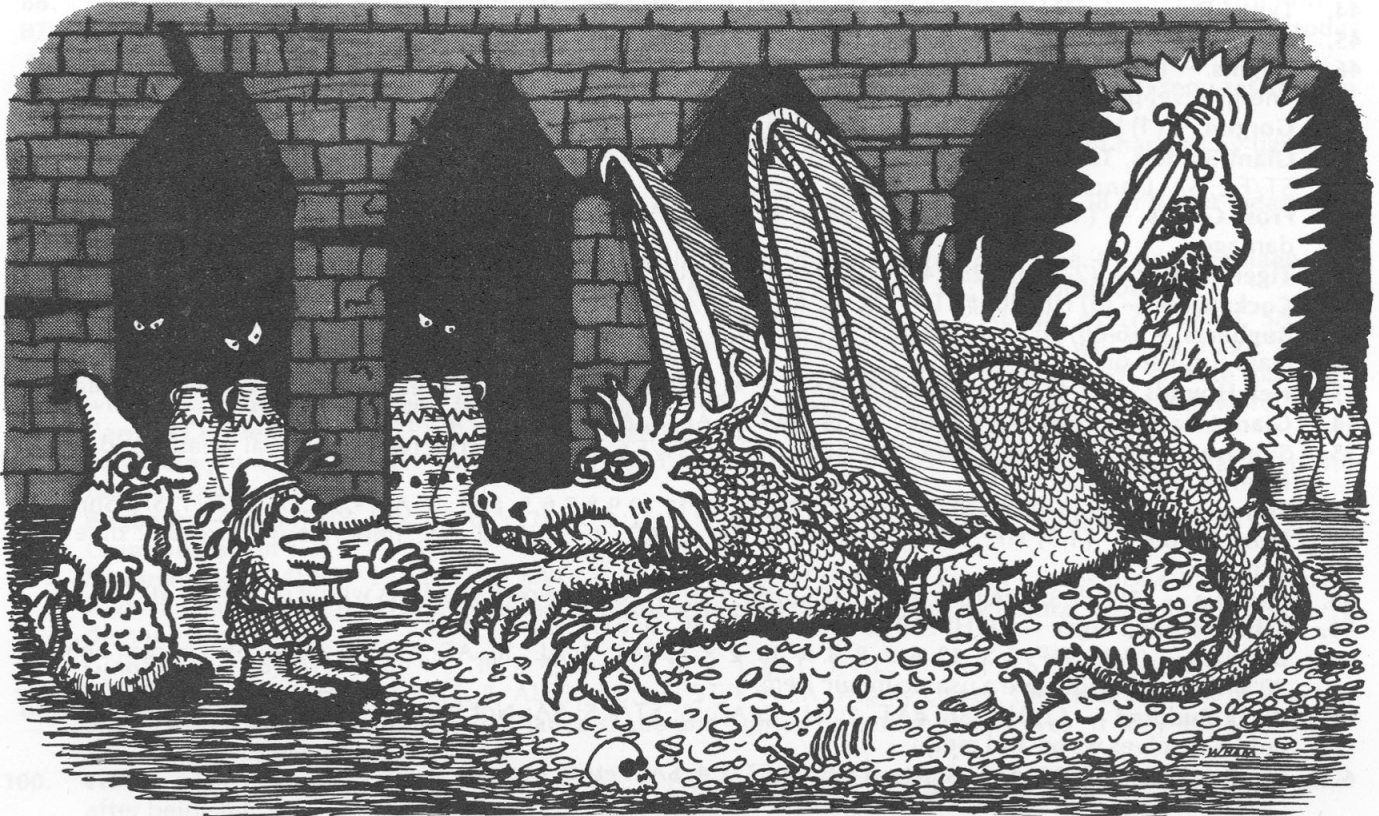
77. **Ghouls** — (5-20) HP: 2 × 15, 4 × 14, 5 × 13, 4 × 12, 5 × 11; #AT: 3; AL: 9; AC: 6; ST/F 2; SA: All but elves must save vs. paralyzation if hit.
78. **Cave Bears** — (1-3) HP: 28,21,16; #AT: 3; AL: 5; AC: 6; ST/F 3; SA: Claw on 18 or better means hug (2-16 hp).
79. **Trolls** — (1-4) HP: 35,31,30,21; #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: 18,17,16,15,15,13,9; #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.

## LEVEL SIX

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.



## SIXTH LEVEL

## SIXTH LEVEL

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. **Carriion 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.

## 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. **Lamasu** — (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: 24,23,22,19,16,15,14; #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.

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

## 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.



22. **Umber 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.

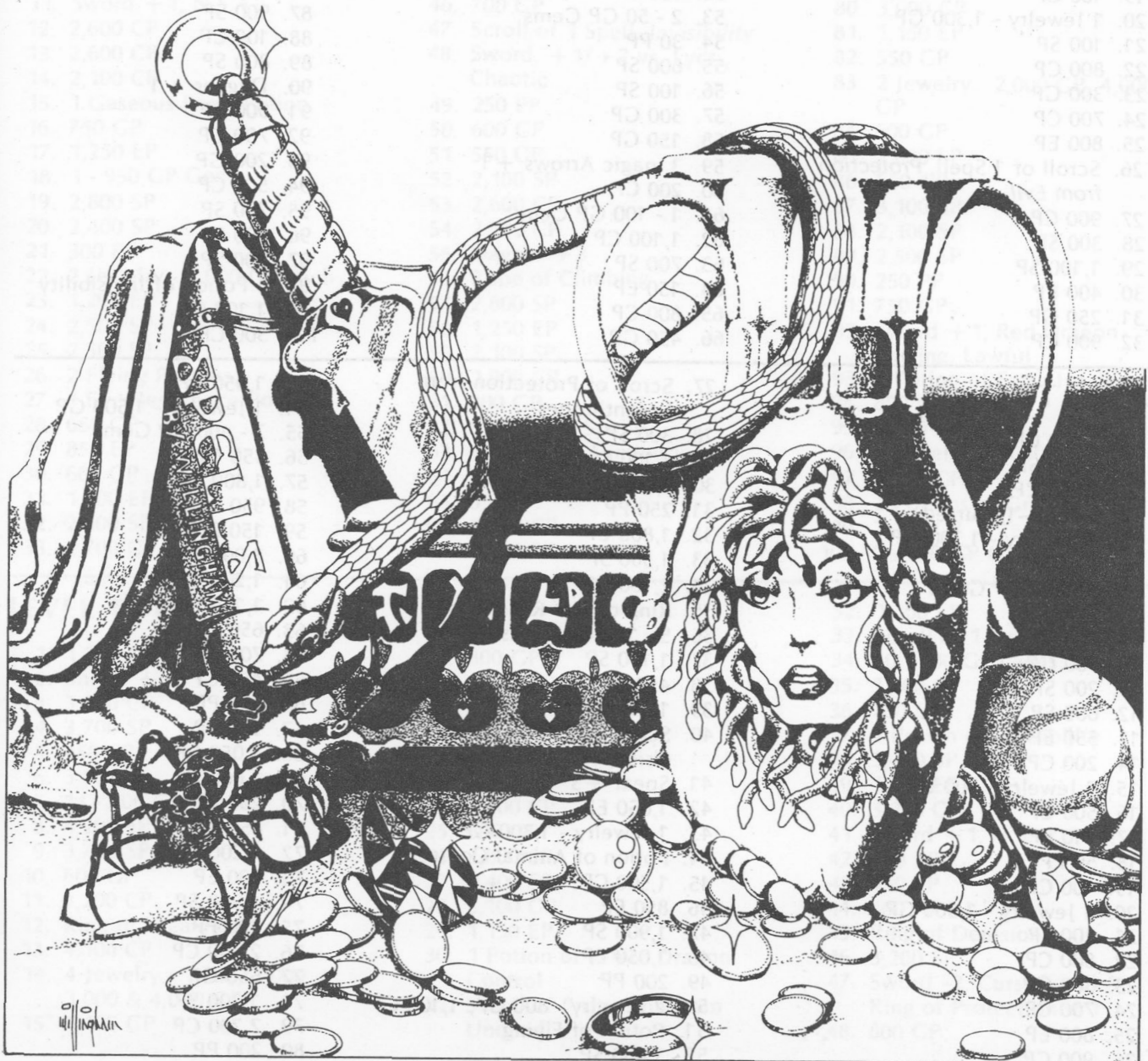
65. **Gargoyles** — (4-16) HP: 4 × 20, 4 × 16, 4 × 24, 4 × 22; #AT: 4; AL: 7; AC: 5; ST/F 3; SA: Can't be hit by non-magical weapons.
66. **Master Thief, 12th Level** — (1) HP: 33; #AT: 1; AL: 8; AC: 7; ST/T 12; SA: Backstab. 60% to have magic item usable by thieves.
67. **Displacer Beasts** — (2-5) 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 Dragons** — (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. **Lammasu** — (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.

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.
74. **Tiger Beetles** — (3-12) HP: 3 × 20, 3 × 17, 3 × 15, 3 × 12; #AT: 1; AL: 9; AC: 3; ST/F 2; SA: None.
75. **Manticores** — (2-5) HP: 40,36,34,30,30; #AT: 3; AL: 4; AC: 4; ST/F 4; SA: Hurls 6 spikes per round.
76. **Frost Giants** — (2-5) HP: 57,52,51,51,40; #AT: 1; AL: 2; AC: 4; ST/F 10; SA: Impervious to cold.
77. **Wizards** — (2-5) HP: 28,26,22,22,21; #AT: 1; AL: 9; AC: 9; ST/M 9; SA: Spells, 45% that each will have a magic item usable by magic-users.
78. **Hell Hounds** — (2-5) HP: 38,32,30,28,28; #AT: 1; AL: 6; AC: 4; ST/F 4; SA: Breath weapon for 7 dice of damage.
79. **Trolls** — (4-16) HP: 4 × 20, 4 × 25, 4 × 42, 4 × 35; #AT: 3; AL: 4; AC: 6; ST/F 7; SA: Will regenerate 3 HP per round, starting on the 3rd round after being hit.
80. **Rhagodessae** — (2-8) HP: 40,37,36,31,28,26,25,25; #AT: 2; AL: 6; AC: 5; ST/F 2; SA: None.
81. **Giant Scorpions** — (3-12) HP: 3 × 32, 3 × 30, 3 × 24, 3 × 20; #AT: 3; AL: 7; AC: 2; ST/F 4; SA: Sting causes 1-4 damage plus poison.
82. **Lammasu** — (2-8) HP: 42,38,32,32,30,28,27,26; #AT: 2; AL: 4; AC: 6; ST/F 6; SA: Spells, magical powers.
83. **Succubus** — (1) HP: 40; #AT: 2; AL: 5; AC: 9; ST/F 6; SA: Magical powers, shape change.

84. **Giant Lizards, Tuatara** — (1-6) HP: 47,43,38,31,27,25; #AT: 3; AL: 5; AC: 4; ST/F 4; SA: None.
85. **Green Dragons** — (1-2) HP: 48,40; #AT: 3; AL: 3; AC: 2; ST/F 8; SA: Breath weapon, spells, bite.
86. **Vampires** — (1-3) HP: 48,44,36; #AT: 1; AL: 3; AC: 2; ST/F 8; SA: Hit drains 2 levels, magical powers.
87. **Type I Demons** — (1-3) HP: 51,45,40; #AT: 5; AL: 3; AC: 0; ST/F 8; SA: Magical powers.
88. **Fire Giants** — (2-5) HP: 65,65,64,59,54; #AT: 1; AL: 1; AC: 4; ST/F 11; SA: Impervious to fire.
89. **Cloud Giants** — (1-2) HP: 68,52; #AT: 1; AL: 1; AC: 4; ST/F 12; SA: Keen sense of smell.
90. **Gold Dragons** — (1-2) HP: 55,44; #AT: 3; AL: 2; AC: -1; ST/F 11; SA: Breath weapon, spells, bite.
91. **Purple Worms** — (1-2) HP: 80,57; #AT: 2; AL: 1; AC: 6; ST/F 8; SA: Swallow opponents, poison sting.
92. **Shedu** — (2-5) HP: 68,47,46,40,38; #AT: 2; AL: 2; AC: 4; ST/F 9; SA: Magical powers.
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 6; SA: Claw on 18 or better means hug for 2-16 damage. Only affected by silver or magical weapons.
94. **Red Dragons** — (1-2) HP: 63,63; #AT: 3; AL: 2; AC: 0; ST/F 10; SA: Breath weapon, spells, bite.
95. **Giant Slug** — (1) HP: 58; #AT: 1; AL: 1; AC: 8; ST/F 6; SA: Not affected by blunt weapons, spits acid.
96. **Gorgons** — (1-3) HP: 43,40,37; #AT: 2; AL: 3; AC: 2; ST/F 8; SA: Breath weapon (petrification).
97. **Caeciliae** — (1-6) HP: 47,44,40,39,33,26; #AT: 1; AL: 5; AC: 6; ST/F 2; SA: Swallow opponents.
98. **Manticores** — (2-5) HP: 41,38,34,38,31; #AT: 3; AL: 4; AC: 4; ST/F 4; SA: Hurls spikes 6 per round.
99. **Rust Monsters** — (1-2) HP: 34,30; #AT: 1; AL: 6; AC: 2; ST/F 3; SA: Rusts ferrous metals by touch instead of damage.
100. **Basilisks** — (1-3) HP: 43,38,37; #AT: 1; AL: 4; AC: 4; ST/F 4; SA: Petrification.



## TREASURES

## LEVEL ONE

- |  |                          |  |
|--|--------------------------|--|
| 1. 250 GP  | 33. 350 EP               | 67. 300 GP                             |
| 2. 100 SP  | 34. 100 CP               | 68. 400 CP                             |
| 3. 1,000 CP  | 35. 200 CP               | 69. 80 PP                              |
| 4. 600 SP  | 36. 600 SP               | 70. 350 EP                             |
| 5. 1 Potion of Delusion                            | 37. 1 Jewelry - 1,400 GP | 71. 900 CP                             |
| 6. 500 CP  | 38. 70 PP                | 72. 400 GP                             |
| 7. 3 - 100 GP Gems                                 | 39. 300 EP               | 73. 700 EP                             |
| 8. 1,000 SP  | 40. 100 CP               | 74. 700 SP                             |
| 9. 700 SP  | 41. Leather Armor + 1    | 75. 350 EP                             |
| 10. 300 GP   | 42. 100 SP               | 76. Scroll of 1 Spell, <i>Fireball</i> |
| 11. 200 SP   | 43. 900 SP               | 77. 200 SP                             |
| 12. 600 SP   | 44. 100 SP               | 78. 1100 SP                            |
| 13. 550 EP   | 45. 800 CP               | 79. 90 PP                              |
| 14. 200 CP   | 46. 600 CP               | 80. 1,200 CP                           |
| 15. 1 Jewelry - 700 GP                             | 47. 300 GP               | 81. 500 SP                             |
| 16. 500 CP   | 48. 750 EP               | 82. 60 PP                              |
| 17. 110 PP   | 49. 1 Levitation Potion  | 83. 3 - 100 GP Gems                    |
| 18. 50 PP  | 50. 400 SP               | 84. 100 SP                             |
| 19. 100 CP   | 51. 1,000 CP             | 85. 500 EP                             |
| 20. 1 Jewelry - 1,300 GP                           | 52. 400 SP               | 86. 1,200 CP                           |
| 21. 100 SP   | 53. 2 - 50 GP Gems       | 87. 900 SP                             |
| 22. 800 CP   | 54. 30 PP                | 88. 100 CP                             |
| 23. 300 GP   | 55. 600 SP               | 89. 800 SP                             |
| 24. 700 CP   | 56. 100 SP               | 90. Dagger + 1                         |
| 25. 800 EP   | 57. 300 CP               | 91. 900 CP                             |
| 26. Scroll of 1 Spell, <i>Protection from Evil</i> | 58. 150 GP               | 92. 700 CP                             |
| 27. 900 CP   | 59. 3 magic Arrows + 1   | 93. 200 GP                             |
| 28. 300 SP   | 60. 200 CP               | 94. 500 CP                             |
| 29. 1,100 SP                                       | 61. 1 - 100 GP Gem       | 95. 700 SP                             |
| 30. 400 EP   | 62. 1,100 CP             | 96. 900 SP                             |
| 31. 250 GP   | 63. 700 SP               | 97. 700 SP                             |
| 32. 900 CP   | 64. 150 EP               | 98. 1 Potion of Invisibility           |
|  | 65. 800 CP               | 99. 1,100 CP                           |
|  | 66. 450 GP               | 100. 300 CP                            |

## LEVEL TWO

- |                          |  |                          |
|--------------------------|--|--------------------------|
| 1. 1,100 CP              | 27. Scroll of Protection from Lycanthropes                       | 53. 1,050 EP             |
| 2. 2,200 SP              | 28. 300 SP   | 54. 1 Jewelry - 1,500 GP |
| 3. 1,900 CP              | 29. 1,100 SP   | 55. 7 - 100 GP Gems      |
| 4. Sword -1, Cursed      | 30. 1,200 CP   | 56. 450 GP               |
| 5. 1 Jewelry - 1,300 GP  | 31. 250 PP   | 57. 1,800 SP             |
| 6. 500 CP                | 32. 1,800 CP   | 58. 950 EP               |
| 7. 3 - 100 GP Gems       | 33. 1,500 SP   | 59. 150 PP               |
| 8. 1,000 SP              | 34. 2,100 CP   | 60. 2,000 SP             |
| 9. 700 SP                | 35. Ring of Fire Resistance                                      | 61. 1,200 CP             |
| 10. 300 GP               | 36. 5 - 100 GP Gems  | 62. 1,150 EP             |
| 11. 200 SP               | 37. 1,100 SP   | 63. 650 GP               |
| 12. 600 SP               | 38. 450 GP   | 64. 700 GP               |
| 13. 550 EP               | 39. 1,800 SP   | 65. 450 GP               |
| 14. 200 CP               | 40. Scroll of 3 Spells, <i>Infra-vision, Fly, Polymorph Self</i> | 66. 150 PP               |
| 15. 1 Jewelry - 700 GP   | 41. Spear + 3  | 67. 950 EP               |
| 16. 500 CP               | 42. 1,050 EP   | 68. 1,050 EP             |
| 17. 110 PP               | 43. 1 Jewelry - 1,300 GP   | 69. 1,600 CP             |
| 18. 50 PP                | 44. Potion of Animal Control                                     | 70. 250 PP               |
| 19. 100 CP               | 45. 1,500 CP   | 71. 450 GP               |
| 20. 1 Jewelry - 1,300 GP | 46. 850 EP   | 72. 1,200 EP             |
| 21. 100 SP               | 47. 1,900 SP   | 73. 800 EP               |
| 22. 800 CP               | 48. 1,050 EP   | 74. 1,900 SP             |
| 23. 300 GP               | 49. 200 PP   | 75. 200 PP               |
| 24. 700 CP               | 50. 2 Jewelry - 800 GP, 1,100 GP                                 | 76. 2,100 CP             |
| 25. 800 EP               | 51. Potion of Flying   | 77. 650 GP               |
| 26. 900 CP               | 52. 1,400 SP   | 78. 1,300 SP             |
|                          |  | 79. 2,200 CP             |
|                          |  | 80. 200 PP               |

### LEVEL THREE

### LEVEL FOUR

81. Sword, +1/+3 vs. Trolls, Neutral
82. 1,100 CP
83. 450 GP
84. 1,500 CP
85. 150 PP
86. 1,200 SP
87. 500 GP

88. 1,100 SP
89. 200 SP
90. 8 - 50 GP Gems
91. 1,700 SP
92. 600 GP
93. 3 Jewelry - 600 GP, 1,300 GP, 1,400 GP
94. 150 PP

95. Scroll of Protection from Undead
96. 300 GP
97. 2,100 CP
98. 250 PP
99. 5 - 100 GP Gems
100. 1,500 SP

### LEVEL THREE

1. 850 EP
2. 300 PP
3. 1,050 EP
4. 900 GP
5. 1,150 EP
6. 400 PP
7. 2,600 SP
8. 900 GP
9. 3,200 CP
10. 3,100 CP
11. Sword +1, N.S.A.
12. 2,600 CP
13. 2,600 CP
14. 2,100 CP
15. 1 Gaseous Form Potion
16. 750 GP
17. 1,250 EP
18. 1 - 950 GP Gem
19. 2,800 SP
20. 2,400 SP
21. 300 PP
22. 2 Jewelry - 2,000 GP each
23. 1,200 EP
24. 2,500 SP
25. 2,500 SP
26. 2 Flying Potions
27. 1 Fire Resistance Potion
28. 650 GP
29. 850 EP
30. 600 GP
31. 1,300 EP
32. 2,600 SP
33. 2,700 CP

34. 1 Elven Cloak
35. 1,050 EP
36. 2,300 SP
37. 2,200 CP
38. 3,100 CP
39. 250 PP
40. 2,100 CP
41. 1,050 EP
42. 1,050 EP
43. Shield +1
44. 3,000 SP
45. 1,200 EP
46. 700 GP
47. Scroll of 1 Spell, *Invisibility*
48. Sword, +1/+2 vs. Lycs., Chaotic
49. 250 PP
50. 600 GP
51. 550 GP
52. 2,100 SP
53. 2,600 CP
54. 2,200 CP
55. Dagger +2
56. Rope of Climbing
57. 2,800 SP
58. 1,250 EP
59. 2,100 SP
60. 2,900 CP
61. 800 GP
62. Scroll of 3 Spells
63. 1 Potion of Diminution
64. 1,200 EP
65. 350 PP
66. 2,200 CP
67. 1,150 EP

68. 2,900 CP
69. 650 GP
70. 1,100 EP
71. 3,000 CP
72. 1,250 EP
73. 1 Potion of Healing
74. 2,500 CP
75. 650 GP
76. 1,050 EP
77. 1,150 EP
78. 1,250 EP
79. 300 PP
80. 3,000 CP
81. 1,150 EP
82. 550 GP
83. 2 Jewelry - 2,000 GP, 4,000 GP
84. 600 GP
85. 2,800 SP
86. 550 GP
87. 3,100 SP
88. 2,100 SP
89. 2,500 SP
90. 250 PP
91. 750 GP
92. Sword +1, Red Dragon Slaying, Lawful
93. 1 Potion of Extra Healing
94. 800 GP
95. 2,600 CP
96. 1 Jewelry - 1,000 GP
97. 2,300 CP
98. 2 Potions of Growth
99. 3,100 CP
100. 9 - 500 GP Gems

### 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

LEVEL FOUR

LEVEL FIVE

- 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

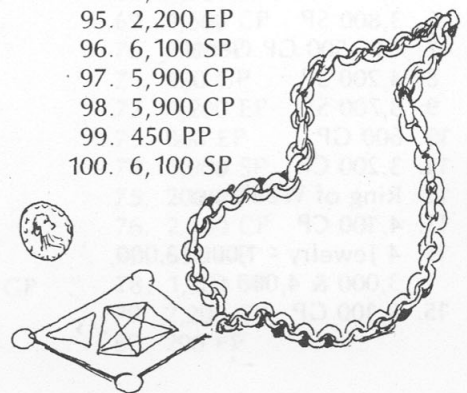
- 86. 3,200 SP
- 87. 3,300 CP
- 88. Shield +1, Invisibility Potion
- 89. 3,700 SP
- 90. 1,800 EP
- 91. 3,900 SP
- 92. 300 PP
- 93. 1,700 EP
- 94. 1 Potion of Diminution
- 95. 800 GP
- 96. 4,200 CP
- 97. Mace +1
- 98. 450 PP
- 99. 350 PP
- 100. 3,600 CP

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. Rope + 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

## 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

**LEVEL SEVEN**

- 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**

**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
- 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

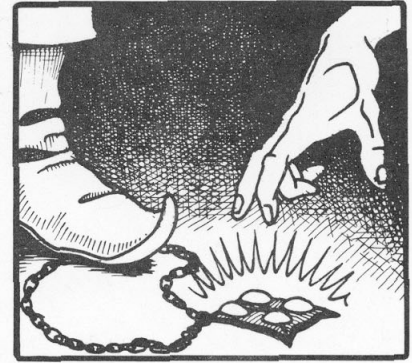
LEVEL NINE

- 98. 7,200 SP
- 99. 6 Jewelry - 6,000 GP Each
- 100. ESP Medallion, 3" Range;

Wand of Fireballs, 20 Charges; Scroll of Protection

LEVEL NINE

from Undead; Potion of White Dragon Control



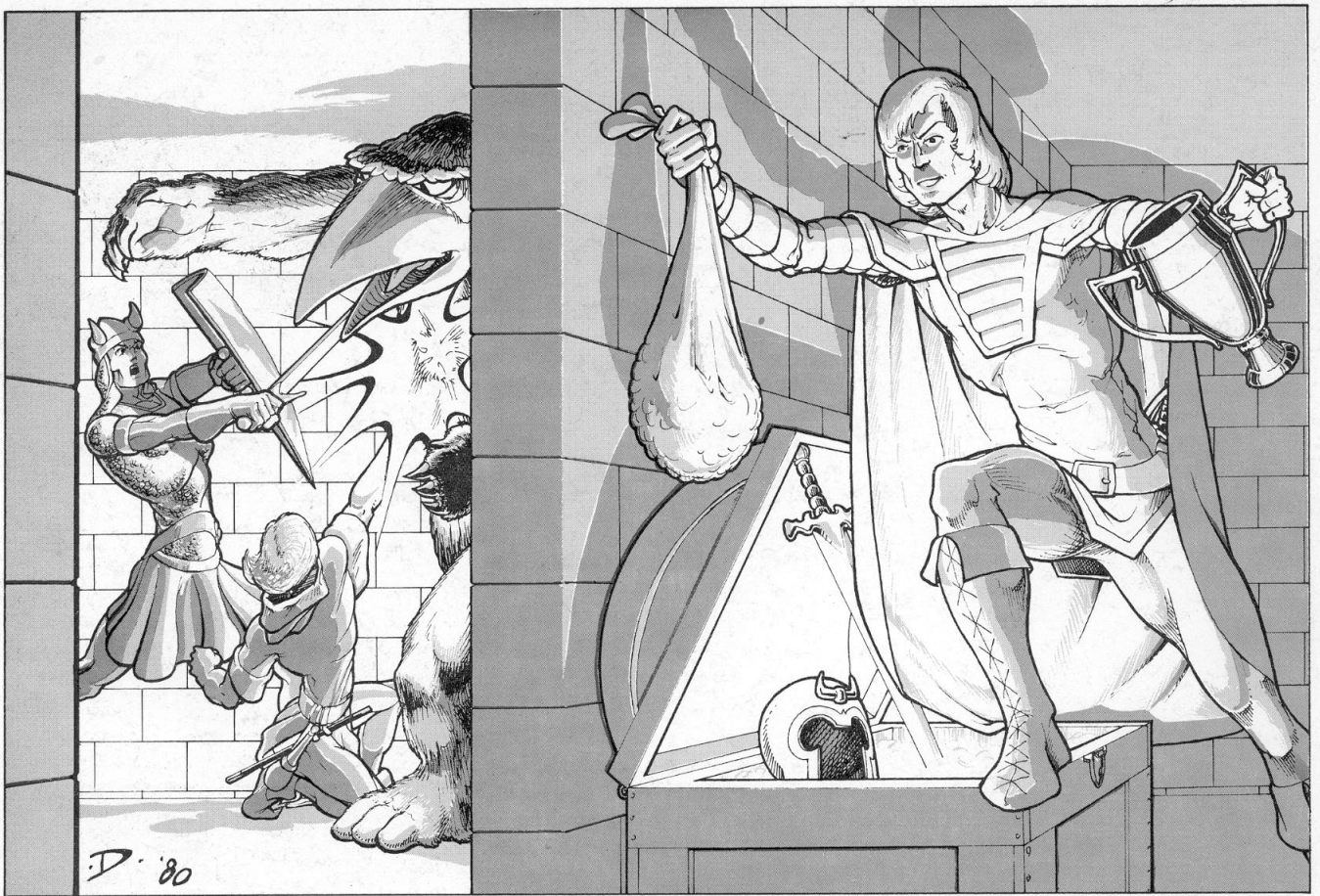
LEVEL NINE

- 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

- 67. 6,900 EP
- 68. 650 PP, 4,200 GP, 7,100 EP, 8,800 SP, 9,900 CP
- 69. 650 PP, 4,600 GP, 6,300 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
- 77. 4,500 GP
- 78. Sword +1, N.S.A.; Plate Mail Armor & Shield +1; Scroll of Protection from Undead
- 79. 4,200 GP
- 80. 8,800 SP
- 81. 7,200 EP
- 82. 7,100 EP
- 83. 21 - 500 GP Gems
- 84. 8,200 SP
- 85. 10 - Arrows +2
- 86. 700 PP
- 87. 23 - 1,000 GP Gems
- 88. 4,700 GP
- 89. 650 PP
- 90. 4,400 GP
- 91. Axe +1; Shield of Missile Attraction -1; Scroll of 3 Cleric Spells; Pipes of the Sewers
- 92. 900 PP
- 93. 650 PP, 4,700 GP, 6,700 EP, 8,700 SP, 9,700 CP
- 94. 9 Jewelry - 7,000 GP Each
- 95. 4,100 GP
- 96. Chainmail Armor +2; Ring of Protection +2; Scroll of 2 Cleric Spells; 2 Potions of Clairaudience; Boots of Levitation
- 97. 9,000 SP
- 98. 4,300 GP
- 99. 750 PP
- 100. 8,900 SP





This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for D&D currently available include:

Dungeon Module B1 (In Search of the Unknown)  
Dungeon Module B2 (The Keep on the Borderlands)

Dungeon Geomorphs, Set One to Three

Outdoor Geomorphs, Set One

Monster & Treasure Assortments, Set One to Three (Levels One through Nine)

TSR also publishes the ADVANCED DUNGEONS & DRAGONS™ family of games and playing aids:

Players Handbook (everything the AD&D player needs to know)

Dungeon Masters Guide (the essential reference work for DMs)

Monster Manual (over 350 monsters, profusely illustrated and fully explained)

Deities & Demigods™ Cyclopaedia (over a dozen mythologies listed in AD&D terms for fleshing out a campaign)

AD&D Dungeon Masters Screen (combat tables, saving throws, and many other reference tables)

Rogues Gallery (hundreds of pre-rolled characters for players and DMs)

The World of Greyhawk™ Fantasy World Setting (approved for use with AD&D)

AD&D Permanent Character Folder and Adventure Record Sheets

AD&D Player Character Record Sheets

AD&D Non-player Character Record Sheets

Dungeon Module G1 (Steading of the Hill Giant Chief)

Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)

Dungeon Module G3 (Hall of the Fire Giant King)

Dungeon Module D1 (Descent into the Depths of the Earth)

Dungeon Module D2 (Shrine of the Kuo-Toa)

Dungeon Module D3 (Vault of the Drow)

Dungeon Module Q1 (Queen of the Demonweb Pits)

Dungeon Module C1 (Hidden Shrine of Tamoachan)

Dungeon Module T1 (Village of Hommlet)

Dungeon Module S1 (Tomb of Horrors)

Dungeon Module S2 (White Plume Mountain)

Dungeon Module S3 (Expedition to the Barrier Peaks)

Other releases of additional items relating to D&D are planned for the future. TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules which are available from better hobby, game, and department stores worldwide. If you desire a complete catalog, write to: TSR Hobbies, POB 756, Lake Geneva, WI 53147.