

CLERICAL SPELLS

1st

1. Detect Alignment
2. Cure Lt. Wounds
3. Purify Food & H2O
4. Hold Animal
5. Detect Evil Intent
6. Protection Evil
7. Light
8. Read Magic
9. Faerie Fire
10. Whistle Up Wind
11. Warp Wood
12. Remove Sleep

2nd

1. Find Traps
2. Hold Person
3. Cause Lt. Wounds
4. Bless
5. Protection Sleep
6. Silence 15'r
7. Misdirection
8. Mist
9. Heat Metal
10. Speak/Animals
11. Speak/Plants
12. Locate Plant/
Animal

3rd

1. Detect Poison
2. Remove Curse
3. Cure Disease
4. Locate Object
5. Continual Light
6. Prayer
7. Speak With Dead
8. Protection/Charm
9. Water Breathing
10. Plant Growth
11. Pyrotechnics
12. Locate Water

4th

1. Remove Charm
2. Cause Disease
3. Neutralize Poison
4. Protect Evil 10'r
5. Sticks To Snakes
6. Limited Curse
7. Limited Service
8. Protect Fire/
Lightning
9. Create Food
10. ~~Control Temp.~~ *Control Temp. 10'r*
11. Summoning I
12. Hallucin. Forest

5th

1. Cause Serious Wounds
2. Dispell Magic 1-4
3. Raise Dead
4. Commune
5. Quest
6. Insect Plague
7. Create Water
8. Wall of Fire
9. Poison
10. Animate Rock
11. Animal Growth
12. Summoning II

6th

1. Animate Object
2. Find Path
3. Blade Barrier
4. Recall
5. Speak/Monsters
6. Part Water
7. Full Curse
8. Restoration
9. Control Weather
10. Lightning
11. Create Forest
12. Summoning III

7th

1. Earthquake
2. Finger of Death
3. Full Service
4. Raise Fully
5. Aerial Servant
6. Wind Walk
7. Holy Word
8. Waterfall
9. Metal/Wood
10. Animate Forest
11. Conjure Elemental
12. Summoning IV

8th

1. Astral Spell
2. Conjure Spirit
3. Killer Mist
4. Call Patron
5. Crusade
6. Disp. Magic 1-7
7. Permanent Spell
8. Summoning V
9. Speak/Any
10. Demon

Clerics fight in plate and shield. Due to their inexperience they begin as armor=4 moving up one armor class for every two levels until at level 5=armor 2. Clerics may use any weapon which does not take skill to use. If they use a skilled weapon they begin at -3 becoming +1 more proficient each level they use it until they use it normally.

9th

1. Killer Forest
2. Mass Raise Dead
to 5 levels
9. Exorcism
3. Mass Service
4. Temp. Hell (Maze)
Sanding
5. Summon God
6. Summon VII
7. Animate Anything
8. Animate Anything

10th

1. Jihad (100 levels)
2. Raise Dead Army (100 levels)
3. Perm. Hell Sanding
4. Shape-change
5. Walking Forest
6. Storm
7. Summ. VII
8. Dispell Magic, All levels
9. ~~Speak/Any~~ (100 levels)

11th

1. Summon VII
2. Immortal
3. Change Attr
107
4. Reverse Tim

SILVERHORN KANE +4,+4, 2/mr; 89 HTK; AC 3
Str-17 Lawful; 25th level fighter
Int-15 5'10", slim, black cape & wide-brimmed hat, leather. Near-fanatical Puritan,
Ins-17 Able to detect alignment. Fights w/rapier (1-8) and dagger (1-6). Magic
Dex-18(3) staff: hits for 1-6, acts like mace of disruption on undead, protects Kane
Con-16 from Evil & charm, cures serious wounds & disease on him. 2 single-shot
Cha-15 pistols, 1-10 damage. Basic 90% chance to hit-at short range 100%.
Luc-15

CONAN +5,+6, 2/mr; 101 HTK; AC 2
Str-18(00) Neutral; 25th level fighter/9th level thief
Int-15 Fights with sword. Open locks/pickpocket/move silently 75%
Ins-10 remove traps 70%
Dex-18(2) hide in shadows 65%
Con-18(2) Surprised on a 1 in 12
Cha-15
Luc-17

D'ARTAGNAN +5,+2, 2/mr; 101 HTK; AC 3
Str-17 Lawful; 25th level fighter
Int-13 Fights with sword. Leather armor. Always prone to go to the aid of those
Ins-13 he thinks are in distress (especially women). Will listen to reason from
Dex-18(00) Athos. 75% chance the other musketeers will appear with him.
Con-18(1)
Cha-17
Luc-18(1)

ATHOS +3,+2, 2/mr; 101 HTK; AC 3
Str-17 Lawful; 25th level fighter
Int-17 Fights with sword. Single-shot pistol, 1-10 damage. Basic 80% chance to hit.
Ins-10 Once a nobleman till disgraced by a woman, whereupon he in essence renounced
Dex-18(1) his position. Still suspicious of women. More-or-less the brains of the
Con-18(1) bunch. Older, rather world-weary, a drinker. Leather armor.
Cha-15
Luc-13

PORTHOS +3,+5; 97 HTK; AC 4
Str-18(4) Lawful; 20th level fighter
Int-10 Mail & shield. Fights with sword. Large, strong, over-dressed, not-too-
Ins-11 intelligent, Porthos will usually do whatever the others tell him to.
Dex-16 Vain.
Con-18(3)
Cha-13
Luc-14

ARAMIS +3,+1, 2/mr; 90 HTK; AC 3
Str-16 Lawful; 20th level fighter/2nd level cleric
Int-16 A dashing ladies' man who plans someday to join the Church Militant-sees
Ins-17 himself as a clerical type. Leather armor-fights with sword. Acts as a
Dex-18(3) counterpoint to Athos' cynicism. Smarter than he seems.
Con-17
Cha-17
Luc-15

ODYSSEUS +5,+6, 2/mr; 101 HTK; AC 2
Str-18(00) Neutral; 25th level fighter/16th level thief
Int-18(00) Short, muscular man in cloak, greaves, horsehair-plumed helmet, round shield.
Ins-15 Carries a bow only 00 strength can bend (arrows fired from it do +5 damage).
Dex-18(1) Fights w/sword. He will never fight if he can outtrick party by cunning.
Con-18(1) There is a 25% chance a Greek god will interfere when he meets dungeon party.
Cha-18(4)
Luc-18(4)

Str-18(3) Neutral; 25th level fighter
 Int-13 Dark-haired man dressed in Viking style. Beloved of the goddess Morgiana,
 Ins-18(000) There is a 99% chance she will appear if he is killed, resurrect him and
 Dex-18(1) return him to Avalon. She may also punish the party. Ogier has a
 Con-18(2) permanent protection at all times from the following spells: Sleep, Charm,
 Cha-17 Fire Ball, Lightning, Power Words Blind and Stun, and empathic spells.
 Luc-18(3)

1. Abdul Alhazred ABDUL ALHAZRED "The Mad Arab" 60 HTK; AC 4
2. Egil Skallagrimson Chaotic; 20th level magic-user
3. Elric & Moonglum Permanent: *Stone/Flesh In Grimoire:
4. Ioucounu, the Shield Death Spell Permanent Spell
- Laughing Magician Memorized: *Double-Haste Legend Lore
5. Maal Dweb *Specific Gate Teleport Protection/Charm, 10'r.
6. Ningauble of the *Gate Hold Monster Control Weather
 Seven Eyes *Monster Sum.VIII *Magic Jar Extension III7. Sheelba of the Polymorph Any Confusion Conjure Elemental
 Eyeless Face Dispell All Levels Ice Storm Animate Dead8. Shadowjack *Limited Wish Fear Hallucinatory Terrain
9. Thulsa Doom Reverse Gravity Phantasmal F. All 1st, 2nd & 3rd level spells
10. Xaltotun Invisible Stalker Lightning Bolt

EGILL SKALLAGRIMSON +4,+6; 113 HTK; AC -2

Neutral; 20th level fighter/magic-user
 Str-18(00) Egill at 7' could pass for a small giant. If insulted, there is a 90%
 Int-15 chance he will go into a berserk fighting rage (double-haste, 4/mr, with
 Ins-15 concomitant loss of hit pts.), with double damage. If he attacks by chance
 Dex-13 it is 75% that he will go berserk. He uses magic by carving runes at 1 mr/
 Con-18(00) spell level. There is only a 25% chance Egill will think clearly enough
 Cha-11 to try to carve runes while berserk. Spells: 1st: Sleep, Charm Person,
 Luc-16 Detect Magic; 2nd: Detect Invis., Invis., Wiz. Lock, Knock; 3rd: Fly,
 Hold Person, Water Breathing, Expl. Runes, Charm Monster; 4th: Wall Fire, Wall Ice,
 Confusion, Fear; 5th: Wall Stone, Wall Iron, Animate Dead, Pass-Wall; 6th: Geas,
 Death, Anti-Magic Shell, Control Weather; 7th: Mass Invis., Charm Plants; 8th:
 Mass Charm, Symbol; 9th: Shape Change, Maze

ELRIC +6 (pre-drain); 45 HTK (pre-drain), AC 2/4

Str-7 Chaotic; 10th level fighter/19th level magic-user
 Int-18(4) See Elric, Ring of Kings & Stormbringer in Gods, Demigods & Heroes.
 Ins-17 Memorized: Phase Door Fire Ball Contact Higher Plane
 Dex-17 *Monster Sum.VII Dispell All Levels Permanent: Animate Dead
 Con-7 *Power Word-Stun Invisibility Protection/Charm Determine Magical Propert
 Cha-16 *Control Weather Death Spell Shield Hallucinatory Terrain
 Luc-13 *Repulsion Double-Haste In Grimoire: Fear
*Hold Monster Conj.Elemental Symbol All 1st-3rd level spells
Gate Suggestion Permanent Spell
Teleport Confusion Invisible Stalker
Monster Sum VI Charm Monster Move Earth
Read Magic ESP Legend Lore

MOONGLUM +4,+2, 2/mr; 61 HTK; AC 2

Str-17 Neutral; 11th level fighter/7th level thief
 Int-11 See Moonglum in GODS, Demigods & Heroes.
 Ins-9
 Dex-18(3)
 Con-17
 Cha-15
 Luc-16

Permanent: Chaotic; 30th level magic-user
 Detect Magic Walking Hut: *Disintegrate(6) Stone/Flesh (6)
 Det.Mgcl.Prpts. 3 legs, can kick Charm Any (10) Reincarnation (6)
 Shield AC 0 for 2-20, vuln. Ice Enclos.(10) Control Weather (6)
 Protect/Charm only to fire. Monster Sum.VIII(10) Chasm (6)
 Masque Memorized: Wish (9) Teleport (5)
 ESP *Double Haste(5) Disp.Perm.Magic (9) Rock/Mud (5)
Magical Items: *Super Magic Jar(11) Magical Maze (9) Poison Gas (5)
 Ring of Invis.(10) *Meteor Swarm (9) Mass Charm (8) Paralysis (5)
 Ring of Sp.Turning(8) *Proj. Image (7) Polymorph Any (8) Feeblemind (5)
 Crystal Ball *Geas (6) Prismatic Wall(7) Hold 1-14 (5)

SHADOWJACK +4, 2/mr; 123 HTK; AC 2

Str-13//18(00) Neutral; 20th level fighter/16th level thief/25th level magic-user
 Int-18(3) M-U only in shadows. Tall, thin man usually dressed in dark colors. He will
 Ins-18(1) always try to stay in shadows (50% in dungeon w/torch) where he can use spells
 Dex-18(00) at haste and his strength increases to 18(00). +7,+6 when fighting in shadow.
 Con-18(000) Memorized: *Shape Change(9) *Mass Charm(8) Delayed Fire B.(7)
 Cha-17 *Double Haste(5) Haze (9) Plymorph Any(8) Proj.Image (6)
 Luc-18(1) *Power Word-Disint(10) *Time Stop (9) *P.W.-Blind(8) Teleport (5)
 Charm Any (10) Wish (9) Out-of-Phase(8) *Mantle of Stealth(4)
 Omnip.Sphere (10) Disp.Perm.Magic(9)*Reverse Grav.(7) Control Weather(6)

THULSA DOOM 70 HTK; AC 2

Permanent: Chaotic; 25th level magic-user
 Detect Magic Memorized: P.W.-Disint.(10) Geas (6)
 Shield AC 2 *Double Haste(5) Wish (9) Repulsion (6)
 Protect/Charm *Monster Sum.VIII(10) Enchntd.Slp.(9) Teleport (5)
 Masque *Protect/Spirits(8) Reverse Grav.(7) Conj.Elemental (5)
Magical Items: *Spirit Sum. (9) Limited Wish(7) Magic Jar (5)
 Rod of Beguil.(1) *Mass Charm (8) Proj. Image (7) Control Weather (6)
 Amulet vs. ESP *Mantle Stealth 10'(8) Maze (7) Paralysis (5)
 Emerald of Snake- *Invis.Stalker (6) Stone/Flesh (6) Feeblemind (5)
 Man Sum. (1-20) *Chasm Death (6) Prismatic Spray (7)

XALTOTUN 85 HTK; AC 0

Permanent: Chaotic; 30th level magic-user
 Detect Magic Xaltotun is forever searching for the Heart of Ahriman (which he needs
 Shield AC 0 to restore the past). He may demand to see all of a party's magical
 Protect/Charm equipment. Hates any followers of Asura.
 Mind Blank Memorized: Monster Sum.VIII(10) Stone/Flesh (6)
Magical Items: *Double Haste(5) Charm Any (10) Disintegrate (6)
 Ring Sp. Turning(9) *Reverse Time(11) Meteor Swarm (9) Control Weather (6)
 Ring of Regen. (2) *Disaster (10) Clone (8) Chasm (6)
 *Time Stop (9) Protect/Spirits(8) Paralysis (5)
 *Wish (9) Spirit Sum. (9) Teleport (5)
 *Limited Wish(7) Disp.Mgc.all lvs(7) Magic Jar (5)

CLERICAL SPELLS TO 30th LEVEL

CLERIC LEVEL ↓	SPELL LEVEL →	1	2	3	4	5	6	7	8	9	10	11
1	1											
2	2											
3	2	1										
4	3	2										
5	3	2	1									
6	4	3	2									
7	4	3	2	1								
8	5	4	3	2								
9	5	4	3	2	1							
10	6	5	4	3	2							
11	6	5	4	3	2	1						
12	7	6	5	4	3	2						
13	7	6	5	4	3	2	1					
14	8	7	6	5	4	3	2					
15	8	7	6	5	4	3	2	1				
16	9	8	7	6	5	4	3	1				
17	9	8	7	6	5	4	3	2				
18	10	9	8	7	6	5	4	2				
19	10	9	8	7	6	5	4	2	1			
20	11	10	9	8	7	6	5	3	1			
21	11	10	9	8	7	6	5	4	2			
22	12	11	10	9	8	7	6	4	2	1		
23	12	11	10	9	8	7	6	5	3	1		
24	13	12	11	10	9	8	7	5	3	2		
25	13	12	11	10	9	8	7	6	4	2		
26	14	13	12	11	10	9	8	7	5	2		
27	14	13	12	11	10	9	8	7	5	3	1	
28	15	14	13	12	11	10	9	8	6	4	1	
29	15	14	13	12	11	10	9	8	6	4	2	
30	16	15	14	13	12	11	10	9	7	4	2	

DUNGEON MONSTERS

<u>FIRST LEVEL</u>	Number	Armor	Hit Dice	Move	Treasure	% In Lair
1. Energy Fields	1	-----	-----	1/3	-----	-----
1-electric shock, 1-8				chance of		
2-magical shock, 1-8				wandering		
3-unconsciousness, 1-6 turns				at 9		
4-aging, 10-20 years						
5-golden glow						
6-fire or cold, 1-8						
7-berserk fury, 1-6 turns						
8-trapped within field, 1-6 turns						
2. Imps	10-40	9	1/2	18	E 1/1 (no magic)	30%
3. Typhoid Maries	1-8	9	1	9	-----	-----
4. Killer Bees	4-24	9	1	12	honey of healing	40%
5. Kobolds	5-40	7	1/2	6	1-6 gp ϵ ; Q 1/1	40%
6. Yellow Mold	----	9	1	---	-----	-----
7. Goblins	5-40	6	1-1	6	1-8 gp ϵ	40%
8. Doppelgangers	same as victim		1	same as v.	-----	-----
9. Gnomes	5-40	6	1	6	C 1/1	50%
10. Skeletons	3-30	7	1	12	-----	-----
11. Crimson Fungus	----	9	1	----	-----	-----
12. Orcs	6-36	6	1	9	S 1/1	35%
13. Stirges	3-30	8	1+1	3/18	D 1/1	60%
14. Brownies	4-16	7	1/2	12	O, P, Q	20%
15. Dwarves/ Elves	6-36 6-36	4 5	1 1+1	6 9	5M ϵ ; G, 20Q, R 1/1 N ϵ ; G, S, T 1/1	50% 10%
16. Manes (Sub-Demons)	4-16	7	1	3	-----	-----
17. Zombies	5-40	8	2	6	-----	-----
18. Giant Rats	3-36	7	1/2	12	C 1/1	10%
19. Sprites	10-100	6	1	9/18	C 1/1	10%
20. 1st Level Dungeon Party	var.	var.	var.	var.	R	-----

<u>SECOND LEVEL</u>	Number	Armor	Hit Dice	Move	Treasure	% In Lair
1. Tattletales	1-3	-3	2	40	-----	-----
2. Gremlins	10-40	9	1	12	C 1/1	30%
3. Vision of Panic	1	-----	-----	-----	-----	-----
4. Gnolls	6-36	5	2	9	L, M, D, 5Q ϵ ; S 1/1	20%
5. Shadow-Stalkers	4-24	9	2	6	-----	-----
6. Berserkers	5-30	6	2	9	10-60 gp ϵ	-----
7. Banshees	2-12	7	1	12	C 1/1	60%
8. Green Slime	----	9	2	----	-----	-----
9. Bugbears	3-36	5	3+1	9	J, K, L, M ϵ ; B 1/1	25%
10. Gray Ooze	1-3	8	3+3	1	-----	-----
11. Hobgoblins	6-36	5	1+1	9	J, M ϵ ; 5Q, D 1/1	25%
12. Kzinti	4-24	9	2	12	weapons only	20%
13. Ochre Jelly	1-3	8	6	3	-----	-----
14. Birds of Doom	(2)	9	?	?	?	-----
15. Gelatinous Cube	1	8	4	6	metal in body	-----
16. Giant Lizards	2-12	5	3+1	15	-----	-----
17. Axe Beaks	1-6	6	3	18	-----	-----
18. Toads						
1-4; Giant Toads	1-12	6	2+4	6	-----	-----
5, 6; Giant Poisonous Toads	1-8	7	2	6	-----	-----
19. Troglodytes	3-24	5	2	12	A 1/1	15%
20. 2nd Level Dungeon Party	var.	var.	var.	var.	R, S	-----

MONSTER/LEVEL MATRIX

	1.	2.	3.	4.	5.	6.	7.	8.	-Monster
Level:	1- 1,2	3,4	5	6					
	2- 1	2,3	4	5	6				
	3- 1	2,3	4	5	6				
	4- 1	2,3	4	5	6				

<u>THIRD LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	1	-----	----	1/3	-----	----
	1-electric shock, 2-16				chance of		
	2-magical shock, 2-16				wandering		
	3-unconsciousness, 2-12 turns				at 9		
	4-aging, 10-40 years						
	5-golden glow						
	6-fire or cold, 2-16						
	7-berserk fury, 1-10 turns						
	8-trapped in field, 1-10 turns						
2.	Unicorns/	1-4	2	4+4	24	X i/1	5%
	Pegasi (rarely)	1-4	6	4	24/48	-----	----
3.	Stingray Mantas	2-12	5	3	9	-----	----
4.	Lamiae	1-6	9	3+1	9	-----	----
5.	Great Orcs	6-36	4	3	9	L,C,O,10Q@; S i/1	35%
6.	Centaur	4-24	5	4	18	M,Q@; D,I,T i/1	5%
7.	Ghouls	2-24	6	2	9	B,T i/1	20%
8.	Leprechauns	1-10	8	3	15	F i/1	10%
9.	Carrion Crawlers	1-6	3/7	3+1	12	B i/1	50%
10.	Lizard-Men	4-24	5	2+1	6/12(H ₂ O)	D i/1	30%
11.	Giant Ticks	3-12	3	3	3	-----	----
12.	Cats'-Eye Aggies	1-6	2	3+1	9	R(gems only)	----
13.	Daughter of Kali	1	2	6	9	E	----
14.	Giant Beetles						
	1-Bombardier	3-12	4	2+2	9	-----	----
	2-Boring	3-18	3	5	6	C,R,S,T i/1	40%
	3-Fire	3-12	4	1+2	12	-----	----
	4-Rhinoceros	1-6	2	12	6	-----	----
	5-Stag	2-12	3	7	6	-----	----
	6-Water	1-12	3	4	3/12(H ₂ O)	-----	----
15.	White Apes	3-18	8	3	9	B i/1	40%
16.	Dust-Devils	1-8	3	4+1	15	-----	----
17.	Giant Spiders						
	1-3: Giant Web Spider	1-8	4	4+4	3/12(web)	C i/1	70%
	4-6: Wolf Spider	1-12	6	2+2	18	J to N,Q i/1	50%
	7,8: Phase Spider	1-4	7	5+5	6/15(web)	E i/1	75%
18.	Black Pudding	1	6	10	6	-----	----
19.	Giant Wolverine	1	4	4+4	15	-----	----
20.	3rd Level Dungeon Party	var.	var.	var.	var.	B	----

<u>FOURTH LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Tattletales	1-3	-4	4	40	-----	----
2.	Fox Women	1-4	5	4+1	15	C i/1(no Ag)	40%
3.	Giant Ants	2-12	3	4+1	12	3Q,S i/1	50%
4.	Harpies	2-12	7	3	6/15	C i/1	25%
5.	Giant Snakes						
	1-5: Constrictor	1-2	5	6+1	9	-----	----
	6-9: Poisonous	1-6	5	4+2	15	-----	----
	10,11: Spitting	1-4	5	4+2	12	-----	----
	12: Amphisbaena	1-3	3	6	12	-----	----
6.	Hasty Pudding	1-3	6	5	18	-----	----
7.	Tharks	4-24	9	5	12	6Q@; D i/1	20%
8.	Giant Scorpions	1-4	3	5+5	15	D i/1	50%
9.	Hypnoid Fungus	1	9	3	----	D	100%
10.	Wights	1-10	5	4+3	12	B i/1	70%
11.	Banths	1-10	6	6	12	-----	----
12.	Flatlanders	3-18	-8/6	3	12	C	----
13.	St. Elmo's Firebugs	1-6	6	3	9	D i/1	40%
14.	Wererats (Rat Men)	2-12	6	3+1	12	C i/1(no Ag)	30%
15.	Werewolves	3-18	5	4+3	15	C i/1(no Ag)	25%
16.	Blink Dogs	2-12	5	4	12	C i/1	20%
17.	Displacer Beasts	1-6	4	6	15	D i/1	25%

FOURTH LEVEL CONT.		Number	Armor	Hit Dice	Move	Treasure	% In Lair
18.	Apts	1-4	5	6	9	D i/1	40%
19.	Ogres	3-18	5	4+1	9	10M@; Q,B,S i/1	20%
20.	4th Level Dungeon Party	var.	var.	var.	var.	B,R	----

FIFTH LEVEL

1.	Energy Fields	1	----	----	1/3	-----	----
	1-electric shock 3-24						
	2-magical shock 3-24				chance of		
	3-magical change or reversal				wandering		
	4-aging, 10-60 years				at 9		
	5-golden glow						
	6-fire or cold, 3-24						
	7-Curse of the Chaotic Body						
	8-trapped in amber field permanently						
2.	Shoggoths	1-6	(5)	(5)	(9)	A i/1	20%
3.	Wereboars/ Weretigers	1-8 1-6	4 3	5+2 6+2	12 12	B,S i/1(no Ag) D,5Q i/1(no Ag)	20% 15%
4.	Night-Gaunts	1-10	5	4+1	18	G, i/1	5%
5.	Owl Bears	1-8	5	5+2	12	C i/1	30%
6.	Muck Creatures	1-3	4	6	6	-----	----
7.	Minotaurs	1-8	6	6+3	12	C i/1	20%
8.	Night Mare	1	-4	6+6	15/36	-----	----
9.	Hell-Hounds	1-10	4	5	12	-----	----
10.	Grinder Wheels	1-3	3/5	5 to 8	15	D i/1	15%
11.	Wraiths	1-10	4	5+3	12/24	E i/1	25%
12.	Trolls	1-12	4	6+6	12	D i/1	40%
13.	Howlers	1-10	3	5+2	24	F i/1	15%
14.	Rust Monsters	1-2	2	5	18	10Q i/1	10%
15.	Mind Parasites	1-6	9	5	18	-----	----
16.	Protein Polymorph	1	2	6	6 to 9	D i/1	50%
17.	Shambling Mounds	1-3	0	8 to 11	6	B,T,X i/1	30%
18.	Lurker Above	1	6	10	1/9	C,Y i/1	50%
19.	Otyugh	1	3	6 to 8	6	-----	----
20.	5th Level Dungeon Party	var.	var.	var.	var.	D,R	----

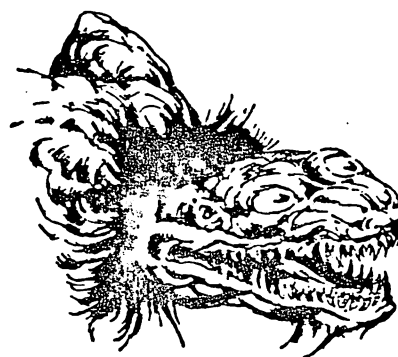
SIXTH LEVEL

	Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Tattletales	-5	6	40	-----	----
2.	Wyverns	3	7+7	6/24	E i/1	30%
3.	Spectres	2	7+3	15/30	3Q,X,Y i/1	20%
4.	Hydra(5 to 10 heads)	5	6 to 11	9	B i/1	20%
5.	Medusae	5	6	9	P,10Q,X,Y i/1	50%
6.	Werebears	2	7+3	9	R,T,X i/1	10%
7.	Mangrols	2	8	6	D i/1	30%
8.	Manticores	4	6+3	12/18	E i/1	20%
9.	Umber Hulks	2	8	6	G i/1	30%
10.	Juggernaut	2	9	15	E	----
11.	Giant Slug	8	12	6	-----	----
12.	Ogre Magi	4	5+2	9/15	G(magic),R,S i/1	35%
13.	Will O' Wiap	-8	9	18	Z i/1	5%
14.	Mahars	7	2	9/15	D i/1	35%
15.	Bulette(Landshark)	-2/4/6	9	15	-----	----
16.	Dragonne	6/2	9	15/9	B,S,T i/1	40%
17.	Mummies	3	6+3	6	D i/1	80%
18.	Ropers	0	10 to 12	3	-----	90%
19.	Xorns	-2	7+7	9	O,P,5Q,X,Y i/1	40%
20.	6th Level Dungeon Party	var.	var.	var.	A	----

<u>SEVENTH LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	-----	-----	-----	1/3	-----	-----
	1-electric shock, 4-32				chance of		
	2-magical shock, 4-32				wandering		
	3-magical mutiny				at 9		
	4-aging, 10-80 years						
	5-golden glow						
	6-fire or cold, 4-32						
	7-Curse of the Chaotic Body, with -1 on each new attribute						
	8-Death, no saving throw						
2.	Fire-Breathing Hydra (7-12 heads)	5		8 to 13	9	2B 1/1	20%
3.	Giants					1,000-6,000 gp@	
	1-Cloud	1-6	3	13	15	E, 5Q 1/1	40%
	2-Fire	1-8	4	11+3	12	E 1/1	35%
	3-Frost	1-8	4	10+3	12	E 1/1	30%
	4-Hill	1-10	4	8+1	12	D 1/1	25%
	5-Stone	1-8	4	9+2	12	D 1/1	30%
	6-Storm	1-4	2	15+5	15	E, 10Q, S 1/1	55%
4.	Basilisks	1-4	4	6+1	6	F 1/1	40%
5.	Chimerae	1-4	6/5/2	9	9/18	F 1/1	40%
6.	Vampires	1-4	1	8+3	12/18	F 1/1	25%
7.	Balrogs	1-6	2	8+8	6/15	F 1/1	20%
8.	Salamanders	1-4	5/3	7+7	9	F 1/1	75%
9.	Mercurials	1-10	-3	2	56	F 1/1	10%
10.	Gryphons	2-12	3	7	12/30	C, S 1/1	25%
11.	Dragons						
	1-Gray	1-4	3	5 to 7	12/24	E, O, S 1/1	25%
	2-White	1-4	3	5 to 7	12/30	E, O, S 1/1	20%
	3-Brass	1-4	2	6 to 8	12/24	H 1/1	25%
	4-Black	1-4	2	6 to 8	12/24	H 1/1	30%
	5-Copper	1-4	1	7 to 9	9/24	H, S 1/1	35%
	6-Green	1-4	1	7 to 9	9/24	H, S 1/1	40%
12.	Catoblepas	1-3	7	6+2	6	C 1/1	60%
13.	Ghost	1	0/8	10	9	E, S 1/1	25%
14.	Neo-Otyugh	1	0	10	9	-----	-----
15.	Sphinxes						
	1-Androsphinx	1	-2	12	18/30	U 1/1	60%
	2-Criosphinx	1-4	0	10	12/24	F 1/1	30%
	3-Gynosphinx	1	-1	8	15/24	R, X 1/1	15%
	4-Hieracosphinx	1-6	1	9	9/36	E 1/1	20%
16.	Golem						
	1-Clay	1	7	50 pts.	7	-----	-----
	2-Flesh	1	9	40 pts.	8	-----	-----
	3-Iron	1	3	80 pts.	6	-----	-----
	4-Stone	1	5	60 pts.	6	-----	-----
17.	Dread Black Serpent	1	4	16	12	H, S 1/1	15%
18.	Groaning Spirit	1	0	7	15	D 1/1	10%
19.	Cockatrices	1-6	6	5	6/18	D 1/1	30%
20.	7th Level Dungeon Party	var.	var.	var.	var.	A, D	-----



THE BANTH



MONSTERS HITS AND DAMAGE

bwt=by weapon type

Aerial Servant	1 attack	8-32	Devils, cont.
Airshark	1 bite	1-8	Ice 2 claws/1 bite/1 tail 1-4/2-8/3-12
Anhkeg	1 bite	3-18 + 1-4 acid	Lemure 1 attack 1-3
Ant, Giant	1 bite	2-12	Pit Fiend 1 bite/1 tail 5-8/7-12
Ant Lion, Giant	1 bite	1-8	Dire Wolf 1 bite 2-8
Ape, Carniv.	2 claws/1 bite	1-4/1-8	Displacer Beast 2 tentacles 2-8
Apt	2 claws/1 bite	1-10/3-24	Doppelganger 1 attack 1-4
Axe Beak	2 leg claws/1 peck	1-3/2-8	Dragons 2 claws/1 bite 1-4/see Dragon chart
Balrog	1 +1 sword/whip & immol.	1-12/3-18	Dragonne 2 claws/1 bite 1-8/3-18
Banshee	1 shriek/1 weapon	1-3/b.w.t.	Dragon Turtle 2 claws/1 bite 2-12/4-32
Banth	2 claws/1 bite	1-6/1-12	Dryad 1 dagger/magic 1-4/special
Basilisk	1 bite/gaze	1-10/stone	Dread Black Serpent 1 bite/spit 3-24*/poison
Bat, Giant	2 claws/1 bite	1-3/2-8	Dust-Devil 1 attack 1-10
Bear	2 claws/1 bite	1-3/1-6	Dwarf 1 weapon bwt
Beetle, Giant			Elemental
Bombardier	acid cloud	2-12	Air 1 attack 2-20
Boring	1 bite	5-20	Earth 1 attack 4-32
Fire	1 bite	2-8	Fire 1 attack 3-24
Rhinoceros	1 bite/1 horn	3-18/2-16	Water 1 attack 5-30
Stag	1 bite/2 horns	4-16/1-10	Elf 1 attack bwt or 1-10
Water	1 bite	3-18	Ent 2 attacks 2-16, 3-18 or 4-24
Beholder	1 bite/magic	2-8/special	Fish, Giant 1 bite 4-16
Black Pudding	1 chew	3-24	Fox Woman 1 bite/1 weapon 1-4/bwt
Blast Puppy	1 fire breath	1-12	Flatlanders javelin or sword 1-8 or 1-10
	3 paws	1-8	Gargoyle 2 claws/1 bite/1 horn 1-3/1-6/1-4
	lightning	4-40	Gelatinous Cube 1 attack 2-8 +paralyze
	1 bite	6-24	Ghost 1 attack age 10-40 years
	1 sonic blast	2-12	Ghoul 2 claws/1 bite 1-3 +para./1-6 + para
	Energy control	78 pts.	Giant
Blink Dog	1 bite	1-6	Cloud 1 club or hurl rocks 6-36 or 2-24
Boar	1 bite	3-12	Fire 1 sword or hurl rocks 5-30 or 2-20
Brownie	1 short sword/magic	1-3/special	Frost 1 axe or hurl rocks 4-24 or 2-20
Bugbear	1 attack	2-8 or bwt	Hill 1 club or hurl rocks 2-16 or 2-16
Bulette	2 claws/1 bite	3-18/4-48	Stone stone club or hurl rocks 3-18 or 3-
Carrion Crawler	8 tentacles	paralysis	Storm 1 club/magic 7-42/special
Cats'-Eye Aggie	acid	1-10	Gila Monster, G. 1 bite 2-12 +special*
Catoblepas	1 tailclub	1-6 + stun	Gnoll 1 attack 2-8 or bwt
Cave Bear	2 claws/1 bite	1-8/1-12	Gnome 1 attack 1-6 or bwt
Centaur	2 hooves/weapon	1-6/bwt	Goblin 1 attack 1-6 or bwt
Chimera	2 claws/2 horns/1 bite	1-3/1-4/2-8	Golem
	1 more bite/fire breath	3-12/3-24	Clay 1 attack/special 3-30/special
Cockatrice	1 bite	1-3 + stone	Flesh 2 fists/spec. 2-16/spec.
Couatl	1 bite/1 constrict	1-3/2-8	Iron 1 punch/spec. 4-40/spec.
	psionics	special	Stone 1 hit/spec. 3-24/spec.
Crab, Giant	2 claws	2-8	Gorgon 1 butt/breath 2-12/stone
Crimson Fungus	1 attack	1-4 +special	Gray Ooze 1 corrode 2-16
Crocodile, Giant	1 bite	3-18	Green Slime special
Daughter of Kali	4 rapiers	1-6	Gremlin 1 dag/magic 1-3/special
Demon (demons also have special attacks)			Gryphon 2 claws/1 bite 1-4/2-16
Type I	2 claws/2 talons/1 bite	1-4/1-8/1-6	Groaning Spirit 1 touch/magic 1-8/special
Type II	2 claws/1 bite	1-3/4-16	Harpy 2 talons/1 club 1-3/1-6
Type III	2 pincers/2 claws/1 bite	2-12/1-3/2-5	Hell-Hound 1 bite/fear 1-6/1-4 +special
Type IV	2 claws/1 bite	1-4/2-8	Grinder Wheels 4 claws 1-8 or 2-12
Type V	1 constrict/6 weapons	2-8/bwt	1 crush 2-16 or 2-20
Devils (devils also have special attacks)			Hasty Pudding 1 chew 2-16
Barbed	2 claws/1 tail	2-8/3-12	Hippogriff 2 claws/1 bite 1-6/1-10
Bone	1 hook	3-12	Hobgoblin 1 attack 1-8 or bwt
Erinyes	1 dagger	2-8 +poison	Horse, Light 2 hooves 1-4
Horned	2 claws/1 bite/1 tail	1-4/2-5/1-3	Medium 2 hooves/1 bite 1-6/1-3
			Heavy 2 hooves/1 bite 1-8/1-3

Howler howl 1-10
 Hydra 5 to 12 bites 1-8
 Hypnoid Fungus special
 Imp 1 dag/magic 1-3/special
 Invisible Stalker 1 hit 4-16
 Jackalwere 1 bite/gaze 2-8/sleep
 Juggernaut 1 crush 3-18
 Killer Bee 1 sting 1-3*
 Killer Tree
 Strangler 1 constrict 1-10 per turn
 Eater constrict/digest 1-4 per turn/1-6 per
 Bludgeon 1-30 hits 1-6,1-10,2-16 or 3-18
 Killer Whale 1 bite 3-36
 Ki-Rin 2 hooves/+3 horn 2-8/3-18
 + magic & psionics
 Kobold 1 attack 1-4 or bwt
 Kraken special
 Kzinti 1 bite/2 claws or weapon 1-3/1-3 or
 Lamia 2 claws or weapon 1-3 or bwt
 Lammasu 2 claws/magic 1-6/special
 Leech, Giant 1 bite 1-4 +drain blood
 Leprechaun 1 shillelagh/magic 1-4/special
 Leucrotta 1 bite 3-18
 Leviathan 1 bite 6-60
 Lich 1 touch/magic 1-10/special
 Lion 2 claws/1 bite 1-4/1-10
 Lizard, Giant 1 bite 1-8
 Lizard-Man 2 claws or weapon/1 bite 1-2/1-8
 Lurker Above 1 constrict 1-6
 Mahar 2 claws/1 bite 1-3/1-4
 Mammoth 2 tusks/1 trunk/2 feet 3-18/2-16/2-12
 Manes 2 claws/1 bite 1-2/1-4
 Manticore 2 claws/1 bite/24 spikes 1-3/1-8/1-6
 Mangrolls 4 tentacles/2 swords/1 bite
 1-6 +paral./1-8 +4/1-6 +paral.
 Mercurial rapier or needle 1-6* or 1-2*
 Mimic 1 attack 3-12
 Mind Parasite special
 Minotaur butt or bite/weapon 2-8 or 1-4/bwt
 Muck-Creature 2 attacks 1-6 +special
 Mummy 1 attack 1-12 +special
 Naga
 Spirit 1 bite/magic 1-3/special
 Water 1 bite/magic 1-4/special
 Guardian 1 bite/constrict/spit
 1-6*/2-8/poison-special
 Narwhal 1 horn 3-18
 Neo-Otyugh 2 tentacles/1 bite 2-12/1-3+disease
 Night Mare 1 bite/2 hooves 2-8/4-10
 Night-Gaunt 2 claws/1 bite 1-4/1-6 +special
 Nixie 1 attack 1-4 or bwt
 Ochre Jelly corrode 3-12
 Octopus, Giant 6 tentacles/1 bite 1-4/2-12
 Ogre 1 attack 1-10 or bwt
 Ogre Mage 1 attack/magic 1-12/special
 Orc 1 attack 1-6 or bwt
 Orc, Great 1 attack 1-8 or bwt
 Otyugh 2 tentacles/1 bite 1-8/2-5+disease
 Owl Bear 2 paws/1 bite/1 hug 1-6/2-12/spec.
 Pegasus 2 hooves/1 bite 1-8/1-3
 Plesiosaur 1 bite 5-20
 Porpoise 1 butt 2-8
 Protein Polymorph varies
 Pterodactyl 2 claws/1 bite 1-6/2-16
 Purple Worm 1 bite/1 sting 2-24/2-8*
 Rakshasa 2 claws/1 bite/magic 1-3/2-5/spec.
 Rat, Giant 1 bite 1-3 +disease
 Remorhaz 1 bite 6-36
 Retriever 4 cleavers/1 bite 3-18/5-30
 Roc 2 talons/1 bite 3-18/4-24
 Roper 1 bite/6 tentacles 5-20/special
 Rust Monster attacks only metal
 Sabre-Tooth Tiger 2 claws/1 bite/2 more claws
 2-5/2-12/2-8
 Salamander weapon/constrict bwt/2-12
 Sandworm 1 bite 6-60
 Satyr 1 attack 2-8
 Scorpion, Giant 2 pincers/1 sting 1-10/1-4*
 Shadow-Stalker 1 1-6 +special
 Shambling Mound 2 paws 2-16 +suffocation(spr
 Shoggoth varies
 Skeleton weapon 1-6
 Slithering Tracker 1 attack paralyzation
 Slug, Giant 1 bite/spit acid 1-12/1-10 specia
 Snake, Giant
 Amphisbaena 2 bites 1-3*
 Constrictor 1 bite/constrict 1-4/2-8
 Poisonous 1 bite 1-3*
 Sea 1 bite/constrict 1-6/3-18
 Spitting 1 bite/spit venom 1-3*/poison
 Snapping Turtle, Giant 1 bite 6-24
 Spectre 1 attack 1-8 +energy drain
 Sphinx
 Andro- 2 claws/roar 2-12/special
 Crio- 2 claws/1 butt 2-8/3-18
 Gyno- 2 claws/magic 2-8/special
 Hieraco- 2 claws/1 bite 2-8/1-10
 Spider, Giant
 Giant Web S. 1 bite 2-8*
 Wolf Spider 1 bite 1-6
 Phase Spider 1 bite 1-6* (-2 on save)
 Sprite 1 attack/charm 1/special
 Squid, Giant 6 tentacles/1 bite 1-6/5-20
 St. Elmo's Firebugs 1 electric bolt 1-8
 Stingray Manta. 1 sting 1-6*
 Stirge 1 attack 1-3 +drain blood
 Tattletale no attacks
 Thark 1 to 4 weapons bwt
 Thoat 2 hooves/1 bite 1-6/1-6
 Tick, Giant 1 bite 1-4 +drain blood
 Tiger 2 claws/1 bite/2 more claws 2-5/1-10/2-1
 Toad, Giant 1 bite 2-8
 Toad, Giant Poisonous 1 bite 2-5*
 Troglodyte 2 claws/1 bite or weapon 1-3/2-5/
 Troll 2 claws/1 bite 2-5/2-8
 Typhoid Mary 1 touch disease
 Tyrannosaurus Rex 2 claws/1 bite 2-5/5-40
 Umber Hulk 2 claws/1 bite/gaze 3-12/2-10/co
 Unicorn 2 hooves/1 horn 1-6/1-12

MONSTERS

Vampire 1 attack 5-10 +energy drain
Wasp,Giant 1 bite/1 sting 2-8/1-4*
Vulture Lion 2 claws/1 bite 4-24/3-18
Werebear 2 paws/1 bite 1-3/2-8
Wereboar 1 bite-tusk 2-12
Wererat 1 sword 1-8
Weretiger 2 claws/1bite 1-4/1-12
Werewolf 1 bite 2-8
Wight 1 attack 1-4 +energy drain
Will O' Wisp 1 attack 2-16
Wolf 1 bite 2-5
Wolverine,Giant 2 claws/1 bite 2-5/2-8
Wyvern 1 bite/1 sting 2-16/1-6*
Xorn 3 claws/1 bite 1-3/6-24
Yeti 2 claws 1-6 +special
Zombie 1 attack 1-8

DUNGEON PARTIES, WANDERING 3

Seventh Level Dungeon Party: Figures-- Trog ftr, Elf cleric, Lupus Sapiens cleric, 7 ftrs, 2 MUs

- F1 F2 F1: +3,+2; L10; AC 2, +3 crossbow, 17 dex, HP 55, Law.
 MU1 F/MU F2: +3,+2; Trog, L7; AC 2, +2 Mace, HP 53, Chaos.
 F3 C1 MU1: N,-1; 80%; L11; Paralysis, Hold 1-14, Dispell 1-7, Ice Storm, Wall of Ice,
 C2 F4 Confusion, Haste, ESP, Fly, Suggestion, Web, Invis, Strength, Clairvoy,
 F5 MU2 Magic Missile, Detect Intent, Charm 1-4, Sleep 1-4; Scroll of Protection:
 F/T1 F/T2 Undead; AC 8 (+1 ring), HP 27, Law.
 F/MU: +1,+2; 70%; Snake-Man (masqued), L6; Monster Sum I, Suggestion, Fire Ball
 Sow Discord, Web, Charm 1-4, Fltng Disk, Sleep 1-4; AC 0/7 (+1 armor,
 +1 shield), HP 27, Chaos.
 F3: +2,+2; L7; AC 0 (+2 shield), +1 swprd, HP 32, Law.
 C1: +1,N; 70%; Elf, L9; Restoration, Poison, Raise Dead, Neut. Poison, Cure Serious, Detect
 Poison, Remove Curse, Cure Disease, Misdirection, Speak/Animals, Find Traps, Cure Lt Wds,
 Read Magic, Warp Wood, Remove Sleep; AC 1 (+1 shield), +1 Axe, HP 36, Law.
 C2: 75%; Lupus Sapiens, L7; Raise Dead, Neut Poison, Protect/Charm, Remove Curse, Speak/Animals
 Cause Lt Wds, Limited Curse, Heat Metal, Detect Align, Warp Wood, Protect/Evil, Cure Lt Wds
Ring of Many Wishes (4); Rod of Rulership,1-100 levels (4); AC 9, HP 46, Cha, Cl 1-4,Bt 1-6
 F4: +1,+1; L6; AC 2, HP 27, Law.
 F5: +2,+2; L7; AC 2, HP 53, Chaos.
 MU2: 75%; L7; Ice Storm, Fire Ball, Protect/Evil 10'r, Levitate, Hold 1-6, Mirror Image,
 Sleep 1-4, Magic Missile, Read Magic, Blind 1-4; AC 5 (+3 ring,+1 cloak), Scroll of
Charm 1-8; Potion of Gaseous Form; HP 18, Chaos.
 F/T1: +3,+3; L9; AC 2/7, HP 40, Law.
 F/T2: +3,+1,2/mr; L7; AC 0/7 (+2 armor), +1 Hammer of Stunning, HP 32, Law.

Eighth Level Dungeon Party: Figures-- Kzin ftr, Felis ftr, Elf MU, 5 ftrs, 2 MUs, 2 clerics.

- F1 F2 F1: +5,+3,2/mr; Kzin, L8; Ring of Djin Summoning (8); AC -2 (+4 shield),
 F/C MU1 +1 Flaming Sword +2 vs. Trolls,Pegasi,etc, +3 vs. Ents & Undead, Detects
 F/MU F3 Traps; HP 44, Neutral.
 C1 MU2 F2: +3,+1,2/mr; Felis Sapiens, L8; AC 2 (Bracers of AC 2), HP 80, Chaos,
 MU3 C2 Claws 1-4, Bite 1-6.
 F4 F5 F/C: +3,+4; 75%; L13; Earthquake, Full Curse, Recall, Animate Rock, Wall of Fir
 Raise Dead, Remove Charm, Cause Disease, Protect/Evil 10'r, Remove Curse,
 Locate Water, Detect Poison, Cure Disease, Protect/Sleep, Speak/Animals, Misdirection, Find
 Traps, Hold Person, Detect Align, Cure Lt Wds, Purify Food & H₂O, Remove Sleep, Read Magic,
 Detect Intent; AC 0 (+2 shield), HP 61, Chaos.
 MU1: 99%; L12; Double Haste, Rock/Mud, Magic Jar, Animate Dead, Paralysis, Mantle of Stealth,
 Calm, Charm 1-8, Cold Spell, Haste, Protect/Evil 10'r, Suggestion, Shield AC 2, Clairaud,
 Wizard Lock, Hold 4-6, Strength, Detect Magic, Read Magic, Magic Missile, Sleep 1-4;
Scroll of Remove Curse; 20% Luckstone (-4 on saves); AC 9, HP 62, Chaos.
 F/MU: +2,+3; 75%; L7; Dimension Door, Fly, Haste, Illusion, Hold 1-6, Dismal Itch, Hold Portal,
 Sleep 1-4; Potion of Invis; AC 1 (+1 armor), HP 31, Neutral.
 F3: +2,+2; L7; +1 Flaming Sword, +2 vs. Pegasi etc, +3 vs. Ents; AC 2, HP 39, Chaos.
 C1: +1,N; 70%; L9; Full Curse, Animate Rock, Raise Dead, Cause Disease, Cure Serious, Cure
 Disease, Speak w/Dead, Remove Curse, Remove Curse, Misdirection, Cause Lt Wds, Bless,
 Protect/Evil, Detect Align, Cure Lt Wds, Remove Sleep; AC 0 (+2 armor), +1 sword, HP 27, Ch
 MU2: +1,N; 75%; Elf, L8, Cold Spell, Ice Storm, Masque, Call Wind, Haste, Web, Clairaud,
 Hold 1-6, Hold Portal, Protect/Evil, Sleep 1-4, Read Magic; Wand of Detect Magic; AC 4
 (Bracers AC 4), Dagger +1, +2 vs. smaller. HP 36, Chaos.
 MU3: +2,-1; 80%; L10; Paralysis, Feeblemind, Confusion, Mantle Stealth, Ice Storm, Fly, Fire
 Ball, Slow, Clairvoy, Web, Illusion, Wizard Lock, Sleep 1-4, Read Magic, Detect Magic,
 Dismal Itch; AC 9, Dagger +2,+3 vs. smaller, HP 25, Law.
 C2: +1,-1; 90%; L9; Animate Object, Cause Serious, Raise Dead, Cure Serious, Protect/Evil 10'r,
 Cure Disease, Remove Curse, Detect Poison, Cause Lt Wds, Hold Person, Find Traps, Detect
 Align, Remove Sleep, Read Magic, Cure Lt Wds; Scroll of 9th level spell & Find Path &
Dispell 1-4 & Limited Service & Create Food & Whistle Up Wind & Cure Lt Wds; AC -2
 (+2 armor,+2 shield), +1 sword, locate obj. alty, HP 27, Chaos.
 F4: +5,+4; L10; AC 0 (+2 armor), +2 War Hammer, HP 75, Neutral.
 F5: +3,+2; L10; AC 2, +1 Mace, HP 75, Chaos.

Fourth Level Dungeon Party Continued

- C2: 75%; Lizard-Man, L7; Raise Dead, Cure Serious, Detect Poison, Remove Curse, Find Traps, Misdirection, Cure Lt Wds, Remove Sleep, Purify Food & H₂O; AC 2, HP 21, Chaos, Mace.
 MU2: 70%; L3; Sleep 1-4, Detect Intent, Strength; AC 9, HP 7, Chaos.
 MU3: 85%; L4; Sleep 1-4, Detect Intent, Hold Portal, Blind 1-4, Sow Discord, Mirror Image; AC 9, HP 14, Law.
 C3: 80%; L4; Cure Lt Wds, Protect/Evil, Bless; AC 3, Mace, HP 20, Neutral.
 F4: +1,+2; L5; AC 2, HP 20, Chaos.
 F5: +2,+2; L4; AC 1 (+1 armor), HP 16, Neutral.

Fifth Level Dungeon Party: Figures-- Turtle-Man F/MU, 2 Dwarf ftrs, 6 ftrs, 3 MUs.

- | | | |
|-------|-----|---|
| F1 | F2 | F1: +2,+3; L9, AC 2, HP 50, Chaos. |
| F/MU1 | MU1 | F2: +3,+5; L7, AC 2, HP 46, Neutral. |
| F/MU2 | F3 | F/MU1: +1,+1; 75%; Turtle-Man, L5; Slow, Invis, Charm 1-4, Magic Missile, Sleep 1-4; AC 2/5, HP 22, Chaos. |
| F/T | MU2 | |
| MU3 | F/C | MU1: N,-1; 95%; L6; Fire Ball, Haste, Hold 1-6, Clairaud, Charm 1-4, Light, Darkness 5'r, Sleep 1-4; <u>Scroll</u> of Calm & Time Stop; AC 9, HP 21, Chaos. |
| F4 | F5 | F/MU2: +2,+2; 70%; L5; Slow, Levitate, Read Magic, Charm 1-4, Detect Magic, Sleep 1-4; AC 2/9, HP 23, Neutral. |
- F3: +1,+2; Dwarf, L5; AC 2, HP 23, Chaos.
 F/T: +2,+1; L7; AC 2/7, HP 32, Chaos.
 MU2: 80%; L4; Web, Mirror Image, Shield AC 4, Floating Disk, Charm 1-4, Sleep 1-4; Bag of Holding; AC 9, HP 14, Law.
 MU3: 75%; L5; ESP, Bond, Levitate, Charm 1-4, Blind 1-4, Magic Missile, Sleep 1-4; Potion of Animal Control; AC 9, HP 17, Law.
 F/C: +2,+3; 75%; Dwarf, L5; Cure Lt Wds, Detect Intent, Hold Person, Misdirection; AC 1 (+1 armor), HP 23, Law.
 F4: +5,+3; L5; AC 1 (+1 armor), +2 spear, HP 28, Chaos.
 F5: +5,+2,2/mr; L4; AC 2, Sword of Cold (+5 vs. fire creat.), HP 22, Neutral.
 Formican cleric,

Sixth Level Dungeon Party: Figures-- Elf MU^V, Elf thief, 5 ftrs, 2 MUs, 1 cleric, 1 MU/T.

- | | | |
|-----|------|--|
| F1 | F2 | F1: +2,+2; L6; AC 2, Axe of Sharpness (severs on 4 better or 19,20), HP 27, Neut |
| MU1 | MU2 | F2: +4,+3; L6; AC -2 (+4 shield), HP 27, Neutral. |
| T | F3 | MU1: N,-1; 70%; Elf, L8; Ice Storm, Fear, Invis 10'r, Fly, Haste, Illusion, Clairvoy, Hold 1-6, Dismal Itch, Floating Disk, Read Magic, Sleep 1-4; AC 9, HP 44, Neutral. |
| C1 | MU/T | |
| MU3 | C2 | |
| F4 | F5 | MU2: 80%; L6; Haste, Fly, Lightning Bolt, Hold 1-6, Magic Missile, Read Magic, Detect Magic, Sleep 1-4; <u>Scroll</u> of Polymorph to Maggot (Cursed); <u>Scroll</u> of Locate Object; AC 9, HP 15, Neutral. |
- T: +1,N; Elf, L8; AC 7, HP 20, Law.
 F3: +1,+1; L6; AC -1 (+1 armor,+2 shield), HP 27, Chaos.
 C1: N,-1; 75%; Formican, L7; Raise Dead, Remove Charm, Protect/Charm, Cure Disease, Speak/Animals, Cause Lt Wds, Cure Lt Wds, Remove Sleep, Detect Align; Mirror of Mental Prowess; AC 4, HP 21, Law.
 MU/T: +1,-1; 70%; L5; Fire Ball, Clairvoy, Magic Missile, Sleep 1-4, Protect/Evil; Scroll of Charm 1-8 & See Distant Past; Drums of Panic; AC 7/9, HP 13, Chaos.
 MU3: 75%; L6; Fly, Invis 10'r, Sow Discord, Strength, Sleep 1-4, Blind 1-4, Read Magic, Hold Portal; Scroll of Lightning Bolt & Detect Intent & Read Magic; Bag of Tricks; AC 9, HP 15, Chaos.
 C2: +1,-1; 90%; L6; Cure Serious, Cure Disease, Misdirection, Bless, Cure Lt Wds, Remove Sleep, Detect Align; AC 0 (+2 armor), +1 Mace, HP 18, Chaos.
 F4: +2,+3; L7; AC 2, HP 31, Chaos.
 F5: +3,+3; L7; AC -1 (+1 armor, +2 shield), HP 32, Neutral.