

Level I

d8	Monster	# Appearing
1	Cave Toads	1d3
2	Coral Snakes	1d3
3	Flamespitter Beetles	1d2
4	Green Slimes	1d6
5	Rabidflowers	1d6
6	Ruby Spiders	1d4
7	Skeletons	1d8
8	Zombies	1d6

Cave Toads

Cave Toad (Small Neutral Animal): HD 2+2; AC 7; ML 6; Int 2; Mv ; XP. *THACO 17; Sv F1; hp 11. 3.5*

- **Bite** 1d6

Coral Snakes

Coral Snake (Small Neutral Animal): HD 1+1*; AC 5; ML 6; Int 2; Mv ; XP. *THACO 18; Sv F1; hp 5.*

- **Bite** 1d6. **Poison** 1d6.

Flamespitter Beetles

Coral Snake (Small Neutral Lowlife): HD 1+1*; AC 5; ML 7; Int 0; Mv ; XP. *THACO 18; Sv F1; hp 5.*

- **Bite** 1d4 + 1d4 Fire damage.
- **Spit Fire** 10/20/30 1d4

Green Slimes

Green Slime (Small Neutral Lowlife): HD 1; AC 6; ML 7; Int 0; Mv ; XP. *THACO 19; Sv F1; hp 4.*

- **Touch** 1d6 Acid damage.

Rabidflowers

Rabidflower (Medium Neutral Lowlife): HD 1+1; AC 7; ML 8; Int 0; Mv ; XP. *THACO 18; Sv F1; hp 5.*

- **Bite** 1d6

Ruby Spiders

Ruby Spider (Small Neutral Lowlife): HD 1+2*; AC 7; ML 7; Int 0; Mv ; XP. *THACO 18; Sv F1; hp 6.*

- **Bite** 1d4. **Paralysis** 1d4 turns.

Skeletons

Decrepit Skeleton (Medium Chaotic Undead): HD 1; AC 7; ML 12; Int 1; Mv ; XP. *THACO 19; Sv F1; hp 4. 3.5*

- **Claws** 1d4/1d4

Skeleton (Medium Chaotic Undead): HD 1; AC 4; ML 12; Int 1; Mv ; XP. *THACO 19; Sv F1; hp 4.*

- **Sword** 1d6

Zombies

Coral Snake (Medium Chaotic Undead): HD 2; AC 8; ML 12; Int 1; Mv ; XP. *THACO 18; Sv F1; hp 9.*

- **Claw** 1d8

Level II

d8	Monster	# Appearing
1	Blue Slimes	1d6
2	Cave Toads*	1d6
3	Drake Whelps	1d4
4	Flamespitting Beetles*	1d4
5	Gloom Spiders	1d2
6	Shadow Vipers	1d3
7	Venomflowers	1d6
8	Zombies*	2d4

*See Level I

Blue Slimes

Blue Slime (Small Neutral Lowlife): HD 2; AC 6; ML 7; Int 0; Mv ; XP. *THACO 18; Sv F1; hp 9.*

- **Touch** 1d8 Acid damage.

Drake Whelps

Drake Whelp (Medium Neutral Dragon-kin): HD 3*; AC 6; ML 7; Int 2; Mv ; XP. *THACO 17; Sv F2; hp 13.*

- **Claws** 1d4/1d4
- **Flame Breath** 30' line. One use only.

Gloom Spiders

Gloom Spider (Large Neutral Lowlife): HD 3*; AC 6; ML 7; Int 0; Mv ; XP. *THACO 17; Sv F2; hp 13.*

- **Bite** 1d10. Poison 3d6.

Shadow Vipers

Shadow Viper (Medium Neutral Animal): HD 2+1*; AC 5; ML 6; Int 2; Mv ; XP. *THACO 17; Sv F1; hp 10.*

- **Bite** 1d6. Poison 2d6.

Venomflowers

Venomflower (Medium Neutral Lowlife): HD 1+1*; AC 7; ML 8; Int 0; Mv ; XP. *THACO 18; Sv F1; hp 5.*

- **Bite** 2d4. Poison 1d6.

Level III

d8	Monster	# Appearing
1	Drake Whelps*	1d6
2	Giant Cobras	1d3
3	Gloom Spiders*	1d4
4	Lavablood Trolls	1d4
5	Flamespirit	1d6
6	Purple Slimes	1d6
7	Skullbats	1d6
8	Zombie Abominations	1d4

*See Level II

Giant Cobras

Giant Cobra (Large Neutral Animal): HD 3*; AC 6; ML 7; Int 2; Mv ; XP. *THACO 17; Sv F2; hp 13.*

- **Bite** 2d6. Poison 3d6.

Lavablood Trolls

Lavablood Troll (Large Chaotic Elemental): HD 4; AC 5; ML 7; Int 10; Mv ; XP. *THACO 16; Sv F4; hp 18.*

- **Claw** 1d8+2 Fire.
- Immune to Fire.

Flamespirit

Flamespirit (Small Neutral Elemental): HD 3*; AC 6; ML 6; Int 6; Mv ; XP. *THACO 17; Sv F3; hp 13.*

- **Touch** 1d8 Fire. Target is set aflame, suffering 1 damage per round until extinguished.
- Immune to Fire.

Purple Slimes

Purple Slime (Small Neutral Lowlife): HD 3; AC 6; ML 7; Int 0; Mv ; XP. *THACO 17; Sv F2; hp 13.*

- **Touch** 1d10.

Skullbats

Skullbat (Small Chaotic Undead): HD 3; AC 6; ML 12; Int 1; Mv ; XP. *THACO 17; Sv F2; hp 13.*

- **Bite** 1d6/1d6.

Zombie Abominations

Zombie Abomination (Large Chaotic Undead Giant): HD 4; AC 8; ML 12; Int 1; Mv ; XP. *THACO 16; Sv F2; hp 18. 13*

- **Slam** 1d8+2/1d8+2.

Level IV

d8	Monster	# Appearing
1	Abyssal Vipers	1d3
2	Blazespirits	1d4
3	Crystal Elementals	1d4
4	Iron Golems	1d2
5	Lawman Automata	1d4
6	Orange Slimes	1d6
7	Skeleton Warriors	1d6
8	Wraiths	1d4

Abyssal Vipers

Abyssal Viper (Medium Chaotic Animal): HD 3+1*; AC 4; ML 7; Int 2; Mv ; XP. *THACO 16; Sv F2; hp 14.*

- **Bite** 2d8. Poison 3d6.

Blazespirits

Blazespirit (Large Neutral Elemental): HD 5*; AC 6; ML 8; Int 6; Mv ; XP. *THACO 15; Sv F5; hp 22.*

- **Touch** 1d8.
- Immune to Fire.
- Explodes into 1d3 **Flamespirits** when killed.

Crystal Elementals

Crystal Elemental (Large Neutral Elemental): HD 5; AC 4; ML 10; Int 8; Mv ; XP. *THACO 15; Sv F5; hp 22.*

- **Claw** 1d10.
- Crystals shatter when struck, dealing 1 damage to adjacent creatures.

Iron Golems

Iron Golem (Large Neutral Enchanted Construct): HD 6*; AC 0; ML 12; Int 4; Mv ; XP. *THACO 14; Sv F6; hp 27. 7*

- **Sword and Shield Bash** 1d10/1d2
- Only harmed by spells and magical weapons.

Lawman Automata

Lawman Automaton (Medium Lawful Construct): HD 5*; AC 5; ML 8*; Int 4; Mv ; XP. *THACO 15; Sv F5; hp 22.*

- 2:3—**Stun Pistol** 60/120/180 1d4/1d4. Paralysis 1d4 rounds.
- 1:3—**Shotgun Blast** 20/40/60 2d6. One use only.
- Resists Lightning.

Orange Slimes

Orange Slime (Small Neutral Lowlife): HD 4; AC 5; ML 7; Int 0; Mv ; XP. *THACO 6; Sv F2; hp 18.*

- **Touch** 1d10 Acid.

Skeleton Warriors

Skeleton Warrior (Medium Chaotic Undead): HD 5; AC 3; ML 12; Int 1; Mv ; XP. *THACO 15; Sv F3; hp 22.*

- **Sword** 1d8.

Wraiths

Wraith (Large Chaotic Undead): HD 4**; AC 4; ML 12; Int ; Mv 1; XP. *THACO 16; Sv F4; hp 18.*

- **Scythe** 1d8. Level drain.
- Only harmed by spells and magical weapons.

Level V - VI

d8	Monster	# Appearing
1	Abyssal Vipers*	1d6
2	Bronze Legion	1d6
3	Hellhounds	1d6
4	Imps	1d4
5	Lawman Automata*	1d6
6	Shadows	1d6
7	Soldier Automata	1d4
8	Turquoise Slimes	1d6

*See Level IV

Bronze Legion

Bronze Legionnaire (Medium Lawful Elemental): HD 6+1; AC 3; ML 9; Int 13; Mv ; XP. *THACO 13; Sv F6; hp 28.*

- **Spear** 1d10.
- Resists Fire.

Hellhounds

Hellhound (Medium Chaotic Elemental): HD 5*; AC 4; ML 7; Int 2; Mv ; XP. *THACO 15; Sv F3; hp 22.*

- 2:3—**Bite** 1d4
- 1:3—**Bark Fire** 10/20/30 5d6 Fire. Save vs Spells for half.
- Immune to Fire.

Imps

Imp (Medium Chaotic Enchanted Planar Monster): HD 8*; AC 4; ML 8; Int 13; Mv ; XP. *THACO 12; Sv F8; hp 36.*

- **Bite** 1d6. Heals 1 hp for each damage inflicted.

Shadows

Shadow (Medium Chaotic Undead): HD 5**; AC 5; ML 12; Int 1; Mv ; XP. *THACO 15; Sv F3; hp 22.*

- **Touch** 1d8. Strength drain.
- Only harmed by spells and magical weapons.

Soldier Automata

Soldier Automaton (Medium Lawful Construct): HD 7+1; AC 4; ML 10; Int 4; Mv ; XP. *THACO 12; Sv F7; hp 32.*

- **Blaster Pistol** 60/120/180 1d6/1d6
- Resists Lightning.

Sergeant Automaton (Medium Lawful Construct): HD 8+1; AC 4; ML 10; Int 4; Mv ; XP. *THACO 11; Sv F7; hp 41.*

- **Blaster Pistol** 60/120/180 1d6/1d6
- **Saber** 1d6/1d6 and 1 Pistol shot.
- Resists Lightning.

Turquoise Slimes

Turquoise Slime (Small Neutral Lowlife): HD 6; AC 4; ML 7; Int 0; Mv ; XP. *THACO 14; Sv F3; hp 27.*

- **Touch** 2d6 Acid.

Level VII - VIII

d8	Monster	# Appearing
1	Hellfire Spirits	1d6
2	Hellfire Skullbats	1d4
3	Incubi	1d4
4	Inquisition	1d4
5	Soldier Automata*	1d6
6	Spirithounds	1d6
7	Steel Legion	1d6
8	Yellow Slimes	1d6

*See Level V - VI

Hellfire Spirits

Hellfire Spirit (Medium Chaotic Planar Undead): HD 7**; AC 4; ML 12; Int 1; Mv ; XP. *THACO 13; Sv F3; hp 31.*

- **Touch** 1d10. Terrify 1d4 turns, save vs spells to stun instead.
- Only harmed by spells and magical weapons.

Hellfire Skullbats

Hellfire Skullbat (Small Chaotic Planar Undead): HD 8*; AC 5; ML 12; Int 1; Mv ; XP. *THACO 12; Sv F4; hp 36.*

- **Bite** 1d6. Poison 8d6.

Incubi

Incubus (Medium Chaotic Enchanted Planar Humanoid): HD 9+1**; AC 2; ML 9; Int 13; Mv ; XP. *THACO 10; Sv F9; hp 41.*

- **Sword** 1d8/1d8. Target is Cursed -1 to attack and damage rolls for 1d4 turns. Save vs spells to resist.
- Only harmed by spells and magic weapons

Inquisition

Inquisitor Automaton (Medium Lawful Enchanted Construct): HD 9*; AC 3; ML 10; Int 4; Mv ; XP. *THACO 11; Sv F4; hp 40.*

- **Stun Pistol** 60/120/180 1d4/1d4. Paralysis 1d4 rounds.
- **Silence Aura** spell casting and conversation are impossible within 15' of an Inquisitor.
- Resists Lightning.

Patriarch Automaton (Medium Lawful Enchanted Construct): HD 9*; AC 4; ML 10; Int 4; Mv ; XP. *THACO 11; Sv F4; hp 40.*

- **Blaster Pistol** 60/120/180 1d6/1d6. Paralysis 1d4 rounds.
- **Fearless Leader** Inquisitor and Soldier Automata are ML 12 while within 30' of a Patriarch.
- Resists Lightning.

Spirithounds

Spirithound (Medium Chaotic Planar Monster): HD 7*; AC 4; ML ; Int 7; Mv 2; XP. *THACO 13; Sv F3; hp 31.*

- 2:3—**Bite** 1d6
- 1:3—**Poison Cloud** 10/20/30 7d6 Save vs Poison for half.

Steel Legion

Steel Legionnaire (Medium Law Elemental): HD 8+2; AC 2; ML 9; Int 13; Mv ; XP. *THACO 11; Sv F8; hp 38.*

- **Spear** 2d6.
- Resists Fire.

Yellow Slimes

Yellow Slime (Small Neutral Lowlife): HD 8; AC 3; ML 7; Int 0; Mv ; XP. *THACO 12; Sv F4; hp 36.*

- **Touch** 2d8 Acid.

Level IX - X		
d8	Monster	# Appearing
1	Incubi*	1d6
2	Inquisition*	1d6
3	Oni	1d4
4	Red Slimes	1d6
5	Succubi	1d6
6	Skeleton Mages	1d6
7	Vampires	1d2
8	Boss Encounter	

*See Level VII - VIII

Oni

Oni (Large Chaotic Planar Giant): HD 10; AC 3; ML 9; Int 13; Mv ; XP. *THACO 10; Sv F10; hp 45.*

- **Club** 1d10+2/1d10+2

Red Slimes

Red Slime (Small Neutral Lowlife): HD 10; AC 2; ML 7; Int 0; Mv ; XP. *THACO 10; Sv F5; hp 45.*
9.5

- **Touch** 2d10 Acid.

Succubi

Succubus (Medium Chaotic Enchanted Planar Humanoid): HD 9**; AC 2; ML 9; Int 13; Mv ; XP. *THACO 11; Sv F9; hp 40.*

- **Claw** 1d8/1d8
- **Gaze** target is compelled to move toward the succubus instead of attacking. Save vs spells to resist.
- Only harmed by spells and magic weapons.

Skeleton Mages

Skeleton Mage (Medium Chaotic Undead): HD 9*; AC 6; ML 8; Int 13; Mv ; XP. *THACO 11; Sv M9; hp 40. 12*

- **Arcane Bolt** 1d6+1, automatically hits.
- **Blink** when struck, has a 50% chance of teleporting up to 30'.

Vampires

Vampire (Medium Chaotic Undead): HD 9**;
AC 0; ML 10; Int 13; Mv ; XP. *THACO 11; Sv F9; hp 40. 4f0*

- **Claws and Teeth** 1d10/1d10 and 2d8 + Energy Drain
- Only harmed by spells and magic weapons

Level IX Demi-avatars

d8	Monster
1	Bound Knight
2	Draugr Jarl
3	Deep One
4	Idol of Flame
5	Medusa
6	Rogue Automagus

Bound Knight

Bound Knight (Large Chaotic Enchanted Giant): HD 12+1; AC 0; ML 10; Int 13; Mv ; XP. *THAC0 7; Sv F12; hp 55.*

- **Sword** 2d10+1/2d10+1 and **Kick** 1d8+1

When attacked, two Succubi will come to the Bound Knight's aid.

Succubus (Medium Chaotic Enchanted Planar Humanoid): HD 9**; AC 2; ML 9; Int 13; Mv ; XP. *THAC0 11; Sv F9; hp 40.*

- **Claw** 1d8/1d8
- **Gaze** target is compelled to move toward the succubus instead of attacking. Save vs spells to resist.
- Only harmed by spells and magic weapons.

Draugr Jarl

Draugr Jarl (Large Chaotic Undead Giant): HD 12+1*; AC 0; ML 10; Int 13; Mv ; XP. *THAC0 7; Sv F12; hp 55.*

- 2:3—**Sword** 2d8+1/2d8+1/2d8+1.
- 1:3—**Shout** Cone 30'x20' 1d10. Victims must save vs Paralysis or be knocked down.

The Draugr Jarl is accompanied by six Draugr.

Draugr (Medium Chaotic Undead): HD 4; AC 6; ML 8; Int 9; Mv ; XP. *THAC0 16; Sv F4; hp 18. 12*

- **Claw** 1d8/1d8. Paralysis 1d4 turns.

Deep One

Deep One (Large Neutral Enchanted Lowlife): HD 12+1; AC 1; ML 8; Int 6; Mv ; XP. *THAC0 7; Sv F12; hp 55.*

- **Claws** 2d12/2d12 and **Bite** 2d8
- If all three attacks hit the same target man-sized target, the Deep One can swallow the victim.
- Swallowed Victims will take 1d6 Acid damage per round unless they can be extricated.

Idol of Flame

Idol of Flame (Large Neutral Elemental): HD 12+1**; AC 0; ML 10; Int 13; Mv ; XP. *THAC0 7; Sv F12; hp 55.*

- **Fists** 2d8+1/2d8+1
- At the end of each round, deals 1d6 Fire damage to each creature within 5'.
- Immune to Fire.
- Each time the Idol of Flame is struck by a melee or missile attack, a Blazespirit leaps out from the wound.

Blazespirit (Large Neutral Elemental): HD 5*; AC 6; ML 8; Int 6; Mv ; XP. *THAC0 15; Sv F5; hp 22.*

- **Touch** 1d8.
- Immune to Fire.
- Explodes into 1d3 **Flamespirits** when killed.

Medusa

Medusa (Medium Chaotic Enchanted Humanoid): HD 12+1**; AC 2; ML 9; Int 13; Mv ; XP. *THAC0 7; Sv F12; hp 55.*

- **Greatbow** 100/200/300 1d10/1d10. Poison 6d6 per attack.
- **Poison Blade** 1d10/10. Poison 6d6 per attack.
- **Gaze** Petrification. Save to resist.

Rogue Automagus

Rogue Automagus (Medium Lawful Enchanted Construct): HD 12+1**; AC 4; ML; Int; Mv; XP.

THACO 7; Sv F12; hp 55. 44

- 4:6—**Electro-stave** 2d10 Electric
- 1:6—**Lightning Bolt** 10d10, per spell.
- 1:6—**Hold Person**, per spell.
- Resists lightning.

The Rogue Automagus is accompanied by two bodyguards who fight as Sergeant Automata.

Sergeant Automaton (Medium Lawful Construct): HD 8+1; AC 4; ML; Int; Mv; XP.

THACO 11; Sv F7; hp 41.

- **Blaster Pistol** 60/120/180 1d6/1d6
- **Saber** 1d6/1d6 and 1 Pistol shot.
- Resists Lightning.

Level X Avatars

d8	Monster
1	Devourer of Memory
2	Faceless Queen
3	Mother Spider
4	Shade of Death
5	Sire of Flames
6	Tomb Prince

Tomb Prince

Tomb Prince (Large Chaotic Enchanted Undead): HD 14+1; AC -3; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64. 50*

Devourer of Memory

Devourer of Memory (Large Neutral Enchanted Creature): HD 14+1; AC -1; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64.*

Faceless Queen

Faceless Queen (Large Chaotic Chaotic Enchanted Planar Creature): HD 14+1; AC -1; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64.*

Mother Spider

Mother Spider (Large Chaotic Enchanted Creature): HD 14+1; AC 0; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64. 48 + Poison*

Shade of Death

Devourer of Memory (Large Chaotic Enchanted Undead): HD 14+1; AC -1; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64. 65*

Sire of Flames

Sire of Flames (Large Neutral Enchanted Elemental): HD 14+1; AC -3; ML ; Int ; Mv ; XP. *THACO 5 Sv F14; hp 64. 33*