**LEVEL-0 DUNGEON MONSTERS**:

A level-0 dungeon is one where the encounters are set at 1d4 total hit die for each encounter,( with some adjustments for small and large creatures and those with dangerous special abilities) with a Maximum HD of 3 per creature if it is a solitary monster or 1d8 prt creature if it is in a group. This should be suitable for 1-2 level 1 PC’s, or up to 4 small-sized PC’s. For completing an adventure session in a level-0 dungeon, each PC should be awarded 100xp in addition to XP equaling his share of treasure taken.

**1—Flying Skulls**(x4) AC 15, HD 1d6, (Hp 4,4,3,3 ), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.

**2—Ticks, tiny** (x2) AC 15, HD 2d2, (Hp 3,2,3), SZ T, Mv 5’, AL N, Sv 20, Mor 14, Bite +0, Dmg 1d2, drain 1d2, Hide in Shadows.

**3—Beetles, small chargers** (x2) AC 15, HD 1d4 (Hp2, 3), Sz S, Mv 30’, Fly 45’, AL N, Sv 20, Mor 7, Bite +0, Dmg 1d6, Charge for double damage,

**4—Centipedes, small** (x4) AC 11, HD 1d4, (Hp 4,3, 2, 2), Sz S, Mv 20’, AL N, Sv 20, Mor 6, Bite: +0, pois. +4 save

**5—Snake, medium, constrictor** (x4) AC 12, HD 1d6, (Hp 5,1,4,1), SZ M, Mv 20’, AL N, Sv 19, Mor 9, bite+1, Dmg 1d6, constricts 1d6 per round, cumulative -1 to all rolls by victim (must be size M or less)

**6—Scorpion, small** (x4) AC 15, HD 1d4(1,3,1,2), Sz S, Mv 30’, AL N, Sv 20, Mor 10, c/c/s +0, 1d2, sting has pois.

**7—Ants, worker** (x2) AC 15, HD 1d6 (4,3), Sz M, Mv 40’, AL N, Sv19, Mor 14, Bite +1, Dmg 1d4

**8—Flying Skull(**x1) AC 15, HD 1d6, (Hp 5), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.

**9—Ghoul** (1)AC 13, HD 2d12, (Hp 15), SZ M, Mv 30, AL C, Sv 18, Mor 9, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.

**10—Minor Evil Spirit** (1) AC 13, HD 1d6, (Hp 5), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 12, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.

**11—Skeleton** (1) AC 11, HD 1d12, (Hp 5), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn+1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**12—Centipedes, tiny** (1d6) AC 11, HD 1d2, (Hp 2,2,2,1,1,1), Sz T, Mv 15’, AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**13—Snake, small, poison** (1) AC 11, HD 1d4, (Hp 4), SZ S, Mv 20, AL N, Sv 20, Mor 11, bite +0, Dmg 1d4+pois.

**14—Spiders, tiny**(1d6) AC 11, HD 1d2, (Hp 2,2,2,1,1,1), Sz T, Mv 20’, AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**15—Minor Evil Spirits** (1d4) AC 13, HD 1d6, (Hp 2, 1, 1, 6), SZ M, Mv 30/Fly 30, AL C, Sv 19, Mor 6, Touch +0, Dmg 1d4, Move through walls, hurt by holy water, banished by silver.

**16—Zombie** (1)AC 10, HD 2d12, (Hp 13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immu

**17—Small Skeletons** (x2) AC 11, HD 1d6, (Hp 11), SZ M, Mv 30, AL C, Sv 20, Mor XX, Claw +0/1d4 Undead Immunities, ½ damage from arrows and crossbow bolts.

**18—Centipedes, small** (x1) AC 11, HD 1d4, (Hp 3), Sz S, Mv 20’, AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**19—Skeleton** (1) AC 11, HD 1d12, (Hp 11), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**20—Zombie** (1) AC 10, HD 2d12, (Hp 13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Immu

**21—Human Bandits** J-1 (x3) AC 14, HD 1d6 (6,5,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6

Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Hear Noise

**22—Goblin Raiders**, J-1 (x2) AC 13, HD 1d4 (4,4), SZ S, Mv 25, AL C, Sv 19, Mor 4, Club +0/1d4

Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Tracking, +1 to hit surprise att

**23—Spiders, small** (x4) AC 12, HD 1d4, (Hp1,1,2,4), Sz S, Mv 30’, AL N, Sv 20, Mor 12, Bite: +0, 1d4 plus pois (paralytic for 1d6 days)

**24—Orc Spearman**, F2 (1), AC 16, HD2d6+2 (Hp10), Sz M, Mv 25’, AL C, Sv 18, Spear +1/1d6, Axe +1/1d6

Training: Spear Fighting, Shield Sacrifice, Reach for it, Shield Wall,

**25—Goblin Sneaks**, J-1 (x6) AC 12, HD 1d4 (hp3,3,2,2,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4 Dagger+0/1d4;

Skills (1d6): Tracking, Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher,+1 to hit surprise

**26—Toad, small** (x2) AC 11, HD 1d4(hp3,3), Sz S, Mv 30’, AL N, Sv20, Mor 9, Bite +0, Dmg 1d4, tongue

**27—Big Skunk** (1) AC 13, HD 3d6 (10), Sz M, Mv 25’, AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray

**28—Ape, small** (1), AC 11, HD 2d4 (hp 6), Sz S, Mv30’, AL N, Sv18, Mor 6, Fist(2) +2, 1d4, Bite 2d4 if both fists hit.

**29—Wolves** (x3), AC 13, HD 1d6, (Hp 3,6,1), SZ M, Mv 40, AL N, Sv 19, Mor 8, Bite +1, Dmg 1d6, Track

**30—Ratter Sneaks** (x2) AC 12, HD 1d4 (hp,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 6,Dagger+0/1d4;

Skills (1d6): Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher, +4 poison save.

**31—Orc Brigands** F-1(x3) AC 13, HD1d6+1 (7,7,3), Sz M, Mv 30, AL C, Sv 19, Mor10, Short sword +1/1d6

Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**31—Hobgoblin Priest,** CM-2 (1) AC 16, HD 2d6 (12hp), Sz M, Mv 25, AL C, Sv 6, Mor 11, Axe +0/1d6

Spells: Stun Blasphemer, Heal Wounded, Detect Law

**32—Hobgoblin Raiders**, J-1 (x3) AC 12, HD 1d6 (4,3,2), SZ M, Mv30, AL C, Sv 19, Mor 6, Axe +0/1d6, Lt Crossbow, +0/1d8, Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Rope Thrower ,Hear Noise

**33—Goblin Bushwhackers**, J-1 (x4) AC 12, HD 1d4 (hp4,3,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim Track, +1 s,

**34—Kobold Sneaks**, J-1 (x8) AC 12, HD 1d4 (hp3,3,2,2,1,1,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Dagger+0/1d4; Skills (1d6): Hide in Shadows, Move Silently, Pick Pockets, Abject Flight, Searcher, Swapper

**35—Kobold Pyros**, J-1 (x4) AC 14, HD 1d4 (hp4,3,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 7, Oil +0/1d6/1d6 Torch+0/1d4; Skills (1d6): Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run,Search

**36—Orc Scavengers**, J-1 (x2) AC 10, HD 1d6 (hp 4,3) Sz M, Mv 30, AL C, Sv 19, Mor 5, Club +0/1d4

Skills (1d6) Searcher, Cache, Hear Noise, Abject Flight, Buster, +2 poison/disease save

**37—Bats, small** (x2) AC 15, HD 1d4, (Hp,2,1), SZ S, Fly50, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4+disease.

**38—Crab, small** (1) AC 16, HD 2d4, (Hp 3), SZ S, Mv 10, AL N, Sv 18, Mor 11, claw(2)+2, Dmg 1d4/1d4

**39—Wild Dogs** (x4)AC 12, HD 1d4, (Hp 4,3,2,1), SZ S, Mv40, AL N, Sv 20, Mor 9, bite +0, Dmg 1d4 track by scent.

**40—Dungeon Hog**(1)AC 13, HD 3d6, (Hp14 ), SZ M, Mv35, AL N, Sv 17, Mor 11, Tusk +3/2d4, Berserk, Keep Fight

**41—Lizard, small** (x8) AC 12, HD 1d4, (Hp 4,4,3,3,2,2,1,1), SZ S, Mv40, AL N, Sv 20, Mor 9, bite +0, Dmg 1d4 t

**42—Big Rats** (x4) AC 12, HD 1d4, (Hp4,4,3,2), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0, Dmg 1d4 5% disease.

**43—Big Weasel** (1) AC 14, HD 3d6, (Hp14 ), SZ M, Mv35, AL N, Sv 17, Mor 11, Bite +3/2d4, 2d4 blood drain

**44—Toad, small** (x2) AC 11, HD 1d4(hp4,3), Sz S, Mv 30’, AL N, Sv20, Mor 7, Bite +0, Dmg 1d4, tongue

**45—Ant, warrior** (1) AC 16, HD 2d6 (hp 8), Sz M, Mv 45, AL N, Sv18, Mor 14, Bite +2, 1d6

**46—Beetle, medium** (1) AC 16, HD 2d6 (hp 8), Sz M, Mv40, Fly45, AL N, Sv18, Mor 15, Bite +2/1d8, Charge x2

**47—Centipede, small** (x4) AC 11, HD 1d4, (Hp 4,2,1,1), Sz S, Mv 20’, AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**48—Centipede, medium**(1) AC 10, HD2d6, (Hp 5), Sz M, Mv 25’, AL N, Sv 20, Mor 11, Bite:+2/1d6 pois. +2 sv

**49—Scorpion, small**(1) AC 15, HD 1d4(hp 3), Sz S, Mv 30’, AL N, Sv 20, Mor 10, c/c/s +0, 1d2, sting has pois.

**50—Fly, small** (x6) AC 12, HD 1d4(hp 4,3,3,2,2,1), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor7, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**51—Hornet, small** (1) AC 13, HD 2d4(hp 5), Sz S, Mv 10’Fly 50, AL N, Sv18, Mor7,Sting+2/1d6, poison +4.

**52—Crystal Statue (**1)AC 15, HD3d6 (hp15), Sz M, Mv30, AL L, Sv17, MorXX, Fistx2 +3/1d6, radiance 30x30, 3d6 damage to undead and demons, immune to fist, kick, staff, baton, construct immunities.

**53—Wererat** (1) AC13, HD3d6(hp8), SZ M, Mv30;, AL C, Sv 17, Mor 11, Bite+3/1d6, lycan. Silver, wolfsbane

**54—Ferox** (1) AC 15, HD 2d8 (8hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdown

**55—Morlock** (1) AC 13, HD 2d6 (8hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Troglodyte** (1) AC 15, HD 2d6 (6hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**57—Green Slime** (1) AC10, HD 3d6 (13hp). SZ M, Mv0, AL N, Sv17, Mor XX, +3, drops on target, kills in 3 rounds. Only harmed by fire, cold or cure disease.

**58—Grey Ooze** (1) AC 12, HD 3d8 (18), Sz L, Mv 2’, AL N, Sv 17, Mor XX, Acid +3/2d6, Hide, immune Fire/Cold

**59—Death Bloom** (1) AC 11, HD 3d8 (14) Sz L, Mv 0, AL N, Sv 17, Mor XX, Shoots(3)+3 grab, Mouth 3d6 if dragged by shoots, 1 in 4 are in spore state, shooting 10x10 cloud, save or sleep 1 hour.

**60—Bugmen Billmen** F-1 (x3), AC 15, HD 2d6+2 (9,5,3), Sz M, AL N, Sv 18, Mor 12, Bill+1/1d8

Training: Spear-Fighting, Reach for It, Stand and Fight

**61—Blood-Sucking Freak Lurker**, MU/J-1 (1) AC 10, HD 1d6 (hp5), Sz M, AL C, Sv19, Mor 12, Shortsword +0/1d6, extra bite attack if surprises Bite +0/1d4, drain 1d4, Spell: Fear; Skills: Hide in Sh, Move Silently, Stab and Run, Abject Flight, Cloak Trick, Alert Reaction

**62—Ratter Bushwhackers**, J1 (x4) (1d6) AC 12, HD 1d4 (hp4,3,1,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim +4 poison save

**63—Goblin Skirmishers,** F1 (x2) AC 13, HD1d4+1 (5,3), Sz S, AL C, Sv19, Mor 12, Hand axe +1/1d6, Darts +1/1d4 (quiver of 12) Training: Skirmisher, Split-Fire, Quick Draw, +1 surprise attack

**64—Orc Billmen**, F1 (x2): AC 13, HD1d6+1 (6,3), Sz M, AL C, Sv19, Mor 12, Halberd +1/1d8

Training: Spear-Fighting, Reach for It, Stand and Fight, Searcher

**65—Hornet, small** (1) AC 13, HD 2d4(hp 4), Sz S, Mv 10’Fly 50, AL N, Sv18, Mor10,Sting+2/1d6, poison +4.

**66—Fly, small** (x4) AC 12, HD 1d4(hp 4,4,4,2), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor12, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**67—Big Rat** (x4) AC 12, HD 1d4, (Hp3,2,2,1), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4 5% disease.

**68—Human Bandits** J-1,(x2) AC 13, HD 1d6 (5,5,4,2), SZ M, Mv30, AL N, Sv 19, Mor 7, Axe +0/1d6

Skills (1d6): Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Hear Noise

**69—Kobold Bushwhackers**, J-1; (x6) AC 12, HD 1d4 (hp3,3,3,2,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Swapper, Searcher,

**70—Horborg Assassin/Sorcerer**, MU/J-1 (1) Ac 10, HD 1d6 (hp 6), Sz M, Mv 30, AL C, Sv19, Mor 10, short sword +0/1d6, Darts +0/1d4; Spell: Sleep; Skills (1d6), HinSh, MSil, Abject Flight, Alchemy-B, Salt in the Eyes

**71—Bugbear Smasher**, F-2 (1), AC 13, HD 2d8+2 (hp11), Sz: L, Mv35, AL C, Sv18, Mor 12, Great Axe +2/1d8

Trainings: Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Move Silently

**72—Half-Ogre Smasher,** F-2(1), AC 13, HD 2d8+2 (hp12), Sz: L, Mv30, AL C, Sv18, Mor 13, Maul +2/1d8

Trainings: Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Buster

**73—Orc Trackers,** J-1 (x2) (1d4) AC 11, HD 1d6 (hp 4,2), Sz M, Mv 30, AL C, Sv 19, Mor 5, Shortbow +0/1d6, Short sword +0/1d6: Skills: Hide in Shadows, Tracking, Game Hunter, Forager, Move Silent,+2 poison save

**74—Big Rat** (x8) AC 12, HD 1d4, (Hp3,3,2,2,2,1,1,1), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0, Dmg 1d4 5% dis.

**75—Flying Skulls**(x3) AC 15, HD 1d6, (Hp 4,3,3 ), Sz S, Fly 35, AL C, Sv 20, Mor XX, Bite+0/1d4, Undead Immunities, ½ damage from arrows and crossbow bolts, Disheartening cackle.

**76—Stirge** (x1), AC 12, HD 2d4 (hp 3) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**77—Gnoll Bandits**, J-1 (1) AC 15, HD1d8 (6), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/1d8,

Skills (1d6) Militia Trained, Stab and Run, Abject Flight, Cache, Buster,

**78—Ferox** (1) AC 15, HD 2d8 (15hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdown

**79—Centipede, tiny**(x2) AC 11, HD 1d2, (Hp 1,1), Sz T, Mv 15’, AL N, Sv 20, Mor 10, Bite: +0, pois. +4 sv

**80—Orc Raiders**, J-1 (x4) AC 15, HD1d6 (6,4,4,1), Sz M, Mv 25, AL C, Sv 19, Mor 10, Spear +0/1d6,

Skills (1d6) Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim

**81—Goblin Bushwhackers**, J-1 (x4) AC 12, HD 1d4 (hp4,3,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 4, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): Hide in Shadows, Tracking, Move Silently, Bushwhacker, Careful Aim Track, +1 s,

**82—Wolf** (1), AC 13, HD 1d6, (Hp 5), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite, , Att +1, Dmg 1d6, Track

**83—Dungeon Hog** (1) AC 13, HD 3d6, (Hp12), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk +3/2d4, Berserk, Keep Fight **84—Centipede, medium** (1) AC 10, HD2d6, (Hp 4), Sz M, Mv 25’, AL N, Sv 20, Mor 10, Bite:+2/1d6 pois. +2 sv

**85—Orc Raider**, J-1 (1) AC 15, HD1d6 (hp6), Sz M, Mv 25, AL C, Sv 19, Mor 11, Spear +0/1d6,

Skills (1d6) Militia Trained, Stab and Run, Ambush 3, Cache, Buster, Searcher

**86—Kobold Bushwhackers**, J-1 (x2), (1d6) AC 12, HD 1d4 (hp,3,2), SZ S, Mv 25, AL C, Sv 19, Mor 4, Darts +0/1d4 Dagger+0/1d4; Skills (1d6): Hin Sh, Tracking, Move Sil, Bushwhacker, Careful AIm, Searcher, Swapper

**87—Big Rats** (x2) AC 12, HD 1d4, (Hp 4,2), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0, Dmg 1d4 5% disease.

**88—Fly, small** (x2) AC 12, HD 1d4(hp1,1), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**89—Morlock** (1) AC 13, HD 2d6 (8hp), SZ M, Mv35, AL C, Sv 18, Mor 13, Axe +2/1d6, Hide, MS, x3 backstab

**90—Half-Ogre smasher** F-2 (1) AC14, HD2d8+2(hp14), Sz L, Mv30, AL C, Sv18, Mor 13, Maul +1/2d4

Trainings: Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Buster

**91—Human Hermit,** CS-2 (1) Ac 10, HD 2d6 (8hp), Sz M, Mv 30, Sv 16, Mor 12, Staff +0,/1d6; Skill Walking Stick

Spells: Detect Chaos, Heal Wounded, Stun Blasphemer x2, Light/Darkness,

**92—Dwarf Infantry**, F-1 (x2) AC 16, HD 1d6+1 (hp 6,4), SzM, Mv 20, AL L, Mor 13, Axe +1/1d6

Training: Shield Sacrifice, Rampage, Hack on the Run, Stone Work, +2 save poison/magic

**93—Wood Elf Scouts,** J-1 (x4) AC 12, HD 1d6 (hp6,4,3,3), Sz M, Mv 30, AL N, Sv 19, Mor 10, Spear +0/1d8

Skills: Hide in F, Hide in Sh, Tracking, Game Hunter, Forager, Move Silently; +2 vs Enchant spells

**94—Human Dungeoneers,** J-1 (x3) AC 14, HD 1d6 (hp 6,4,1) Sz M, Mv25, AL N, Sv19, Mor10, Axe +0/1d6

Skills: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained

**95—High Elf Mystic**, F/MU-2 (1) AC 12, HD2d6+2 (hp13), Sz M, Mv 30, AL L, Sv 18, Mor11, Sword +1/1d6

Training: Skirmisher, Unarmored Combat x2, Tactical Reposition; Spells: Sleep, Air Shield

**96—Gnome Dungeoneers**, J-1 (x4)AC 14, HD 1d4(hp 4,4,1,1) Sz S, Mv20, AL N, Sv17, Mor14, hammer +0/1d6Skills: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained; Spell Detect Magic

**97—Human Holy Champion**, F/CM2 (1) AC 17, HD: 2d6+2 (hp12), Sz M, Mv 25, AL L, Sv 16, Mor 14, Sword +1/1d6Training: Rampage, Shield Sacrif., Hack on Run, Not So Fast, Mighty Blow Spells: Dett Ch, Heal W, Stun Blasphemer

**98—Halfling Rowdies**, J-1 (x4), AC 10, HD 1d4 (hp,2,2,1,1), SzS, Mv25, AL L, Sv19, Mor 5, Club+0/1d4; Sling +2/1d4 Skill: Occu (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Move Silent, Hide in Forest

**99—Dogger Billmen,** F1 (x1) : AC 15, HD1d6+1 (6), Sz M, Mv 25 AL L, Sv19, Mor 12, Halberd +1/1d8

Training: Spear-Fighting, Reach for It, Stand and Fight, Tracking

**00—Half-Elf Pilgrim**, CM-2 (1) AC 17, HD 2d6 (hp5), Sz M, Mv 25, AL L, Sv16, Mor 12, Mace +0/1d6

Spells: Heal Wounded, Detect Chaos, Stun Blasphemer

**LEVEL 0 DUNGEON TREASURE**

A level 0 hoard will have 3d6x10gp (average 105gp) in value, and a level 0 incidental will have 3d6gp in value, an average of 10gp. If incidental treasure is found in the hands of mortal NPC’s, Judge may substitute the value in coins for the items, and the container will be “belt pouches” on the foes.

**Treasures 01-20 ( Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 01 | Crate (c1) | Nailed | No | 4 blankets | 8 |
| 02 | Sack | No | Tiny centipede | 110sp | 11 |
| 03 | Cask | Stuck | No | Good ale (10 gallons) | 11 |
| 04 | Jar | No | No | 1000cp | 10 |
| 05 | Garbage | No | Disease | Battle Flag | 8 |
| 06 | Rack | No | No | 3 hand axes | 9 |
| 07 | Garbage | No | No | 12gp | 12 |
| 08 | Garbage | No | No | shield | 10 |
| 09 | Ground | No | No | 60sp | 6 |
| 10 | Sack | No | No | Gambeson, 2 bandoleers | 12 |
| 11 | Sack | No | No | 3 spools of wire | 9 |
| 12 | Sack | Tied | No | 1 week iron rations-sausage | 15 |
| 13 | Cask | Stuck | No | 1 gallon of good wine | 8 |
| 14 | Crate | Nailed | No | 5 sledgehammers | 10 |
| 15 | Ground | No | No | 120sp | 12 |
| 16 | Garbage | No | Disease | 400cp | 4 |
| 17 | Sack | Tied | No | Comfrey root x1 | 10 |
| 18 | Garbage | No | Rot worms | 6gp | 6 |
| 19 | Jar | Sealed | No | 70sp | 7 |
| 20 | Rack | No | No | Great Axe x1 | 10 |

**Treasures 21-40 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 21 | Rack | No | No | 4 spears | 8 |
| 22 | Jar | No | No | 15gp | 15 |
| 23 | Garbage | No | Disease | 500cp | 10 |
| 24 | Sack | Tied | No | Lupins x1 | 5 |
| 25 | Crate (c1) | Nailed | No | Manacles, shackles, 15’ chain | 7 |
| 26 | Barrel | Stuck | No | Lots of turnips | 9 |
| 27 | Garbage | No | Rot worm | Empty crystal vial | 10 |
| 28 | Sack | No | No | 130sp | 13 |
| 29 | Ground | No | No | Vial of acid | 15 |
| 30 | Sack | No | No | 11 mighty cigars | 11 |
| 31 | Crate | Nailed | No | Pack saddle | 15 |
| 32 | Jar | Sealed | Sleep poison | 4 gallons of average wine | 12 |
| 33 | Garbage | No | Tiny spider | 4 copper rings | 8 |
| 34 | Jar | No | No | 70cp | 7 |
| 35 | Garbage | No | No | 30sp | 3 |
| 36 | Crate (c1) | Nailed | No | 1 light crossbow | 15 |
| 37 | Cask | Stuck | No | 16 pints of lamp oil | 8 |
| 38 | Ground | No | No | 110sp | 11 |
| 39 | Sack | Tied | No | 70sp | 7 |
| 40 | Rack | No | No | 1 arming sword | 10 |

**Treasures 41-60 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 41 | Garbage | No | Disease | 1 silver ring | 10 |
| 42 | Ground | No | No | 12gp | 12 |
| 43 | Sack | No | No | 400cp | 4 |
| 44 | Crate (c1) | Nailed | No | Scythes x2 | 8 |
| 45 | Jar | Sealed | No | 1 gallon of super ale | 8 |
| 46 | Rack | No | No | 1 bastard sword | 15 |
| 47 | Cask | Stuck | No | 10 gallons of good ale | 11 |
| 48 | Garbage | No | No | 1100cp | 11 |
| 49 | Cask | Stuck | No | 5 gallons of good ale | 12 |
| 50 | Jar | Sealed | No | 10 pints of good wine | 10 |
| 51 | Ground | No | No | 120sp | 12 |
| 52 | Ground | No | No | 1400cp | 14 |
| 53 | Sack | No | No | 80sp | 8 |
| 54 | Sack | No | Tiny spider | 2 doses of woundwart | 10 |
| 55 | Sack | Tied | No | wolfsbane | 10 |
| 56 | Crate (c1) | Nailed | No | 1 mining pick, 1 shovel | 4 |
| 57 | Jar | No | No | 3 pints of military oil | 6 |
| 58 | Garbage | No | Tiny scorpion | 11gp | 11 |
| 59 | Rack | No | No | 2 silver arrows | 10 |
| 60 | Garbage | No | No | 100sp | 10 |

**Treasures 61-80 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 61 | Wood Chest (c2) | Stuck | No | 1100sp | 110 |
| 62 | Iron Bnd Chest (c3) | Yes | Darts | Silver short sword | 150 |
| 63 | Coffer (c4) | Yes | No | 80Gp; *Scroll of Fear* | 80 |
| 64 | Stone Trunk (c5) | Yes | Acid | Quiver of 20 silver arrows | 105 |
| 65 | Iron Chest (c6) | Yes | Needle +2 | 1300sp | 130 |
| 66 | Sarcophagus (c6) | Stuck | No | Chainmail, shield, bastard sword | 100 |
| 67 | Pile | No | No | 11,000cp | 110 |
| 68 | Wood Chest (c2) | Yes | Pit | 6 vials of acid | 90 |
| 69 | Coffer (c4) | Yes | No | 70gp | 70 |
| 70 | Iron Chest (c6) | Yes | Darts | Alch. Kit with Blinding powder, Assassin’s smoke x2, 5 Mighty cigars | 130 |
| 71 | Jar | Sealed | Poison+2 | 120gp | 120 |
| 72 | Secret | No | No | Gold ring, silver amulet | 125 |
| 73 | Iron Bnd Chest (c3) | Yes | No | 1100sp | 110 |
| 74 | Stone Trunk (c5) | Stuck | Pit | 4 silver necklaces | 80 |
| 75 | Secret. | No | No | 70gp | 70 |
| 76 | Wood Chest C(c2) | Yes | No | Composite Bow, 30 quarrels, pavis | 85 |
| 77 | Iron Bnd Chest (c3) | Stuck | Sleep gas | 900sp | 90 |
| 78 | Jar | Sealed | No | 12 pints of Owlbear Punch | 120 |
| 79 | Bookcase | No | No | Supplies for 1 level-1 MU scroll | 100 |
| 80 | Pile | No | No | 1300sp | 130 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Jar | Sealed | No | 9 pints of acid | 135 |
| 82 | Secret | Yes | No | 90gp | 90 |
| 83 | Secret | No | No | 2 silver amulets | 75 |
| 84 | Pile | No | No | 10,000 cp | 100 |
| 85 | Wood Chest (c2) | Yes | No | Chain mail and shield | 85 |
| 86 | Wood Chest (c2) | Stuck | No | 1100sp | 110 |
| 87 | Iron Bnd Chest (c3) | Yes | Darts | Poisoner’s kit and disguise kit | 100 |
| 88 | Stone Chest (c5) | Yes | Acid | 120gp; *Potion of Speak Languages* | 120 |
| 89 | Sarcophagus (c5) | Yes | No | Fine gown, silver necklace | 120 |
| 90 | Jar | Sealed | No | 900sp | 90 |
| 91 | Pile | No | No | 1400sp | 140 |
| 92 | Secret Compart | No | No | 170gp | 100 |
| 93 | Wood Chest (c2) | Yes | Blade | Brigandine, 2-handed Sword | 170 |
| 94 | Iron Bnd Chest (c3) | Stuck | No | 900sp | 90 |
| 95 | Coffer (C4) | Yes | No | Crystal of true thought, seer stone, spirit candle, 2 instant fire | 110 |
| 96 | Coffer (C4) | Yes | No | 40gp | 40 |
| 97 | Iron Bnd Chest (c3) | Yes | Pit | 7 silver rings | 70 |
| 98 | Wood Chest (c2) | Stuck | Stone | 1100sp | 110 |
| 99 | Stone Trunk (c5) | Stuck | Needle | 50’ silk rope, 2 folded tents | 90 |
| 00 | Iron Chest (c6) | Yes | No | 1000sp | 100 |