**LEVEL-1 DUNGEON MONSTERS**

A level-1 dungeon is one where the encounters are set at 2d4 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 4 per creature if it is a solitary monster or 2d8 per creature if it is in a group. This should be suitable for 4-5 level 1 PC’s. . For completing an adventure session in a level-1 dungeon, each PC should be awarded 250xp in addition to XP equaling his share of treasure taken.

**1—Skeleton** (x1) AC 11, HD 1d12, (Hp 12), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**2—Ticks, tiny** (x8) AC 15, HD 2d2, (Hp 4,4,3,3,3,3,2,2), SZ T, Mv 5’, AL N, Sv 20, Mor 12, Bite +0, Dmg 1d2, drain 1d2, Hide in Shadows.

**3—Beetles, small chargers** (x14) AC 15, HD 1d4 (Hp 2 each), 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 3,3,,2,2), Sz S, Mv 20’, AL N, Sv 20, Mor 6, Bite: +0, pois. +4 save

**5—Spider, Medium** (x2), AC 12, HD 2d6 (hp 5,7), Sz M, Mv 25’, AL N, Sv 18, Mor 11, Bite +2/1d6+poison (paralytic)

**6—Scorpion, small** (x3) AC 15, HD 1d4(1,3,1), Sz S, Mv 30’, AL N, Sv 20, Mor 10, c/c/s +0, 1d2, poison

**7—Tick, Medium** (1), AC 17, HD 3d6 (hp 13), Sz M, Mv10’, AL N, Sv 17, Mor 14, Bite +3/1d6, Drain 1d6, HinSh.

**8—Zombie** (1) AC 10, HD 2d12, (Hp13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im

**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 Spirits** (x4) AC 13, HD 1d6, (Hp 6,6,2,2,), 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** (x3) AC 11, HD 1d12, (Hp 5,10,11), 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** (x8) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 15’, AL N, Sv 20, Mor 5, Bite: +0, pois. +4 sv

**13—Bronze Statue, (1),** AC 15, HD 4d6 (20hp), Sz M, Mv 25’, AL N, Sv 16, Mor XX, Weapon +4/2d6, if in contact with 4+ enemies, can attack all with single sweep attack, immune to size S weapons, Construct Immunties

**14—Spiders, tiny**(x8) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 20’, AL N, Sv 20, Mor 12, Bite: +0, pois. +4 sv

**15—Stone Statue** (1), AC 15, HD 4d6 (20 hp), Sz M, Mv20’, AL C, Sv 16, Mor XX, Fist x2 +4/1d8, or Lava Blob 60’, +4/3d8, half damage from all weapons except picks, warhammers, hammers, Construct Immunities

**16—Zombie** (1)AC 10, HD 2d12, (Hp13), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im

**17—Ghoul** (1) AC 13, HD 2d12, (Hp 7), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.

**18—Demonic Warrior** (1), AC 19, HD 3d12+3 (hp 24), Sz M, Mv 30, AL C, Sv 17, Mor XX, Sword +3/1d6+2, 25% spell resistance, Rampage, Stand and Fight, Affected by Holy Water

**19—Skeleton** (x2) AC 11, HD 1d12, (Hp12,10), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**20—Angry Grabber Demon** (1), AC 14, HD 2d12 (hp 11), Sz S, Mv30’, AL C, Sv 18, Mor 12, Claws x2 +2/1d4, plus Grip of Pain if either hits. 25% spell resistance, invulnerable, affected by holy water

**21—Human Bandits** J-1 (x4) AC 14, HD 1d6 (4,1 4,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6

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

**22—Chaos Monkeys,** (x2), AC 12, HD 2d4 (hp 7,4), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**23—Stirges** (x3), AC 12, HD 2d4 (hp 3,3,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**24—** **Crab, Large** (1), AC 18, HD 4d8 (hp 12), Sz L, Mv 20, AL N, Sv 16, Mor 13, Claws x2 +4/1d8

**25—Goblin Sneaks**, J-1 (x10) AC 12, HD 1d4 (hp3 each), SZ S, Mv 25, AL C, Sv 19, Mor 4 Dagger+0/1d4; Skills (1d6): Tracking, Hide in Sh, Move Silently, Pick Pock., Abject Flight, Searcher,+1 to hit surprise

**26— Lizardo Savages** (x3) F-1, AC 14, HD 1d6+1 (6,5,4), Sz M, Mv30, AL C, Mor 11, Spear +1/1d6,

Trainings: Spear-Fighting, Reach for It, Stand and Fight, Hide in Forest

**27—Human Bandits** J-1 (x5) AC 14, HD 1d6 (4,1 4,3,4), SZ M, Mv30, AL N, Sv 19, Mor 6, Axe +0/1d6

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

**28—Ape, small** (x2), AC 11, HD 2d4 (hp 7,4), Sz S, Mv30’, AL N, Sv18, Mor 6, Fist(2) +2, 1d4, Bite 2d4 if both fists

**29—Toad, Large** (1), AC 12, HD4d8 (hp 15), Sz L, Mv 30’, AL N, Sv16, Mor 11, Bite +4/1d8, Tongue Grab

**30—Ratter Sneaks** (x6) AC 12, HD 1d4 (hp 3,3,3,2,2,1), 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—Tentabug** (1), AC 16, HD 3d8 (hp 19), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**32—Hobgoblin Raiders**, J-1 (x2) AC 12, HD 1d6 (4,4), SZ M, Mv30, AL C, Sv 19, Mor 11, Axe +0/1d6, Lt Crossbow, +0/1d8, Skills (1d6): Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Hear Noise

**33—Beetle, Acid, Large**,(1)AC 17, HD 3d8(9hp), Sz L, Mv50’. Fly 50’, AL N, Sv 17, Mor12, Bite +3/1d8; Acid Spit 20’, 4d8 damage and save for armor and shield.

**34—Crab Person** (1), AC 20, HD 4d6 (18hp), Sz M, Mv 30, AL C, Sv 16, Mor 12, Claw x2 +4/1d8

**35—Kobold Pyros**, J-1 (x5) AC 14, HD 1d4 (hp 3,3,2,2,3), 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 (x5) AC 10, HD 1d6 (hp 4,4,3,2,5), 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—Hag** (1), AC 13, HD 3d6 (hp10), Sz M, Mv 30, AL C, Sv 17, Mor 10, Dagger +3/1d4, Death Glance 3/day (1 target, 60’ save or die), All save of -1 to roll from fear, Spells: Air Shield, Disguise, Inv. Chuggins, Fear, Invisibility x2

**38—Crab, small** (x2) AC 16, HD 2d4, (Hp6,5), SZ S, Mv 10, AL N, Sv 18, Mor 11, claw(2)+2/1d4/1d4

**39—Skeleton Warrior** (1), AC 14, HD 3d12 (hp 16), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**40—Dungeon Hog**(1)AC 13, HD 3d6, (Hp12 ), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk +3/2d4, Berserk, Keep Fight

**41—Tentabug** (1), AC 16, HD 3d8 (hp 15), Sz L, Mv 30, AL N, Sv 17, Mor 13, Tentacles +6/paralysis, save or 1 hour

**42—Big Rats** (x10) AC 12, HD 1d4, (Hp 2 each), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0/1d4 5% disease.

**43—Big Weasel** (1) AC 14, HD 3d6, (Hp14), SZ M, Mv35, AL N, Sv17, Mor 12, Bite +3/2d4, 2d4 blood drain

**44—Toad, small** (x7) AC 11, HD 1d4(hp 3,3,3,2,2,2,2), Sz S, Mv 30’, AL N, Sv20, Mor 7, Bite +0, Dmg 1d4, tong.

**45—Ant, warrior** (x3) AC 16, HD 2d6 (hp 8,7,3), Sz M, Mv 45, AL N, Sv18, Mor 12, Bite +2, 1d6

**46—Wight** (1), AC 15, HD 3d12 (hp 16), Sz M, Mv30, AL C, Sv 17, Mor 12, Touch +3/drain, Sliver, Undead Immunities, drain 1 level on hit (save)

**47— Chaos Monkeys,** (x2), AC 12, HD 2d4 (hp,6,5), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**48—Centipede, medium**(1) AC 10, HD2d6, (Hp 7), Sz M, Mv 25’, AL N, Sv 20, Mor 11, Bite:+2/1d6 pois.+2 sv

**49—Ape, medium** (1), AC 13, HD3d6 (11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Fistx2 +3/1d6, Bite +3/2d6 if both fists hit.

**50—Cave Puma** (1), AC 13, HD3d6 (11hp) Sz M, Mv 35, AL N, Sv 17, Mor 5 c/c/b +3/1d6 each

**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** (x3) AC 15, HD 2d8 (8,4,14 hp), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdo

**55—Morlock** (x3) AC 13, HD 2d6 (8,5,4hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Troglodytes** (x2) AC 15, HD 2d6 (6,9,5hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**57—Human Berserkers** F2, (x2), AC 12, HD 2d6+2 (Hp 14,6), Sz M, Mv 30’, AL N, Mor XX, Axe :+1/1d6+2; Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**58—Grey Ooze** (1) AC 12, HD 3d8 (hp18), Sz L, Mv 2’, AL N, Sv 17, Mor XX, Acid +3/2d6, Hide, immune Fire/Cold

**59— Tunnel Bear** (1), AC 13, HD3d6 (11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Paws x2 +3/1d6, Hug +3/2d6 if both paws hit.

**60—Lizardo Savages** (x3) F-1, AC 14, HD 1d6+1 (5,5,4), Sz M, Mv30, AL C, Mor 11, Spear +1/1d6,

Trainings: Spear-Fighting, Reach for It, Stand and Fight, Hide in Forest

**61— Troglodytes** (x3) AC 15, HD 2d6 (6,9,5hp), SZ M, Mv30, AL C, Sv 18, Mor 10, c/c/c +2/1d3, Hide, stink

**62— Chaos Monkeys,** (x3), AC 12, HD 2d4 (hp5,4,3), Sz S, Mv 35, AL C, Sv 18, Mor 9, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**63—Goblin Skirmishers,** F1 (x6) AC 13, HD1d4+1 (5,3,3,3,4,4), Sz S, AL C, Sv19, Mor 6, club +1/1d4, Darts +1/1d4 (quiver of 12) Training: Skirmisher, Split-Fire, Quick Draw, +1 surprise attack

**64—Orc Billmen**, F1 (x6): AC 13, HD1d6+1 (6,4,3, 5,4,2), Sz M, Mv 30, AL C, Sv19, Mor 10, Spear +1/1d8

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

**65—Lizard, large** (1**),** AC 15, HD 4d8 (23hp), Sz L, Mv 35, AL N, Sv 16, Mor 10, Bite +4/1d8/disease

**66—Fly, small** (x10) AC 12, HD 1d4(hp 3 each), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor14, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**67—Big Rat** (x12) AC 12, HD 1d4, (Hp 2 each), SZ S, Mv30, AL N, Sv 20, Mor 7, bite +0/1d4 5% disease.

**68—Lizards, small** (x3), AC 13, HD2d4 (hp 4,7,7), Sz S, Mv 30, AL N, Sv 18, Mor 5, Bite +2/1d4 disease

**69—Kobold Bushwhackers**, J-1; (x4) AC 12, HD 1d4 (hp3,3,3,2), 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—Hobgoblin Slavers** (x4), J-1, AC 12, HD 1d6 (hp, 4,4,3,3) Sz M, Mv 30, AL C, Sv 19, Mor 9, Staff +0/1d6, Blackjack +0/1d4, Skills**:** Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking

**71— Fly, small** (x8) AC 12, HD 1d4(hp 1 each), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**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 Brigands** F-1(x5) AC 13, HD1d6+1 (,7,3, 7,5,4), Sz M, Mv 30, AL C, Sv 19, Mor9 , Axe +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**74—Wolves** (x5), AC 13, HD 1d6, (Hp 5,1,3,5.4), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite +1/1d6, Track

**75—Chaos Monkeys,** (x3), AC 12, HD 2d4 (hp6,3,2), Sz S, Mv 35, AL C, Sv 18, Mor 11, Claws x2 +2/1d4, if both claws hit or if one hits with nat 20, strangle 2d4/round.

**76—Lizards, medium** (1),AC 14, HD 3d6 (hp 16), Sz M, Mv30, AL N, Sv 17, Mor 10, Bite +3/1d6, disease

**77—Gnoll Bandits**, J-1 (x2) AC 15, HD1d8 (6,4), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/1d8,

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

**78—Ferox** (x2) AC 15, HD 2d8 (1hp 12, 6), SZ L, Mv30, AL C, Sv 18, Mor 11, Axe +2/1d10, rampage, knockdo

**79—Centipede, tiny**(x10) AC 11, HD 1d2, (Hp 1 each), Sz T, Mv 15’, AL N, Sv 20, Mor 10, Bite: +0, pois.+4

**80—Orc Raiders**, J-1 (x3) AC 15, HD1d6 (6,4,4), Sz M, Mv 25, AL C, Sv 19, Mor 10, Spear +0/1d6,

Skills (1d6) Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Searcher

**81—Goblin Bushwhackers**, J-1 (x6) AC 12, HD 1d4 (hp 4,3,2,2,2,1), SZ S, Mv 25, AL C, Sv 19, Mor 7, Shortbow +0/1d6 Dagger+0/1d4; Skills (1d6): : Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, ,Track, +1 s,

**82—Wolves** (x3), AC 13, HD 1d6, (Hp 5,1,3), SZ M, Mv 40, AL N, Sv 19, Mor 10, Bite +1/1d6, Track

**83—Dungeon Hog** (1) AC 13, HD 3d6, (Hp 12), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, Keep Fight

**84— Ogre Berserker** F-3 (1) AC12, HD3d8+3(hp17), Sz L, Mv30, AL C, Sv17, Mor 13, Great Axe +2/1d8+3

Trainings: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows

**85—Ratter Hobos:** J-1 (x3), AC 10, HD 1d4 (3,3,2), Sz S, Mv 35, AL N, Sv 19, Mor 4, Knife +0/1d4

Training: Searcher, Cache, Hear Noise, Abject Flight, Buster, +4 poison/disease save

**86— Big Rats** (x8) AC 12, HD 1d4, (Hp4,4,3,2,4,3,2,1), SZ S, Mv30, AL N, Sv 20, Mor 6, bite +0/1d4 5% disease.

**87— Orc Brigands** F-1(x4) AC 13, HD1d6+1 (7,3,7,5), Sz M, Mv 30, AL C, Sv 19, Mor9 , hammer +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

**88—Stirges** (x2), AC 12, HD 2d4 (hp7,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**89—Morlock** (x2) AC 13, HD 2d6 (8,6,3 hp), SZ M, Mv35, AL C, Sv 18, Mor 13, Axe +2/1d6, Hide, MS, x3 surpr

**90—Ogre Smasher** F-3 (1) AC14, HD3d8+3(hp18), Sz L, Mv30, AL C, Sv17, Mor 13, Maul +2/2d4+1

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

**91— Half-Elf Fancy Lads,** J-2 (x3) AC 12, HD 2d6 (5,7,6,9hp), SzM, Mv30, AL N, Sc18, Mor 12, Sword +1/1d6,

Trainings; Hide in Shad, Cloak Trick, Cloak in Face, Distr Bant, Razz-Dazz, Trgt Guid, Observer. +2 ench save

**92— Dwarf Clerics,** CM-2 (x2) AC 17, HD 2d6 (11,7) Sz M, Mv20, AL L, Sv 16, Mor 13, Mace +0/1d6

Spells: Detect Chaos, Heal Wounded,Stun Blasphemer

**93—Gnome Illusionist/Spies** (x2), J/MU-1, AC 10, HD1d4, (hp 4,3) Sz S, Mv 25, AL N, Sv19, Mor 12, Dagger +0/1d4, Darts +0/1d4,Disguise, Hide In Shadows, Move Silently, Searcher, Observer; Spells: Disguise; ½ Fear, ½ Concealing Fog.

**94—Trollson Spearmen** (x1) , F-2, AC 16, HD 2d8+2 (hp11), Sz L, Mv 25, AL N, Sv 18, Mor 13, Spear +1/1d6+1, Trainings: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice; see thru illusion, immune to cold

**95—Wood Elf Archers** (x2) F-2, AC 12, HD 2d6+2 (hp 8,11), Sz M, Mv 30, AL L, Sv 18, Mor 11, Long Bow +1/1d6, Sword +1/1d6; Training:Split-Fire, Aim, Over Watch; Move Silently, +2 save vs Enchantment

**96—Human Friars** (x2) J/CM-2, AC 10, HD 2d6 (8,7), Sz M, Mv 30, AL L, Sv 16, Mor 10, Staff +0/1d6, Skills (1d6):First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Bibliophile, walking Stick; Spells: Heal Wounded, Detect Chaos, Light

**97—Human Spearmen** (x8) F1 , AC 16, HD 1d6+1 (hp 7,5,5,4,4,3,3,2) SZ M, Mv 25, Al L, Sv 19, Mor 11, Spear: +1/1d6, Training: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice,

**98—Human Tribal Wisemen (**x1) J-2: AC 13, HD 2d6, (hp 9) Sz M, Mv 30, AL L, Sv 18, Mor 12, Spear +0/1d6, Skills (1d6): First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Forager,

**99—Human Dungeoneer/Sorcerers** (x2) J/MU-2. AC 10, HD 2d6 (hp 8,5), Sz M, Mv 30, AL L, Sv 18, Mor 10, Short Sword +0/1d6 Skills 1d6: Stone Work, Open Lock, Trap Work, Secret Door Expert, Searcher, Abject Flight, Pack Hauler, Spells: ½ Fear and Detect Magic; ½ Stone Missile and Read Magic

**00—Catter Flasker** (1) J-3, AC 15, HD 3d6 (Hp 11) Sz M, Mv 30, AL L, Sv 17, Mor 12, Sword +0/1d6

Skills: Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-Advanced,

**LEVEL 1 DUNGEON TREASURE**

A level 1 hoard will have 1d4x100gp (average 250gp) in value, and a level 1 incidental will have 1d4x10gp in value, an average of 25gp. If incidental treasure is found in the hands of mortal NPC’s, Judge may substitute the value in coins for the item, and the container will be “belt pouches” on the foes.

**Treasures 01-20 ( Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 01 | Garbage | No | No | 300sp | 30 |
| 02 | Garbage | No | Tiny spider | Lantern | 10 |
| 03 | Sack | No | No | 10gp | 10 |
| 04 | Ground | No | No | 10’ collapsing pole | 10 |
| 05 | Barrel | Stuck | No | 2000cp | 25 |
| 06 | Cask | Stuck | No | 2 weeks iron rations, hard tack | 30 |
| 07 | Sack | No | No | 250sp | 20 |
| 08 | Cask | Stuck | No | 300 portions of pipeweed | 30 |
| 09 | Garbage | No | No | 40gp | 40 |
| 10 | Garbage | No | No | 1 vial common blade venom | 25 |
| 11 | Doub Amph | Sealed | No | 150sp | 15 |
| 12 | Jar | No | No | Half gallon superior mead | 20 |
| 13 | Amphora | No | Tiny scorpion | 200sp | 20 |
| 14 | Amphora | No | No | Impressive wizard hat | 10 |
| 15 | Ground | No | No | 2000cp | 20 |
| 16 | Crate (c1) | Nailed | No | 2 blank journals, 2 metal scroll cases | 30 |
| 17 | Jar | No | Tiny snake | 20gp | 20 |
| 18 | Cask | Stuck | No | 2 gallons of brandy | 32 |
| 19 | Garbage | No | Disease | 28gp | 28 |
| 20 | Garbage | No | Disease | 1 packet of flash powder | 25 |

**Treasures 21-40 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 21 | L sack | No | No | 2 servings of 6 legs on a Goat | 30 |
| 22 | Ground | No | No | 30gp | 30 |
| 23 | Garbage | No | No | 3 silver rings | 30 |
| 24 | L sack | No | No | 300sp | 30 |
| 25 | Ground | No | No | 2 25-pound iron bars | 10 |
| 26 | Barrel | Stuck | No | 3000cp | 30 |
| 27 | Crate | Nailed | No | 1 week iron rations, pickles | 15 |
| 28 | Cask | Stuck | No | 35gp | 35 |
| 29 | Amphora | Sealed | No | 12 gallons of average wine | 27 |
| 30 | Ground | No | No | 400sp | 40 |
| 31 | Amphora | No | Acid | Vial of common blade venom | 25 |
| 32 | Garbage | No | No | 1000cp | 10 |
| 33 | L sack | No | No | Pair of gilded spurs | 10 |
| 34 | Rack | No | No | 40gp | 40 |
| 35 | Amphora | No | Tiny snake | 2 pounds of saffron | 30 |
| 36 | Crate (c1) | Nailed | No | 100sp | 10 |
| 37 | Sack | No | Tiny Spider | 1 crystal goblet | 30 |
| 38 | Ground | No | Tiny Snake | 4000cp | 40 |
| 39 | Doub Amph | No | Pit | 40 doses of perfume | 40 |
| 40 | Garbage | No | No | 40gp | 40 |

**Treasures 41-60 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 41 | L sack | No | No | 40gp | 40 |
| 42 | Crate (c1) | Nailed | No | 5 scythes | 20 |
| 43 | Garbage | No | Tiny spider | 100sp | 10 |
| 44 | Rack | No | No | 4 arming swords | 40 |
| 45 | Barrel | Stuck | No | 3000cp | 30 |
| 46 | Garbage | No | Disease | 1 horse bow | 30 |
| 47 | L sack | No | No | 10gp | 10 |
| 48 | L sack | No | No | 4 gambesons | 40 |
| 49 | Barrel | Stuck | No | 400sp | 40 |
| 50 | Cask | Stuck | No | 7 gallons average wine | 21 |
| 51 | Ground | No | No | 2000cp | 30 |
| 52 | Amphora | No | No | 40 pints of lamp oil | 20 |
| 53 | Rack | No | No | 2 handed sword | 20 |
| 54 | Rack | No | No | Light crossbow and case 10 bolts | 20 |
| 55 | Garbage | No | Tiny scorpion | 400sp | 40 |
| 56 | Rack | No | No | 5 spears | 10 |
| 57 | Sack | No | No | 1000cp | 20 |
| 58 | Rack | No | No | 3 halberds | 21 |
| 59 | Barrel | Stuck | No | 20gp | 20 |
| 60 | Sack | Tied | No | 40gp | 40 |

**Treasures 61-80 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 61 | Doub Amph | Sealed | No | 25 gallons of brandy | 400 |
| 62 | Wood Chest (c2) | Yes | Darts | 240gp | 240 |
| 63 | Crate | Nailed | No | 100 man days superior rations | 200 |
| 64 | Secret | No | No | 4000sp | 400 |
| 65 | Secret | Yes | No | Gold necklace | 200 |
| 66 | Pile | No | No | 10,000cp | 100 |
| 67 | Secret | No | No | DP-War hammer,*+1 magic short sword* | 400 |
| 68 | Amphora | Sealed | No | 300gp | 300 |
| 69 | Wood Chest (c2) | Stuck | Blade | 2 cling fire jars | 200 |
| 70 | Garbage | No | No | 2000sp | 200 |
| 71 | Sarcophagus (c5) | Stuck | No | Priestly vestments, Book of Evil | 200 |
| 72 | Iron Chest (c6) | Stuck | No | 30,000cp | 300 |
| 73 | Coffer (c4) | Yes | No | 2 gold rings | 200 |
| 74 | L sack | No | No | 300gp | 300 |
| 75 | Sacrophagus (c5) | Yes | Needle | Sharp Arming Sword | 400 |
| 76 | Stone Trunk (c5) | Yes | No | 2000sp | 200 |
| 77 | Stone Chest (c5) | Stuck | Acid | Sturdy Shield | 100 |
| 78 | L sack | Tied | no | 100gp | 100 |
| 79 | Iron Chest (c5) | Yes | Stone | Krangor x4, Devil Grease x5 | 400 |
| 80 | Wood Chest (c2) | Yes | Pit | 4000sp | 400 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Stone Chest (c5) | Yes | No | 100gp | 100 |
| 82 | Garbage | No | Rot worm | Plate armor | 300 |
| 83 | Amphora | No | No | 3000sp | 300 |
| 84 | Wood Chest (c2) | Stuck | No | Masterpiece war horn | 100 |
| 85 | Pile | No | No | 40,000cp | 400 |
| 86 | Iron Bnd Chest (c3) | Yes | No | 10 crystal goblets | 300 |
| 87 | Stone Trunk (c5) | Stuck | Darts | 300gp | 300 |
| 88 | Bookcase | No | Blade | Supplies 1 mu lvl 1 scroll | 100 |
| 89 | Wood Chest (c2) | Yes | No | 1000sp | 100 |
| 90 | Garbage | No | Tiny spider | 3 vials caustic blade venom | 300 |
| 91 | Iron Chest (c6) | Yes | No | 30,000cp | 300 |
| 92 | Barrel | Stuck | No | 40 doses of lupin beans | 400 |
| 93 | Iron Chest (c6) | Stuck | Acid | 200gp | 200 |
| 94 | Stone Chest (c5) | Yes | No | 8 pots of healing salve | 200 |
| 95 | Strong Box (c4) | Stuck | No | 3000sp | 300 |
| 96 | Rack | No | No | 2 composite bows | 200 |
| 97 | Stone Trunk (c5) | Yes | No | 40,000cp | 400 |
| 98 | Sarcophagus (c5) | Yes | Stone | Gold necklace | 200 |
| 99 | Coffer (c4) | Yes | No | 200gp | 200 |
| 00 | Wood Chest (c2) | Stuck | no | 4 silver amulets | 100 |