**LEVEL-2 DUNGEON MONSTERS**

A level-2 dungeon is one where the encounters are set at 4d4 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 6 per creature if it is a solitary monster or 3d8 per creature if it is in a group. This should be suitable for 4-5 level 2 PC’s. . For completing an adventure session in a level-2 dungeon, each PC should be awarded 250xp in addition to XP equaling his share of treasure taken.

**1—Skeleton** (x4) AC 11, HD 1d12, (Hp 12,6, 8,), SZ M, Mv 30, AL C, Sv 19, Mor XX, Wpn +1, Dmg 1d6, Undead Immunities, ½ damage from arrows and crossbow bolts.

**2—Iron Statue** (1), AC 15, HD 5d6 (Hp 25), Sz M, Mv10’, AL N, Sv 15, Mor XX, Fist(2), +5/1d10 each, if both fists hit, target is automatically knocked prone and takes 1d10 extra damage, Immune to bows, slings, hurled weapons (but not crossbows), half damage from all swords, axes and knives. Construct immunities

**3—Beetles, small chargers** (x20) 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—Berserker of Valhalla** (1), AC 15, HD 3d12+3 (Hp 16), Sz M, Mv 30, AL N, Sv 17, Mor XX, Sword +3/1d6+2 (=2 more for rage), Rampage, Berserk Rage, 25% spell resistance.

**5—Spider, Medium** (x2), AC 12, HD 2d6 (hp 5,8), Sz M, Mv 25’, AL N, Sv 18, Mor 11, Bite +2/1d6+poison (paralytic)

**6—Hell Hound** (1), AC 16, HD 5d12, (hp 31), Sz M, Mv 30, AL C, Sv 15, Mor 14, Bite +5/1d10, Fire Breath 10’ 1/round, 5 hp save for half (in addition to bite) Stealth d6, Track d20. Immune to Fire, Aff by Holy Water.

**7—Tick, Medium** (x3), AC 17, HD3d6 (hp 13, 11,8), Sz M, Mv10’, AL N, Sv 17, Mor 14, Bite +3/1d6, Drain 1d6,Hide.

**8—Gargoyle** (1), AC 15, HD 4d6, (hp 11) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 14, claws(4), 1d4, Stealth,Invuln.

**9—Ghoul** (x3) AC 13, HD 2d12, (Hp 15,13,9), SZ M, Mv 30, AL C, Sv 18, Mor 9, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.

**10—Wraith** (1), AC 17, HD 4d12 (hp 28), Sz M, Mv30, Fly 60, AL C, Sv 16, Mor 13, Touch +4/1d6+1, drain 1 level, Invulnerable, Aff. By Holy Water, Undead Immunities

**11—Zombie** (x2 )AC 10, HD 2d12, (Hp13,14), SZ M, Mv 15, AL C, Sv 18, Mor XX, Claw+2, Dmg 1d8, Undead Im

**12—Wight** (x2), AC 15, HD 3d12 (hp30, 29), Sz M, Mv 20, AL C, Sv 17, Mor 12, Claw +3/drain 1 level, Silver, affected by holy water, undead immunities.

**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—Beetles, Large, acid** (x3), AC 17, HD 3d8 (hp 21, 16,15} Sz L, Mv 50, Fly 50, AL N, Sv 17, Mor 5, Bite +3/2d8, or spit Acid 20’, +3/4d8, armor and shield must save.

**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—Minor Evil Spirits** (x12) AC 13, HD 1d6, (Hp 3 each), 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.

**17—Ghoul** (x2)AC 13, HD 2d12, (Hp 7, 12), SZ M, Mv 30, AL C, Sv 18, Mor 11, c/c/b+2, Dmg 1d4, save or paralysis, Undead Immunities.

**18—Skeleton Warrior** (1), AC 14, HD 3d12 (hp 25), Sz M, Mv30, AL C, Sv 17, Mor XX, Sword +3/1d6+1, Sliver, Undead Immunities, ½ damage from arrows and bolts,

**19— 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

**20—Wereserpent** (1), AC 14, HD 4d6 (hp 15), Sz M, Mv 20, AL C, Sv 16, Mor17, Bite +4/1d6+poison, lycanthropy, silver, affected by Sacred water and wolfsbane

**21—Human Bandits** J-1 (x12) AC 14, HD 1d6 (hp 4 each), 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—Cave Pumas** (x3), AC 13, HD 3d6 (hp 6,25,9) Sz M, Mv 35, AL N, Sv 17, Mor 11, c/c/b +3 1d6 each,

**23—Spiders, small (x10)** AC 12, HD 1d4, (Hp 2 each), Sz S, Mv 30’, AL N, Sv 20, Mor 12, Bite: +0, 1d4 plus pois (paralytic for 1d6 days)

**24—Ant, warrior** (x4) AC 16, HD 2d6 (hp 8,7,3, 6), Sz M, Mv 45, AL N, Sv18, Mor 11, Bite +2, 1d6

**25—Goblin Sneaks**, J-2 (x6) AC 12, HD 2d4 (hp 8,8,7,9,12,7 ), SZ S, Mv 25, AL C, Sv 18, Mor 4 Dagger+0/1d4; Skills (1d6): Tracking, Hide in Sh, Move Silently, Pick Pock., Abject Flight, Searcher, Cache, +1 to hit surprise

**26—Rust Monster** (1), AC 19, HD 5d6 (hp 18), Sz M, Mv 35, AL N, Sv 15, Mor 11, Tent. +5/Rust; Rust defense.

**27—Troll** (1), AC 15, HD 6d8 (hp 21), Sz L, Mv 30, AL C, Sv 14, Mor 15, c/c/b +6/1d6 each, regeneration 3hp, Knockdown, Rampage, fire stops regeneration.

**28—Big Skunk** (x4) AC 13, HD 3d6 (hp 10,7,9,10), Sz M, Mv 25’, AL N, Sv17, Mor 7, Bite +3, Dmg 1d6, stink spray

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

**30—Scorpion, Large** (1), AC 17, HD 4d8 (hp 13), Sz L, Mv 30, AL N, Sv 16, Mor 13, c/c/s +4, 1d6 pois sting

**31—Orc Brigands** F-2(x4) AC 13, HD 2d6+2 (9,13,4,5), Sz M, Mv 30, AL C, Sv 18, Mor10, Short sword +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw, Fast Weapon Fighter

**32—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

**33—Beetle, Acid, Large,** 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—Hornets, medium** (x3) AC 13, HD 3d6 (hp 15,11,8), Sz M, Mv 10, Fly 50, AL N, Sv 17, Mor 11, Sting +3/1d8+ poison with a +4 save

**35—Kobold Pyros**, J-2 (x6)AC 14, HD 2d4 (hp 3,4,3,4,5,6), SZ S, Mv 25, AL C, Sv 18, Mor 7, Oil +0/1d6/1d6 Torch+0/1d4; Skills (1d6): Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Swapper, Search, Camp Master

**36—Spider, large** (1), AC 14, HD 4d8 (hp 21), Sz L, Mv 20, AL N, Sv 16, Mor 12, Bite +4/1d8+poison (para)

**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—Black Dragon, medium** (1), AC 17, HD 5d6 (hp 19), Sz M, Mv 30. Fly 60, AL C, Sv 15, Mor 13, Claw x2, +5/1d4 each, Bite +5/2d6; Breath 30x80, Acid, 19 damage, save for half, Rampage

**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—Fire Elemental, small,** (1)AC 18, HD4d12 (22hp), Sz S, Mv 25, AL N, Sv 16, Mor XX, Fire +4/2d6, burns all who bring to 0hp to ash, Invulnerable, immune to fire, affected by Sacred Water

**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—Cockatrice** (1), AC 14, HD 5d4 (hp13), Sz S, Mv 20, Fly 45, AL N, Sv 15, Mor10, Peck +5/1d4+petrify

**43—Big Weasel** (x3) AC 14, HD 3d6, (Hp14, 11, 9), SZ M, Mv35, AL N, Sv17, Mor 12, Bite +3/2d4, 2d4 blood drain

**44—Medusa** (1), AC 12, HD 4d6 (16hp), Sz M, Mov 30, AL C, Sv 16, Mor 12, Bite +4/poison, Gaze: Petrify

**45—Ant, warrior** (x4) AC 16, HD 2d6 (hp11,6,7,9), Sz M, Mv 45, AL N, Sv18, Mor 12, Bite +2, 1d6

**46—Porcusquid (1)** AC 16, HD 6d8 (hp34), Sz L, Mv 30, AL C, Sv 14, Mor 12, Tentacles x6/+6/1d6; Shot spikes 60’ 1d6 at several targets +6/1d6, If you attack it with a size S or M weapon, take 1d6 spike damage

**47— Chaos Monkeys,** (x5), AC 12, HD 2d4 (hp6,6,5,4,2), 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—Stirges** (x5), AC 12, HD 2d4 (hp 3,3,6,7,5) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 10, Stab +2/1d3, 1d4 drain

**49—Ape, medium** (x2), AC 13, HD3d6 (11, 14hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Fistx2 +3/1d6, Bite +3/2d6 if both fists hit.

**50—Werewolf** (1), AC 15, HD 4d6 (hp 15), Sz M, Mv30, AL C, Sv 16, Mor 15, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**51—Hornet, small** (x4) AC 13, HD 2d4(hp 5,4,3,4), Sz S, Mv 10’Fly 50, AL N, Sv18, Mor7,Sting+2/1d6, poison +4.

**52—Silver Elf Archers** F-2(x5), AC 13, HD 2d6+2, (hp 10,10,11,9,14) Sz M, Mv 30, AL C, Sv 18, Mor 13, Long Bow: +1/1d6; Sword +1/1d6, Split-Fire, Aim, Over Watch, Quick Draw, Observer, +2 vs Enchantment

**53—Wererat** (x3) AC13, HD3d6(hp8,11,9), SZ M, Mv30;, AL C, Sv 17, Mor 11, Bite+3/1d6, lycan. Silver, wolfsbane

**54—Old Ones Spearmen** F2(x4), AC 15, HD 2d6+2 (hp 6, 14, 9,9) Sz M, Mv 30, AL C, Sv 18, Mor 12, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Move Silently, +2 vs Magic,

**55—Morlock** (x4) AC 13, HD 2d6 (8,5,7,4hp), SZ M, Mv35, AL C, Sv 18, Mor 6, Axe +2/1d6, Hide, MS, x3 backstab

**56—Crimson Dwarf Infantry** F3 (x4),AC 17, HD 3d6+3, (hp 15, 14, 15, 11) Sz M, AL C, Sv 17, Mor 14, Axe +2/1d6+1, Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Stonework, +2 vs Mag+Poi

**57—Human Berserkers** F2, (x5), AC 12, HD 2d6+2 (Hp 5,14,6,11,9), 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—Ochre Jelly** (1), AC 12, HD 5d8 (hp 25), Sz L, Mv 5’. AL N, Mor XX, Acid Touch +5/2d6, dissovles armor and shield it hits, immune to weapons, cut into smaller jellies.

**59—Tunnel Bear** (x3), AC 13, HD3d6 (11, 16, 11hp) Sz M, Mv 30, AL N, Sv 17, Mor 14, Paws x2 +3/1d6, Hug +3/2d6 if both paws hit.

**60—Red Goo** (1) AC 15, HD 5d8 (hp 28), Sz L, Mv 35, AL N, Sv 15, Mor XX, Blood Drain: +5/2d4; healed by the blood it sucks from victim, immune to fire, illusion and mind-magic.

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

**62—Stirges** (x4), AC 12, HD 2d4 (hp 4,2,6,7) Sz S, Mv 5, Fly 40, AL N, Sv 18, Mor 11, Stab +2/1d3, 1d4 drain

**63—Goblin Skirmishers,** F1 (x9) AC 13, HD1d4+1 (5,3,3,3,4,4,3,3,2), 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—Gelatinous Cube** (1)AC 12, HD 4d8 (hp 16), Sz L, Mv 15, AL N, Sv 16, Mor XX, Touch +4/2d4+paralysis, swallows paralyzed victims, 2d4 acid each round, immune to most spells except fire or flying rocks.

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

**66—Snake Men** F/MU-2 (x4), AC 10, HD 2d6+2 (hp 8, 10, 10, 5), Sz M, Mv 20, Crawl 30, AL C, Sv 18, Mor 11, Spear +1/1d8, Bite +1/1d4+poison,Spear-Fighting, Reach for It, Stand and Fight, Sweep Low, Track by Scent,, Spells: Air Shield, Stone Missile.

**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—Turtor Smashers**, F3 (x2), AC 16, HD 3d8+3 (hp 13, 12), Sz L, Mv 20, AL N, Sv 17, Mor 13, Maul +2/2d4+1,Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Flurry of Blows, +2 save vs damage, -4 save vs enchantments by Chaotic casters.

**69—Kobold Bushwhackers**, J-1; (x10) AC 12, HD 1d4 (hp 3 each), 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—Wereboar** (1), Ac 16, HD 4d8 (hp 11), Sz L, Mv 30, AL C, Sv 16, Mor 15, Tusks +4/2d6, Knockdown, Charge x2, Lycanthropy, Silver, aff by Sacred Water and Wolfsbane.

**71— Fly, small** (x20) AC 12, HD 1d4 (hp 2 each), Sz S, Mv 10’Fly 45, AL N, Sv20, Mor4, Bite +0/1d4, disease, dodge missiles (3+ on 1d6)

**72—Hobgoblin Spearmen** F2(x4), AC 17, HD 2d6+2 (hp 7, 13, 8,10) Sz M, Mv 25, AL C, Sv 18, Mor 13, Spear +1/1d6, dagger +1/1d4; Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Hear Noise

**73— Orc Brigands** F-1(x8) AC 13, HD1d6+1 (7,7,7,3, 7,5,5,4), Sz M, Mv 30, AL C, Sv 19, Mor9 , Axe +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw

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

**75—Lizards, medium** (x3),AC 14, HD 3d6 (hp 16,3,17), Sz M, Mv30, AL N, Sv 17, Mor 10, Bite +3/1d6, disease

**76—Refractacat** (x1), AC 16, HD 6d8, (hp 36), Sz L, Mv 50, AL C, Sv 14, Mor 13, Tentacles x2 +6/1d8, if either hits may make a bite attack +6/1d8, -3 to hit it with melee weapons, unless see invisible, missiles need nat 20.

**77—Gnoll Bandits**, J-1 (x11) AC 15, HD1d8 (4 each), Sz L, Mv 25, AL C, Sv 19, Mor 12, Maul+0/2d4,

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

**78-- Werewolf** (1), AC 15, HD 4d6 (hp 17), Sz M, Mv30, AL C, Sv 16, Mor 14, Bite +4/2d4, Rampage, Knockdown, Silver, Lycanthropy, Affected by Sacred Water and Wolfsbane

**79—Orc Raiders**, J-1 (x10) AC 15, HD1d6 (3 each), 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

**80—Gargoyle** (1), AC 15, HD 4d6, (hp 12) Sz M, Mv20, Fly 40, AL C, Sv 16, Mor 12, claws(4), 1d4, Stealth,Invuln.

**81—Goblin Bushwhackers**, J-1 (x11) AC 12, HD 1d4 (hp 2 each), 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, Tracking, +1 surprise attack,

**82—Goblin Crossbowmen** F1 (x12), AC 12, HD 1d4+1 (4 each), Sz S, Mv 25, AL C, Sc 19, Mor 10, Lt Xbow: +1/1d8, hatchet +1/1d4, Trainings:Split-Fire, Aim, Over Watch

**83—Dungeon Hog** (x3) AC 13, HD 3d6, (Hp 12,7,9), SZ M, Mv35, AL N, Sv 17, Mor 12, Tusk+3/2d4, Berserk, K.F.

**84—Half-Orc Assassins** J-3 (x3), AC 13, HD 3d6 (hp 10,4,9), Sz M, Mv 30, AL C, Sv 17, Mor 8, Dagger +0/1d4; Skills (1d6) Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3

**85— Ogre Berserker** F-3 (x3) AC12, HD3d8+3(hp17,14,11), 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

**86— Demonic Warrior** (1), AC 19, HD 3d12+3 (hp 22), 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

**87— Orc Brigands** F-1(x5) AC 13, HD2d6+2 (13,8,14,11,7), Sz M, Mv 30, AL C, Sv18, Mor11 , short sword +1/1d6; Short Bow +1/1d6, Training: Brawling, Buster, Quick Draw, Fast Weapon Fighter

**88—Medium Weevils** (x2), AC 14, HD 3d6 (hp 13, 7), Sz M, Mv 15, AL N, Sv 17, Mor 10, Bite +3/1d4, Ration Gobble, on a natural 18+ weevil has bitten into pack and gobbled all rations

**89— Ogre Smasher** F-3 (x3) AC14, HD3d8+3(hp18, 15,13), 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

**90—Crocodiles** (x3), AC 15, HD 3d8 (hp 15,20,8), Sz L, Mv 15, Swim 30, AL N, Sv 17, Mor 11, Bite +3/1d12

**91—Dwarf Conservators** CN/J-2 (x4), AC 15, HD 2d6 (hp 7,4,12,6), Sz M, Mv 20, AL L, Sv 16, Mor 12, Warhammer +0/1d6; Sling +0/1d6, Stonework, Open Locks, Trap work, Secret Door Expert, Hearn Noise, Stab and Run, Sling Stun, +2 vs Magic and Poison. Spells: Stun Blasphemer, Detect Chaos, Heal Wounded.

**92—Human Seekers**, CM-3 (x3), AC 17, HD 2d6 (hp 10,10,13), Sz M, Mv 25, AL L, Sv 15, Mor 5, Mace +0/1d6, Training: Crack the Shell, Spells: Heal Wounded, Detect Chaos, Light, Divine Circle

**93— Human Billmen,** F2 (x5), AC 16, HD 2d6+2 (hp 9, 9, 12, 13, 7), Sz M, Mv 25, AL L, Sv 18, Mor 13, Bill +1/1d8, Trainings Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low

**94—Human Spellswords,** F/Mu-3 (x2), AC 14 HD 3d6+3 (hp14,19), Sz M, Mv 30, AL L, Sv 17, Mor 11, Sword +2/1d6+1, Longgbow +2/1d6+1, Trainings: Unarmored Combat x4, Tactical Reposition, Quick Draw, Spells: #1: Shocking Grip, Flames, Invisibility; #2 Sleep, Air Shield, Dirt Pile

**95— Gnome Hermit,** Cs-6 (1), AC 10, HD 6d4 (hp 20), Sz S, Mv 25, Al L, Sv 10, Mor 13, baton +1/1d4, Stonework, Spells: Heal Wounded x2, Divine Circle, Bless Food, Hold Person, Augury, Sanctuary x2, Stand the Fallen, Cure Disease, Dispel Magic

**96—Halfling Scavengers**, J-1 (x10), AC 10, HD 1d4 (2 each), Sz S. Mv 25, AL N, Sv 19, Mor 6, club +0/1d4, Skills: Searcher, Cache, Hear Noise, Abject Flight, Buster, Move Silently, Hide in Forest

**97—Elf, Mysterious Stranger**, MU/J-4 (1), AC 10, HD 4d6 (hp 14), Sz M, Mv 30, AL N, Sv 16, Mor 11, Staff +1/1d6, Skills: Observer, Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Walking Stick, Spells: Air shield, Sleep, Stone Missile, Circle of Protection, Charm Person, Summon Spirits

**98—Human Spearmen** (x10) F1 , AC 16, HD 1d6+1 (hp 5 each) SZ M, Mv 25, Al L, Sv 19, Mor 12, Spear: +1/1d6, Training: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice,

**99—Dwarf Clerics,** CM-2 (x4) AC 17, HD 2d6 (11,8, 57) Sz M, Mv20, AL L, Sv 16, Mor 13, Mace +0/1d6

Spells: Detect Chaos, Heal Wounded, Stun Blasphemer

**00—Soldier of the Heavenly Host** (1), AC 17, HD 3d12+3 (hp 22), Sz M, Mv 30, AL L, Sv 15, Mor XX, Bastard Sword +3/1d8+2, 25% spell resistance, Rampage, Mighty Blow, Affected by unholy Water

**LEVEL 2 DUNGEON TREASURE**

A level 2 hoard will have 1d8x100gp (average 450gp) in value, and a level 2 incidental will have 1d8x10gp in value, an average of 45gp. 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 | Jar | No | No | 8 doses of Owlbear Punch | 80 |
| 02 | Jar | No | Tiny spider | 80gp | 80 |
| 03 | L sack | No | No | 7 doses of comfrey root | 70 |
| 04 | Garbage | No | Disease | 500sp | 50 |
| 05 | Rack | No | No | Horse Bow | 30 |
| 06 | Jar | No | Acid | 70gp | 70 |
| 07 | Sack | No | Tiny scorpion | 60gp | 60 |
| 08 | Ground | No | No | 5000cp | 50 |
| 09 | Cask | Stuck | No | 10 gallons of average wine | 24 |
| 10 | Rack | No | No | 2 bastard swords | 30 |
| 11 | Amphora | Sealed | Poison | 70gp | 70 |
| 12 | Jar | Sealed | No | 65gp | 65 |
| 13 | Jar | Sealed | Darts | 3 Unholy Symbols | 75 |
| 14 | Jar | No | No | 600sp | 60 |
| 15 | L sack | No | No | 50gp | 50 |
| 16 | Crate | Nailed | No | 3 sets of Gentry Shirts, Trousers | 60 |
| 17 | L sack | Tied | No | 650sp | 65 |
| 18 | Ground | No | No | 3-holed silver candlestick | 30 |
| 19 | Ground | No | No | 3000cp | 30 |
| 20 | Cask | Stuck | No | 3 doses of Orc liquor | 30 |

**Treasures 21-40 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 21 | L sack | No | No | 850sp | 85 |
| 22 | L sack | Tied | No | 3 vials of sacred water | 75 |
| 23 | Sack | No | Tiny snake | 50gp | 50 |
| 24 | Garbage | No | Tiny spider | Fancy scabbard, knight’s belt, arming sword | 30 |
| 25 | Garbage | No | Disease | 1000cp | 10 |
| 26 | Doub Amph | Sealed | No | 8 doses of Forest Wine | 80 |
| 27 | Sack | No | No | 80gp | 80 |
| 28 | Garbage | No | No | 350’ of chain (70 items!) | 70 |
| 29 | Garbage | No | Disease | 600sp | 60 |
| 30 | Cask | No | No | 10 gallons of average mead | 40 |
| 31 | Jar | Sealed | No | 80gp | 80 |
| 32 | Jar | No | Darts | 6 pints of Hercu-beer (danger!) | 60 |
| 33 | L Sack | No | No | 700sp | 70 |
| 34 | Sack | No | No | 3 silver necklaces | 60 |
| 35 | Garbage | No | No | 2000cp | 20 |
| 36 | Amphora | no | No | 2 pots of healing salve | 50 |
| 37 | Jar | No | No | 50gp | 50 |
| 38 | L sack | No | Tiny centipede | 2 pots of healing salve | 50 |
| 39 | Garbage | No | Disease | 3000cp | 30 |
| 40 | Garbage | No | No | 2 silver rings | 20 |

**Treasures 41-60 (Incidentals)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 41 | L sack | No | Tiny centipede | 700sp | 70 |
| 42 | Ground | No | No | 2 sets of blacksmith tools and 1 anvil | 60 |
| 43 | Ground | No | No | 6000cp | 60 |
| 44 | Ground | No | Tiny spider | 4000cp | 60 |
| 45 | Cask | Stuck | No | 10 gallons of average mead | 40 |
| 46 | Doub Amph | Sealed | No | 15 pounds of ginger | 30 |
| 47 | Amphora | No | No | 350sp | 35 |
| 48 | Crate | Nailed | No | 40 yards of cotton cloth | 20 |
| 49 | Sack | No | No | 10gp | 10 |
| 50 | Cask | Stuck | No | 9.5 gallons of good ale | 10 |
| 51 | Amphora | No | Needle | 70gp | 70 |
| 52 | Jar | no | Tiny snake | 3 packets of sleep sand | 75 |
| 53 | Crate | Nailed | No | 600sp | 60 |
| 54 | Garbage | No | Disease | 6000cp | 60 |
| 55 | Cask | Stuck | No | 20 pints of military oil | 40 |
| 56 | Amphora | Sealed | No | 8 doses of owlbear punch | 80 |
| 57 | Amphora | No | No | 70gp | 70 |
| 58 | Crate | Nailed | No | 1 horse’s caparison | 20 |
| 59 | Ground | No | No | 20gp | 20 |
| 60 | Ground | No | No | 1 wheelbarrow | 10 |

**Treasures 61-80 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Number | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 61 | Sarcophagus (c5) | Yes | No | Gold ring, silver war hammer, plate armor, sturdy shield | 700 |
| 62 | Strong Box (c4) | Yes | No | 500gp | 500 |
| 63 | Bookcase | No | Stone | Black Lotus, Crystal of True Thought | 300 |
| 64 | L Sack | No | No | 200gp | 200 |
| 65 | L sack | No | Tiny snake | 2 healing salve, 5 comfrey root | 100 |
| 66 | Iron Chest (c6) | Yes | No | 7000sp | 700 |
| 67 | Coffer (c4) | Yes | No | 1 ruby ring, 1 gold ring | 600 |
| 68 | Doub Amph | No | No | 600gp | 600 |
| 69 | Doub Amph | Sealed | No | 2 black lotus | 500 |
| 70 | Pile | No | No | 30,000 cp | 300 |
| 71 | Secret | No | No | Emerald ring | 800 |
| 72 | Secret | No | No | 600gp | 600 |
| 73 | Iron Bnd Chest (c3) | Yes | No | 4x 25-pound silver. 4x25-pound copper bars. | 600 |
| 74 | Wood Chest (c2) | Stuck | Darts | 4000sp | 400 |
| 75 | Wood Chest (c2) | Stuck | Blade | 2 cling fire, 2 devil grease, 2 inst. fire | 200 |
| 76 | Sarcophagus (c5) | Stuck | Needle | 800gp; *+1 Heavy Crossbow—magic loader* | 800 |
| 77 | Wood Chest (c2) | Yes | No | Light Mail | 700 |
| 78 | Wood Chest (c2) | Stuck | No | 4000sp | 400 |
| 79 | L sack | No | No | 400gpg | 400 |
| 80 | Rack | No | No | 4 heavy crossbows | 100 |

**Treasures 81-00 (Hoard)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *Number* | *Container* | *Lock* | *Trap* | *Items* | *GP value* |
| 81 | Iron Chest (c6) | Yes | No | 800gp | 800 |
| 82 | Stone Chest(c5) | Yes | No | 800gp | 800 |
| 83 | Wood Chest (c2) | Stuck | No | Scroll making supplies 6xlvl-1 MU | 600 |
| 84 | Barrel | Stuck | No | 5000sp | 500 |
| 85 | Secret | Yes | No | Plate Armor; *Tome of Curses* | 300 |
| 86 | Stone Chest (c5) | Yes | No | 7000sp | 700 |
| 87 | Wood Chest (c2) | Yes | No | 6000sp | 600 |
| 88 | Coffer (c4) | Yes | Needle | 4 gold rings | 400 |
| 89 | Bookcase | No | No | 1 black lotus | 250 |
| 90 | Cask | Stuck | No | 5 gallons of superior wine | 250 |
| 91 | Secret | No | No | 800gp; *Potions of Protection from Normal Missiles, Mighty Flash Powder, and Heroism* | 800 |
| 92 | Wood Chest (c2) | Yes | No | 4000sp | 400 |
| 93 | Bookcase | No | No | Rare Book: Feramond’s Travels | 300 |
| 94 | Bookcase | No | Book worm | Scroll-making supplies 1xlvl-1 CL | 200 |
| 95 | Pile | No | No | 20,000 cp | 200 |
| 96 | Secret | No | No | M-P arrows x20, MP-spear | 600 |
| 97 | Coffer (c4) | Yes | Darts | 500gp | 500 |
| 98 | Coffer (c4) | Yes | Pit | 400gp | 400 |
| 99 | Pile | No | No | 40,000cp | 400 |
| 00 | Garbage | No | No | Stink leather and sturdy shield | 200 |